WHAT IS THE 
AWAKENING RPG?

The Awakening is a role-playing game set in a dark fantasy world full of challenges. It shares the same universe and premise as the computer game Thea: The Awakening.

You are one of the inhabitants of a small settlement that has survived the coming of the Darkness. Now that the world has awakened again, you can go out to explore, discover and reclaim the land for yourself and your people. The world is full of dangers, artefacts of the past and mysteries to find and solve.

The game is inspired by Slavic mythology, beliefs and customs. You can encounter new creatures and monsters that are not typical of fantasy games, as well as some better known creatures, but with unexpected twists.

In this harsh and unforgiving world, you will find yourself battling bad weather and the environment, the dreaded wrath that assault your mind, or hordes of unliving led by Strigas and many more.

Your characters may also encounter spirits, some of whom may be friendly, some who can be bargained with, while yet others will cause you and your settlement trouble. To deal with them, you may have to go to Navje, a nearby mirror world. Make pacts with the beings from beyond, raising your very soul. In The Awakening, you will be able to use charms and rituals to your advantage or talk your way out of hot situations.
A key aspect of The Awakening is the village - the hearth of your character's lives. The game will offer management and development of the settlement as an additional fun challenge. You will decide the fate not only of the characters you play, but also of the society they live in. You could turn a lonely settlement into the capital of a newly formed created kingdom.

**What You Will Find in the Book?**

Role wise everything you need to run the game is in the book.

Character creation offers a step-by-step guide to creating your character - backgrounds, special actions and everything you need to make her or him enjoyable and unique to play. We've also added some flavor features, like name generators for the characters and the village to make the names sound more Slavic, or as the game calls it, more Easterlandish.

The World section will explain all of the lore and customs of the societies that inhabit the land and their history and geographical description. The book includes a list and information for special and unique places to use in the game, like the glass mountain, where a dragon resides guarding its secrets. There is also a chapter for the gods, all of whom are based on Slavic lore and are accompanied by illustrations reminiscent of holy icons, as if the inhabitants of the world had made them themselves.

The village section will allow you to create your own settlement and place it in the surroundings of your choice using a fun and collaborative system of creation. The players and game master will all add to the making of the map of the nearby area and the stories that go on in and around your settlement.

Finally, monsters are described in detail in the bestiary section. They all have unique tactics and behaviors. You will find animals, magical creatures and beings, spirits, the unliving and those who serve the Darkness. There is a tremendous variety of challenges, and each game or campaign may use different threats. There is also a list of special actions that allow for easy and interesting customization of all the monsters.
Summary of rules

Our goal was to create a game that is quick to play but that also provides lots of tactical options during any conflict where each player can make a difference. The rules are simple once you learn them, but those who prefer in-depth encounters also have many options to use. You will quickly find out that the rules have been drawn up in such a way that the players have to cooperate to be successful.

All the rolls are made using a bunch of six-sided dice - d6. To succeed you will have to roll under or equal to skill number, and the number of dice is determined by the attributes of your character.

Combat is quick and deadly. As a character you will need to prepare yourself and work with a team to defeat your foes. You make a roll against the roll of your opponent, and the one with more successes wins and damages the opponent. There are also special actions or moves you can use during a combat, making it more tactical and fun. Social encounters can also be played out using similar system. As The Awakening focuses on the life of brave adventurers and their settlement, there are rules for the changing seasons. There are phases for characters to go and explore and encounter the dangers of the world, and then seasons for the settlement to grow and develop, or suffer and perish.

With our innovative, dynamic game system and the settlement rules, you can create epic chronicles where your characters will grow old and see their children take the settlement into a grand future.
Example of a creature

Lady Midday, also known as the Poludnitsa, a field spirit.

In her human form she appears as an old hag or young woman. Otherwise she can be seen as a small whirlwind moving among the fields. She is known to appear to workers at high noon and to enchant them so she can feed from their life-force, which often causes them strokes, fainting or even madness. Some of these field demons have also been known to hunt for lost children and kidnap them for unknown purposes. Lady Midday loves riddles and games, but because of their madness, one can never be sure what their riddles mean, nor which answer may be correct, making them very dangerous. Giving a wrong answer or changing the subject of the conversation will provoke Lady Midday to spring into attack.

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The Awakening

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