

PEOPLE OF THE MIST

A Fate: Accelerated Solo Adventure

by Leo Winstead



Your people once thrived far to the south, but drought and earthquakes now ravage the land. You must journey to a new home beyond the high mountains in the mysterious Valley of Mist. Fight against saber-toothed tigers, giant sloths, and rival tribes of early humans along the way. Will you survive long enough to discover long-buried secrets or will you fall prey to those who dwell in the mist? This module contains a complete setting for play of the Fate: Accelerated rules.

Module FAS4

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“People of the Mist” is a Solo *Fate: Accelerated* adventure designed to introduce players to the world of FAE. You play a member of a prehistoric tribe searching for a new home in unfamiliar and dangerous lands. The ideas and setting are influenced by graphic novels such as Richard Corben’s *Bloodstar* (1976), as well as movies such as *The Quest for Fire* (1982) and *Yor: Hunter from the Future* (1983). After being separated from the rest of the tribe, the PC must forge a path of discovery as they search for their missing brethren and struggle against the unknown. It’s a blend of quasi-history combined with speculative literature meant to be appreciated in the vein of cheesy sci-fi and pulp fiction. Players are free to adapt characters previously designed for other scenarios or they can build their characters from scratch using some of the **Aspects** listed below. All that you need to play this scenario is a copy of *Fate: Accelerated*, 4 Fate dice (or 4D6s), poker chips (or something to represent Fate points), a character sheet, and a pen or pencil.

The player plays an iteration of a prehistoric caveman (one of the first homo sapiens living alongside homo neanderthalensis) choosing from a list of aspects, assigning values to approaches, and assigning 2 stunts to their character. The character is on a quest to rejoin their tribe and discover a new home in unfamiliar lands. Depending on the characters motivations (Aspects), certain actions might be appropriate and others not. If you want to run this adventure, you will need 2 Aspects, or phrases that define your character: one High Concept and one Trouble. Secondary Aspects will be added during play (see “Secondary Aspects”).

High Concepts

“I must protect the other members of the tribe.”

“I am the strong right arm of Uthuuk.”

“The shaman has taught me the ancient ways.”

“I pray to our ancestors and they answer me!”

“I heard the great beast rise up above the mountain!”

Trouble

“Orroc is unfit to lead our people.”

“I once broke the sacred skull of one of our elders: he has yet to forgive me.”

“The sabretooth’s claws took away one of my eyes.”

“My brothers fell against the mammoth’s fierce onslaught, but the others ran.”

“I look up at the stars and wonder: Are the gods just laughing at me?”

Secondary Aspects

(For the purposes of this adventure, these are largely defined as temporary aspects that reflect status, equipment, relationships, or the achievement of story objectives outlined in the text. They are distinct from situation aspects like “Heavy Rainstorm.”). You begin the adventure with **no** secondary aspects, but acquire them along your journey.

“I have an Amethyst Gem.”

“I wield Karnok’s flint axe.”

“I’ve been branded a traitor by the Hill Tribe.”

“I know the secrets of the universe.”

“I have an obsidian knife.”

Name, description, and approaches should be determined by the player as per usual (the character should start the game with 3 refresh). Stunts can also be assigned freely, however, here are some that might be especially pertinent (You should start the game with no more than 2 stunts):

Stunts

“Because I can see far ahead and in dim light, I have +2 to **Carefully** perceive danger ahead.”

“Because I brought down the great mammoth, I have +2 to **Forcefully** attack or move objects.”

“Because I’ve trapped many a beast in my time, I have +2 to **Cleverly** ensnare opponents.”

“My great size intimidates others, so I have +2 to **Flashily** ward off threats.”

“As a youth I ran down gazelles with my spear, I have +2 to **Quickly** avoid attacks or to pursue enemies.”

“I stole a flint knife from Uggunk the Thunderer while he slept, I gain +2 to **Stealthily** flee captors and raid camps.”

“Amokk has trained me well to act as guide, I can navigate by the stars once per game.”

“As chief hunter for my tribe, I can track any creature down once per game session.”

“Because I spent time with Hulik the Healer, I know what plants cure and which ones bring death.”

“Because I spent time with the Otor the Fire Maker, I have the tools to make a fire once per game session.”

“The northern tribes language is known to me, I can translate foreign languages once per game.”

Typically you will start the game (or “story arc” if this is just one side-chapter in a larger campaign) with no stress points, no consequences, and 3 refresh. Unlike a typical game of *Fate: Accelerated*, if you use up your stress and consequence boxes (or the text dictates a specific outcome); you must adhere to the outcome provided in the text (this might mean you are **Taken Out** of the game through death, entrapment, or some other means and must start over with a new character). Like a normal *Fate: Accelerated* game, the four basic actions in this game (Gain an Advantage, Overcome and obstacle, Attack an opponent, or Defend against a threat) are determined through dice rolls. Unlike a normal *Fate: Accelerated* game, the text will prompt you as to what Approaches you can use. When you roll to perform an action, you can also **Invoke an Aspect**. Invoking an Aspect costs you 1 Fate point and gives you a +2 to your roll or the chance to re-roll. This is allowed as long as you have fate points to spend, but remember, Invoking an Aspect should only be done when it fits within the context of the scene. You can also use a **Stunt**, if they text calls for it or it makes sense to do so. Just keep in mind, certain stunts can only be used once for the adventure! Sometimes the text will **Compel an Aspect**, which results in you gaining a Fate point. The text will specifically prompt you when this happens (for example you might see a sentence like: “If you have the Aspect ‘Amokk has trained me well to act as guide, I can navigate by the stars once per game,’ go to section 12.”).

Although there are situation aspects that arise from time to time (these are established using dice rolls), any significant changes to the character’s Aspects should only occur at the conclusion of the adventure (see the section entitled “Aftermath” for more details).

When you have completed your character, read the introduction below:

Introduction

Before the ancient rivers overflowed, before the earth split the great valleys in two and swallowed whole tribes with it, before the clouds boiled down fire upon the hills of the southern dwellers, there was a time when all the land was shrouded in mist. This is a story about that primordial time. The world was young then. Great beasts, like the giant sloth, roamed the land, even greater beasts dwelt among the flowing waters and raging streams that cut like veins of blood across the parched earth. Trees and vegetation sprang up as well, savage and uncaring for who or what wandered into its carnivorous clutches. The air was alive with buzzing and stinging creatures, who feasted on the herds of running cattle, deer, and elk. This was a time ripe with awe and wonder. As the first humans rose from the throes of mere brutality to question their own existence, great mysteries laid their blanket over the eyes of man. Man, who knew so little of the world in those days. Man, struggling like the newborn calf, to kick out and stretch each limb, to raise his fist to the sky and cry out a sound hoarse with lungs still accustomed to the nurturing warmth of the womb. A hard, dirty, world, confronted man in those days. And although he began life, crawling from the waters and hanging from trees, man grew and he learned.... and with that learning came knowledge, mastery....

Soon, man took to using the knowledge to mold the earth to his will. First, the simple tool of bone and claw, treasure stolen from those creatures who would prey on man. Then came flint and rock and man slowly bent the earth to his will. Last came fire, and man thought of how he would some day subdue the firmament, rising to the great height of those gods he feared and worshiped. Man saw life no longer as one endless struggle without meaning, but could plan and foresee, could build bonds of love and loyalty. Man believed in ways, and in things, he had only just begun to acknowledge. For him, the world was new.... new and terrifying....

Terror drove men to cling to each other. Great danger threatened him on all sides and only the safety of many held any solace. The elders and shaman prayed to their gods, seeing the world grow angry as the days folded in on themselves. Great lights from the sky foretold of the anger of one god, another sent terrible floods to drown out whole dwellings, a third would blow fiercely and the cold of snow and ice would blanket the hollows of one tribe and drive them far afield. This is the story of one of those tribes and of the trials of one such member and of a quest, wrought with difficulty, tragedy, mystery, and intrigue. This is your story...

In your 18th year, the River People watch as the waters dry up. The sun, held long in the sky, bakes the earth as its rays beat down, one day carrying on into the next, until the very ground chokes your throat with the dust of a its stinging aridness. Something evil has cursed the earth. Something beyond even the lamentations of Orroc, your great leader, who tries to appease the gods, and seems to bring upon the land more death, more decay. The rivers disappear leaving cracks and vegetation to wilt, the lakes leave barren hollows in the soil with naught but fossils and ancient bones of monstrous creatures to amaze and befuddle the suffering tribe. Even as they struggle to pull water from the soil, the herds of wildebeests, the birds, and even the small rodents who burrow deep into the veins of the earth, can bear the terrible drought no longer. The older members of your tribe are too weak to make the journey north. Starvation and disease have taken the lives of the weak and small in great numbers. Yet only as the elders cry out does Orroc listen. So after all the hardships and loss, finally Orroc has declared the time has come. The time of the great migration and fewer than 100 can be counted among your people.

