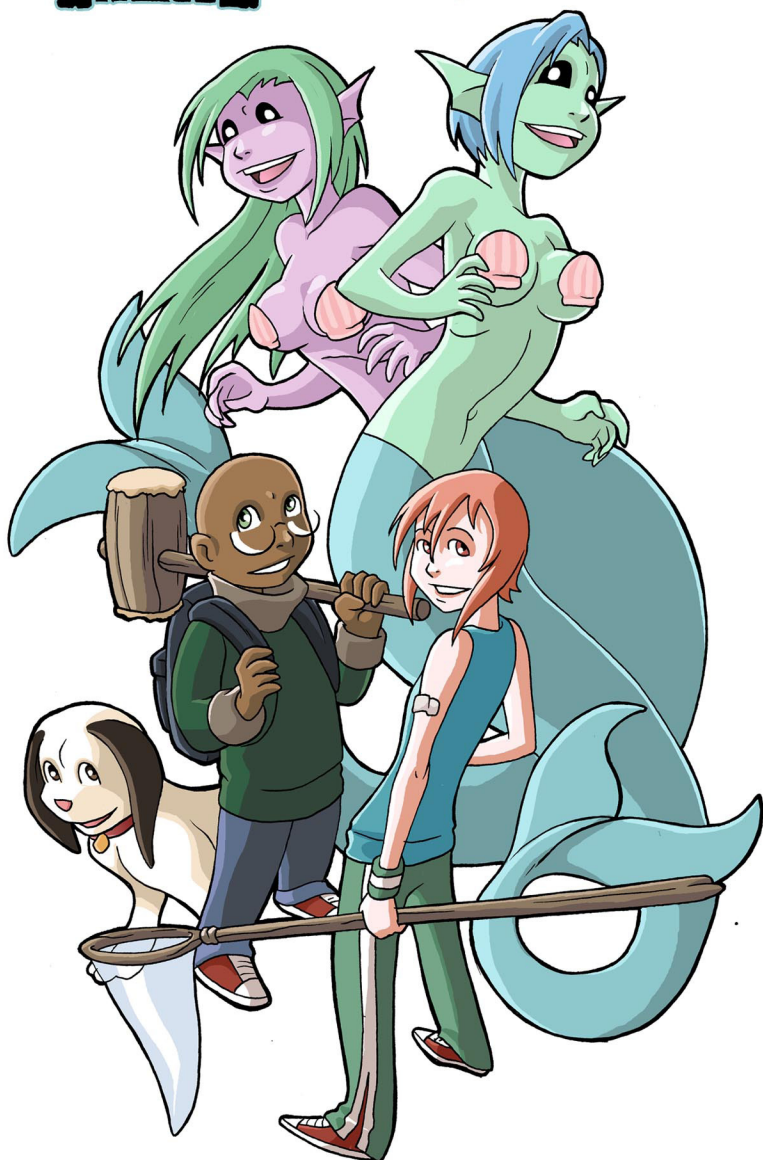




THE MAGICAL LAND OF YELD



MERMAID HUNTERS



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MERMAID HUNTERS

Introductory rules for
The Magical Land of Yeld
role playing game

By Jake Richmond and Nick Smith

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Welcome to Yeld!

This is a game about exploration and discovery, about normal children from our own world who find a secret, hidden door to a magical land. This book offers a set of introductory rules that let you take your first steps through the door to Yeld. You'll learn how to play the game, use the Adventure Map, fight monsters, find, use and sell weapons and items, protect yourself from magic and (most importantly) work together with your friends to complete the adventure!

Hunting Mermaids with your friends and exploring the lakes and waterfalls isn't too difficult, but each visit to Yeld will become more and more dangerous, and one day you'll step through the door and find that it locks behind you, trapping you in the magical land! This book is just a preview of the Magical Land of Yeld role playing game, coming latter in 2012, and your adventures exploring Yeld, outwitting it's evil Prince and finding a way to return home will unfold with that book. Visit Yeld.Celstyle.com for news about the new book, previews, art and more!

For now, enjoy bashing some mermaid heads!

- Jake Richmond, March 2012

What do I need to play? Mermaid Hunters is a game for 2-4 players. You'll need a few dice, pencils and an 8 x 8 grid to use as the Action Board (a chess board works great) in order to play. You can copy the character sheets and tokens from the back of this book to use in your game.

Creating Friends

Our adventure will start out in our world, where our characters are regular children. Before we can discover the secret door that leads to Yeld, we'll need to make some characters! Just like in a video game, we'll control our characters as they explore Yeld and get in fights. We can also decide what our characters say and how they react! We'll call our characters Friends.

Know it all

Some kids just think they know everything, and love to prove it.

Name:

Age: 8

Core dice:

Strong 1

Tough 2

Smart 2

Brave 1

Special Dice:

Excuse Me +1

Brave Challenge: 1

Weapons:

Items:



Tomboy

A Tomboy doesn't have anything to prove to anyone! In fact, anything you can do, she can do better!

Name:

Age: 11

Core dice:

Strong 1

Tough 2

Smart 1

Brave 2

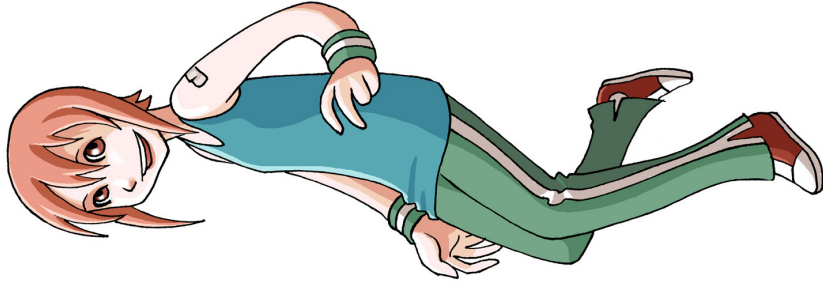
Special Dice:

Charge +1

Brave Challenge: 1

Weapons:

Items:



Dog

Every pack of friends has a dog, a faithful, four-legged friend who will protect you till the end!

