

**"Never let common sense stop you
from doing something awesome"
or was it "...stupid"?**

**Well, that is defined by the end result,
so thanks for playing and making this awesome!**



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for instance to make copies at copy shops!

This is a game where people partake in and help create a story about wonderful, terrible, impossible and epic things.
All the characters and events portrayed in this work are fictional. Any resemblance to real-world scientists or other real people is
totally intended and I dare you to find out more about them!

CONTENT

Welcome! In this Roleplaying game we will travel to the planet of Triniton and the island of Arbes. An island full of mysteries to uncover and adventures to be had. This will be a journey of a lifetime...

EVERYTHING TO GET STARTED

Quick start, rules, characters, chapters.
A guide to help first time players

SPOILERS! GAME MASTER ONLY!

All the secrets revealed, the story is broken down and explained with lots of tips how to be a Game Master!

CHAPTER 1: STONE

All journeys have a beginning, but not everyone starts in a museum of ROCK!

CHAPTER 2: FIRE

"Pfft, fire... How bad can it be? There are several chapters left so it clearly can't be the end..."

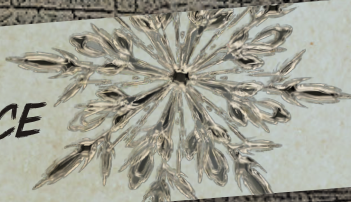
CHAPTER 3: EARTH

"This chapter clearly can't be worse than the last."

CHAPTER 4: WOOD

"OMG! They are so cuuuute"

CHAPTER 5: ICE



"Now we are talking!
Now for wrath, now for ruin!"

CHAPTER 6: SILVER



"How can I feel both panicked and relieved at the same time?"

CHAPTER 7: GOLD



"Come on, we just turned this around. Are you serious?
What? Oh? Uhm..."

CHAPTER 8: WATER



"Wow."

CHAPTER 9: THE END

What mysteries have you unraveled? How will this all
end? No peaking!

APPENDIX

Name generator, Relationship matrix, Other universes
and much much more!

WORD OF THE MAKER

This is inspired by Astrid Lindgrens collected works, Game of Thrones and Mass Effect... you know, the good parts...

Greetings!

I took the first step on this journey 13 years ago, but it wasn't until recently I decided to pick up the torch again due to getting my two daughters

- Wanting to tell them a story and giving them many options to approach it
- Wanting to tell them a story with just as many positive female role models as male ones, and portraying positive interaction between them.
- Wanting to present complex situations which require reasoning in order to understand the many sides of a conflict
- Wanting them to question our current culture and make up their own mind about our current values.
- Wanting to give them something epic yet lighthearted
- Wanting to inspire them to create and tell their own stories, since we are but stories.

Shoutout goes to two catalysts

- Anita Sarkeesian, helped inspire!
- Geena Davis, for awesome educational videos!



THE CONTRIBUTORS



Viktória "Zummeng" Majzik

This 23 year old artist from Hungary was discovered on Deviant Art. After battling it out against 6 other extremely talented artists, Viktória won the contract to draw all characters in the game. As time progressed, she expanded into doing environment art as well.

She is great to work with and really captured the spirit of the game in her art.

Visit her at <http://zummeng.deviantart.com>



Luuqas Design

Arbes are three things; text, images and a combination of the two. I scoured the Internet to find the best magazine designer there was and settled on Luuqas. He brings it all together in a beautiful, easy to read format and truly turns this adventure... into a work of art!

Visit him at <https://www.behance.net/luuqas>



And a big thank-you to:

Caroline Siede, for high level editorial review
inetcornerstore (Fiverr) for proofreading
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Alexander Solsmed, for early playtesting
pwade24 (Fiverr) for some env. art.

<http://www.jeremyvajko.com> for custom tracks
And all others who were touched by the production!

WHAT IS THIS?

Welcome! This thing you are holding is basically a story, but it's alive. You and your friends or family can experience it together and actually influence the story itself. Sort of like a "living book", also known as a "Roleplaying game".

Watch the trailer at www.triniton.se

TRINITON THE EXPERIENCE

ACCORDING TO WIKIPEDIA:

A **role-playing game (RPG)** is a game in which players assume the roles of characters in a fictional setting. Players take responsibility for acting out these roles within a narrative. Actions taken within many games succeed or fail according to a formal system of rules and guidelines.

ACCORDING TO ME:

It's like a story you take part in, with friends!

WHAT IS THE FORMAT?

There are **PLAYERS** who take the role of **HEROES**, on a **QUEST** (or mission/task). The big difference from a game like Monopoly is that there is also a player

who doesn't take the role of a **HERO** but instead assumes the role of the **GAME MASTER (GM)**. This person reads the **QUEST**, **SPOILERS** and narrates what the **HEROES** experience - their surroundings, events and what they encounter (other people, groups, animals or even monsters).

The fundamental **RULE** is that the "Game Master is always right" and has the final word. This is how the game handles any mistakes the GM might make. In addition to this there are **RULES**, most often related to the rolling of one or more **DICE** to determine **OUTCOMES** of **CONFLICTS**.

WHAT IS A CONFLICT?

The whole point of ordinary games is to arrive at a goal, accrue points or reach

a finish line. In books and roleplaying games, there are narratives, mainly based around conflicts.

A **CONFLICT** is simply two actors having opposing goals. It can be as simple as Robin Hood wanting to scale a wall and the wall not wanting any Robin Hoods scaling it. Or Humphrey Bogart wanting to send Ingrid Bergman away on a plane, while she wants to stay. There are bad conflicts (senseless arguing or name calling) and violent conflicts, **but what separates people who make themselves and others happy is their ability to handle conflicts constructively.**

This is what good roleplaying teaches.

HOW TO START?

There are three steps to start; (1) Choosing a Game Master (GM), (2) selecting what rules to play by and (3) creating your characters. After that your GM needs to prepare some by reading spoilers and the first chapter – but then you are ready to go!

CHOOSE:

1. A GAME MASTER

Usually, the **Game Master (GM)** is the person who brought this game to the group, and is reading this very sentence, right now, yes, you. Everything you need to know is in the **SPOILERS** section.

2. A RULE-SET

Next you will get to choose how simple or complicated you would like the rules to be. The simplest rule-set consists of rolling an ordinary dice with 6 sides.

3. CHARACTERS

There are three main variants: (1) You can select a character from Readymade Heroes, (2) create a character from scratch (Character from parts) or (3) use any character creation system of your choosing, such as Fate or D&D.

EXAMPLE OF GAMEPLAY 1

José (the GM) tells the players that they have received an important mission and that they wake up in a cave.

Juliet (a player) tells the group that her hero Viana stands up and looks around in the cave.

There is no apparent challenges so the GM doesn't require a roll and instead tells Juliet that Viana sees a small room, with a painting and realises that she is standing in some rubble.

Juliet: How big is the room?

José: It's 5x5 meters. (José just made this up, but now that is the "truth")

Juliet: Is there a way out?

José: Yes, there is a door on the opposite wall of the painting. (Oops! José forgot to mention the door earlier, but now he did, so there it is!)

EXAMPLE OF GAMEPLAY 2

José, Juliet (Viana) and Clara (Drogar) are now playing.

José: As Viana and Drogar step on the grass you are both attacked from below.

Juliet: What? I step off the grass!

Clara: Me too! What attacked us?

José: Do you want to find out what attacked you or do you want to avoid it?

Clara: Both

José: Fine, both roll a dice to see how it goes.

Juliet (Viana) rolls 1

Clara (Drogar) rolls 6

José now makes up the results based on the score: Viana tries to avoid the attack but falls on her back and is bitten in her shoulder pad and loses it. Drogar makes a backflip and sees sharp teeth piercing the ground. A monster!

Not having an awesome group of friends just waiting to play?
Turn the page!



WHO TO PLAY WITH?

The first thing to do is locate someone to play with...

RIGHT HERE

FRIENDS

Wow, you are the lucky one. Why are you even reading this? Go play with them!

FAMILY

Never underestimate the people forced to live with you, or vice versa. This is the perfect opportunity to do something together. Grandparents, cousins, siblings, parents or children... If you got them, I can help you convince them!