Orroc, with the staff of his father, Duroc held high above his craggy brow, gives the command to march. No fear, no threat from strangers of the north can prevent the movement along the river's winding trail. Yet still, those fears and many more lay waiting. For several days, the barren parched earth will not give up its precious fluid. Hot and tired from the lengthy march, your numbers thin still more. Then tragedy rears its ugly head. On the ninth day, with dust clinging to your hides, the land slopes higher and the gnarled roots and thorns of dessicated plants and bushes cut deep into your flesh. A high cliff wall reaches up to thwart your passage, but Enor the Wise runs ahead and finds a pathway through the rock. Bringing up the rear, your people file one-by-one through the great crevasse as it cuts a sliver from the mighty granite stone.



It is Thorna who spots the eagle high above you, crying out with loud excitement. Goruk, mad with hunger, strikes down the eagle with one shot of his bow. What god he angered, you could not tell, but events to follow catch all of you by surprise. Orroc at the front, gives the call to forge ahead, but travel is slow as the rocky path becomes more narrow and treacherous. With a low rumble, the ground begins to shake terribly. Things worsen as the high cliff walls rain down rocks and debris. At first, you duck just as a huge boulder comes sailing past you. The path narrows even further as a wide ravine opens up and you catch sight of a shallow egress along the cliff wall. You stumble as the ground continues to shake, not hearing the cry of warning from a young girl in front of you. You look up then, just as a second volley of rocks bowls you over. A rock the size of a large melon, strikes you unconscious. Your last thoughts are of a new home, of a wide, raging river flush with the sweet nectar of plants and fruit-bearing trees, of peace, tranquility, and hope for tomorrow... will you live to reach this land? Only time holds the answer to your questions...

1) You wake at the sound of clashing rocks. The heavy weight of several stones press down on your bruised and battered form. Your eyes flutter open and you squint as the sun's blinding rays blind you momentarily. When you have adjusted to the light, you lift the heavy rocks holding you down and gather enough strength to stand. All around you, a dense layer of dust hovers in the air. A large pile of stones, the result of the avalanche surrounds you. You see the limp hand of the young girl who tried to warn you thrust out from under a heavy boulder. "Too late," you think, "to try and save her." Staring through the fog, you try to get your bearings. "Where are the others?" you wonder to yourself. Before you can find the answer, however, you hear the faint sound above of eagle hatchlings. "Poor things," you ponder, "to be deprived of their mother in this wretched land." You take a few steps forward, picking stones from the path as you go. If the path is still fresh, you may be able to catch up to your brethren. Now is the time to decide on a course of action:

If you want to follow the path along the cliff face, go to 12.

If you would like to investigate the hatchlings, go to 75.

If you want to bury the girl, go to 10.

2) You raise your hand up, mimicking the gesture of the strange, glowing figure. "Very well," it speaks, "You must now submit to the neural stimulator. Behold, savage!" With that, the figure waves its hand and several long cables rise up from the floor and ensnare you. The next thing you know, you are suspended high in the air with several of long wires and conduits arcing from your body.

Go to 8.

3) You struggle to understand the language of the subhuman chief. Although you've encountered other tribes from the north, their tongue is heavily accented and you only pick up a few words: "gem...eye...boat!"

If you have the amethyst or gem from either 18 or 6, go to 16. If not, go to 14.

4) You approach the strange object embedded in the cave wall. The heat from the lava below singes your face as you spot a large amethyst gem lodged high in the wall. You struggle for sometime to remove the gem, with the smoke and ash from the lava burning your flesh (take 1 stress or the **Mild Consequence** "Singed" and -1 to all Approaches for the rest of the game). Finally, the gem is dislodged and you gather it up carefully.

You now have the **Aspect**, "Amethyst Gem."

You may continue on up through the tunnel. Go to 87.

5) You advance menacingly, clawing away at the figure. But with each swipe, your hands pass right through the glowing being! After a few seconds, you step back in frustration.

Go to 20.

6) You spot a purple gemstone glittering in the faint light and can't resist its alluring beauty. With your knife, you chisel away at the gem. Just when you are about to give up, the stone around the gem cracks and the sparkling rock falls into your open hand.

You now have the **Aspect**, "I have an Amethyst gem."

You may explore the tunnel to the north. Go to 44.

You may enter the chamber to the west. Go to 22.

7) You're so busy struggling with the gem that you don't hear someone, or something approaching from behind you. Before you know it, you are clubbed on the back of the head and everything goes black. (You take 1 stress or the **Mild Consequence** "Buzzing Headache" and roll -1 for all Approaches for the remainder of the game).

Go to 56.

8) A thousand images flash in front of you as the neural stimulation begins. Presently, you feel an intense sensation as if the layers of your brain are being peeled back like an onion and your mind is flooded with knowledge and a sense of awareness far beyond even the wisest member of your tribe. At last, the wires release your form and you fall to the ground, shaken and reeling from the experience. "How does it feel, human?" says the figure half-mockingly, "to be so far above the consciousness of your brethren?"

If you have the **Aspect**, "My brothers fell against the mammoth's fierce onslaught, but the others ran." Go to 23.

If you have the **Aspect**, "I must protect the other members of the tribe." Go to 52.

If you have neither Aspect, roll a Fate die. If you roll "-" or "blank", go to 52. If you roll a "+", go to 73.



9) You step inside the beak and into the strange statue. The light from several pulsating panels along each wall of the cavity give off an eerie hum. Before you react, the mouth of the bird begins to close and you find yourself trapped inside the colossus. As soon as the bird's mouth shuts completely, a blinding white light fills the strange room and you feel a steady vibration as if an earthquake were splitting the mountain from its foundation. As your eyes adjust, you catch sight of a transparent shimmering white figure floating in the center of the room. It stands there momentarily, before raising its right hand in a sign of peace. "Greetings!" the figure says in your own language. "You have been selected for a very special purpose... to lead mankind into a new era of advancement." The figure appears to pause for a moment, as if waiting for your response.

You may attack the being. Go to 5.

You may **Flashily** try to impress the glowing figure. (Roll to Overcome +2). If you tie or succeed, go to 2. If you fail, go to 20.

10) You collect the body, slowly lifting the crippled form and carrying it to the shallow egress you spotted earlier. You spot a large depression in the earth and lay the corpse down flat. Gathering up some of the stones from the avalanche, you fill the depression until nothing remains except a mound. You rest briefly, calling out to your ancestors to accept the girl's soul, then gathering a spear from the debris, you steel yourself for the long journey ahead.

Go to 12.

11) A cool draft blows through the narrow tunnel as you slowly climb up the pathway. The low howl sounds like a giant sloth or wild bear defending its young and you struggle not to turn around every few feet thinking there must be something following you. A pale light filters down from a fissure in the rock high above you. The light illuminates a large recess in the tunnel wall, where several crude drawings and markings have been carved. A few yards beyond the markings, the tunnel splits in two.

If you have the **Aspect**, "The shaman has taught me the ancient ways," or "The northern tribes language is known to me, I can translate foreign languages once per game." Go to 28.

If not, you may **Cleverly** attempt to decipher the markings (Roll to Gain an Advantage +2). If you tie or succeed, go to 28. If you fail, go to 43.

You may follow the tunnel south. Go to 85.

You may follow the tunnel north. Go to 18.

12) The path widens a bit as you work your way slowly down the mountain pass. Every so often, a bramble or thicket juts out from a rock, but save for a few drops of rain, you must content yourself on what few rations you have left. The sky begins to darken as you finally reach the base of the mountain. You see up ahead that a small fire burns in a clearing, but only one figure sits crouched with its back to you. "Where are the others?" you wonder, trying to decide how to proceed.

You may call out to the figure. Go to 13.

You may also try to **Sneakily** approach the camp without being detected (Roll to Overcome +2). If you fail, go to 13. If you tie or succeed, go to 15.

13) Suddenly a thick net drops down you as you struggle to break free. Several subhumans with elaborate body paint emerge from the rocks and trees surrounding you, brandishing spears and clubs. One of them has a necklace with bone and some glittering stones woven into it; the tribe's chief or you'd suspect. The chief approaches you slowly, a look of malice etched into his simian features.

If you have the **Aspect** "I have an amethyst gem (from entry 18)," go to 30.

You may **Flashily** try to reason with the chieftain. (Roll to Overcome +1). If you fail, go to 31. If you tie or succeed, go to 33.

You may **Forcefully** attempt to break free. (Roll to Overcome +2). If you the **Aspect** "flint knife" or "flint axe", you get to add +2 to your roll. If you fail, go to 31. If you tie or succeed, go to 17.