Name:

Age: 5

Core dice:

Strong 2

Tough 2

Smart 1

Brave 1

Special Dice:

Bite +1

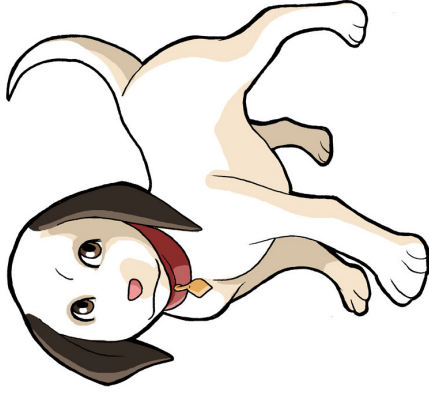
Run +1

Brave Challenge: 1

Special rules:

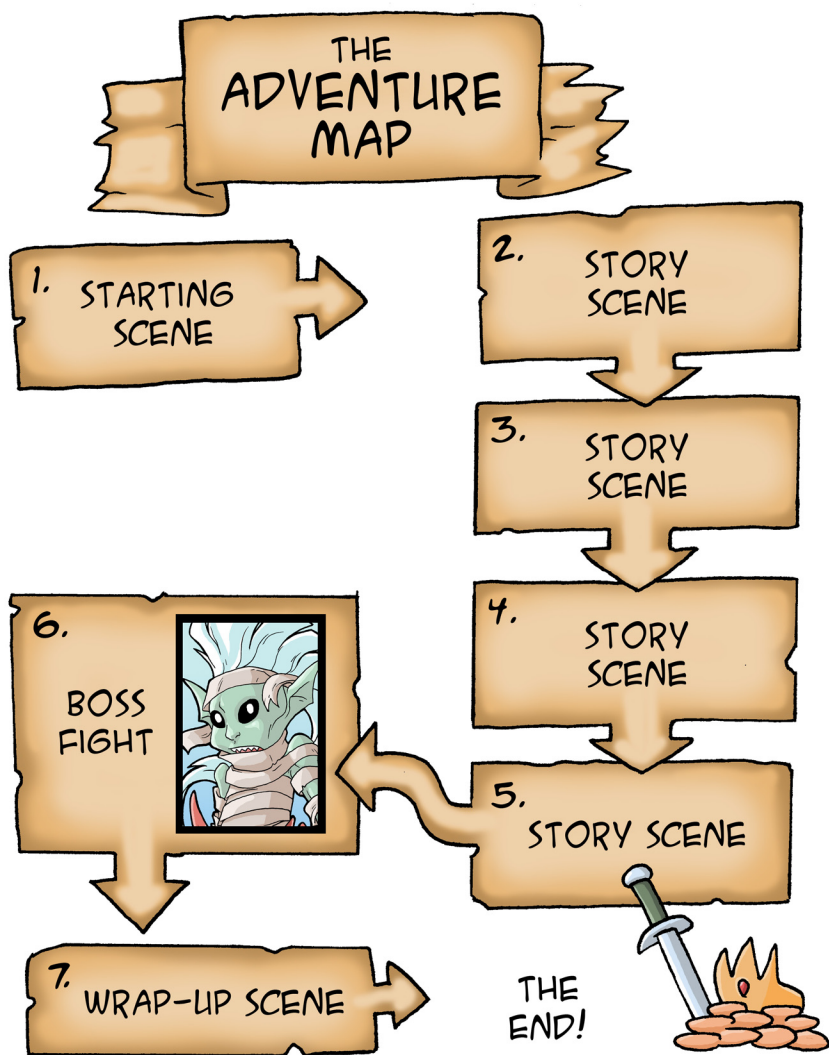
I can talk! The Dog is just an ordinary canine, but since all the animals of Yeld have voices, once the characters enter the door to Yeld he'll be able to talk!

No hands: The Dog has no hands, but can still use a single Weapon or item by gripping it in his mouth.



The Adventure Map!

Every story has a beginning, a middle and an end. Our Adventure Map will guide us through our first game, Starting with our Friends discovering the door to Yeld, ending with the defeat of the Mermaid boss and detailing all the major points along the way!



The Starting Scene: The Friends face their first Challenge while discovering the door to Yeld!

Story Scene 1: The Friends enter Yeld and meet the Fairy, who gives them a special mission.

Story Scene 2: The Friends face the first Mermaid.

Story Scene 3: The Friends face the 2nd and 3rd Mermaids and learn about their boss, hidden behind the waterfall.

Story Scene 4: The Friends discover the Shore shop and search for the waterfall.

Boss Fight: The Friends fight the Boss Mermaid.

Wrap-up Scene: The Friends collect their reward!

The Game Master

If The Magical land of Yeld were a video game then the computer would be in charge of describing environments, creating challenges and controlling monsters, villagers and other characters you meet. Since Yeld is a tabletop rpg all of this stuff is done by the Game Master. The GM's job is to guide the Friends through the Adventure Map, encouraging them on to the next stop and creating new content when they stray from the map. Most of all, the GM's job is to make sure that the story we create together is fun for everyone!

The GM has a few tools: the Adventure Map (which we already covered), Description, Challenge dice and Monsters (which we'll cover later).

Description: Description is the most important part of the GM's job! As you guide the Friends through the Adventure map you'll describe every scene and tell them what's going on. If there are other Friends or monsters in the scene, describe those as well. Your descriptions should encourage further exploration, guiding the players to the next point on the Adventure Map.

Challenge dice: The GM will use Challenge dice to make the adventure difficult for the Friends. You'll use your Challenge dice to throw obstacles in the Friend's way and confront them with challenges during the Adventure. If a character wants to climb a tree, build a raft or dive to the bottom of the lake you can roll your Challenge dice against them.

Decide how many Challenge dice you want to spend and roll them against the Friends. The winner gets to describe what happens. If more than one Friend is taking the same action you can roll against all them at the same time.

Since you only have 12 Challenge dice to spend each session, you may decide to not challenge every action the Friends take. For example, instead of forcing the Friends to roll dice to climb over a wall, you might decide to allow them climb over the wall unopposed and save your dice for the challenges they'll encounter on the other side!

The Starting Scene

The house next door has always seemed strange. Some of the neighborhood kids say that it's haunted, and you've heard that years ago the little girl that lived there disappeared, and was never seen again! Now that the neighbors have finally moved away it's your chance to explore!

During this scene the Friends will discover the secret door to Yeld, hidden somewhere in the house. Of course, they'll have to get into the house first! This will be our first encounter with Challenge dice.

The GM will tell the Friends that the house is locked, and ask them how they'd like to get in. Will they pick the lock or break a window? Will they climb a tree and try to get in through one of the upstairs windows? Will they search under doormats and rocks for a forgotten key? How the Friends approach the problem is up to them, but you get to decide how tough it is by choosing how many Challenge dice you'll roll. This first Challenge shouldn't be too tough, since we want the Friends to get into the house and find the door. Rolling one or two challenge dice should be enough. If the first way in the Friends try fails, they should keep trying to find other ways in.



Make sure to explain to the players how Challenge dice work as you use them. Remember, once the Friends make it inside you can continue to challenge them as they search the house. Eventually they'll discover the strange hidden door, and once they open it they'll see that it leads to a whole other world!

Characters, Challenges and Core dice.

When confronted by a Challenge a Friend will roll their Core dice to overcome it.

- Strong Core dice are used to climb, swim or pick things up.
- Tough core dice are used to survive falls, hold your breath or run long distances.
- Smart Core dice are used to solve puzzles, discover secrets and see people that don't want to be seen.
- Brave Core dice are used to overcome fear and do scary things!

