



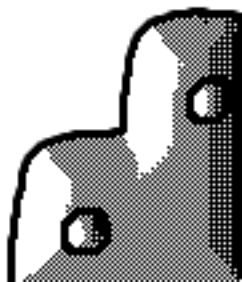
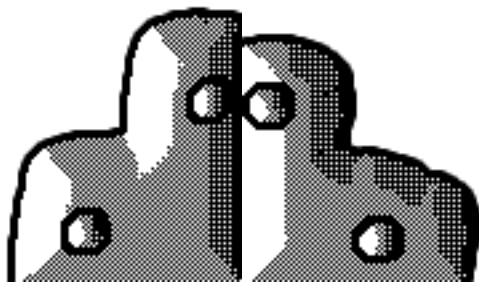
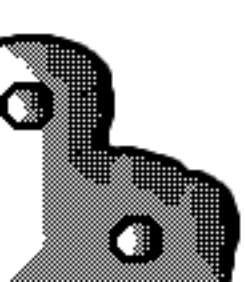
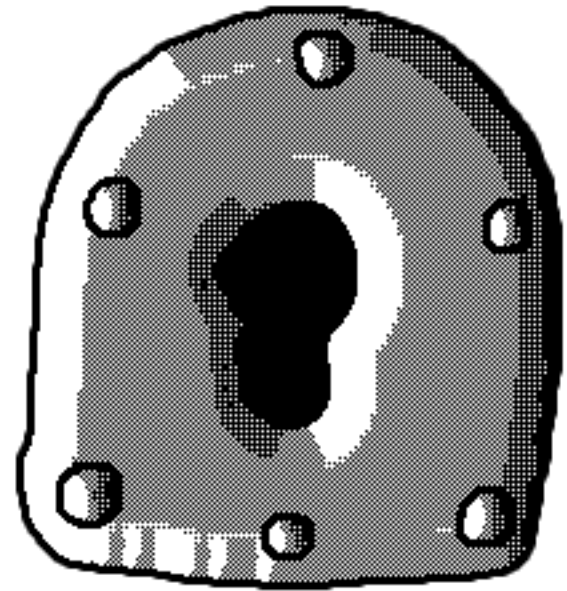
Praise for Sylpheeze® is flowing like wine!

“I could not stop playing! It was so fun I forgot my many responsibilities. It was like I was in the land of the Sylphs.” - Mordred Snard, Chief Editor of the New Yorker.

“I collected the many beasts of the game named Sylphlands. Then I got on my horse and rode away from this strange land. I hope never to return.” - Name Withheld per Request

“Please, I beg of you, play it. It asks nothing of you but your time. The daemons of commerce want you to believe that your time is the most precious thing you have, but this is a lie. Please, rebel against the tyranny of industry and play this insipid chapbook.” - EEEEEEE Babboga, Best Selling Author

Sylpheeze



How to Play

This is a game about acquiring loot and completing quests. It's a slow game that takes place over a long period of real time. You will choose the actions you want your hero to perform, wait for the results, and record your spoils.

Progress Points

Actions in this game take time measured in **Progress Points**. One Progress Point corresponds to one hour in real time. Adventurers will only work for 12PP/day, spending the rest resting, carousing, and tending to their own secretive hobbies.

Itineraries

You need not check in on your hero every time they complete an action. You can decide an itinerary for them to pursue while you are away and they will perform those actions as laid out. Select up to 12 PP of activities to perform, and your hero will perform them in sequence.

Difficulty Modes

There are two difficulty modes, depending on how involved you want to get in the game:

Name	Progress Point Frequency	Limitation
Long (Default)	1 pp per hour	12 pp per day
Short	1 pp per 5 minutes	Itineraries forbidden

Mining

3 PP

Gain 1d4+1 sp in neat rocks. Roll 1d6 and optionally add or subtract a number up to your mining skill, which starts at zero. Your mining skill increases by one each time you do this activity. You gain the following:

Result:	1-4	5-10	11 and up
Reward:	Copper Ingot	Iron Ingot	Gold Ingot

Shops

Cruncher the Cruncher

A small talking yak can oft be found climbing the steep stone slopes of Mt Baldy. He is a gourmet and loves to eat varied plants. He will identify any seed you bring him, and buy any unwanted seeds for 1 sp each.

Fillip the Filigreeer

An overeager dwarf named Fillip has a shop in Mt Baldy, in which he will filigree a depiction of the most recent **Activity** you performed onto any item, for 1 gp.