14) You reach into your bag to find something you can use to communicate with. The subhumans are on edge, as you fumble around for several moments. The chief stands idly by, confused at your hesitation, but then the witchdoctor you saw earlier in the forest yells out something threateningly and holds up a fistful of entrails, pointing and shouting in your direction. The subhumans charge at you suddenly then, driving their spears and axes into you from all sides. Ouch! You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

15) You slowly make your way down the path, keeping to the shadows and using the tall, birch and pine trees sprouting from the earth to mask your presence. A soft lilting sound echoes from the mysterious figure ahead of you. At first, you think it must be the sound of the figure chanting, but you don't discern any words. Instead, you think the woman is singing a melody of some type. Your stomach growls with hunger and you can't help but lick your lips at the sight of roasting meat by the fire. You don't see anyone else in the area, but the food indicates there must be a hunter nearby.

You may **Flashily** attempt to ask for food. (Roll to Gain an Advantage +2). If you fail, go to 92. If you tie or succeed, go to 79.

You may avoid the woman altogether and continue on your journey (if you don't have the eggs from 82, you must take 2 stress or the **Mild Consequence** "starving" and roll -2 penalty to all approaches for the rest of the adventure).

Go to 34.

16) You hold up the glittering gem high above your head as the savages look on in awe and fear. The chief turns to the crowd, pointing at the stone and shouting a low chant. He then turns and kneels at your feet, reaching out to accept the gem. What do you do?

If you give him the gem, go to 21.

If you refuse to give up the gem, go to 36.

17) With all your strength, you manage to rend the net apart. The savages are not pleased, however, and quickly recover from their initial shock. In your weakened state, you cannot hope to overpower them all. Your only chance is to try to flee.

You may **Sneakily** try to outrun them. (Roll to Overcome +2). If you fail, you are clubbed over the head and pass out (take 1 stress or the **Mild Consequence** "beaten up" and suffer-1 to all Approaches until the game ends). Go to 56. If you tie or succeed, go to 49.

18) The tunnel rises several feet into complete blackness before leveling off. You hear the shrill screech of bats as they rustle and flutter somewhere further down the tunnel.

If you have the **Stunt**, "Because I spent time with Otor the Fire Maker, I have the tools to make a fire once per game session." You may pause to do so now. Go to 93.

Otherwise, you must **Carefully** proceed. (Roll to Overcome +2). If you tie or succeed, go to 93. If you fail, go to 72.

19) The air around you seems to freeze solid. The heavy stench of death wafts up from the lizard's mouth, as the venom begins to course through your blood. You feel each limb quickly loose feeling and then your heart stops beating and you lose consciousness. You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

20) You stand tall, puffing your chest out and shouting at the figure. It only seems to smile and laugh, finally addressing you with a malicious tone, “You can fight the process all you want, poor wretch. It will do you no good.” Just then, several flickering wires and cables reach out and wrap themselves around you. You are pulled into glowing blue recess and suspended high into the air.

Go to 8.

21) You watch as the chief approaches the colossal statue with gem in hand. He slowly places the gem into the left socket, chanting in a low voice as he does so. Backing away, you watch as the ground begins to shake. After a moment, the eyes light up, filling the room with a reddish glow. The beak of the bird opens wide, revealing a large cavity with flashing lights and strange sounds. Several of the savages poke at you with their spears, prompting you to step forward into the cavity. Do you:

Try to make a break for it? Go to 32.

Enter the large bird? Go to 9.

22) The limestone chamber seems alive as the reflections of water from a large pool at its center dance off the walls and ceiling. The constant dripping you hear is from the stalactites which jut down at regular intervals throughout the cave. To the west, the tunnel leads off into the dark. To the east, the chamber exits out into a larger cave.

You may examine the pool. Go to 64.

You may enter the cave to the east. Go to 90.

You may follow the tunnel west. Go to 11.

23) “I have no more love for them,” you state emphatically, “They are no longer worthy of thought.” The figure waves a hand and an elaborate control panel rises from the floor. “This vessel your fellow savages so falsely mistook as a celestial bird is, in fact, capable of interstellar flight.” The figure explains, “You have only to place your hands along the control panel and your genetic code will engage the engine drive.” You pause for a moment, unsure if you are ready to accept your roll as a starship pilot. Perhaps reading your mind, the figure calls out to you, “Do not hesitate, but embrace your destiny. For all of humanity’s hopes and dreams are written in the stars.”

You place your hands on the panel and listen as the engines engage, filling the cavern with blinding hot light and scattering the subhumans. You motion upwards and the engine’s thrust pulls the ancient spaceship from its rocky moorings and it rises slowly into the air. From prismatic orbs hovering to either side of the panel, you are able to look out on the earth far below as the ship begins a swift ascent through the clouds. For the briefest of moments, you ponder what will become of your tribe: Will they survive the trek north to fertile land? Or will they fall prey to a hostile tribe or become food for a denizen of the forest? Will it matter in the long run, anyways? These are questions beneath your concern, as the ship you are piloting pierces through the planet’s atmosphere and you behold the brilliance of the solar system. With a final look back, you direct the controls forward and plunge the ship deep into the bowels of space and your future....

You have successfully completed the adventure and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

24) Orroc seems to hesitate before answering, “The subhumans ambushed us as we made our way through the mountains. I was separated from the rest of the tribe.” While he speaks, you spot a wedge-shaped brand on his arm. “Liar!” you yell accusatorily, “Only a traitor would run from a fight. You are not fit to lead our people!” Several in the tribe, impressed by your valor, then side along with you., muttering their support. Enor the Wise holds up his hand to speak. “You know the ways of our tribe are often brutal and uncompromising. When a leader is challenged, he must accept. This is the law!” Orroc, his face a visage of anger and desperation, nods in ascent. “So be it! If you best me, I will forfeit my rightful place as chief.” The two of you then square off.

You must **Flashily** defeat Orroc in hand-to-hand combat. (Roll to Attack +4). If you tie or succeed, go to 86. If you fail, go to 25.



25) You and Orroc circle each other as a rhythmic drum beat sets the pace for the match. Orroc’s eyes burn with hatred as he lunges at you, thrusting his elbow in your neck. The blow is such that you’re bowled over, landing hard in the mud. He takes the opportunity to put you in a headlock. You desperately struggle to free yourself, but his strength is tremendous. At the brink of losing consciousness, you yield to the bearded warrior, slapping your hand down hard in the dirt. A look of sad remorse comes over Enor and the others, men and women who had put their faith in you. But now you must journey forth, to forge a destiny apart from the River People. You gather your belongings and begin the trek north along the river. From a few miles away, you finally turn back to see that a small cooking fire has been set and imagine the taste of freshly caught bass and ripe fruit. But then you never look back again, anchored by the knowledge that you are a warrior and that among all the things life has taught you is that survival matters most. A dense fog hangs over the valley as you settle down along the river that night. The fog reminds you of uncertainty - what’s out there? Is there a home for me in this land or will I wander forever, unable to make peace with the dwellers of the mist? These thoughts and more plague your mind as you drift into slumber. For you have survived to this moment and that is enough for now.

You have successfully completed the adventure and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

26) You try desperately to pull away from the creature, but it digs in all the more as you attempt to free yourself. The wet slope of the chamber causes you to lose your footing and you slip and fall to the ground. The monster begins to drag you into the water, but you manage to grab hold of a stalagmite and then kick the lizard away. Scrambling to your feet, you race from the chamber and away from threat of the lizard.

During the attack, you dropped something. Roll one Fate die to determine how many items you must discard (“-“ discard 1 item, “blank” discard 2 items, “+” discard 3 items).

You may enter the cave to the east. Go to 90.

You may follow the tunnel west. Go to 11.

27) You pivot just in time, striking out at the subhuman as he dives toward you. Your move sends him hurtling over the cliff edge and he screams wildly as he plummets to the rocks below. You rush forward to attack the savage holding the girl hostage, but he has his obsidian blade pressed firmly to her throat. His wide, malicious grin tells you he’s not kidding around, but will kill her if you make another move. Quickly:

Did you spare the life of the sabretooth from entry 60? Go to 46.

If you slew the large cat, go to 29.

If you have not encountered a sabretooth tiger during the adventure, roll 1 Fate die. If you roll a “-“ or “blank”, go to 29. If you roll a “+”, go to 46.

28) You peer at the markings on the walls. They seem to depict an ancient ritual, where a vessel of some type, in the shape of a canoe, carries a large humanoid figure dressed in strange garments. Along the shore, subhumans with body paint matching those you encountered in the forest bow down in homage. The figure in the boat holds up a shining object, like a gem or something mystical, raising it high into the air. Above the scene, a strange bird-like creature ascends to the heavens. Suddenly, you hear shouts and echoes from the tunnel to the south. Could it be someone from your tribe?

You may **Sneakily** investigate the sound coming from the southern tunnel. (Roll to Gain an Advantage +3). If you tie or succeed, go to 85. If you fail, go to 77.

You may follow the tunnel north. Go to 18.

