

ELEMENTAL KINGDOMS QUICKSTART BUNDLE

This quickstart bundle contains everything you will need to play a 4-hour one-shot game of the Spark RPG in the Fantasy setting of The Elemental Kingdoms.



SETTING OVERVIEW (READ ALOUD)

Once, the kingdom was a place of peace and respect. The capital was a gleaming wonder of white marble and golden statues. The provinces were vibrant cultural centers, with each city specializing in unique arts and sciences. It was the greatest realm the world had ever known, until the invasion.

Now the Kingdom is under siege. Elemental monsters threaten to overwhelm us from every border. Only the four Elemental Orders, wielding their corrupt magics stand between us and total destruction. The monsters destroyed the nations on our borders, through violent invasion and subtle subversion. The desperate refugees rushed into the provinces, who are under attack themselves by the elemental foes.

The monsters wield terrifying elemental sorceries, directly creating or manipulating the essences of the world. The relentless Dwarves commend the mountains themselves and shape ore into supernatural artifacts. The cruel Orks wield blades of flame and hurl bolts of fire. The beguiling Elves whisper great distances and hide themselves in the winds. The corrupting Snatchers can travel the waters and warp their bodies like water.

Only the four Orders, those who have learned the secrets of elemental enchantments, offer any hope to the people of the Kingdom. They invoke the flames' rage, the deceptive waters, the enduring stone, and the perceptive winds to guard our borders and keep the monsters at bay.

CHARACTER PERSONALIZATION

There are five pre-generated characters included in the package, one per potential player. Each player gets a chance to personalize those characters to an extent before play begins.

Each character has two Beliefs pre-defined, and one that the player creates at the start of the episode. Go around the table, giving each player the opportunity to create a single **declarative**, **subjective**, and **controversial** statement of Belief. As they do so, the GM writes these on the Belief Sheet.

Each character has two Relationship Questions that their players need to answer. Go around the table, giving each person a chance to state their answer aloud to the group. As a GM, you might want to write these down. If the question involves another PC, the other player can veto inappropriate answers.

ADVANCING THE FACTIONS

Once you have finished the characters, you play the Advancement phase. You will have one Faction and associated Agenda per person in the game, including the GM. For this session, each player rolls their Spark attribute die. In descending order, each player chooses one Agenda which will fail, and explains how it does. The remaining Agenda was successfully completed and will drive the game session.



2+ Players	The Radiant Order	Protect the Ashen wall from an overwhelming Ork assault.
2+ Players	The Charred Ones	Discover the horrific hellblossom rite, fueled by Ork-sacrifice.
2+ Players	The Desperate Refugees	Create a shantytown outside the city of Jerica.
3+ Players	The Provincial Lords	Offer citizenship to provincials who serve one of the great Orders.
4+ Players	The Merchant League	The Radiant Order has its supply lines cut after failing to protect a merchant.
5 Players	The Tempting Winds.	Deliver a dire prophesy to the owner of the Hanged Goat Inn.




SPARK BELIEF SHEET




GM :	
	SETTING BELIEF 1 OUTSIDERS ARE STEALING OUR LANDS
	SETTING BELIEF 2 ANGER IS THE ULTIMATE POWER
	SETTING BELIEF 3 EVERYONE HAS A PRICE

PLAYER 1 : The Firebrand Lord	
	OUR LANDS ARE WORTH ANY PRICE
	PEACE IS A LUXURY WE CANNOT AFFORD
	

PLAYER 2 : The Healing Master	
	ANGER IS POISONING OUR PEOPLE
	THERE IS ALWAYS A PEACEFUL SOLUTION
	

PLAYER 3 : The Resilient Defender	
	FEAR IS THE MIND KILLER
	ONLY WE STAND BETWEEN THE MONSTERS AND OUR CHILDREN
	

PLAYER 4 : The Flowing Speaker	
	WORDS ARE MIGHTIER THAN ANY BLADE
	TRUTH IS A LIE WE TELL OURSELVES
	

PLAYER 5 : The Whispering Ranger	
	DISCRETION IS THE BETTER PART OF VALOUR
	PEOPLE ARE JUDGED BY THEIR ACTIONS, NOT THEIR WORDS
	

