

How to Win a Trial

WINNING ROUNDS [W] LOSING ROUNDS [L]

2020+ [W+L]
 UNDER 15: TRIAL LOST
 15-20: TRIAL TIE
 20+: TRIAL WON

THE POWER OF NUMBERS - A FINAL PERFORMANCE, UTILIZING ALL YOUR EXPERIENCES AND ONE LAST OPPORTUNITY TO WIN OVER THE CROWD. EACH TRIAL WILL BE 16 ROUN - 4 ROLLS PER PLAYER. THE PLAYERS CHOOSE THE DICE IN A STRAIGHT SHOOT ON EACH OF THEIR TURNS. OPPONENT NPCS MATCH THE DICE CHOSEN.

Tips for Game Leaders

WHEN THE PLAYERS ARE CREATING THEIR CHARACTERS, CREATE AN EQUAL NUMBER OF YOUR OWN TO BE THEIR RIVALS, USING THE SAME METHOD.

ALTERNATIVELY, YOU CAN ROLL TWO OF EACH DICE AND ADD THEM TOGETHER TO DETERMINE THE RESULTS.



Baba Yaga
Creative

TO FOLD INTO A ZINE, FOLD ALONG THE DOTTED LINES AND CUT ON THE SOLID LINE. FOLD IN HALF LENGTHWISE AND POP THE CENTER PANELS OUT TO CREATE THE ZINE.

The Council Games

ROLLS THAT ROUND [R,RH] **RIHANNNA** - UMBRELLA (ALL OTHER PARTY MEMBERS GAIN +1 TO THEIR ROLLS FOR ONE ROUND) [R,RH]
WHITNEY HOUSTON - YOU GIVE GOOD LOVE (PICK A PARTY MEMBER TO GIVE THE ABILITY TO REROLL THEIR NEXT ROUND, KEEPING THE HIGHER ROLL) [S,R]
CELINE DION - THAT'S THE WAY IT IS (PICK AN OPPONENT TO FORCE THEM TO REROLL THEIR NEXT ROUND, KEEPING THE LOWER ROLL) [S,R]
MARIAH CAREY - FANTASY [+1 TO ALL PARTY MEMBER'S ROLLS FOR ONE ROUND] [R,RH]

TRIAL EXAMPLES FOR GAME LEADERS
THE SHINING LIGHT - THROUGH THE POWER OF YOUR SONG, LIGHT THE ETERNAL FLAME AND ADD YOUR VOICE TO THE CHORUS.
THE PRICE OF FAME - WHAT WOULD YOU GIVE FOR POWER? WHAT WOULD YOU GAIN? A BARGAIN MUST BE STRUCK AND UPHELD.



Patron Suggestions

DOLLY PARTON - COAT OF MANY COLORS [+1 TO YOUR ROLL FOR 1 ROUND] [S,RH]
ELLA FITZGERALD - GOOD TO YOU [+2 TO YOUR ROLL FOR ONE ROUND] [S,R]
SELENA - CAPTIVE HEART (FOR ONE ROUND, ONE OPPONENT IS STUNNED) [S,RH]
ALIYAH - ROCK THE BOAT [-1 TO ONE OPPONENT'S ROLL THAT ROUND] [S,RH]
DIANA ROSS - I'M COMING OUT (REROLL YOUR DICE FOR THIS ROUND AND KEEP THE NEW RESULT) [R,S]
BEYONCÉ - WHO RUNS THE WORLD? [+2 TO AN ALLY'S ROLL THAT ROUND] [R,RH]

BRITNEY SPEARS - TOXIC [-1 TO ALL OPPONENT'S ROLLS THAT ROUND] [R,RH]
PATSY CLINE - THE WAYWARD WIND (ONE OPPONENT MUST REROLL THEIR DICE THIS ROUND AND KEEP THE NEW RESULT) [S,R]
ALISON KRAUSS - WHEN YOU SAY NOTHING AT ALL (BLOCK AN OPPONENT FROM ANY ACTIONS FOR ONE ROUND) [R,RH]
DONNA SUMMER - SHE WORKS HARD FOR THE MONEY (REROLL YOUR DICE, KEEP THE HIGHER ROLL) [S,RH]
LIZZO - RUMORS [-1 TO ONE OPPONENT'S

IN THE LANDS OF MELODOSIA, HARMONY REIGNS SUPREME. EACH GENERATION AWAITS THE GLORY OF THE COUNCIL GAMES, WHERE THEY CAN MAKE THEIR MARK IN THE ANNALS OF HISTORY. IT IS NOW YOUR TURN TO SHINE ON THE STAGE.