Bobby Techne

A brilliant technician who can, given 10 Iron Ingots, make a drilling machine that can bring you to Mt Baldy for 0 PP once a day.

Davella

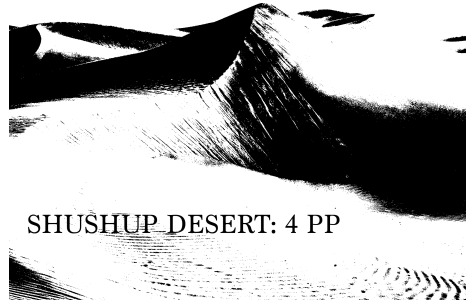
A glowing fairy who can, on the night of a full moon, given a Magic Wand and a Perfect Gem, create the treasure known as the Angel Spark.

Mt. Baldy

Exits



Scarabanga Forest - 5PP



Activities

Explore the Portal Chamber

0PP

Somewhere buried within the labyrinthine corridors of Mt Baldy there is a vast chamber whose walls are lined with one-way magic portals to all over the realm. The portals are unlabeled, and the only way to know where they lead is to enter.

Roll 1d6, which determines where the portal leads: 1) Castleton, 2) Castleton Sewers, 3) Clower Steppes, 4) Scarabanga Forest 5) Shushup Desert, 6) Roll again

The portal may lead into some perilous dungeon or inaccessible mesa, and as such it costs some amount of PP to reach safety once you are through it. When you discover a portal, roll 1d6 to determine how many PP it costs to traverse.

Currencies

The primary currency of the land are gold and silver pieces, abbreviated gp and sp respectively. 10 silver pieces are equivalent to one gold piece.

Items

Sylpheed® is a game about collecting items, and as such has many. Few of the items have any purpose, and exist only to be collected and admired. All items you acquire, no matter how useless, must be duly recorded.

Zone Features

Most of the pages of the book describe the many ZONES of Sylpheed®. Your hero starts in Castleton, capital of the Sylphlands. Zones have three major sections to them:

Exits

Zones have exits to other zones. Moving your hero from one zone to another costs the listed PP.

Activities

Activities are repeatable actions that your hero can participate in for rewards. They take the listed amount of PP to perform, and award the listed rewards upon completion.

Shops

Zones can contain shops in which you can purchase things. Most shops accept gold and silver pieces, but some may require more obscure currencies.

Quests

Ah, quests. The north star of the adventuring life. You might even say, “the adventurer’s *raison d’etre*”. Every zone has a quest which, when completed, grants a part of the **Magnum Opus Machine**.

The King’s Daughter

Castleton

The King of Castleton, King Castleton, fears for the safety of his daughter, Princess Castleton, and desires a suitable protector for her. He requests a Toy Hanhan, crafted from Plush Ingots, given life with an Angel Spark, and wielding the signature weapon of the Castleton princess guard, the Frog Whip. For this, he will part with the ancestral Castleton artefact, the **Mystic Crystal Casing**.

The Watched Cistern

Castleton Sewers

Below the Mucky Market and past the Trial of Turds, there lies a silent cistern surrounded with eight stone-sculpted faces, each depicting one of the classic Sylpheed® creatures. Placing the equivalent monster’s mask on each of the faces opens the door to a chamber containing the **Vital Gear**.

The Inside Job

Clower Steppes

Skrar lowers his voice when he tells you the details of the mission: “We can sneak you into a secret area of the Spank Pit, but we can’t provide you any clothes or weapons. Once you’re in there, you’ll have 24 hours to procure yourself a full set of goblin leather gear by doing the Goblin Grinding activity. If you can get a full set, they’ll let you into the vault, where you can steal the **Milky Lens**, but if you can’t get the pieces before the 24 hours is up, you’ll have to try again from the start.”

The Hero of Legend

Scarabanga Forest

Among the small creatures of the Scarabanga forest there is a prophecy that a little creature of uncommon ferocity will slay all the Hawks, Cats, and Snakes of the forest. According to prophecy, this

Shops (Hidden)

Mysterious Mask Merchant

A creature of questionable form hidden under heavy vestments shingled with masks. It will trade three of the same mask for any other mask.

Starry-eyed Astrologer

Zazar conducts his research in a cylindrical, lime green observatory. If given three duplicate items and 1 gp, he will perform a mystic ritual to improve your luck. One item he burns in a clay crucible and one he melts with acid in a gold vessel. The stars move ever so slightly in your favor and you gain one Luck Point.