So if you want to climb up a tree and jump into the castle window (and the GM has decided to Challenge you) you'll roll your Strong dice, add them up and compare them to the GM's Challenge dice to see who won. The winner gets to describe what happens next!

Special dice: Friends have Special dice that represent talents, skill or unique abilities. There are two ways to use Special dice.

1. When you roll dice for a Challenge you can add your Special die if you think it will help. The special die Break will be great for Challenges that involve breaking windows or busting down doors, but it won't do you any good for Challenges that require sneaking up on sleeping monsters or holding your breath for a long time! You can use Special dice in this way during Challenges, but not Fights.

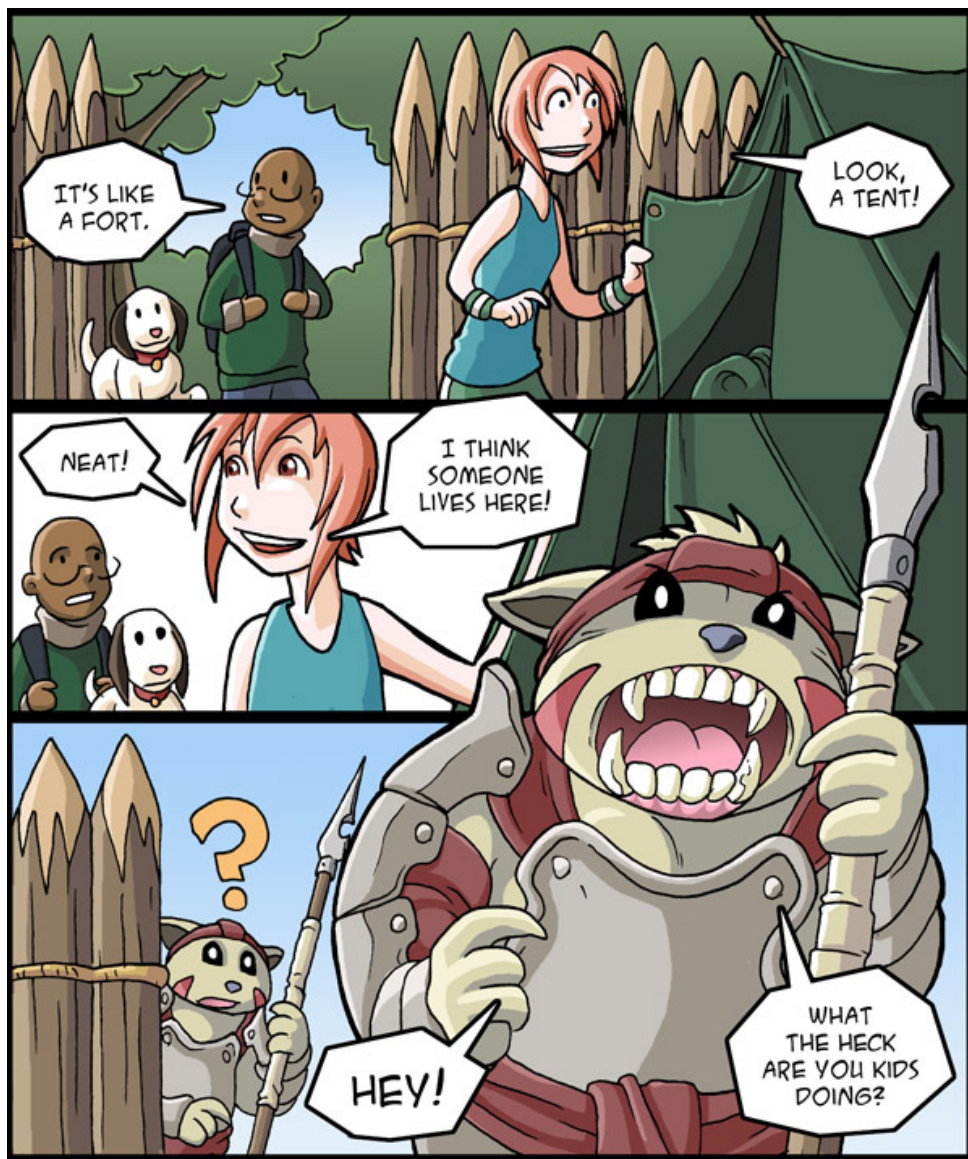
2. Most Special dice also have a Special rule that goes with them, usually allowing you to add the die to your Core die roll to get a special effect in certain situations (like fights)! For example:

Break: Great for breaking Armor! Add to Strong dice when you make an attack with a weapon. If you hurt the Monster you attack it will not lose Tough dice. Instead, it's Armor dice is reduced by 1. Armor reduced to zero is destroyed!

As you can see, Break is a great die to use against armored Monsters in fights!

Story Scene 1

The Friends will step through the door to find a brightly lit grassy field. The door they stepped through stands in the middle of it, connected to nothing and still open. The field is surrounded by thick forest, but a trail leads down through the forest to the sandy beach of a lake, where the Friends find a small camp

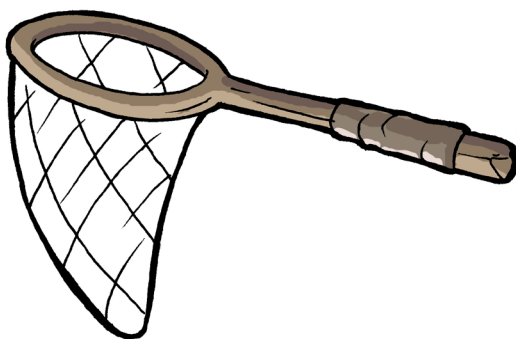


A large, hulking monster (a Fairy) appears, brandishing a spear and demanding to know who the Friends are. The Fairy quickly assumes the Friends are Bounty Hunters, and he shows them a bounty poster for Mermaids.

The Mission: The Fairy tells the Friends that if they capture 4 Mermaids and bring them back to the camp they'll be given a reward. The Friends are given a Mallet and a Net. Mermaids are considered captured once their Tough dice are reduced to 0.



Mallet (weapon): Gives user Strong +1. If a monster attacked by a Mallet has already been tangled by a Net this turn then the Mallet gives the user Strong +2.

