

Pastel Paradise



d66 Vacation Events

| | | | |
|----|--|----|--|
| 11 | A Lobster Leviathan (pg. 19) breaches the sea | 41 | A new Chromatic Cave Complex (pg. 3) entrance appears |
| 12 | A group of mariachis appear out of the blue | 42 | An island of carnivorous plants can be seen on the horizon |
| 13 | It's happy hour! All drinks served contain light narcotics | 43 | A multi-spherical beach volleyball competition is held |
| 14 | Fireworks that can't be seen but can be felt and tasted | 44 | A sentient coral reef is singing a cheerful reggae tune |
| 15 | A homeless eight-legged dogfish asks for food | 45 | A golden barge full of noisy tourists appear from nowhere |
| 16 | A double eclipse causes everything to become pink | 46 | It starts snowing but the snow is warm. It tastes weird |
| 21 | A maelstrom appears from nowhere | 51 | A village is controlled by Jellyfish Facehuggers (pg. 19) |
| 22 | An entire island of Sentient Coconuts (pg. 19) is discovered | 52 | The Golden Bazaar (pg. 4) has a 50% sale! |
| 23 | A volcano erupts with molten pineapple toffee | 53 | A celebrity opera singer appears with a huge entourage |
| 24 | Someone is riding a Lobster Leviathan (pg. 19) like a jet ski | 54 | The edge of the sea is slowly disappearing into the void |
| 25 | A goat-sized mosquito will simply not leave you alone | 55 | A carnival urges everyone to join the festivities |
| 26 | Rhythmic bongo drums can be heard in the distance | 56 | A fishing competition is being held |
| 31 | Someone is attacked by a Jellyfish Facehugger (pg. 18) | 61 | A horde of aquatic animals flee from something big |
| 32 | A glass-submarine restaurant surfaces. Special deal today! | 62 | A peddler of tropical shirts has a special just for you |
| 33 | A turquoise cenote is inhabited by lost travelers | 63 | An airship is exploring uncharted waters |
| 34 | A spire of Spira (pg. 3) has broken and floats on the sea | 64 | A comedian is making everyone laugh until they faint |
| 35 | A group of surfers are riding a tsunami wave | 65 | A group of villains are on a vacation from mischief |
| 36 | Dark pink clouds roll in with a tropical thunderstorm | 66 | The great annual treasure hunt is being held |



Pastel Paradise

A Vacation Sphere for Troika!

Written by Robin Fjårem

| | |
|----------------------------|----|
| Introduction | 1 |
| Setting | 2 |
| Locations | 3 |
| The Cosmic Port | 5 |
| Turtle Island Resort | 7 |
| Backgrounds | 11 |
| Enemies | 17 |
| Random Tourists & Denizens | 20 |

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Introduction

Calm waves rolling up on the beach leaving their soft foam behind with a myriad of ocean treasures. Tropical birds flying across the pastel sky. A ship bobbing lazily on the horizon. The faint sound of an ukulele. Holding a tropical cocktail with the biggest umbrella you've ever seen. Damn, you really needed this vacation. A retreat from the hectic life traveling across the spheres. And now you're here. Take a deep breath and lean back in the beach chair. Feel the caress of the warm sun across your face and all the worries of the world fading away.

Life has been rough for all of us during these troubled times. No matter where you live or who you are, I'm sure you've had your share of hardship and stress. This zine is for you.

Enjoy.

Robin Fjärem

What's the deal?

Pastel Paradise is a tropical vacation sphere for Troika!, set in the Pastel Sea. It's supposed to be an "in between" sphere, where players can go to relax and spend their silver pence after long and exhausting adventures elsewhere in the humpbacked sky. Here's what you get:

- ★ A few inspirational vacation destinations to flesh out
- ★ A cosmic port serving as a travel hub
- ★ Turtle Island Resort, a fully detailed vacation destination
- ★ Backgrounds for your Troika! characters.
- ★ Enemies to make things a bit more interesting.
- ★ Random tables to help your vacation game come to life

How to use it?

As a one-shot: Start at the Cosmic Port (pg. 5) and invite the party to Turtle Island Resort (pg. 7) using an all-inclusive ticket from a mysterious benefactor. If you have less than four hours: Go straight to the island.

Other suggestions: Flesh out the locations and turn it into a sandbox, use it in your own setting, or just use the backgrounds and monsters.

This is your module now. Be inspired, rip it apart, use the good stuff, throw away the rest. Have fun with it. Happy vacationing!

Setting

A disc of water is carried on the backs of two playful dolphins frolicking in the endless cosmos. Its ocean is a vivid and elegant azure that calmly caresses its shores with an emerald foam. The sky is a pale pastel blue with peaceful shell pink clouds. At night the twin moons keep vigil as the heavens above are lit by countless constellations in every color of the spectrum. Welcome to Pastel Paradise.

History of the Pastel Sea

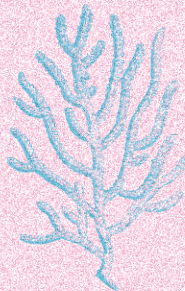
The Pastel Sea used to be a quiet place that just minded its own business. It had its cities and islands and beautiful waterscapes. The people lived in harmony and wished for nothing but a good catch and a nap in a hammock. Then the skies opened (literally) as a cosmic entity tore a rift in the sky. Through this cosmic rift, odd creatures and energies and magic entered in a cascading waterfall.