29) “No!” you cry out, as you watch in horror. The savage slits the girl’s throat, shoving her body to the ground and rushing to meet you. In your rage, you quickly dispatch the subhuman, knocking him to the ground and using his own weapon to pin him there. You rush to Thorna’s side, but she is already dead. Gathering her up in your arms, you return to the encampment along the river’s edge. There is great sadness, and great loss, for your tribe - the River People. But despite every loss, you know in your heart that this is your new home. After a time of mourning, the remaining tribe settles in, building strong huts and lodges and fishing and hunting along the wide river for much of their food. Orroc makes you his second-in-command, and seems genuinely relieved that you have survived this whole ordeal. After a time, there is a ‘sending away’ ceremony where Thorna’s body is placed on a raft and sent downstream. You pray that her spirit is at rest. Prayers are said for you as well, facing, as you are, the uncertainty to the future. A future filled with, danger and challenges, of caverns and riversides, and of the unknown that awaits you in the heart of the mists.

You have successfully completed the adventure and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

30) The chief spots a glint of the amethyst you are carrying and reaches to grab it. Holding it high for the others to see, he gives out a loud cry, “Yousaff! Kramatt Nurr!” a loud cheer erupts at the announcement and you wonder why the gem is so important to them. Before you can ponder the question anymore, however, you are knocked unconscious by one of the subhuman’s clubs.

Go to 56.

31) No matter how much you struggle, it does no good. Nor do the alien grunts and words you utter hold meaning to this savage tribe. The “chief” turns back towards the fire, seemingly bored with your pathetic gesture, then a whistling sound and the hard *crunch” of a heavy wooden club coming down on the crown of your head sends you into a state of unconsciousness (take 1 stress or a **Mild Consequence** “headache” and roll -1 for all approaches for the rest of the game).

Go to 56.

32) You shove the subhumans to the side and attempt to flee through the large opening along the east wall. The subhumans are just too many and you are tackled before you can leave the atrium. They pick you up off the ground and drag you towards the bird’s mouth. “Soorba!” says the chief menacingly. You nod in acquiescence, turning to meet your fate inside the mysterious bird.

Go to 9.

33) You desperately point back towards the cliffs, pantomiming the events of your journey in an attempt to make them understand your plight. Over and over again, you mime that you are hungry and must eat. The chief only smiles, waving his hand and ordering “Grabbatt!” to his warriors who carry you back to the fire. When you are set down, you get a good look at the “food” they are preparing and have to use all your remaining strength not to wretch everywhere. Maggot-infested boar meat and entrails are sorted into separate piles. A foul-smelling odor wafts into the air from a bloated pig-skin suspended over the fire. Other pig remains lay close by, rancid and crawling with vermin. One of the warriors tosses a chunk of rotten meat at you. You reel back in disgust, as the brute stares at you perplexed. The rest of the tribe begins an elaborate dance around the fire, bellowing out strange noises and flailing sporadically as they raise their arms to the sky. The figure that you spotted earlier at the fire, raises one hand high and all goes silent. She rises to her feet. It is a pale woman with elaborate paint and the feathers of some strange bird covering her thin frame. “Attax! Grron?!” she yells at you, producing a flint knife and pointing back towards the cliff. The knife is pressed hard against your neck, clearly a sign of bad things to come, if you cannot give her the answer she seeks.

If you have the **Aspect**, “My brothers fell against the mammoth’s fierce onslaught, but the others ran.” go to 37.

If you think she is asking about your tribe, go to 37.

If you think she wants something else, go to 38.

34) For several hours, you wander through the forest, hunger and thirst driving you ever on. At last, you break through a dense copse of trees and enter a wide valley. In the moonlight, you spot the crest of a tall mountain to the north, it’s peaks silhouetted by a myriad of twinkling stars. Off to the west, you think you hear the rush of water, as if some vast river were flowing nearby.

If you have the **Aspect** “Amokk has trained me well to act as guide, I can navigate by the stars once per game.” Go to 66.

You may **Carefully** cut a path to the mountain (Roll to Overcome +2). If you tie or succeed, go to 55. If you fail, go to 57.

You may **Sneakily** approach the river to the west (Roll to Overcome +1). If you tie or succeed, go to 66. If you fail, go to 57.



35) You manage to catch yourself, just as you are about to stumble into a pit. The noise stirs up a group of bats who flutter about in all directions. After a brief moment, the tunnel clears of bats and you stop to listen for more voices. Not hearing anything, you carefully head back through the tunnel to the cave and have a look around.

You may exit the cave by climbing the stairs. Go to 40.

You may also carefully return to the sabretooth's cave and follow the tunnel heading north. Go to 44.

36) You grip the gem tightly, unsure of the chieftain's motive. The witchdoctor emerges from the crowd of worshipers and shouts a command angrily in your direction. The subhumans rise up and surround you, thrusting their spears and axes into your side. The last thing you see is the witch doctor pry the gem from your fingers and raise it high above her own head. Clearly, she likes pretty things! You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

37) You think she is asking about your tribe and where they came from. To throw them off, you point back towards the mountains. “Korba Lock?” she says, staring far off into the distance, “Grumm Tallo Kum!” One of the savages, his spear hot from the fire comes and brands your arm with a mark of a traitor. With that, you are cut loose and shoved towards the dark wilderness. Relieved to be alive, you wander into the deep brush and into the unknown.

You now have the (trouble) **Aspect** “Branded a traitor.”
Go to 34.

38) You’ve had enough of the witch lady and her evil tricks. You defiantly spit in her face, anticipating and swift and painful death. Instead, she simply smirks, turning away from you and saunters back towards the fire. While you’re not looking, a subhuman with a nasty-looking club walks up and knocks you on the head (take 1 stress or a **Mild Consequence** “headache” and roll -1 for all approaches for the rest of the game). You instantly black out.

Go to 56.

39) “We made camp in the hills south of here, but were ambushed as the sun fell,” he begins to explain. “Savage brutes, the worst I’ve seen. And among them, a cruel witch with the knowledge of fire! They set fire to our camp, tortured us, and took Thorna hostage.” You spot a wedge-like symbol branded into his right arm. “No!” you gasp out loud fearing the worst for the girl, “We must save her!” “No, my friend,” Orroc explains. “We are exhausted from the journey and badly injured from our escape. You alone must track her down and bring her safely back to us.” With a gesture of reassurance, you pledge to return with the young girl, pausing only to replenish your water, eat some food (if you have a **Mild Consequence**, it is removed) and arm yourself (you may choose a spear or flint axe). You wave “goodbye” to the others and head back towards the smoke and flames to the south.

Go to 42.

40) The day is overcast as you emerge into the open. Below you a trail leads off into the dense brush and winds its way west towards the river. Off to the southeast, it appears as though the tall grass has caught fire as plumes of smoke rise up and you hear the faint sounds of shouting and chaos.

If you have the **Aspect**, “As chief hunter for my tribe, I can track any creature down once per game session.” Go to 66.

You may investigate the fire to the southeast. Go to 42.

You may follow the trail west. Go to 66.

41) You slowly make your way up the narrow pathway, carefully avoiding loose stones and pebbles along the way. A muffled cry up ahead jolts you to attention, as you pass beneath the stone arch and make your way along the narrow cliff edge. Another high-pitched scream cuts through the air. “Thora!” you cry out, recognizing the sound of the younger tribal member. Turning the corner, you see one of the subhumans from the night before struggling with the girl. You are so enraged by what you see, you barely have time to react as another subhuman leaps from a niche above you.

You must **Quickly** roll to defend yourself. (Roll to Defend +3). If you tie or succeed, go to 27. If you fail, go to 94.

42) The sun is obscured by the dense smoke as you approach the camp. Everywhere you look, you see signs of a skirmish. Broken pots and earthenware jugs indicate that your tribe passed through the area. Several makeshift huts are burning and the ravaged bodies of two or more members of your tribe lie charred and lifeless in a heap in the center of the camp. “Whoever is responsible for this,” you growl angrily to yourself, “They will pay!”

If you have the **Aspect** “As chief hunter for my tribe, I can track any creature down once per game session.” Go to 50.

If you’ve been to the river (66) already, then go to 50.

If you haven’t been to the river yet, go now to 66.

43) The markings are indecipherable to you.

You may follow the southern tunnel. Go to 85.

You may follow the tunnel heading north. Go to 18.

44) For what seems like an eternity, you make your way through the narrow, twisting tunnel. Algae and mushrooms provide a faint glow of light, casting an eerie ambiance as you follow the tunnel deeper into the mountain. Up ahead, the tunnel splits in two. One corridor leads down into a pitch-black chamber while the other curves right and up.

If you want to follow the left tunnel into darkness, go to 72.

If you follow the chamber right and up, go to 99.

45) You rush forward, scooping up a large boulder from the ground and hurl it at the sloth. It smacks the creature right in the face, enraging the beast, which drops to all fours and begins charging towards you. “Look out!” the others cry, but the sloth is faster than you expected and you are trampled under its awesome weight. You have just been **Taken Out** (You’re dead!) and must roll up a new character and begin again at the Introduction.

