

An adventure game by
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TWILIGHT BRIDGES

THE  WAYFINDER EXPERIENCE



TWILIGHT BRIDGES

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Characters

All players will be given character sheets. These character sheets will include the following information on them:

Name.

PC Team.

Memories. Three memories of the world from before it began to fall apart. These are either first-hand accounts, or stories they grew up on. This ensures that everyone has some kind of investment in the world-that-was, and allows for stories to be told and exchanged in game. This allows us to build a large and dynamic world without overloading the PCs on world background.

Backstory. About a paragraph of information on what your character's personal history is. This is kept fairly vague (mainly "what the character has done" and not really "how they felt about it"), and leaves plenty of room for interpretation. We don't want to spell out any particular character's motivation or core beliefs.

Character Relationships. This is explicitly family members, of characters that are intrinsically connected to that character that aren't within that character's group. It is assumed that characters will be connected to other characters within their group, and will be encouraged to form character relationships outside their group.

During the first character development workshop, players will build connections within their group and answer a series of questions as a group in order to build relationships. These will be questions like:

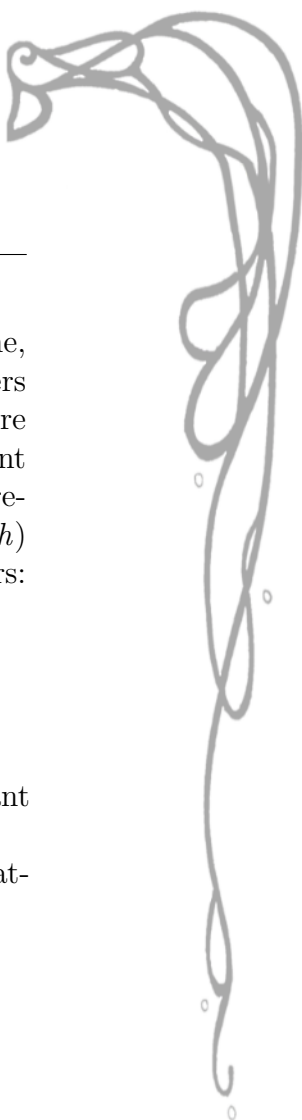
- Talk to each person in the group and form a memory with them.
- What's something that ties everyone in your group together, beyond what we've told you in the group background?
- What's something your group has left unresolved and needs to confront with each other?
- Does your group have a secret handshake, symbol, code or slogan?



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During the second character development workshop, shortly before game, each player will be given eight strips of paper, each a different color. Players will be walked through what to write on each strip of paper, and then secure the strips of paper to their arm as armbands. These strips of paper represent the very core of that character's being, and upon death will be slowly removed as they leave their character behind (see *Bridges and Gates of Death*) These armbands will be for the following things, and be the following colors:

White	<i>Name.</i>	
Yellow	<i>Persona.</i>	How the world perceives the character.
Pink	<i>Pleasure.</i>	A small thing that makes the character happy.
Crimson	<i>Hate.</i>	Something that the character despises.
Purple	<i>Bond.</i>	A character relationship that is hugely important to them.
Grey	<i>Form.</i>	A body part or part of their appearance that matters to the character.
Green	<i>Purpose.</i>	What goal keeps the character alive.
Blue	<i>Mantra.</i>	What word or phrase drives the character.



On the white line you write the Name you go by.

On the yellow line you write a word which describes your Persona, or how you think others see you.

On the pink line you write one of your Pleasures, something that brings you joy in life.

On the crimson line you write one of your Hates, something or someone you despise.

On the purple line you write one of your Bonds, a deep connection you have with another person.

On the gray line you write your Form, a part of your body that you feel defines your character.

On the green line you write your Purpose, a goal which pushes you forward and keeps you going.

On the blue line you write your Mantra, a word or phrase which you turn to when everything else is dark.

You may be gifted red lines, which contain names, powers and bindings. Red lines are used by masters of life and death in order to shape you to their needs, and grant you powers beyond your imagining.

