

LEGACY
LIFE AMONG THE RUINS
2ND EDITION

END GAME



**DOOM AND ENTROPY AT
THE END OF ALL THINGS**

LEGACY
LIFE AMONG THE RUINS
END GAME

GAME DESIGN AND WRITING
Douglas Santana Mota, Minerva McJanda

ADDITIONAL WRITING
Kira Magrann, Slade Stolar, Arthur Pinto de Andrade, Norman Rafferty

LINE DEVELOPER
Minerva McJanda

ART
Tithi Luadthong

EDITOR
Rebecca Curran

LAYOUT
Minerva McJanda, Oli Jeffrey

PLAYTESTING
Beto Rodrigues, Arthur de Andrade, Gustavo Tenório, Tiago Rolim,
Marcelo Paschoalin, Josh Borlase, Nathan Schmitz, Madeleine Lapuk

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ufopress.co.uk – ufopressrpg@gmail.com
@ufopressrpgs – facebook.com/UFOpressRPGs

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FOREWORD

So, here we are: the end of the line.

Writing *End Game* was a hell of an exercise in distinguishing chaos from entropy. To understand minds that will do anything to win, or else simply assure everybody loses. To meditate on the acts of those who will do anything just to make the pain go away. A study on the meaning of a cold, uncaring cosmos. If all goes according to plan, this is the last book of the *Legacy: Life Among the Ruins* line. And thanks to its counterpart, *The Engine of Life*, it doesn't pull any punches. There is a reason behind this bleak rhyme.

I have dealt with entropy quite early in my life. No wonder I ended up writing for a game of recovery in face of an all consuming tragedy. So, I dedicate this book to my lil' sis - who inspired me to stand steadfast in face of loss and pain.

Let's see if we can all look the end of all things in the eye and give it back the glare. If we have what it takes to fight back even when all hope seems lost.

- Douglas Santana Mota

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The truth is, the Fall was mere foreplay.

We assumed that no matter how tragic it was, the Fall allowed for some hope of recovery, no matter how slim. But this end game plunges us into an abyss from which there is no way back, no salvation. We must deal with the inevitability of pain and defeat. So, welcome to where it all ends... let's just keep a clear tally of the body count, shall we?

Who knows? Maybe we can make the universe regret messing with us.





RULES FOR A FINAL END

INTRODUCTION

How do you raise the stakes of a regular Legacy game to End Game level? The choice of playbooks determines a lot of the feel, but it guarantees nothing – even an Untamed Uplifted can be made soft if a player so wishes. It helps to pick any of the rogue's gallery of Families & Characters in the next few Chapters to up the ante. Or you could just add the new Traitor Role to an ongoing story and let the squabbling begin. Unleash a Nightmare or Doomsday Clock upon the Homeland and watch the weak squirm, and don't forget to bring in concepts from the essays at the end of this chapter.

Still not enough? We have you covered. If you happen to find a player grinning savagely at these slow increases in pressure, you have just found a natural End Gamer. If you have a group, and they all want to play with this mindset, you can test the waters with Non-Compliant: a stand alone Quickstart available free online that has an unhealthy amount of this book's DNA. Good luck beating that scenario!

Still not enough? Time to start a campaign from scratch with all these elements mixed from the get go. Best of luck, you will all need it.

NEW ROLE: TRAITOR

Perhaps you were never meant to be a leader, or virtue has led you nowhere and won you no medals. Whatever the case, the four main Roles might not suffice you. For these desperate times, we present you the Traitor, ready to sacrifice honour and trust for salvation.

Characters should still retire when they fill their fourth Role, but now they can adopt the Traitor at any point, in any combination with the other roles.

Here are the Traitor moves for the character playbooks in *Legacy: Life Among the Ruins*:

THE ELDER

Mark when you depose the leaders you advise. The GM will say who else you need to hurt or sacrifice to assert control. Name who will step in to take over and purge their weakness.

THE ENVOY

Mark when you approach your most vicious foes with a peace or alliance offering... behind your leaders' back. Name a rising force among your foes who is ready to listen. The GM says who else you will need to betray to seal this deal.

THE FIREBRAND

Mark when you sacrifice the oppressed to raise your power across the Homeland. Name the leaders who come to listen to your principles. The GM will tell us about those who have seen through your actions and vowed bloody vengeance upon you.

THE HUNTER

Mark when you hunt for the last exemplar of a species. Tells us about the trophy you seek and the powers it grants. The GM will tell us of your quarry's lair - decide if it is pristine, remote, or hostile.

THE MACHINE

Mark when you embark on a genocidal crusade. State your target and say what the experience awakens in you: white hot fury or lethal efficiency.

THE PROMETHEAN

Mark when you decide to hold the Homeland hostage. Describe the doomsday weapon you built and make your demands. The GM will tell us of those who will rise against you

THE REAVER

Mark when you purge a bountiful land of its inhabitants. Say who among your Family turns a blind eye to your predations and moves in to exploit it. The GM will say how the bloodshed curses the land.