Visitors came to study the world, invade it for its riches, or simply go on a vacation. The chaotic atmosphere created by the rift made it impractical to travel by golden barge or other interstellar/dimensional vessels, so a need for more primitive vehicles arose.

Right below the rift, a cosmic port was built to accommodate visitors from other spheres. Its towering pink and silvery spire protrudes from the sea like a glittering swordfish breaching the surface. Here, ships are built and modified to be able to traverse the Pastel Sea. There is also a myriad of travel agencies that offer both adventure and relaxation packages. The prices are exorbitant, but sometimes a lucky traveler might be offered a spot as crew on a cruise ship or research expedition.

SEER

Starfish Entertainment Enterprises & Resorts (SEER) is the capitalist engine that makes the moolah go around in the Pastel Sea. They are responsible for the discovery and commercialization of most locations in the Pastel Sea. As ominous as that might sound, SEER is not actually all that bad. After many failed enterprises on other spheres they realized the importance of taking care of the ecosystem and native populace. Nobody wants to go vacationing in a barren cesspool after all.



Locations

The Pastel Sea is sprawling with visitors from spheres all over the humpbacked sky, and there is something for everyone! Just make sure to bring enough arms and legs to pay for all the fun!

Spira - The Cloud Spires

While most people decided to live in harmony with the ocean, the avian denizens of Spira built impossibly high spires to guard them from the dangers below and bring them closer to their phoenix goddess. Four paradise bird matriarchs rule this realm of tropical birds. From a distance, the spires look like cornstalks waving in the wind. Visitors are welcomed, but the only way to enter is by flight. Travelers visit to experience the intricate religious rituals carried out in the shrines to the phoenix goddess. And the view of course. Most of the Pastel Sea is visible from the top.

| d3 Adventure Seeds | |
|--------------------|---|
| 1 | Powerful off-world invaders threaten to cut down the spires |
| 2 | A phoenix was spotted, causing all Pastel Sea birds to flock to Spira |
| 3 | The matriarchs are dying of some unknown disease |

The Cosmic Port

Situated right below the Chaos Rift, this skyscraper-like port doubles as a port for arrivals and a hub for vacationers in the Pastel Sea. See pg. 5.

| d3 Adventure Seeds | |
|--------------------|---|
| 1 | Dozens of pirate ships lay siege to the port |
| 2 | The rooftop party of the ages is kicking off tonight |
| 3 | A world-destroying entity's child lost its parents on the landing pad |

Chromatic Cave Complex

A cave-diver and spelunker's dream, this vast underwater cave is a kaleidoscope of prismatic colors. Rumored to connect the entire underground of the Pastel Sea, this is not a destination for the faint of heart. Many dangers lurk inside, including bizarre creatures, collapsing caves, and noxious gas. But the reward for traversing these rainbow-colored tunnels is breathtaking beauty beyond words. Travelers have been known to be hypnotized by the deepest chambers, not wanting to leave at all. It's said that some of these travelers get changed into strange creatures by the cave's mysterious powers.

| d3 Adventure Seeds | |
|--------------------|---|
| 1 | A cult of lunatics is trying to wake an ancient evil entity |
| 2 | A hole is leaking prismatic toxic goo into the ocean |
| 3 | An artist wants to paint the deepest chambers and needs an escort |

The Golden Bazaar

A sprawling marketplace where anything from souls to golden barges can be found. As one of few actual islands in the Pastel Sea, its land comes at a premium, so the whole island is covered in scaffolding containing the bazaar's stalls on several floors. The bazaar is also home to a number of crime syndicates, waging relentless war against each other in the labyrinthine passages of the scaffolding. Make sure to hire a few mercenaries as protection when visiting. Items from most spheres can be found here, as long as one knows where to look. A Luck test is required to find an item, but for every failed test, something bad happens.

d3 Something Bad

| | |
|---|--|
| 1 | Caught in the crossfire of a crime syndicate shootout |
| 2 | Cornered by a gang of multi-spherical robbers |
| 3 | Part of the scaffolding collapses beneath the party's feet |

d3 Adventure Seeds

| | |
|---|--|
| 1 | A golden barge sale attracts customers from all over the spheres |
| 2 | A war breaks out over control of the cocktail umbrella market |
| 3 | The entire scaffolding falls into the sea, stalls and everything |

Turtle Island Resort

The most exclusive resort in the Pastel Sea, this tropical island is carried by a giant sea turtle. Here you can find exotic food, a casino, and several leisure and relaxation activities. Read more on pg. 7.

d3 Adventure Seeds

| | |
|---|---|
| 1 | A breaching whale showers the island with Jelly Facehuggers (pg. xx) |
| 2 | The gigantic turtle carrying the island is sick and refuses to swim |
| 3 | A murderer is on the loose, forcing the resort into lockdown |

Yr - The End of the World

An alabaster ruin on the edge of the world counting its last days, just waiting to tip over into the eternal void. Nobody knows who built it, and soon it will be gone. Below, the world-carrying dolphins can be heard, and for brave souls, a platform attached to a chain brings them off the edge to witness the dolphins in person. The ruins themselves are vast and said to contain immense riches in hidden water-filled chambers.