UNINTERESTED FRIENDS

If you have friends nearby but aren't into RPG's, I've got the next page dedicated to helping you convince them to try it out!

NEARBY

FLGS

FLGS stands for **Friendly Local Game Store**. This is a place you can visit or advertise at to find players.

Either Google or use this list to find your closest store
<https://goo.gl/vBfwyw>

MEETUPS

Meeting other players usually happen at FLGS, but there are also other places such as cafés, find those here:
<http://www.meetup.com/>

CONVENTIONS

There are a lot of conventions where you can find and talk to other players:
https://en.wikipedia.org/wiki/List_of_gaming_conventions

ONLINE

You can also play online through video chat (Google Hangouts) or text (forums or chats). Why not start your own group?

Roll20
<https://roll20.net>

Reddit
<https://www.reddit.com/r/lfg>

Google+
<https://goo.gl/mM6a26> ~17 000 members
<https://goo.gl/jn1Azy> ~9 000 members

Facebook:
<https://www.facebook.com/groups/tabletoprpgoneshot>

where can I find roleplayers



where can i find friends

where can I find friends that don't require any input or effort

where can I... just stop, you don't find friends, you make friends...

and it's not a one time thing it's an ongoing relationship, talk and listen

Press Enter to search.

HOW TO SELL IT?

...the next thing is how to convince them to play with you.

ART OF CONVINCING

ETHOS

First build **trust**, either by stating how great the reviews are for this game or how excited you are to play with this particular person you are talking to.

LOGOS

Then build a case on **facts**, based on what the person might like:

- “Did you know you can take your favourite character on an adventure?”
- “It’s based on chapters so we can just try it out, you don’t have to commit”

PATHOS

Then build a case on **emotions**, based on what the person might respond to.

- “The world (and the kittens living there) needs you”
- “You will get a chance to do anything you want...”
- “I’m building a team and I need someone with your awesome skills on that journey. It will not be safe, but it will be awesome.”

TOOLBOX OF FUN

THE PREQUEL

The prequel is a teaser for those who read books, to hook them on the story. So get them a copy and ask them what they think about it.

THE CARD GAME

There are two card games in the adventure. These are to hook card game playing people. Show them the deck and ask them if they would like to start with trying a game (“Human Error”) or if they want to learn more about the characters on the deck.

THE SOUNDTRACK

This is to hook the music lovers or those who require ambience to get interested. “Don’t you want to explore these places?”

THE ADVENTURE

Yes, even this book can be used as a hook. Show the pretty cover, or even the awesome art inside, say there are a ton more of that in here, but that they will need to explore it, for it to be any fun.

THE VIDEOS

The teaser and trailer are also great options for convincing others how awesome this will be.

HOW NOT TO LIE*

IT’S GOT IT ALL

Different people respond to different things. Find the person’s interest (a sport, an activity or anything else) and say that ‘something very similar is included’ and just add that aspect to the world.

IT’S JUST FOR YOU

There are several different game styles that are supported and can be emphasised:

Horror

Emphasise the strangeness of the world. Take pauses when describing the world. Emphasise Jogels and make them a central part throughout the adventure, force them up on land during earthquakes.

Action Adventure

Just add more encounters, see optional rule “Under pressure” on page 14.

Religious/Inspirational

Focus on the moral aspects and make the “Discussion for heroes” a reflective moment after each encounter.

Crime/Mystery

Normal playthrough, but as often as you can while reading, take a pause, squint with your eyes slightly, looking at the players and say “Hmmm...”.

Romance/Love

These players will take matters in their own hands. Just allow it to happen.

*But not telling the whole truth either



BRIBES

Also effective but not
officially endorsed by this statement

CHOOSE A RULE-SET

This will help you jump-start your adventure by suggesting rules and characters for you, based on a scale of how difficult you want the rules to be. A comparison could be "Snakes and ladders" are "too easy", "Monopoly" is "normal" and "Risk" is "advanced". You can always switch mid game after testing them out.

TOO EASY

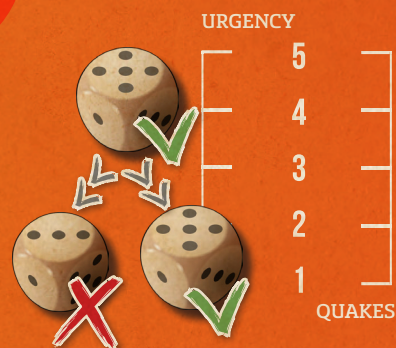
EASY

NORMAL

RULES

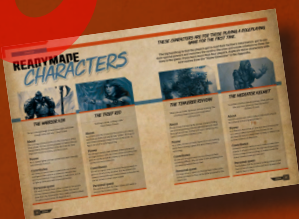
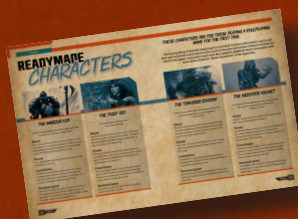
Read more on pages 12 - 15

One dice

One dice
+ Under pressureOne dice
+ Rolls in a row
+ Urgency timeline

CHARACTERS

Read more on pages 16 - 21

Turn the page and pick a
readymade character!Turn the page and pick a
readymade character!Turn the page and create your own
character!

AND A GAME MASTER

Being Game Master (GM) is really easy, and you are basically a storyteller helping the others on their adventure. In the included rules on the next page, there is a definition of the role. And the SPOILER-pages coming up are there specifically to help a new GM get warmed up and help you embark on the most epic adventure ever!

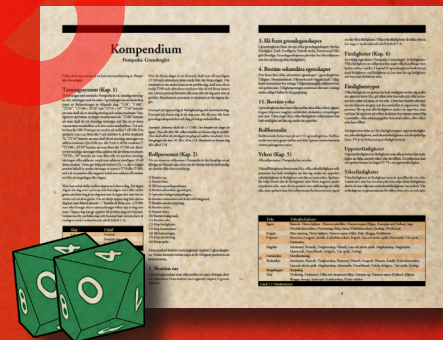
ADVANCED

A rule book, more dice



HARD

Rule book(s) and often requiring special dice



FATE Accelerated is a
pay-what-you-like rule book:
<http://www.evilhat.com/home/fae/>

Create your own character



Or create one with
FATE rules



For those who already play within a universe, such as
DnD, WOD, WH40K, Sengoku or MPL etc.

You can use your rules and characters to play this as an
adventure, read "Other universe" in the appendix.

Welcome to Arbes!

Fate Accelerated cover image used with permission,
© 2013 by Evil Hat Productions, LLC
Thanks Fred!

RULES & REALITY

STEP 1: CHOOSE A GAME MASTER

First you select a Game Master (GM), this person will do everything except be a main character. On the upside, the GM gets to know everything, has last say in everything, has an own chapter that explains being a GM in detail and from this page on has exclusive control over this book!

STEP 2: CHOOSE RULESET

One dice

The rules are simple; if at any point you don't know for certain what the outcome of any action is going to be, roll a six sided dice and read the results as following:

- 1-3 is **failure** of corresponding degree and
- 4-6 is **success** of corresponding degree.
- **The Game Master (GM) always have last say.**
- You **cannot try the same thing twice**, try a different approach to roll again.
- Upon any roll, the **GM decides** what happens, but is free to take **input from any player**.
- **Heroes never die**, but **faces hardship on** failiures.
- **Don't roll when success is obvious.** It isn't equally difficult to drink a glass of **water** as it is to **wrestle a T-rex**.

The GM will **always have last say** and tailor the results **dependent on the world of Arbes**. So yes, the player may succeed in **calling their** homeworld, their radio device **is working**, but there still might not be any response. Hmm, mysterious!

Supernatural events occur, such as superpowers or magic, but the details regarding this is only available to the GM in the SPOILERS!

**+ADD ANY OPTIONAL RULES
(ON THE NEXT PAGES)**

REALITY CHECK

By now some of you probably wonder if you are just going to grow wings and just fly across Arbes. It's always a 50-50 chance right? Well, time for a reality check.

All players and the GM will **need to discuss and agree** on what type of game you want to play.

