

# Circles of the Seventh Mask

Andrew Postnikoff

Game Fu #7 Competition

Must use non-traditional randomizers (no dice or poker/playing cards)

Does not use numbers to represent skills or attributes in any way.

Character creation does not allow characters to have access to all attributes. They must choose which ones not to have values in.

Mythos (Elder gods, Secrets man was not meant to know, Tentacled horrors)

Sentai team (Color defines you, Victory through teamwork, Power through transformation)

Images are:

Page 1: Princess with Bloodied Hands and Bloodied Eyes

Page 2: The Master clad in Green

Page 3: The Flaying Empress of Skulls

Page 4: The Heliotrope Pharaoh

Page 5: The Molding Blue Queen

Page 6: The Harbinger King in Saffron

All images by Andrew Postnikoff, found at

<http://picasaweb.google.ca/lordgrymm/Magistrates#>

Game requires the use of pieces from a traditional board game, other than dice.

The entire game, sans title page, must fit onto a 3 page document

There is a secret war raging behind the scenes. The Six great magistrates of the court worm their way into the world, corrupting all that they touch, forming grand hidden cults, fighting to ascend and claim the world as their own. The Demon Sultan, grand Hydra and king to all the magistrates, is confined behind them, unable to act directly. He calls out, and some of the attuned hear, and take up his charge, to hold the magistrates at bay. These masks of the seventh king join into cells, combining the powers of the magistrates to use against them.

The court magistrates:

Like all of the court, all of the beings are both multiple and singular. There are six of them, each grouped into complimentary pairs.

The Princess with Bloodied Hands and Bloodied Eyes

Red: Blood, anger, fire, cannibalism, war

The Master Clad in Green

Green: Primal horrors, evolutionary paths not taken, uncontrolled growth, savage indifference

The Flaying Empress of Skulls

White: Corpses, the dead, bones, things of the dark, fear

The Heliotrope Pharaoh

Purple: Constructs, multidimensional beings, Confusion

The Molding Blue Queen

Blue: Rot, Decay, Corruption (physical and mental), Worms

The Harbinger King in Saffron

Yellow: Stillness, deserts, monoliths, lost races, mutiliation

The Attuned:

The magistrates and the sultan are trapped within their court. They are only able to sympathetically affect the world. Most notable of their forces are the attuned, which are people that hear the call of one of the magistrates, becoming their agents. Most of the attuned hear only one of the magistrates. Some, the spectrally attuned hear more. This makes them stronger, as they are able to access more of the powers of reality. It is from these ranks that the demon sultan calls his numbers. Despite being able to hear more than one, the greater attuned still are attuned to the magistrate that first called to them. Because they have ties to the other magistrates, the most direct of lesser attuned derisively call the spectrally attuned "Pawn Bags", as they see their split allegiances making them pawns to too many.

Setting:

To most, the world is how we see it. Those touched by the magistrates see slightly more. The magistrates leak into the world in small amounts, primarily through interactions with individuals. These individuals are often transformed by this influence, and tend to change the world around them. It is often like they are in a waking dream, though in general that dream is a nightmare. Through the attuned, the magistrates have been creating empires. However, every attuned hears the magistrates differently. Therefore, there is often conflict, even amongst those that follow the same magistrate.

The attuned commonly work to allow breaches of the impossible into the world: great beasts and things from their subconscious understanding of their masters.

They can also all call upon the basal servants of the courts, the shambling remains, driven ever forward by the pulsing arrhythmic sounds that permeate the courts.