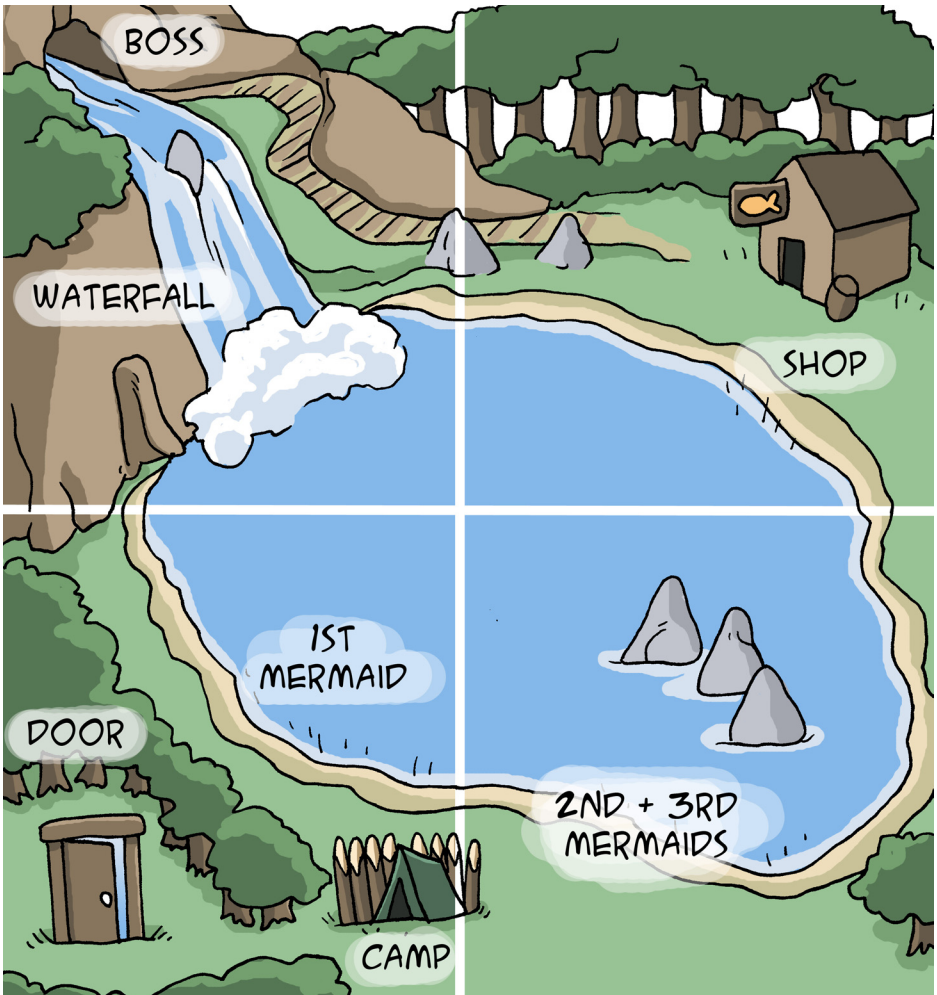


Net (weapon): Gives user Strong +1. Instead of dealing damage the user can choose to tangle a Monster in the net. Until the users next turn the Monster will roll 1 less die for all actions.

The Map:

The map is a special item that helps the Friends through their adventure. Our map for this adventure has 4 parts. The first part shows the Fairy's camp, where the Friends first enter Yeld, and the edge of the lake, where they'll encounter the first Mermaid. The other three squares are blank, but can be filled in as the friends explore. (Find the blank version of the map in the back of this book!)

Part 2 shows the rocks in the middle of the lake, where the 2nd and 3rd Mermaid live.



Part 3 shows the lakeside shop, where the characters can stop to trade or speak with the shop keeper.

Part 4 shows the hidden waterfall, where the characters will fight the boss monster.

The Friends should fill in the map themselves as they explore Yeld.

Story Scene 2

As the Friends scour the shore they'll spot their first Mermaid, lounging on rocks in the shallows of the lake. She may seem pretty at first, but as soon as she sees the Friends she'll let out a yell and attack them! Since this fight takes place in the lake, each square of the Action Board is covered in water. This has no effect on the Friends, but helps the Mermaids use some of their Special dice.



Sandy, the first mermaid

Core dice: Strong 1 Tough 2 Smart 1 Brave 1

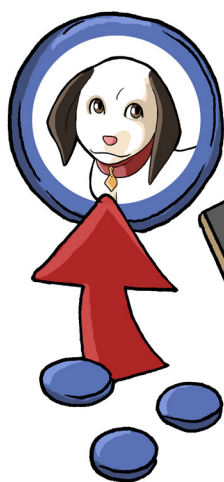
Weapon: Fish bone Club (Strong +1)

Special Dice: Swim +2

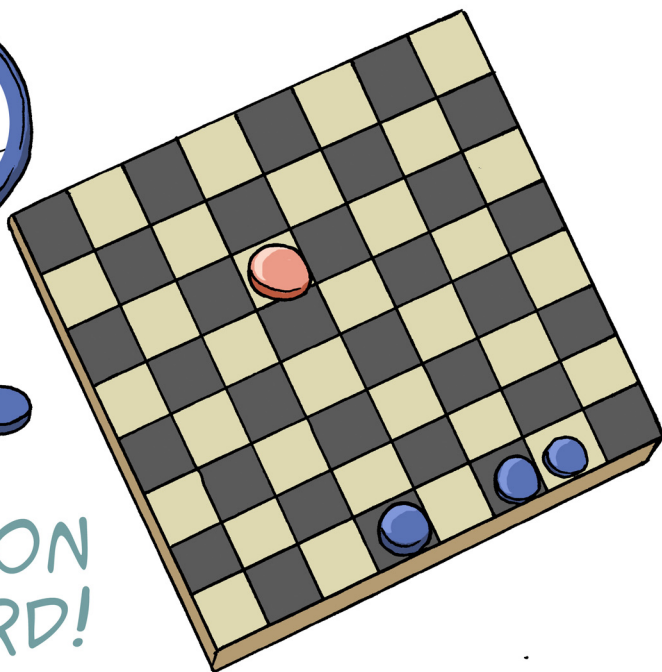
Sandy is a pretty easy first fight. Swim allows her to move 2 extra spaces each turn as long as she's in the water (and since this fight takes place in the water, that's pretty handy)! She'll try to hit the Friends with her club, a 2 Strong die attack. The Friends will have to get rid of both of her tough dice to beat her!

Fights!

Since a big part of our adventure will be hunting down Mermaids, we better learn how to fight! Fights take place on a special 8 by 8 grid called the Action Board. We'll use tokens to represent our characters and monsters as we move around the board. You can use a chess board to represent the Action Board!



**ACTION
BOARD!**



Who goes first? Whoever says “I attack” first gets to take the first action! After the first Friend or monster takes an action he'll choose who gets to go next by selecting either another character or a monster who has not yet gone this round. Once each Friend and Monster has taken an action the round ends and the next round starts! The fight is over when all the Monsters or Friends have been defeated!