Reality

Laws of physics apply. So even on success rolls, the GM tailor the results **dependant on the laws of physics**, the characters ability and **common sense**.

A jump over an angry attacking rabbit will be quite the same no matter if the **success is 4 or 5**. On a 6 your hero will probably land prepared for what might come next.

Heroics

Laws of physics sort of apply, unless something sounds really cool. So on success rolls, the GM does still have last say and tailor the results depending on dice results and sense of coolness.

A jump over an angry attacking rabbit, and if you rolled a 4, you vault over the rabbit, landing in the cool cinematic ninja style. But if you roll a 6 you managed to vault over it but also catch the rabbit and style your hair (so it looks perfect) as you land on your feet ready for what comes next.

You won't be able to grow wings or weave a magic flying carpet but you might just be able to do near impossible things with high rolls.

Anything goes

Well, gravity keeps your feet on the ground but that's only because you want them to.

A jump over the angry rabbit may be easier with your new wings, or a teleport, as long as you roll a success.

These rules goes extremely well together with optional rules "Rolls in a row" (turn the page) as a way to keep a good balance between cool, epic, impossible and silly.

GAMEPLAY EXAMPLES

SETUP

Player Anna, Hero Aurelia (A cunning ranger, striving for balance between nature and all creatures.)

Player Ben, Hero Buba (An alchemist and potion maker, yearning to learn everything there is to know.)

Game Master Geri (First time being a GM)

The heroes are mid adventure, they have come upon an empty farm, slept there, and are awoken by angry voices outside.

GAMEPLAY EXAMPLE - REALITY

GM: "What do you do?"

Anna: "I try to observe or listen into what's going on outside"

Ben: "I try to prepare a smoke potion in case we need to escape"

GM: "Anna and Ben, roll a dice each"

Anna: "I got a 6"

Ben: "I got a 4"

GM: "Anna, you sneak up to the window and there is a curtain and some flowers you can hide behind. You slowly move the curtain aside, just so that you can peak from behind the flower.

You can see a farmer couple and two kids and hear the conversation being about the child forgetting to lock the door."

GM: "Ben, you manage to find some ingredients in the fireplace and combine it with some from your belt. You now have a smoke potion."

Anna: "I call from inside: 'Excuse me! We found this farm abandoned and needed a place to sleep. We don't want any trouble.'"

Ben: "I wait to see what happens"

GM: "You hear a voice calling out 'This is our house and you are trespassing. Leave now and we won't hurt you'"

Ben: "I open the door and throw my smoke potion"

GM: "Roll a dice"

Anna: Great idea Ben! Let's make a dash for it as soon as it hits the ground!"

Ben: "I rolled a 1"

GM: "The smoke potion misfires horribly, pushing out all smoke in feet level, spreading for quite a distance instead."

Anna: "Hm... Ok! Let's just run for it. I'm a ranger, so I will be able to outrun a couple of farmers without rolling a dice."

GM: "Correct, but please roll Ben."

Ben: "I try to make my way out as fast as I can. I roll a 4"

GM: "You manage to clear the door, jump a fence and the farmers doesn't give chase. You are on your way to your next adventure!"

GAMEPLAY EXAMPLES - ANYTHING GOES

GM: "What do you do?"

Anna: "I try to observe or listen into what's going on outside"

Ben: "I try to prepare a smoke potion in case we need to escape"

GM: "Anna and Ben, roll a dice each"

Anna: "I got a 6"

Ben: "I got a 4"

GM: "Anna, in absolute silence you climb up the chimney, jump over to a nearby tree and make your way around them by running on the branches in the leaf covered tree tops.

You can see a farmer couple and two kids and hear the conversation being about the child forgetting to lock the door.

Do you want to come walking from the woods or do you want to sneak up behind one of them and go from there?"

Anna: "I want to come walking from the woods"

GM: "Ben, you manage to find some ingredients in the fireplace and combine it with some from your belt. You now have a smoke potion."

Anna: "I go walking towards them and say: 'Hello friends, is there something I can help you with?'"

Ben: "I wait to see what happens"

GM: "The farmer steps forward and she says: 'Stop! Who are you and what are you doing here?' She has a pitchfork she points at you."

Ben: "I open the door and throw my smoke potion"

GM: "Roll a dice"

Anna: *sighs* "Ben, I had the situation under control"

Ben: "I rolled a 1"

GM: "The smoke potion misfires horribly, pushing out all smoke in feet level, spreading for quite a distance instead."

Anna: "Hm... Ok! I say 'Tada! We are both from the travelling circus. I'm a magician and in there is my assistant. BEN! COME OUT AND GIVE THIS FAMILY FREE TICKETS!. Sorry, we'll be on our way'"

Ben: "I try to make a couple of fast tickets and walk out. I roll a 4"

GM: "You manage to create believable tickets, the farmers believe you and are on your way to your next adventure!"

OPTIONAL RULES

Welcome! These optional rules are for making the game a little harder and interesting.

The Art of Fun

Flow is a really important part of playing an adventure. In most games, when conflicts or battles occur, everything grinds to a halt, with turns, dice rolling, math and an awful amount of waiting.

On the opposite, when there isn't a battle, time doesn't seem factor in: The princess is forever caught in the tower and so on.

How these rules help

These optional rules aim to combat these aspects, with urgency to stress the players and "rolls in a row" to increase difficulty while still keeping it fast paced.

When to use these

When the players lean back mid play, it is time to stress them with either a "bad thing" ("Under pressure") or all around stress ("Urgency timeline").

When players leans back during or isn't involved in conflicts or combat it's time to add "Rolls in a row".

Striking the balance

If the players are getting bored or experiencing everything to be too easy, make monsters more resilient and require cooperation ("Rolls in a row").

But striking a balance is important not to overwhelm players, noted by statements such as "it doesn't matter what I do". Then try to lower the difficulty again.

Map of the four regions of Arbes



GM place markers in regions to represent "bad stuff" that the heroes must handle

Cut or see Appendix

OPTIONAL:

"UNDER PRESSURE"

TO CREATE A SENSE OF URGENCY, WHILE STILL BEING CONCRETE, MANAGEABLE THREATS THAT THE PLAYERS CAN HANDLE AND OVERVIEW.

"Bad things" happen more frequently in Arbes. What that is can be found in the Game Master-section under "Optional Rules".

If a region receives three "bad things", the people of that region riot. Riots can be stopped by stopping the "bad things". Rioting regions have riots consisting of angry, afraid and desperate people.

Upon the first riot happening, the heroes are given access to stability reports (the map) from the Rulers.

"There won't be anyone to save if we cannot maintain stability. Our people are falling apart, help us."

URGENCY & QUAKES

	5	
	4	
	3	
	2	
	1	

GM moves marker upwards as urgency increases and society falls apart

INCREASED DIFFICULTY



Roll several 4+ in a row to succeed.
Player cooperation means more dice/roll

OPTIONAL:

"URGENCY TIMELINE"

TO CREATE A SENSE OF URGENCY THAT IS COMPLEX, NOT DIRECTLY MANAGEABLE NOR EASY TO OVERVIEW.

Either at the GM's whim, or at suggested moments, there are quakes. These quakes affect the people of Arbes as described in the statuses.

Disastrous events can also raise the status level, should the GM decide it.

The players may try to mitigate these effects, but they are on a national level and are not trivial. Better hurry up and figure out how to calm the nation.

OPTIONAL:

"ROLLS IN A ROW"

TO INCREASE DIFFICULTY, "ROLLS IN A ROW" MEANS SEVERAL SUCCESSFUL DICE ROLLS IN A ROW.

The GM may require several success rolls in a row, if something is really hard.

Recommended rolls in a row are:

- 2 successes: Very difficult (a big enemy or obstacle)
- 3 successes: Very very very difficult (a huge enemy or obstacle)

Players can match this through **Cooperation**: each player roll a dice simultaneously and as long as any one player roll a success it counts as if the group succeeded that roll.

GM:

READ ABOUT HOW ALL THESE RULES WORK IN THE SPOILERS!

READYMADE CHARACTERS



THE WARRIOR KIN

“An Iso is strong enough to never lose a fight, and smart enough not to start any.” - Isos Proverb

About

She is strong and proud and knows the importance of the times ahead. The Isos council prepared her before she was transported by the mysterious voice. She is on the most important mission in history, and she knows it.