SPARK

GM:

THE ELEMENTAL KINGDOMS
FANTASY UNDER SIEGE



SETTING BELIEF 1

OUTSIDERS ARE STEALING OUR LAND



SETTING BELIEF 2

ANGER IS THE ULTIMATE POWER



SETTING BELIEF 3

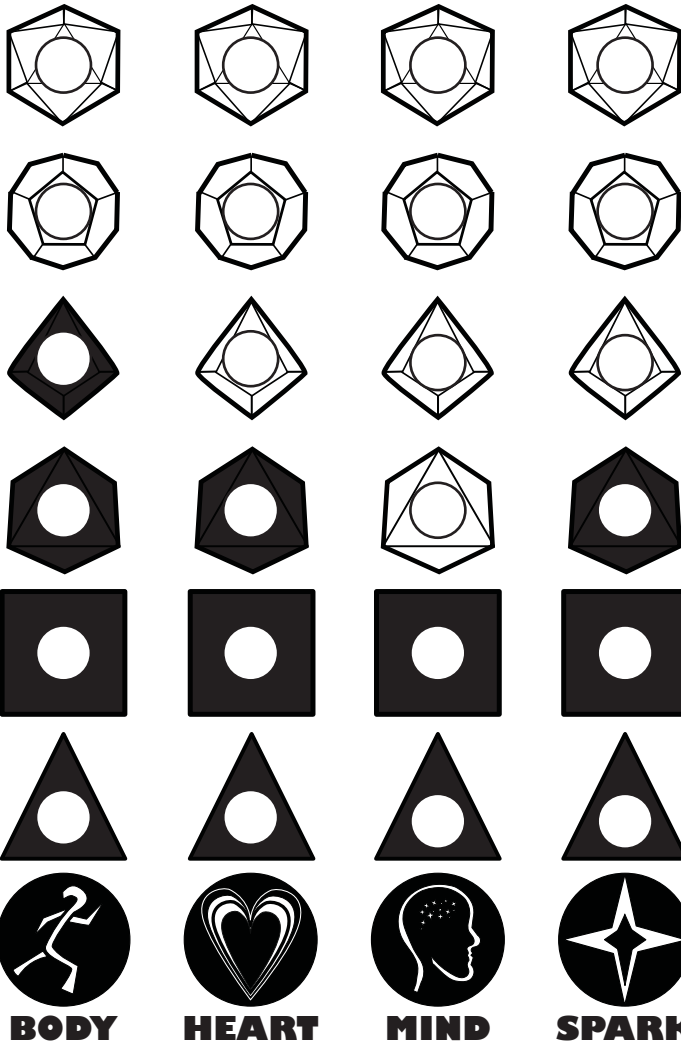
EVERYONE HAS A PRICE

INFLUENCE POOL

Gain influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged

Spend Influence when you win a Conflict, or when you Inspire someone to change one of their Beliefs.

ATTRIBUTES



FACES

Name	Recruiter Raifa
Faction	The Radiant Order
Strengths	Oratory, The Radiant Order
Weakness	Hot-tempered

Name	Warlord Kurk-Margus
Faction	The Charred Ones
Strengths	Massive Stature, Berserker Rage
Weakness	Burning With Hunger

Name	Berthebund
Faction	The Desperate Refugees
Strengths	Angry Mobs, The Healing Arts
Weakness	Homeless

Name	Vladko the Great, Duke of Svetlar Province
Faction	The Provincial Lords
Strengths	Provincial Resources, Shielding Smile
Weakness	Deeply Indebted

Name	Kamal the Arms Dealer
Faction	The Merchant League
Strengths	Trade Networks, Enlightened Self-Interest
Weakness	Love of Luxury

Name	The Three Promises
Faction	The Tempting Winds
Strengths	Prophecy, Illusion
Weakness	Can Never Speak a Lie

SPARK

Overview of a Scene

FRAMING

1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.
2. The person with the highest score chooses to seize the Platform, Tilt or Question.
3. The person with the second highest score chooses one of the two remaining options.
4. The person with the third highest score chooses what remains.
5. Every player who does not frame part of the scene may control Major NPCs.

