Leyenda

juego de rol

Quick Start
Guide

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Thank you to Eduardo Marcotegui for making this possible.

We would also like to thank our families and pets, our characters for taking us into other worlds and the unnameable friends, who are always present (space is a greater tyrant tan time).

WARNING:

This is a social game. It's possible that, if some conflict of interest arises between participants during play, the group expects one of them to resolve it; probably the Game Master. This is not a task for a lone individual, even the Game Master. You are still a group of people, and no one is by default a designated as a social referee. Any person can try to do it, if they feel that it is appropriate, but it's important no one feel they have to take responsibility for that. Do not make them feel that they do.

These are not the full rules for *Leyenda*. This is a quick start guide, to begin playing as soon as possible. This has a short explanation of the **roles of each participant** in the game, a **summary of the basic rules** and a **sample Scenario** to start a game almost immediately.

The complete version has some more **special rules**, many more **tips and suggestions**, **four ready-to-play Scenarios**, and **four different procedures** that anyone can use to **create their own Scenarios.**

If you try this set of rules and feel they are promising, do not hesitate to try the full game. You will find it on our web site in digital and print versions and in shops that specialize in role-playing games. *Thanks for playing!*

Contents

Introduction

— What is *Leyenda*? —

It's a role-playing game. In case you are not sure what that is, it's very similar to the childhood games of make believe. We say what the heroes and villains are doing, adding on to what the others describe, thus creating a story together. The big difference is we are going to use specific rules, which will give it a more interesting, dramatic and legendary focus.

In summary, each participant will carry out a certain role in the game. In *Leyenda*, there are three:

1) **Players**: They each control a **protagonist** of the story. There are usually 1 to 4 Players per game.
2) **Game Master**: They describe the **challenges and conflicts** the protagonists face, and control **other characters**. There is always 1 Game Master per game.
3) **Chorus**: Their voices add in interesting details, and they judge the protagonists and the narrative. There is usually at least 1 participant giving their voice to the Chorus per game.

Unlike childhood games or improvisational theater, we do not need to physically act out the actions of the protagonists and their antagonists. It is necessary, though, for us to **describe** them in enough detail for everyone else to picture them. The essence is communication and imagination.

There will be much negotiation, explicit or implicit, about what's included in the fiction we are creating and what isn't. The **rules** assist us in making that negotiation legendary and dramatic. When a dramatic obstacle shows up in the protagonists' paths we'll **roll dice** to resolve the conflict, with better or worse chances according to the protagonists' **abilities** and the **difficulty** of the obstacle to overcome.

After playing a four or five hour session, or a pair of two or three hour sessions, we'll find a surprisingly **legend-worthy** narrative of our own creation.

— What is this document? —

It's a quick start guide, a "game demo", for *Leyenda*: A teaser for the complete game.

What does it include?

In these pages, you'll find the basic rules for playing *Leyenda*, together with a sample Scenario so you can put those rules into practice almost immediately.

What more do I need to play?

Photocopy the Background pages for the Frontier Dispute Scenario. Get at least one more person to play (the ideal number would be 4 to 6 participants, including you). Get at least one four-sided die (1d4), one six-sided die (1d6), one eight-sided die (1d8), one ten-sided die (1d10), and one twelve-sided die (1d12), with special symbols on the faces of this last one: The Legendary Die. On our website there's a sticker sheet with those special symbols, and there's also a summary of the rules.

What does the full manual of Leyenda offer?

It offers extended rules for a more in-depth experience and solutions for special cases, many more tips and explanations for all roles so you can get the maximum mileage out of the rules. It also has four new ready-to-play Scenarios, four different procedures to create your own Scenarios, and many more sources of inspiration for your *Leyenda* games: The awesome illustrations specially created by Leo Luján and the carefully selected quotes, like the one in the right by Patrice de La Tour du Pin.

"Countries with no legends are doomed to freeze to death."

PATRICE DE LA TOUR DU PIN

Legendary Die

1d4   1d6   1d8   1d10

⸱=⟨What are the game roles?⟩=⸱

As we said before, *Leyenda* has three roles: **Players**, **Game Master**, and the voices of the **Chorus**.

What do the Players do?

All participants play the game. This role has this name only because of customary use.

Players make decisions for one of the protagonists of the game, that is, a protagonist of the legend you will create together through play. To do this you must imagine them, describe them, play their part as if you were actors, and also think as if you were their authors:

- ❀ Where do they come from —what are their origins? What drives them?
- ❀ Where do you want to take them? Do you prefer classical heroes, tragic heroes, anti-heroes...?
- ❀ Will their abilities and legendary traits be enough to achieve their fates?
- ❀ How will they react against the most terrible crisis that'll cross their paths?

From now on, we will refer to the **Player Characters** as **PCs**.

What does the Game Master do?

The Game Master (GM for short) imagines the situation each PC is in and describes it to the others, striving to present **legend-worthy challenges and conflicts**. To this end, they control the world and the most important secondary characters, or non-player characters (**NPCs** for short).

Then, they ask what the PCs will do about the situation (PC's **Action**), and how their Players expect those actions to change it (Player's **Intent**). If there's no conflict, the GM decides if the Action accomplishes the Intent or not; but if there is, the Players will roll dice to see what happens.

The GM decides this based on what makes the most sense and is fairest. However, what makes "the most sense"? What is most **coherent with what they already know** about the fictional world, and **respects or expands the logic of the legends** that inspire it. Moreover, what is "fairest"? What **respects the others' enthusiasm and sensibilities**, without discarding what the GM wants to play out in the game.

Sometimes, that implies **establishing new things about the world**, whether revealing carefully planned secrets or improvising dramatic twists spontaneously. Sometimes, it means **handing over that authority to other participants, or to chance**.

What do the voices of the Chorus do?

Like the Greek chorus, the voices of the Chorus in *Leyenda* will **comment on the PCs and judge them**, evaluating the situations they face, their decisions on how to face them, their performance, and the effect of that performance on the fictional world the story is set in. In fact, we recommend the GM consult with them, especially before establishing new things.

The Chorus also controls all **nameless NPCs**, and decides on the **general opinion of the fictional community** on the events that unfold during the game. Anyone can also be a voice of the Chorus, even if they already have the role of Player or GM.

If the voices of the Chorus don't agree on something, those that aren't playing another role have priority. If the disagreement persists, the GM decides. Ideally, it won't come to that.

"We had talk enough, but no conversation."

SAMUEL JOHNSON

How do you play the game?

The heart of the game is having a conversation about fictional, legendary and dramatic situations. On the one hand, the Game Master presents a crisis that affects a fictional community, and on the other, the Players decide how their PCs act to resolve it (or aggravate it!), while the Chorus gives more context and judge the actions of the PCs. The crisis is multifaceted, and will manifest in several individual conflicts. Once one conflict is resolved, either by GM fiat or the roll of the dice, the focus shifts to the next, and so on until the resolution of the dramatic question posed by the crisis, called the **Premise**. A **Scenario** condenses this: It's a text that serves as inspiration for each game.