d3 Adventure Seeds

| | |
|---|--|
| 1 | A hole to a previously unknown chamber opens up |
| 2 | An original citizen of Yr appears from within the ruins |
| 3 | The end has come. Yr falls off the edge of the world into the void |

The Cosmic Port

A tear in the sky crackling with energy. Through it, golden barges, nautiloids, and other bizarre vessels enter the Pastel Sea. Vessels not equipped with reality distortion-shields may experience side effects. Below the rift, is a fuchsia-colored cylindrical structure that welcomes travelers from all corners of the cosmos. It is operated by SEER (pg. 2). After landing, please proceed to customs!

4F: Landing Platform

Shining with polished silver at day, lit by a million pink lights at night, the landing platform is sprawling with vessels from a multitude of worlds. Uniformed staff guide the landings with fluorescent glowing sticks.

4F: Customs

Adorned with a gigantic “Welcome to the Pastel Sea!” sign in neon pink and blue. Inside, thousands of travelers stand in line. Some wait for years to enter unless they gain access to the VIP fast lane. At the end of the line, a shrimp customs officer asks travelers to fill in a form and answer questions such as “What is the purpose of your trip?”, “Declare the last 793 spheres you visited”, “Carrying any world-destroying devices or substances?”

4F: Souvenir Shop

An armada of smiling shop attendants greets everyone at the entrance. The walls are lined with souvenirs for all budgets and tastes. Tourist pamphlets are free. A claw machine looms in a corner. It's 5 silver pence a pop. Do a Skill check to win a prize. At the far end are translucent elevators.

| d6 Claw Machine Prizes | |
|------------------------|--|
| 1 | Cute and tiny pink starfish magnet (worth 1sp) |
| 2 | “I Visited the Pastel Sea!” t-shirt (10sp) |
| 3 | Tape with music from the Electric Barnacle Band (20sp) |
| 4 | Glitter-filled snowglobe with the cosmic port inside (50sp) |
| 5 | Rainbow-colored ammonite plushy that roars when pressed (100sp) |
| 6 | Model of the cosmic port carved from a huge pink pearl (2,000sp) |

4F~1F: Elevators

Attended by uniformed attendants, these translucent elevators go straight through the building's atrium, offering a view of all the floors from within.

3F: The Blue Starfish

This cocktail bar offers a panoramic view of the Pastel Sea. The flavorful cocktails are whipped up by a 16-armed octopus while an outlandish form of blues played by the Electric Barnacle Band is heard from the stage. This is the perfect place to get acquainted with other travelers from outside.

2F: Pastel Sea Tours

Dozens of counters filled with travel agents who offer customized tours to every corner of the Pastel Sea. The tours cost an arm each and the luxury cruise costs an arm and a leg. For travelers short on limbs, they also accept kidneys and other body parts.

Unreasonably Expensive Tours

Relax in paradise at the floating bungalows of Turtle Island Resort

Spelunk and dive in the prismatic underwater Chromatic Cave Complex

Want the answer to life and everything? Go to the end of the world at Yr

Itching to burn some cash? Go shopping galore at The Golden Bazaar

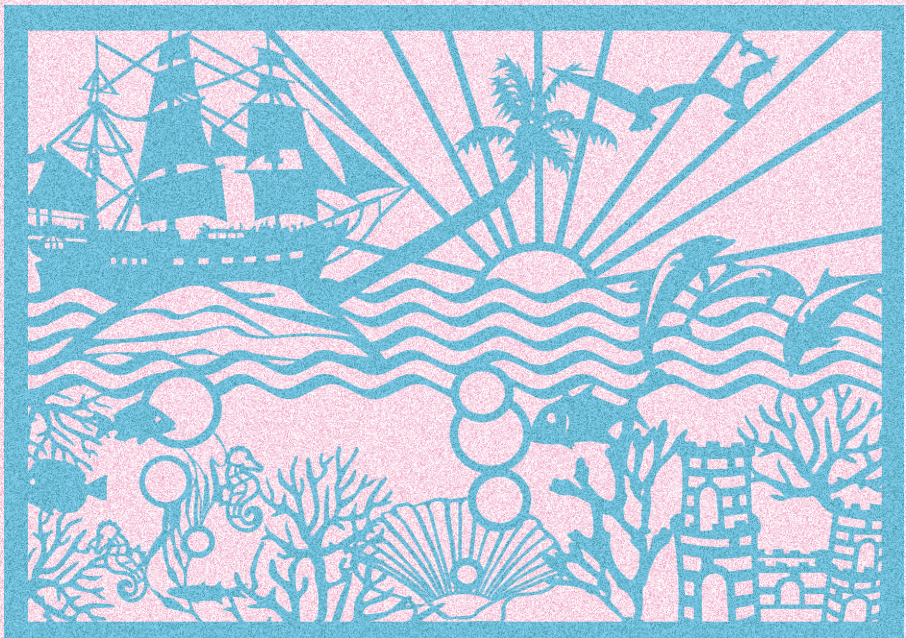
See the unique architecture and awe-inspiring towers of Spira