Power

Kin is a great fighter and can control heat, both internally and externally by touch.

Contributes

Her ability to control heat is a good asset, but it is her intelligence that makes it so extremely valuable. She quickly realized that it's just as easy to melt doors, as it is to light up dark areas with improvised torches.

Personal quest

She wants to locate more yellow crystals for her people the Isos, because without those crystals, they cannot leave their city, Everwinter. She is really protective of her yellow crystal under her armor as her life depends on it.

Cut or see Appendix



THE THIEF RIO

“Nothing is secret, nothing is safe.”
- Silent Sisters Proverb

About

As a Silent sister, Rio knows that the name is just a decoy and there are a diverse group of people. Rio is quick and nimble and always keeps her eyes on the prize — to figure out what is really happening.

Power

Rio can open portals, both between distant places and through chests or walls. Rio knows about everything that goes on nearby and all this thanks to the three Sisters (spirits) that are bound to Rio.

Contributes

Rio will be a great asset at any time the group needs to get in or out of a tricky situation. But also doesn't like weapons and avoids open confrontations and prefers to use her portals in smart ways instead.

Personal quest

Rio wants to protect the Silent Sisters and needs to uncover the threats to Arbes.

Cut or see Appendix



THESE CHARACTERS ARE FOR THOSE PLAYING A ROLEPLAYING GAME FOR THE FIRST TIME

The big handicap is that the players get to read their faction's information, **get to use** their special powers and removes the need to discover and create relations **to these factions** in the game. If you have more than four players, duplicate **these characters** with new names from the "Name Generator" in the Appendix.



THE TINKERER RIVVIAN

"When you can build, figure out and use anything. The only thing stopping you is your imagination."

- Laskis Proverb

About

Rivvian knows that leaving the sea was crucial to finding out what is happening, **even though** missing home could be tough sometimes. **Clothed with warm red fabrics**, this Laskis is prepared **to meet** the world.

Power

As a Laskis, Rivvian can build, figure out or use anything, partly **from knowing a great deal** about history and it's technology.

Contributes

Rivvian will be a great asset any time the group faces something difficult. Why not solve it with something from the **amazing** toolbelt Rivvian has?

Personal quest

It is imperative to report any findings back to the Laskis central command so they can be better prepared for this new threat.



THE MEDIATOR KELMET

"A conflict is the first step of a journey, which path you take says more about you than the conflict."

- Mediator Proverb

About

Kelmet is always calm and is ready to help create a future for everyone to live long and prosper in.

Power

As a Mediator, Kelmet has an aura that slows time around him, without affecting himself. If he focuses he can decrease the aura to a meter from his body or extend it up to three meters in all directions.

Contributes

Mediators and their ability to solve conflicts make them popular in all parts of Arbes. His high standing enables him to arrange almost anything: an audience with the Rulers? Need to break up a civil war?

Personal quest

The Mediators feel the tensions building and are proud that Kelmet will play an active part to bring peace and stability back to Arbes.

Cut or see Appendix

Cut or see Appendix

CREATE YOUR CHARACTER

In four pages and 3 dice rolls, you'll have created your own character. Each character will consist of a **strength**, a **way to resolve conflicts** and a **mystical power**. All other aspects of your character (age, special abilities, gear etc.) is up to you and your GM.

Now roll your first roll and learn your **Strength**:



The Agile...

The Agile adapts to situations, takes in the surroundings and turns it into an advantage.

+Add 1 to the result of any roll where you do something that works specifically for the situation you are in.



The Brave...

The Brave has the courage to act, take initiative and doesn't hide any held opinions.

+Add 1 to the result of any roll where you take a stand or speak your mind.



The Communicative...

The Communicative focuses on communication to get around.

+Add 1 to the result of any roll where you try use communication to solve conflicts.



The Diplomatic...

The Diplomat is careful and diplomatic, prefers solutions that are good for everyone involved.

+Add 1 to the result of any roll where you try something that is fair for everyone involved.



CHOOSE FREELY FOR YOURSELF



THE PERSON TO YOUR RIGHT CHOOSES FOR YOU

THIS IS FOR THOSE WHO WANT TO CREATE THEIR OWN HERO

Example: Rolling 1, 3 and 1, gets you "The Agile, Energetic and Lucky"...

Let's name the character "Kai", a 15 year old ninja with a wooden staff.

Roll again to learn how you **Resolve conflicts**:



Confrontational...

Results comes from actions, and actions that has the best results are those you can stand by afterwards.

- Deduct 1 from any roll that where you do something in secret.



Consensual...

The group is bigger than the individual, and how to reach great success.

- Deduct 1 from any roll action that isn't agreed upon by all members the group.



Energetic...

Solving conflicts should be done by energy and surprise. The only way to stay ahead is to surprise even yourself.

- Deduct 1 from any roll of an action you have already done once today in a very similar way.



Analytical...

Listen, think then act is how to achieve long term goals. The analytical might be slightly slow to react due to thinking but is also able to make smarter moves.

- Always roll last in all situations. If there are more than one analytical, take turns.



CHOOSE FREELY FOR YOURSELF



THE PERSON TO YOUR RIGHT CHOOSES FOR YOU

CREATE YOUR CHARACTER

Last roll, and after you are done, just pick a name and your character is complete! But feel free to add for instance age, gear or special abilities as long as your GM approves. Write everything down so you'll remember it.

Now roll to learn your **Special ability**:



And Lucky...

The Lucky has the ability to reroll any dice 10 times during the game. Wow, everything seems to be going your way!



And Empathic...

The Empathic can have one connection at a time to any one animal or creature and turn it into an animal under the Empathics control and be able to communicate with it.



And Persuasive...

The Persuasive has the ability to impart their will upon another person and automatically succeed 10 times during the game.



The Connected...

The Connected has the ability to ask one question of the cosmos (Game Master) and get a truthful yes or no reply, once each night the hero sleeps.



CHOOSE FREELY FOR YOURSELF



THE PERSON TO YOUR RIGHT CHOOSES FOR YOU

- NOW CHOOSE A NAME -

KONRAD

ALVA

ENZO

DREW

LEE

TORY

ROWAN

QUINN

SAWYER

ALEXIS

MISHA

SASHA

MILAN

LENNON

OAKLEY

AN

PING

SHAN

RYO

TAO

WEI

AMARI

TAYE

OMARI

KENDI

NAISER

NALO

DEMDE

MASHAKA

KIROS

ARRON

COREY

DONOVAN

KIRIT

VIRENDA

PARAS

VEDA

KIRAN

SANJEET

KAI

LARKIN

JANKA

YASU

RIN

ONI

OR YOUR OWN IDEA?

HOW TO BE A PLAYER

Here, we will walk through the basics, mindset and how to keep an adventure fun!

THE BASICS

The Quest

The Quest is the purpose of this game, just as a book has a story, you will be given one or more quests to complete. These can be anything from doing a bank heist to saving the universe. The main Quest of this game is to stop an ancient sleeping monster called a Voider. But it is never quite as simple as it seems.

Doing something

Roleplaying games allow for the heroes to attempt to do anything they want. Are you supposed to steal a secret tomato sauce recipe? Then you can

- trick the owner to give it to you,
- sneak in through the balcony at night,
- bash in the door and owner or
- make a recipe up and pass it along as the original.

The possibilities are endless.

After you have told everyone what you are attempting, roll a dice and depending on the results, you either succeed or fail.

THE MINDSET

Collaborate > Compete

This is a game where collaboration is key and the players either win as a group or loose as a group.

When facing difficulties, stand up for each other and ask for help if you need it. If anything, figure out how you can help the group and what the group can help you with. You will be surprised on how much you can accomplish together.

Let others shine

Make sure you take turns when playing and should other heroes succeed with something very difficult, help celebrate it. If anything, try to come up with solutions that involves everyone in the team.

Try it out

This is a safe environment, let your hero try things you would expect from a movie, comic book or just the first thing that pops into your head.

KEEPING IT FUN

Additive play

Always try to build upon your fellow players actions and thoughts. If you do get into a situation where you strongly disagree, try to use the words "Yes, but.." and voice your concerns. This helps resolve conflicts and keeps the game fun.