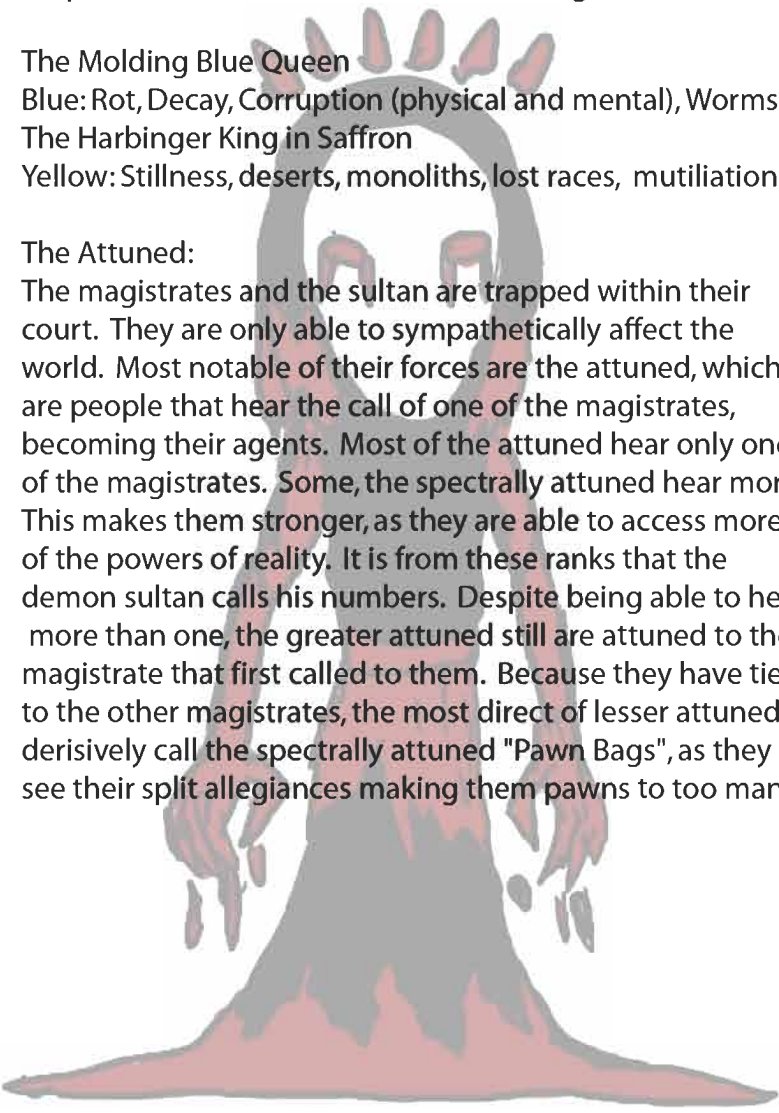
Attuned can see the influence of the magistrates on the world: things touched by the magistrates glow with their colours. The attuned can also rework reality to small degrees. They generally still see themselves as humans, and tend to follow the laws of reality.

The special teams of the Demon Sultan are chosen to be as complete of circles as possible. They are usually made up of initiates of as many different magistrates as possible, ideally all six. They are tasked with keeping the influence of all the magistrates down, so it is colourless (which is really all colours).

Masks:

The term masks is an interesting one with the attuned. The magistrates use the attuned as masks to align themselves with reality: their true visages are too horrible to comprehend otherwise. In turn, when they develop their connection with the magistrates, the attuned get a form of the visage that they saw, their former human form taking somewhat of a back seat to their new form. This then is another form of mask. The normal people often refer to active attuned as masks, as they perceive their new forms as needing to be them.

Most attuned concentrate to hide their visage in normal times, but when they do battle (ie challenges), they largely let their new forms out.