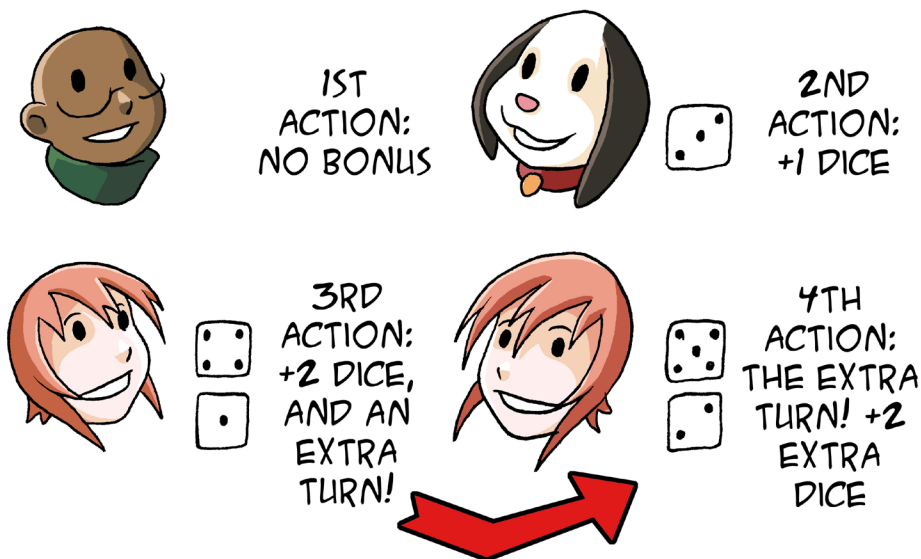
Excuse Me! Monsters don't always want to wait their turn, and will sometimes try to take a Friends turn! When a Friend chooses another Friend to follow him, a Monster who has not gone yet that round can try to interrupt by making a Brave roll against that Friend. If the Monster wins he gets to go instead, and he'll choose who goes after him!

Friends can interrupt Monsters in the same way. Only one Friend or Monster can try to interrupt at a time, and no one can ever interrupt the first action in a fight.

Action Chains: If your action during a fight is successful and you choose another Friend to follow you in action then you create an Action Chain. The Action Chain continues as long as each Friend is able to make a successful action and chooses another Friend to follow them. The Action Chain breaks if a Friend fails her action, or if a Monster interrupts the Chain. The Action Chain always ends at the end of the round and can't carry over to the next round.

The longer the Action Chain lasts the more powerful it becomes. Friends gain extra dice or attacks depending on how strong the Action Chain has become.

THE ACTION CHAIN

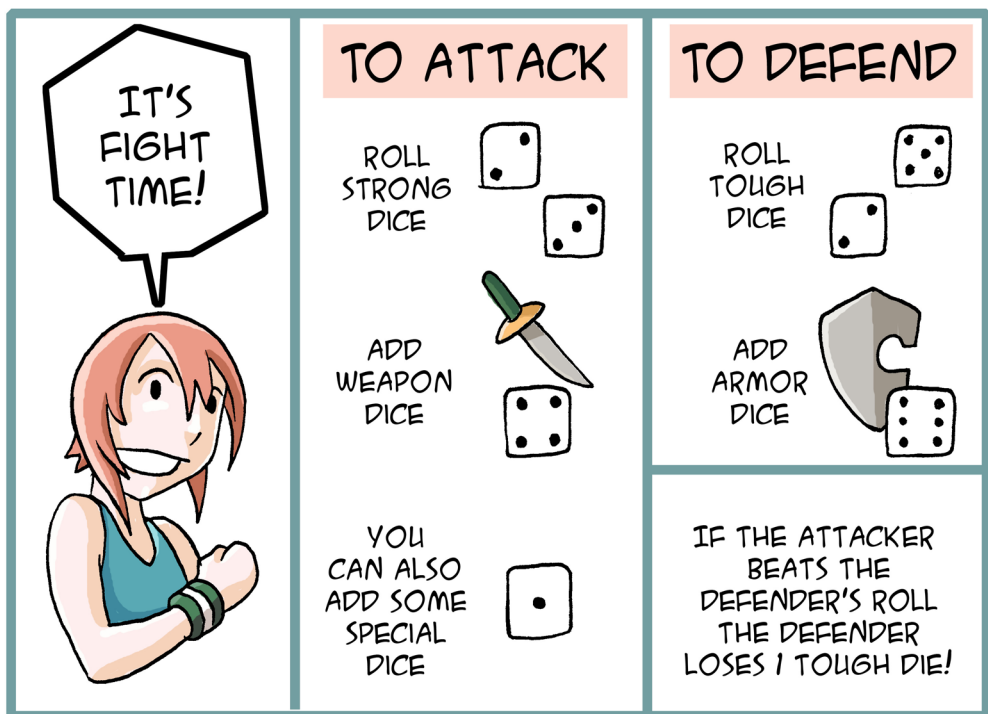


1st Action: No Bonus

2nd Action: This Friend will roll 1 extra die for the rest of the round

3rd Action: This Friend will roll 1 extra die for the rest of the round. This Friend can also take an extra action, immediately following this one. That action will count as the 4th action of the Action Chain.

4th Action: This Friend will roll 2 extra dice for the rest of the round.



Action! Actions are actually divided into two parts, Action and Move. During their turn a friend or monster can move a number of squares equal to their Brave dice (including dice from Weapons). They can also take an action, which can include making an attack, using Special dice, using an item or making a second move. Friends and Monsters can choose to take their move either before or after they take their action. Friends and Monsters cannot move through other friends or monsters on the action board.

Hit! To hit a monster in a Fight, roll your Strong dice. If you have any Weapon dice that add to your Strong dice during fights, roll those as well. You can also add some Special dice to your attack if you want to take advantage of their special rules instead of just dealing normal damage.

Weapon dice: Weapons give your Friends extra Strong or Brave dice. Some weapons also give your extra Special dice. You can only use these dice if your friend is holding the weapon!

To dodge or resist an attack you'll roll your Tough dice. Make sure to add in any extra dice given to you by Armor! If you fail you'll lose a Core Tough die! If a Friend or Monster runs out of Core Tough dice then they are defeated. Monsters are knocked out or killed. Friends turn into Ghosts!

Ghosts: When a Friend loses all their Tough dice they become a Ghost, floating around after their Friends and watching them do stuff. Being a Ghost sucks! You can see your Friends, but you can't communicate with them at all! Friends remain as Ghosts until they are able to gain back at least one Tough die.

Brave Challenges and Gaining Back Tough Dice

Friends gain back Tough dice by passing a Brave Challenge. To do this a Friend will roll all their Brave dice and consult the Brave Challenge table. A friend can only use 1 Brave challenge each game.