Facing failure

Always try to embrace failure and view it as necessary aspect to actually enjoy the successes, or as something giving life to the story you are telling.

If you tried to attacked someone and failed miserably (1), then perhaps your weapon broke and you will need to get a new one or you suffered an eye injury so bad that your fake pirate eye patch now needs to be used for real.

Playing a character

To keep the fun going, try to embrace your character. What good or bad sides does the character have? What relationships has the character formed with the rest of the group, how does that affect situations?

Here we will walk through how to help you decide what to do, also known as improvising!

WHAT TO DO

When you can do anything, sometimes that makes coming up with or choosing what to do even harder. Try to keep focus on your quest, and figure out what actions will lead you closer to solving it, but if you still get stuck, there are a couple of options:

- One is asking yourself “What would I do in this situation?”
- Another is “What would my hero do if this was a book/movie?”
- A third is “How to improvise”, a tool that was developed for this game.

HOW TO IMPROVISE

This is a chart that you can fill out with words to help you decide what to do. There are four categories:

Hero, Here, In scene, Vision

Hero

Here you represent your hero, as a drawing, writing the name or in any way you like. You may also want to include anything the hero wears or carries, or even abilities you think might be important. Every action is going to start with your hero.

Here

Here you list three items or abilities your hero has, such as a staff, a magical potion or an ability to run really fast. But try to list the most diverse items or abilities. You can do much more fun stuff with a rope, a trained pet rabbit and your voice, than with a sword, a knife and a spear.

In scene

Here you list three things in this scene, and it can be any object, such as a window, rock wall, rug, tree, fireplace, cups, table, people or spacecraft. Or aspects in the scene: such as foggy, low ceiling, crowded or sunny. Lastly you can also add events, such as a passing caravan, a falling tree or a festival.

Vision

Here, try to think beyond your immediate goal. After seeing a wall, don't get locked onto “climbing it”, because that's the “how”. Your vision should be the “results”, such as “being on the other side”. That way there are far more possibilities open to reaching it, such as digging, flying, going around, demolishing the wall or building your own tower and just jumping over the wall.

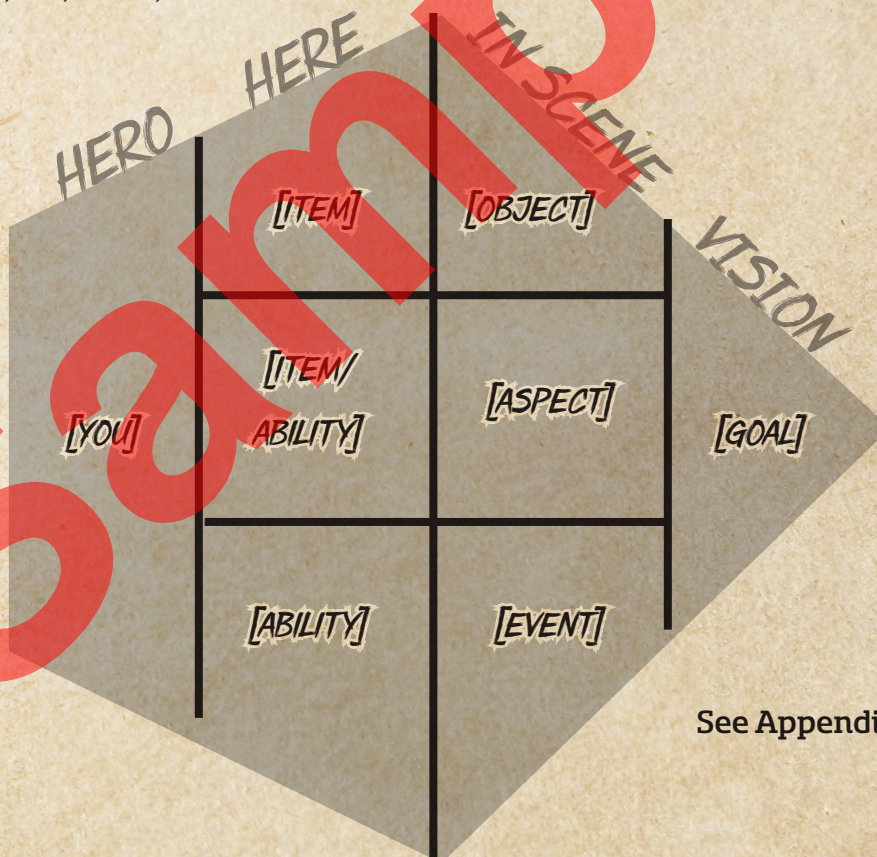
Connecting

Now you try to connect the dots. For example, if you have a rope, a trained pet rabbit and your voice. In scene there are rocks, a guarded door and a wall and your Vision is to “get to the other side of the wall”.

Your hero uses the rope and a rock, and throws it over the wall so it gets stuck in a crack and the hero climbs up and over.

Or your hero uses the stone to render a guard unconscious, the rope to bind him. Then just walk yourself and your pet rabbit in through the main door.

See Appendix for template



SPOILER ALERT ONLY FOR GM!

THIS IS IT! THE BACKGROUND, THE ADVENTURE AND THE END. THE REASON BEHIND THE MYSTERIOUS ARBES, WHAT THE HEROES WILL EXPERIENCE AND THE GOAL.



SHORT VERSION

For the long version, please read "TRINITON, the Prequel"!

The Voiders; mysterious and colossal planet eaters.

The first race (prequel cover image); failed their attempt to defend against the Voiders. But in a desperate attempt turned themselves into energy and sacrificed most of their energy/ themselves to kill the Voiders.

The twist; One Volder survived, but asleep, mindlessly drifting in space. But on a timer to eventually wake up.

Triniton; With time, a planet covered in sand formed around the Volder. The current name of this planet, is Triniton.

The second race: A passing race who didn't have time to

investigate and instead they created:

Tsish'Kahn; Sand guardians supposed to guard the planet "until we return". But they never did return.

The 2nd twist; The Tsish'Kahn eventually discovered and tried to make contact with the Volder, got corrupted and died in a quick but epic battle amongst themselves. Thereby leaving a sunken empire and three islands, with different experiments still running.

Arbes; The island of biological experiments, is the starting point for the heroes.

STAGES



Awakening

CHAPTER 1



Journey

CHAPTER 2-7



Realisation

CHAPTER 8



Finding a solution



Big decision

CHAPTER 9



Tell your story

WWW.TRINITON.SE

OVERVIEW

This adventure is about discovering and uncovering the mystery and history surrounding Arbes (the one you just read).

This page outlines the stages of this adventure. This hopefully helps you, GM, to keep your heroes on the right path should they start going astray.

Awakening

In Chapter 1, the group will form by waking up together, confused, in a strange place but having been told that the objective is to find “the legacy” (the Voider) and save all life. Without knowing what the threat is, the group will begin their journey.

The start of Chapter 1 has a whole separate page with more help titled “How to start”.

Journey to the truth

This is the research/discovery part (chapters 2-7), but it serves a double purpose. On one hand the heroes solve quests and uncovers the mysteries, but on the other hand the more the players interact with the world the more impact the ending (“the big decision”) will have. The important thing here is to help the heroes connect to the people and experience the world.

Realisation

At one point in chapter 8 the heroes come to the realisation that there is more than a few things wrong with this planet. It is, for one thing, only a planet by accident. It's an ancient device called the Orb that has a planetary eating monster called a Voider attached to it. The Orb eventually started to lose power and the Voider has thus started to move again, creating the earthquakes.

Finding the solution

The group must now find a way to defeat the Voider. In chapter 8 it is revealed that the solution discovered by the guardians was to use the PSR (Planetary Scale Reaction) device that is located on a neighbouring island. Repairing and activating the device is represented by a card game (a combination of memory and solitaire).

The big decision

Reactivating the planetary weapon will kill the Voider, the planet and all life upon it, including the heroes. It's a big decision to make with an open ending, but heroes might be creative enough to create a happy one.