The Players

The Players first need to choose what sort of PC they'll play, and what drives those PCs to deal with the general crisis and thus respond to the Scenario Premise. Each Scenario presents four Backgrounds, which represent the types of PCs that are best suited to the Premise, and each Background has several options for detailing the Origins, Legendary Traits and Drives of the PCs, as well as the Bonds existing between the different PCs and their Drives.

At certain times, these details can be developed or modified in some way, and that will influence how Players continue to run their PCs until they solve the Scenario Premise.

The Game Master

The GM must have a certain familiarity with the Scenario text, enough to be able to evoke and relay the situations the PCs will face to the rest of the participants. In other words: To Frame Scenes.

The GM has, above all, the task of making sure the **coherence of these situations** with the previous ones, that they be **interesting** for the participants, and that they be **dramatic**. This last thing implies that ideally each situation will require the PCs, and thus the Players, to **make a decision** (whatever that decision may be), that the Chorus will, in its turn, have to judge. *What will they do to face this threat? How will they react to this loss? How will they resolve this conflict?*

If the situation is dramatic, it's because it's **Uncertain** (meaning that the most probable result of the PCs' Actions is not evident), and it's also either **Legendary** (meaning worthy of the legends that are an inspiration during play) or **Driven** (meaning that the Drive of a PCs is at stake). To make sure the idea hits home, we insist: A dramatic situation is Uncertain, and it is also Legendary or Driven, or all three things at once. When a GM recognizes a dramatic situation, they hand over their authority to let chance decide the outcome: The conflict will be resolved using the **Test rules**.

The Chorus

The voices of the Chorus must become familiar with the general crisis that the Scenario presents. They should have a solid vision of the moral **Principles** of the community and the **Premise**, both detailed in the Scenario text. They may imagine the community in its everyday life, habits and traditions. It is this community life that faces a crisis because of the conflict put forward by the Scenario.

Also, during the game they must pay attention to the actions of PCs to see what **Legendary Archetype** they come close to, and what **Legend Pattern** they are building in play.
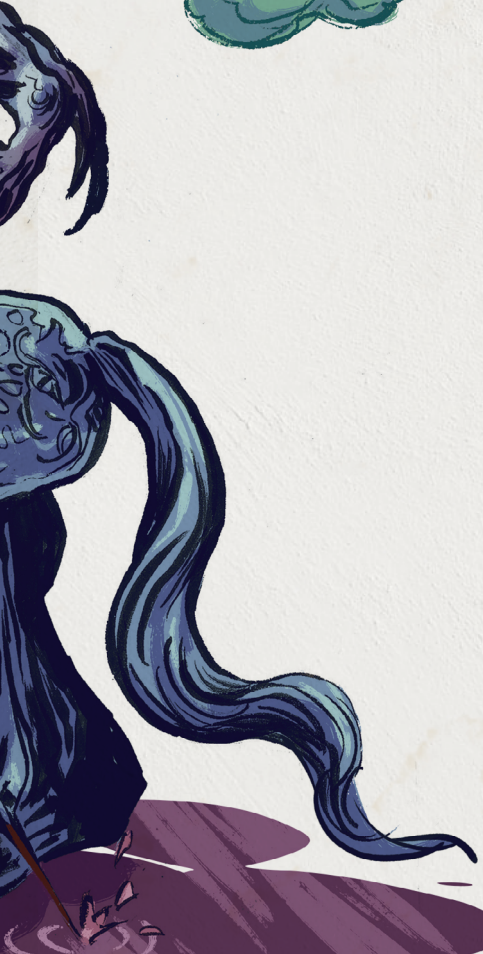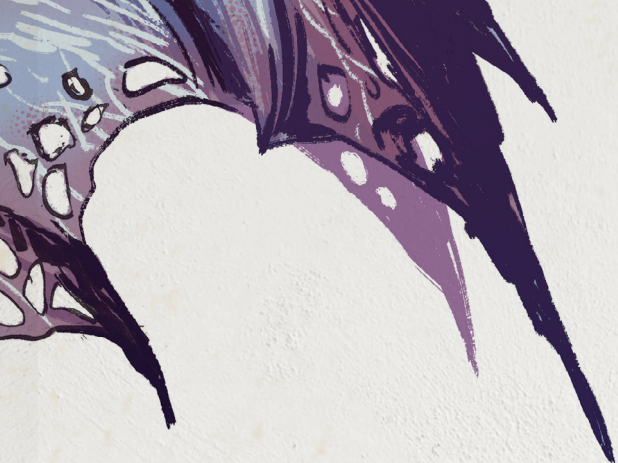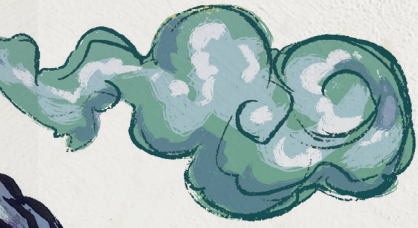
Book of Rules

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Rules

Scenarios

= INTRODUCTION =

The core strength of *Leyenda* is what other games call adventures or modules: **Scenarios**. In this *Quick Start Guide*, you will find a sample Scenario called *Frontier Dispute*. Though we already mentioned that a Scenario is a source of inspiration for imagination and play, we'll clarify what you can expect to be included in this document.

As all Scenarios, *Frontier Dispute* is a text with some illustrations, designed to inspire all participants to carry out their role with passion and creativity.

As we have said before, the GM must become familiar with it before the game, to know what to expect and be able to convey what it's about to all participants. Its content is there to spark the imagination, not for reading aloud. Use your creativity to the maximum!

To get the most out of this document it's best for you to know a little about how a *Leyenda* game is structured. You'll need some *Preparation* before you start to play. Then, you'll need to have a solid grasp of the *Gameplay* while you are playing. During the *Endgame*, you'll tie up any loose ends that may be left dangling and give some final thoughts on the legend you just put together.

"No one sees what is before his feet: they scan the tracks of heaven."

PREPARATION

Before beginning the game, it's important to get to know the Scenario you are going to play. The first few sections of *Frontier Dispute* can help you get the feel for this.

Introduction

The GM introduces the Scenario so everybody is on the same page. This introduction should make everybody understand, in broad strokes, what the world is like, what the community is like, and what the emerging crisis is.

Community Principles

All communities have criteria for defining who's a valuable, admired and virtuous member. These criteria are the Principles of that community. The community will judge anyone who infringes these Principles harshly and perhaps, if the transgression merits it, punish them. All crisis the community faces involve those Principles and in the end, when the crisis has passed, it's likely that those Principles are no longer the same, or that they no longer have the same importance they did.

Premise

The Premise, as we said before, is a dramatic question tied to the crisis the community is suffering in this Scenario. During the game, you might try to discover the answer to this question, or else have a particular answer prevail. As long as the question isn't answered, the crisis will continue to afflict the community, in one way or another. When the Chorus feels the Premise has been answered, the game is over and they will pass on to the Epilogue.

PCs & Backgrounds

The last thing to do before beginning to play is creating the PCs. To get started, each Player chooses a **Background**. Each Background has a description that will serve to get an idea of what character types can come out of it.