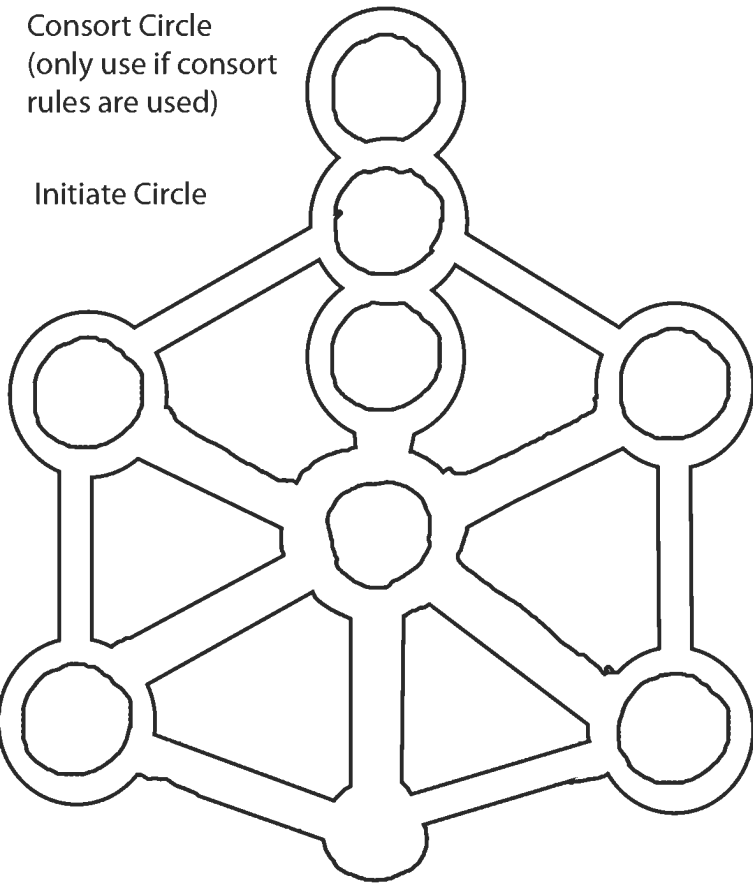
Name:

Concept:

Initiation Colour:

Consort Circle  
(only use if consort  
rules are used)

Initiate Circle



Anti-Initiate Gap

Trait:

Trait

Trait

Character creation:

Characters in Circles of the Seventh Mask are Spectrally Attuned.

Step 1:

Decide on a name, age and brief concept for your character. Draw a picture of him if you want. All of the spectrally attuned were people who somehow became wrapped up in the greater magic of the universe. However, despite being conduits for cosmic powers now, they were people first.

Step 2:

Gather a complete set of Clue pawns (red, yellow, white, green, blue, purple). Choose a magistrate/colour that was your initial contact with the courts. You are an initiate of that being. The colours are in pairs (red/green, yellow/blue, white/purple). Remove the other pawn from the pair you are an initiate of. This will leave you 5 pawns.

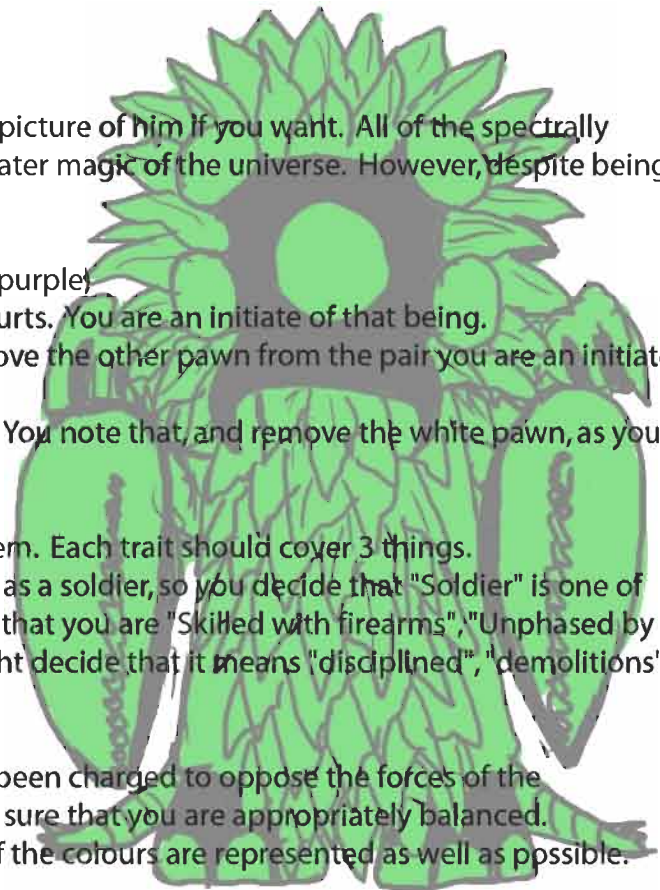
Example: you decide that you started as a purple cultist of tekhelet. You note that, and remove the white pawn, as your attunement to tekhelet stops attunement to Speltra.