COLLABORATION

1. The GM is the first person to speak.
 - Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.
 - Anyone is able to make provocative declarations that may trigger conflicts; actions that affect other characters, take a character out a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying *"We are in Conflict"*
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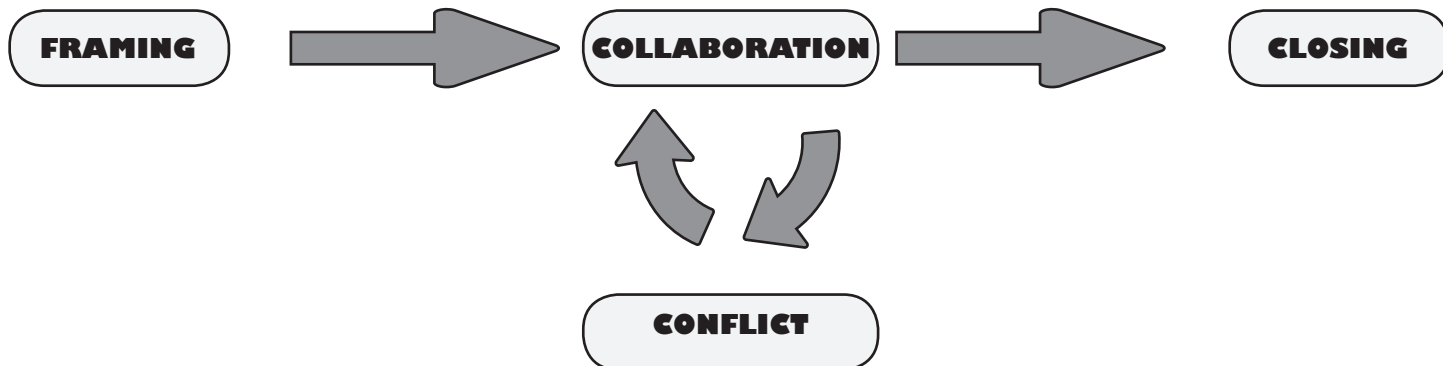
CONFLICT

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2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING

1. Examine each Belief with an Influence token and determine if it's been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone's Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person's attribute, if applicable.

SCENE DYNAMICS



SPARK

Player:

Setting: THE ELEMENTAL KINGDOM

Character:

Concept: THE FIREBRAND LORD



BELIEF 1

OUR LANDS ARE WORTH ANY PRICE.



BELIEF 2

PEACE IS A LUXURY WE CANNOT AFFORD.



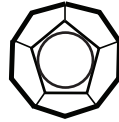
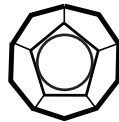
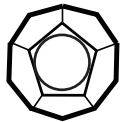
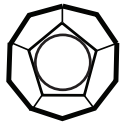
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Spend Influence to gain a +1 bonus after a roll, when you win a Conflict, or when you Inspire another character to change one of their Beliefs.

ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I	Pyrologos (Fire Enchantments)
I	Village Life
I	

COMMON TALENTS (+2)

II	Spears
II	Leaderships
II	Anger

DEEP TALENTS (+3)

III	The Flame's Rage
III	Battlefield Commands
III	

WHAT COMMON FOE DO YOU SHARE WITH ANOTHER PC?

HOW WOULD YOU SUFFER IF ANOTHER PC COMES TO HARM?

