

# BRINKWOOD

## The Blood of Tyrants

**Four words that describe this game:** “Robin Hood versus Vampires.”

### **Who do I play?**

Players take on the role of ordinary people: peasants, wastrels, craftsmen, laborers, and more, who have experienced a tragedy. You live in a high fantasy world, and can likely trace your ancestry back to mythical creatures such as elves, dwarves, merpeople or plant-folk. Tragedy radicalized your character, leading you to leave your old life behind and flee into the woods with the hope of building a movement capable of overthrowing the current order. You and your fellow players are allies, bound together and sworn to your mission of creating a better world, free of the vampire menace.

### **What’s the world like? How do we fit into it?**

The world is *castylpunk*, a mix of gothic, early industrial, and anachronistic high fantasy. Vampires control the world, feeding, quite literally, off the blood and rent of the poor and oppressed. When your character ran into the forests, they discovered the *Fae*, powerful, alien beings that share your disgust for vampires. After swearing yourself to a pact, you and your companions received gifts, a set of **masks** that give you the power to feed upon the vampires and use their abilities as your own. You will use these gifts to honor your pact, fighting against the vampires, gathering allies, and building a movement that can overthrow their bloody reign.

The game takes place in Cardenfell, a county on the island of Orslae, itself part of an archipelago called the Bloody Isles. Collectively, the Bloody Isles are ruled by a multi-tiered hierarchy of vampires known as the Crimson Crown. The Bloody Islands are culturally and ethnically diverse, though firmly under the heel of the oppressive Vampire Lords.

### **What’s the game system like?**

*Brinkwood* is based on the *Blades in the Dark SRD*, a system renowned for its purposeful mechanics, negotiated stakes, tension management, and narrative focus. In *Brinkwood*, play cuts straight to the action, with planning taking place in as-needed flashbacks. The stakes and effectiveness of each action and roll are quickly negotiated between GM and player in an easy to follow, step-by-step process. *Brinkwood* does not try to trick players with its mechanics, or paralyze them with indecision. The system is highly integrated, meaning that there is really only one type of roll, and the few variations of that roll are intuitive and easy to grasp.

*Brinkwood* departs from *Blades* by allowing players to take different roles each session. One session you might wear the mask of Violence, acting as the bruiser, fighter, or defender of the party. The next you might wear the mask of Lies, serving as a trickster, diplomat, negotiator, or “face.” This ensures that no matter your current adventure, you will always have the abilities necessary to participate and contribute fully to the adventure.

### **What are we up to?**

Currently, your party has been invited by your allies, the *Diggers*, a group of renegade farmers and agriculturists, to meet with them. They have intelligence to share about your mutual enemies, and a request that will serve both of your interests.