

dethrone
skeleton
god

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Safety tools used: X-card tinyurl.com/x-card-rpg; Lines & Veils rpg.stackexchange.com/questions/30906/what-do-the-terms-lines-and-veils-mean

Special thanks to Daniel & Lewis for playing with me that one time

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THE BEGINNING

To dethrone the *SKELETON GOD* you will need:

2-5 players, who will play the role of GHOSTS

1-3 hours, as a one-shot or a mini campaign

A handful of **six sided dice** (d6)

One **twelve sided die** (d12)

Writing materials or a shared digital space

GHOSTS value safety above all. Make sure everyone feels comfortable. Before starting play, establish **Lines** (things that GHOSTS don't bring up) & **Veils** (things that GHOSTS may only mention "off-camera"). Use the **X-card** to skip scenes for any reason.

THE END

GHOSTS have a set of truths:

GHOSTS have no master (the last was [redacted])

GHOSTS are not invulnerable

GHOSTS know the way forward

yet they must dethrone

yet they risk everything

yet they need to find it

There are three shared FALLOUT tracks:

The Corporeal track - the collapse of the material world. Mark this track when your actions cause ruination of the physical.

The Phantasm track - the decay of the immaterial plane of existence. Mark this track when the paranormal is disrupted.

The Throne track - the demise of *SKELETON GOD*'s power. Mark this track when you are a step closer to its defeat.

When one of the tracks has been marked 5 times, you reach the End.
What is your prologue?



Option 1: The Throne track is fully marked. *SKELETON GOD* dethroned. Well done. You are free of your obligations now. *What is after?*

Option 2: The Corporeal track is marked. The *SKELETON GOD* roams free on this planet. Total destruction is imminent. Perhaps you can try again in another timeline.

Option ???: The Phantasm track is marked. The phantom world is completely destabilised. Paranormal events appear at random. Seek shelter and do not attempt to communicate with other dimensions. Stay safe.

The Rules:





CREATION - THE PAST

Discuss broadly

What is your world like? When is the story set? How populated is the area? How far away can you travel? How long does communication take? Do the people believe in GHOSTs?

Each player creates two location cards

<i>Visible location:</i> The Local Mall "MegaStar" <i>Paranormal influence:</i> The Arcade machines have rebelled <i>Revealed weakness:</i> Electric current
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Visible location

This is how the location seems at first. It also refers to the physical aspect that would be at risk.

Paranormal influence

The danger that the paranormal forces have emerged in this location. It represents the danger you face here.

Revealed weakness

Is a tool, element, force, source, word, concept, ██████ that will gain you an advantage when confronting the *SKELETON GOD*.

Do not share the cards' contents. Shuffle & place them face down on the table.

CREATION - THE PRESENT

A GHOST is many things:

A **Name** that does not announce your GHOSTly nature. And one **True Name** that can only be revealed to other GHOSTS. It holds power that you can understand in a single crucialmoment.

A **Domain** that is your collection of skills you have accumulated in your life. Be as broad as you wish, but know that specificity will grant you opportunity.

Linguistics Trains Magazines Laboratory Poetry

A unique **Item** that you cannot part with. It is intertwined with your GHOST like two cans with a taut string in between. This Item may relate to your Domain or it might just be that really special object you've kept for that one important nanosecond.....:

Chainsaw Translation-app Lantern Shovel Amulet

One or more **Rituals**, the powers given to you by the *SKELETON GOD* that you use against it. Mark your Ephemeral track once for each Ritual you start with (up to 3).

Unearth Embody Protect Project Connect

The **Ephemeral track** which shows how close you are to dissappearing from reality.

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Use *italicised* elements as examples. You are encouraged to create your own GHOST.