The next step is for each Player to choose one of the **Origin** options in their Background. This is the PC's past, what they did or happened to them before the game, or at least what the PC knows about their past —during the game, new details, that where secret or hidden before, could come to light. If they are compatible, a Player can choose more than one Origin, without much of a hassle. Or, they can create a new one if the rest of the participants agree with it.

The next one is choosing one of the options for **Legendary Trait**. This is the PC's main talent, power or advantage: That which makes them unique and legend-worthy.

After that, choose one of the **Drive** options. This represents the PCs strongest desire or yearning at the beginning of the game, though of course that could change later.

Finally, each Player decides how another PC is **Bonded** to their PC. To do so they respond the question linked to the Drive option they chose, under the Bond title. Each Player can choose another Player's PC (as long as they agree), or ask who volunteers.

GAMEPLAY

Once you know the Scenario and you have created the PCs, the game of *Leyenda* starts with a Scene, that will eventually end and give way to another Scene, and so on.

The succession of scenes will form an Act. In contrast with other forms of entertainment, leisure and art, in *Leyenda* we don't know in advance what will happen in each Scene, and much less, what will happen in the Act or how many Acts the story will have.

Instead, there are criteria for the Game Master to decide when to finish an Act. In that moment, instead of opening up a new scene, the GM announces the beginning of an Interlude. This will be a moment of rest and reflection: The Chorus comments and evaluates what happened in the Act, decides if some of the community Principles start to shift or have been completely destroyed and, crucially, decides if the Premise was answered.

If it wasn't answered, the GM then begins a new Act, and the game continues normally. If it was answered, the GM begins the Epilogue. In the next section, we will cover the Endgame procedures.

Frontier Dispute has a series of sections thought out to help you take maximum advantage of this dynamic, which is central to each game of *Leyenda*. They are detailed below.

Act Zero

In this section there's advice to guide the GM during the initial Act of the game, called Act Zero. This Act is the most important one, because it introduces the PCs to the story, and because it's the first direct meeting of the Players with their PCs and with the crisis that afflicts their community.

The description of Act Zero comes with an idea about how to frame the first Scene, and what Situation Prompts may be used to inspire new Scenes. Of course, if the GM can think of better situations to frame Scenes with, they should follow their instincts: After all, these are just prompts. If they find these do not work out, it is no big deal: They finish the Scene, and open a new one, to explore new situations.

Interlude & Subsequent Acts

When Act Zero is over, the GM will announce an Interlude. This section offers advice for the Interlude that follows Act Zero and criteria to begin the next Act, together with examples of how to use these criteria.

⸻ Endgame ⸻

As we said before, when the Chorus realize you have answered the dramatic question in the Premise, the GM can announce the **Epilogue**. During it, Players narrate their PC's **final Scenes**, then the Chorus decides what **Legendary Archetype** each PC fits in, and finally the Chorus decides what **Legend Pattern** your legend fits in.

Epilogue

During the Epilogue, each Player has the right (but not the obligation) to narrate, however they see fit, their PC's final Scene in the story. After these final Scenes, the Chorus decides what Legendary Archetype were a closest fit for each PC, considering their actions and what happened to them in the legend that just concluded. Finally, to finish the game, the Chorus will decide what Legend Pattern fits the story they just told: Harmonious or Conflictive.

The options for both Legendary Archetype and Legend Pattern are all completely arbitrary: They are suggestions that worked out great for us, but that doesn't mean that you cannot think up your own options if they are a better fit to your game. Since we won't be aware of how your game developed, this section is mostly just illustrative, a way to solve doubts and have examples to compare to.

Legend Patterns

These are inspired in the concepts of Tragedy and Comedy, as used by Northrop Frye.

In a **Harmonious Legend**, the community takes in the protagonists, who resolve the crisis that had put their Principles at stake (maybe defeating a threat, or changing their Principles, etc.)

Examples: Mahabharata, Lord of the Rings, Star Wars, Divine Comedy, Back to the Future.

In a **Conflictive Legend**, the community rejects the protagonists, who do not resolve the crisis that had put their Principles at stake (maybe for being weak, problematic or ceasing to exist).

Examples: Oedipus Rex, Othelo, Chinatown, Breaking Bad, Monty Python and the Holy Grail, GTA V.

Legendary Archetypes

Here we present just four general variations of Legendary Archetypes that are in the complete manual. These are inspired in the concepts of *Éiron*, *Bomolókos*, *Alazón* and *Agróikos*, as used by Frye.
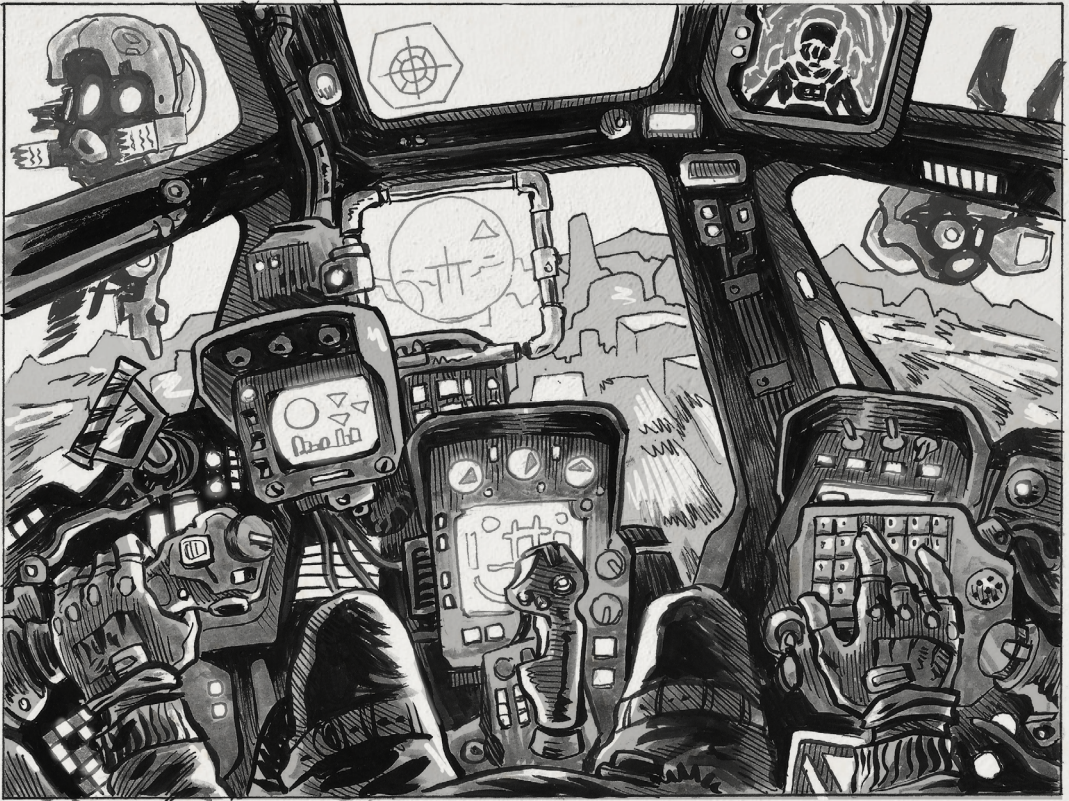
Humble: they believe they don't deserve power, respect or rewards, though they may be wrong.
Idealist: they believe in pleasure and comfort as goals, rejecting defeat and failure.
Proud: they think they deserve power, respect or rewards, though they may be wrong.
Realist: they believe in logic and experience, accepting defeat and failure.