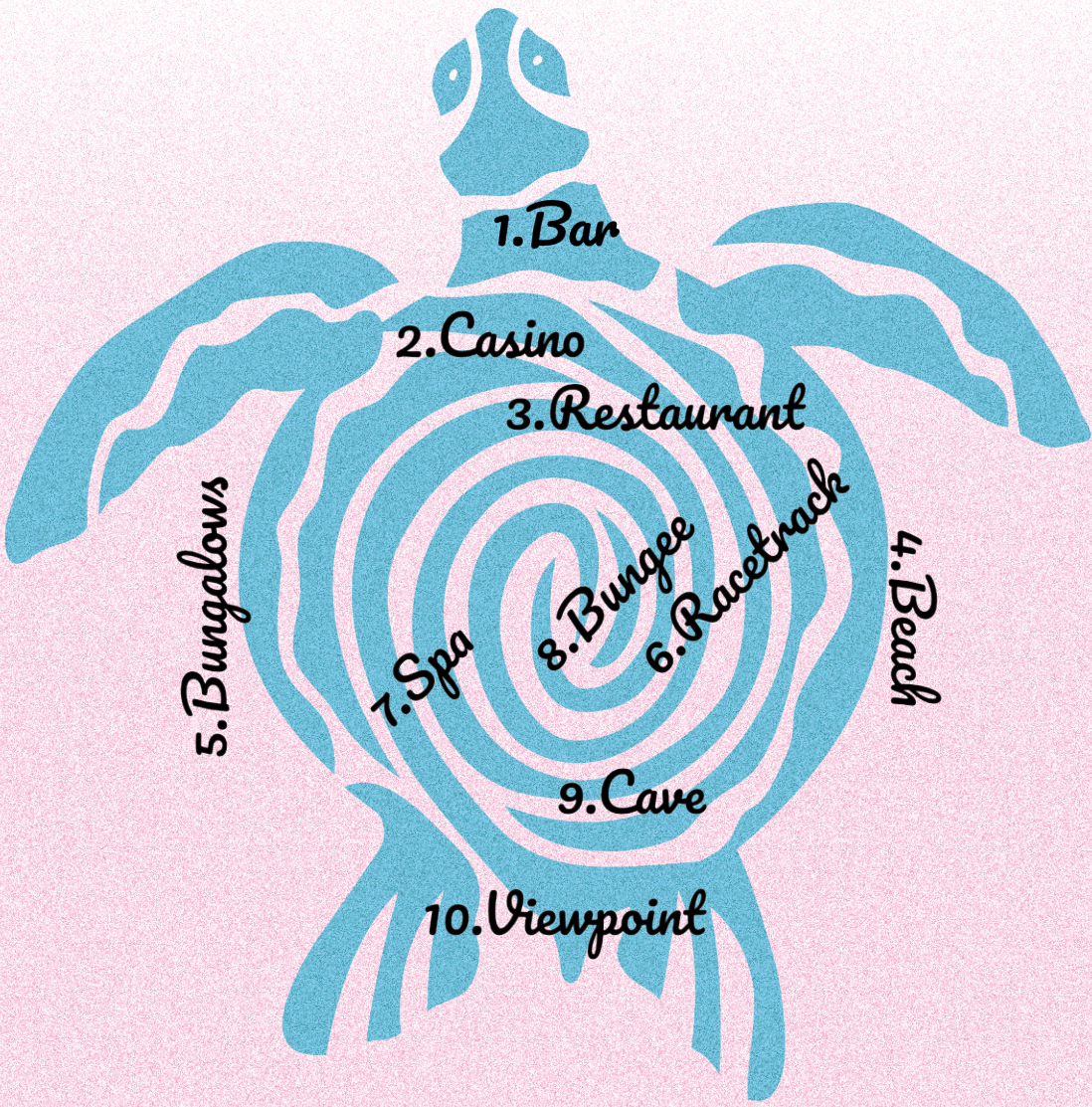
Tired of relaxing? Go on an exhilarating lobster leviathan fishing trip

Want to do it all? Get a ticket to our all-inclusive luxury cruise!

1F: Shipyard

Noise, steam, strobing lights. Don't stand around for too long or you might get knocked over by a hovercraft transporting ship parts or hopeful tourists. A ramshackle stand sells spiked lemonade. Some ships are ready to set off. Perhaps they could use some extra hands on deck? Either way, this is where it all starts. Get ready for the vacation of lifetimes!





1. Bar

2. Casino

3. Restaurant

5. Bungalows

7. Spa

8. Bungee

6. Racetrack

4. Beach

9. Cave

10. Viewpoint

Turtle Island Resort

The exclusive Turtle Island Resort sits atop a gargantuan sea turtle that is propelled by a basket of exotic fruits on a rod. Dangling on its sides are pod-like bungalows that float on the sea when the giant turtle settles down to rest at its destination. Upon arriving, guests are presented with a sticker card. Visit each location to get a sticker. Fill the card to get a grand prize! Each location offers one complimentary item from its menu, included in the resort ticket.