Step 3:

Each character has 3 traits. These can be anything notable about them. Each trait should cover 3 things. Example: you decide that you want that initiate to have been trained as a soldier, so you decide that "Soldier" is one of your traits. Thinking about it, you decide that being a soldier means that you are "Skilled with firearms", "Unphased by violence" and "able to survive in the wilderness". Someone else might decide that it means "disciplined", "demolitions", and "firearms". Both of these are valid interpretations.

Step 4:

Talk to the other players. You are all members of one cell, who have been charged to oppose the forces of the universe and twist them back on themselves. You will want to make sure that you are appropriately balanced. You will be fighting them all, so you will want to make sure that all of the colours are represented as well as possible.





### System:

The spectrally attuned are pawns of many greater powers. Therefore, they lived charmed existences. Unless it is touched by the magistrates (and many things are), being able to channel the cosmic forces means that things go their way. (Unless the ST decides that some mundane challenge could make an interesting story, in which case the rules could be used anyways). However, they often find themselves in conflict with those things touched by the magistrates.

Basics: the player (and possibly the ST) each draw a pawn, and the chart is consulted.

	Red	Yellow	White	Green	Blue	Purple
Red	Both	Yellow	Red	Both	Red	Purple
Yellow	Yellow	Both	White	Green	Both	Yellow
White	Red	White	Both	White	Blue	Both
Green	Both	Green	White	Both	Blue	Green
Blue	Red	Both	Blue	Blue	Both	Purple
Purple	Purple	Yellow	Both	Green	Purple	Both

A colour result states which colour wins, and remains.

A "Both" result says that they are both removed at the end of this round, but they both cause the result to the other side. Finality is something that happens post conflict, when one side is defeated.

However, there are complications. Generic challenges will see the ST drawing randomly for the challenges. However, they will often have specific powers. For example, going up against followers of Speltra will often mean that they are white challenges, and will not be random.

When the group is fighting external challenges together, their draws are taken together. They are given what the ST has drawn, set to overcome. They choose what of their draws they want to use to overcome the challenge.

### Initiation:

Before drawing, an initiate can call on their specific magistrate. Instead of drawing, they may instead find that pawn and draw it.

### Traits:

If one of your traits is appropriate for the situation, you get to draw twice.

You decide whether you want to put the pawns back between draws.

You may use your initiation on one or both draws.

### Victory and defeat:

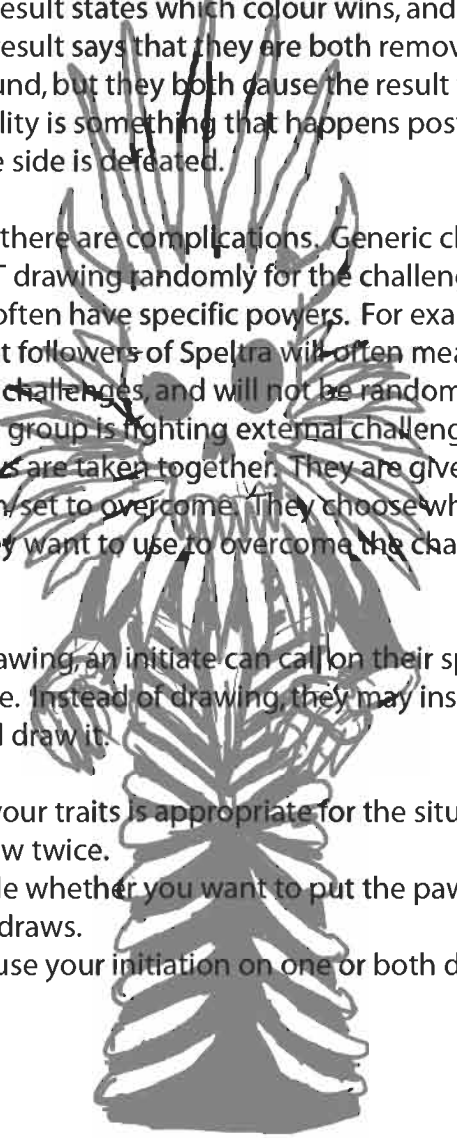
After the draws, see if the opposition has been fully countered, or whether they have any left. If all of their pawns have been countered, then they are defeated and are at the player's mercy. If there are still pawns left, the players divide them up as they choose. Each player has resistance to the forces of the universe (7 of them): 1 for each of the pawns in their bag, 1 of the colour of their initiation, 1 generic. If a character is given a left over pawn, they compare it to those. They cross off the appropriate colour from their charts. Example: after a challenge, there is a white pawn remaining. Bob chooses to take it. He crosses the white off his resilience (see diagram on page 2). If they don't have an appropriate colour left, they cross off their generic. If they can't do that, then they are eliminated from the challenge. So if Bob is given another white pawn (and he is not an initiate of speltra), he would cross off his generic. If he were given a third pawn, he would be eliminated from the challenge, and would not be able to participate till the next one.