*Examples: In a **Harmonious Legend**, a **Humble** PC might be a defender who, without thinking much of themselves, managed to defeat the threat. An **Idealist** PC could have faith in the Humble one and help them triumph, showing them their true worth. A **Proud** PC could be the source of the threat, or ally with it, thinking themselves above the community. Finally, a **Realist** PC could be the one who surrenders to the threat, considering it invincible or unavoidable. These aren't the only options, just the most common ones.*

Tests

═ Introduction ═

When the PCs face a dramatic obstacle, we will put their Abilities to the **Test** to see if they manage to overcome it. An obstacle is dramatic when it's **Uncertain** that the PC's **Action** will achieve the Player's **Intent**, and, at the same time, the Action is either **Driven**, **Legendary** or both. It's the Game Master who decides when a Test is necessary and when it's not. The Players and the Chorus can try to convince them of the contrary if they wish to, but the GM will have the last word.

When it is necessary to test a PC's **Ability** to overcome a dramatic obstacle, the GM will first negotiate the appropriate **Intent Class** with the Player and will then define the **difficulty** of the obstacle: fair (4), high (6), extreme (8), or legendary (10). The Player will then **roll the die** that corresponds to their Ability, and if the die is **equal or higher** than the value of the difficulty, they'll narrate their PC's **success** in achieving their **Intent**, but **if not**, the GM will narrate what happens when the PC **fails**, and what consequences that failure entails.

There are some more details, but that's the heart of Tests in *Leyenda*. Do not get intimidated by the game terms: we'll explain them in this chapter.

"Each success only buys an admission ticket to a more difficult problem."

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HENRY KISSINGER

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— = KEY CONCEPTS = —

In each Scene, the Game Master will try to present at least one dramatic situation that demands a decision from the PCs and, thus, from the Players.

The Players who have PCs in the Scene, and thus can make a relevant decision regarding the situation that the GM just put forward, must declare two things:

❖ The **Action** that their PC decides to carry out.
❖ Their **Intent**: what they desire to happen because of their PC's Action.

PC's Action

PCs are competent in the things they know how to do. However, their Abilities may not be enough for the challenge, or the Player's Intent may not be attainable through the described Action.

The Player and the GM may negotiate which activities count as a single Action and which count as a series of different Actions, each declared and resolved separately.

Example: "I'll charge against the monster, rising my shield to protect myself from its fire, so once it's close, I can stab through its throat with my sword!" This seems more like two different Actions than a single one.

Player's Intent

Players always desire to change the situation or to understand more about it (via an assessment) when they state their PC's Actions. The desired change or understanding is the Player's Intent.

Often, Player's Intents are evident and obvious, but it's always better to make them explicit, in case there's some confusion. Sometimes it might be necessary to negotiate the scope of Intents.

Example: if a Player wants their PC to seize the power of the kingdom, the GM may ask them to narrow the Intent a little: maybe they could start by winning the trust of the noblemen, or by mining the power of the king, to set the stage for the future seizure of power.

What is the scope of Actions and Intents?

In most games of *Leyenda*, "I kill the dragon" isn't a valid Action, because we understand that carrying that out requires many smaller Actions: getting close enough to deal a killing blow, getting the right angle and opportunity for attack, and dealing the blow while surpassing the dragon's defenses. In fact, "I want my PC to kill the dragon" might work better as an Intent for the Action of charging against the dragon and swinging a sword at it.

Some groups prefer to accelerate things, and allow "kill the dragon" to be the Action, with the Intent perhaps being "prove my courage and be chosen as the official protector of the kingdom".

Of course, the scale is negotiable: in some gaming groups, a declaration of this sort consists of two moments: first the charge (with the Intent of getting close) and then swinging the sword (with the Intent to kill). In others, this would all be a single Action with the intent to kill.

⁼ When to ask for a Test? ⁼

In cases in which automatic success or impossibility of success is evident or certain, it's not necessary to decide it with a Test: the Game Master will decide the effect of the PC's Action.

However, if there's an obstacle between the PC's Action and the Player's Intent, and it's fair, high, extreme or legendary (but not impossible, and not automatic), then the Action is **Uncertain**, and the GM may ask for a Test and put the PC's success or failure in the hands of fortune.

If the Action is Uncertain, we will then check to see if it's also **Legendary** or **Driven**.

An Action is Legendary when it's worthy of a Legend. Compare it to legends or similar stories you know, if you're in doubt. If there's a disagreement, the Chorus decides.

An Action is Driven when the Drive of at least one PC is at stake, even if it isn't the PC that will be Tested. Anyone can argue why the Action is Driven.

If the Action is Uncertain and at least one of the other two, Legendary and/or Driven, then the obstacle is dramatic, and the Game Master must put the PC to the Test.

⁼ How do you carry out the Test? ⁼

When the GM decides to put a PC to the Test, to see if their Action's outcome fulfills the Player's Intent, the group must follow four steps, detailed below, to see what happens. We will later see many modifications that'll make the process more complex, and in the complete rules there are many more tips, explanations and clarifications, and some modifications that'll make games more profound.

Step 1: Action & Intent

The Action and Intention must be clear for all participants. The Action corresponds to one of the four Abilities of the PC: to reach a **Consensus**, to carry out a **Practice**, to perform a **Ritual** and to resort to **Violence**. On the next page there's a more detailed description of each Ability.

The Player will decide what Ability fits best to the Action they described, or they can change the Action so it better fits the Ability they desire to use.

Meanwhile, the GM decides what Class best defines their Intent. There are four Classes of Intent:
- ✤ **Eliminate** another character from the Scene. If it's another PC, instead of exiting the Scene, its Player can choose to mark two Strikes in an Ability chosen by the acting Player.
- ✤ **Avoid or Reduce** a danger, cost or damage. This is useful to recover from a Strike, and when you are unsure what sort of Intent Class to use for a Test.
- ✤ **Influence** another important character to do, say or think something specific. If it's a character with a name and certain relevance, use Influence, even if the Intent would fit with Avoid or Obtain.
- ✤ **Obtain** certain information, advantage or resource, be it by finding it, building it, stealing it, etc.

In the complete manual there's more advice and examples for using Intent Classes. In summary, in some games Intents can be more ambitious ("*I want to conquer the kingdom*") or less so ("*I want the queen to like me*"). Likewise, Actions can include several sub-actions ("*I swing my sword, block attacks and move around permanently to confuse opponents*") or just one ("*I swing my sword*", then "*I block their attacks*", etc.)