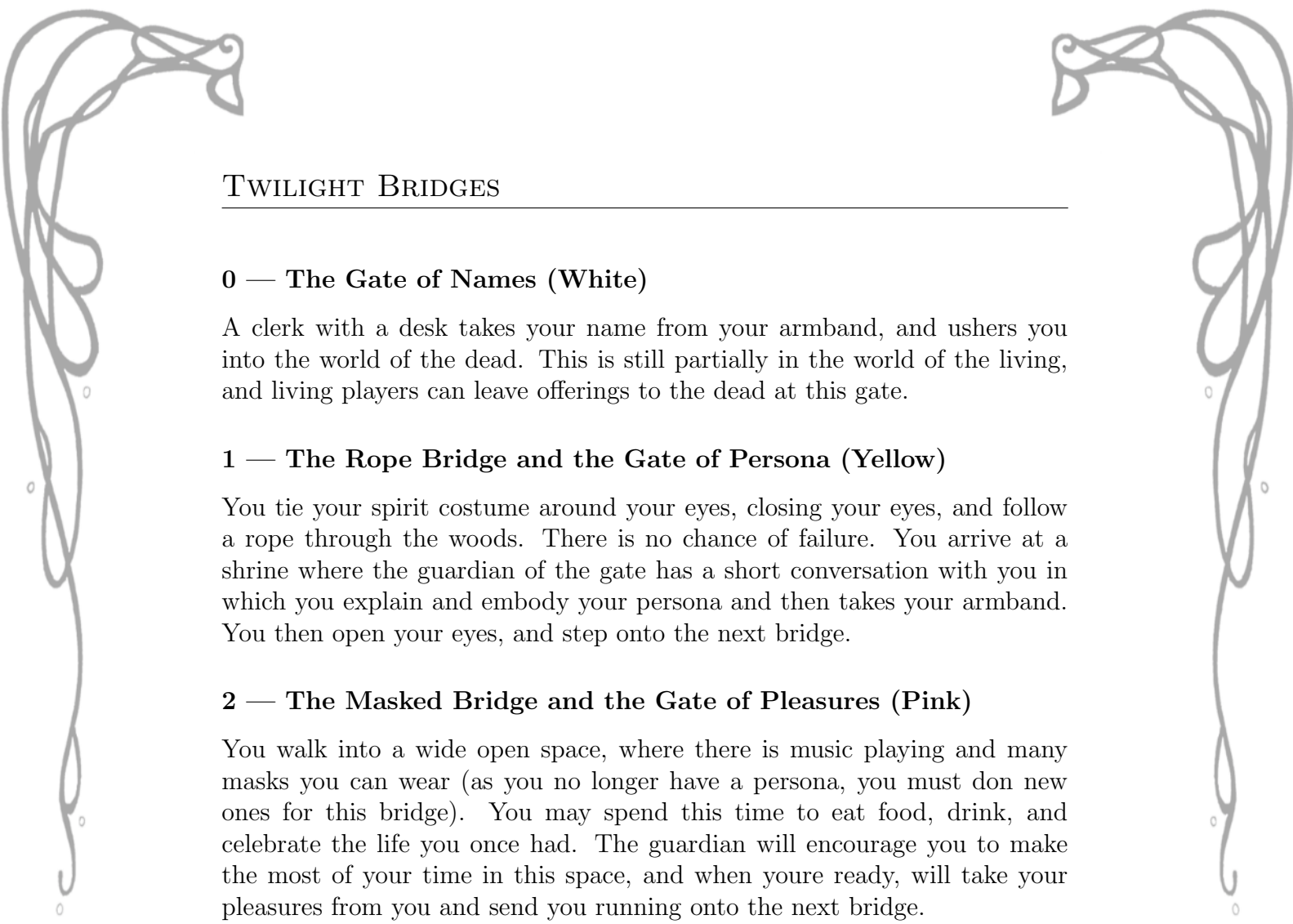
Game Conventions

Bridges and Gates of Death

One of the biggest game conventions in *Twilight Bridges* revolves around death. When you die, you put on your spirit costume like normal, and go to the entrance to death. Death itself is a huge affair which spans half the land and is comprised of multiple gates and bridges. Players will travel from one bridge to the next, and at each bridge will engage in a task that causes them to shed an armband, abandoning another piece of themselves. Eventually, they will be left with nothing, and given the choice of either exiting game (if game is closer to completion) or re-entering game as a mentor figure who can help other players along through death.

