



RUBY RADIANCE

DRAMA
HIJINKS
ADVENTURE

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RUBY

A ROOTED IN TROPHY GAME OF ADVENTURE, DRAMA AND HIJINKS

Hello there!

If you are reading this book, then you must have heard about tabletop roleplaying games and Dungeons and Dragons through cultural osmosis, and you know what, you were curious. But then you checked and damn, that is quite a steep entry level. And one of you needs to buy even more material? Seem prohibitive. All you wanted to do is to be a gay elf with your friends. There has to be a cheaper/easier way.

We intend this book to be an accessible, inclusive entry into the world of roleplaying games. A budget, drama-focused game that may touch the same subjects as that game of dragons and dungeons.

However, we focus in replicating the experiences that got you interested in the first place. The game you may have experienced on *Critical Role*, *Stranger Things*, *Adventure Zone*, *Dice Funk*, or any other new media depiction of the hobby.

We hope to get you playing with as much ease as possible.

What this game is:

- A simplified system that requires little investment of time and money.
- An emulation of playing a game like those popularized by podcasting/streaming.
- A game focused on character-driven drama and enjoyable hijinks.

What this game is not:

- Associated with Hasbro and its brands/proprietary content.
- Old school; its premise adheres too closely to the principles of new media.
- A proper reflection on the capitalist, imperialist/colonizing elements of mainstream games. We tried our best to remove these elements from the text, but we are far from satisfied; they are too ubiquitous and unchallenged on most of the touchstones we seek to emulate.

PLAYING THE GAME

The game is, at its core, a conversation back and forth between players. Of course, conversations don't often flow in a fair and orderly manner: people talk out of turn, others are more comfortable, and privileged voices tend to speak louder. The rules of the game aim to make the conversation more manageable and focused on the story of drama and hijinks you came together to tell.

It is easy to get overwhelmed. If at some point you are unsure, take a breather and refocus in the conversation:

- Tell the group what you want to see happen.
- Ask a lot of questions, with additional follow-up questions.
- Listen to the most quiet voices.

We play the game through an Adventure/Downtime cycle. Every arc an adventure that presents itself, your group starts a new episodic story. As you play through that ring for a few game sessions, you all make some progress towards the overarching seasonal plot or a campaign. We will talk about play structure for the Ringmaster (that will be the one of you overseeing the story) later on this game, but the nuts and bolts of it are:

- Start a new adventure.
- Go on adventure.
- Accumulate Drama and Hijinks.
- Return to your adventuring base.
- Level up.
- Go on downtime scenes.
- Confront your drama.
- Get new toys.
- Start a new adventure.

MAKING A PARTY



WHAT DO YOU NEED TO PLAY

A bunch of d20s (20-sided dice, it is the weird big lumpy dice of all the memes). You will want at least two different colors.

You need players. One of them will be a special type of player, responsible for playing the world. This player is the Ringmaster (RM).

BEFORE YOU START PLAYING

- Read the game Principles.
- Establish safety and tone through Ground Rules.
- Make characters as group.

PRINCIPLES

Player Principles

Create interesting challenges.

Get involved in each others stories.

Be awesome when the spotlight falls on you.

Turn the spotlight towards others.

Make this history your own.

Embrace Hijinks and Drama.

Push your Drive.

Ringmaster Principles

Portray a world of high adventure and drama.

Be a fan of the characters.

Create problems not issues.

Listen and ask questions.

Delegate responsibility.

GROUND RULES

There are no problems if you don't get the other rules of this book right, or if you tinker and adapt them; however, these rules are not optional or supplementary: these are the most important rules for playing this game.

Create a Safe and Trusting Space

Make sure everyone you are playing with is someone you trust and feel safe. If you would be uncomfortable socializing with them in any other setting, you should not play with them. If you are playing in a public setting, with some people you don't know and people that you unfortunately know all too well, make clear the level of vulnerability and intimacy you will engage with. Comfort and safety are the most important rules of the game; without that you cannot have a good cooperative storytelling experience. The game is supposed to be fun.

Everyone at the table should try to communicate whenever they are uncomfortable and check on each other constantly. Ask questions, state clearly what you want from a scene, and brief and debrief after any scene and/or before moving on.

Intermissions and Breaks

An intermission would be a commercial break, a zone of money, a little jingle between scenes or any form of a call to action. The game evokes similar breaks in the action,

with intermissions. You can use the restroom, go for snacks, or keep a finger on the pulse of the game and discuss how to handle content safely. It is very important to remind yourselves that anyone can call for an intermission, in part of its most important function: to take a break and decide how y'all going to handle a particular scene bordering on the uncomfortable. Always err on the side of safety, call an intermission and after the break, consider one of the following options:

Ask for another player to change something on the scene. Or rewind. Or replay it constantly. Just say what you want to change and change it. No negotiation, no compromise, no prying questions.

Ask the Ringmaster to change the current scene. Either cut to another scene, fast-forward, fade it into the background or even change the entire setup. The Ringmaster should always integrate player feedback during the game; this becomes their sole priority once safety concerns have been raised.

Take a long break. If you are uncomfortable, leave. Everyone else must be as accommodating as possible. You can leave for the duration of a scene, or a session, or the game altogether. The other players should take a break, reconvene, stop or continue the game. If you continue the game without the absent player, do so with as much compassion and respect as possible.

Consent and Content

When players get together to play a game, there is an assumption that they want this, an implicit consent to be part of the game. They want drama, they want hijinks, they want adventures. But more often than not, the “this” that they want is not so clear, or there are degrees. You may expect some violence, but have limits to the degree it dominates the game. One player may be okay with violence, but prefer toned down descriptions and more fade to black. While other player is not okay with violence enacted to and by them, but has no problems with it being something other players engage with.

The content you want in your shared game should be part of the conversation before the game. Hold a “writers’ room” meeting, where the Ringmaster presents a short list of content and themes they have been tinkering with. Players take turns adding some content they would enjoy exploring during the game.

After they have compiled a list, pass it around. If you are not clear how something on the list can be interpreted, read it aloud and let everyone say how they interpret that content. Then, make a Yes and No column next to the themes.

Keep the list rotating:

- If there is something that you don't want to see at the table at all, scratch it. It will NOT be a part of your story.
- If you think it should happen off-camera, and the game should fade to black when approached, write F next to it.
- If you do not want to be involved on that content, write your name on the "No" column.
- If not only you want to engage with the content, but want it to be a focal theme or point of your plots, write your name on the "Yes" column,

The content and consent list should be kept available to anyone at all the time. We treat it as an open, living document that can and should be edited at any point. Whenever you change something to the list, inform the Ringmaster and other players.

CHARACTER CREATION

Every player but the Ringmaster has a character they play. Each character has:

- An Attainment and an Approach to adventuring.
- An Ancestry
- A Drive and an Iconic Item
- Magic and Level

ATTAINMENT

Your Attainment is a general term to your combined abilities, how you have survived and proven yourself on the road and as an adventurer. There are many paths as there are adventurers.