THE REMNANT

Mark when you sabotage the future in the name of a power or principle from Before. Say whose hopes you will crush. The GM will lead you to a yet-undiscovered source of ancient power or wisdom - your choice.

THE SCAVENGER

Mark when you hoard resources others desperately need. Describe your lair's defenses: is it well hidden, too dangerous, or far out the way? The GM will say how your hoard beckons to dark hearts and monstrous foes.

THE SEEKER

Mark when you weaponise one of the wasteland's grand structures. Describe the destruction it can unleash. The GM will tell us what you still need to operate it safely.

THE SENTINEL

Mark when you let the wolves at the door in. Name the critical tactical or strategic advantage you get from your betrayal. The GM will name two things you hold dear to be ravaged by the attack, pick one.

THE SURVIVOR

Mark when you steer the thing you survived towards your foes. Say how they were never prepared for this. The GM will tell us how it will rage out of your control.

THE UNTAMED

Mark when you bully the weak and desperate into doing your bidding. Say how they make you proud at the eleventh hour. The GM will say how they became stronger, enough to stand up for themselves in the future.

The characters in Chapter 3 have their **Traitor** roles incorporated in their **Role Moves**. They also have **Prophet Roles** - see **Legacy: The Engine of Life** for details on these.

TRAITOROUS BIT PLAYERS

You can also apply this Role to Quick Characters:

TRAITOR

When you betray kith and kin, hold 3. Spend hold to gain access to: a critical location, secret lore, a device that can be weaponised, or a leader in their moment of weakness. It must always belong to your sworn allies, but for the last hold, to be spent on your truest nemesis.

When you die, name an enemy that will relent on their aggression thanks to your influence. Tell the backstory behind this.

NEW RULE: NIGHTMARES

Groups often start the game feeling overwhelmed by the variety of dangers contributed by Threat Landmarks, History and Backstory. This quantity is a sure way to make sure that some of them don't get proper attention from the players. GMs might then let these Fronts fester and unleash them in malicious fashion.

Valid, for sure. But as an alternative, instead of scattering your Landmarks around as independent items, you can return to an element of the map again and again using each subsequent Landmark choice to add extra detail and depth. Try to pool your choices together so the map ends up with no more than 3 locations or settlements / factions. The Homeland will suddenly feel much more claustrophobic and challenging.

EXAMPLE OF THREAT CREATION

We're playing with the three first Families from core Legacy: Cultivators, Enclave and Merchants. Not your first choice for an End Game, right? Good. They start adding Before Landmarks to the map:

Cultivators: I'll put "Ruins filled with deadly spores" on a far off corner of the map.

GM: Nice. Let's build that area up a bit!

Enclave: Cool, I'm picking "A secret research centre full of untamed wonders", and I think I'll apply that to the ruins mentioned above. The spores are what's keeping the wonders a secret!

Merchants: Hmm. "A huge and sombre building where the fate of nations was decided" could describe that ruin too, but it seems like a stretch. I'll put it close to outer edge of the "deadly spores".

Cultivators: As a sign of the Fall, I'll pick "A vast forest filled with calcified trees" – around the ruins in the "deadly spores". Guess what the deadly effects of the spores are!

Enclave: Hah! I'll be a bit more conservative: I'll add "The research centre that first understood the Fall's root cause". I guess the calcifying death spores caused the Fall.

Merchants: Having fun there? I'll add variety to the map with "A business district, undamaged and devoid of life" around the "sombre building" and isolating the "calcified trees". That can be where we live.

Cultivators: Alright, now we're at Threats. I'll start with "A plague too efficient and dreadful to be natural" - the spores never really stopped spreading. I'm thinking that business district is full of quarantine zones, plague doctors and the like.

Enclave: Cool – but I don't want to just be dealing with evil fungus. Let's add some Factions. How about "A crude tribe of raiders using advanced tech" living outside the drawn area?

Merchants: I like it! Let's flesh them out a bit - I'll pick "Cannibalistic raiders who have refused all attempts to negotiate". The "crude tribe" now is aggressive and cannibalistic, too.

The Families end up pinned in a corner of the map, with a vast Wasteland around them haunted by a ferocious and resourceful enemy. They'd better devise a coherent survival strategy!

DEEPER NIGHTMARES

Still not enough? Relax, we've got your fix right here.

In addition to your regular Landmarks, pick one extra Threat per Family and overlap them into a single terrifying Front, a Nightmare. This Nightmare explicitly can't be beaten, only endured and countered. Age after Age it still plagues the Homeland, forcing Families to factor it into every decision. Every Quickstart released so far already presented their Nightmares, though not laid out explicitly:

One Hundred Years of Darkness.

The monsters in this scenario are utterly terrifying, but still just a by-product of a much graver Nightmare: the death of light. How long can life be sustained in a world without the sun? When will the temperatures drop to absolute zero? The GM has all the tools to simply crank up pressure until they break... or find a very creative way around the issue.

Titanomachy. This shows a somewhat easier Nightmare to handle: the Behemoths! Whenever any of the Families so much as blink, there will be yet another beast to draw their attention and consume critical resources. As a deeply entrenched part of Hekaton's ecosystem you can't expect to easily extinguish all of them. And what would be the consequences of trying?