The staff primarily consists of friendly sea turtles (actually **Cursed Sea Turtles**, pg. 17) that do everything to keep their guests happy. Well, during daylight at least. When night falls, they retreat to the cave (area 9) where they turn into hideous murderous beasts that are anything but cute. On double moon nights, a nightly sacrificial ritual is performed at area 10. Other than that, this resort is all fine and dandy! Or is it..?

Let the party loose for some relaxation and fun and see what happens!

| 2d6 Random Events | |
|-------------------|--|
| 2 | The gargantuan sea turtle has an upset stomach causing tremors |
| 3 | An Overly Demanding Blobfish (pg. 18) demands to see the manager |
| 4 | Happy hour at the bar (area 1)! Everyone gathers to get smashed |
| 5 | Huge masses of bioluminescent plankton creates a light show at night |
| 6 | Someone has stolen one of the prized racetrack seahorses (area 9) |
| 7 | A bungalow pod (area 5) deattaches while the characters are inside |
| 8 | Someone at the beach is attacked by a Jellyfish Facehugger (pg. 18) |
| 9 | The sea turtle staff sings a beautiful relaxing tune across the island |
| 10 | Fireworks cascade across the sky! How pretty! |
| 11 | Tonight is a double moon. A sacrificial ritual will be held at area 10 |
| 12 | A Cursed Turtle (pg. 17) exits the caves in its monstrous form |

| d6 Resort Guests | |
|------------------|--|
| 1 | Group of Mozarts from different spheres doing music research |
| 2 | Centipede family that paid several legs for their stay at the resort |
| 3 | Glam rock band that somehow ended up here with their tour bus |
| 4 | Blonde young man and his redhead wife. Calls himself "mighty pirate" |
| 5 | Group of polygons in impossible geometric shapes |
| 6 | Singing sisters that leave icicles and patches of snow in their path |

1. Coconut Cove Tiki Bar

Drinks served by coconut people wearing tiki masks. The Calypso Coconut Band is on stage, playing tropical melodies with makeshift instruments. Drinks on the menu tonight are: Cat Milk, Fizzy Pop Slammer, Liquid Rainbow Hot Shot, Cosmic Chaos Cocktail

2. Classy Clam Casino

Enjoy a game of dice at this snazzy casino! Bet some silver pence and roll 2d6. To win, get a 7 or 12. If you lose you may double your bet and add another d6 to the total. Winners get twice their bet back. The slightest hint of cheating or winning too big will attract 1d3+1 Casino Bouncers (pg. 17).

3. The Paradise Pearl

Soft marimba tunes can be heard from this palm frond roofed hut. Inside, guests are welcomed by an array of sea turtle waiters wearing tuxedos.

Menu

Bioluminescent Algae Soup

Angry Clam Chowder

Leviathan Lobster Lasagna

Grilled Pufferfish Balloon

Shaved Glacier Ice

4. The Beach

Pristine beach full of seashells and starfish. A particular stretch has signs with "Do not put your head in the water!". Anyone who does will instantly get attacked by a Jellyfish Facehugger (pg. 18).

5. Pod Bungalows

These egg-shaped pods are filled with every luxury imaginable and hang from a rope bridge off the side of the island. When the island sinks, they stay afloat, bobbing on the surface. The translucent floor offers a view of the bottom of the sea and is constantly polished by fuzzy sea urchins.

6. Seahorse Racetrack

Colorful giant seahorses are lined up and ready for action at the lake. For every character who participates in a race, one opponent joins. The race consists of three sections: Start, Middle, Finish. Roll a Skill check during the Start and Middle sections. For every successful roll, a +2 Skill bonus can be added to the final check at the finish line, where everyone does a Skill check VS each other. These scores determine the placements of the race. The winner gets to keep their seahorse and the runner-up gets a t-shirt saying "I was the first loser at the Seahorse Racetrack!".

7. Sunny Swordfish Spa

The spa is situated on platforms stuck in the lake. Guests can get a salt scrub from a sea lion, a brutal octopus massage, visit the scalding hot sauna, or partake in yoga lessons supervised by a very flexible squid. An The spa is currently out of bath salt and the staff is in a heated argument with an **Overly Demanding Blobfish** (pg. 18) that insists on getting a salt rub. More salt can be found in the cave (area 9).

8. Bungee Platform

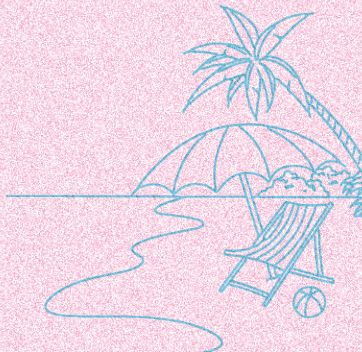
Situated at the top of the center mountain's waterfall, this platform overlooks the entire island. A Skill check is required to do a bungee jump. On a fumble (double 6), the bungee cord snaps and the character must do a Luck check or splash down into the lake below taking 1d6 damage.

9. The Cave

Through a path in the jungle looms an ominous cave entrance. Outside are signs saying "Keep out!" and "Danger!". Inside the cave is a tunnel with ankle-deep water and rainbow-colored bioluminescent bacteria covering the walls. The rough stairs at the end of the tunnel lead up to a small lake with resplendent milky blue water. Submerged are 2d6 sleeping **Cursed Sea Turtles** (pg. 17) in their monstrous form. Huge pink salt formations can be found on the other side of the lake.