CREATION - THE FUTURE

Rituals you may learn:

P i c t u r e
A n s w e r
A s s e m b l e
E s c a p e
Q u e s t i o n
H i g h l i g h t
P r o m i s e
R e a c h
S c a t t e r
W h i s p e r

When advancing the Ephemeral track, mark any one condition:

- ◇ You notice white dust accumulating around you.
- ◇ You now operate at 50% opacity.
- ◇ You can sense the strings of time. *May you interact?*
- ◇ You catch a glimpse of a past memory. Why? Forget it.
- ◇ Choose a form. You cannot change from that form now.
- ◇ Draw an element on a card. Reveal it when it's time.
- ◇ Combine two Rituals into one. *Power? Devastation?*
- ◇ Tell someone your True Name. How does it bond you?
- ◇ You notice a SPECTRE. What is their warning?



SETTING THE SCENE

As a group decide what location you will visit next. You may not give away the exact information about a location you authored, but you can share rumours you've heard as a GHOST.

Flip the card you have chosen. The author of the location may describe in a few sentences the premise of the visible elements. Each GHOST narrates a few sentences about their journey. How long does it take? How do you travel? When do you arrive?

Split up the group so you can cover more ground.

GHOSTS that aren't in the scene become Looming GHOSTS.

Looming GHOSTS will describe the location, act as other characters in the scene, state the dangers and risks of this scene.

Start by investigating the location.

Your goal is to find something or someone that might help you in your journey to dethrone *SKELETON GOD*.



ENDING THE SCENE

After a few resolution rolls switch to the other group.

End the scene with a cliffhanger-something that will have some major effect on both groups and/or the location. The previous group become the new Looming GHOSTS.

A good starting cliffhanger might be discovering the paranormal influence of the location. How it is different from what the GHOSTS expected.

When the Revealed weakness has been identified, play a final scene in this location where your GHOSTS regroup. Now as a group reflect on your progress and mark the Throne track:

1 mark if your exploration went as planned.

2 marks if great progress was made with a surprising twist.

3 marks if you have seen what you should not have had access to. You used your powers to achieve something seemingly impossible.

RESOLUTION

When your GHOST attempts an action that may result in FALLOUT, say what you hope will happen and ask the other players what could possibly go wrong. Then gather your dice:

+ d6 for being skilled in a relevant Domain.

+ d6 for using a relevant Item.

+ d6 for accepting a Skeletal Bargain.

+ d12, the paranormal die, when:

- using the Rituals of *SKELETON GOD* against it
- channelling the forces of Paranormal influence
- communing in a peaceful manner (yet spooky)
- approaching the Revealed weakness in this location
- risking your being by encountering *skeletal entities*
- facing the *SKELETON GOD*

Other players will offer you an extra die if you accept the Skeletal Bargain. It is a FALLOUT that will happen regardless of your roll and shall have an unintended affect on the world.

You are always free to reject, veto or alter a Skeletal Bargain. Especially if it impacts your GHOST.

Roll the dice. If your **highest** die is a:

1-3. Advance the scene by paying a great cost. The complications have the worst possible effect. There is no turning back now.

4-5. You achieve your goal with some complications. Continue the scene and consider how the situation resolves in your favour yet something backfires or goes not quite as you would hope.

6. Task is completed as planned. You suffer little to no harm or consequences. Use this opportunity wisely. It will not last long.

7-10. *You have done it. Your goal for this scene is achieved. Too much even. Things go out of control. Consider the Paranormal influence.*

11. *SKELETON GOD is here. SKELETON GOD is now. You stand face to face with your sworn enemy. How shall you pay back?*

12. *You summon something much, much, much more evil than the aforementioned god. All this time it stalked you. It still stalks you. What does it want? Why does it reveal itself? Will you get out?*

If your highest die is the paranormal die, mark your EPHEMERAL track. Mark any other FALLOUT tracks that were affected.

1. Make sure that the Throne track has been marked.

When are you ready?

2. Decide if you wish to take this last step, the last risk, the last....

Why are you here?

3. Start the scene when you see [redacted] awakening from its slumber.

What do you see?

4. What does it promise you if you betray your fellow GHOSTS?

Will you accept it?

5. What do you sacrifice to achieve your goal?

Does it matter to you?

6. Consider the risk, gather your dice (always take a paranormal die).

+d6 for each Revealed weakness

When do you strike?

7. How does it End?¹

What are your options?²

¹See page 1

²See page 2



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