A Luck Point can be spent to influence any roll up or down by one.

Crusty Encruster

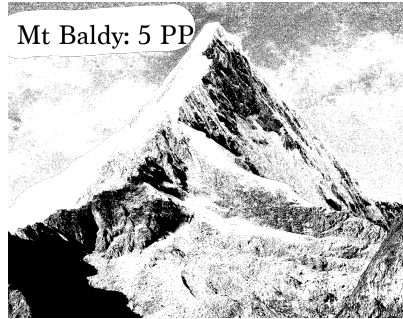
Variah, whose hand is noticeably sticky when you shake it, is in the business of bejeweling items. Her Affixer’s Kit includes a baffling array of solvents, adhesives, sockets, and medical implanting tools. Given any item, a Perfect Gemstone, and 1 gp, she will encrust the gemstone into the item.

Shushup Desert

Exits



Scarabanga Forest - 4PP



Activities

Defeat the Ancient Evil

6pp

In the Pyramid of Kabükan rests the malign demon named Kabükan. Every morning he is born and begins his quest to destroy the world and every evening he is destroyed by the heroic efforts of adventurers. Once a day you can be this adventurer, for great profit. Roll 1d20 and take one item from Kabükan's treasure hoard:

1-5	6-10	11-13	14-16	17-19	20
Croclops Mask	Live Scorpion	Perfect Emerald	Perfect Ruby	Perfect Sapphire	Steed of Kabükan

Seek the City of Ub

2pp

Every week a great sandstorm blows through the Roving City of Ub and it moves to a random location in the Shushup Desert. Those seeking its many splendors must spend time searching for its new location before they can go there. All the entries in the **Shops** section of the Shushup Desert are in Ub.

Roll 1d6. On 6, you discover the location of the City of Ub, until it moves again.

creature will be an Emily, wearing a suit of green-colored baobab armor adorned with roses, and wielding a redwood sword. Should such a hero visit them, the forest creatures would surely present them with their prized **Benevolent Golden Cam**.

The Sultan's Prize

Shushup Desert

For 1000 years the City of Ub was watched over by a council of crones, but one by one the previous council members have died off, and the obstructionist Zazzy has seen to it that they were not replaced. Now Zazzy, the sole surviving council crone, has decided to convert the transform the governance of Ub into a sultanate, lead by herself.

For the ceremony, she demands a gold crown inset with a ruby, sapphire, and emerald, with adornments depicting an adventurer seeking the city of Ub. It must be delivered by a pet Dash wearing a crystal Tiara.

As a reward for fulfilling this request, she will give you the **Hoary Saucer of Fate**.

The Perfect Meal

Mt Baldy

Cruncher dreams of the perfect meal. He wants an Orange-dyed Greasy Catfish that has been encrusted with a ruby and prepared by the legendary Chef Snart in Ub. To be truly ideal, the fish must have been caught, prepared, and delivered to Cruncher on the same day. To experience this pleasure, Cruncher is willing to part with his beloved **Sunlight Power Core**.

The Magnum Opus

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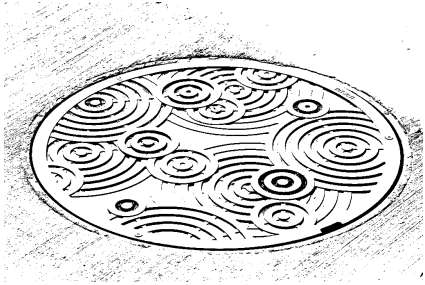
Once you have collected the **Mystic Crystal Casing, Vital Gear, Milky Lens, Benevolent Golden Cam, Hoary Saucer of Fate**, and the **Sunlight Power Core**, you can combine them into the **Magnum Opus Machine**.

Powering on the Magnum Opus Machine causes all of your dreams to come true, and it makes you win the game. Thanks for playing!

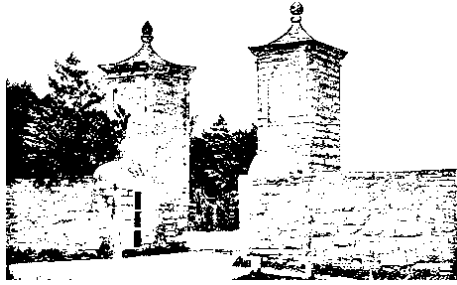
Castleton

Capital city of the Sylphlands. Your adventure begins here and it will serve as your base of operations.