10. Ritual Area

At night the sunset can be seen from this wooden platform built into the beach. At full moon, all the turtle staff (**Cursed Sea Turtles**, pg. 17) turn into their monstrous form and begin a hideous ritual. A group of guests from the pod bungalows (area 5) are taken to the beach to participate in an "exclusive" ritual. Torches are stuck into the beach, the turtles dance with colorful bands and juggle balls of fire while chanting feverishly. The guests are incorporated into the enchanting dance and bound with pastel bands. Narcotic smoke helps keep the victims relaxed. Once the chanting reaches its crescendo, the waters in front of the viewpoint churn and a gargantuan fish appears, ready to receive its sacrifice.



Hopeful Tourist

You spent an arm and a leg to go on this vacation and you're determined to get your limbs' worth of fun! You come prepared with encyclopedic knowledge about the must-see attractions. You wear your white shorts with pride and won't let anything stop you from visiting all the landmarks.

Possessions

Sun Hat

Sunglasses

Polaroid Camera

Travel Guidebook to the Spheres

Inflatable Flamingo Tube (counts as Light Armor)

Advanced Skills

2 Awareness

2 Evaluate

2 Swim

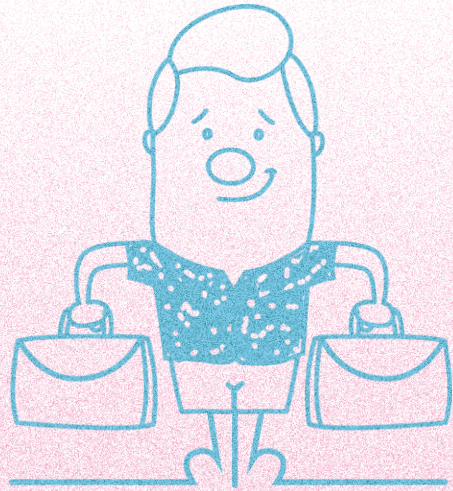
2 Local Languages

1 Tracking

1 Run

Special

You are so confident in your ability to succeed with the most ridiculous undertakings that the gods take pity on you. Once per session you can use 1 Luck point to re-roll a single roll of any kind.



Voodoo Lady

You spent decades working your hexes and curses in a fetid swamp somewhere off the grid. Now you're sick of it and need a vacation. Also, it wouldn't hurt to collect some more exotic ingredients for your potions.

Possessions

Voodoo Doll

Pair of Shrunken Heads

Skull-Tipped Staff (Damage as Staff)

Hexed Toad (used to be human)

Skull Mask

Advanced Skills

3 Spell - Hex

2 Spell - Cockroach

2 Healing

2 Second Sight

1 Disguise

1 Poison

Spell - Hex (5)

Curses the target with bad luck against a chosen subject. Lasts until they are somehow able to cure it with a lucky charm or similar.



Viking Raider

Sail the high seas for years on end, raid, pillage, die an honorable death in combat. Then if you're lucky some one-eyed guy in the sky will invite you to his pork and mead barbecue. Screw that. You're going on a vacation now. And you're bringing the fancy horned helmet that your fellow vikings mocked you for.

Possessions

Battle Axe (Damage as Axe)

Chainmail & Round Shield (counts as Heavy Armor)

Drinking Horn

Horned Helmet

Braided Beard

Advanced Skills

3 Sailing

3 Axe Fighting

2 Mead Drinking

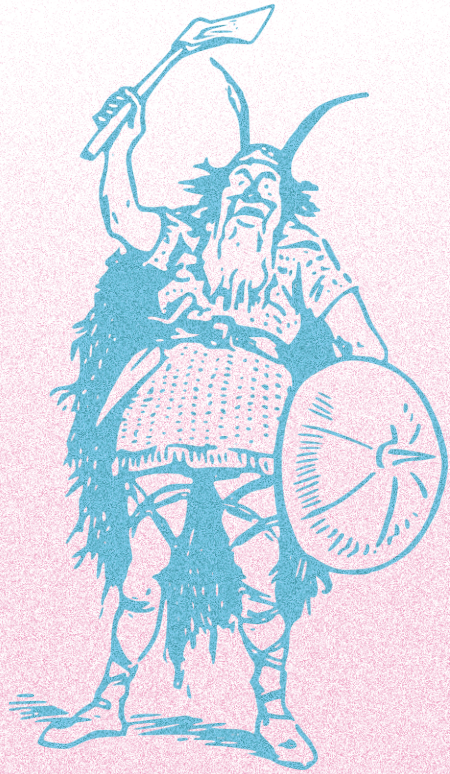
1 Strength

1 Swim

1 Read Runes

Special

Honorable death. When your stamina is reduced to less than 0 in combat, one last surge of power allows you to strike everything nearby with a mighty blow before departing for Valhalla.



Daring Diver

You've been to shipwrecks, deep sea trenches, underwater caves, and none of them were a challenge. You're not here for a vacation. You're here to find your white whale: The deepest point of all the spheres.