Each Attainment offers three skills. Two are general groups of abilities in which your character excels—Attributes. Attributes include:

- *Strength*: feat of might, application of brute force and direct violence.
- *Dexterity*: speed or precision, and ability to avoid direct violence.
- *Constitution*: endurance, stamina and ability to resist violence.
- *Intelligence*: you know that it is raining.
- *Wisdom*: you know that you should get an umbrella.
- *Charisma*: you know that you can share the umbrella.

The third skill is an Approach, an ability that changes how you interact with the rules of the game.

Feel free to add new options. Create new Attainments by selecting two Attributes and an Approach.

- *Fighter (Skilled in Strength, Wisdom, Weapon Mastery)*
- *Barbarian (Skilled in Strength, Constitution, Unbridled Fury)*
- *Wizard (Skilled in Intelligence, Wisdom, Unearthed Lore)*
- *Warlock (Skilled in Charisma, Constitution, Majestic Patronage)*
- *Paladin (Skilled in Strength, Charisma, Righteous Smite)*
- *Bard (Skilled in Charisma, Dexterity, Inspiring Mockery)*
- *Rogue (Skilled in Dexterity, Intelligence, Sneaky Assault)*
- *Cleric (Skilled in Wisdom, Charisma, Divine Command)*
- *Warlord (Skilled in Strength, Intelligence, Despondent Leadership)*
- *Druid (Skilled in Wisdom, Constitution, Natural Communion)*

APPROACHES

Weapon Mastery (You may reroll any number of light dice once per Combat roll)

Unbridled Fury (You may add two dice (one light, one dark) to any Combat you take part on)

Unearthed Lore (You have three schools of magic. Start with one active. Whenever a Face Challenge or your Weak Point hits 1 or 20, change schools)

Majestic Patronage (You have two schools of magic. Whenever you gain Drama, you may bargain with your patron for a single-use of ANY spell)

Righteous Smite (You may reroll any number of dark dice once per Combat roll)

Inspiring Mockery (You can add a dark dice to a Face Challenge or Combat roll in which you are not involved)

Sneaky Assault (You do not have to give your Weak light dice to another character when retreating from Combat. You can add a dark dice to the Combat pool to rejoin Combat.)

Divine Command (You have two schools of magic. Whenever you cast a spell on someone with Drama 5, your deity makes a request of them. If they accept, reduce their Drama by 1)

Despondent Leadership (After someone gain Drama during Combat, you may remove their Weak Dice from the Combat roll)

Natural Communion (You have two schools of magic. Whenever you cast a spell or gain Drama, you may shift into an animal form)



ANCESTRY

Beyond your Attainment, you also have your Ancestry—your background, what you inherited, what you carry with you. It includes previous occupations, important life events and the fruits of a previous generations' work.

Each of them gives you an additional skill.

You may pick from this list, roll or create your own. Backgrounds from other *Rooted in Trophy* games can be used as Ancestries.

1 Daring Pirate (skilled in Swashbuckling)

2 Guild Journeyman (skilled in Craftsmanship)

3 Folk Hero (skilled in Solidarity)

4 Communal Farmer (skilled in Cooperation)

5 Veteran Mercenary (skilled in Extortion)

6 Elven Emissary (skilled in Diplomacy)

7 Dwarven Teamsters (skilled in Packing)

8 Goblin Muledriver (skilled in Animals)

9 Orcish Courier (skilled in Inscription)

- 10 **Noble Scion** (skilled in Vainglory)
- 11 **Cult Acolyte** (skilled in Ritual)
- 12 **Confidence Artist** (skilled in Deception)
- 13 **Roguish Outcast** (skilled in Streetwise)
- 14 **Regional Performer** (skilled in Entertainment)
- 15 **Lone Wolf** (skilled in Forsaken Lore)
- 16 **Wandering Outsider** (skilled in Pathfinding)
- 17 **Learned Sage** (skilled in Conventional Wisdom)
- 18 **River-Folk Child** (skilled in Traveling)
- 19 **Devoted Agent** (skilled in Spycraft)
- 20 **Survivor** (skilled in Enduring)

DRIVE

People with available choices don't become adventurers. You had to take this life, because it is the only way you can fulfill your **Drive**.

Most people belong to communes, social clubs, tribes, families and guilds. These provide shelter, food and healthcare, as well as other essential amenities. Anything bigger requires collaboration and drawing from the labor of one or more communities, with individual consumption compensated with your character's work: that's a Drive.

You dream big. You want something that requires so much consumption, such large collaborations and the work of multiple communities. A lifetime of conventional, safe work would not be enough to make up for this. You have to become an adventurer if you want to make your dream real.

Your Drive is what sets you on this road. Each Drive gives you one last thing, something you learned on its pursuit. You also have an Iconic Item—a treasure your community entrusted to you out of respect for your sacrifice and determination.

Feel free to create your own Drives, skills and Iconic Item. You can adapt Drives from *Rooted in Trophy* content by designing the associated skill and Iconic Item.

- 1 **Start a mystery cult** (Miracles; holy symbol)
- 2 **Become the dean of the Corvine Conservatory** (Music; instrument)
- 3 **Transform into a dragon** (Awe; wings)
- 4 **Create a new people** (Ideology; banner)
- 5 **Slay one of the ur-beasts** (Monsters; spear)
- 6 **Obtain immortality** (Legends; cup)
- 7 **Sail beyond the horizon** (Sailing; astrolabe)
- 8 **Bring war to the hegemon** (Guerilla; sword)
- 9 **Ascend as a demigod** (Power; staff)
- 10 **Enter the Vault of Souls** (Death; rattle)
- 11 **Organize a new commune** (Solidarity; voting-pole)
- 12 **Be allowed use of a fallen star** (Astral-gazing; hammer)
- 13 **Establish a new social club** (Logistics; keys)
- 14 **Fulfill a polemical vow** (Determination; tattoo)
- 15 **Explore the deep-sea arboretum** (Diving; coral branch)

16 Requisition rare tomes for a new library
(Bookbinding; catalogue)

17 Have a region design and support a park (Animals;
backpack)

18 Open a new route across inhospitable terrain
(Engineering; drill)

19 Go on a world tour (Culture; brush)

20 Regicide (Violence; dagger)

MAGIC AND LEVEL

Everything in the world is a bit magical. Every culture has its own scales or view of magic power, but mechanically all is represented by its **Level**. Characters start at Level 1, and grow in power at every successful adventure.

Magic can come forth in many ways. Most are subtle, like small effects, subconscious manipulation or in helpful mundane ways. Every adventurer knows at least one way to channel magical potential as spells, using a thematic focus—or School—to control their power. **Each adventurer has one School, with certain Attainments giving access to more Schools.**

Anyone can cast spells of their Level or lower.

