



Trinamyk

FANTASY ROLEPLAYING ANNEX



DEMO PREQUEL
(*Adventure Masters Only*)

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PREFACE

Written flavor text light, additional content is available with the Prequel full version and in the campaign book. Snippets are provided for context and as an interest builder.

The Adventure Guide covers a deeper look at the various combat styles and skill checks presented and how to vary gameplay. This was drawn up quickly for gameplay evaluation using new content. I need to continue to develop and improve it, so use it now or watch for updates.

With the scene opener, there will be 3 different paths to engage thereafter. Each path is only to provide a reference to different gameplay, but hinges on making time matter. Each is not designed to give the feel of a complete session.

ADVENTURE MASTER GUIDE

Familiarize yourself with the entire book before hosting a session. While other information can be summarized or provided to players as deemed necessary, specific "Read to Players" sections should be read verbatim, to deliver a unique experience. Flavor text is at a minimum to focus on flowing through content, but I encourage you to write your own that will immerse players to their desired level of gameplay.

EVENTS, having a purple heading, limit certain actions per class/character. Within an EVENT, there may be more than one SITUATION that serve as pivot points for what may happen relevant to the overall event.

Overall, the use of the term Adventure for this system is by design to move away from "Game" and "Rules". Conceptually, it is a mutual challenge to create the opportunity for great moments. The players challenge you with their character concept logic and rationale, and the Adventure Master challenges them back.

Trinamyk doesn't use a large ruleset. Players' character sheets are the minimum rules. Think of everything else as a guide. Alleviating the need to read, memorize, or look up rules especially during gameplay facilitates game flow and engagement.

Give the game dimension by introducing situational or conditional rules. If the characters are all up in trees and have a significant height and surprise advantage, give them bonuses to hit. Give them negatives if the trees have lots of foliage and it is difficult to see or move around within them.

SET-UP PLAYER PARTY

PURPOSE

The party should be expected to have formed a significant bond and trust. Out exploring, they took a shortcut between two major cities. Two weeks into travel, the shortcut is a monthlong journey by foot. Each character's reason to go to the other city is their own.

This region though had the few original villages destroyed by the Hobgarin invasion more than 5 years ago. Resettlement was not favored by the outlying sovereigns given the need to rebuild themselves.

GEAR & EQUIPMENT

The party is expected to have 3 days' worth of rations and adventuring/exploration gear of their choosing that they should note before starting. This gear should be within a small to large pack.

CHARACTER OBJECTIVES

1. Reporting Hobgarin activity is important
 - a. Initial patrol – marginal success
 - b. Outpost – moderate success
 - c. Discovery of Castle Stronghold – great success
2. Save & return nomad children to camp.
3. Present his ring to family and investigate the nature of his friends and activities.
4. Discoverable raw stone could lead to a treasure hunt for delivery to merchants.

BASE LORE

HOBGARIN

- a. History – A defile line of the Elven race, Hobgarin are a long-ago spawn of Vhosavhol

Daemon, Acklimon, and his Elven mother, which is currently unknown. Vhosavhol Daemons are typically sterile descendants of a Succubus or Incubus lacking power of demons.

Scorned by a cultures that would not accept him, Acklimon yearned for connections lacking both familial and social. Life was further complicated by the insatiable yearning for sexual gratification like his father and sterility. In conjunction with a unique event, mating with an orc Bagnio, brothel bathhouse bore about the Hobgarin race.

- b. Appearance – Hobgarin are red skinned with a slight resemblance to Elves, with the sharper bone structure especially noticed in their face, plus their skin is tighter and denser than Elves. Unlike them, Hobgarin are slightly stockier being more muscular and having hands that are stout with clawlike nails.

AI conversion coming



- c. Culturally - Hobgarin strive to dominate all cultures and races other than demonic to serve their Daemon father. Taught their Elven bloodline abandoned them, they have a

special hatred for Elves. Their society has a strict and martial, hierarchical order.