Non-Compliant. The aliens here are one hell of a Nightmare! You will suffer and throw everything at them, just to find out that they are a meagre task force of a galactic empire. More will come... and this time they will be ready for you. Got the picture, right?

BUILDING A NIGHTMARE

GM: OK, we still have one step to go: this game's Nightmare. Can you please each pick a further Threat, and we'll combine them all together into something monstrous and truly dangerous!

The players take a long silent moment to assemble the engine of their own doom...

Cultivators: Do we want another environmental threat? No, we currently have a pretty empty Homeland. So I'll change things up with "A pack of perfectly designed predators".

Enclave: OK, with "A ruin where creations of science now rule", we know where the perfect predators lurk.

Merchants: Let's add a twist! With "Privileged survivors hoarding knowledge from the World Before", they're a pack of posthumans fully adapted to the post-Fall reality. You wanted Factions, didn't you?

Time to carefully choose this Age's Characters and their Roles. The group decides that their best shot is to investigate and tame the Research centre, so they form an intrepid team of Cultivator Envoy, Enclave Machine and Merchant Scavenger – all Agents! Their skills, carefully complementing each other's, are now explained by the cooperative and strategic nature of their task.

To properly provide the pressure a Nightmare can inflict, we suggest kicking off each Age with one Reaction for every Family. There can be other, more frequent, triggers and more Reactions as Ages pass.

Our menu of choice:

Reveal an unwelcome truth.

Against such large forces local victories may taste sweet, but do little to change the bigger picture. There are always reinforcements, continued resistance, or the threat of the danger's return.

Tell them the consequences and ask. When dealing with something so large, even small changes cause massive ripples. Simply drop the bomb and let them scramble.

Take away their stuff. Data and Tech are primary targets, but exterminate whole Factions if you have to - it's a good way to take away hard earned Treaties, and display the Nightmare's lethality.

Add a Need. Proven and tried method of inflicting general pain. Remember the problem can worsen, and have a secondary Need in place for those who didn't solve their previous Age issues. On the other hand, the same Need every Age can make a lot of sense in the Fiction, but it will soon prove stale. Either change the Need to show a difference face of the Nightmare, or pile a second (or third...) Need for a dreadful new Age.

Offer an opportunity, with or without a cost. Clever players will appreciate being given an opportunity to *hold a threat in place or travel to a distant land and back*, and thus begin work on The Tartarus Site or The Age of Discovery.

NIGHTMARE REACTIONS

It is still too early to make any assumptions about Homeland politics right now, but the GM guesses that – at best – Families will become client states of the Pack.

As such, ideas for a general Reaction when the Age turns could be a tithe of 5-Tech (Take away their stuff) or else the predations of hyper-advanced posthumans, meaning everybody gains Need: Safety (Reveal an unwelcome truth).

They're using these to communicate that these creatures have all the toys the players lack and most likely brought the Fall upon the world. The Families will have to evolve before making any moves, and the Pack is not likely to let it happen.

That is not to say Nightmares can't ever be beaten or tamed. A couple of well placed Wonders might do the trick. But yes, we are talking about Ages of effort to bring a Nightmare Front to its end. Once defeated, the scenario might even come to a close, as for the first time people have a chance of truly building a future together

Of course, that's if anyone survives.

NEW RULE: THE DOOM CLOCK

Other Powered by the Apocalypse games use clocks liberally, often tied to fictional development. They're a really cool tool. But what we propose here is a little different.

As shown in the Non-Compliant standalone quickstart, the Doom Clock is best used when the precise time table is better left subjective, but there must be real pressure for action. Family moves consume time, and sometimes time is scarce luxury. To provide that, use counters (an analogue clock, a pile of beads, or maybe lit candles), and after every Family move remove one of the counters - if it goes to zero, the Threat has won and whatever doom it could unleash comes to pass. Crucial victories may turn the clock back a few clicks, but any mistake advances it further - the key is that EVERY Family counts.

For further agony, decide thresholds at which disasters will strike the Homeland - themselves pale omens of the cataclysm to come. Describe rumour campaigns that deprive them of assets and allies. Deny them safe ports - there will be increasingly few places to hide. Players must understand the stakes and feel the momentum building with every tick of the clock.

HOW MANY COUNTERS?

We recommend scaling the amount of counters to the the number of players in your group. Start with $2 + 2 \times \text{Number of Players}$.

Reduce this to increase the difficulty.

Don't reduce the number of tokens below $1 + \text{Number of Players}$.

EXAMPLE OF DOOM

Let's fast forward the chronicle we've been describing above until the sorry moment all the Families decide not to pay the tithe demanded by the Pack.

Much has changed, sure. They made improbable alliances and impacted the Homeland in meaningful ways. There are few blank spots left in the map. Still, no one in the Homeland stands a shadow of a chance against those hyperadvanced monsters! Did they decide to provoke the Pack's wrath out of complacency or out of overconfidence? It doesn't matter.

As the Age turns, the GM sets up the Doom Clock. 12 moves left, and then the Pack will simply wipe out every human across the Homeland and cover the land with the calcifying Plague.