A spell is usually cast as a Challenge roll or as part of one. As the spell caster tampers with fate, they must roll with the Drama dice. Most of the time, a spell has the same Challenge as the level a character unlocked it, but changes in circumstances (preparing a ritual advance, assistance, rare reagents, rushing the casting or stretching what the spell allows) can modify the Challenge.

Feel free to add more Schools and/or Spells of different sources.

Evocation

- 1: Chill
- 2: Magic Missile
- 3: Acid Arrow
- 4: Fireball
- 5: Thermal shift
- 6: Lightning Bolt
- 7: Disintegration
- 8: Sunbeam
- 9: Conflagration
- 10: Bouquet of Falling Stars

Conjuration

- 1: Summon Familiar
- 2: Faithful Steed
- 3: Summon spirit
- 4: Conjure force
- 5: Truthful Aura
- 6: Summon divinity
- 7: Reach beyond the Veil
- 8: Walk Between Worlds
- 9: Stampede
- 10: Conjure Host

Transmutation

- 1: Mend Self
- 2: Perfect Disguise
- 3: Restrain Body
- 4: Animal Shape
- 5: Flight
- 6: Mend Others
- 7: Mutation
- 8: Shapechange
- 9: Mask of Divinity
- 10: Dragon Shadow

Protection

- 1: Arrow-snaring Cloak
- 2: Dancing Shield
- 3: Armor of Conviction
- 4: Shelter
- 5: Awesome Wall
- 6: Sanctuary
- 7: Diplomatic Flag
- 8: Flight of Doves
- 9: Forcefield
- 10: Mind Fortress

Forest

- 1: Honey Heist
- 2: Clear Path
- 3: Tap Water
- 4: Animal Communion
- 5: Call of Nature
- 6: Primordial Empathy
- 7: Elemental Storm
- 8: Bestow Intellect
- 9: Awake The World
- 10: Power of the Season

Time

- 1: After-image
- 2: Freeze Wounds
- 3: Haste
- 4: Burden of Time
- 5: Prediction
- 6: Scry Past
- 7: Importune Future Self
- 8: Time-out
- 9: Daily Rewind
- 10: Save Point

Space

- 1: Promptly Retreat
- 2: Blink
- 3: Call Object
- 4: Twist Path
- 5: Stretch Space
- 6: Phase Shift
- 7: Everlasting Portal
- 8: Teleport
- 9: Labyrinth
- 10: Create Plane

Water

- 1: Slicing Cut
- 2: Water-walking
- 3: Soaring slice
- 4: Water Darts
- 5: Underwater Movement
- 6: Acid Rain
- 7: Spinning Whirlwind
- 8: Become Water
- 9: Tidal Wave
- 10: Cleansing Deluge

ADVENTURING



During your adventures you will get into trouble. Whenever you encounter an obstacle, you **Face Challenge**. Whenever you engage a threat, you engage in **Combat**. You can improve your odds and add extra spicy drama by engaging in **Hijinks**.

FACE CHALLENGE

You start by assembling a pool of dice as you describe what you are trying to accomplish and how. **Take a d20 for each:**

- You have at least a skill that applies.
- You use your Iconic Item in an useful way.
- You spend a Magic Item.

You can also get an additional d20 by accepting **Hijinks** from another player or Ringmaster.

You can also get a different-colored d20 (**the Drama Die**) if you declare yourself personally invested on this situation. **You always must use this dice if you are using magic.**

Compare results:

- **Each 11+** Result is a Success.
- Each **20** is a Critical Success. It counts as 2 successes.

- If any dice **has a 1, a Critical Failure happens**. It does not detract from your progress resolution, but adds a complication that occurs as result of your attempts to overcome the challenge.

You can always reroll the Drama Die, until you are satisfied with the result, unless:

- You got a Critical Failure
- Drama die was the highest die in the pool.

You need several successes to overcome the obstacle. The Ringmaster assigns the Challenge value, **between 1 and 10**. Once you obtain these successes through one or multiple Face Challenge actions, you are able to advance your goal.

The Drama Die demands special attention. If the Drama Die is the highest die or tied with the highest, increase your Drama by 1; expect some personal drama to drop on you at the moment it would be most awkward. Bonus points if it is related to your Drive.

If you get a Critical Success or Failure on the Drama Die, a Twist happens. Resolve the roll as normal, but something was not quite what it seems, and new information is given to reframe the situation.

COMBAT

Whenever a combat start, the Ringmaster assembles a dice pool to represent the chaos of the battlefield.

- A light-colored d20, laid in front of each player or color-coded. This is the Weak Point of each party member, and what makes them vulnerable.
- A dark-colored d20 for each party member. This represents their skill as combatants, and their capacity to overcome their enemies.
- Add an additional dark-colored d20 if you know the creature Weakness.

Roll all assembled dice.

Compare dice against the enemy Level. Each enemy has a Level from 2 to 20, determined by the Ringmaster. Use of spells, traps, and **preparation may reduce a creature's level**. If two or more dice beat the enemy Level, they defeat the creature. **If any dark dice match the number of a light dice**, that player suffers an injury or loss that makes them vulnerable; increase their Drama by one, as their dramatic elements will exploit this opportunity.

If the enemy has not been defeated (if the two highest dark dices results are lower than the monster's Level), you have the choice to retreat or continue combat. When you retreat, you must give your Weak Point light die to

another player, as they have to cover for you.

Once you determined which combatants are involved, **add one more dark die and re-roll all the dice.** Resolve as previously. Repeat as many times necessary or until one side retreats.



HIJINKS

You can ask about Hijinks whenever you are making a roll. Each player - GM included — can offer a suggestion. A Hijinks is something that happens during the roll—no matter what. They should never invalidate the successes, but make the situation more interesting. Some suggestions for Hijinks:

- Introduce a character.
- Share a spotlight with another player character.
- Separate someone.
- Force a dilemma.
- Consume a resource.
- Reveal a dramatic truth.

You can refuse, accept, or combine any numbers of Hijinks. If something doesn't quite work for you, you can suggest changes that may be more comfortable. **If a Hijinks affects your character in a way that makes you uncomfortable, you have right of veto over it.**

DRAMA



Adventures and questions are nice, but we are here for Drama. Drama is how we get our characters into trouble, allowing them to face the world and grow.