The necromancers in game will be sending special undead known as Divers through the gates. Divers can pass from one bridge to another without having to give up anything about themselves. Once they find a ghost, they're able to offer that ghost a special opportunity — the ability to return to life. Divers are able to use force and manipulation to convince the ghost to do what they want, threatening the ghost's loved ones and informing them there's nothing for the ghost on the other side. Divers will be played by naturally charismatic staff and SITs, and will target players who look like they're not having fun with the whole "death" ordeal. The Diver will offer the character incredible magical powers (outlined in *Diver Deals*), accompanied with arcane limitations, that will bind the player to the will of the necromancer. These will be printed on red armbands which the Diver will affix to the player's arm to replace the colored armbands the player already moving through death. The further along they are, the more armbands they'll be given, and the more powerful (and restricted) they will be.

Below are a list of the Gates and their Bridges, and how the passage works. The players won't need to know this information, as they'll discover it as they play.



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0 — The Gate of Names (White)

A clerk with a desk takes your name from your armband, and ushers you into the world of the dead. This is still partially in the world of the living, and living players can leave offerings to the dead at this gate.

1 — The Rope Bridge and the Gate of Persona (Yellow)

You tie your spirit costume around your eyes, closing your eyes, and follow a rope through the woods. There is no chance of failure. You arrive at a shrine where the guardian of the gate has a short conversation with you in which you explain and embody your persona and then takes your armband. You then open your eyes, and step onto the next bridge.

2 — The Masked Bridge and the Gate of Pleasures (Pink)

You walk into a wide open space, where there is music playing and many masks you can wear (as you no longer have a persona, you must don new ones for this bridge). You may spend this time to eat food, drink, and celebrate the life you once had. The guardian will encourage you to make the most of your time in this space, and when you're ready, will take your pleasures from you and send you running onto the next bridge.

3 — The Bridge of Coals and the Gate of Hate (Crimson)

You must run as fast as you can along a straight and flat path. At the end, the guardian will instruct you to direct all of your hatred, rage and frustration at the guardian, imagining they are what you hate most. Once you're completely burnt out, the guardian ushers you onto the next bridge. If you stopped running at any point, you will tie your spirit costume around your mouth and you cannot speak on the next bridge.

4 — The Mother's Bridge and the Gate of Bonds (Purple)

A group of spirits have gathered on this bridge, where there's a circle with blankets and pillows. Small books of poetry sit around this space, and people may relax, sing songs, read poems, and tell stories of the past and of each other. The guardian will only allow you to advance with another person, in which you must each talk for 5 minutes at each other. The guardian will give



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the two of you three gifts: the Mother's tooth (a blade), the Mother's hide (a shield), and the Mother's hand (a string, tying the two of you together).

5 — The Bridge of Chains and the Gate of Form (Grey)

Entering the Bridge of Chains is a scary experience. Monsters lurk in the shadows, ready to destroy you. Their weapons don't kill you — instead they take away pieces of you until you're a broken and bloody pulp. In order to survive you must best at least one monster in single combat, a challenging feat because the monsters are much harder to kill and have big weapons. If you slay a monster, the guardian will call the other monsters off, separate the string from the two of you, take your form, and send you both through the gate. If you are reduced to a pulp in this way, you are reforged in a surgical manner by the guardian, and transformed into a monster yourself, and can't pass on. This is the bridge from which some of the most dangerous undead emerge from.

6 — The Lonely Bridge and the Gate of Purpose (Green)

The two of you are taken one at a time far away from the other, and spend a serious amount of time arguing and confronting the guardian of the gate. They will challenge you on every level, rejecting and attacking everything you believed in, everything you did, and any worth you had. If you don't stand up for yourself, or you need a break or a chance to catch your breath, the guardian will let you sit alone until you're ready. Once all you're left with is your mantra, the guardian will take your purpose, hug you, and walk you to the final bridge.

7 — The Bridge of Lights and the Gate of Mantra (Blue)

A long walk through the woods is lined by flickering lights. At the end of the path, the final guardian welcomes you, and spends time speaking with you. The nature of the conversation or the exercise is left up to the final guardian, as they should personalize it for each player. Once the final guardian sends you through, they explain that you've found the afterlife, and you may choose to follow the path to the out-of-game space or become reincarnated as some wise figure who can help guide other players to their own afterlife.