Step 2: Dice & Difficulty

The Player, when deciding their PC's Action, also decides the Ability they wish to use. Each Ability corresponds to a type of die, be it 1d4, 1d6, 1d8 or 1d10. The Player takes a die of the type and prepares to throw it.

At the same time, the Game Master decides and announces the difficulty number that best represents the dramatic obstacle: a fair difficulty is 4, high is 6, extreme is 8, and legendary is 10.

Step 3: Roll & Result

The Player rolls the die for their Ability and compares it to the difficulty number. In the complete manual there are rules for other uses of rolls. *Example: establish the order of the Actions.*

If the result is equal or greater, they have the right to narrate how the PC's Action fulfilled their Intent. They were successful!

If the number is lower, the Game Master has the right to narrate how the PC's Action failed to result in the Player's Intent. They failed!

Step 4: Strikes & Insight

A failure implies that the Player notes an Insight on the corresponding Intent Class, in addition to the result narrated in step 3, because **It's the Intent that Counts** (see page 19).

Sometimes, if there isn't an interesting outcome or Situation Prompt that the GM thinks appropriate as the consequence of failure, the GM can decide that the PC suffer a **Strike** (see below).

A success in Eliminating another PC from the Scene gives the eliminated PC's Player two options: either accept the result and all its implications or mark **two Strikes** in the Ability that the Player who succeeded chooses so their PC stays in the Scene.

WHAT DOES EACH ABILITY DO?

Here we give some examples of Actions that fit with each Ability:

❂ In general, Consensus Actions include flattery, veiled threats, proposals, demands and other social Actions. They may include certain words, gestures, glances, etc.

❂ Practice Actions always include everything that's not directly under the dominion of another Ability, especially if it fits well with the PC's Origin.

❂ Ritual Actions include spells, invocations, charms, preparing potions, activating talismans, and other Actions that seek to change the natural course of things through a ceremony or ritual.

❂ Finally, Violent Actions including attacks using the body, attacks with weapons, attempts to grapple and contain, or even explicit, solid threats.

If the group agrees, you can redefine an Ability.

Example: In several of our playtests, Ritual Actions have been used in ways relating to legal and bureaucratic tasks, because they are ceremonies that seek to change the natural course of a situation.

Modifying Tests

There are several rules that modify the steps we apply in a Test. When one rule refers to another one we will put the mentioned rule in a bold font.

Legendary Die

If during step 1 the Player describes an intervention of their PC's Legendary Trait as a part of their Action, in a way that makes achieving their own Intent more probable, then they can take a Legendary Die in step 2 and roll it in step 3. The Legendary Die is the 1d12 with the special symbols on its faces, though it can be simulated rolling a normal 1d12 and looking at the numbers between parenthesis.

During step 3, the Player who rolled the Legendary Die must choose which die they go with to apply the results. If they chooses the Legendary Die:

❀ A ✵ (1-7) has a value equal to the amount of sides on your Ability die. If it's equal or higher than the difficulty, the Test is successful. If not, the Test is a **Legendary Failure**.

❀ A ☯ (8-9) means the Test is a Partial Success: the PC achieves the Player's Intent, though they suffer a **negative Consequence**.

❀ A ⋈ (10-12) means the Test is a Legendary Success: the PC achieves the Player's Intent, and benefits from a **positive Consequence**.

Legendary Failure

When a Player chooses to suffer a Legendary Failure in step 3, the GM narrates a result so big and tragic that it will be legend-worthy in itself.

On the other hand, since the Player is a good loser, they can mark two Insights in the intent Classes of their preference, be they both in the same Class, or each in a different Class. This consolation prize for being a good loser replaces the **It's the Intent that Counts** rule.

Cooperation & Opposition

When two or more PCs cooperate, they roll their Ability dice (and a maximum of one Legendary Die), and they choose between all of the dice rolled which to compare to the difficulty.

If they have opposed Actions or Intents, they all roll their dice and compare each other's result in step 3. The best one succeeds, and the others fail. If there's a tie, they roll again.

"If he thinks fire, he is on fire; if he thinks war, then he will cause war; it all depends merely on that the whole of their imagination becomes an entire sun; ie:; that he wholly imagines that which he wills"

<div align="right">

PARACELSO
</div>

It's the Intent that Counts

If the Test failed, in step 4 the Player marks an Insight in the corresponding Intent Class. No Intent Class can have more than two Insights marked.

The Third Time's the Charm

If during step 3 the Player has two Insight marks for the Intent Class used in this Test, they can erase them to add three (+3) to the roll of their Ability die.

The Player can choose to erase them and invoke this rule after rolling, but before step 4.

Try Again

If after step 4 the Player is not satisfied with the results, they can Try Again. Any implicated participant can make use of this possibility if it seems appropriate.

When this rule is invoked, the PC suffers a **negative Consequence** and goes back to step 1, with two changes: in step 1, the Intent is exactly the same, but the Action must be employed with a new Ability, one which hasn't been used yet by the dissatisfied Player.

The PC that tries again must do things differently, because repeating what they've already done won't give them another result. Thus, you cannot try again indefinitely: the original roll used one Ability, and Trying Again three times will use the other three.

During each iteration of step 4, the **It's the Intent that Counts** rule is activated normally.

Consequences, either positive or negative

Consequences are relevant things that happen to one or more PCs, sometimes represented as **Strikes**. The GM is responsible for describing them.

A positive Consequence implies an extra or unexpected benefit, which may not be in relation with the Intent. It's always the result of the PC's Action, and the Player can always choose to reject it.

A negative Consequence implies an extra or unexpected drawback. It's always a result of the PC's Action or the resistance (passive or active) presented by the dramatic obstacle. A negative Consequence affecting a PC's Ability is represented mechanically by a Strike.
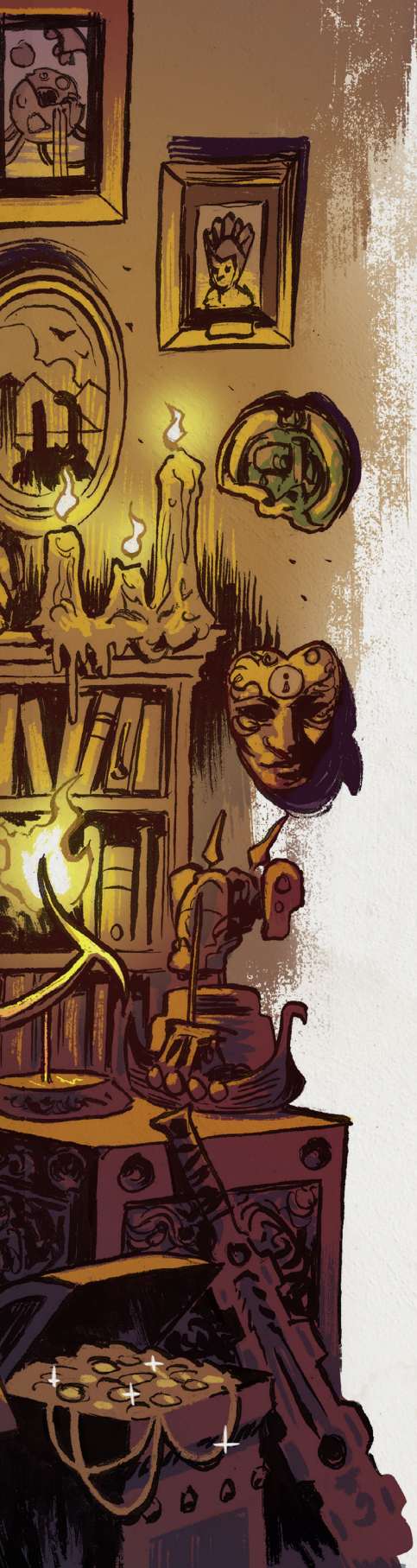
Strikes & Becoming Unable

If a Player gathers three Strikes on the same Ability, their PC becomes Unable to do Actions related to it.

