

Your First Session

Whispers in the woods

This short adventure is designed to help new Game Masters and players discover Mutabilis.

For the Game Master

Children have been disappearing near the town's woods. The villagers believe the woman living there is a witch who has eaten them. She claims she was away for weeks caring for a baby gryphon. If the children are still alive, they must be found before it's too late.

Don't decide the truth beforehand. Let the players' choices reveal what is really happening in the woods.

Let each player choose the Mutabilis they find most interesting. Before the quest begins, ask each player why their character decided to join the search.

For the players

Pyriel - A tall and muscular Mutabilis with long braided hair.

- Animal lives are as important as human lives.
- I never refuse to share a meal.
- Act first, think later.

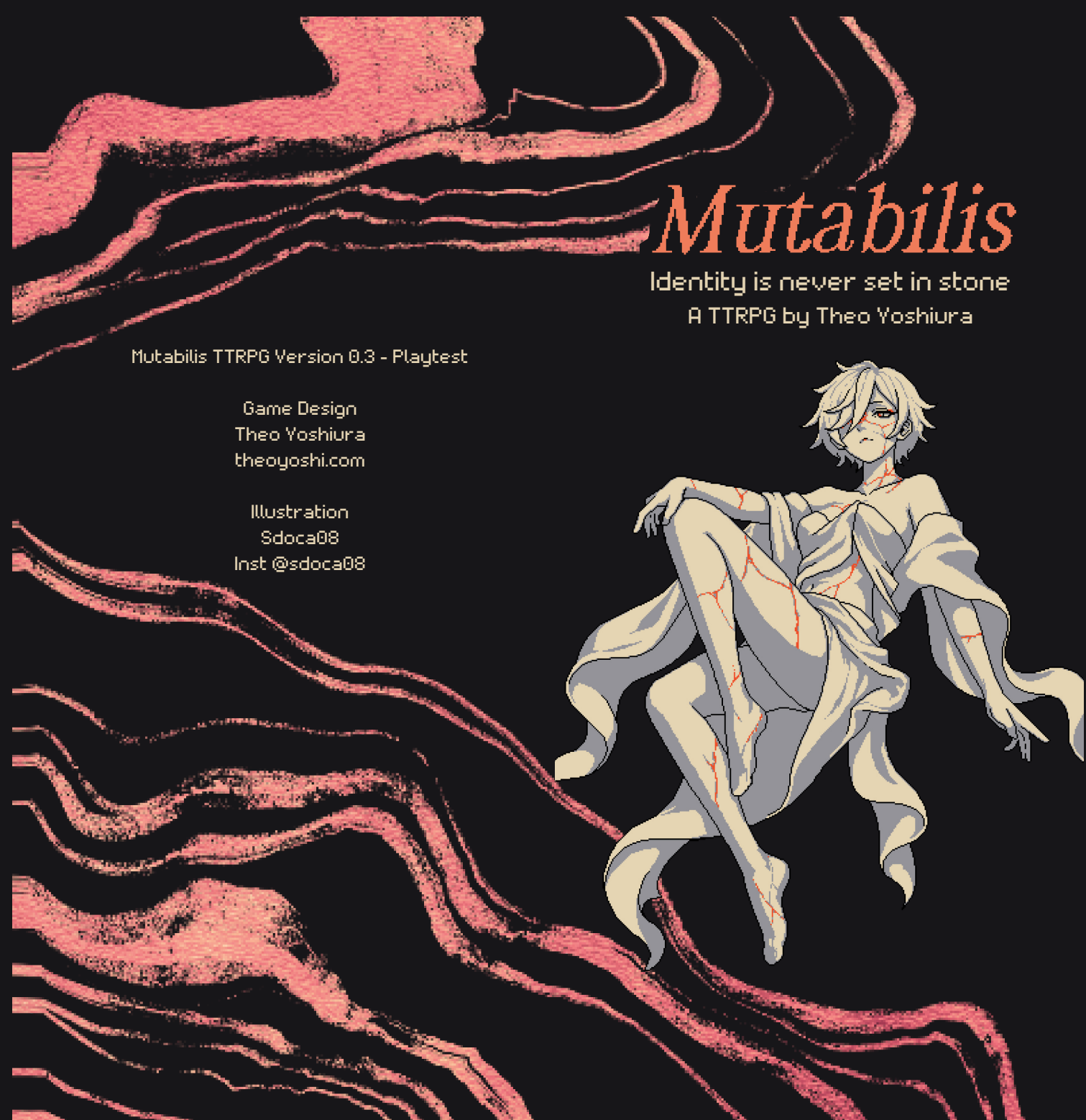
Galiah - A Mutabilis with a short, sturdy build and warm eyes.