OPENING NARRATIVE

Read to Players *You're in a moderately dense forest and see a small smoke trail rising from about a quarter mile away. Getting closer you can notice that there will eventually be an open amongst the trees. There seems to be hints of a wooden structure and you can hear some rustling about.*

FOLK NOMAD CAMP

SETUP

Moving closer the players see 7 grouped up gypsies where one is wrapping an arm wound of another gypsy and a couple others have wounds or bloodied garments. There are a few dead gypsies on the ground. There are 5 dull multi-colored, wooden wagons around, each having a broken wheel. There are llamas tied up to a couple of the wagons and some of the trees by the clearing.

Waiting for the Hobgarin to come back, there is a Goblin Archer tucked down between a few barrels, 30' from the gypsies, and a Goblin Sergeant inside a wagon. On the other side of the opening is a Goblin Soldier hiding inside the wood line. The role of the Goblins is to find out if there are other indications of nearby humanoids, any gypsies or explorers return, or if there is anything of value.

If a player circles around the clearing, they may be able to discover the Goblin Archer or Soldier. The Sergeant is inside one of the wagons rummaging through it. The players might be able to hear the Sergeant rummaging through items inside the wagon.

CONDITIONS

If the players try to contact the gypsies without the goblins having been alerted, the gypsies will try to warn the party of the danger with shifting eyes, subtle hand gestures, and language cues if possible.

If players don't search and engage at least 1 of the goblins, the other goblins would surprise attack the party while at the camp or just as they're leaving. The remaining nomads would cover the wounded or seek shelter and not assist the party.

NARRATIVE COMBAT

Use of a quick battle gets the players engaged quickly and sets the premise for more important functions. Getting the players to narrate actions and intended affects expedites the overall process and allows for ways to bring life to combat.

SIMULTANEOUS ACTION

1. Use passive order or initiative. For Goblins not discovered, double their DMG rolls with auto-hit or increase their chance to hit, depending on later details.
2. If a Goblin wasn't discovered, introduce it in the middle of the players' turns or so the others can respond.
3. Have players state their actions.
4. State the Goblins intended actions. Decide who the Goblins attack based on player actions or roll randomly. When players don't use special abilities or spells assuming it's an insignificant battle it is good to point out they are automatically attacked for that choice.
5. Resolve for players choosing 1 of the following:

- a. Automatic Kill
 - b. Roll DMG, not To Hit. Players need to do 4 DMG to each goblin.
6. Resolve Goblins choosing one of 2 ways to resolve their attacks:
 - a. Choose auto-hit d3 or d4 DMG
 - b. Roll To Hit 40 with d6 DMG.
7. Repeat narrative or roleplay, if the players don't kill or subdue the Goblins.

SAVED GYPSIES

WHAT HAPPENED

Two explorers ran through to see if they had horses, but they only had dire llamas to pull our carts. The explorers were hasty to leave, warning us to arm ourselves. As they were leaving, Hobgarin and Goblins charged into the camp.

A fight ensued where some of the gypsies were killed and injured. A goblin chased their five young children and gypsy protector into the woods. Before leaving one of the explorers was wounded in the leg. The gypsies tried to convince the Hobgarin that they weren't involved with the explorers and knew nothing.

As one gypsy starts a noticeable ritual (trying to contact the children and protector), they would tell the explorers more. Two Hobgarin chased the explorers, while the goblins were told to stay here to see if the explorers would double back and search our things, plus guarding us to become slaves.

The ritual gypsy finishes and says that they can sense the protector's spirit form and cannot contact the children meaning that the children went far, and the protector is dead.

PLAYER OPTIONS

1. Recover the Children – the wounded gypsies request searching for the children.
2. Chase the explorers – Track the explorers being chased by Hobgarin.
3. Hobgarin & Explorer Backtrack – Investigate where the Hobgarin came from and why.



(Time Based Event)

This is a time SITUATION that starts once the players choose to leave the gypsy camp and find the children. The nomads would point to where a doll is laying in a bush where the trail starts. Nomad Protector ran off with the kids through a more densely forested area which would make it a little easier to track them.

preparation

This is a time-based event. The more time spent doing something else can be expressed as the amount of time the children are lost and managing to survive in the wilderness, covered when reaching the Situation #4.

searching

TIME TRACKING

At no time tell the players this is a timed event, when a Tick is being noted, or how many Ticks there are. For this time driven event, there are 4 SITUATIONS with Tick notes. Keep track of the number of Ticks. During the 4th SITUATION, there will be a TIME EVALUATION section to count and apply the ticks.