Brave Challenge Table:

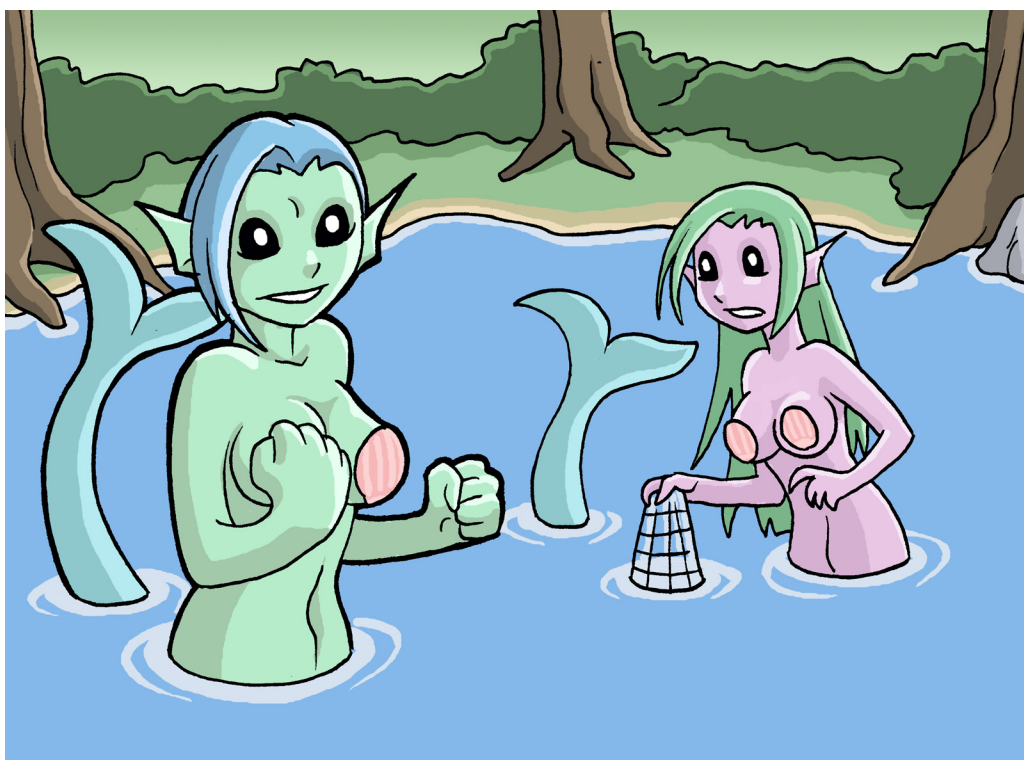
Roll a 4 or better, gain back 1 Tough die
Roll a 8 or better, gain back 2 Tough dice
Roll a 12 or better, gain back 3 Tough dice

Friends can also gain back a single Tough die by staying the night at the Fairy camp, where they can get a good meal, first aid and plenty of sleep! If all the friends are turned into ghosts they'll wake up the next day at the Fairy camp.

Story Scene 3

The Friends find the next pair of mermaids relaxing near the shore, smoking store brand cigarettes. They look friendly at first, but will attack the Friends as soon as they get close.

This fight takes place on the shore and in the water, so the the half of the action board that the Mermaids start on counts as being covered in water.



Jenny, the 2nd mermaid

Core dice: Strong 2 Tough 1 Smart 1 Brave 2

Weapon: -

Armor: Fish Scales (Armor dice +1)

Special Dice: Swim 2, Charge 1, Drown 2

Deb, the 3rd mermaid

Core dice: Strong 2 Tough 1 Smart 1 Brave 2

Weapon: Fishing Net*

Armor: Fish Scales (Armor dice +1)

Special Dice: Swim +2, Disarm +1, Excuse Me +1

Jenny and Deb are the Friend's second encounter, and they're meant to be fought as a pair. Both are fast, with 2 Brave dice and a swim die. Deb disrupts the Friends, using her Excuse Me Special die to interrupt their actions and her Disarm die to take away their weapons. Her Fishing Net can even keep Friends from taking actions!

***Fishing Net:** If you wound a friend with this weapon they'll lose their next action instead of losing a Tough die.

Jenny is the attacker. Even without a weapon she's dangerous! Her Charge Special die gives her +1 Strong and Brave on the first round of a fight, and her Drown Special dice makes her super dangerous while she's in the water! the key to this fight is for Deb to distract the friends while Jenny lures them into the water and takes them out one at a time!

Story Scene 4

After fighting Jenny and Deb the Friends will discover a small shop located on the shore of the lake. The Shopkeeper is a friendly man with pointed ears who will sell the Friends items and buy any interesting items they've collected. Friends can try to haggle for a better price using Smart dice, but this should be a very difficult challenge! The Shopkeeper will also mention rumors of a Mysterious mermaid living in a secret cave behind the waterfall that feeds the lake.



The Friends search for the waterfall and the secret cave. This is a great chance for more challenges as the Friends climb over rocks and through bushes searching for the final mermaid. If you're already out of Challenge dice or eager to get to the final fight you can skip right past this scene!

The Boss Fight

The Friends shiver as they enter the secret cave behind the waterfall, crunching on the half frozen ice that covers the flooded floor. Suddenly torches flare in the corners of the cavern, and friends see the gnarled form of a zombie mermaid rises from the water!



Melody's skin resembles the crusty shell of a crab, and in her hands she clutches an ancient harpoon. Two sleek, writhing serpents rise from the water next to her, ready to fight.

Since the cave is flooded, the action board counts as being covered in water.

Melody, the zombie mermaid (Boss Monster)

Core dice: Strong 1 Tough 2 Smart 2 Brave 1

Weapon: Twisted Harpoon (Strong +1, Brave +1)

Armor: Crusty Shell (Armor dice +1)

Spells: Hurt, Creepy Touch (can cast each twice)