PLAYERS ARE PART OF A COOPERATIVE COMPETITION TO BECOME THE NEXT DIVAS. THE DIVAS ARE THE ELECTED MEMBERS OF THE COUNCIL GAMES, EACH EMBODYING THE ELEMENTS OF MUSICALITY:

- RANGE** - THE ABILITY TO ADAPT AND OVERCOME WHETHER IT'S A KEY CHANGE, MOOD CHANGE, OR CHANGE OF HEART.
- SOUL** - THE ABILITY TO BRING EVEN THE MIGHTIEST TO TEARS, RELEAS-

PATRONS CAN BE SUMMONED ONCE EACH TRIAL TO HELP, BUT ONCE SUMMONED NO ONE ELSE CAN CALL UPON THEIR HELP. EACH PATRON IS ASSOCIATED WITH TWO OF THE ELEMENTS, AS WELL AS POWER. YOU DO NOT HAVE TO CALL UPON A PATRON FOR ASSISTANCE DURING YOUR TURN.

EACH ELEMENT IS ASSOCIATED WITH SPECIFIC DICE:
 04, 020: RANGE
 06, 08: SOUL
 010, 012: RHYTHM
 POWER CAN BE USED FOR ANY DICE ROLL.

- RHYTHM** - THE ABILITY TO CUT A RUG, RECOVER GRACEFULLY, BRING A CROWD TO ITS FEET.
- POWER** - THE ABILITY TO PHYSICALLY MANIFEST MUSIC IN ALL ITS FORMS.

EACH ELEMENT IS POWERFUL ON ITS OWN, BUT COMBINED THEIR POWERS ARE GREATER THAN THE SUM OF THEIR PARTS.

Player Characters

TO CREATE YOUR DIVA, ROLL 206 DICE AND ASSIGN THE TOTAL OF THE ROLL BETWEEN THE FOUR ELEMENTS OF MUSICALITY.

In the lands of Melodosia, harmony reigns supreme. Each generation awaits the glory of the Council Games, where they can make their mark in the annals of history. It is now your turn to shine on the stage. Players are part of a cooperative competition to become the next Divas. The Divas are the elected members of the Council Games, each embodying the Elements of Musicality:

- Range - the ability to adapt and overcome whether it's a key change, mood change, or change of heart.
- Soul - the ability to bring even the mightiest to tears, releasing emotions they never knew were bottled up.
- Rhythm - the ability to cut a rug, recover gracefully, bring a crowd to its feet.
- Power - the ability to physically manifest music in all its forms.

Each Element is powerful on its own, but combined their powers are greater than the sum of their parts.

To create your Diva, roll 2d6 dice and assign the total of the roll between the four Elements of Musicality.

Each element is associated with specific dice:

D4, d20: Range

D6, d8: Soul

D10, d12: Rhythm

Power can be used for any dice roll.

Patrons can be summoned once each trial to help, but once summoned no one else can call upon their help. Each Patron is associated with two of the elements, as well as Power. You do not have to call upon a Patron for assistance during your turn.

Patrons:

Dolly Parton - Coat of Many Colors (+1 to your roll for 1 round) (S,Rh)

Ella Fitzgerald - Good To You (+2 to your roll for one round) (S,R)

Selena - Captive Heart (for one round, one opponent is stunned) (S,Rh)

Aaliyah - Rock the Boat (-1 to one opponent's roll that round) (S, Rh)

Diana Ross - I'm Coming Out (Reroll your dice for this round and keep the new result) (R,S)

Beyoncé - Who Runs The World? (+2 to an ally's roll that round)(R,Rh)

Britney Spears - Toxic (-1 to all opponent's rolls that round)(R,Rh)

Patsy Cline - The Wayward Wind (One opponent must reroll their dice this round and keep the new result)(S,R)

Alison Krauss - When You Say Nothing At All (block an opponent from any actions for one round)(R,Rh)

Donna Summer - She Works Hard For The Money (Reroll your dice, keep the higher roll)(S,Rh)

Lizzo - Rumors (-1 to one opponent's rolls that round)(R,Rh)

Rihanna - Umbrella (all other party members gain +1 to their rolls for one round)(R,Rh)

Whitney Houston – You Give Good Love (Pick a party member to give the ability to reroll their next round, keeping the higher roll) (S, R)

Celine Dion – That's The Way It Is (Pick an opponent to force them to

reroll their next round, keeping the lower roll) (S, R)

Mariah Carey – Fantasy (+1 to all party member's rolls for one round)(R, Rh)

The Council Game Trials

The Shining Light - through the power of your song, light the Eternal Flame and add your voice to The Chorus.

The Price of Fame - What would you give for power? What would you gain? A bargain must be struck and upheld.

The Power of Numbers - a final performance, utilizing all your experiences and one last opportunity to win over the crowd.

Each trial will be 16 rounds. - 4 rolls per player. The players choose the dice in a straight shoot on each of their turns. Opponent NPCs match the dice chosen.

Trial winners are determined by:

Winning rounds (W) Losing rounds (L)

$2d20 + (W+L)$

Under 15: Trial lost

15-20: Trial tie

20+: Trial won

Advice for Players:

When the players are creating their characters, create an equal number of your own to be their rivals, using the same method.

Alternatively, you can roll two of each dice and add them together to determine the results.