If the players are to survive, they must build 2 Wonders to solve the issue. Total War? Obviously a choice. But why not Tartarus Site or Race to the Stars? Perhaps a Revolution or even The Great Network to conquer the Pack through soft power.

The Point is, building a Wonder will also count as a move, where they can at best invest 2 Surpluses. Do they have everything they need? No? Too bad. The clock is ticking.

NEW RULE: NEFARIOUS TREATY

Treaty in core Legacy works reasonably well, but it can run into problems when everyone is too nice to each other. When you have more than 3 points on everyone else, rolling **+Treaty** to **Lend Aid** is almost guaranteed to succeed, and so there are significant penalties to breaking away from the pack.

To deal with this, there's a few fixes. The simplest is to say that Treaty caps out at 3; if you would earn more than that, it simply doesn't make a significant change to how indebted the other party is to you.

The alternative is to change how **Lend Aid** works, such that (in keeping with the tone of End Game) cooperation is viewed with cynicism and trusting others is dangerous:

LEND AID (FOR REPROBATES)

When your offer your Family's aid to another group, they may accept or refuse. If they accept, they lose 1-Treaty on you. If they refuse and you still interfere, lose 1-Treaty on them. To help...

- ...with diplomacy or information, roll **+Reach**.
- ...with wealth or violence, roll **+Grasp**.
- ...with subtlety or misdirection, roll **+Sleight**.

On a hit you give their action advantage; on a 10+ pick one:

- You take some of the action's rewards for yourself.
- You hold them back in a particular way.
- You give them disadvantage instead.
- You know everything they learn from the action.

If their action fails, you'll share in any danger, retribution or unforeseen consequences.

EXAMPLES: LEND AID

Tyrants: Our forces are massed. It's time to take down the Ash Kings.

Syndicate: We have agents already in that settlement - do you want our help to undermine their defences?

Tyrants: Sure.

Syndicate: Great - let's see what we can do.

*The Tyrants lose 1-Treaty on the Syndicate, and the Syndicate roll **+Sleight** to help. They get an 11; they Tyrants will roll their **Claim by Force** with advantage, but...*

Syndicate: OK, so our agitators take out the guards on the walls, giving you a shot at the Ash Kings, but you've got to go straight for them - no harm must come to the civilians.

Tyrants: Fine, we'll take it. Let's ride.

Enclave: We want to know what's happening inside that bunker. We're going to dispatch an envoy with some trinkets and see if we can get some information.

GM: Alright, sounds like you're triggering **Conduct Diplomacy**.

Deathless: Wait, before you do that: we have a close relationship with the Institute that runs the bunker. We'll make introductions.

Enclave: We'd rather you didn't.

Deathless: Hush, let your elders work.

*The Deathless Elite lose 1-Treaty on the Enclave for butting in. They roll **+Reach** and get a 7; the Enclave get their help, and manage to avoid interference.*



THE HORROR OF ISOLATION

By Kira Magrann

Amidst mutated monsters, alien invasion, corrupt technology, and an unforgiving landscape, what is the most deadly threat in the post-apocalypse? What could be worse than the hellscape that the planet has become? Maybe it's the fear of being alone.

All post-apocalyptic stories have strong themes of isolation in their stories because it is the biggest threat to the characters. It's important to find a group, because surviving alone is impossible. In isolation a person is more vulnerable to attack, to being trapped in a place they can't escape, or even starving. While the practical reasons to be with others at the end of the world are somewhat obvious, the metaphorical ones are also potent. Humans cannot survive alone: we need the tribe, we need family, and we need community. Isolation and alienation are real threats to the fabric of our modern culture, and the narratives of the post-apocalypse can serve as a metaphor to help us grapple with these problems.

Isolation is a common threat in popular post-apocalyptic media. Clementine's character in the second season of Telltale's *The Walking Dead* is a great example of this. She starts the game alone and vulnerable, a young child trying to survive a zombie apocalypse. Her isolation is catastrophic within the first five minutes of play, but it's also very difficult for her to find any adults who are safe enough to trust and join up with. This game keeps providing variations on this dichotomy between trust and isolation, sometimes forcing the player to choose an abusive situation over the danger of isolation. There are no good choices, the game posits, and that's all part of growing up.

In Octavia Butler's *Parable of the Sower*, the communities who isolate themselves from others are eventually eradicated by hatred and violence. Their isolation, pursued within these communities in order to build supposed walls of safety, becomes their weakness. In *The Road* it's impossible for a father and son travelling alone to survive. The character of *Mad Max* tries to build multiple groups and families but in the end is always alone. This juxtaposition between togetherness and isolation puts these characters in vulnerable and needy positions, requiring them to find family and community even if their instinct is to be self-sufficient. These stories are cautionary tales espousing that we cannot survive alone.

