

Fading Lights Rules and Scenario

Scenario

It was a day like any other. The sun was shining through the trees. Birds were singing. You were going about your normal day.

And then, without warning, there was a piercing wail. Was it the fire alarm? A siren? No, it was coming from your room. Your normal, ordinary, room. Specifically, from a shard of mirror that you'd picked up years ago, kept as a curiosity. That had never before done anything but reflect light. Now it was translucent and glowing in a strange color. Before you knew what to make of it, there was a voice, a slightly-garbled message. "The hero Kendall Rodgers has failed to bring the Stones of Renewal! The Library is dying. I don't want to die! Come save me!"

Were you going crazy? There was no one around to ask if they'd heard it too. Without thinking about it, you reached out and touched your shard. And then, with a feeling like being turned inside out, you were here. No longer your sunny room, but a dimly-lit, dusty library. With a handful of others that looked as confused as you felt. And two large, gnarled trees, moving oddly in the still air. One of whom was still calling out, in a panic, "Save me!"

Rules

This is a game. Players are more important than characters. It's always okay to take space or leave game. Please be respectful of each other. Anyone may yell "Cut!" at any time to temporarily halt play due to a safety issue or other problem.

It seems that the library is starting to fall apart. If nothing is done, it seems that it will crumble completely, with you in it, an hour and a half after gamestart. The Hungry Void will also become unbalanced at about this time. Game will end promptly at this point, followed by a short wrapup.

There is no combat mechanic. You may roleplay getting into a fight, but you can't accomplish anything by violence. Don't touch anyone without permission.

Some characters are optional, so depending on number of players not everyone mentioned in your character sheet may be present.

Badges

A green sticker on someone's badge means they look like some sort of tree that's rooted in place but can talk and move its branches. Because the trees extend through the library, tree players can still move around.

Other colors on someone's badge indicate some sort of visible mystic aura.

All characters are written to be gender-neutral. If you have a particular gender you want for your character, you may indicate this on your character badge.

Books

There are a number of books in the library. Each character can only hold one book at a time, and you can't hold one book and read another. If you manage to leave the library, you can only take one book when you leave.

Books are written in runes. To read the book, you must first translate the title into English. Each character has cards for runes they know. You may show these cards to others, but they are not transferable. Once you have translated a book's title, you may open it and read the contents.

The library has magic that prevents any book from being destroyed or hidden while you are in the Library. When you put down a book, put it in an obvious location. Books are unstashable.

Other Items

Shards are translucent colored objects that seem like shards of some great mirror. They are freely transferable items. If a shard is used in a ritual, the person who started with it gets it back at the end; you can't steal shards if you're handed one as part of carrying out a ritual. A shard consumed by a ritual can't be used in another ritual but can be used to influence the Hungry Void. Shards aren't puzzle pieces; it seems like you're missing too many to fit them together.

There are other freely-transferable items in game. You may hold any number of shards or other non-book items at once.

Ritual Implements

There are a mirror and several flashlights in the library. They are available to all; unless you are actively using them to do a ritual, you may not deny them to someone else who wants to do a ritual with them.