46) You stand there, unsure of what to do next. Then suddenly, a familiar low growl pierces the air and you look up to see the sabretooth perched on the rocks high above. With a fierce roar, it pounces on the subhuman who is knocked back and topples headlong off the cliff edge. Thorna races into your arms as the sabretooth paces back and forth for a moment, then with a most impressive display of strength, the huge creature bounds upwards, leaping from rock to rock and then vanishing into the mist coating the mountainside. After ensuring that Thorna is unharmed, the two of you carefully make your way back down the treacherous path and head back towards the river. “We may not be able to prevent another raid on our village,” you say to Thorna, “but next time, we’ll be ready.” “And we now have a friend!” Thorna chimes in, referring to the smiliodon’s chance intervention.

Go to 61.



47) You hold your ground, ready for the savage assault of the ape-men. The larger of the two raises his club high in the air and just as he begins to swing, you seize hold of the weapon with both arms and drive your forehead into the nose of the man-monster. Blood gushes from the subhuman's nose as he staggers back in agony. The smaller subhuman rushes forward, swinging his club left and right. You drop to the ground and roll forward, tripping him up and sending the man-savage tumbling into one of the lean-tos. You give him not time to recover, taking one of the clubs and driving it hard into the back of his skull. You pause for only a moment to catch your breathe.

You may follow the tunnel north. Go to 18.

You may climb the stairs and exit the cave. Go to 40.

48) The rain slowly lets up as you begin your descent to the path below. The rain has cleared some of the debris, exposing some spears, bones, and other tools the others must've left behind. You spot an intact flint axe sticking out of the earth as well as a spear, unbroken from the landslide.

You may take either weapon. Go to 12.

49) You point and shout wildly as a large eagle flies past at that very moment. The subhumans crane their necks unanimously, peering through the smoke and fog. You push the chief out of the way, sprinting north through the dense brush and then deftly dive for cover under a large bush just as one of the brute's spears goes sailing past. You lay perfectly still as several of them comb the area. Will they discover your whereabouts or will you remain undetected? It all depends:

Do you have the eggs from entry 18? If so, then go to 51.

If you don't have any eggs, go to 53.

50) Sprinting along at a swift pace, you reach the subhuman's lair in the side of the mountain in no time. The open mouth of the cave appears quite still, although several paw prints, blood, and animal tracks indicate that someone or something has recently been here. You are about to enter the cave, when you spot a red feather out of the corner of your eye. "Thorna!" you exclaim, recognizing the feather from the head band she commonly wore. "She must be close by," you figure, scanning the ground for more clues. Then you spot a trio of fresh humanoid prints as they lead up the pathway carved from the rock of the mountain. "I'm close!" you think, approaching the pathway with your weapon gripped tightly.

Continue on to 41.

51) With only the sound of your heart racing, you wait patiently as one and then another of the savages skulks nearby. Then, to your horror, you hear a sharp crackling sound and then the high-pitched chirping of a small eaglet. "The eagle hatchlings!" you think. Before you can reach down into your pouch to try to muffle the sound, two poison-tipped arrows lance into your back and you crumple forward into the dirt. You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

52) You look up at the glowing creature in front of you, seemingly a mere light projection generated by an thousand year-old computer. "You must now pilot this ship, human!" the projection commands, "Guide her on towards a new world where man can flourish and prosper under our guiding hand. Come!" The projection waves a hand and a large control panel rises from the floor. Hypnotized by the projection, you place your hand on the controls and the ship's engines engage, lifting the bird-shaped vessel from its rocky prison, up and high above the untamed mountain pass. You glance through a view-screen on the control panel, which gives you a magnified view of the terrain below. Suddenly, you spot an encampment along the river and the long-distant memory of your homeland, lush and verdant with plants and streams of flowing water, pulls you from your hypnotic stupor.

With one swift move, you direct the ship downwards. “What are you doing?!” the projection cries out. You offer no response, but grab hold of the panel as the bird-like vessel sails through the air, finally landing with a tremendous splash in a nearby lake. You manage to pull yourself from the wreckage and drag your bruised and battered body on to shore as the vessel slowly sinks into the murky depths. You collapse on the sandy beach, not recognizing the crowd of faces that gather around you as you slip into unconsciousness...

A few hours later, you are recovering in the new home of your tribe, “The River Folk.” The encampment you spotted earlier was the remaining members of your tribe constructing huts and lodges along the edge of the river. “We had to keep moving,” Orroc explains in response to leaving you behind, “We thought you were dead and the Mist Dwellers attacked us soon after that.” Orroc looks deep into the fire as he recounts the harrowing last few days. “We managed to ford the river and escape from their grasp... so many lives lost.” “Lost indeed,” you answer back, “Lost and found!” With that, you place one of the gems from alien ship in the chief’s hand and he marvels at its brilliance. “What is it?” he asks. “Nothing perhaps,” you explain, “But one day, this stone may give us the power to unite our kind in time of need.” With that, he stares deep into its many faceted surface. You realize then that you are far beyond your brothers in harnessing the power of the earth, but never-the-less, you remain steadfast and loyal. “The tribes that war and fight will one day be no more,” you declare, “and united as one, man will be victorious over this savage world.”

You have successfully completed the adventure and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

53) The subhumans circle the area, but you are too well concealed for them to spot you. After a few moments, they vanish into the thick mist leaving you to plan your next move. Through the darkness of night you can see a high mountain rising out of the earth with several bright stars on either side. “Perhaps my people sought shelter there,” you ponder, straining hard as you peer through the darkness. The faint sound of rushing water somewhere to the west also catches your ear; it has been a long time since you’ve had your fill of the precious resource. But where there’s water, there’s life. And with life, there is always a risk. Could you be walking into a trap?

If you have the **Aspect** “Amokk has trained me well to act as guide, I can navigate by the stars once per game.” Go to 66.

You may **Carefully** cut a path to the mountain (Roll to Overcome +2). If you tie or succeed, go to 55. If you fail, go to 57.

You may **Sneakily** approach the river to the west (Roll to Overcome +1). If you tie or succeed, go to 71. If you fail, go to 57.

54) The subhuman chief motions to have you unlocked and you are briskly lead through a series of tunnels into an open atrium. A multitude of the subhumans cluster around a large statue of a bird with one reddish-colored gem where its right eye should be.

Go to 21.

55) Under the cover of dark, you slowly work your way through the underbrush towards the lonely mountain side. After awhile, the faint rays of dawn begin to illuminate the rocky facade. A large opening in the mountain, seemingly carved by some intelligent race, faces south. A rocky pathway leading up the side of the mountain juts out as it crosses over top the cave opening, creating the look of a vaguely human yawning face. The pathway seems to curve upwards as it follows the slope of the cliff side, disappearing behind a rocky archway. You listen, hoping to pick up some trace of the lost tribe, but there is nothing save the sound of some strange bird from somewhere off in the distance.

You may approach the cave entrance. Go to 60.

You may ascend the pathway up the mountain. Go to 41.

56) When you awake, you find yourself in an underground chamber. A smattering of bones and animal remains indicates that whatever used to reside here needed to be regularly fed. A crude bamboo gate bars your escape. Just beyond the gate, a lone subhuman stands guard, armed with a wicked-looking flint spear. In the distance, you hear the slow steady sound of water dripping from limestone. None of your possessions remain.

You may **Cleverly** search for a way out of the cell. (Roll to Gain an Advantage +1). If you tie or succeed, go to 59. If you fail, go to 62.

You may **Forcefully** try to break through the bamboo door. (Roll to Overcome +3). If you tie or succeed, go to 70. If you fail, go to 69.

57) You begin to make your way through the tall grass. The ground beneath your feet becomes soft and marshy and a dense fog accumulates making it harder and harder to see where you're going. You stop in your tracks, however, when you see a humanoid form crouched low several yards away. With a spear in hand, it appears to be scanning the area. The fog is too great to discern whether it is friend or foe.

You may **Sneakily** try to approach the figure. (Roll to Overcome +2). If you tie or succeed, go to 58. If you fail, go to 65.

58) You slowly creep towards the figure, keeping silent as much as possible. When you are at arm's length, the figure turns and spots you. "Orroc!" you cry out, recognizing the leader of your tribe. "What happened?" you ask, noting a deep gash carved into his side. "We were ambushed at the foot of the mountains," he explains, "The savages that dwell here, raided our camp, capturing and killing the most vulnerable. The others fled to the river. I ... I barely escaped with my life." You comfort the distraught man, offering him whatever scraps of food you may have. Then, glancing off into the distance, you steel yourself for what lies ahead. "I must track them down," you declare, "We cannot fall like lambs to the slaughter. We must defend our own!" you say, gripping the bearded man on the shoulder reassuringly. You leave him to join the remaining tribe along the river bank and begin the treacherous journey north to the subhuman's lair.

If you ate the meat from entry 79, you now have the **Aspect** "Sick to my stomach." (Apply -1 to **Forceful** and **Quick** rolls for the remainder of the game due to eating spoiled food.)