There are even contemporary scientific studies that prove humans can't survive in isolation either biologically or psychologically. Our emotions, need for touch, and need to relate to others make us humans reliant on groups. It's a survival tactic in the wild among our ancestors, and even well-documented in a variety of communal animals. People survive better when we're in groups, despite the common libertarian dogma that encourages independence without connections to communities. In a post-apocalyptic setting, this biological/sociological need for other humans is amplified. The lack of other humans in general heightens the obvious fact that need for intimacy and family is what matters most in the world. It's apparent as soon as others appear—there is a return to semi-normalcy, to family and community, a sudden opportunity to thrive in the wasteland because even when all hope is lost, at least we have each other.

What happens when a character can't connect, or can't find a family to trust? The Outsider is the role in *Legacy* that most embodies these opposing themes of isolation and community. Each character playbook has the potential to mark the Outsider role, which makes it a near inevitability in the narrative of *Legacy*. It's an interesting design that posits there is always someone to remind everyone what the "outside" looks like, both emotionally and physically. The character Roles represent the interior landscape of the character and how they react to the people in their group emotionally.

Interestingly, Outsider roles also represent the character physically leaving the group and coming back with different consequences. In order to mark four roles and retire a character to safety, they will likely embody the Outsider role at least once. This implies that a character needs to experience isolation before they can understand what it is to be safe amongst a group. When a character has the Outsider role marked, they aren't really a part of the family, and are trying to integrate/escape the ties of the family in one way or another.

While each Playbook has a different approach to the Outsider role, all are open to some interpretation. Who are the Outsiders that exist within family structures? Outsiders can be loosely defined as people who are outside of the norm, or who have the ability to see things differently than the rest of their group. This metaphor resonates strongly with all kinds of marginalized folx, PoC, and those who are queer, trans, or disabled, because they are Outsiders in the dominant culture. These traits are inherent identities, but perhaps marking the Outsider role may be an opportunity to reveal these traits in your character or make them relevant to the fiction.

Contemporary American culture is a kyriarchy, centring the Cis Straight White Man as the identity that is the norm. Any identity that isn't cis, straight, white, or male are by default defined as Other, or outside of the norm. So, basically, the rest of us. It's not our fault the dominant culture sees us as Other, but we've been classified as such and it impacts our ability to live. Being Other means we have to fight more in order to survive in the world because we have less rights, less money, less power, and/or are actively eradicated by those with more power.

While there is the potential for any Character Role in *Legacy* to embody these themes, it feels especially relevant for the Outsider to be Other. The Outsider is functionally Other to the family; outside without being completely separated from the family. The Outsider's strengths then become the ability to point out the faults in the status quo the family adheres to.

There's a sliding scale of how outside an Outsider really is. As defined by the family, the outsider can still be a part of, influence, or return to the family from their isolation. It does seem completely possible for the Outsider to go too far though, and it's then that they no longer even have that title, and move instead into a different type of label, something monstrous and isolated... Other than family. This puts the sliding scale of Outsider from very close to the family on one end, and very close to isolated on the other. If they are defined as an Outsider in *Legacy* they are still part of the family, but their actions may push them from one side of this scale to the other. No matter what, the Outsider is merely toying with concepts of isolation, and not actually trapped in the death knell that is true isolation.

ISOLATED NPCs

Player characters by their nature will always be tied to their family as well as the other players, and will almost never be left truly alone. In opposition, there are NPCs who remain in isolation, are not forgiven when they return, or have done something so horrid they've destroyed their family. These people have baggage they just can't fix, or a perspective they just can't change. They're not adaptable enough to survive with a family and so they live alone, vulnerable and closer to death. There is no compromise for them and because of that no comfort either. It can be a stark reminder to those in the Outsider role that they're much closer to death by isolation than they think.

These Isolated NPCs might not even have factions. They're dangerous because they're alone and they symbolically represent isolation. Maybe all they have to do is enter the family dynamic to put it in danger. Their weapons could be interpersonal: creating mistrust, misunderstanding, or spreading toxic viewpoints that begin to eat at the family structure. It only takes one person to make a group unsafe.

Here's a brief primer on the construction of an Isolated NPC.

- They're a step further from the Outsider role in the Family, but a step away from something truly inhuman like a monster or alien.
- They might be psychopathic or have other very strong antisocial tendencies.
- It's possible that they're plagued by PTSD or depression... something that has the potential to be helped or changed, but they're doing nothing about it.

THINGS ISOLATED NPCs DO:

- Work toward the destruction of the family because of their own baggage or worldview.
- Not always be aware that they're so destructive, so it's not clear to the PCs exactly how evil they are.
- Dismantle trust among the PCs by spreading rumours, lies, or manipulating people's emotions.
- Convince a PC that they don't need a family and can live in isolation just like the NPC does.
- Act out because of their baggage, lashing out at anyone around them.
- Create a toxic family environment.
- Perpetuate an abuse that they have experienced.

ISOLATED NPC BAGGAGE:

- They experienced some kind of abuse at the hands of their previous family, and because of that have also become an abuser.
- They have PTSD that they can't manage, and have episodes of reliving trauma, believing people around them are out to get them, and using drugs or alcohol to self-destructive extents to cope.
- They're antisocial and psychopathic, and don't value human life in any way.
- They can't take care of themselves, which lures in caregivers to help them, but they always abandon the caregiver.
- They have extreme unmanaged anxiety, which causes them to distrust everyone and be unable to function in a group.