Exits



Castleton Sewers - 1 PP



Clower Steppes - 1 PP

Activities

Clean up garbage

3 PP

Gain 3 sp and a find something neat on the ground, determined by 1d6:

1	2	3	4	5	6
Playing Card	Silver Button	Gold Earring	Emily Mask	Plushy Ingot	Borgo Toy

Running Errands

1 PP

Gain 1 sp. Every third time you do this activity, Arbo (of Arbo's Armors) gives you a piece of leather armor. Every fifth time you do this activity, Jeanne (of Barthe's Blades) gives you an iron weapon.

Tend To Seeds

1 PP

The soil of Scarabanga forest is perfect for growing seeds. Seeds planted here must be tended to for 3 days in a row, or else they die. Each time you do this activity you tend to one flower. Once the three days are up, you can harvest the flower. Roll 1d4 to determine what kind of flower it is.

1-5	6-10	11-13	14-16
Dandelion	Poppy	Rose	Thistle

Shops

Fiago The Flower Romancer

Fiago is an elf who moves elegantly. She can turn your flowers into neat things. She can turn one flower into two seeds of the same type, or she can preserve it in such a way that it can be attached to gear. With two flowers, she can make a Flowerling pet. Three flowers she can prepare in such a way to turn them into one unit of crafting material. With four flowers of the same type, she can make a Flower Beast mount. With three dandelions she can make a Dandelion Puff, an item which, when consumed, teleports your hero to Scarabanga Forest.

Woodo the Whittler

Woodo appears to be a figure of a human carved into the side of a tree. He uses his leafy arm to turn 1 unit of wood material into a random souvenir. He tells you, "Once I was just a typical tree. Then an adventurer rested a whittling knife on my branch here, and I've been using it to improve myself ever since."

Souvenir

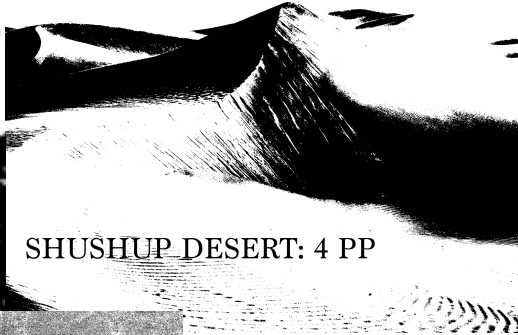
1d20

1-5	6-10	11-13	14-16	17-19	20
Bratty Mask	Sterm Mask	Slimeple Mask	Hanhan Mask	Woodo Toy	Magic Wand

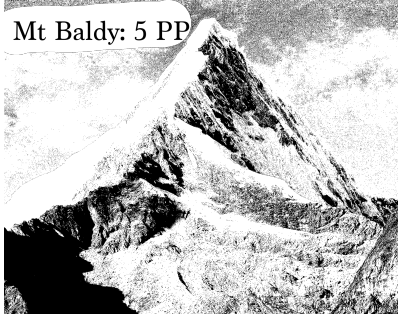
Scarabanga Forest

Exits

Clower Steppes: 2 PP



Mt Baldy: 5 PP



Gain 1d4 sp in random valuable barks, berries, and herbs. Roll 1d6 and add or subtract a number up to your Logging skill, which starts at zero and increases every time you do this activity. You gain wood materials based on the results.

Result:	1-5	6-10	11 and up
Reward:	Oak Ingot	Redwood Ingot	Baobab Ingot

Plunder Ancient Ruins 5 PP

Gain 2d4 sp in relics and ancient tomes. Roll 1d6 and gain an unidentified seed.

Shops

Arbo's Armors

Arbo, a tall blacksmith, can craft pieces of armor out of any Ingot. The pieces of armor he can craft are suits, helmets, crowns, gauntlets, boots, and shields. To make a piece of armor, he needs 2 Ingots of the same material.

Barthes' Blades

Jeanne Barthes is a blind weapon smith who can craft weapons of any Ingot when provided with 3 Ingots of the same material. The types of weapons she can craft are swords, maces, daggers, morning stars, spears, and claws.

Tilly's Tailoring

Matilda Foldenpolk will, for 1 gp, re-hem any piece of armor to be pet-sized.

Sea Passage

At 6:00 AM, 12:00 noon, and 9:00 PM, a ship leaves the Castleton harbor towards a small port in the Shushup Desert. It costs 3 sp to book passage and the journey takes 2 PP.

Clower Steppes

Just outside the gates of Castleton are sprawling, rolling plains dotted with windmills.