If a player has tracking as a chosen skill or background, tell them that their skill has made it easier to follow the tracks and reduce the Ticks by 1.

SITUATION #1

The characters can easily see trampled grasses and broken branches but roll perception to see which characters see a torn piece of a childlike cloak, Passive Perception (PPER) that a badger is pulling from a branch. Pass the following note to each successful player.

Note to Players: *The cloth has a brooch on it that a badger-like creature is pulling off a branch. To act quickly, you can start to follow, write your*

response "Follow" or "Tell the Party". Write your response on the note.

Follow Response (Followers): The other players are now the "Party". The badger, a burrowing creature, having already noticed the players uses its turn to complete pulling it from the branches and scurrying into the brush. The characters that saw it can see the moving grasses to chase it. Tick 0.

PARTY: If there are no followers the players can choose to follow the Badger, Tick +1 and are all followers. If they spend lots of time talking about it Tick +2. If they ignore the chase, then go to SITUATION #2, Tick +0.

BADGER CHASE

The Party starts behind the Followers, because they won't be able to see what is happening. Should the Party get in the way by getting in front of the Followers, they will obstruct and slow down the Followers, +1 Tick, but now become Followers and see the chase.

A. Step 1

Initially tall grasses amongst the trees turn to brush and trees, players must make a BEL (nature skills or background gain +10) roll to think about where it would go next. If the Naturalist is here, auto Pass, and take the lead. If there is at least 1 Pass, Tick 0. If there are any misses, they can spend extra time to figure it out, Tick +1. If all rolls Fail, the track is lost and they must BACK TO PATH, Tick +1.

B. Step 2

Seeing the badger ready to go down a hole, the followers with the highest COO start. They can expend an ability or spell to stop it or make an COO roll to grab it. A character grabbing it will take 1 DMG as it bites them on the hand after letting go of the cloth and makes its way down the hole.

Attempts to kill the badger with a mechanic or weapon, they auto succeed but note -1 Favor. If the Naturalist kills the badger, Favor -2. Favor is used as a penalty for the God or local entities that do not reach the point of affecting a character's reputation.

C. Step 3

If the players are successful, note "Children's Brooch", on a character sheet. The brooch gemstone has a mix of green translucent and cloudiness with copper fastenings. If the players spend time to investigate or discern anything about it, Tick +1, otherwise Tick +0 and read BACK TO PATH.

If players were unsuccessful, any attempts to continue will add Tick +1 or Tick +2, but the badger is gone. Read BACK TO PATH.

BACK TO PATH:

Characters spend Tick +1 to get back to the path. Go to Situation #2.



SITUATION #2

Trees before the knoll, a small hill.

Read to players – About 40' away off your path, there is an eyelevel branch that is curled and appears to hold an object.

1. If players take time to investigate, Tick +1.
2. If they bypass and continue, Tick +0.

INVESTIGATE

Backstory - A Warlock has a "Eye Watcher Ward" amulet on trees throughout the forest. It will watch characters until they move out of line of sight. (suggest rolling to determine at what

distance a player notices it and place others accordingly).

- A. Attempting to destroy the ward, will cause a character to take d3 DMG. If they continue with their action to destroy it, they take another d3 DMG.
- B. If multiple Creatures are moving toward it, it will wait to get as many as possible but be triggered to act before being attacked within 20'. Creatures entering within 20' of the eye where the eye can't see them will trigger it to instantly turn toward them.

Characters within 20' must make a save vs. WIL. These forest runes can only attempt to bind a player once this event. On Save, no effect. For Trigger rolls, the player makes a note that they have "watcher immunity" on their character sheet. For Misses, go to Entranced. On Snag, the player takes d3 DMG and goes to Entranced.

- C. Entranced – If a character is restrained by the eye, it turns bright purple and the iris glows green. Entranced characters constraints:
 - a. In the 1st round the warlock makes a connection with any entranced player. The warlock can still see all the area, but now the character can see the bust portion of the warlock and nothing in the background.