A WORD ON BAGGAGE

All of these are real life mental illnesses. Be sure not to stigmatize them, but rather showcase the fact that they are unmanaged and pushed to the extreme, strong influences on the isolated person's psyche.

An Isolated NPC is a powerful symbol, acting as a counterpoint to the PCs who are a part of a family. They represent what could happen to anyone should they no longer have a family to support and protect them. Isolated NPCs can drive this theme through a whole session or story arc involving them, as a constant reminder of what could happen to anyone who just had slightly worse luck.

The difference between a human monster and a *monster* monster is really just a matter of aesthetics. Does the GM want to highlight the more realistic human side of the horror of isolation, or turn it into a more monstrous metaphor? It's simply a matter of choice. There are various ways that technology, aliens, and monsters could be portrayed as metaphors for isolation.

Here are some monsters that could embody the metaphor of isolation:

- A creature, once human, whose body has distorted and become more like the landscape such that they blend in and disappear from human view.
- A ghost of a human who died in the current place the PCs are living. The PCs can't understand or interact with it, so it's isolated from the living world.
- A troll-like mutant that lives alone in a cave, going out on rampages to eat and destroy because its family has died.
- An alien mimic, stranded on the planet and trying to become more like the humans that are left here. Tragically, when it mimics a human it does them physical harm.

There are things in the wild of the post-apocalypse that could easily exploit the loneliness that exists in all PCs, perhaps driving them to an isolated mindset:

- Vampire-like predators that prey on the loneliness someone feels, making them feel desired but also stealing their life-force.
- Symbiotes that can sense lonely despair, and attach onto a person to feed off of their ever-increasing despair until the host dies.
- A cult that tries to gather lonely humans with their promises of togetherness and group-think, but ultimately exploits them in corrupt ways.

In general, another great way to highlight the theme of isolation in monstrous NPCs is through decay. Describe how things are decaying around them, how their clothes rot, how the objects they touch or are made of rust and rot. Isolation is often caused by a profound sense of loss, and these descriptions of decay will enhance that feeling.

Isolation can be a powerful tool in any post-apocalyptic setting. It can drive the PCs to fight harder for their families and act as a counterpoint to the group survival dynamic. Isolated NPCs can create strife within a family, or symbolize what the post-apocalypse can do to a person. Monstrous characters can act as metaphors for isolation themes within the game narrative. Consider that being alone is the biggest danger out there. We all need someone to travel with through this darkest of night.

TRAGEDY

by Slade Stolar

THE FALL

We live among the ruins of a blighted world of desperate families and unlikely heroes. Under our feet, lie the stratified remains of a dozen civilizations that thought that they were the pinnacle of progress. What happened to them is not well known. Were their ends tragedies or simple annihilations?

STAGE TRAGEDY

Tragedy, as a dramatic form, shows us a hero who refuses to change his (it is typically a “he/him”) righteous course, and is destroyed for his hubris. The effect that this kind of story has on the viewer is catharsis (a purgation, a vomiting away of emotions). We, the viewers, are relieved of an emotional tension, which sometimes occurs via a realization (the anagnorisis).

Oedipus rejects a prophecy and searches for the truth, and is destroyed by the truth he finds. King Lear, because of his faith in two of his daughters, walks towards death. Macbeth seeks power through violence and is violently overthrown. The kings of stage tragedy are led to their destruction by their pride and noble intentions—their virtues are taken to a deadly extreme.

Something about the downfall of these tragic heroes is enjoyable. Something about it resonates with us. It makes us feel more alive, if sadder and wiser. There is excitement in the acceleration towards (and collision with) harsh realities and rigid systems of order.

WE BAND OF TRAGIC HEROES

The first question to ask is: “*Do your players want their world to have tragic events?*” As with all significant thematic decisions, check with the players at the start. Tragedy is a powerful dramatic device, and

not everyone is looking for this kind of drama in their game. Additionally, check with them periodically—after sessions is a good time. If there’s too much misfortune happening, the stories can become depressing. If there’s too much of a push towards a specific tragedy, the game can become too pre-defined. We have an Agenda and Principles that help to guide us here. Don’t forget that you need to both **be a fan of the characters** and **play to find out what happens**. In Legacy, we can draw tragic heroes from among player characters, player families, and NPCs. Most games do not include the family as an additional role-played level, so this is a special opportunity. Once players are invested in their families, you have broadened the scope of your stories.

You start with good tools for introducing tragedy into the lives of player characters. The players will typically want to be virtuous, and those virtues can lead to catastrophe when taken too far. Families offer the most interesting new opportunities for dramatic and tragic events. The family’s virtue is shared by the members of the community, as is their fate when things go wrong. Some members of the community might warn of danger and urge following a different path, thereby hinting at inevitable doom. What would be an internal conflict for an individual is broken open to let us hear multiple conflicting voices – after all, **a family is a group of individuals**.