Go to 55.

59) You study the man ape as he paces back and forth. If you could get hold of his spear, you could easily cut through the strong vines that keep you locked inside the cell. “Hey!” you call out to the savage. He tries to ignore you, but you persist. Finally, you pick up a rock and toss it at him. It hits him right in the temple, enraging the savage. With great anger and impatience, the subhuman walks up to you raising his spear in a threatening motion. Now’s your chance!

You must **Quickly** make your move. (Roll to Attack +1). If you tie or succeed, go to 63. If you fail, the chieftain and his entourage show up at that exact moment. Go on to 54.

60) From the outside, the cave appears dark and foreboding. “If Orroc and the others sought shelter here, then it was certainly out of desperation”, you think, peering into the lonely blackness. The occasional “drip, drip” of water echoing off the cold limestone catches your ear as you approach. You see multiple footprints in the dirt leading up to the cave entrance. Then a few yards away in the bushes, you hear a low growl of some large beast- a sabretooth tiger! You have less than an instant to react. Is it friend or foe?

If you have the **Aspect**, “The sabretooth’s claws took away one of my eyes,” go to 78. If you think the creature is a friend, you may **Flashily** try to keep the creature at bay using some provisions (Roll to Overcome +4). If you tie or succeed, go to 78. If you fail, go to 81.

Otherwise, you must **Quickly** defend yourself (Roll to Defend +4). If you tie or succeed, go to 83. If you fail, go to 81.

61) When you finally arrive back home, it is dusk. The remaining people of your tribe have started to settle in, gathering wood for a fire and setting up lean-tos and spear fishing for trout along the river’s edge. Enor welcomes you back with open arms, embracing you and Thorna both. You spot Orroc sitting quietly beside the fire, contemplating something intensely. For many hours, your people celebrate long into the night, roasting several fish and fowl and recounting all the hardships faced along the journey north. During the festivities, Orroc stands up and makes the sign for “silence.” Turning to you with the staff of leadership, a staff meant to be held by none other than the chief of your tribe, he addresses the crowd. “I have failed my people this day —,” you stare with sadness at the tall man as he pauses to gather his thoughts, “Because of my cowardice, Goruk fell prey to the savages and dear Thorna almost perished as well!” Thorna begins to retort, but Orroc shouts back, “Silence, girl! This is my decision...” and he approaches you with the staff outstretched in his scarred and cindered hands. “Here!” he commands in a loud voice, “Take hold of the staff, you are now chief of the River People — fulfill your destiny!!!” With that, you grab hold of the staff and raise it high above you. The tribe breaks out in loud cheers and chanting, as you ponder the future of your people. “Regardless of what lies ahead,” you say, “We can count on each other for survival. For what does not kill us, makes us stronger! We were once known as the River People, but from this day forward, we embrace all risks, all challenges, and all new discoveries amidst this ‘fog of the unknown.’ No longer are we merely the people of the river, henceforth we will be known as the People of the Mist!”

You have successfully completed the adventure and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

62) You look around, but find nothing to help you escape. Before you can make another move, five subhumans, led by their chief wearing an elaborate head dress, arrive on the scene.

Go to 54.

63) Just as the subhuman is about to thrust his spear in your chest, you reach out and pull him towards the cell door. His head connects just right with your elbow and you hear bone splinter as he falls backwards onto the floor. Quickly, you retrieve his spear and begin sawing away at the vines. At last, they break and you are able to roam freely about the chamber. A tunnel leads off into the distance to your left and another corridor disappears into darkness to your right.

You may take the subhuman's spear.

You may follow the left tunnel. Go to 74.

You may follow the right corridor. Go to 79.

64) You approach the shimmering pool slowly. The water ebbs and flows, softly rippling as a thin trickle of water slowly decants from an opening high along the chamber wall. You think you see something peculiar floating below the surface, but when you crane your neck to get a better view. A large, green object erupts from the water and attacks. It is a giant monitor lizard!

You must **Quickly** try to avoid the lizard's bite (Roll to Defend +2). If you tie or succeed, go to 83. If you fail, you avoid the bite but slip on the wet stones, falling back and impaling yourself on a stalagmite. Ouch! You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

65) You accidentally step on a branch, the crunching sound immediately gaining the attention of the mysterious figure ahead of you. It rises up to the height of a man, with eyes glowing in the dim moonlight and cries out, "Ograah!!!" pointing in your direction. The sound of several hoots and howls follows, prompting you to turn and run. You duck and weave through the tall grass, the sound of several footsteps plodding behind you. Then, suddenly, you lose your footing and tumble off a jagged ridge. Rolling to a stop several feet below, you slip into unconsciousness as your head slams against a large boulder. Will the subhumans find you before you wake up?

Roll a fate die. If you roll a "-“ or “blank,” go to 68. If you roll a "+”, go to 56.

66) The sky overhead grows brighter as you make your way carefully through the tall grasses and shrubs towards the river. You see a flock of ducks fly overhead, a clear sign that there is a wealth of good game and clean water in the area. As you approach a bend in the hill, a shrill cry goes up and you see a huge 10 foot tall sloth rear up as it is surrounded by several men with spears. Hanging high above in the branches of a mango tree is a familiar face. "Enor!" you cry out, rushing forward. The other men of your tribe are too busy trying to drive the beast away to notice your presence. What do you do?

If you have the **Aspect**, "I once broke the sacred skull of one of our elders; he has yet to forgive me." Go to 95.

You may **Flashily** try to get the sloth's attention. (Roll to Overcome +2). If you tie or succeed, go to 95. If you fail, go to 45.

67) The hunting men of your tribe, what's left of them anyways, gather around you cheering and slapping you on the back. You turn to help Enor the Wise climb from his loft in the mango tree. By his expression alone, you can see he is grateful for your act of quick -thinking. "Where's Orroc?" you ask, curious as to what has befallen your missing leader. "I'm here!" you hear the bearded man mumble, emerging from behind a large oak. His clothing is scorched and torn, as if he were recently in a fire fight, but even so, why did he not rush to help his fellow hunters? "What happened?" you ask inquisitively.

If you have the **Aspect**, "Orroc is unfit to lead our people." Go to 24.

If you have the **Aspect**, "Branded a traitor." Go to 39.

If you think Orroc is up to no good, go to 24.

If you want to hear him speak, go to 39

68) Your eyes flutter open and you slowly crane your head around. The fog has mostly lifted and you see that you are in a wild grove of fruit trees. Several birds flutter in the branches above you, their sweet music filling your heart with a sense of peace. The peace doesn't last long, however, as you hear a faint cry from just beyond a nearby hill. Racing to see what is causing the commotion, you reach the crest of the hill and stare down at a fierce battle. Towering several feet over some men with spears, a gigantic sloth reaches up to swat at an old man in a large mango tree. You recognize the voice and the old man almost immediately. "Enor!" you cry out, rushing forward.

If you have the **Aspect**, "I once broke the sacred skull of one of our elders: he has yet to forgive me." Go to 95.

You may **Flashily** try to get the sloth's attention. (Roll to Overcome +2). If you tie or succeed, go to 95. If you fail, go to 45.



69) You pound away at the strong bamboo door with a large femur you found on the cell floor. The noise irritates the subhuman guard, who shouts at you several times. Finally, you collapse from exhaustion having grown tired of trying to free yourself. Before you can fully catch your breath, a squad of five savages appears lead by their chief.

Go to 54.

70) You size up the strength of the bamboo gate barring your way out. Soon the guard gets tired and leans back against the stone wall to catch a nap, careful to leave his spear out of your reach. You steel yourself, back up and take a run at the cell door. To your fortune, it crumples under your awesome might, crashing down on the subhuman before he has a chance to even know what hit him. You step out and take a look around. A tunnel leads off into the distance to your left and another corridor disappears into darkness to your right.

You may take the subhuman's spear.

You may follow the left tunnel. Go to 74.

You may follow the right corridor. Go to 99.

71) For sometime, you wander through the dense brush, the sound of the water overshadowed by the chirping of crickets, birds, and other dwellers of the valley. You spot a discarded flint axe in the grass and stop down to examine it. "This is Karnok's Axe!" you think to yourself, a vision of your friend and fellow tribesman flickering in your memory. "The others must be close!" you say, picking up speed as you head west.

You may take the flint axe.

Go to 66.