The warlock has white hair with some faded blue hints in a wavy style pattern. It is a male with a sharpness to his nose. The eyebrows are slender and come to a slight downward point. The cheeks are ledge-like underneath the eye.

The collars of a light purple shirt are metallic gold and silvery chains of necklace can be seen but cannot see if it comes down to anything or is chain only.

If a player has MP, they can attempt to sever this bond by giving them the choice to expend 1-3 MP. For each MP above 1 they gain +15 to their WIL. The warlock WIL = 83 (secret). Conduct a Contest roll.

Trigger: The player breaks the bond and has "Watcher Immunity".

Success: The player breaks the bond, knowing that the warlock knows their name and the player knows the warlock as "The Zalakai."

Miss: The player is locked in without other knowledge.

Snag: Player is -10 to save vs. Jaizuun.

- b. The 2nd round the warlock enters deeper into their mind. Resolve the following and then go to the letter "c". Any player with MP, FP, or spells must save vs INT, BEL, or WIL or lose d2 P or a level 1 spell cast. Any player can expend a spell or P, as a special action use, to break the charm. Other players may attempt a WIL roll, on miss 3 DMG, Snag 6 DMG.

Trigger: condition ends.

Success: condition ends.

Miss & Snag: The character is left with a burning sensation on the back of their neck. The character takes 3 DMG and is released. Note: "Eye Watcher" mark on their character sheet. There is now a story line bond of the player to the warlock until resolved. Resolution and information are not part of this event, so further player investigation should be met with to formally inspect it after this Prequel.

- c. Tick +1. If any time spent was excessive, Tick +2, otherwise read SITUATION #3.

SITUATION #3 – After continuing the trail, the players come across a dead gypsy protector appearing to have some slashing and stab wounds. The area appears to have had a scuffle. There doesn't seem to be any tracks. If they continue searching, tracks will yield no result.

He has nothing significant of value other than a typical short sword, although bloodied, a few adornments of beaded necklaces and bracelets worth maybe a few copper, and a

stylish pair of boots. If the players take the boots, +1 Time.

SITUATION #4

NOTE: For this event, players with "Eye Watcher" Mark are -10 for saves. Players with "Watcher" immunity cannot be charmed. The Goblin chasing the children caught up to them and the Jaizuun. The Goblin promptly fled.

TIME EVALUATION

For each day the players spent elsewhere before coming to find the children (starting this event), one child has been fully absorbed into the tree appearing as a slightly humanoid shaped tree root. The creature can move 1 child toward the tree while 1 is being absorbed, taking 4 turns to get there. Each child absorption takes 3 turns.

<4 FAST – The monster has one child laying against a tree in "The Cluster".

4-6 MEDIUM – The monster has one child coming to the tree and one half absorbed in the tree "The Cluster".

7+ SLOW – 2 Children are fully absorbed into the tree and one child is moving toward the tree.

Read to Players *This starts round turn order as a full action. Discussion equates to a main action for any involved characters, so this starts "No out of game talking", until told otherwise. Simple action is about a 5-6-word phase.*

PART #1 - NARRATIVE

Read to Players: *You've come to the top of a knoll and face a downward slope, about 40'. with a swath of not so thick brush. At the bottom, there are about 20' trees before the clearing where the children are to the left.*

There is a large tree to the right at the other end of the clearing. The Jaizuun will be to the left of the Arboration tree against another tree at the back edge of the clearing that is effective camouflage appearing as part of the tree.

Going around the brush slope is about 120' to get to the 70' diameter clearing. Staying

atop the knoll and using a longbow is a long shot for -30 To Hit and misses could hit the children. Once at the bottom the clearing is surrounded by trees so effective combat will be at the edge of the clearing and within it.

IDENTIFY BRUSH ON THE SLOPE

DEGREES OF SUCCESS SKILL CHECK: BEL

Any nature-oriented characters may make a roll. Prepare notes for each condition and a space for each player to write their action choice. Do not reveal information aloud.

TRIGGER: This player can yell out 1 line of about 5 words to the other players.

40+ It is Blade cut brush, which is somewhat flexible, and forceful movements can trigger blades that spring out from branches hoping to cut animals that help feed the brush with blood.