Possessions

Copper Helmet (counts as Modest Armor)

Diving Dress

Air Hose

Diving Knife (Damage as Knife)

Diver's Telephone

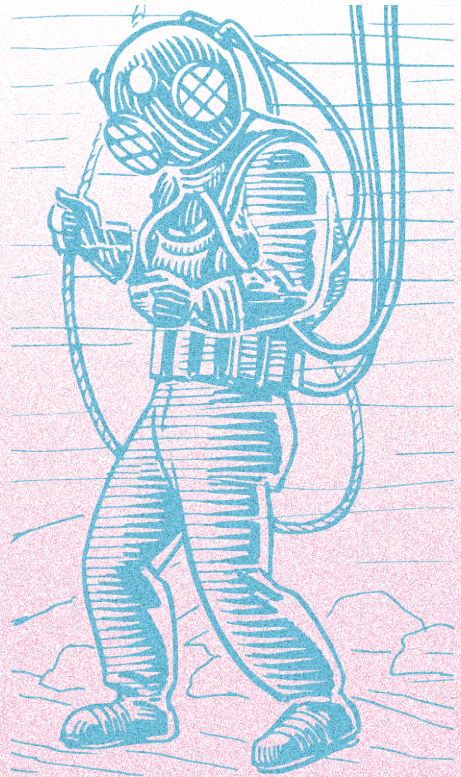
Advanced Skills

4 Diving

2 Underwater Fighting

2 Strength

2 Language - Hand Signals



Special

You had always thought that you could hold your breath for 10 minutes. Then you lost your air hose because of a curious reef shark. That's when you discovered that you can hold your breath forever. You cannot drown. You're way too attached to your diving dress to dump it though.

Jackal God

You were the guide of the departed, the great psychopomp. The souls would tremble as you weighed their hearts to see if they were worthy to enter the realm of the dead. Then suddenly, the souls stopped coming. All you did was sit there and twiddle your thumbs. So, you guess you're on vacation now!

Possessions

Ankh

Embalming Kit

Flail (Damage as Mace)

Scepter (Damage as Staff)

Leopard Skin

Advanced Skills

3 Spell - Afterlife Departure

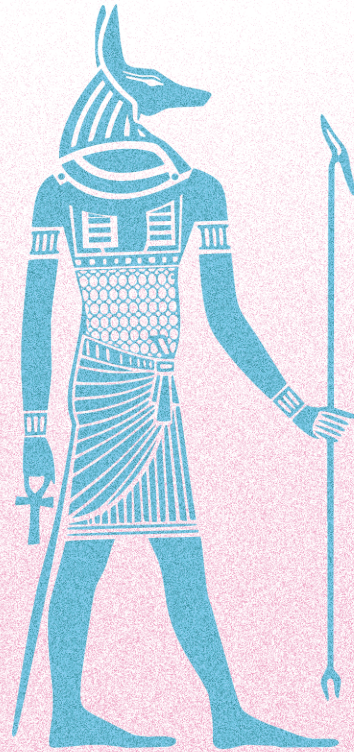
3 Embalming

2 Spell - Posthumous Vitality

1 Spell - Life Line

1 Spell - Presence

1 Spell - Read Stars



Spell - Afterlife Departure (10)

Instantly transports the target to the afterlife. Hopefully someone is there to take care of them so they won't have to spend eternity in limbo.

Medusa

You've been traveling from dungeon to dungeon for centuries, turning people to stone. One can only petrify that many people before it gets old though, and the snakes are getting cranky. Time for some relaxation in paradise. You've deserved it. And who knows, maybe you'll find someone who appreciates agony-faced statues.

Possessions

Living Snake Hair (Damage as Small beast)

Scaled Wings

Sharp Fangs (Damage as Modest Beast)

Hexed Toad (used to be human)

Skull Mask

Advanced Skills

3 Petrify

3 Poison

2 Intimidate

2 Fly

Special

You're a medusa. You turn creatures into stone with your Petrify skill.



Cursed Sea Turtle

Skill 5

Stamina 7

Initiative 2

Armor 2

Damage as Small Beast

| d6 | Mien |
|----|--------------|
| 1 | Cute |
| 2 | Friendly |
| 3 | Helpful |
| 4 | Mindless |
| 5 | Rabid |
| 6 | Bloodthirsty |

Afflicted by a terrible curse, these cute little fellows become bloodthirsty monsters at night. Aware of their alter egos, they sleep submerged in pools in dark caves to avoid harming innocent creatures.

Special

When becoming a bloodthirsty monster they raise Skill by 2 and Stamina by 3. Damage becomes like a Modest Beast.

Casino Bouncer

Skill 7

Stamina 10

Initiative 2

Armor 1

Damage as Mace

| d6 | Mien |
|----|------------|
| 1 | Fierce |
| 2 | Violent |
| 3 | Brash |
| 4 | Dominant |
| 5 | Pugnacious |
| 6 | Savage |

These baton-wielding thugs deal with security the only way they know: Beat the target to mush, chain them, and lock them away in the back room. Near-impossible to argue with, but have a weak spot for their mummies.