- Every orphan is part of my family.
- Everyone deserves a second chance.
- I never lie.

Mono - A slender Mutabilis with gaunt features.

- All mysteries must be solved.
- I never risk my friends' lives.
- Knowledge is more important than strength.

After the quest, return to the "Reflection" section and answer its questions together.



Introduction

Mutabilis is a tabletop roleplaying game about immortal beings of marble whose identities are never set in stone.

Guided by a Game Master, the characters undertake quests that reshape both the world and themselves.

Preparation

- 1 Game Master
- 2-5+ players
- One pencil and one sheet of paper per player
- 1+ hours of free time

Character Creation

- Create your identity

Name your character and write a brief physical description.

- Create your vows

A vow is a statement of identity, not an unbreakable promise. It describes who a Mutabilis believes they are or how they choose to act. As a Mutabilis changes, so do their vows. Write 3 vows as sentences.

A good vow says something meaningful about who your Mutabilis is. It should be broad enough to be invoked throughout a quest, but precise enough to make their choices distinctive.

Marliss - A small and thin Mutabilis with short hair and a round face.

- I always pay my debts.
- The rich must share their possessions with the poor.
- Whoever hurts my friends must face my blade.

Testing Vows

Whenever a character attempts an action whose outcome is uncertain, resolve it as follows:

→ If an involved character has a vow that clearly applies to the current situation, they may invoke that vow. In this case, the action automatically succeeds beyond expectations. However, the vow will fissure (see "Fissures").

→ Otherwise, the involved characters choose one:

Success: The action succeeds, but they face a narrative drawback.

Failure: The action fails, but the story moves forward. Each involved character creates a new vow connected to the situation. (A character can never have more than five vows. If they would gain a sixth, they must replace one of their existing vows.)

→ If a character knowingly acts against one of their own vows, that vow is broken and erased. The action's outcome is decided as if no vow applied.

A dragon attacks Marliss's companion.

→ Invoke the vow "Whoever hurts my friends must face my blade.": "I want to cut the dragon's tail!" Success beyond expectation. The dragon loses its balance and falls. The vow fissures.

→ No vow invoked: "I want to flee!"

Success: Marliss escapes but loses their sword.

Failure: Marliss falls into a hidden tunnel and creates a new vow.

→ Break the vow "Whoever hurts my friends must face my blade.":

By choosing to flee instead of fighting the dragon, the vow is erased, and the outcome is resolved as if no vow applied.

Fissures

The minds of Mutabilis change throughout their immortal lives. Their vows evolve alongside them. When a vow fissures, each player may suggest a modification. The player who owns the vow decides its final form. A fissure may make the vow more precise, broader, or even contradictory.

"Whoever hurts my friends must face my blade."

- Precise: Whoever emotionally hurts my friends must face my blade.
- Broader: Whoever hurts anyone, must face my blade.
- Contradictory: Whoever hurts my friends deserves a second chance.

Fragments

Once a Mutabilis has broken three vows, the Game Master may introduce an alternative Mutabilis whose vows reflect the person they left behind. Its goals may align with or oppose those of the player characters. After the scene ends, the alternative Mutabilis shatters beyond repair.

Marliss spares an enemy who wounded one of their companions, knowingly breaking the vow "Whoever hurts my friends must face my blade." After Marliss has broken three vows, the Game Master introduces an alternative Marliss who still lives by those vows and refuses to spare the same enemy.

Reflection

At the end of the session, each player answers:

- Would your Mutabilis still recognize who they were at the beginning of the quest?
- What changed your Mutabilis the most?