

𐤃𐤆𐤏𐤃𐤁 The Seal Will Be Broken 𐤃𐤆𐤏𐤃𐤁

A mini-RPG by Côme Martin for 3 to 5 Acolytes and no MC, written in January 2019.

As members of a secret brotherhood, you have sworn to protect the world against a sleeping Old God. You regularly perform the dark ritual which keeps it in slumber. But the God stirs in its sleep, and the weight of your duty gets heavier each passing year...

Start by building a pool of 6-sided dice equal to three times the number of players (so 9, 12 or 15 dice). Each player creates an Acolyte by describing their real profession,



scribing their real profession, their family, their friends and their reason for shouldering the hard task of keeping the God asleep. Acolytes, per the brotherhood rules, mustn't be in touch outside of obey a leader whose real identity they don't know.

Players decide how often and when the ritual takes place; they needn't specify how it unfolds.

A turn always takes place during a long period of time: several months or years in an Acolyte's life. Players decide on the game's rhythm and can very well talk about decades passing by during a turn if they want (in this case, they may have to create new Acolytes when the previous ones die of old age or of something else). The long time passing during a turn can have no relation with the rituals' frequency. During a turn, each player describes what happens in their Acolyte's life. This description always follows the turn's period of time: don't describe one particular day during the 3 months that go by, describe the 3 months themselves!

For example: The players decide 5 years pass during the turn. The first player says: "For three years, Federico keeps going to work and sorting files every day. But he believes less and less in his job, and his dreams are full of strange creatures. On the fourth year, he gradually stops working and goes on a world trip."

You can still describe short events happening during this long time, but you shouldn't focus on them during the whole time you speak.

"One night, in Marocco, Federico meets a clubber claiming to be a sorcerer. He doesn't remember what happens that night but the following weeks are eerily peaceful. And then, towards the beginning of summer, he starts dreaming about horrible things again..."

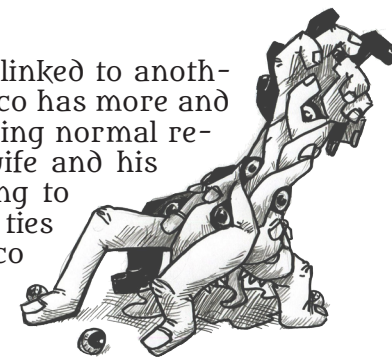
Players should include in their descriptions the problems faced by their Acolyte. Write them on pieces of paper or symbolize them with tokens.

When it's their time to speak, a player must introduce a new problem, or worsen an existing one (which now needs an extra success to be solved).

Problems can be personal (a double life you have trouble hiding; a disinterest in your job; a difficulty to have normal social relations...), related to the Acolytes' brotherhood (temptation to use occult powers; handling of a police investigation on the group; death of the group's leader...) or even to manifestations of the Old God (unexplained disappearances / appearances; temporary incarnation on the material plane; recurring nightmares...).

To solve one or several problems, a player takes as many D6 as they want from the common pool during his turn and rolls them: each success (3 or more on the D6) eliminates one problem (except worsened ones). A failure means the problem was addressed but the Acolyte's efforts aren't enough to solve it. Describe those successes and failures!

One problem can be linked to another: for instance, Federico has more and more trouble maintaining normal relationships with his wife and his son has stopped talking to him. By breaking off all ties to his family, Federico solves both problems at once.



If several linked problems are solved, one die is removed from the pool for every two linked problems (so if 2 problems are solved at once, one die is removed; if 5 are solved, 3 dice are removed).

When an Acolyte dies, all the problems that personally concerned them are removed from the table.

Once every player has described the actions of their Acolyte, the turn is concluded with a **group scene** during which Acolytes meet to accomplish their ritual. After appropriate exchanges and conversations, players unanimously decide how many dice from the pool they use for the ritual (usually all of them); for the Old God to remain asleep, they need as many successes as there are players plus one (so 4, 5 or 6 successes). As with solving problems, a success is a result of 3 or more on a D6.

If the ritual is a success (if enough successes are rolled), the Old God remains asleep and a die is added to the pool. If the ritual fails, the Old God starts to wake up and a die is removed from the pool.

The session ends with the Old God awakening when there are no dice left in the pool, or when there are more unresolved problems than dice in the pool.