Drama has a value between 1 and 6

Whenever a character increases their Drama, the Ringmaster prepares the **immediate setup**. This is how you advertise future badness, collecting information to escalate Drama. Do this by asking someone at the table (often the player of the character subjected to Drama) a leading question. Here are some examples:

- *How do you feel as things seem to go your way?*
- *What tells you that the owner of this place shares your tastes?*
- *Who walks in just in time to witness this moment?*
- *Why do you hesitate before accepting the sword?*
- *Which of you thinks they deserve to be the new captain?*
- *Where were you the last time you saw the banner of the Hegemon?*
- *The ritual needs an additional component. What is it?*

Build upon the answers, going back into the conversation as needed. **You are going to need this when Drama escalates.**

MANAGING DRAMA

Adventures are good at throwing themselves into their job to not have to think about their Drama. Losing yourself into other people's troubles is not without Consequences. **Once you get to Drama 5, you can throw yourself at the current adventure: you either get too involved with relevant characters, take unnecessary risks or commit great sacrifices.** Roll a dark d20; if you get 11+, you can take a Consequence to reduce your Drama by 4. You can do this multiple times during any adventure you get to Drama 5.

CONSEQUENCES

Consequences represent ongoing complications that stand between you and your Drive and/or something that impairs your adventures. They may make Challenges and Combats more difficult, create complications in the fiction, or make Drama more dangerous. **You can clear Consequences in between adventures.** If at any point your character has six consequences, it is impossible for them to continue the current adventure: **they must retire temporarily** and may need to reconsider if their Drive is worth the continuous risks of adventuring.

Players create Consequences for their characters when they succeed at Managing Drama.

Example Consequences:

Broken Arm

Mortal Wound

Missing Eye

Charmed

In Love.

Caught in a Lie

Running From The Law

Disgraced Reputation

Indebted to the King

Oathbound

Reluctant Leader

Exhausted

Wolf-cursed

Magic Drain

Dragonmold Carrier

Disarmed

Phasing Out of Reality

Seasickness

ESCALATING DRAMA

Once a character Drama gets to 6, their past and future catch up with them. Each new scene during the adventure, the Ringmaster should remind the table that this threat is coming home and cannot be ignored anymore. They can do so by:

- Remind them what is at stake.
- Threaten their Drive.
- Present a dilemma.
- Reveal a terrifying secret.
- Let enemies rejoice in their temporary triumph.
- Show the effects of their neglect on the world.

CONFRONT DRAMA

After an adventure end, **a character with Drama 6 must confront their Drama**. Put the spotlight to them and have them unleash all they can: call in any favor, use any tool at their disposal, discharge all magic and techniques they have mastered. After they narrative all they do, decide as a group what it takes for them to accomplish their goal.

- They contain the threat—for now. The Drama will eventually return, but that is a problem for future you.
- The threat has to be engaged directly. Facing it becomes the next Adventure.
- The plan is solid but takes time. The character will be too busy to join the next Adventure.
- It requires great personal sacrifice. Change your Drive.
- The character is no longer willing or able to continue adventure. Retire the character.
- The world reacts to the ongoing drama. A major change occurs to the setting.

DOWNTIME



Any time not spent questing or adventuring is called **Downtime**.

Downtime can be one or more session, during which you let the game breathe. It is a place to meet the home and support network of characters, to see them interact with each other without the stresses of their occupation.

And sometimes it is when characters face their demons.

After completing an Adventure or Quest, engage in Downtime. Play any number of scenes as the characters celebrate their successes and prepare for new endeavors. Then, for each character:

- Resupply
- Improve Iconic Item
- Level up scene

RESUPPLY

The game assumes the characters are able to resupply most usual adventuring supplies without issues. Unless a Consequence modifies it, everyone gets armor and weapons repaired, a pack full of rations and whatever useful trinkets they may want.

More intricate assistance is limited by resources and time.

Three times per Downtime, each character may:

- Remove a Consequence and play out how.
- Get a Magic Item from their support network.

MAGIC ITEMS

Magic is ubiquitous but also unique in its manifestations, hard to predict even when codified in spells. Magic Items are particularly rare; Iconic Items are powered by the will and Drive of their wielders, but most objects imbued with magic energies tend to lose their power when left unattended.

Magic Items are **one-use items** that lose their power after being unleashed. They can be used to **create an effect or as part of a Face Challenge**. Whenever you want a new

Magic Item, **Put five dark and five light dice inside a bag. Pull out two dice, roll them and check on the following lists.**

LIGHT/LIGHT

2 Sanguine Thermometer: take the temperature of a relationship

3 Brittle Brick: crush to undo a mortal work

4 Ceramic Magpie: whisper into it a secret that is hidden from the world--until it breaks

5 Iron Coin: whatever you offer when offering it may be exchanged by the coin

6 Split Lens: find anyone's weakness

7 Bone Whistle: summon a powerful spirit

8 Bean Rattle: calm the restless

9 Dark Water Clock: create a secret hour for those with your blessing

10 Crystal Fame: bring fire to those beyond your reach

11 Limestone Knife: escape your current dilemma and take control of fate

12 Bottled Spring: release an awkward amount of water

13 Sacred Goose: dispel all illusions and reveal hidden threats

14 Oozing Brush: write a message that refuses erasure

- 15 Canned Joy:** create a powerful illusion
- 16 Bronze Piston:** prototype an ingenious machine.
- 17 Stirring Groma:** create a bridge between two locations.
- 18 Fractal Spire:** protect from a lethal wound.
- 19 Rocket Boots:** Reach the unreachable.
- 20 Dragon Tears:** shape the environment and command local reality.
- 21 Velvet Glove:** take whatever you set your heart on.
- 22 Living String:** restrain or bind the restless.
- 23 Roaring Flag:** issue an unrefusable challenge.
- 24 Resonating Tattoo:** bare and amplify the potential of the bearer.
- 25 Escape Fruit:** say its name aloud to escape this place.
- 26 Silent Bell:** conjure a ghostly feast of your favorite food.
- 27 Fencing Stick:** piercing and knocking, you deny a fair fight.
- 28 Mirrored Locket:** exchange places with someone
- 29 Urban snowflake:** melts with the echoing sounds and smells of a crowd.
- 30 Mutual bracelet:** someone shares what torments and empowers you.
- 31 Bottled Eclipse:** snuff all light and condemn an area to

darkness.

