

GM Trial Master Sheet

I. Core Premise & Conflict

- ★ The Setting: The Eyrie, a politically charged military academy carved into a massive mountain range, where Aspirants form Fated Bonds with magical beasts.
 - ★ The Goal: The Aspirants must survive the trials of The Reckoning and expose the conspiracy concerning The Unseen Threat orchestrated by the oppressive Staff.
 - ★ The Players: They are a team (a squad) and should be rewarded for collaboration. The Stat 6 outcome (Betrayal) is a risk for self-serving ambition that endangers the whole group.
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II. The Rules at a Glance

Rule	Description
<i>Action Check</i>	When an action is uncertain, the player rolls 1D6. Success is equal to or under the relevant stat (RIDER or BEAST).
<i>Expert Edge</i>	When a player uses their Species Skill or Sector Niche, they temporarily treat the relevant stat (BEAST or RIDER) as 4 for that single roll.
<i>Stat Shifting</i>	Stats must remain balanced. Pride (cunning success) shifts BEAST → RIDER. Guts (failure into panic) shifts RIDER → BEAST.
<i>End of the Line</i>	If a stat reaches 6, the character is out. RIDER 6 = Betrayal; BEAST 6 = Loss of Bond/Expulsion.

III. Scenario Setup (The First Trial)

Choose one of these scenarios to start the game, or roll 1d6.

Roll 1d6	The Current Trial is...	The Prize to be Won is...
1-2	<i>The Sky-Chasm Run:</i> A frantic time trial through lethal winds and Staff-deployed decoys high above the academy.	<i>An Ancient Map:</i> Shows a path used by the academy's founder that bypasses official routes.
3-4	<i>The Political Ball:</i> A social event where Aspirants must use cunning to gain Staff favor and information from arrogant upper-year rivals.	<i>An Encryption Key:</i> Unlocks a secret datalog hidden deep in the Archives.
5-6	<i>The Frozen Survival:</i> Aspirants are left stranded in the treacherous lower mountain passes and must fight elements and predatory beasts to return.	<i>A Captured Rival:</i> A prisoner from a competing squad who knows a vital, but dangerous, secret.

IV. Consequences of Failure (No Damage Track)

When a player fails a check and Guts is *not* triggered, impose a Narrative Setback instead of adding a wound/damage counter.

Setback Type	Example Consequence
<i>Time Loss</i>	The action takes too long, allowing a rival squad to pass them or a Staff patrol to round the corner.
<i>Creature Strain</i>	The creature suffers a temporary physical or mental setback. Their next roll of that type (RIDER/BEAST) is made at a -1 penalty.
<i>Entrapment</i>	The Aspirant or their creature is temporarily pinned, trapped, or tangled, requiring a new action and roll to escape.

<i>Attention Drawn</i>	The failure attracts the eye of an NPC (Staff, rival, etc.) who now poses a direct threat or complication.
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V. The Hidden Truth (The Plot Twist)

KEEP THIS SECRET UNTIL THE CLIMAX! The players should only discover this when they reach the final location, the Ossuary Spires.

- ★ **The Grand Deception:** The Unseen Threat is not an external enemy. It is composed of the enslaved and hidden Beasts of Failed Riders—those who lost their bond when their RIDER stat hit 6. The Citadel Staff keeps them alive as a weapon.
- ★ **Clue Triggers:** Use a player's Sector Niche to drop hints.
 - Archives Guard: Finds a heavily redacted Staff logbook detailing "reclamation protocol."
 - Scouting & Recon: Intercepts a muffled transmission referencing "containment in the lower levels."
 - Healer/Scribe: Recognizes a strange ritualistic symbol on a Staff uniform related to animal subjugation.
- ★ **The Climax:** The final "enemy" is a massive, enslaved BEAST being controlled by a high-ranking Staff member (an NPC corrupted by RIDER 6). The players must realize the objective is not to kill the beast, but to free it and turn it against the Staff.