While they stay Unable, their Player cannot describe Actions involving that Ability. This makes it impossible to roll that Ability die to overcome their own Tests or to cooperate with someone else's Tests.

Book
of the
Scenario

Frontier Dispute

— Introduction —

The colonists displaced the natives when they settled on the edges of the woods some decades ago, running from the miseries of their former homeland. The natives preferred giving up their lands rather than fighting for them, and they took refuge in their sacred woods.

The priests of the colonists, who worship Chiliad, the god of the Thousand Faces, and the native warlocks, faithful to their pacts with the woods, could never truly coexist: ones believe in cooperating and worshiping Chiliad, and the others believe in making pacts and respecting nature.

These essential differences escalated to the current crisis: Chiliad sent a plague on the colonists when a priestess abandoned their faith and made a pact with the natives.

Many colonists fled into the woods to pact with the natives, hoping to be cured, though the priests declared that the true cure will come by cutting down the woods and hunting the traitor. The natives will not allow this, of course: They'll protect their home and the ones who pacted with them.

Is there any hope left for peaceful coexistence?

═ Community Principles ═

There are two main communities in this frontier: the natives and the colonists. Both value **Ingenuity**, but above that, they value their way of socializing (**Pacts** for the natives, **Cooperation** for the colonists) and their spirituality (**Nature** in natives, **Divinity** in colonists).

These are the Principles of the **natives**:

Native Pacts

You must reward all help, or others will no longer help you
You must punish all affronts, or others will take advantage of your weakness.

Native Nature

Accept the necessity of death, or live in fear.
Protect life that still has potential, or you will waste your own.

Native Ingenuity

The most obvious path isn't always the right one, but it *is* the most boring one.
Always put your ideas to the test or you will be a coward and a conformist.

And these are the principles of the **colonists**:

Colonial Cooperation

Never demand or expect anything in exchange for your help.
Help if you know better, and always accept help from someone who knows more.

Colonial Divinity

Do not question the word of a Masked Priest, or you will be cursed.
Never trust the word of a heathen, or you will become one.

Colonial Ingenuity

The most obvious path isn't always the right one, but it *is* the most boring one.
Always put your ideas to the test or you will be a coward and a conformist.

═ Premise ═

This Scenario is ideal to explore the following dramatic question, the Premise:

Can there be fraternity between peoples that are so different?
What is that fraternity like?

In each Interlude, the Chorus will review this Premise to know if the question has been answered or not (meaning, if the game has now shown whether fraternity between these two peoples is possible or impossible, and has also given an idea of what that fraternity might be like). If the Premise has been answered, go to the Epilogue; if it wasn't, the GM will begin a new Act.

BACKGROUND: WARLOCK OF THE WOODS

You made a Pact of Witchcraft, and became a Power of the Enchanted Woods. You can offer a particular gift in exchange for a favor. Whoever accepts may have access to the gift only as long as they stay true to the favor and remain in the woods. The Chorus judges who breaks each Pact.

Character Name:

Legendary Archetype:

Abilities	Strikes*
Consensus: 1d10	◯◯◯
Practice: 1d4	◯◯◯
Ritual: 1d8	◯◯◯
Violence: 1d6	◯◯◯

Intent Class	Insight**
Eliminate	◯◯
Avoid or Reduce	◯◯
Influence	◯◯
Obtain	◯◯

*If you have three *Strikes* in an *Ability*, you become *Unable* to declare actions that use that Ability.

**If you have two *Insights* in an *Intent Class*, you may erase them after rolling and add +3 to the Ability die.

Origin (pick one or more than one, if they aren't contradictory)

◯ **Colonist**: after your family caught the plague, you decided to make a Pact with the Powers of the Enchanted Woods to save them. Now *you* offer Pacts to other deserting colonists.

◯ **Native**: you always thought you'd be the Witch Mother of the Woods, but now you answer to this former priestess of that foolish colonial deity. What could she have offered to take your place?

Legendary Trait (pick one)

◯ You have made the Pact of Healing. You can offer anyone who stays in the woods the cure to any illness or affliction, in exchange for a favor.

◯ You have made the Pact of Necromancy. You can offer those who stay in the woods the chance to speak with the dead (though they are not always helpful), in exchange for a favor.

Drive (pick one or more than one, if they aren't contradictory)

◯ You have sworn to make those colonists return from where they have come, through arms and force.

◯ You need to convince the colonists that native magic is better than their cruel religion.

Bond (involve another PC in your answer)

☞ Who needs to accept that war is the only way to achieve this?

☞ Who must abandon their faith?

⚊ Background: Indigenous Protector ⚊

The Powers of the Woods have chosen you to protect their home —the Enchanted Woods— from the logging planned by the Council of Chiliad. You have never before shed human blood, but you suspect your first time is drawing close, whether you want it or not.

Character Name:

Legendary Archetype:

Abilities	**Strikes***			**Intent Class**	**Insight****	
Consensus: 1d4	◯	◯	◯	Eliminate	◯	◯
Practice: 1d10	◯	◯	◯	Avoid or Reduce	◯	◯
Ritual: 1d6	◯	◯	◯	Influence	◯	◯
Violence: 1d8	◯	◯	◯	Obtain	◯	◯

*If you have three *Strikes* in an *Ability*, you become *Unable* to declare actions that use that Ability.

**If you have two *Insights* in an *Intent Class*, you may erase them after rolling and add +3 to the Ability die.

Origin (pick one or more than one, if they aren't contradictory)

◯ **Colonist:** born among the colonists, you decided to form a family among the natives. The colony expelled and cursed you, but you were always safer in the woods.

◯ **Native:** you are one of the brood of the Beasts of the Woods. You took human form when the Witch Mother made a pact with the Beasts to protect the Woods.

Legendary Trait (pick one)

◯ You have made a pact for your prodigious Strength. As long as you remain in the woods and do not allow them to be cut down, you have the combined strength of ten bears.

◯ Your touch is enough to cancel out any magical or divine influence, as long as the contact is maintained. No one knows why.

Drive (pick one or more than one, if they aren't contradictory)

◯ You believe that those that threaten life must die. The Name for World is Forest.

◯ You will protect your people at any price, even that of their ancient traditions.

Bond (involve another PC in your answer)

☛ Who must be sacrificed to rejuvenate the world?

☛ Who do I need to lead my people to the light of civilization?