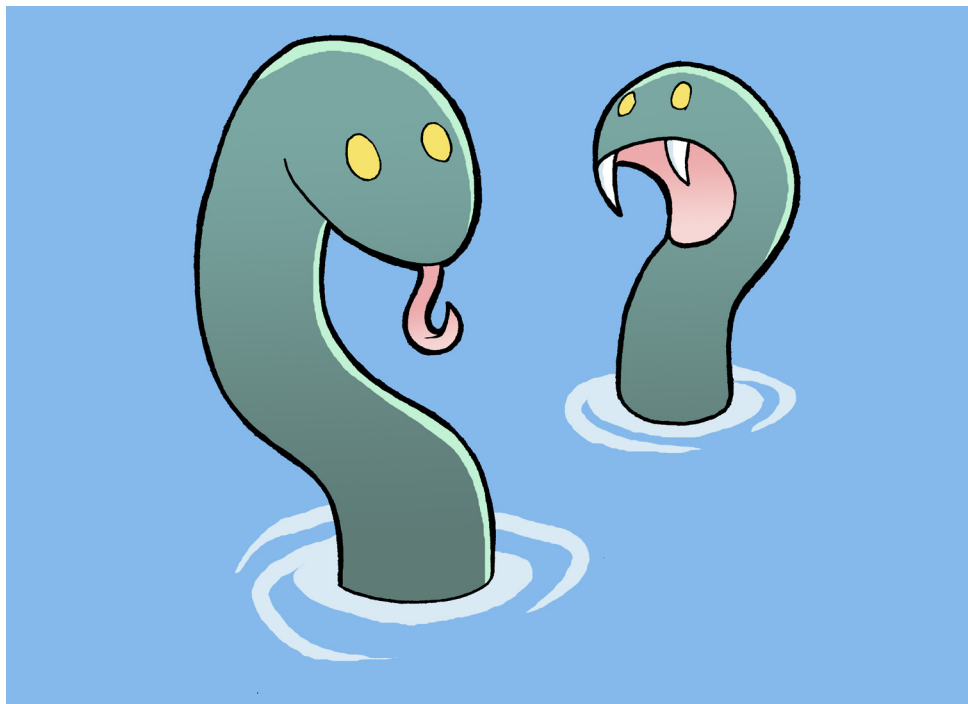
Item: Sushi

Special Dice: Swim +1, Huge

Scuba Snakes, Melody's minions

Core dice: Strong 1 Tough 1 Smart 1 Brave 2

Special Dice: Swim 1, Bite 1



Melody and her minions should be a real challenge. Melody isn't much of an attacker, although when she does her Huge Special die lets her hit two Friends at the same time! What makes her really dangerous are her spells! Hurt allows her to damage any Friend. Creepy Touch is harder to cast, but the extra dice from her Sushi item should help her pull it off. The Scuba Snakes are pretty weak, but they're mostly there to distract the Friends. Watch out, because their bites can still do damage!

Monster Magic: Melody can cast spells by rolling Smart dice against a Challenge number listed in the spell's profile.

Friends resist spells by rolling their Smart dice against Melody's spell role. Friends can add the Special die Magic Proof to this roll if they have it. If a Friend is able to beat Melody's roll then the spell is completely negated. Nothing happens! If the Friend isn't able to resist the spell then they'll suffer the spells affect. Damage taken from spells cannot be resisted by rolling Tough dice.



TO CAST HER SPELLS MELODY NEEDS TO MEET OR BEAT THE SPELL'S TARGET NUMBER WITH A SMART DIE ROLL.

ROLL SMART
DICE



+



SHE CAN ADD
SMART DICE
FROM ITEMS
LIKE SUSHI.



FRIENDS CAN RESIST MAGIC BY ROLLING AGAINST MELODY'S SMART ROLL. IF THEY LOSE THE ROLL THEY'LL SUFFER THE EFFECTS OF THE SPELL.

ROLL SMART
DICE



+



ADD EXTRA DICE
FROM ITEMS LIKE
SUSHI.

Monster Spells:

Hurt

Challenge: 6

Effect: Cast Hurt to cause a Friend pain The targeted Friend loses 1 Tough dice.

Creepy Touch

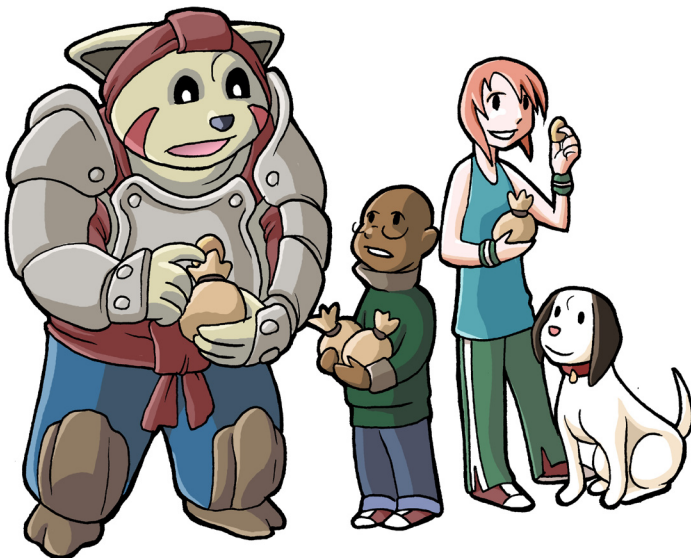
Challenge: 9

Effect: This creepy touch causes Friends to run scared! The target will go last this round, or next round if they've already acted this round.

The Wrap-up Scene

After defeating Melody the Friends return to the Fairy camp to collect their reward! They can also take another trip to the visit the Shopkeeper!

Turning in the bounty: Return to the Fairy camp after defeating all 4 Mermaids and each Friend will receive a Reward die! Friends can spend Reward dice to get a new Special die or to roll once on the Treasure Table!



Rewards

Each time the friends defeat a monster they'll roll on the Loot table to see if that monster has any coins or useful items. When the Friends defeat a Boss Monster they'll roll on the Treasure table instead.

The Loot Table: Roll 2 dice and see what you get!

1-6	No loot!
7-10	Coins
11	Fishing pole
12	Food Item

The Treasure Table: roll 2 dice to see what you get!

1-6	Coins
7-8	Pirate Sword (Strong, Brave +1)
9-10	Lucky Pearl (Magic Proof +1)
11-12	Naga armor (Armor dice +1)

Coins: Friends start with No Coins. as soon as they find any coins they'll have Some Coins. If they find more coins they'll have Lots of coins. If two friends with Lots of Coins combine their money they'll have Tons of Coins!



The Shore Shop!

This is a special shop that the Friends can visit on the 3rd map section. The shop will trade coins for all kinds of useful items.

- Some Coins will buy a Food Item, Rope, Sea Shell Necklace or a Fishing Pole
- Lots of Coins will buy a Wooden Shield, a Sturdy Club or a Lucky Pearl
- Tons of Coins will buy you a Rusty Sword (Strong +1, Brave +1, Charge +1)

Food items: Food items give you bonus dice when you eat them! Food can be eaten right before a Friend takes an action in a fight. Once food is eaten it goes away and can't be used again!

Berry Pies: +1 Strong dice on your next Strong roll

Sausage: +1 Tough dice on your next Tough roll

Sushi: +1 Smart dice on your next Smart roll

Jerky: +1 Brave dice on your next Brave roll

Rope: Gives user the Special die Climb +1

Sea Shell Necklace: Gives user the Special die Swim +1

Fishing Pole: Gives user the Special die Fishing +1

Wooden Shield (armor): Gives user Armor die +1

Sturdy Club (weapon): Gives the user +1 Strong and the Special die Break +1 when attacking.

Lucky Pearl (item): Gives user the special die Magic Proof +1

Rusty Sword (weapon): Gives user Strong +1, Brave +1 and the Special die Charge +1 when attacking.
Special dice for Friends: Here's the list of Special dice available to Friends in this adventure.