At the end of a challenge, once all members of one side \ have been removed, the side with members remaining decides the other side's fate.

### Difficulties and staggering:

A mixed group theoretically should be able to take 1.5-2 times their numbers of pawns a turn. They should be able to take twice that amount without losing members (on average). Therefore, trivial challenges will be under 2x, moderate will be between 2x and 3x, and difficult will be above 3x. Greater numbers mitigate this slightly as well. Because of the nature, challenges will only last 1-3 turns, as one side will be eliminated by that point.

Another option is to stagger the entry of pawns. Instead of all the challenge pawns being laid down at once, they are instead laid down in progressive waves. This will make it more survivable to the players, as they could potentially hold off the staggered effect. Conflicts like this should have their challenges at a set rate, not based on defeat. So it might be a challenge where every turn 4 new random pawns are added to the pile for 6 turns. The conflict then goes till all pawns are eliminated. This better represents challenges from individuals like the players, rather than a specific monstrosity.



### Perfected attacks:

If your cell comes up with complete sets of all six colours, they can perform a perfect attack. A perfect attack has a number of benefits. First of all, it eliminates 6 without caring about what colours are involved. Second, the team ignores the remaining enemy pawns for this turn. Third, "Both" results for remaining pawns upgraded to the players winning those conflicts. Only one perfect attack can be performed in each conflict, but if more than one complete set are formed (so if 2 sets of all six colours are formed), they all can be combined.

### Spellcrafting:

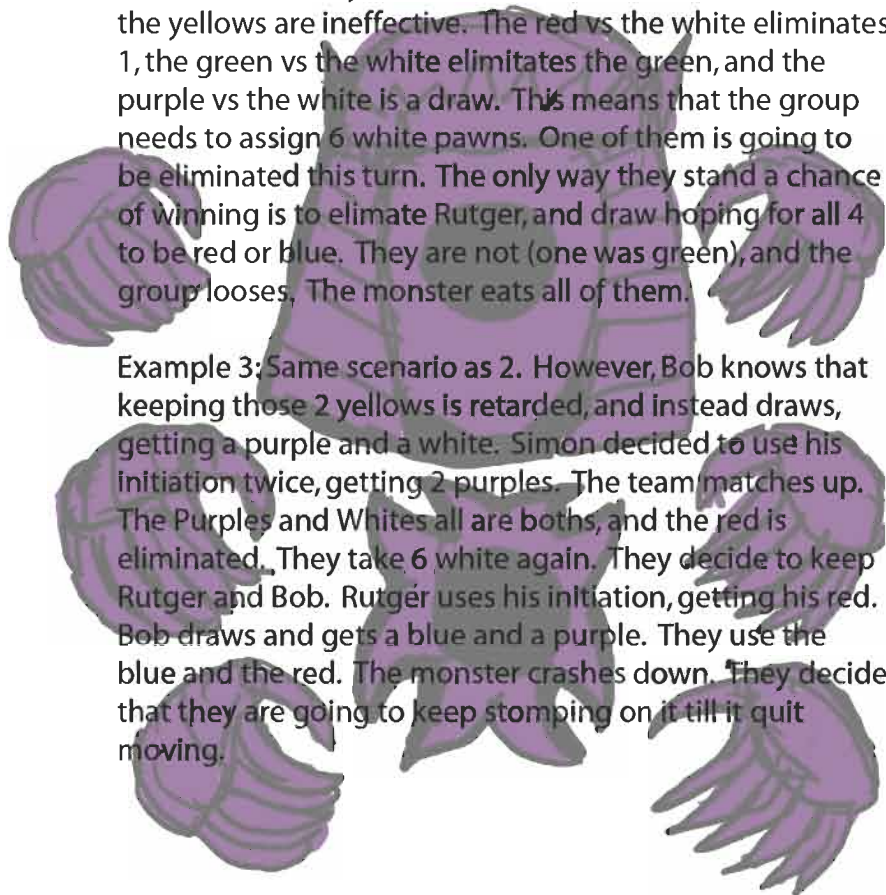
Attuned can change reality around them through channeling the magistrates. In general, it is a personal challenge, not one for a group. However big workings might be done as group challenges. Spells need to happen in the immediate area around an attuned. The ST assigns a difficulty, which will be made of random pawns. In general, small, personal, plausible affects will be at about 3, and they will scale up from there, with each one of those adjectives being eliminated adding extensively (like 4-5). Major castings could get into the 20s, meaning that you want a large group to do them. Defeat the challenge to change reality.