72) You stumble forward, your foot catching on a discarded mastodon tusk, and you plummet down a deep chasm with the inimitable sound of bats fluttering to and fro. You wish you could fly like them, but unfortunately, it will be several millennia before humankind discovers the airplane. When your body connects with the hard, rocky ground below, it won't be pretty. You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

73) The knowledge and understanding you have gained from the ship is both wonderful and terrifying. "Join me and together we will rule the galaxy!" the shimmering figure explains. You watch then as the figure waves its hand and a panel rises from the floor. You place your hands on the controls, which engages the ship's motor, and the bird-like vessel begins a slow ascent towards the heavens. After climbing a few thousand feet, however, the ship begins to shudder and quake. "The crystal!" the figure cries out, "It's the power source that fuels the ship! It must've cracked over the last thousand years. Without it, the ship cannot sustain flight!" You frantically wrestle with the controls of the ship, vainly calling out to your ancient gods, but to no avail. The alien ship begins to plummet earthward, landing hard and exploding into hundreds of fragments as it makes impact. The fire draws creatures and subhumans from miles around, who marvel at the mysterious "falling star" as it blazes and simmers before leaving nothing but some charred remains. The event will form the basis for many myths and stories to come, but as for you, your story ends here.

You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

74) The left tunnel weaves and meanders for some time, the passage is littered with bones and other refuse and the stench is almost overwhelming at times. Finally, the tunnel splits into two with the left tunnel descending deep into the earth and a warm light emanating from the right.

You may follow the left tunnel. Go to 72.

You may follow the right tunnel. Go to 91.

75) The hatchling's cries are too distracting for you to ignore. You begin to scale the cliff wall. Higher and higher you go, before you are just a few feet away from the aerie. You stop to rest for a moment, but your grip slips from the thin rocky outcrop you are holding onto.

You must **Quickly** try to regain your grasp. (Roll to Overcome against +2). If you fail, go to 76. If you tie or succeed, go to 82.

76) You grab hold of the rock, just as your feet slip from the thin sliver of rock holding you up. Unfortunately, your weight is too great for the rock to bear and it becomes dislodged. You plummet down into the pile of sharp rocks below and split your head open on the edge of a large boulder. Ouch! You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

77) As you shift your focus to the tunnel, a swift sound from behind you catches you off guard and you are struck to the ground, hitting your head on a rocky outcropping (take 1 stress or the **Mild Consequence** "Splitting Headache" and -1 to all Approaches for the rest of the game).

Go to 56.

78) You pull some dried meat from your pouch just as the silhouette of a large tawny creature emerges from the brush. You've seen one up close and you recognize the large cat as a sabretooth tiger. At first, the low growl is threatening in nature, but quickly the giant sabretooth tiger pauses, sniffing in the direction of the meat. You quickly toss it back along the trail. It stops to consider its breakfast options, then scurries past disappearing into the brush to collect the cast off morsel. "Whew!" you think, relieved to have avoided an unnecessary battle. You then enter the mouth of the cave and have a look around.

Go to 90.

79) Your hunger is great and so you approach the campsite, intent on asking for only what you need to survive. As soon as the woman spots you, she ceases her chanting and grabs a knife to defend herself. You hold out your hands in a sign of 'peace,' then gesture for food and wait for her response. She says nothing, so you then point to the roast meat hanging near the fire. Instead of granting a reply, she only smiles curtly.

Fed up with her ambivalence, you tear off some of the meat and hastily devour it (any stress or conditions caused by “hunger and thirst” are removed). She begins to laugh, first a low chuckle, then ever so gradually a high-pitched cackle overtakes her lips. You step back a few feet, the sound echoing in your ears, and wipe the gristle from your face. You then slowly back away from the insane laughing woman, disappearing into the tall grass beyond the clearing.

Go to 57.

80) The rain pelts you relentlessly, as you slowly make your way down the cliff. Your foot slips on a very wet rock and you plummet to the ground below (take 2 stress or the **Mild Consequence** “sprained ankle” and you have a -2 penalty to all approaches for the rest of the adventure). The rain has exposed some items left behind by your tribe. A flint axe rests on the ravine floor as well as a spear and some rations.

You may take any or all of the items. Add them to your **Aspects** (Example, “I have a flint axe.”)

Go to 12.

81) From the thicket, a huge tawny beast lunges at you. The attack is so ferocious, you are struck head-on by the full weight of the sabretooth tiger and drop the weapon you are carrying. Its claws deep into your flesh (take 1 stress or the **Mild Consequence** “clawed up” and roll -1 to all approaches for the rest of the game). You must quickly act, or be chewed to bits!

If you have the **Aspect** “I am the strong right arm of Uthuuk.” Go to 84.

If not, you must **Forcefully** push the sabretooth tiger off your chest (Roll to Attack +3). If you tie or succeed, go to 84. If you fail, go to 88.



82) You manage to grab hold of the ledge and lift yourself up to where the nest is. You stare down in disbelief. A shiny gem, a shimmering amethyst, lies next to the hatchlings, along with 3 unhatched eggs. From your high perch, you can just make out the faint trail of rising smoke off in the distance. Could it be your tribe making camp somewhere to the north? You feed the hatchlings any scraps of food you have, but then a thunder storm rolls in. Rain begins to pelt your tanned flesh as you sit exposed on the outcropping. You know that you cannot delay your pursuit any longer, but the descent from the cliff will be dangerous in the rain. What will you do?

You may take the eggs as well as the gem.

You may attempt to **Carefully** climb down from the aerie (Roll to Overcome +3). If you fail, go to 80. If you tie or succeed, go to 48.



83) The jaws of the giant lizard grab hold of your leg and begin to pull you towards the water. You feel ill from the intense pain (take 1 stress or the **Mild Consequence** “Lizard Bite” and -1 to **Quick** and **Forceful** rolls for the rest of the game), but it might also be from the lizard’s poison!

Roll one Fate die. If you roll a “blank” or a “-“, go to 19. If you roll a “+“, go to 26.

84) With both hands free, you grab hold of the beast's monstrous jaws, even as it continues to claw away at you. The audacity of your attack is such that the tiger is momentarily caught off guard and you are able to drive your knee deep into its belly and kick yourself free. The tiger shakes off your attack, rushing forward as it prepares to leap at you once more. In that instant, you spot a rotted tree branch jutting out from some bushes and maneuver just so that the tiger's long fangs clamp down on the branch and get stuck. For a few seconds you stop to catch your breath, as the beast struggles to break loose. Will you:

If you have the **Aspect**, "I heard the great beast rise up above the mountain!" Go to 100.

Kill the creature, while it is defenseless? Go to 98.

Let the creature live? Go to 100.

85) You round the corner of the tunnel, just as the sound draws closer. The tunnel opens up into a large limestone cave, with several huts and lean-tos lining the far wall. You see what appears to be a staircase hewn from the rock leading up and out the side of the mountain. In the center of the room two subhumans are busy arguing over a dead animal, the large-beaked "terror bird," but stop and stare at you when you enter the room. Dropping the bloody carcass, they grab their clubs and rush to attack!

You may **Quickly** try to disarm the subhumans (Roll to Attack +4). If you tie or succeed, go to 96.

You may **Forcefully** try to subdue the savages (Roll to Attack +3). If you tie or succeed, go to 47.

If you fail either roll, one of the subhumans bashes you hard on the head and you lose consciousness. Go to 56.

86) The air is warm as a noon day sun burns away the remaining fog. The members of your tribe form a circle with you and Orroc on opposite sides. A slow, steady beat breaks the silence as the young girl, Thorna, slaps her hand against a tall hide drum. Orroc lumbers at you, his long reach supported by his impressive size and mass. He swings with both arms raised, looking to pound you into the wet, sloppy mud at your feet. You pivot out of harm's way, countering with a hay-maker and two swift blows to his abdomen. He stumbles back, clearly enraged by your audacious assault. Picking up a rotting stump, he swings the log at you, missing by a few inches. You hit him again, but this time, he shrugs it off, taking the butt of the log and ramming it against your chest. You fall hard into the wet dirt, clutching at your sternum from the intense pain. He charges again, but you kick your leg out, and stumbles, landing hard against the side of a maple tree. You take the opportunity to force him into a choke-hold. It takes all of your remaining strength, but finally the hulking brute slaps the ground with the heavy palm of his hand in defeat. "I submit!" he says, coughing and heaving from the exertion. You slowly back away from the man, your muscles aching from the force of each blow. "Swear you will never intrude on this land again! Swear it!" Enor says, holding high the staff, which was, until recently held by Orroc. "I swear!" the defeated man says, slowly getting to his feet. Then, with one last bitter glance, Orroc disappears over the hill leaving you as the new leader of the River Tribe.

A sad pall looms over the camp in the days that follow, but with time, your people adjust to their new home. You occasionally have run-ins with the subhumans and other tribes, but after a time, the River People feel come to call this their new home. One night, you are watching as the cranes feed along the river's edge. As you look up at the sky, you see a shooting star and wonder how the god's can be cruel one day, but generous the next, without any reason whatsoever. As you are contemplating this and other things, a large crocodile rises out of the lake, snatching up one of the cranes in its huge jaws. Then you remember to be thankful, for in this land of savages, strange creatures, and hostile terrain, survival is what matters most - to you and to all the dwellers of the mist.

You have successfully completed the adventure and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

87) After a few feet, the intense heat from the lava pool begins to fade, replaced by crumbling walls of shale and obsidian. The sound of faint chanting can also be heard in the distance. You think you can see daylight up ahead.

