

## Monster Queens of Castle Gayskull One Shot

**DM Name:** Dev

**Timezone:** PST

**TTRPG/Edition:** Thirsty Sword Lesbians NOT dnd <https://evilhat.itch.io/thirsty-sword-lesbians>

**Style:** VC, Discord + Roll20

**Schedule:** 3 April, 4:00 PM PST, 4-5 hours

**Number of Spots Available:** 4-5

**More details** including how to apply - see below

### Premise:

(At its heart a knock off She-Ra game!)

A generation ago, a powerful villain known as Vanguard (knock-off Horde) arrived on your world and began a campaign of conquest! Things were far from perfect before she landed, though. The ruling Princesses had divided the rich, fertile Sparklands among themselves, and condemned anyone who didn't meet their rigorous aesthetic or social standards to the harsh and perilous Badlands, inhabited by "monsters". When Vanguard arrived, she found many willing to join her, as she doesn't hold the same prejudice as the Princesses.

Vanguard gives outcasts a place to belong in exchange for their service and full loyalty to her mission of conquest. Her technology can provide power and comfort unheard of outside the Princesses' castles. Her spies, traders and technicians can move anywhere she needs to get the mission done. As powerful as Vanguard is, though, the Princesses wield mighty magic of their own. The two sides have reached a stalemate, each growing more desperate to find an advantage that will tip the balance in their favor.....

This is where you come in! Amidst this turmoil, a handful of people on both sides uncover a mystery that leads them to the truth about Vanguard, the Princesses, and their very world: the mystery of Castle Gayskull.

You all have been in contact before throughout the war, as rivals or allies - or maybe both - but perhaps your arrival here is a surprise to each other. How do you struggle to cope with this weird haunted castle? How do you make a truce to explore? What ancient power lies in Castle Gayskull? What obstacles will you face in trying to find it? And what will you have to face about your unexpected company - or yourself?

We'll find out together!

**Media touchstones:** She-Ra, Sailor Moon, Adventure Time, Steven Universe

### Safety Tools:

Consent in gaming blank form

<https://mcpl.info/sites/default/files/images/consent-in-gaming-form-fillable-checklist-2019-09-13.pdf>

Expected to be PG/13 with banter and light flirting, drinking, dancing, fantasy violence, fantasy prejudice, general soap opera drama and flamboyance. No pvp combat, no evil PCs, no gore, no explicit sex (fade to black), no pregnancy, no harm to animals or children, no non-consensual romance or sex of any kind, no real-life religion, no real-life bigotry.

## Application

Message me by with your answers to the below questions:

- What is your name and pronouns
- What is your age range (18-21, 21-25, 26-30, 31-40, 41-50, etc.)
- What do you love the most about TTRPGs as a player?
- What do you love the most about TTRPGs as a game master?
- Are you a member of the LGBT+ community?
- Do you enthusiastically welcome LGBT+ players, various queer themes as they naturally arise?
- Tell me about 1-3 character ideas:
  - Playbook(s)
  - Name, personality, anything you'd like to share about powers or aesthetic
  - How is your character connected to the Princesses or Vanguard?
  - How is your character connected to one or more of the notable NPCs?
- Are you able to turn in your character sheet, consent form and token by
- Are you able to play on, starting at 4:00 PM PST, for 4-5 hours?

## Schedule

- Applications close on or earlier if there are many applicants
- Character Sheets, Consent Forms and Tokens due by
- Session schedule:
  -
- Session run time: **4-5 hours**

## Itinerary

- we'll start with brief introductions out of character. Let us know how you like to be addressed and idk, something fun that you feel comfortable sharing!
- I'll briefly review the premise, basic rules, and collated consent responses (anonymously)
- we will answer some setting and party questions together which will build the party's relationship with each other and the factions and world around them
- we'll jump into the first scene, going around and having each person describe their character as they enter the scene
- at the 2 hour mark we'll take a break - please remind me!
- for the second and third sessions, we'll do a brief recap before jumping into the next scene

## Character creation:

- Any officially published Thirsty Sword Lesbian playbook ok
- Please no AI usage whether by text or image, thank you!
- Your character has known the other characters for many years during the war
- No loners or isolated characters - you've been in a war with plenty of dramatic interactions!
- Your character must be connected to either the Princesses or Vanguard (or both)
- For the most drama and fun, think of a way your character is connected to one of the notable NPCs
- No evil characters - your character can be a messy flawed disaster but overall must be heroic in some way - even Catra had a redemption arc
- No PVP combat in this game though competition, joking, bargaining, and banter are welcome!
- This is a She-Ra setting - so there's lizard people, scorpion people, plant people, etc. and lots of "magical girls." Your character does not have to be a girl, any gender can be magical in this world.
- You're welcome to be of a high rank in Vanguard or with the Princesses
- You can also be a relative, child, spouse, champion, rival, etc. of either - feel free to be larger than life and dramatic!

## Character Questions

Some questions to consider while you make your character - see below

We will answer these and other questions together at the beginning of the session.

Other questions will involve each of the players discussing the relationships between each of their characters.

We will also go around and each of the players will help add a detail to the world / setting.