The Fishing Table

Friends can fish if they have a Fishing Pole or the Fishing Special dice. A Friend can only Fish once per adventure. Roll Brave dice and add Fishing dice to see how many fish you've caught! Then roll to see what kind you've caught! Fish can be eaten (or used) right before a Friend takes an action in a fight. Once fish is eaten it goes away and can't be used again!

4 or more, 1 Fish
8 or more, 2 Fish
12 or more, 3 Fish

1- Sword Fish	Use as a Sword (Strong +1, Brave +1)
2- Angry Trout	Special die Break +1
3- Angel Fish	Special die Magic Proof +1
4- Rude Fish	Special dice Excuse Me! +1
5- Lucky Fish	Re-roll your next failed roll
6- Ghost Shark	Gain back 1 extra die on your next Brave roll

Special dice

Here's the list of Special dice available to Friends and Monsters in this adventure.

Friends:

Bite (Dog only): Add to attacks when not using a weapon. Can be combined with other Special dice.

Break: Add to Strong dice when you make an attack with a weapon. If you hurt the monster you attack it will not lose Tough dice. Instead, it's Armor's dice is reduced by 1. Armor reduced to 0 is destroyed! This has no effect on Monsters with no Armor!

Charge: Add to Strong and Brave dice on the first round of a fight! Can be combined with other Special dice.

Climb: Add to Strong when climbing ropes, cliffs, trees or whatever!

Excuse Me!: Add to Brave dice when you interrupt Monsters!

Fishing: Add to Brave and consult the Fishing chart.

Magic Proof: Add to Smart to resist magic.

Run: Add to Brave dice when trying to move fast! Also, move 1 extra square on the Action Board for each Run die!

Swim: Add to Strong dice when trying to swim. Also, when the Action Board is covered in water move 1 extra square for each Swim die!

Monsters:

Bite: Add to attacks when not using a weapon. Can be combined with other Special dice.

Charge: Add to Attack and Brave dice on the first round of a fight! Can be combined with other Special dice.

Disarm: Add to Attacks. Instead of losing a Tough die, the Friend cannot use his weapon for the rest of the fight.

Drown: Add to attacks against Friends who are in the water.

Excuse Me!: Add to Brave dice when you interrupt Friends!

Huge: Attack two Friends at once. Both Friends will roll Tough dice to defend. If either Friend beats the roll, neither Friend is hurt.

Swim: Add to Strong dice trying to swim. Also, when the Action Board is covered in water move 1 extra square for each Swim die!

Thanks for playing Mermaid Hunters!

Look for the full Magical Land of Yeld rule book later this year. This new book will let your Friends take on Heroic Jobs, cast magic, fight ghosts, ride War Hares, collect all kinds of weapons, costumes and magic items, face down fierce Boss Monsters, learn to Fish, Bake, Write Letters and Clean Houses for rewards, build your own Monsters, raise sheep and use the Map and Calendar to explore every town, every festival, every temple, every holiday and every dungeon in Yeld on your quest to return home!

Learn more at www.yeld.celstyle.com!



Game resources!

Here's extra character cards, maps and Action Board tokens for you to copy and cut out (permission to copy granted). You can also find these resources at Celstyle.com!



Know it all

Some kids just think they know everything, and love to prove it!.



Name:
Age: 8
Core dice:
Strong 1
Tough 2
Smart 2
Brave 1

Special Dice:
Excuse Me +1

Brave Challenge: 1

Weapons:

Items:

Tomboy

A Tomboy doesn't have anything to prove to anyone! In fact, anything you can do, she can do better!

Name:

Age: 11

Core dice:

Strong 1

Tough 2

Smart 1

Brave 2

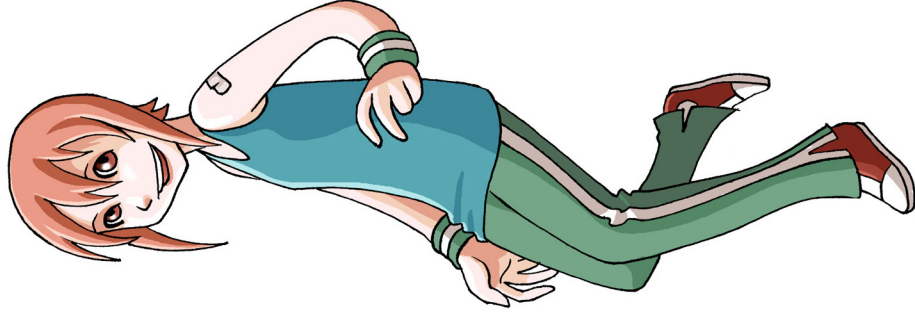
Special Dice:

Charge +1

Brave Challenge: 1

Weapons:

Items:



Dog

Every pack of friends has a dog, a faithful, four-legged friend who will protect you till the end!

Name:

Age: 5

Core dice:

Strong 2

Tough 2

Smart 1

Brave 1

Special Dice:

Bite +1

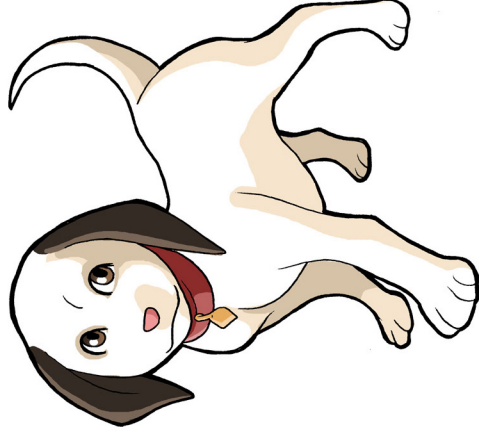
Run +1

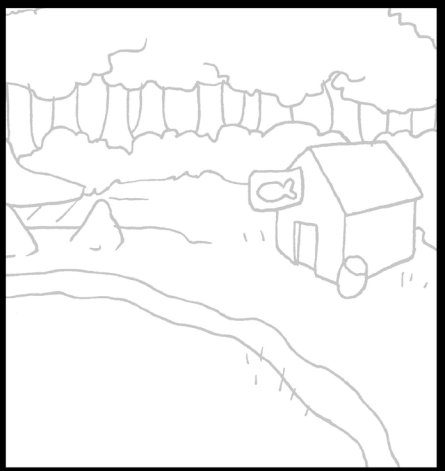
Brave Challenge: 1

Special rules:

I can talk! The Dog is just an ordinary canine, but since all the animals of Yeld have voices, once the characters enter the door to Yeld he'll be able to talk!

No hands: The Dog has no hands, but can still use a single Weapon or item by gripping it in his mouth.







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THAT LEADS TO A MAGICAL LAND
WHERE CHILDREN CAN BE HEROES
AND FRIENDSHIPS LAST FOREVER**

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TO FEAR IS THAT ONCE YOU ENTER
YOU CAN NEVER GO HOME AGAIN.**



THE MAGICAL LAND OF YELD

SUMMER 2012