Tell your story

With open endings there are endless possibilities, so please share your special ending back to the Triniton community at www.triniton.se

Bonus by request: Hollywood ending

As a backup, one possible “Hollywood ending”, would be to take the floating Laskis cities, and prepping them for space travel, evacuating the people of Arbes. The heroes can activate the PSR and with the help of the Silent Sisters, teleport from the planet onto one of the ships:

”And as the cities reach safe distance, and the people look out of the small portholes, they can see the entire planet hum, as the black hole starts to emerge. And in silence, as the universe roars with gravitational flux, the planet is distorted and collapses. The creature tries to escape but is sucked in and is gone forever. The universe is silent, but a sigh of relief can be sensed as the Everlasting fade away and become one with the universe. Black. Cold. And full of life.”

Just for your information, there are several other popular endings, such as releasing, rehibernating or even controlling the Voider.

But the best ending, is going to be their own.

MONSTER

THE VOIDER(S)

The last ancient creature of its kind that roamed space. By the Everlasting's analysis, the Voiders activate a black hole by shifting and inducing mass by means of the extremities.

By balancing the black hole at event horizon, the Voider can move the black hole around to consume planets and have the polar jets feed matter straight back to the Voider.

A big evil-energy octopus-type of creature, using the black hole as a feeding device, paraphrased of course.



HOW TO BE A GAME MASTER

Here, we will walk through what it you as a GM and some tips and tricks.

YOUR PURPOSE

The purpose of the Game Master (GM) is to convey the scripted adventure and to handle and respond to players' actions that are outside the actual text (for instance "but what colors are the curtains"). The adventure may deviate from the script, but as GM you have reference material (such as the Appendix) and your imagination. And remember, your word is law.

THE GOLDEN RULE

Being a Game Master can feel overwhelming, that is why you are awarded with the ultimate power: You are always right! Even if you say something that contradicts something in this adventure, you are right. If you say "Sorry, I misunderstood, this is what happened earlier", you are right and the past is rewritten. With great power comes great responsibility, be powerful and nice!

HOW AND WHAT TO READ?

In this adventure, there are descriptive texts and quotes. Quotes are always connected to a character and are suggestions of what the character might say. These are written to convey certain information or help breathe some life into characters. Use them as you see fit.

WHEN TO SHOW OR TELL?

When approaching a new area or meeting a new faction, show off the images to the players. The images say more than a thousand words, so it is a win-win for everyone.

WHEN TO ROLL A DICE

If at any point you don't know for certain what the outcome of any action is going to be, roll a six sided dice.

For instance drinking a glass of water does not require a roll, but drinking a glass of water during an earthquake should.

The most classic case would be when facing a monster:

A monster comes charging the heroes. A player states "I attack" rolls a 1 and the monster comes crashing into the hero and pins the hero to the ground. Another player states "I try to save my friend and kill the monster" rolls a 4 and manages to push the monster away and light it on fire. The heroes may back off and will then have won, or try to attack it while the monster is still on fire.

Don't let the players try the same approach twice to avoid "roll until you succeed", at least require another approach to reroll.

In an attempt to pick a locked door and roll a 1 the heroes lockpick breaks and sticks in the lock, now the player must figure out another approach, such as bashing the door in, removing the hinges, digging a tunnel under the door, knocking etc.

That's it! If you play with optional rules, read more on page 43.

HOW TO REINFORCE GOOD PLAY

Depending on if the players identify with their heroes, shower them with gifts and in game status (for instance recognition). If the players treat them as distant fictional heroes, award them with opportunities to try their limits or make them struggle for achievements.

FAILED ROLL

When a hero rolls a 1-3 the hero has failed whatever was attempted. You as a GM get to decide what happens but rule of thumb is:

3: Just failed, BUT some positive effect came from the attempt.

2: Failed, BUT some negative effect happened as well.

1: Failed miserable AND the hero suffers from it. Try to inflict damage or other hardship on the hero if it fits the situation.

There are more tips in the Appendix.

HOW TO MASTER THE GAME

Here is all the help you will need to master this game specifically.

SUPPORT

In the text are sections like **(GM: this)** or even bolder like this:

GM:

These indicate that there is an explanation, a tip or an opportunity for your players to discover or do something special.

Even more help!

The following pages contain support for helping you getting an overview.

Map of Arbes

Where is everything, get oriented.

2 Factions lists

Groups that can interact with the heroes. They can be (or become) friends or foes.

Monsters list

Causes the heroes distress.

Critters list

Creatures living in Arbes.

Crystals

They are very special in Arbes.

Optional Rules

Explanations and tips for the GM.

How to Start

Help for the beginning.

The Mighty Appendix

If you flip to the back, there are several more pages that aim to support you and your style of GMing.

Advanced GMing

Here we reflect on how the players relate to their heroes and how to further increase the fun in the game.

Name Generator

Names can be really difficult to come up with on the fly, so here is a mix'n'match table, with around 26 000 possible combinations.

Relationship matrix

What does the Laskis think about the Golden Suns? Here is the overview.

Other Universe

Interested in playing with your own special characters? Here are questions and answers how that works.

Discussion for heroes

Want to use this adventure explicitly as an educational tool. Here are the topics the players will play through.

2 Arbespedia

If you could Wikipedia Arbes, what would you find? Ask no more, you can read it all here!

Templates and artwork

There are show and use friendly pages in the back

- The Map
- The Capital
- Character sheets
- More crystals

MAP OF ARBES

WHAT IS IN A CHAPTER?

There are 9 chapters, each beginning with an introduction of the main characters in that chapter, followed by the story/quest.

The chapters are shown on the map where they primarily takes place. Players can of course jump between locations/chapters, just continue the story at that chapter.

CHARACTERS (MONSTERS, FACTIONS OR CRITTERS)

Monsters are creatures that will cause the players distress when they encounter them, equivalent to an aggressive alligator.

Factions are groups that can interact with the heroes. They can be (or become) friends or foes. They have "Enlightenment" to show how much the faction understands what is really happening in Arbes.

Critters are creatures that inhabit Arbes, equivalent to rabbits, cows or octopuses. They can play important roles in the adventure if the players are observant enough.

All these types characters have a number of short-words (or tags) for an overview of what they are, and what they do, in addition to a longer version containing possible quests or other relevant trivia.

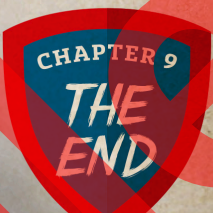
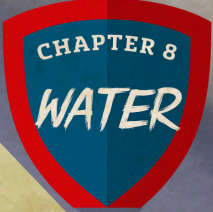




N



THE CAPITAL
DOMAIN



THE CAPITAL

ANGREAL

THE PASTURES



GRAVEL

THE BIG
FOREST

TRACK NAME 

Soundtrack

WHEN YOU ENCOUNTER MUSIC NOTES AND HAVE THE SOUNDTRACK,
START THE CORRESPONDING TRACK AND IMMERSE YOURSELF INTO THE
WONDERFUL ENVIRONMENTS AND EXHILARATING EVENTS WITHIN!

FACTIONS

This is an overview of half of the factions in Arbes. The factions are presented in depth at their own pages but here you can get an overview on where you can read more.

THE RULERS

The Rulers of Arbes, consensus in ruling, divides areas to specialize in, wise and focused.



CAPITAL
PAGE 62

ENFORCERS

Enforcers of society and order (Military, lawmen, judges, firefighters), around 1000 Enforcers in Arbes, criminals dread these judges.



CITIES
PAGE 64

THE TSISH'KAHN

Sand people, blue and yellow crystals, built Arbes, extremely advanced race, disappeared in the Sacrifice.



EXTINT
PAGE 88

SILENT SISTERS

Hides by looking like everyone else, highly intelligent, extremely perceptive, thinks before speaks, secretive, distrustful of outsiders.

EVERYWHERE
PAGE 69

BLACK TRADERS

Sonar, black market traders of "goods, lives and information", animal dislike, strong and quick, blind from birth.

CAPITAL
PAGE 80

ABYSS

Kidnaps, turns and releases then frenzied creatures. Ethereal ability. Builds an army of Golems to stop the heroes from reaching the PSR.