32 Clay Flesh: mend all wounds and illnesses.

33 Bloodhound Ball: nobody can elude the tracking skills of this spectral dog.

34 Vengeful Canary: alarms fail, sentries are distracted and scents subdued, allowing for the perfect ambush.

34 Flawed Bezoar: nullify any poison.

35 Charmed Cat: this ebony cat will share with you its impossible luck.

36 Personal Stamp: write someone's name on it .

37 Topographic Marker: mark a resource or vein and teleport it to a location of your choosing.

38 Ferocious Stapler: whatever it staples together, stays together.

39 Automata Merchant: get any magic item you need, right now.

40 Magic scroll: comes with a spell and may cast it.

LIGHT/DARK

2 Wishing Cricket: make a wish, but the cricket demands something in exchange.

3 Drunken Parrot: release to spread discord and hostility between two groups.

4 Horse Blinders: hide something from everyone's senses.

5 Moonstone Memory: record a memory that can be relived by anyone holding the stone.

6 Endless Scroll: whatever you write in it subtly appears in all printed medium.

7 Dragon Saga: dragon biographies are too much for mortals, and reading from one can make anything fall asleep

8 Clear Blood: bring new life by pouring it over a target

9 Blue Dust: consume for a burst of azure arcane power

10 Royal Flute: charm a noble or another unjustifiable authority

11 Weeping Key: close or open any lock. You can create a lock where there is none, but the key will cry

12 Still Mirror: freeze the image reflected within forever

13 Scorching Sunfire: release a storm of plasma and light

14 Sybil Head: provides an unnervingly accurate prophecy

15 Stone Egg: boil to feed a village

16 Many-Worlds Atlas: take something from another universe into ours

17 Pickled Tongue: project your voice across any distance

18 Jeweled Beetle: can perform a single task with eighty eight years of skill

19 Turtle-Drum: split earth and water apart

20 God-puppet: string and wood can still call miracles, as long as you play the part

21 Misery Chimes: traps a dream and allows you to visit it

22 Blooming Worms: these hardworking animals can make a lot of organic matter disappear

23 Thousand Heresies: the gods look away, which is convenient if you want to hide something from them

24 Postcard of Adventure Past: teleport a group to a location you have been too

25 Golden Cloud: give you the clout and bearing of a demigod

26 Triton Twin-Tail: breath and maneuver underwater for a day and night

27 Spotted Dictionary: confuse and befuddle those unwilling to listen to you.

28 Grey Letter: write down a letter to the past

29 Clockwork Magpie: steal anything, no matter how immaterial

30 Antler Box: open to cover an area in spikes and snares

31 Deck of Curses: split the deck to curse the deserving

- 32 Shroud of Moths:** fly for the direction of a scene
- 33 Earthshaker Foot:** tremors spread from where you stand
- 34 Universal catalyzer:** perform any reaction at peak efficiency
- 35 Crossed Rulers:** adjust something size up or down 10%
- 36 Courier Badge:** gets you invited anywhere.
- 37 Snowflake Staff:** encase something in eternal ice.
- 38 Armillary Sphere:** find out when and where crossing will be allowed between this world and another.
- 39 Catalog of Forbidden Knowledge:** remember out a lost truth that has been purged from living memory.
- 40 Shining Tablet:** recreate functional simulacra of a ruined location.

DARK/DARK

- 2 Philosopher's Skull:** transmute lead into something of great value.
- 3 Census of True Names:** impose a magical geas/quest upon someone.
- 4 Fingernail Boat:** expand into a full-sized six persons boat.
- 5 Tar Ring:** convert a large area of organic matter into

highly flammable fuel.

6 Contained disease: unleash a terrifying pathogen in unpredictable ways.

7 Boardgame Piece: re-position someone.

8 Curious portrait: learn the identity of the figure in the portrait.

9 Polished shell: provide comfortable shelter.

10 Roof tile: never misses a target.

11 Mortician's Scalpel: remove or add something from a body, without pain or loss for the target.

12 Red Sand: crush into a wondrous gem.

13 Nauseous song: disorient a crowd.

14 Stone trumpet: give life to inanimate matter.

15 Asphodel flower: quench all-consuming desire with contentment.

16 Glass Grass: create a dangerous, vicious terrain.

17 Jade Bullets: shoot someone into place.

18 Deck of cards: shuffle to reroll all your dice.

19 Lightbox: program it to repeat a simple task as long as the box lasts.

20 Pickled Starfish: confer impossible regeneration and awful taste.

21 Vampire Feather: grant the vampirism and prowess of

a stryx.

22 Chicken Feet: greatly increase overland travel.

23 Oathbreaker Veil: become a pariah to allies and friend to enemies until you remove the veil.

24 Scapegoat Skin: activate to pin your current action on the last person to touch the skin.

25 Blackstone Ichor: earn the favor of a being beyond reality.

26 Cracked Teacup: impose a ceasefire.

27 Coal Toaster: produce ridiculous amounts of smoke.

28 Ruined Notebook: allows you to change one of your magic schools.

29 Road Sign: prevents ambushes and stops any traps from triggering.

30 Butterfly Coin: throw it on salty water to gain the service of a carnivorous giant butterfly.

31 Grass Crown: provide or receive rescue.

32 Tunneler Mask: discoverer a structure invading a natural space.

33 Diamond Drill: create a permanent shortcut.

34 Elegant Worm: see through matter of your choice.

35 Lion's Guile: disappear into the shadows and remain invisible until sundown.

36 Glass Coffin: preserve what is deposited within until

reopened.

37 Amber Kris: cut through anything but never break skin.

38 Bunny Slippers: climb up any walls.

39 Sagacious Jewelry Box: fuse two magic items within it, with unpredictable consequences.

40 Ebony hairclip: store your current garb and look, ready anytime you put this on.

IMPROVE ICONIC ITEM

You can sacrifice Magic Items, channeling their energies. These powers are much weaker than the original item's, however, they are attuned to your character's will and thus, long-lasting.

You may do this **once per Downtime**.

When you **sacrifice a Magic Item to feed your Iconic Item**, roll a light and a dark dice. If the light is the highest, pick a light feature. If the dark is the highest, you pick a dark feature. If you get a tie, the Iconic Item gains a **modified ability of the Magic Item sacrifice, created by the Ringmaster**.

Describe how the Iconic Item has changed to reflect its new abilities.

LIGHT

- 1 Dancing:** the item can act on its own.
- 2 Dusk:** it is a treasure blessed by the Dusk Covenant (or celestial/"good" powers).
- 3 Defensive :** Once per adventure, negate Drama gain.
- 4 Hopeful:** communicate when an ally is in peril.
- 5 Awesome:** can perform a miraculous, impossible feat once per campaign.
- 6 Communal:** once per adventure you can lend it to another, giving them a Hijinks dice without further issues.

DARK

- 1 Blooded:** bleed yourself and your enemy.
- 2 Phasing:** the item can phase through matter, with odd repercussions.
- 3 Ostentatious:** it inspires awe and draws attention.
- 4 Dawn:** is attuned to the Dawn Pantheon (or infernal/"bad" powers).
- 5 Deflective:** Once per adventure, deny a Drama gain at the expense of someone else.

6 Distressing: Communicate whenever enemies are nearby.

LEVEL UP SCENE

Once everyone is happy with what they accomplished during their Downtime, **players take turns playing their characters during a special scene.**

They **increase their level by 1**, and frame a scene where the evolution of their character is put under the spotlight. It can be as developing a relationship with a new character, learning a new technique, having a novel experience or getting an impressive toy that makes them more competent.

Once that is done, everyone is ready to **go back to Adventuring.**

RINGMASTER



One of you will be the Ringmaster. You don't make a character like the others; instead, you play everyone else in the world and make sure it is an interesting, rich place worth saving.