= BACKGROUND: MASKED PRIEST =

You are dedicated to the worship of Chiliad. Together with your fellow priests, the Council of Chiliad, you decided that only the hunting of the traitor that made a pact with the natives will solve everything, but you haven't heard Chiliad's voice in some time… have your peers heard it?

Character Name:

Legendary Archetype:

Abilities	**Strikes***		**Intent Class**	**Insight****
Consensus: 1d8	◯ ◯ ◯		Eliminate	◯ ◯
Practice: 1d6	◯ ◯ ◯		Avoid or Reduce	◯ ◯
Ritual: 1d10	◯ ◯ ◯		Influence	◯ ◯
Violence: 1d4	◯ ◯ ◯		Obtain	◯ ◯

*If you have three *Strikes* in an *Ability*, you become *Unable* to declare actions that use that Ability.

**If you have two *Insights* in an *Intent Class*, you may erase them after rolling and add +3 to the Ability die.

Origin *(pick one or more than one, if they aren't contradictory)*

◯ **Colonist**: you've just received your first Divine Mask, which belonged to your father, a deserter who is now one of the Powers of the Enchanted Woods.

◯ **Native**: you have converted to the Faith of the Thousand Masks. You know the land like the back of your hand, and also the practices and rituals of your former heathen compatriots.

Legendary Trait *(pick one)*

◯ You carry the Mask of Fires. As long as it covers your face, you may set alight an inflammable object or someone else's desire. You must be aware of the object or desire.

◯ You carry the Mask of Cries. As long as it covers your face, you may know the secrets that trouble whoever looks into your eyes.

Drive *(pick one or more than one, if they aren't contradictory)*

◯ You know that what doesn't kill you makes you stronger. You want war, and you want to win it.

◯ You think these wild heathens can be evangelized. If only you could prove it…

Bond *(involve another PC in your answer)*

☞ Whom do you need to convince so the war breaks out?

☞ Who can serve as an ideal example to prove it?

═ BACKGROUND: LUMBERJACK COLONIST ═

The Council of Chiliad chose you to cut down the woods and thus save the colony from the plague. You could always cut down trees with no problems before, but this task will take months, and that is if the natives allow it. What happens if they don't? Will you become a soldier of the Council?

Character Name:

Legendary Archetype:

Abilities	*Strikes**	*Intent Class*	*Insight***
Consensus: 1d6	○ ○ ○	Eliminate	○ ○
Practice: 1d8	○ ○ ○	Avoid or Reduce	○ ○
Ritual: 1d4	○ ○ ○	Influence	○ ○
Violence: 1d10	○ ○ ○	Obtain	○ ○

*If you have three Strikes in an Ability, you become Unable to declare actions that use that Ability.

**If you have two Insights in an Intent Class, you may erase them after rolling and add +3 to the Ability die.

Origin (pick one or more than one, if they aren't contradictory)

○ **Colonist**: as an excellent hunter, you always knew how to catch your prey in these woods without bothering the indigenous people.

○ **Native**: born among the natives, some colonists who found you lost in woods as a child raised you as their own. No one told you what happened to your birth family.

Legendary Trait (pick one)

○ Your military genius is truly unparalleled. No tactic can surprise you. You know every strategy, and you have a response ready to answer it.

○ Your charisma is unparalleled. You can get a smile from anybody, and you could convince even your worst enemy to spare your life.

Drive (pick one or more than one, if they aren't contradictory)

○ A job's a job. Yours is taking down those brown and green things, and you'll do it as best as you can.

○ The natives have always been kind to us. Why are we so mean to them?

Bond (involve another PC in your answer)

☞ Who do you think is not doing as they're told?

☞ Who should reject their power to ensure peace among the peoples?

IMPORTANT NPCS

Below we list some important NPCs for this Scenario, and lay out what they want from the PCs. In all cases, if they don't manage to ally with the PCs, they'll try to stop them from messing up their plans. If that also fails, they'll get them out of the way, through any means necessary.

The Witch Mother

A former Masked Priestess that made a Pact with the Powers of the Woods to save her family from Chiliad, her former deity, who had cursed them for some reason. As part of their Pact, she became the main Power in the Woods. She wants the PCs to help save the rest of the colonists. To her, that means abandoning the faith in Chiliad and making a Pact with the Powers of the Woods.

Other Powers of the Woods

They can offer Pacts, but not leave the Woods. They serve the Witch Mother. They want the PCs to help save the Woods, their last refuge, regardless of whether the colonists are saved or not.

Other Natives

Families, hunters, gatherers and warriors, all in the service of the Powers of the Woods. They want the PCs to ensure peace so they can live quietly in this, their final home.

Other Masked Priests

Members of the Council of Chiliad, most are zealous believers in the Divine Mask that covers their own face. They want the PCs to help purge traitors and heathens from the face of the world, to appease their god and thus remove the plague.

Other Colonists

Families, workers, soldiers and traders. They want the PCs to help save their families; to them, that means ending the plague. If they need to annihilate everything in the Enchanted Woods, so be it.

Chiliad, the god of the Thousand Faces

Chiliad needs Masked Priests to remain a god. Each unclaimed Mask means a Face lost. When the current Witch Mother expelled a Masked Priest, for befriending a woodsman, Chiliad cursed her family to punish her. He doesn't care for heresy, only for his Masked Priests. He wants the PCs to restore all his lost power, and doesn't care how many people have to die in the process.

ACT ZERO

We recommend to set the first Scene in the very frontier between the Enchanted Woods and the colony. On the outskirts of the Woods, tens or hundreds of natives, maybe even some of the Powers, ready to defend their home. On the other side, a line of lumberjacks with their axes and saws ready, with a few battalions of musketeers nearby, ready to act in their defense if necessary.

Ask the PCs where they are, and maybe show them a map of how the sides are poised. From here on in, the PCs must be ready to make a decision: Will they incite the conflict? Will they try to calm it down? Will they run? Will they try some other option?

You'll probably make good use of the **SPs that Increase the Tension**. If the conflict escalates, check out the **SPs that Show the War**. If war finally breaks out or is postponed, finish Act Zero.

═ Interlude and Subsequent Acts ═

Once Act Zero is closed, the first Interlude of the game begins.

If it's the first time you're playing *Leyenda* with this group, it's not likely that players change their Origin, Drive or Legendary Trait. It's very important that the Chorus remind everyone what the Community Principles and Scenario Premise are, to see how the PCs and their actions have influenced that, and where they seem to be headed.

It's very unlikely that they have already found an answer to the Premise. So, to open new Acts, think about what's most interesting to explore, based on the changes in the situation.

Examples:

❂ *If war has broken out, the best thing is for the next scene to begin* in media res, *meaning in the midst of the conflict, maybe a few hours or, at the most, days later. Muskets firing, plants trying to capture soldiers, trees felled or set on fire, skulls of colonists rotting instantaneously… draw from the* **SPs that Show the War***!*

❂ *If the war is put off, it's best that the next Act begins with a Scene that shows the long-term consequences of delaying the conflict. The plague rotting arms or legs of afflicted colonists, the colonists that have made Pacts with the Powers to be cured, but also brought in their customs that are not appropriate to the new environment… draw from the* **SPs that Increase the Tension***!*

⚑ SITUATION PROMPTS ⚑

We've classified the SPs for this Scenario into three types: those that **Increase the Tension**, those that **Show the War**, and those of **Customs, Pacts and Masks** (to use if there's more time to play).