STAYS HIDDEN
PAGE 92

FACTIONS

This is the other half of the factions. In their in depth presentation, they also have optional quests to get to know them better.

ISOS

Ancient female warriors, no immune system, very fair facial traits.

EVERWINTER
PAGE 136

THE LASKIS

Greedy, short and cunning mechanics, miners and divers. They search for lost treasures in huge underwater cities. Their base on land is a small wooden fort near Angreal.

AT SEA
PAGE 178

GOLDEN SUNS

Bankers, Bureaucrats, "May the light shine upon you"

CAPITAL
PAGE 174

TEJAN

Low intelligence, happiness in ignorance, will only defend itself by trying to move away if it is eaten.



BIG FOREST
PAGE 123

MEDIATORS

Diplomats, permanent slow time sphere, freeze time upon death.



IN CONFLICTS
PAGE 144

LADY ZERRETH AND HER TRIBE

Nomads, can slow time, close to nature



FORSAKEN LANDS
PAGE 151

MONSTERS

JOGELS

"Swims underground", breaks surface, attacks in group, piranha like, locates prey through sonar and vibrations

ALL GRASS
PAGE 48

PARASITE WORM

Embeds into host, sucks hosts energy, host pins victim, worm transfers.

FORSKEN LANDS
PAGE 102, 108

INFESTED TREE

Looses all leafs, rolls and pins victim, worm transfers

FORSKEN LANDS
PAGE 102

INFESTED CREATURE

Looses all brains, rolls and pins victim, worm transfers

FORSKEN LANDS
PAGE 108



GOLEMS


When yellow crystals lands on coherent mass they can form a golem. Naturally hostile. They can take any form or shape, so be creative!

 RARE
PAGE 196



DEEP ONES


Monster that roams the deeps and haunts the Laskis. Doesn't communicate, attacks, patrolling movement patterns to the observant

 AT SEA
PAGE 182



FRENZIED

Frenzied is a state any living creature can enter if a black crystal is attached to their forehead and then removed. Blind rage and attack

 EVERYWHERE
PAGE 92-95

CRITTERS

MULLIPS

Tiny creatures that is central to the ecosystem as they eat decomposing material from both plants and animals. They stool oil and multiply extremely rapidly during the right conditions.



DEAD THINGS
PAGE 96

TELLERS

Forewarns of coming weather, quickly evolves to handle external stress. They serve to tip players off about the "weather machine" / PSR.



ALL OVER
PAGE 76



SEADERS

Mounts to Lady Zerreths tribe, intelligent, protective of their young.
Can traverse land, cliffs, trees and water.



NEAR WATER
PAGE 152



BROMMS

The main source of meat in Arbes, thick skin, can explode as defence
"BROOOMMM!" *ka-splash*.



FARMS
PAGE 124



NESTERS

Stone dogs, sinks in water, eats plants, allows rides across plain lands.
Stools oil when overfed.



CARAVANS
FACTORIES
PAGE 170

CRYSTALS

Crystals come in different shapes, but it is their color that defines their properties. The strength of their color reflects the strength of their effects. All crystals can greatly effect sentient beings or create Golems from inanimate material (such as sand).



THE CRYSTALS

The blue, yellow and grey crystals were created by the the Aspirational. They sent ten thousand paired crystals to Triniton, half blue and half yellow, landing in the sands and thus creating the Tshish'Kahn. Additionally, they sent six thousand grey crystals to create a basic work force. The Tshish'Kahn perfected the technique and created red crystals full of power. The number of crystals have dwindled significantly with time.

Once a crystal comes into contact with a mass of around 100 kg (200 lbs) of coherent inanimate material, it bonds with it and creates a Golem. If the crystals makes contact with a sentient creature, it communicates a desire to bond in exchange for great rewards and success.

All crystals are extremely rare and their effects are unknown to the inhabitants of Arbes, with a few rare exceptions.

BLUE - INTELLIGENCE

In inanimate mass (such as dirt or sand) it barely binds material together but grants intelligence on par with human intelligence. In sentient creatures it attaches to the forehead and reduces the need to roll for mental tasks like navigating, charming or lying. Designing a spaceship is still difficult.

Upon removal of the crystal, the enhancements are removed and are replaced with an increased difficulty, even greater than before the crystal. This represents the crystals removal being a great loss for the creature from which it cannot recover. The effect stays until the crystal is replaced.

Currently in Triniton: 200

YELLOW - STRENGTH

In non sentient mass it creates a golem of great power but reduced cognitive ability, similar to a big gorilla.

In sentient creatures, it attaches to the torso and grants ten times the physical abilities while also granting immunity from all diseases. Some abilities become apparent only while in certain situations: Upon being submerged, gills open up to allow underwater breathing. In darkness or extremely bright light, the eyes adapt to enable sight. Upon removal of the crystal, the enhancements are removed and are replaced with a reduction of said abilities, representing a great loss for the creature from which it cannot recover.

Currently in Triniton: 400

GREY - ENSLAVEMENT

Upon being imposed upon a non sentient mass, it creates a weaker (than yellow) golem, but fully obedient. Sentient creatures become enthralled to the master, but with enhanced deductive powers and decision making skills. The creature also goes into a catatonic state if not given instructions. Biological processes are altered during the first year (to allow them to discover possible energy sources and adapt to them in order to maximise longevity). There is no remaining sentience should the crystal be removed, and the creature collapses.

Currently in Triniton: 1200

WHITE - PROTECTION

The white crystals have been purged of their original purpose, either from usage or during the sacrifice. They can be recharged at Tsish'Kahns crystal shrine with a red crystal.

The white crystals do try to recharge themselves slowly by absorbing radiation. This grants protection from radiation for any wearer.

Currently in Triniton: 400

BLACK - CORRUPTION

The black crystals contain the desire to let the Voider loose upon the universe. They whisper promises of the sentient creatures desires. If a sentient creature accepts a black crystal, it grants immense powers equivalent to both a blue and a yellow crystal. Upon removal of a black crystal, sentient creatures become frenzied and go on a path of rampage and destruction.

Currently in Triniton: 2

RED - POWER

The red crystals surge and vibrate with the power contained within. They can be used to power whole planets, final tier technology or used in a destructive way by discharging immense power.

Currently in Triniton: 10

ADVANCED: SKILL BASED RULE SYSTEMS

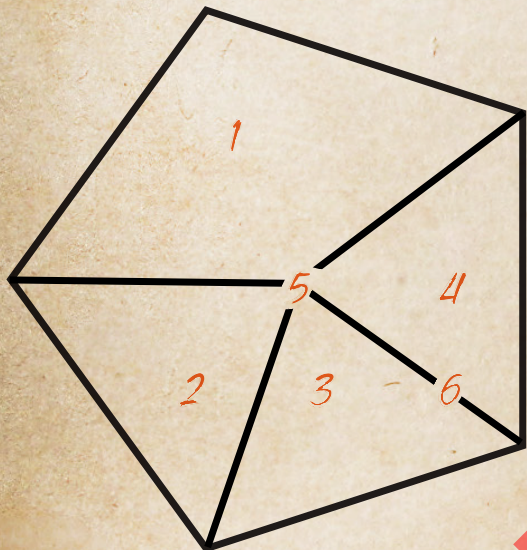
For those playing with external rulebooks with skills the blue and yellow crystal grant ten times the skill level in the ten skills most connected to that aspect. Of those, the increase is in parity to the aspect used, such as blue/intelligence increases navigating to x10, sword mastery to x5 and jumping to x2.

Upon removal of the crystal, the enhancements are removed and are replaced with a reduction of half the initial value, representing a great loss for the creature from which it cannot recover, unless the crystal is replaced.

OPTIONAL

Here are the GM portion of the optional rules.

RULES



1. THE FORSAKEN LANDS

Here there frenzied are wild animals such as **Jogels**, boars, badgers and sloths. But also occasional people from the tribes or even a **Seader**.

2. THE BIG FOREST

Here the frenzied are wild animals such as **Jogels**, elks, bears or **Tejan**.

3. THE PASTURES

Here the frenzied are **Jogels**, **Nesters**, farmers or an occasional Bromm.

4. THE CAPITAL DOMAIN

Here the frenzied are **Jogels**, traders or citizens.