Sounds overwhelming. Don't worry. You got this. This is easy. If at any moment you are unsure what to do, remember to:

- Listen to the players.
- Delegate to the tables.
- Take a break.
- Consult the rules.
- Ask more questions.

Everyone eventually strikes their own flow. You will find your own, as long as you focus on your group experience and needs. I will not tell you how to Ringmaster, that is how much confidence I have on you. Instead, I will help you what an overwhelming aspect of being a Ringmaster that aim to organize a long-campaign that mirrors the shows we seek to emulate: **structure**.

SEASON/CAMPAIGN

The traditional way these games are structured is as part of overarching campaigns or seasons; essentially, a season is a grouping of episodic adventures. Play with the structure as you wish, but for learning these games, we suggest:

- **Plan for five/six Adventures.** This is a good number that allow character growth, the achievement of Drives and some high-stakes Drama.
- **Have an overarching Theme.** Having a well-defined single word theme can help otherwise dissonant episodic adventures come together. It can also help you focus when overwhelmed.
- **Keep looking for Touchstones.** Touchstones are the elements that define your campaign, how you can evoke and play with its theme. Pay attention to your players; if they seem to come back to the same location or people, if they keep talking and asking about something, congratulations: there's your Touchstone.

Our Ringmaster s preparing their first campaign. They have a good idea for an adventure based on their players, so they write it down: "Goblin Mines of Feldelver". They leave the other five adventures empty for now.

They think about the Drives of the player characters and settle on a theme: Home. They cannot wait to see which touchstones come from this.

CAMPAIGN SHEET		Theme
Adventure Goblin Mines Of Feldelver	Adventure	Home
Adventure	Adventure	
Adventure	Adventure	
Touchstones		

EPISODE/ADVENTURE

An adventure is a single, self-contained story or quest. It will probably take between 1-4 sessions of play to get through. We can break an adventure down into the following elements:

Level and Challenge. These numbers should give you guidelines for the difficulty of enemies and challenges during this adventure. Levels go between 2 to 20 and Challenges from 1 to 10. When in doubt, make the Level equal to the player's and the Challenge half of that (rounded up).

Summary. The premise of the adventure. A good summary should establish the initial setup as players arrive. A great one should outline what may happen should players not intervene.

Goal. The aim of the quests, why players are here. Most common victims of Twists and Hijinks; do not cling to it.

Cast. Six landmarks, events of characters crucial for the adventure. A name or evocative description is enough.

Reactions. How the adventure strikes back at characters when they fail and/or gain Drama. Most of these replace Drama gain, unless you don't want it to.

Back at Goblin Mines of Feldelver, let's establish the summary and Goal.

Summary: A bold commune of goblins has taken mining in the dangerous Feldelver Mountain. Their hard work has helped resettle many refugees escaping the hegemonies, but something is off. Their shipments and requests have stopped and there are rumors of a Hegemon Army in Feldelver.

Goal: Find out what troubles the goblins of Feldelver.

For a starting adventure for new players, our GM sets its difficulty quite low.

Level 2, Challenge 1.

For the Cast, our GM has a few ideas, but leaves two slots open for future developments.

Cast: Worker's Council, Erratic Automatam Hegemony Soldiers, Arcane-Captain Amarante

The goblins living in Feldelver and a trio of possible sources of their troubles. Finally, our GM comes up with some Reactions that represent the fickle nature of Feldelver's mines, ruins and spirits.

Reactions: Lost (Whenever you get Drama, you also get separated from the group.); Wild Magic (When you cast a spell, ask players for Hijinks or get Drama).

ADVENTURE SHEET

Level

2

Challenge

1

Summary

A bold commune of goblins has taken to mining in the dangerous Feldelver Mountain. Their hard work has helped resettle many refugees escaping the hegemonies, but something is off. Their shipments and requests have stopped and there are rumors of a Hegemon Army in Feldelver

Goal

Find out what troubles the goblins of Feldelver.

Reactions

Lost. Whenever you get Drama, you also get separated from the group.

Wild Magic. When you cast a spell, ask other players for Hijinks or you get Drama.

Cast

Worker's Council

Cast

Erratic Automata

Cast

Hegemony Soldiers

Cast

Arcane-Captain
Amarante

Cast

Cast

CAST MEMBERS

The cast elements of the adventure demand special attention. You don't have to establish most or even any element in advance, and you may write leading questions for players.

Level and Challenge. In case the cast element has different ones from the adventure's average.

Six traits. Short but evocative, these should help you roleplay, describe and portray those locations. It can be overwhelming; we suggest you draw inspiration how something is perceived by different senses, their inner world, and questions you ponder when looking at that cast element and their role in the adventure. These traits players should learn easily when interacting with this element.

Core Flaw. While other traits may change or be made irrelevant, each element has a core defining element that they cannot overcome; this makes this flaw their weakness, which can be exploited to make challenges and combat easier. Whenever you wonder how a cast element would react to some action, look at this core flaw. Unlike other traits, these are hard to discern. Players should need magic, wit and take risks to learn them.

Reactions. Just like Adventures, Cast elements can have their unique way to react to players actions, specially

their Drama and failure.

Our GM leaves most elements vague for now and fill after some input from players, focusing only on Arcane-Captain Amarante. They picture a haughty and ambitious elf wizard.

Level and Challenge: 3 and 2. They think Amarante is likely to be the antagonist of the adventure, and a general pain in the ass.

Traits: Cruel beauty, Sulphur and pine resin, Rough burn scars, Courteous mockery.

While they can see how Amarante looks, performs and smells, they are having problems nailing their motivation. So they write two of the Traits as questions to ask players:

Traits: What marks Amarante's disgrace in the eyes of the Hegemon? Why does Amarante seems to respect you as a peer?

Getting a good feeling of the type of person Amarante is, our GM gives them the following Core Flaw: Hegemon instead of the Hegemon.

It seems Amarante strong opinion of themselves and usurping ambition keeps landing the elf wizard in hot water. Not much of wizardry on this character, so they decide to make those traits into Reactions.

Reactions: Spellsword. Whenever someone gains Drama fighting Amarante, Amarante can cast a spell of their level or lower. Arcane Cunning. If Amarante witnesses someone cast a

spell, they may use it later that adventure.

CAST MEMBER SHEET

Level

2

Challenge

1

Name

Arcane-Captain Amarante

Core Flaw

Hegemon instead of the Hegemon

Trait

Cruel beauty

Trait

Sulphur and
pine resin

Trait

Rough burn scars

Trait

Corteous Mockery

Trait

What marks Amarante's
disgrace in the eyes of the
Hegemon?

Trait

Why does Amarante
seems to respect you
as a peer? ?

Reactions

Spellword. Whenever someone gains Drama fighting
Amarante, Amarante can cast a spell of their level or lower.

Arcane Cunning. If Amarante witnesses someone cast a spell,
they may use it later that adventure.