### System Examples:

Example: Bob, Rutger and Simon are going up against a hulking monstrosity out to eat some children with a challenge of 7: 3 red, 3 white, 1 yellow. Bob is an initiate of yellow, Rutger of red, Simon of Purple. They are in a gunfight. Bob is a soldier, and so calls on that trait. He decides to set both of them to yellow. Rutger doesn't have an appropriate trait, and decides to set his to red. Simon has a trait of "Killing glare", and chooses to set one of his to purple, and draw the other one. He draws a green. That means that the players have 2 yellow, 1 red, 1 purple, 1 green. Looking at the chart, they see that red loses to yellow and purple. They decide to place both of their yellows and the purple against the reds. White loses to red, so they put their red against the whites. And green beats yellow, so they put the green against the yellow. This leaves 2 whites. They decide to give one to Bob and one to Simon. Bob crosses the white off his sheet. Simon crosses the generic off his, as he has no white (as an initiate of purple). If he takes another white, he will be eliminated. Fortunately, they manage to eliminate the threat next round. They decide that Simon's glare works, and the monster dies.

Example 2: Same scenario as above, only instead the monstrosity is a bone golem raised by followers of The Flaying Queen with a challenge of 7 white. They get the same draws. The yellows versus the whites means that the yellows are ineffective. The red vs the white eliminates 1, the green vs the white eliminates the green, and the purple vs the white is a draw. This means that the group needs to assign 6 white pawns. One of them is going to be eliminated this turn. The only way they stand a chance of winning is to eliminate Rutger, and draw hoping for all 4 to be red or blue. They are not (one was green), and the group loses. The monster eats all of them.

Example 3: Same scenario as 2. However, Bob knows that keeping those 2 yellows is retarded, and instead draws, getting a purple and a white. Simon decided to use his initiation twice, getting 2 purples. The team matches up. The Purples and Whites all are boths, and the red is eliminated. They take 6 white again. They decide to keep Rutger and Bob. Rutger uses his initiation, getting his red. Bob draws and gets a blue and a purple. They use the blue and the red. The monster crashes down. They decide that they are going to keep stomping on it till it quit moving.



Advancement (optional):

Most spectrally attuned stay the same. However, some do opt the following traits (ST, there is no hard and fast rules as to when or if characters can access these. In general, it is not a game about advancement).

#### 1. Changing traits:

between stories, the focus of the attuned can change. A player can propose changes to their traits, such that one of them changes. Changes to clauses (the three descriptors) in general should be allowed, changes to one trait (so 3 clauses) is probably a sensible limit.

#### 2. Additional traits

Additional traits could be added to a character, if it seems appropriate (but in general, three should be enough)

#### 3. Additional initiations

It is theoretically possible that some characters could become initiates of multiple magistrates. This should be very difficult, but possible. Follow the rules above: characters can set their pulls to either initiation, but don't get access to the other colour of the pair. Resistances change accordingly.