5. THE CAPITAL

Here the frenzied are citizens or occasionally a city guard.

6. ANGREAL

Here the frenzied are citizens or an occasional private security guard.

"UNDER PRESSURE"

"Under Pressure" has the GM add more monster encounters for the heroes to handle.

The background is that the **Abyss** is circling Arbes to create chaos and lower morale by using their **Black crystal** to make locals **Frenzied** (attack with a disregard to their own safety).

The "Bad things" are frenzied creatures or people that are added by marker or other means, once per page and in the region of your choice (or roll of a dice). The heroes are informed at earliest convenience, either by messenger, by encounter or at latest when they get back to the Rulers.

If a region receives three markers, the people of that region riot. Riots can be stopped by stopping the "bad things". Rioting regions have riots consisting of angry, afraid and desperate people.

Upon the first riot happening, the heroes are given access to stability reports (the map) from the Rulers.

"There won't be anyone to save if we cannot maintain stability. Our people are falling apart, help us."

"URGENCY TIMELINE"

Urgency timeline is to create a sense of urgency that is complex, not directly manageable nor easy to overview. Either at the GM's whim, or at suggested moments, there are earthquakes. These quakes affect the people of Arbes as described in the statuses.

Disastrous events can also raise the status level, should the GM decide it.

The players may try to mitigate these effects, but they are on a national level and are not trivial. Better hurry up and figure out how to calm the nation.

THE URGENCY TIMELINE-STATUSES

After the first quake everyone is aware that the quake happened but “one time is no time”. Life as usual.

STATUS ONE

Recommend trigger: third quake. Town criers reports of Quakes but also reports and calming words that ‘the Rulers are looking into it’. There is an “the end is neigh”-prophet roaming the streets.

STATUS TWO

Recommended trigger: Three chapters done. Quakes are in noticeable intervals. There is a hurried sense in the Capital, preparations are being made, lovers elope and families gather. All societal functions are active, so the “The end is neigh”-prophets are still being escorted to jail, for causing public disturbance.

STATUS THREE

Recommended trigger: One chapter left. Moderate quakes in duration, strength or frequency. The Golden Suns’ bank system fails as everyone tries to withdraw their balances at the same time. Mistrust grows and outside the cities is lawlessness. The nobles evacuate to their Seul de Sand estates and to their boats to depart to sea and wait out the quakes. The common folks make their preparations.

STATUS FOUR

The quakes are frequent or intense. Evacuation of the Capital starts, with the official order to evacuate up into the mountains. The Capital shuts down, and martial law is declared. Volunteer workers in hospitals and city guards try to keep emergency functions going for those who can’t or won’t leave.

STATUS FIVE

The quakes are very frequent, long and intense. The land gets distorted by rising ridges and sinkholes. Buildings collapse and animals go berserk. All social functions have stopped and the only viable currency is to trade goods or services. Everyone who is able flees to the sea or the mountains. Religious groups have closed their ranks. Armageddon is close.

ROLLS IN A ROW

To increase difficulty, “rolls in a row” means several successful dice rolls in a row.

The GM may require several success rolls in a row, if something is really hard.

Recommended rolls in a row are:

- 2 successes: Very difficult (a enemy or a big obstacle)
- 3 successes: Very very difficult (a big enemy or huge obstacle)

Players can overcome through **Cooperation**: each player roll a dice simultaneously and as long as any one player roll a success it counts as if the group succeeded that roll.

This mechanic gives obstacles a buffer, meaning players cannot slowly hack it down, but must overcome it. Therefore it is highly recommended that you stay within limits of 2 or 3 successes since it keeps single heroes from succeeding (25% and 13% chance of success) while cooperation increases that chance immensely (4 players have 88% and 82%).

This mechanic can be used to stop players from doing all sorts of madness. No player will roll 60 successes in a row, since statistically that person will get struck by lightning before that happens.

IT'S TOO HARD: MONSTER HIT POINTS

If you, as a GM, have gone overboard with amount of rolls-in-a-row or the players seems to dislike the successes in a row, dial this down to “total successes required to overcome” (not requiring them to be in a row). This gives enemies something similar to “hit points” that many games uses.

IT'S TOO HARD: STORYTELLING SUCCESS

If the player group favours storytelling, they may attempt to narrate their actions instead of rolling dice. If the quality of the narrative is high enough (totally subjectively speaking) the GM awards a success.

The same amount of successes are required, even though they are narrated.

HOW TO

START

Here, we will walk through the beginning of the adventure with some tips and tricks for you, as a GM, to make it even smoother.

FIRST OF ALL, DON'T WORRY, THIS IS GOING TO BE AWESOME. I'VE PREPARED AN EPIC ADVENTURE, AND HERE IS EXTRA SUPPORT TO GET YOU HAVING A GREAT TIME!

The (crash) landing

When the adventure starts, the heroes all crash land in a museum and they have all shared a vision and been given a mission. This serves to bind the heroes paths together and you can remind them of these two facts if they feel disoriented.

The phone home

If a player for example is a space captain, the first action might be to try and contact the captains home world, Batman will call Alfred, Twilight Sparkle will try to send a message to Celestia through Spike and Professor Xavier will try to reach out mentally.

Here, we lock players into the world by a huge invisible shield protecting the planet, still active after all these years. This stops all communication attempts aimed outside the planet.

Establishing boundaries

Here they will get a feeling that this is real and a low-tech world. Be as factual/boring as you can be when describing the cave, both to establish the world as "an earth copy" and to lower expectations. Lowering expectations helps make the adventure more epic: *"We went from waking up in a cave to battling a Volder".*

They will realise what powers or magic can be used or not (no boundaries except the "phone home")

They can read and speak the local language, a gift from the Everlasting.

The threat from below

Just outside the cave is the Jogel attack. This serves as the offset, from the normal mundane to something strange and interesting, and hopefully establishes the "otherness" of this place "We can't walk on grass? What is this place?"

The first village

Some players will just be happy to have found a village and will accept the events and people.

For others it will emphasize the idea of otherness and might even make the players confused or question what is going on.

Both alternatives are fine, but we don't want the strangeness to overwhelm them so that they feel so lost they lose hope and want to stop playing. If you feel the group is slipping, introduce the ability to ask the "cosmos" (GM) one yes/no question per in-game night.

The complacency of the villagers, no matter who comes, is due to the realisation that if you visit the stone museum, you are neither a threat nor a very interesting person. Sten disagrees though!

The journey begins

Now let the players meet Sten or why not an inn keeper or a farmer. Have some introduction and have **the theft** take place and off you go...

And last but not least: Have fun!

"THE HEROES FEEL
THEY ARE DRAGGED
THROUGH SPACE"



THE UNKNOWN

INTRODUCTION

INTRO

(GM: Read this part aloud)

You feel yourselves being dragged through vast distances of space, and see a vision of this creature, and it speaks to you telepathically:

"We knew, we had seen the signs, but still, the Voiders came as from nowhere. Two millennia of interstellar expansion and a whole galaxy at our feet and still we had nothing. Our weapons were useless, as was all our technology and any ideas we could muster. We were down to less than half our strength before the Ascension program was conceived. Within 30 years we were down to our last cluster of solar systems, but we had devised the solution.

As the remnants of our race ascended, we vowed never to let the Voiders have the universe, that even though we had to surrender it, life would prevail, and the void would be stopped. And we did stop it, and purged the Voiders in the cleansing. But then, as by a fools chance, one survived, although still asleep. It is with great sadness we are now on the brink of its awakening, while we can only watch.

As we surrender our last emotion and thus sacrificing the last drop of influence we can muster, we lay this burden upon you, as in the infinite possible outcomes, you have shown the greatest potential to succeed than any other lifeform. You need to find our legacy and save life, all life, from the void. This is your purpose. And so it begins..."

(GM: For the younger players, add this sentence or use it as a substitute)

"...Yes, it means we need you to find the Voider, stop it from waking up and we cannot help you more than we already have."

You, heroes, pass out as you hit the cold hard reality of a stone floor, luckily something broke the fall. You are woken up by a short tremor (GM: a small earthquake), and not only are you feeling slightly dizzy but your head hurts as well.

So this day could've started better...