ROARING VALLEY



The Dawn came the world, and its pantheons made them people and their grand empires of awesome achievements in cruelty. Their divine command went unchallenged, until the dragon turned on them and freed the Dusk. The Dusk, the divinities and spirits that did not just build the world, that were the world. Chaos flowed back into the the world, but the Dusk made its Covenant with the people, sheltering them and allowing them to rebuild upon the vanity and hypocrisy of empires. They gave us The Valley, but it is up to all to make it Roar as the hegemony encroaches.

You can play this game on any setting or world you wish, create your own, or just use the scenarios of your favorite shows. We offer the Roaring Valley as the framework for your campaigns, should you wish one designed with new media, streaming and this game system in mind.

Some core elements of the Roaring Valley:

Mostly fortified villages, with a dozen or so towns and cities where the rivers, ancient roads and railways meet.

Everyone has some relationship with magic, a gift from the divinities of the Dusk Covenant.

While the existing communities and known paths are (mostly) safe, one only needs to veer into the woods or mountains to find dangerous ruins, monster dens and rampaging spirits and divinities.

- People organize themselves in extended families, communes, social clubs, tribes and guilds. One individual may belong to multiple groups, sharing their time and labor across them; no matter their abilities and effort, they are provided with shelter, healthcare, food and education.
- Anything not provided by the local communes is handled by the different merchant guilds, tribes and clubs; they often seek rare services and skills, while traveling between communes and offering what individuals may desire.
- Sometimes, individuals have goals and desires that go beyond the consumption that communes and merchants can fulfill; these efforts require the goodwill and labor of multiple groups, and there is only one job that can earn one that privilege: adventurer.
- Adventurers gather of groups of like-minded individuals, tackling the tasks not covered by the majority of the people: fending off agents of the hegemony, dealing with rogue divinities, tracking and mapping monster migrations or delving ancient ruins.

PEOPLES OF THE VALLEY

Barely of any importance today, the lineages and heritage that compose most of the inhabitants of The Valley speak to its past and the long shadow it casts.

ELVES, DWARVES AND KIN

The gods would miss the potential and chaos, and sought to preserve in a magical people. They embodied change, and the power to enact it through and with their environment; it comes to no surprise that they attuned themselves to powerful arcane energies, becoming a myriad of peoples and cultures. The most prominent ones are the cultural blocks of elves and dwarves. Them and their less common kin share an affinity with magic, an understanding of their environment, near-immortality and maturing from immaterial elfin spirits.

HUMANS AND GOBLINS

Dawn Pantheon theology proclaimed the various human and goblin as servants for nobler people, a disgusting view fitting those monstrous deities. They share a lot of characteristics that made them excellent workers: short lives, diversity, adaptability and strong bonds of community and love. While some state hyperbolically that The Valley was build by humans and goblins, that betrays the one unifying trait of these heterogenous peoples: their capacity for impossible charity, working

entire lives to leave wonders and knowledge for those that will come after them.

COURTLY FOLK

While the Dusk Covenant protects The Valley from meddling from the faeries, they do not deter those mortals that seek them willingly. Those bittersweet encounters gave us no shortage of tragedies and comedies, but left its imprint on the cultures of the Roar. Generations of children-simulacra, fey migrants and those contract and spell-bound gave birth to its own culture: the courtly folk. Despise being a disproportionately small group, they have carved their own niche in The Valley. They focus in promises and contracts, curses and blessings, and more important, on the treatment of criminals and their rehabilitation.

STAR FOLKS

It may seem out of character for the Dawn Pantheon, but the last people they wanted in their world was one of true, boundless love; people that could explore beyond the veil of this world, capable of seeing love in being that even chaos was foreign to. No wonder many theologians argue this act of creation was the Dawn's sole concession to the Dusk. Most star folks never returned, still wandering... beyond. Some have come and introduced unique lineages, the two most successful being the Taminorel clan and the Dawned. The Taminorel have

found boundless spirits of raw potential and strong emotions and gave them masks—and their flesh. Returning to the world with these demons, Taminorel built a mighty empire that challenged the gods themselves; some blame these demon-touched starfolk for the end of the Dawn era, while some thank them for the same. The Dawned are descended from star folk that loved even the distant Dawn pantheon, bringing their light into this world; people from The Valley struggle with their prejudice against them.

CANTONS OF THE ROAR

The loose federation of communes, social clubs and tribes of The Valley roughly divide themselves in six cantons. Each has its seat of power, which handles decisions that affect all and organize defense and diplomacy, and crisis response. While most people go through their whole life without interacting with the canton system, they are essential for the life of adventurers. Each canton has a half-dozen major settlements.

BULL

The biggest canton, Bull borders all others. More people live here than anywhere else, organizing themselves in countless different ways, preserving old cultures and creating new ones. Perhaps the most striking element of the Bull is the role magic and the Dusk Covenant plays. Sanctuaries simple and grandiose honor the Divine

Workers, the Divine Means, and the ways they cooperate with mortals to stave off exploitation and suffering.

Oleria is more a temple complex than a city. It is a major center for festivals, for miracles and the meeting of people that miss each other. If you have a large, unreasonable demand your social groups cannot sustain, you come to Oleria to plead your case. Most adventurers start their careers in this sacred place.

BOAR

Boar is a deliberately untouched canton. With more complex production acting elsewhere, the peoples of Boar are focused in harmonizing their lives with the ancient beasts of the world—and taking their hard-learned lessons everywhere they go. Boar is also a place fitting for those that value privacy and solitude in a society of communal living; it is easy to lose yourself in its hills and forests, while still being supported by Boar's inhabitants.

Lurius is a city of games and competition. If you are proud of your skills, you are expected to test them in some ways on the many arenas, taverns and game rooms at some point on your life or nobody will take you seriously. A strange tourism industry has boomed, as beings and peoples beyond the Roar smuggle themselves into the Boar to witness and take part on these competitions.

EAGLE

The fallen canton, Eagle proves that even all the accomplishments of the Roar are fragile and fallible. Hegemony forces took over most of Eagle, and a new generation has been born and raised knowing only this. Some secluded communes and resistance groups still live on, even after the canton has been cut off from the rest of The Valley.

In-fighting between hegemony has led them to abandon Eagle and create an opportunity. The Garden was founded recently, a cell of freedom fighters supported by the occasional adventurer that breaks into Eagle. Unfortunately, if the rumors are to be believed, the people of Eagle have been poisoned by hegemonic realism and may be dangerous allies.

CROW

The Crow canton is the gateway to the outside world, as well as where the ambitions of hegemony are crushed over and over again. Voluntary forces occupy ancient fortresses on its many mountain passes, pirate fleets sail from its rich-delta and cunning diplomats and courtiers play enemy agents against each other.

Perch, home of the Corvine Conservatory and one of the major ports, is the seat of Crow administration. It is a town of tricksters and strange covenants, dedicated to the tenets of The Valley as the rest of the Roar.