NPCs are the least interesting in this regard, because (primarily) the GM decides the arc of their stories. Show any tragedies of the NPCs briefly, so that the focus of play can remain on the stories of the players’ characters.

Pride can manifest itself at the family scale in many ways. The Lawgivers of the Wasteland vote to directly confront a superior enemy, and are destroyed. The Ascendant Afflicted investigate an unstable bio-science facility in search of a cure, and unleash an epidemic on everyone else. The Uplifted Children grant mercy to an unrepentant enemy, who returns to harm them.

One principle of Legacy is asking good questions (**ask questions and use the answers**). How do we know that this character is a hero? How much pride do they have? What are their noble qualities? How might they take their pride and virtues too far? Although these specific questions need not be asked in pursuit of tragedy, learning the answers is important for establishing this dramatic effect. Additionally, allow those players who tell you that they are not interested in being the centre of dramatic action to sit to the side.

In a narrative-focussed game, we have multiple heroic characters, perhaps with conflicting drives and desires. We can help them to sharpen their pride and virtues by providing them with interesting obstacles. We can give them opportunities to test their mettle as a group. Begin with challenging Hazards and Threats placed between the characters and their goals. As sessions progress, zoom out to show the full scale of Factions and Fronts. If there is too much inter-player bickering, it can diffuse the drive towards tragedy – make sure that even if the players are turned towards each other's throats the burgeoning tragedy continues to unfold in the background. It can also be interesting to have the characters realize that they will fail, and then play out that failure. In games like this, failure should be just as exciting as success – or, with sufficient sense of tragedy, even more exciting.

If a story does end in tragedy – either when **The Age Turns** or the end

of your games of Legacy – it should be a powerful emotional note because all of the players can see that it was both inevitable and unfortunate. The downfall can even have ripples that travel into the next age or series of games of Legacy set in the same world.

UPENDING THE CURRENT ORDER

In tragedy, it is essential that the characters fail meaningfully. The players might later realize that, for the heroes to have won, it would have required upending the moral order, the laws of physics, or the permanence of nature. In a sense, we need for our heroes to fail, because anything else would be even more offensive to our sense of logic, order, justice, etc. Again, we are asked to **be a fan of the characters** in a more complex and critical way, because we treat them as fallible humans—with all of the frailty, pride, inadequacy, and short-sightedness that entails. Avoid the temptation to save the characters with a *deus ex machina*, as it removes agency from your players and robs them of the catharsis of tragedy.

Alternatively, you can turn this trope on its head. The ancient theory was that catharsis is important for emotionally cleansing the audience. The re-establishment of order in the final act reinforces the importance of the order of the world outside the stage. Tragedy shows us what the rules are and what pride brings. As creative players and problem-solvers, we have a natural desire to rebel against the imposition of order. There is, after all, no need to be bound by ancient theories about what constitutes good or correct storytelling. Sometimes, cancel the tragedy. Sometimes, frustrate catharsis. Let the players defeat the Nightmare with no strings attached, and let them grapple with the problem of what they do with their freedom.

TRAGEDY NECESSITATES BEING A FAN OF THE CHARACTERS

If we are to **be a fan of the characters**, we should want to see them struggle but eventually overcome. If the characters fail at all tasks, large and small, the game will become flat and miserable. Similarly, if the characters succeed at all tasks, the game will be enjoyable only for the player who just wants to see their own unchallenged greatness. We use the dice results to provide a healthy balance of success and failure, but sometimes we don't want characters to eventually overcome. When we're aiming for tragedy, we require a failure. Moreover, we require the failure to happen at the climax of the prideful character's (or family's) story. How do we do we reconcile this with the principle above?

Several options exist for achieving a tragic climax to a story arc. You can resolve the following ideas using dice or fiat (i.e., having the player narrate their character's downfall when **The Age Turns**). The family might be partially damaged, removing important characters, knowledge, or resources. The character or family could be offered a noble sacrifice (perhaps removing the character or family, or significantly re-working them in any following ages). The character or family could avoid tragedy at the last moment (i.e., letting the dice decide whether the character or family meet a tragic end or not).

The final session is a great opportunity for chaos, mayhem, and destruction. A Shakespearian ending is usually memorable.

THE SECOND FALL IS COMING

We have been looking at family- and character-scale downfalls until this point, and have ignored the central event that anchors the world of Legacy, namely, The Fall. Some players and characters will be interested in finding out what caused The Fall, and others will not. If it is something that holds interest, finding out what caused The Fall could become an important goal of your story –indeed,

even the end goal of a characters' story. It is certain to be fuelled by some kind of misguided good intention.

Once the means of world-wide obliteration have been discovered, they can be re-discovered. The Flame Deluge of Miller's *A Canticle for Leibowitz* – a novel that reads like a one-player play report of Legacy, complete with The Turning of the Ages – can come again.

Legacy offers several family and character playbooks that might drive toward plagues, war, ecological collapse, or robot rebellion. The Envoy delivers her family's declaration of war against the Watertown Triumvirate across the still-pocked landscape of New Dakota. The Machine uploads its personal learning algorithm to Nexus 713, who will soon determine that the human colonies are causing too much pollution to be allowed to live. Scientists of the Enclave of Bygone Lore angrily triple-check their calculations as their last crop of cabbages grows the same rot of purple fuzz. The Servants of the One True Faith pray in the dim glow as their Shepherd turns the red key: Boron control rods rise and the lands begin their process of holy purification.

