🔍

Jeroen P. Broks

*De Kronieken van Phantasar*

*The Phantasar Chronicles*

# Slyvina

Table Top RPG

10/13/25

🔍

# Table of Contents

# Introduction

## Who or what is Slyvina?

Slyvina is a subseries to the main series "De Kronieken van Phantasar" (The Phantasar Chronicles), which the titular character, a young Elfish woman known as Slyvina, daughter of Edric, is a professional freelance detective in the Federal Kingdom of Aeria. The two native races of this kingdom are the Befindos (winged humans) and Vulpi (plural of Vulpus and anthropomorphic foxes). Slyvina was an experiment to combine classic murder plots with fantasy.

In the original Slyvina stories (written in the Dutch language) somebody gets killed and Slyvina has to speak with all the people who could be involved in order to find out who's done it.

Now since I was at the time I wrote this an active Dungeon Master playing Dungeons & Dragons $5^{th}$ edition. As an experiment I did use the story "De moord onder de sterren" (The murder under the starts) as theme for a session, with as blank rules as possible, and had Slyvina's role replaced by the players. I was hoping for enthusiasm and the will to think up better rules to make a Slyvina campaign. This book containing the rules is the result of these discussions.

## Basic flow of a Slyvina campaign

Just with any TTRPG, we have a game leader and the regular players. The leader we call the "Murder Master". The murder master makes up a murder story in which a character gets murdered. During the game the Murder Master introduced several Non-Player-Characters (NPCs) and the players can interact with them, knowing that one of these NPCs is the actual Murderer. The players may also try to search the environment in order to find clues. After a certain period of playing the Murder Master will freeze the game and allow all players to write down the name of their main suspect secretly, and then the game continues. The Murder Master will from then on in a shorter interval resume the session in the same way, and once again freeze the game to allow the players to give up their main suspect. After 3 or 4 times (depends a bit on how players and Murder Master desire or to how much time is available to play), the Murder Master will eventually quit the game and then the players reveal their suspects, and after that the Murder Master reveals the actual murderer. Points can be given to every correct answer and these points can lead to a player's character leveling up, which can lead to a little advantage in a new murder case.

# Playing the game

Before you can play the Murder Master will (of course) have to prepare a story, players will have to prepare their character, of course, pre-made characters are always an option.

Both the Murder Master and all players do need to have a d20 (a twenty-sided die).

## Murder Master's preparations

First of all the Murder Master will have to make up a story. This story requires:

- ◆ A victim: The one who gets killed
- ◆ A murderer: The one who did the actual kill
- ◆ Random suspects: People who could have done it, but didn't.

The desired number of suspects depends a bit on several factors. How much time do you have to play, how many players do you have. How difficult do you want this plot to be. Those sorts of thing.

Now in order to make it impossible for the Murder Master to change the murderer during playing, yet not allowing the players to sneakily check this when the opportunity arises, I recommend the Murder Master to write down the name of the murderer on a piece of paper, fold it, and tape it that way that you will need either a knife or a pair of scissors to cut it open once the time has come to reveal the killer.

Now since most of the NPC characters in a Slyvina campaign are suspects, there's a very good chance that players may lose track of who is who. To prevent that I recommend to make small snippets of either cardboard or paper and write down the name of the suspect on it and his or her general role, and to put this piece of paper on the table once this NPC is mentioned for the first time. For example, when a murder took place in a hotel, and the player speaks to a receptionist called Jill to start their investigation, put the snippet saying "Jill – receptionist" visible to the players. And the same for all the other suspects.
(Of course, you should NOT mark the murderer on these snippets).

Wether or not it's necessary to design an entire map of the place where the murder took place or the other places, lies completely in the style of playing of the Murder Master (similar to other TTRPGs).

## Player preparations

In order to play a player needs a character. In a basic Slyvina setting the character can be either an Elf, a Vulpus or a Befindo. Murder Masters are of course free to bring Slyvina into a different setting with different races.

Unless the Murder Master decides otherwise for his/her campaigns/sessions, the players all start at level 1. Players can set up a character set up to the maximum number of their skill point pool. They can place modifiers to either one of the two base statistics "INVESTIGATION" and "INTERROGATION" or take on extra abilities (See character building chapter for detailed information).

A good way to go is to agree prior to the game with the other players and the Murder Master if you want to tackle the plots cooperatively in which you try to unmask the murderer together or if you want tackle each on their own and turn it into a kind of competition. In cooperative play it can be an option to adapt your character to those of other players, so you can perhaps do things others cannot. This is however up to the players to decide or up to the Murder Master to allow.

A character should have a name, a race, and the statistics and skills properly worked out. And then you can play.

d