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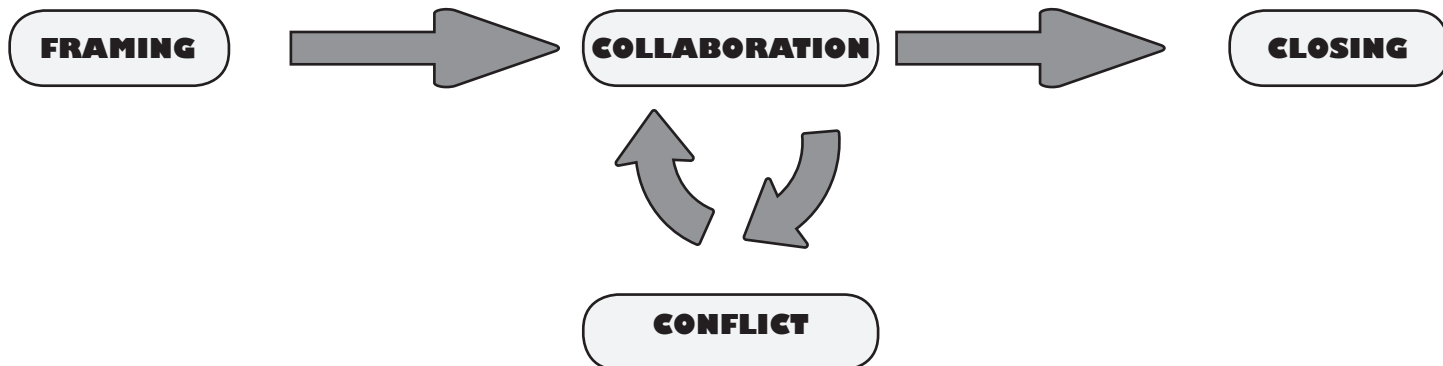
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SCENE DYNAMICS



SPARK

Player:

Setting: THE ELEMENTAL KINGDOM

Character:

Concept: A RESILIENT DEFENDER



BELIEF 1

FEAR IS THE MIND KILLER



BELIEF 2

ONLY WE STAND BETWEEN THE MONSTERS AND OUR CHILDREN



BELIEF 3

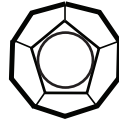
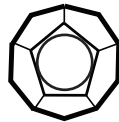
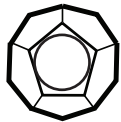
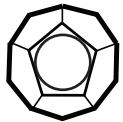


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Petralogos (Stone Enchantments)

Melee

COMMON TALENTS (+2)

II
II
II

Resilience

Blunt Weapons

Flute

DEEP TALENTS (+3)

III
III
III

Dwarven Warhammer

Heavy Plate Armour

WHAT FAVOUR DID ANOTHER PC DO FOR YOU?

WHAT PERSONAL SACRIFICE DID YOU MAKE FOR ANOTHER PC?

SPARK

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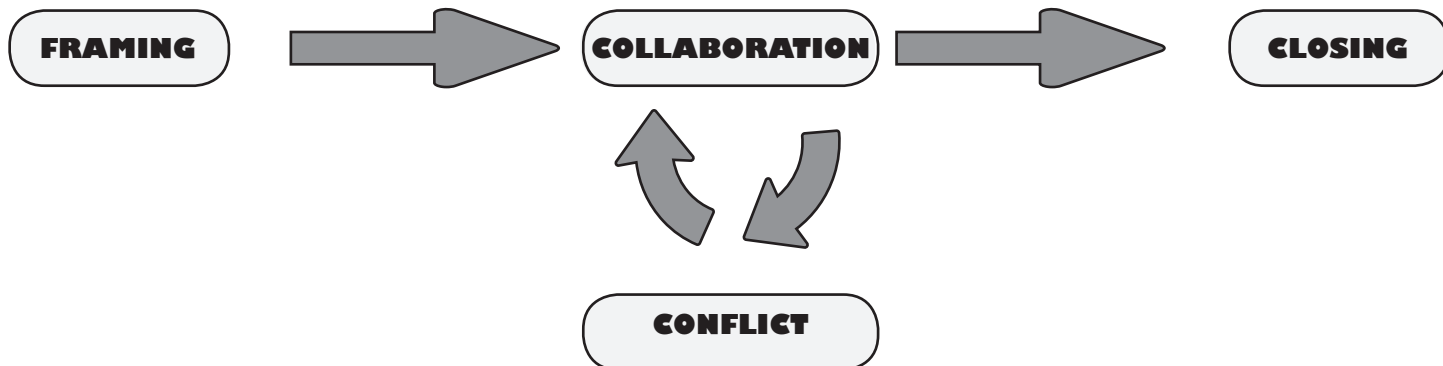
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SCENE DYNAMICS