All children are in a trancelike state. If any children are being absorbed by the tree, then their character can see that part of the child's skin appears to be bark.

20+ The brush is prickly and painful, so it's at least going to hinder movement.

Miss – no information

Snag – Whichever direction the player goes, they missed seeing some loose rocks. They will stumble on them and must save vs.COO or fall prone. If in the brush, they take an additional 1d3 DMG plus any additional effects rolled.

SITUATION #4

Circle = 60' dia.
Clearing

J = Jaizuun

A = Arboration Tree

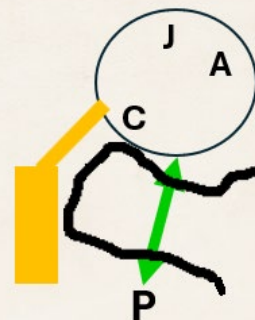
C = Children

P = Party

Black Line = Brush
& Slope

Green = 40' across

Orange Line = long
way around, 120'



WHICH WAY TO GO COMMITMENT

Using a time and distance significant event or situation, player characters will now have an opportunity to play out a “fast” character able to reach a location sooner or the agony of having to wait for the slowest.

After any eligible players receive their information, all players write down one of the following choices:

Read to Players:

For any movement choose whether you will run, walk, double walk, etc. Write it down.

1. Go down the slope.
2. Go the long way around.
3. Write an ability.
4. Narrated action

Read to Players: “Now you can talk”. Roll initiative, Creature +0. Players must take their 1st Walk or their entire Run but may conduct other abilities as per normal turn constrictions. The next round plays as Tactical Combat.

BRUSH SLOPE

Roll for moving through the brush as needed.

- Walking – If a character chooses half-speed, they can take 0 DMG. A character using an item to push back brush while they pass, they can make a STR or COO skill check as it can possibly whip back and hurt them
TRIG: Move full walk, 0 DMG.
PASS: 0 DMG
MISS: ½ move speed, take d2 DMG.
SNAG: ½ move speed, Stagger and fall into the side of a bush, take d3 DMG.
- Running down – Roll for turn. Save Vs COO. Expend up to 2 FP for +15 each to roll:

SNAG: Move

½ Walk speed, roll d2 DMG, fall prone

MISS: Move

½ Walk + ½ Run speed, Fall and roll taking 1d2 DMG against DEF.



Make a STR roll, no Trig or Snag.
Pass – roll your other ½ run speed.
Prone. Take 1 DMG.
MISS – Roll down the remaining way. Each remaining 10’, take d2 DMG.

PASS: Full movement take 1 DMG

TRIG: Full movement, take no DMG.

- Treasure Component – Tinkerer could make use of some of the larger branches to make some small weapons or other inventions. At a minimum, it could be used to enhance a club as +1 DMG.

GOING THE LONG WAY AROUND

Calculate player movement and apply to reaching the clearing.

REACHING THE CLEARING

A character with the “Eye Watcher Ward” Mark that enters within 30’ of the Jaizuun, feels the Mark burning and must save vs FAI or BEL or take 1d3 DMG. A marked character can only be attacked this way once for this situation.

JAIZUUN

This psychic, tree monster is an abomination of universal and forbidden magic

typically used by warlocks, witches, or demented shamans. It can meld itself into a tree, giving it added mass around a tree or the roots. If not seen performing this, it can only be detected through magical means or a nature-based investigation. Linked to its creator, they share sight and abilities to various degrees.

The Jaizuun can animate creatures absorbed into a tree, called Arbortui that are living with the "undead" property. Arbortui has a modular monster stat block conversion in the Monster Compendium. If used for the demo, take creatures as half-stats with Sapling abilities. Any religious classes or the Spiritual Warrior characters can make a BEL check to sense if the absorbed spirit can be saved.

Transformed children for this demo are equivalent to Saplings. If using transformed children as Saplings, consider ways in which they can be returned to the tree like undead, automatically, restrained, or knocked unconscious.

This tree creature was formed using the flexible Sable tree, which is also a grass type, known to be a special sap type and stronger bark. Created as a guardian construct, its secondary function allows a remote viewer to see what's happening when engaged and absorb unwanted creatures into an Arboration tree.