- The Beast: Why are you especially objectionable, not accepted even when your comrades are?
- The Chosen: Are you betrothed to a Princess? To Vanguard? What signs in the Castle point to destiny?
- The Devoted: Devoted to Vanguard or a Princess? What disloyalty have you seen in the war towards them?
- The Infamous: How have you left either Vanguard or a Princess? What did you do that you need redemption for?
- The Nature Witch: What were the first signs of nature disrupted that you noticed, and how much worse is it now?
- The Scoundrel: Who have you left on not-so-great terms? Who have you charmed?
- The Seeker: What made you question the ways you've been taught? What tempts you about the other side?
- The Spooky Witch: How are the Unseen disturbed around the castle? What do you think the Unseen are?
- The Trickster: How have you played someone for a fool? How have you double-crossed someone?
- The Troubadour: How have you become famous during the war? At what cost? Are your groupies from one side?
- The Bloody: Who have you defended with violence? What scars or victories do you carry from that?
- The Hologoddess: Which side designed you? Or is that still a mystery? Have you changed your style due to war?
- The Sun Hand: How does your current Obsession relate to the war? What might distract you at the Castle?
- The Matriarch: Is your family split between the sides, or some exiled? What Needs keep your role complicated?
- The Naga: What would help you trust either side with your true self? What injustices make you scream?
- The Dream Mirror: Have you learned anything about yourself during the war? Which side has shaped you more?
- The Legion: What memories has the war brought? How have you tried to break the cycle of violence?
- The Ensemble: What alien influence or origin do you have? Who has supported your harmony, or individuality?
- The Investigator: How are the toxic Princesses or Vanguard connected to the Castle? What burning questions do you seek answers to?

### Notable NPCs:

- **Princess Twilumena (she/they):** Leader of the Princess Council, she specializes in glimmering spells and twilight magic. Her mother was recently captured by Vanguard and though she is young, she has taken command with a fury. She's known to turn invisible and sneak around, and use the secrets she learns in a ruthless way. Is she watching you now? Who did she send to Castle Gayskull - or does she even know that you're there?
- **Princess Tempestria (she/her):** A hot-tempered Princess, she is often at odds with Twilumena's sneaky tactics and prefers a forceful approach. She flies on wings of lightning and unless you have an invitation, you'll be defying disaster to even speak with her. Oddly enough, her best friend is Gothemere the most dour of all the princesses. What would she do if she found out about other Princesses getting more power than her?
- **Princess Gothemere (she/her):** Shrouded in an aura of sparkling darkness, her whole castle is constantly under deep clouds with one dramatic beam of moonlight - regardless of the weather elsewhere. When not writing tear-worthy poetry, she can be found in her laboratory. Rumor is that she's trying to combine Princess magic with stolen Vanguard technology. What does she want from the Castle? And how did she get her hands on Vanguard tech?
- **Spindlewave "Spin" (he/him butch):** a former citizen of the Sparklands, he was known as the best surfer, swimmer, and even fisher - anything to do with water, he shone with talent. However he also didn't respect the Princess's rules around their castles and society, so one day Princess Tempestria blasted him and left him for dead on the beach. Vanguard found him and healed him with fancy alien tech. Now Spin is the most loyal and canny agent of Vanguard, a specialist in navigating the craggy cliffs and rough beaches of the Badlands to ambush the Princess's forces. He has more muscle than brains and still talks like a surfer. Castle Gayskull is the kind of place he'd love to pull some new stunts!
- **Aria Petrelia (they/them):** Aria is Vanguard's most trusted champion. Clad in strange armor that looks like stained glass and wreathed in mystical flames, they came from the stars with Vanguard. They know more of her secrets than anyone else. They refuse to accept that anyone from this backwards world could be worthy of a place of honor by Vanguard's side. What did they divulge to you before this mission? Or perhaps they don't even know you're going to the Castle?

## Game Resources

- The Roll20 link will be given to selected players. The Roll20 splashpage has the basic rules that we can ping and refer to during the game. You can use the character sheets on Roll20 or one of the cheat sheets below, or a pdf from the book pdf, whichever you prefer.

- Sourcebooks

<https://evilhat.itch.io/thirsty-sword-lesbians>

<https://evilhat.com/product/thirsty-sword-lesbians/>

- Cheat Sheets

[https://docs.google.com/spreadsheets/d/1H\\_Dj8lHQat5HXIHmjEUPsD9CHPyIYUtQO\\_vDaxZMiKY/](https://docs.google.com/spreadsheets/d/1H_Dj8lHQat5HXIHmjEUPsD9CHPyIYUtQO_vDaxZMiKY/)

<https://docs.google.com/spreadsheets/d/19luk1h7eLDNQjWAOaHGfHzC-r34u08JI4OZtX4ADYdQ>

<https://docs.google.com/spreadsheets/d/1KrZ0bnlvAcPZkTedecv3Kg2ooRc-TMK0V6UwkPhm8Nk/>

- Liveplay examples in case you find it helpful:

[https://www.youtube.com/watch?v=3zWeBx\\_W5nE&t=1978s](https://www.youtube.com/watch?v=3zWeBx_W5nE&t=1978s)

[https://youtu.be/O\\_UtG6pdcnl/](https://youtu.be/O_UtG6pdcnl/)

She-Ra Name Generator

<https://perchance.org/69phovu3iw>

She-Ra Dollmaker / Character Image Creator

<https://meiker.io/play/11592/online.html>

- Random Thirsty Sword Lesbian Character Generator

<https://perchance.org/tqwsx8oles>

- Random Weapon Name Generator

<https://perchance.org/magical-weapon-namer>

- Sword Piccrew Maker

[https://picrew.me/ja/image\\_maker/1688184](https://picrew.me/ja/image_maker/1688184)

- Table of Legendary Weapons to roll on

[https://www.reddit.com/r/BehindTheTables/comments/41vhpr/legendary\\_weapons/](https://www.reddit.com/r/BehindTheTables/comments/41vhpr/legendary_weapons/)