SPARK

Player:

Setting: THE ELEMENTAL KINGDOM

Character:

Concept: THE HEALING MASTER



BELIEF 1

ANGER IS POISONING OUR PEOPLE



BELIEF 2

THERE IS ALWAYS A
PEACEFUL SOLUTION



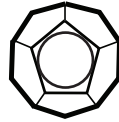
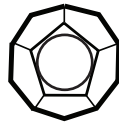
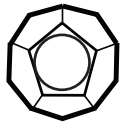
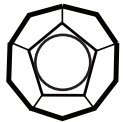
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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Pyrologos (Fire Enchantments)

Natural Philosophy

COMMON TALENTS (+2)

II
II
II

Medicine

Geography

Comforting

DEEP TALENTS (+3)

III
III
III

Purification

Shielding

WHAT FAMILY MEMBER TO YOU SHARE?

WHY DO YOU TRUST A PC WITH YOUR LIFE?

SPARK

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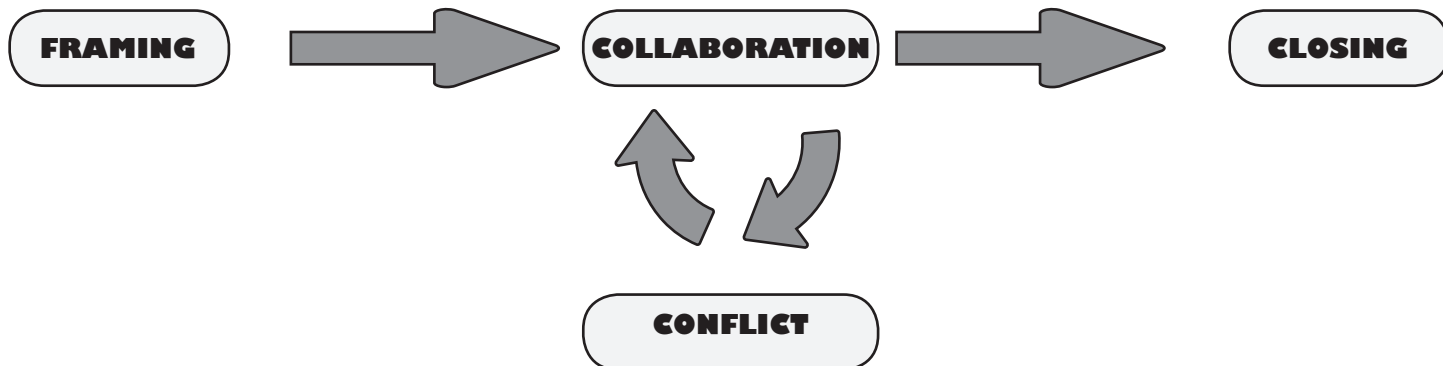
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SCENE DYNAMICS



SPARK

Player:

Setting: THE ELEMENTAL KINGDOM

Character:

Concept: THE WHISPERING RANGER



BELIEF 1

DISCRETION IS THE BETTER
PART OF VALOUR.



