Dear Playtester,

Again, thank you so much for participating in the Invisible Sun Playtest. You’ve already had a peek into the character creation chapters which will make up the largest of the four books in the Black Cube, called The Key. I hope you’ve taken a shot at digesting some of that information because this download package you’re getting now builds upon that.

With this new update, you've got new versions of the files you've already seen (changes are mostly minor at this point, but a few are substantial, like Apostates, Goetics, and Makers all start with an additional spell). Also, however, you've got portions of two of the other books in the Black Cube. Namely, the rules-focused book called The Gate and the magic-focused book called The Way. The chapters are numbered for an ease of reading. If you've already read the stuff from the prior files, you'll likely want to start with Gameplay and Actions. Once you've read those and The Way of Magic, you're ready to play. All the other chapters are basically lists of spells, rituals, secrets, and ephemera to use in the game (but let's be honest, they're probably the most fun chapters of the whole package so far).

As before, these files are unedited and unproofed.

The first thing you'll want to do, though, is create characters. If you do that and use the guidelines for the chapter called The First Session, that will keep you pretty busy. After that, you’ll want to come up with some stuff to run the characters through their paces a bit. I know, you don’t have any setting, creature, GMing, or other materials yet.

So, here’s what I’m going to ask you to do. Don’t worry yet about setting or deep, meaningful stories. We’re just testing mechanics here.

* Use the rules in these files to create some simple NPCs—a few level 5s and a level 7.
* Have the PCs face an interaction encounter with real stakes, probably to get information about someplace dangerous they need to go.
* Have the PCs do some information gathering/research about the dangerous place. If successful, they should get information that’s demonstrably useful.
* Then have them sneak into that dangerous place with at least one magical trap/barrier/lock/door, so that you’re using the rules for requiring multiple successes. When in need of a level, make it level 5.
* Have a combat in which there’s at least one level 5 NPC per PC plus a level 7. Each also has defenses of 2. The level 7 character should have magical wards so that again, multiple successes are needed.

That’s literally what I did for my very first playtest of the game. It’s very likely a session in and of itself since the players will be getting used to their characters and abilities. Feel free to cloak it all in a cool surrealistic story with weird imagery. Use some of the [art found here](http://invisiblesunrpg.com/art/gallery/) to inspire you.

[Invisible Sun Playtest DropBox Folder](https://www.dropbox.com/sh/lhnsdrrvcogtqh7/AABz0i7i39dIUQypo6ijw_dWa?dl=0)

In a couple of weeks, we'll contact you with the opportunity to provide feedback if you wish. We'll be looking for issues like:

* How did the First Session go?
* Did all the characters have something interesting to do in the second session?
* How did the Sooth card play interact with the game?
* Were the characters challenged?
* Was it fun?

We’ll also want information about the characters the players created.

Speaking of feedback, we'd love to know your thoughts on the Invisible Sun playtest round 1. Here is the link to the [first playtest ​survey](http://survey.constantcontact.com/survey/a07eds9i0ztiyp9vrak/a00hiypy32dm/questions). Feedback is not required, but is greatly appreciated. We will close the Invisible Sun Playtest Surveys​ and gather the data on May 1, 2017.

Until next time, thanks again!

Monte