#### 4. Consorts

These are advanced initiations. For the cost of one of the pawns, it is possible to become a consort. Consorts can change to their colour after the draw instead of before. Their resistance in that trait becomes 3.





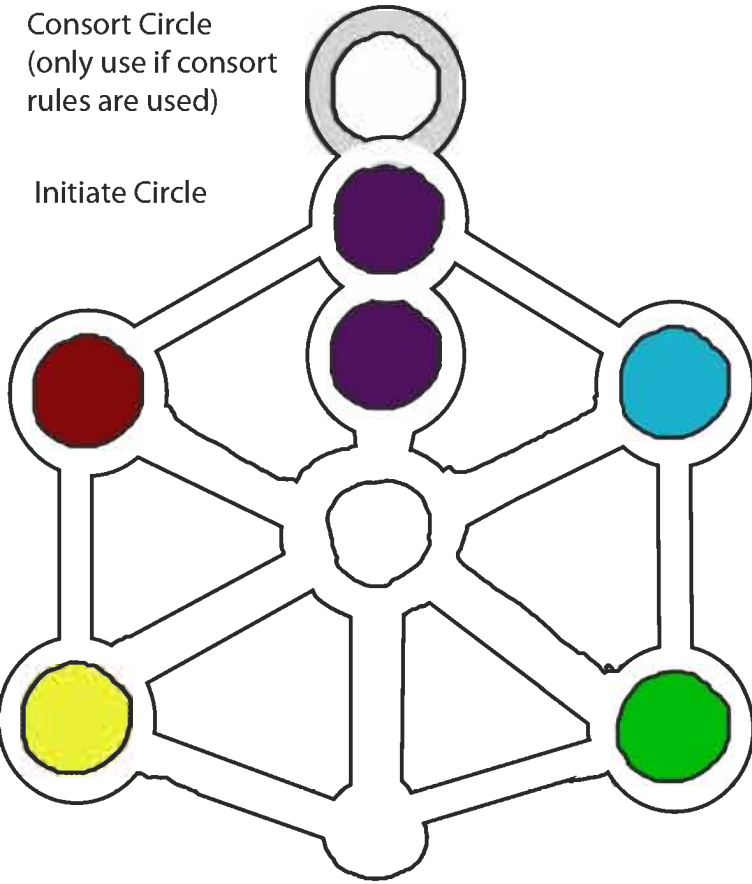
# SAMPLE CHARACTER

Name: **MALGOROTH**  
 Initiation Colour: **PURPLE**

Concept: *MALGOROTH WAS BORN TO A WITCH NAMED MARY CARTER HE WAS BROUGHT UP TO SERVE THE THE HELIOTROPE PHAROH IN HIS GUISE AS THE GATEKEEPER. HE WAS TRAINED ACADEMICALLY TO FIND OTHER MAGISTRATE GULTS IN ORDER TO FIGHT AGAINST THEM. HE IS OF PARTIALLY EXTRADIMENSIONAL LINEAGE, AND SHOWS THAT FROM TIME TO TIME.*

Consort Circle  
 (only use if consort rules are used)

Initiate Circle



Anti-Initiate Gap

Trait: *DIMENSIONAL SHAMBLER SPAWN  
 TRAVELING  
 COMMANDING EXTRADIMENSIONAL BEINGS  
 CANNOT BE CONSTRAINED*

Trait *OCCULTIST  
 WELL READ  
 IDENTIFYING OTHER CULTISTS  
 WALKING THE WALK*

Trait *ARSONIST  
 FIREBOMBS  
 HARDENED TO SUFFERING  
 COVERING UP EVIDENCE*

	Red	Yellow	White	Green	Blue	Purple
Red	Both	Yellow	Red	Both	Red	Purple
Yellow	Yellow	Both	White	Green	Both	Yellow
White	Red	White	Both	White	Blue	Both
Green	Both	Green	White	Both	Blue	Green
Blue	Red	Both	Blue	Blue	Both	Purple
Purple	Purple	Yellow	Both	Green	Purple	Both