BELIEF 2

PEOPLE ARE JUDGED BY THEIR
ACTIONS, NOT THEIR WORDS.



BELIEF 3

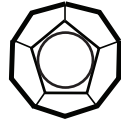
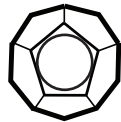
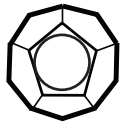
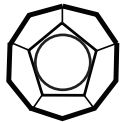


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Aerologos (Air Enchantments)

Wilderness

COMMON TALENTS (+2)

II
II
II

Archery

Scouting

The Plains

DEEP TALENTS (+3)

III
III
III

Mobile Archer

Ambushes

WHAT DO YOU HOPE TO GAIN FROM ANOTHER PC?

WHAT GRIEF DO YOU SHARE WITH ANOTHER PC?

SPARK

Overview of a Scene

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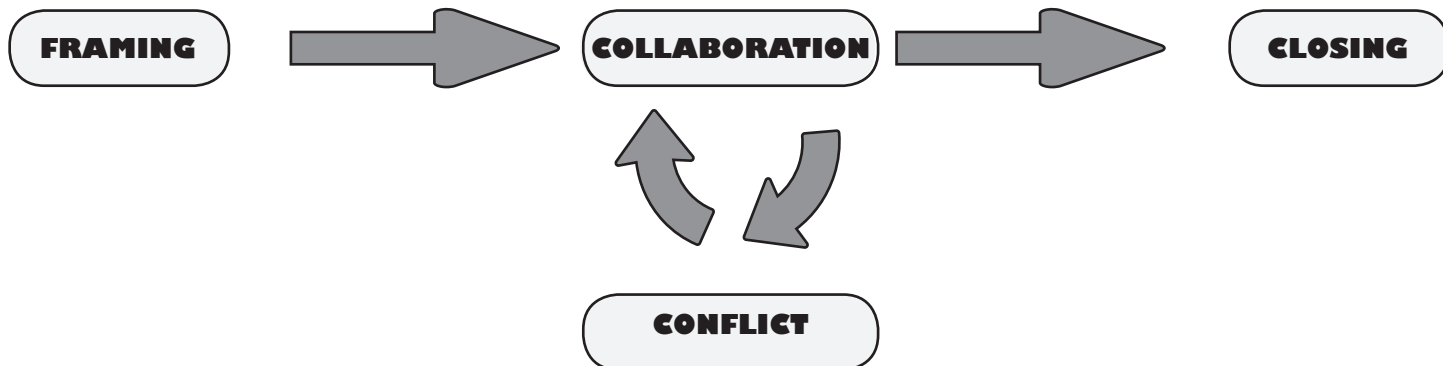
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SCENE DYNAMICS



SPARK

Player:

Setting: THE ELEMENTAL KINGDOM

Character:

Concept: THE FLOWING SPEAKER



BELIEF 1

WORDS ARE MIGHTIER THAN ANY BLADE.



BELIEF 2

TRUTH IS A LIE WE TELL OURSELVES



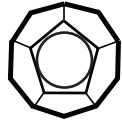
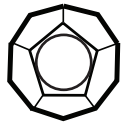
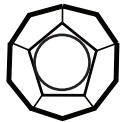
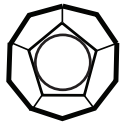
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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Hydrologos (Water Enchantments)

Evasion

COMMON TALENTS (+2)

II
II
II

Persuasion

Stealth

Poison

DEEP TALENTS (+3)

III
III
III

The Rite of Stolen Faces

Agent Provocateur

WHICH OF THE PC'S IS THE ONLY PERSON YOU TRUST?

WHAT COMMON FRIEND TO YOU SHARE WITH ANOTHER PC?

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CONFLICT

1. Each person chooses to propose a declaration, support a declaration, or abstain.
2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING

1. Examine each Belief with an Influence token and determine if it's been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone's Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person's attribute, if applicable.

SCENE DYNAMICS