Having similar characteristics and traits, these creatures vary in size and have other powers dependent upon the strength and powers of their creator. The type of tree used also has an impact on the nature of its stats and abilities.

FOREST EDGE JAIZUUN (T1)

(Warlock Zalakai)

STATS

HP: 40

DEF: 15, sap is fire and air resistant ½ DMG, Water & Fusion vulnerable (Max DMG & -15 to saves). Earth & Immune.

STR – 55 FOR – 70 COO – 35 WIL – 10

INT – 20 FAI – (-10) BEL – 0 PER – 55

Move – 20' once per turn, whether walking, climbing, or swimming. Instead, it may jump 10'.

ABILITIES & ATTACKS

CASUAL

Regrowth 1x – Rooting its hands or feet into the ground or tree, it regains 2d6+2 HP

SIMPLE

1. Activate either branches with 10' reach to attack save vs COO dealing 1d4 DMG or for roots to come up and grab a creature fully restraining it. Pull them partially into the ground rooting them in place. Save vs STR or COO.
2. Activate any Arbortui.

MAIN

1. Melee Strike reach 10'. To Hit: 45, DMG 2d5, blunt
2. Shoots wood spike fingers and regrows them. Projectile To Hit: 45. Range 80', deals 1d6 DMG
3. Summon up to 3 saplings: once

saplings

STATS

HP: 5

DEF: 0, Water & Fusion Vulnerable(Max DMG & -15 to saves).

TO HIT: Melee & Hurl – 40

STR – 15, FOR – 25, COO – 15, WIL – 10

INT – 0, FAI – (-20), BEL – 0, PER – 25

Move & Climb 25'. Jump 5', Swim 15'

ABILITIES & ATTACKS

Lashings, 1d4 DMG, Melee - 40

Hurl Wood Spikes, range 30', 1d3 DMG,

MYSTERIA ABILITY

Eye Charm (Passive): One time per adventurer, LOS 50', Save vs. WIL (see notes).

Note: After roll, expend MP to increase save, 1 MP +10 up to 3 MP.

TRIGGER: Arboration resistance, permanent

PASS: No effect

MISS: charmed, see following rounds.

SNAG: pulled 15' to the Arboration tree and see charmed.

CHARMED

Feeling the constraints of this charm, you are forced to take the following action but are aware of your senses and surroundings. On each of your turns you take 1 walk toward the Arboration tree, and you can't take any other. If you reach the tree and have movement left, you go prone to the tree roots. At the end of your turn, you can make a save vs WILL.

Moving to the tree

Save vs. WIL

TRIGGER: No effect

PASS: Ends Arboration

MISS: continue to the tree

SNAG: next save -10

ARBORATION

At the start of your turn you hold onto the Arboration Tree, unable to take further actions with your arms. Jaizuun can have Tier # of creatures transforming at the same time, unless granted otherwise. The Jaizuun can have 1 child and player character transforming at the same time.

Turn Start with Tree Contact

Save vs FOR

TRIGGER: End condition, take 1 action

PASS: end condition and lose turn

MISS: Paralyzed, take no actions.

SNAG: Miss, plus next save -10

Paralyzed

At the start of your turn, save vs FOR

TRIGGER: End condition, take turn

PASS: end condition and take 1 action

MISS: lose ½ remaining HP, feel your skin begin to form into bark. The start of their next turn is Last Chance.

SNAG: Miss plus -10 next save

Adventurer's that are watching notice a "sucker" root connected to this creature that has been growing. The root is harder to hit well due to movement and is immune to blunt DMG. Pierce = ½ DMG. This movement is -15 To Hit. This root has ½ the player max HP. This halts progression,

but the player will be incapacitated for d2+1 Rounds as transform back.

Last Chance

Start of your turn, save vs BEL or FAI

TRIGGER: End condition, take 1 action

PASS: end condition and end turn

MISS: You drop to 0 HP and ½ your body turns to bark and wood. On your next turn, you enter transformation.

SNAG: You enter into transformation.