When you use one SP, consider if you feel comfortable with what you're about to describe. If someone is having a hard time with something you said, stop, modify it, and check for agreement before continuing. Encourage all participants to do the same. If the group needs tools for safety, consider using *Lines and Veils* (in the complete manual there's more information on safety tools).

SPs that Increase the Tension
These SPs serve to push the PCs into making a decision.

◯ **Threats**
The colonists try to intimidate the natives with a threat: either they give up something important (land, weapons, etc.) or they'll suffer the consequences (wounds, hunger, etc.). The roles could be reversed, but threats are more typical of the colonists: "Collaborate, or else…"

◯ **Demonstration of Superiority**
One of the sides makes a risky move to show their superiority. The natives make warning shots, the colonists light fires too close to the woods, etc.

◯ **Prisoner**
A messenger from the natives asks the colonists for something important (land, weapons, wealth, etc.) in exchange for freeing a prisoner. The roles could be reversed, but pacts are more typical of the natives: "If you give me what I want, I will give you what you want…"

◯ **Sabotage**
One of the sides sabotages a mission or resource of the other. There's obvious signs of who did it.

SPs that Show the War
These SPs work best as consequences of failing a roll or rolling a ☯ (Partial Success).

◯ **Chaos of War**
A PC loses their target (an object, another PC, an NPC, etc.) amidst the chaos of combat.

◯ **Ambush**
One of the sides ambushes the other, killing several people and hurting some of the PCs in the process. Unless they make a Test with the Intent Class: Avoid, they will get a Strike in Violence. If they make the Test and fail, they'll get two Strikes, both in the Ability that was tested.

◯ **Logistics**
There's a shortage of some important resource (water, food, etc). If it isn't restored soon, someone important (PC or NPC) will face the consequences (mutiny, disease, madness, or even death).

◯ **Tragedy**
Someone is suffering because of the tragedies of war. They may be agonizing, saying their final words, crying for the death of a loved one, losing their livelihood, etc.

SPs of Customs, Pacts and Masks

These SPs serve to highlight moments of greater connection to customs, magic and faith.

◯ Omen

A Priest or Power receives an omen of an upcoming event, and relays it (as well as they can) to a PC. Draw inspiration from other SPs to decide the form the omen takes, without being one hundred percent clear about what the future being predicted is.

Example: an eagle attacks a bear in the face without it realizing it's coming. It could be an Ambush, or someone who will be chosen as a New Mask, abandoning their regular face.

◯ Local customs

A member of the opposite side shows a PC or makes them participate in one of their customs (that's neither magical nor religious): a game, a song, a dance, a duel, etc. If the Chorus doesn't have ideas, you can invent whatever custom you prefer. Learning it might require a Ritual Test.

Example: young natives have the custom of making a circle when they get a new item or learn something interesting. The one who brought the novelty places himself in the center where they shows the rest that new interest… through a dance that the rest will repeat until they learn!

◯ New Mask

Someone's chosen by the Council of Chiliad to carry a Divine Mask that has no owner. If it's a PC and they accept, the Act will finish after this Scene or the next, and they'll have access to a new Legendary Trait (related with what the Mask represents, to be negotiated with the Player) at the beginning of the next Act, as long as the Mask covers their face. If the Chorus doesn't offer ideas, invent the ceremony of your preference.

Example: the Council meets at night with the one chosen, and under the Thousand Stars's light each Priest sends a prayer to Chiliad to bless the initiate. When finished, they offer the new Priest a Mask.

◯ New Pact

A Power of the Woods offers someone a Pact: a gift in exchange for a favor. If it's a PC and they accept, the Act will end after this Scene or the next, and they'll have access to a new Legendary Trait (related with the accepted gift, to be negotiated with the Player) at the beginning of the next Act, while they remain in the Woods and keep their word. If the Chorus doesn't offer ideas, invent the ceremony of your preference.

Example: the Power leads the one chosen to the Tree-Heart of the Woods, and under its shadow gives them a cup with a liquid of a color that represents the offered gift, while asking for a favor in exchange. If the chosen one drinks the liquid, their eyes and hair shine with its color.

◯ Funeral

Someone on one of the sides has died, and a funeral is held to remember them, and to swear that their death won't be in vain. The natives may seek revenge, and the colonists might redouble their combined efforts, all in honor of the victim.

Example: the captain of the colonist soldiers is dead. At night, under the light of the Thousand Stars, their loved ones burn a strand of their hair until the whole body is cremated, and will swear to finish their tasks.

⟨ EPILOGUE ⟩

First, let us remember the Premise:

Can there be fraternity between peoples that are so different?
What is that fraternity like?

This Scenario usually ends in one of three ways: either one side achieves supremacy and gets what they want, or both find an intermediate solution, yielding part of their desires and aspirations in order to coexist, or both cause mutual annihilation.

In all these cases the Premise, that asks about the fraternity between these two very different peoples, will have some kind of answer: either it's impossible (if one side won or they destroyed each other) or it's possible (if they managed to negotiate and coexist). The first type of answer is usually Conflictive and the second one is usually Harmonious.

Based on the Scenes they played, it's important to also consider the second question.

Example: Is fraternity sharing blood? If one of the final Scenes of the Epilogue, narrated freely by a Player, shows a union between both peoples that cements peace, the answer could be "yes". Is it, on the contrary, sharing Principles? If during the game any of the Principles have been abandoned, and this allowed them to coexist more peacefully, then the answer could be "yes".

Leyenda

Jugador: _____

Nombre del Personaje: _____

Trasfondo: _____

Descripción: _____
_____

Arquetipo Legendario: _____

Capacidades

⊗ Consenso [____]

⊗ Práctica [____]

⊗ Ritual [____]

⊗ Violencia [____]

Secuelas

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [ ]

Cuando marques la tercer *Secuela* en una *Capacidad*, quedás *Incapacitado* (no podés declarar *Acciones* que usen esta *Capacidad*).

Intenciones

⊗ Eliminar

⊗ Evitar

⊗ Influir

⊗ Obtener

Aprendizaje

[ ] [ ]

[ ] [ ]

[ ] [ ]

[ ] [ ]

Si tenés marcados dos *Aprendizajes* en el mismo *Tipo de Intención*, podés borrarlos, luego de *Usar*, para sumarle +1 a tu dado de *Capacidad*.

Origen

_____
_____
_____
_____
_____

Rasgo Legendario

_____
_____
_____
_____
_____

Motivación

_____
_____
_____

Relación

_____
_____

Otros Personajes

_____
_____

Escenario: _____

Director: _____

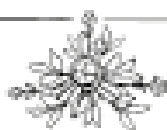Coro: _____

Jugadores: _____

Notas

_____
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