Jellyfish Facehugger

Skill 9

Stamina 4

Initiative 3

Armor 0

Damage as Small Beast

| d6 | Mien |
|----|-----------------|
| 1 | Peaceful |
| 2 | Drifting |
| 3 | Poetic |
| 4 | Silent |
| 5 | Contemplative |
| 6 | AAAAAAHHHHH!!!! |

This gooey creature attacks by attaching itself to a host's face and bonding with it telepathically. A poison is injected that causes the victim to harbor no ill feelings against the jellyfish. After a few moments spent together, harmony is achieved and the jellyfish integrates entirely with the victim, taking full control of its brain.

Special

Their victim must succeed on a Luck check or become friendly towards them. After 3 rounds, harmony is achieved and the jellyfish integrates with its victim's brain. If the victim is a player, they lose control of their character or continue play while sharing the thoughts and ideas of the jellyfish itself. It's impossible to think thoughts that will harm the jellyfish.

Overly Demanding Blobfish

Skill 5

Stamina 16

Initiative 1

Armor 0

Damage as Large Beast

| d6 | Mien |
|----|---------------|
| 1 | Insecure |
| 2 | Brittle |
| 3 | Fussy |
| 4 | Hypercritical |
| 5 | Petulant |
| 6 | Fastidious |

This is one ugly fish, but don't tell that to its face or it will call on the manager. The only thing that's bigger than this humongous blobfish's body is its incredibly fragile ego. It doesn't take much for it to snap, and when it does, you better get out of its reach.

Lobster Leviathan

Skill 12

Stamina 28

Initiative 9

Armor 5

Damage as Gigantic Beast

| d6 | Mien |
|----|-----------|
| 1 | Tender |
| 2 | Touchy |
| 3 | Curious |
| 4 | Reckless |
| 5 | Cuddly |
| 6 | Unwitting |

Originally the terror of the seas, these misunderstood creatures are now a famous Pastel Sea delicacy. Their mating calls are often mistaken for aggression. They also have a habit of wanting to check creatures out with their pincers, no matter what their size. They have no idea why that would be a problem.

Special

Has a 50% chance to start crying when hurt. Everyone who succeeds on a Compassion Skill check will also cry (and become stunned) for one turn. On its next turn, it will attack those who don't cry.

Sentient Coconut

Skill 3

Stamina 1

Initiative 1

Armor 0

Damage as Small Beast

| d6 | Mien |
|----|----------|
| 1 | Mindless |
| 2 | Cryptic |
| 3 | Detached |
| 4 | Removed |
| 5 | Ruthless |
| 6 | Berserk |

These coconuts have been animated by some strange force. Usually traveling in a mass of dozens of coconuts, they can combine and split into various shapes as if magnetic. They catch their victims off guard by acting as regular coconuts stuck to palms. When the victim passes under the palm tree, they all drop at once, trying to knock them out.

Random Tourists & Denizens

| d66 Names | | | | | |
|-----------|---------|----|--------|----|---------|
| 11 | Alon | 31 | Jet | 51 | Moray |
| 12 | Apia | 32 | Kai | 52 | Pan |
| 13 | Bay | 33 | Kelp | 53 | Pavati |
| 14 | Bloom | 34 | Kona | 54 | Pearl |
| 15 | Celia | 35 | Lana | 55 | Pebbles |
| 16 | Coral | 36 | Lumi | 56 | Sandy |
| 21 | Dolphin | 41 | Lush | 61 | Shelly |
| 22 | Emerald | 42 | Maurea | 62 | Storm |
| 23 | Ezili | 43 | Mazu | 63 | Timor |
| 24 | Gobie | 44 | Meri | 64 | Toba |
| 25 | Gull | 45 | Misty | 65 | Ula |
| 26 | Hama | 46 | Moon | 66 | Yoka |

| d66 Occupations | | | | | |
|-----------------|------------------------|----|--------------------------|--|--|
| 11 | Algae Scientist | 41 | Landscape Architect | | |
| 12 | Clockwinder | 42 | Lifehacker | | |
| 13 | Cosmic Attorney | 43 | Mighty Pirate | | |
| 14 | Dice Quality Inspector | 44 | Moonshine Brewer | | |
| 15 | Dinosaur Phrenologist | 45 | Mummification Consultant | | |
| 16 | Drying Paint Watcher | 46 | Opera Singer | | |
| 21 | Dungeon Keeper | 51 | Ostrich Babysitter | | |
| 22 | Elevator Operator | 52 | Philocalist | | |
| 23 | Exorcist | 53 | Powdermonkey | | |
| 24 | Failed Illusionist | 54 | Private Investigator | | |
| 25 | Fortune Cookie Writer | 55 | Professional Mourner | | |
| 26 | Ghostwriter | 56 | Pretentious Toastmaster | | |
| 31 | Golden Barge Dealer | 61 | Santa Claus | | |
| 32 | Golf Ball Diver | 62 | Secret Society Member | | |
| 33 | Guitar Shredder | 63 | Snake Milker | | |
| 34 | Ice Cube Addict | 64 | Sphere Collector | | |
| 35 | Iceberg Mover | 65 | Town Crier | | |
| 36 | Infinite Librarian | 66 | Train Conductor | | |

Pastel Paradise

Traveling across the spheres can be exhausting. Kick back and relax with a cocktail by the beach in the Pastel Paradise.

A vacation sphere for Troika!

By Robin Fjårem