TRANSFORMATION

Your entire body has been pulled through your equipment and transformed into a body-like mass of bark and wood. All of your equipment falls to the ground.

Transformed humanoids become half-living and half-dead, thereby having the undead keyword subject to both living and dead. They can be summoned freely by the creature, likely the same as the sapling. They have the stats of the transformed creature with ½ their max HP.

The Spirit Warrior can communicate with their spirit and can sense that they can be returned to their body reversing the condition, possibly.

RETURNED CHILDREN

If players show or talk about the gemstone brooch they found, the gypsies let them keep it and discuss where they were when the children ran off to explore.

NUMBER OF CHILDREN SAVED

0-1 : A breakfast meal with a special bread loaf that offers +1 Provisional HP, plus 1 ration of bread to keep that does the same.

2-3 : Above rewards, plus 1 tattoo that may be summoned to act 1 time.

Read to the players Which of you would like to choose a panther or wind chime tattoo?

Panther –with sprint 40’ and dealing 1d6 DMG as a simple action.

Wind Chime – This tattoo creates a wind gust strong enough to move a creature 15’ in any direction.

4+ : All above, plus a beaded bracelet with unique leather lacing from a rare hide of Kulkova Bison attached to a few charms, protection +5 DEF.

MALACHITE GEMSTONE

This Event occurrence has been omitted from the Demo Version. It features additional random monsters, an event location with embedded monsters, and starts a path of exploration and potential mercantile.

The chase

The direction they went in appears to be animal paths or trails, so there isn’t much need for determining where to go as soft ground makes the footprints easy to spot.

He and his cohort were chased by 2 Hobgarin. His leg was wounded so he couldn’t run as fast and fell. As the Hobgarin ran by him, they thrust a short spear into his side to make sure he was dead, but in their haste to get both and keep running, they failed to notice he was still alive.

INFORMATION

Read to Players *Following the trail, you come across one of the explorers lying on the ground with a slash in the leg and Makura Yari (short spear), sticking in his side.*

1. He relays the importance of warning sovereigns about a Hobgarin outpost, fearing another conflict or war.
2. He hopes you can help his friend.
3. He would also discuss the importance of returning his family heirloom, a sapphire ring he holds out.

Read to players, “Will you promise to return it?”



Make a note of which player if any said yes, as this is now a bound promise or oath they need to fulfill. As a player grabs the ring and looks at it, they will see a ghastly face in the ring that disappears, then a new one will appear.

The ring projects a unique, ghastly face to each creature that holds it because it has been passed to another. The face has no direct correlation to anyone or thing the player knows

but each creature sees the same face until the family ritual is complete.

For Investigation of the ring, determine your own method for deciding how to manage it and can be done with the following forms: Detect Magic/Arcana-Sacred-Spirit-Mysteria.

- a. Low – is magical in nature
- b. Medium – the ring connects to ancestral spirits and can release progressive powers unique to each spirit
- c. High – **Read to players** *“The ring should be returned to the family so the family can perform the “Passing” ritual so the spirit guardian can be released.”*
- d. Trigger – A spirit will mentally convey this: **Read to the players** *“The family has no one else to bear the ring as their descendants were recently brutalized in some way. Return the ring to free the current spirit guardian, so that yours can protect and guide you. This is the gift of our line to yours.”*

If not returned and the player accesses the ring, the spirit guardian will help but as they continue to access the power without returning it, the other spirit guardian grows vengeful, cursing the player. Further detail covered in the Prequel full version.

Further searching his body would yield a pouch of 65 gold, 23 silver, small ruby, and an ornate key with an unknown symbol. He has a pocket on the inside of his leather jerkin, where the players can find a small journal. It appears to be relatively new, but there are a few entries about events that have happened to him on his travels:

1. On the 1st page of the Journal is a homestead and a few landmark locations correlating to a large area and overall appears to be a map of an area to explore.
2. The next few pages talk of some travels out exploring some of the area.
3. The next page reads:
Read to Players *“Saw some Hobgarin in the woods. Why are they here? Following them to a cave, we camped for the night. Tomorrow we will watch and see what they do or where they will go.”*

There is a small sketch correlated to the 1st map but zoomed in on an area with a cave marked.