PHOENIX

No canton has inherited the most than Phoenix. Ancient and new infrastructure permeates most of the canton, and its maintenance is the main priority for the peoples that inhabit it. The beating heart of the Phoenix proves that there's another way, that all needs can be met with will and flowing work.

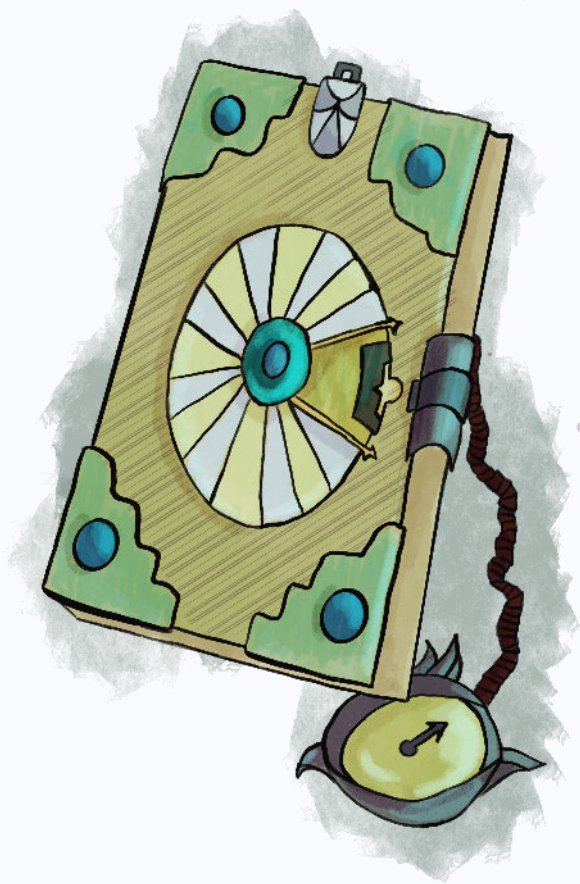
Taminoa is the center of the canton, and the closest thing The Valley "capital". Massive parks and reserves flank extensive libraries and academies, with its center dominated by towering star folk ruins. Ferries and rails stretch in every direction, connecting every part of the Roar together.

GOAT

The chaos never left this canton, and it is a source of wonder and danger. The communities that inhabit Goat are rugged and curious, cataloguing the powerful spirits and magics that seem to erupt and how to hardness them to improve lives.

Regem is a city on wheels, moving to accommodate the ever-shifting environment and as the building of new infrastructure demands. The tents of Regem are filled with arguing and pondering over evidence and discoveries, as Goat defies any easy explanations.

WHAT NOW?



So, you tried this game and you decided you actually like this hobby. Great, always happy to welcome new people. You can stick around, and honestly, if there is interest on this game I would love nothing more than expand the Roaring Valley and made even design whole campaigns for this game. But more important, I would love to hear about your games.

The best way to become better a player or games facilitator is to try new games. These are some games that I have compiled, based on different genres, ease of play and the novel experiences they teach. I'm not recommending that certain game; we know you know of it.

[Trophy \(Dark and Gold\)](#). Trophy, the original progenitor of the Rooted in Trophy engine, offers a quite different experience than this game with similar mechanics. Dark and Gold are games about despairing people, braving a cursed forest and ruins for their very survival or as a last-ditch attempt to fulfill their goals. If you want horror, deadly experiences, and gritty fantasy you will want to check these games.

[Fellowship](#). A prime example of a fantasy game, with emphasis on community and grand heroics. You do not just play a dwarf or giant but THE dwarf or THE giant, a champion of your people. The original game was about facing a terrifying Overlord, but two variants of the game have been released: one centered about exploring a vast

world of people in need and mysterious wonders, another about rebelling against a world where the Dark Lord won.

[The King is Dead](#). An easy to learn game that gets all that A Game Of Thrones energy. The King is dead, and warrior princes and princesses of five great houses vie for control of the throne. Easy to learn and easy to teach, it explores character interactions through a series of unique mini-games.

[Bleak Spirit](#) and [Shadow of the Demon Lord](#). Want to bring some Dark Souls experience to your role-playing stories? These games are for you. Bleak Spirit focuses on emulating the atmosphere and grim decaying tone of Souls-like games, allowing everyone at the table to be surprised as they try to understand their character and the world through loose pieces of lore. Shadow of the Demon Lord focuses in giving an experience more similar to playing Dark Souls, focusing in system mastery, learning how to predict mechanics and attacks and a nasty, brooding, doomed world.

[Numenera](#). Want to play fantasy but with the power of memes? Play in a future so distant, everything is basically magic. With a solid system, easy to learn, and with plenty of supported products to expand your game.

[For the Queen](#). The best way you can spread your newfound love for roleplaying games. A brilliant story game about a queen traveling with their beloved

companions, players take turns asking questions to each other, learning their relationship with the queen and each other.

[Masks](#). One of most accessible superhero games, *Masks* does a great job emulating the stories about young heroes. With its clever systems, it allows you play exactly the story you want to tell, allowing your character to learn their place in the team, in the city, and clash against the expectations of adults. It delivers on drama, adventure and awesome action.

[The Quiet Year](#). One of the most unique story games, you play a post-apocalyptic community, rebuilding during a year of relative peace. You take turns through the seasons, establishing mysteries and characters, slowly building up projects. What will you build together? And what will survive past Winter?

[Dread](#). One of the most ingenious horror games ever, *Dread* conjures the tension and thriller of the genre into a physical object: a tower of wooden blocks. Each pull makes things harder, and if the tower falls, your character is doomed—to death or worse. A must try and an easy game to introduce new players!

[Fate/FAE:](#) Fate Core and Fate Accelerated are powerful narrative systems that allow a lot of versatility while using the same ruleset. You can find a decade of resources, with tools how to implement any genre or world in this ruleset. A great game to practice building your own games and worlds.

[Apocalypse World.](#) The ultimate post-apocalypse game, this is the Mad Max Fury Road of role-playing games. Even if post-apocalypse is not your thing, it spawned an entire new lineage of games. Perhaps you want the drama of teenage monsters of Monsterhearts? Or you prefer to go monster hunting and mystery solving with Monster of the Week? There is for sure a Powered by the Apocalypse game out there for you.

[Blades in the Dark.](#) Another dying fantasy world, this one is more Bloodborne, Dishonored, and Thief. Play a crew of thieves, doing daring jobs in a sunless world. You cannot really win, but damn if you are not going to get away with as much cash as you possible before your enemies and traumas catch up with you.

[Sunset Kills:](#) Relive the best hits of urban fantasy through 90s and 00s television with a clever take on Powered by Apocalypse. Want some Buffy, Charmed, Torchwood or Supernatural action and accessible rules? This one is for you.

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