Go to 99.

88) You struggle to push the tiger away, but its weight is enough to crush a man twice your size. The tiger's massive jaws bite down hard on your arm and the sound of bone and sinew snapping ricochets off the forest floor. You slip into unconsciousness, just as the tiger's teeth clamp down on your skull. You have just been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

89) You instinctively thrust your elbow back and connect with your assailant's solar plexus. The savage spits blood, but you don't hesitate one second reaching back and grabbing hold of the subhuman and tossing him over your shoulder into the room. Immediately, the subhumans clamber to their feet, grabbing hold of spears, clubs, and axes, and prepare to take you on. You know you are out-matched, but your father taught you to face death head on. Just as you are about to charge into the fray, the chief of the savages comes forward shouting loudly with arms raised.

If you have the **Aspect**, "The northern tribes language is known to me, I can translate foreign languages once per game." or if you have seen the cave drawings from 99, go to 3.

You may **Flashily** try to impress the cavemen. (Roll to Overcome +3). If you tie or succeed, go to 3. If you fail, go to 31.

90) The floor of this cave is littered with the bones of several creatures and scraps of flesh and rotting forest animals indicate that a meat-eating beast has made its lair here. There is the faint echo of dripping water coming from a tunnel carved out of north wall. To the west the chamber extends deeper into the under-dark. Through the cave opening to the south the first streaks of dawn cut through the darkness, slowly filling the cave with a warm glow. As the room gets lighter, you see the glint of gemstone and black rock shimmering off the walls creating random shadows that dance and flutter from one wall to the next.

You may explore the tunnel to the north. Go to 44.

You may enter the chamber to the west. Go to 22.

You may **Carefully** try to dislodge one of the gems. (Roll to Gain an Advantage +3). If you tie or succeed, go to 6. If you fail, go to 7.

91) As you make your way through the tunnel, a distinct temperature change is apparent. The passage quickly grows hot and you begin to sweat uncontrollably. The passage leads off to your left into a larger chamber with a sloping ledge and you can see that there is a raging pool of volcanic liquid belching and sputtering, sending ash and lava in all directions. You think you spot the glint of an object lodged in the wall of the chamber, but the heat makes you hesitate to get any closer. The tunnel continues onwards and upwards, quickly curving away from the lava pool and the intense heat.

You may **Carefully** examine the object. (Roll to Gain an Advantage +3). If you tie or succeed, go to 4. If you fail, go to 97.

You may continue up the tunnel. Go to 87.

92) As soon as you approach the camp, the woman gets to her feet, brandishing a large knife. “Egalla! Egalla!” she calls out, waving the knife in your direction. A net drops from a tree above you and from nearby rocks and shrubs emerge a dozen subhumans brandishing spears and clubs. A taller warrior with several brightly colored feathers tied to his waist and beaded necklaces saunters up to you. You imagine he is the chief from his overbearing attitude. Although his words have no meaning for you, his threatening tone speaks volumes.

If you have the **Aspect** “I have an amethyst gem (from entry 82),” go to 30.

You may **Flashily** try to reason with the chieftain. (Roll to Overcome +2). If you fail, go to 31. If you tie or succeed, go to 33.

You may **Forcefully** attempt to break free. (Roll to Overcome +5). If you have an **Aspect** like “flint knife” or “flint axe”, you get to add +2 to your roll. If you fail, go to 31. If you tie or succeed, go to 17.

93) Pulling out a thin bamboo shaft and dry block, you crouch down to begin drilling the wood by hand. Within a few minutes, you have a blazing fire. Tearing a small strip from your garments, you wrap one of several bones to make a makeshift torch. Holding the torch high, you see up ahead that the tunnel falls away into a large ravine. All along the ceiling there are dozens of bats sleeping. You are about to turn around and go back the other way, when shouts and hollers from behind you ricochet from wall-to-wall. The bats, furious at the disturbance, flood the tunnel and you are thrown off-balance.

You must **Quickly** regain your footing. (Roll to Overcome +1). If you fail, go to 72. If you tie or succeed, go to 35.

94) The attack catches you off guard and you slip and fall off the cliff’s edge. Your neck snaps, as your head strikes a rock jutting from the chasm below. You have just been **Taken Out** (You’re dead!) and must roll up a new character and begin again at the Introduction.

95) “I can’t let my people down!” you think, rushing forward to help defend against the giant sloth. You gather up several mangoes and circle the melee, shouting at the confused beast. Then tossing several of the mangoes at the creature, you shout out, “Here you big dummy! Come get a tasty treat!” Not sure if it wants a piece of you or the fruit, the giant sloth turns away from the man in the tree and lumbers after you. Just as the creature is about to overtake you, you duck and roll beneath its massive legs and it topples forward into the flowing river and is slowly pulled downstream.

Go to 67.

96) “If I can swiftly disarm one,” you think to yourself, “the other will cower and run!” The larger of the two swings his club just barley missing your chest. You counter by jabbing him in the neck. The attack is so fast, the ape-man drops his weapon and staggers back gripping his throat. The smaller subhuman stares as his companion crumbles to the ground dead, before making a break for the stairs. You shout threateningly as he disappears through the cave opening.

You may follow the tunnel north. Go to 18.

97) The heat is intense as you approach the wall of the chamber. The object lodged in the wall is a large amethyst, its surface glistening in the light of the molten river below. You reach out to pull it from the wall, but just as you have it dislodged, a cascade of lava erupts from the ground you are standing on and the ledge crumbles into the pool, engulfing you in flame. You should’ve used more common sense! You have just been **Taken Out** (You’re dead!) and must roll up a new character and begin again at the Introduction.



98) You pull an obsidian knife from your belt and approach the huge sabretooth. You know that many of your people have fallen, because of the great beast's ferocity and so you feel justified in slaying the creature now. "If my people are in the area," you reason with the beast, "you no longer pose any threat!" Then you plunge the blade deep into its neck, letting it bleed out. You wipe the blade clean, then collect your things and enter the darkness of the cave.

Go to 90.

99) The tunnel twists and turns for several feet before opening up into a large atrium. The midday sky above is black with smoke from several fires illuminating the room. In the chamber's center, an arcane ritual is taking place. A huge statue of giant bird, sculpted in some shimmering reflective material seems buried in the rock in the room. All around, subhumans are bowing down to the bird statue. The statue has cavities where the eyes would be and in the right eye is a large gemstone. You are so caught up by the sight, you barely hear a figure approaching from behind.

Go to 89.

100) "If the subhumans try to pursue me," you say to the tiger, "perhaps you will give them a big surprise!" You leave the struggling animal to free itself and turn your attention to the cave entrance.

Go to 90.



Aftermath

The rules for handling minor milestones are easily adapted for Solo scenarios, like the one you just completed. Outlined on page 33 of the *Fate: Accelerated* rulebook, you typically have 4 choices:

- 1) You can switch ratings for any 2 Approaches.
- 2) Rename an Aspect that isn't your high concept (to reflect a new goal or to reflect your status).
- 3) Exchange one Stunt for a new one.
- 4) Create an additional Stunt (so you should have a total of three after the adventure).

The change that is likely to make the most sense, based on the life-or-death consequences of the adventure, is to Rename your Secondary Aspect to reflect a new position, status or relationship. For example, if you lost in combat to Orroc, your new Secondary Aspect might be "I'm an outcast from my tribe." However, if you feel that a new goal has yet to be defined or you simply want to update your character in other ways, you are more than welcome to choose another option. Also, any stress and/or mild consequences (like laser burns) that you've endured should clear before your next adventure (whether it is Solo or with a group). Lastly, and I can't emphasize this enough: Feel free to use your character in further scenarios, whether they are set in a prehistoric adventure setting or take place in other campaign worlds. There will be more Solo adventures published in the near future, which will utilize elements and story tropes from various genres, while still allowing for cross pollination (after all, anything can happen in a book, movie, or TV show). So don't be lost in the mists of mediocrity, but forge on ahead with new stories, fresh ideas, and wild adventures!



Sample Character

Name: Mok of the River Tribe

Aspects

High Concept : "I am the strong right arm of Uthuuk."

Trouble: "I once broke the sacred skull of one of our elders; he has yet to forgive me."

Secondary Aspects: _____



Approaches

CAREFUL +2
CLEVER +1
FLASHY +1
FORCEFUL +3
QUICK +2
SNEAKY +0

Description: Homo Sapiens around 20 years old. Thoma's older brother; he is trained to be a fighter in his tribe.

Refresh:

3

Current
Fate Points:

Stunts

Because I brought down the great mammoth,
I have +2 to Forcefully attack or move objects.

Because I spent time with the Otor the Fire Maker,
I have the tools to make a fire once per game session.

Stress

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3

Consequences

2	<input type="checkbox"/>
4	<input type="checkbox"/>
6	<input type="checkbox"/>