The gypsies have an idea of one of the markings and could draw a map sketch to get there. Continuing the path, the players come upon 2 Hobgarin Soldiers wearing leather with some splinting and walking their way. Equivalent to the characters, this will be Hasty Combat, so auto-hit.

HASTY COMBAT

One Hobgarin has 2 Makura Yari, and the other has 1, d6 DMG. They each also carry a long sword, d8 DMG.

AI conversion coming



Hobgarin A: HP 12

Hobgarin B: HP 7, (wounded)

Any character not being offensive is identified as a weaker opponent and targeted, roll randomly, or decide based on player actions. They keep no money on them. Everything else about them stands out as insignificant. Any information extracted would be about the basic nature of their Outpost but vague.

RING & EXPLORERS' IDENTITIES

The ring's potential boon & curse and learning about the true nature of the explorer and

companion are available in the Prequel full version.



Hobgarin lead from the front and welcome battle but enjoy domination. The Prequel, full version includes the Outpost & Fortress layout, plus 17 troop type, stat builds. It also details the accessory locations and practices for an in-depth dive into investigation for multiple session play.

OUTPOST

HISTORY—A detachment of Hobgarin was forced to retreat after their War Commander perished elements were overrun in the 5-year war. With existing settlements destroyed the area was isolated. The 2 nearest cities were too far to exert any control at the time and even now, mostly recovered expansion is well beyond the state of their affairs.

Disgraced, they built this outpost by capturing slaves. Once constructed, they regained their standing and upon approval began construction of a Stronghold. They reached out to a Base Commander for recognition, who agreed to send out a reinforcement element.

The reinforcements are a mix of base and battle units as the operation is further evaluated base conversion, which has extensive command structure impact and use for future expansion plans.

STRUCTURE - Built using rough stone, the Talus, sloping wall, base is 30' tall. The wall on top of

the base is 10' tall with no windows and crenellations on top.

The door at the base appears taller than normal made of a traditionally dense wood. The tower has 2 windows, one above the other on each side. There are crenellations with a couple of murder holes. The center of the tower appears to have a peaked center tower.

Players would recognize this is a well-designed but not as well executed Outpost due to its lack of engineers and craftsmen. This looks complete without signs of construction.

DEAD SLOPE – The Hobgarin overworked goblin lowers and easily over 50 captured humanoids to build this structure. At the bottom of a slope into the rocks is the place where the Hobgarin tossed many slave bodies over the years. Many different humanoid types are here, some being Goblins.

Most bones are many years old, brittle and broken into small pieces. Anything of value was stripped before dumping them as even cloth was worth salvaging. Any attempt to connect with skulls and the dead would yield that unlucky travelers or isolated dwellers were snatched by the Hobgarin from nearby or some distance away.

OUTPOST TROOPS

The Outpost maintains a consistent array of troops, where every other week a message patrol is sent from the Fortress to the Outpost

and back after 2 days. The Outpost sends a 2-3 day patrol out every week or two. The following troops are currently at the Outpost and the patrol party was chasing the explorers.

REMAINING TROOPS

Goblin Sergeant – 1

Goblin Soldiers – 6

Goblin Archers – 4

Hobgarin Sergeants – 3

Hobgarin Soldiers – 8

Hobgarin Archers – 6

HOBGARIN FORTRESS

With reinforcements coming, this Fortress is under construction but has a defensive structure formed, which is part of the Prequel, full version. It covers 17 Hobgarin Army Troops, Fortress with wall & building designations and layouts, a cave that serves as a stables, and the slave pits. A Hobgarin presence of any group is a concern, a Stronghold Castle is a significant problem.



DEMO PREQUEL

Shortened Version

- ❖ For use with the Trinamyk Demo Shortbook with pre-generated and modifiable characters. Full version available for game pre-launch.
- ❖ Rule light gameplay makes diving into gameplay easy
- ❖ Fantasy roleplaying content to play out the dynamics of character creation, experience game mechanics, and explore gameplay content.
- ❖ Single session, 3-4 hours with plot hooks for extending into campaign play
- ❖ Content includes multiple settings showing differing styles of gameplay, including an extensive multi-faceted event that is time driven.

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