Exits



Castleton - 1 PP



Scarabanga Forest - 2 PP

Activities

Noodling

2 PP

The rills which reticulate Clower Steppes are replete with ravenous river-dwellers. Noodling (the art of fishing with your own hand as bait) is a popular pastime here. Gain 1d4 sp in boring fish, and roll 1d20.

1-4	5-8	9-12	13-16	17-18	19-20
Greasy Catfish	Mouthy Eel	Dopey Flounder	Super Fish	Croclops Pet	Frolip Pet

Shops

Frog Coin Exchange

Item	Cost
Frolip Ingot	5 frog coins
Frolip Booties	10 frog coins
Frolip Mask	15 frog coins
Tongue Whip (weapon)	20 frog coins
Pet Frolip	40 frog coins
Inner Tube (Mount)	50 frog coins
The Frog Brained (Title)	50 frog coins

Mystery Tubes

Bubba the Oggop tends to the mystery tubes, an array of strange, oily tubes lining a particular wall in the sewer. For 5 sp, he will let you insert an item into the tubes. Items that go through the tubes are conveyed through a mysterious network of sluices and pools, and emerge dyed a random color, determined by a 1d6 roll:

1	2	3	4	5	6
Red	Yellow	Blue	Green	Orange	Purple

Castleton Sewers

Beneath Castleton are miles and miles of sprawling, stinky sewers. “The Scoundrel’s Highway,” home to over 50 different types of rats, it is a mainstay of the chthonic and the adventurous.

Exits

Ascend to Castleton - 1 PP

Activities

Ride the Sewer Rapids

2 PP

As you ride the rapids you collect 2d6 + 5 frog coins. The far end of the rapids is in Clower Steppes.

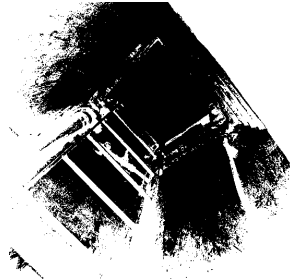
Scrounge in the Tipping Pit

1PP

At the edges of castleton there is a pit into which the citizen throw their junk. This junk forms a mountain of trash within the castleton sewers, which slowly descends as it dissolves into a lack of acidic slime. Three times per day your hero can explore the new junk on the heap and try to scrounge up cool stuff.

Roll 1d12 to determine what type of thing you find:

1	2	3	4	5	6
Sterm-Print Undies	Blue Ball Bearing	Magic Sword	Pet Bratty	Gunk Ingot	Flashy Yo-yo
7	8	9	10	11	12
Porcelain Ingot	1d6 Frog Coins	2d20 sp	Perfect Sapphire	Strange Smell	Moldy Sandwich



Goblin Grinding

2 PP

The Spank Pit, a notorious goblin mosh club, is tucked away in a ravine. The goblins love to fight, and everyone appreciates when you beat them up.

Roll 1d6 and gain an item:

1	2	3	4	5	6
Leather Vest	Spiky Boots	Fingerless Gloves	Studded Belt	Nose Ring	Dash Pet

Shops

Skeezy Sammy

A greasy, ugly little asshole. He’s a wannabe goblin punk who will exchange your goblin leather items for goodies:

Item	Cost
Leather Ingot	1 item
1 sp	1 item
Switchblade	3 items
Gobshite (Title)	5 items
Mosh Manual (Goblin Grinding costs 1 PP)	10 items

Kind-Hearted Farolo

A hunched up hermit who lives in a yurt. Given 3 Ingots of any material, Farolo will make a marionette of any of the Sylpheedz® Creatures. Farolo asks for no payment, but makes you promise to one day bring an “Angel Spark,” which can turn Toys into Pets.

THE CREATURES OF SYLPHEEZ



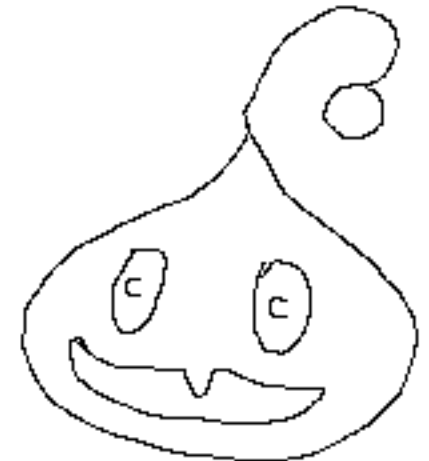
Frolip



Hanhan



Emily



Simple



Sterm



Dash



Croclops



Bratty