Sometimes, beauty can arise from themes of doom and destruction – Picasso's *Guernica*, Kubrick's *Dr. Strangelove*, Yeats's *Second Coming*. The harsh contrasts between expected peace and visited chaos in these works offer us synthesis: simplification, a tying together of loose ends, collapse, a calm. Great art and great storytelling have fertile ground here.

Let your tragedy lie in recognition. In anagnorisis, we identify not only who we are, but what we are. Humanity is its own worst enemy and only true natural predator. Our willingness to destroy ourselves the first time tells us that we can destroy ourselves once again, unless we can break from our nature. But that's not who we are.

Give them temporary comfort. Then, show them that they will be world-killers again.



SYNERGY AND CREATIVE PLAYING

by Arthur Pinto de Andrade

While playing *Legacy* you should really focus on fiction and how it unfolds in the reconstruction of the world after *The Fall*, be it by the actions of families or characters. But there is always space for planning and synergy, getting benefits from the game's systems, using them to create opportunities and bending the fiction to point the way you want. All by the book and without exploiting the rules.

There are three core systems in *Legacy*'s rules of play: the Characters (**Zoom In**), the Families (**Zoom Out**), and the relations between groups of people (**Treaty**). All of these take place in the shared narrative first, then in the game mechanics. If you work each of these core systems in isolation, you'll be losing your opportunity to make use of most of the game's synergies - the rules that build momentum action upon action.

You can focus on your Character and make a memorable hero or villain, working the fiction to precipitate even a turn of age by their actions. This is not a bad thing. Actually, it is amazing stuff. But what's in it for their Family? After all, *Legacy* isn't just about Characters. It's about watching these Families rebuild the world with their own hands, and how they interact while doing so.

Zoomed in, you can see several systems: basic moves, playbook moves, role moves and death moves. They seem to be focused solely on the Characters and the zoomed in sphere of play, but in fact that's not entirely true. Alliance moves let you follow up on character interactions with communities, letting you gain a benefit when your Character or Family

outshines another Family or Faction.... or Character. For instance, *The Cultivators of New Flesh Alliance Move* reads "when you freely give someone the perfect resource to solve a problem, gain 1-Treaty on them". This encourages a playstyle for both their Family and their Characters where they help others solve problems.

Characters are exceptional members of a Family with tasks to accomplish on their behalf, determined by their Roles. The Role binds a key element of *Legacy*'s fictional interactions between characters and the world, Family included. It also defines the playstyle of a character at any given moment. Some role moves by themselves make you grasp the narrative, and can be creatively used to aid your Family to get rid of troublesome fictional elements. For example, if you're **Falling into Crisis** while playing a Machine character, you could mark the Leader role to overcome that situation: "Mark when you must take charge to save your Family from the edge of extinction. Say what in you saves them: compassion or callousness."

Linking the playstyles encouraged by your Roles and your Alliance move creates a synergistic mode of gameplay that can bring unexpected dramatic and mechanical rewards.

As an example, I could be playing a Hunter character of the *Cultivators of New Flesh*. During worldbuilding, my threat choice could be a pack of predators. If I freely offer my Hunter's help to seek and destroy the pack, presuming that the fiction will point that threat at other families, I could trigger my Alliance Move

by giving them the (human) resource needed to solve those problems and get 1-Treaty on each threatened Family or Faction. Afterwards, with the gained Treaties I could **Call In a Debt** to ask other Families or Factions to **Uncover Secrets** and add some more threats to be hunted (*What danger is it hiding?*), while accomplishing Hunter roles. If I am going to follow this strategy, why not take the **Hunter for Hire** move and make my life even easier? This way, I make sure that my Character is always useful and in the spotlight, and I can guide the fiction closer to my objectives.

Even a failed task can be turned to your benefit. When the Death box move takes effect a heavy dramatic charge is unleashed. That means that, win or lose, the character will make a substantial change in the fiction. Keep in mind then that whenever you take damage you can select the harm box you mark – the Dead box is always available to you. Applying your Death Move carefully, you can somehow turn that casualty into profit for your family. The Hunter and the Untamed death boxes are good tools to eliminate powerful threats – which could again reflexively activate an alliance move.

There are many other uses for death moves. A Firebrand's death has a huge dramatic weight, as their “death becomes a rallying point for those who see you as a martyr. Say who they are, and what your death inspires them to do”. As an example, let's say the Firebrand belongs to the Tyrant Kings family. Those inspired could trigger a huge homeland war, as the player can define who was touched by the martyrdom. It could not only bring some welcome Treaties from the Tyrant's alliance move, but could also make a Total War Wonder feasible and justify the investment of some required resources.

While playtesting the Non-Compliant Quickstart we saw clearly how role and death moves were essential to achieve success: in that scenario, beating the clock before the homeland was sterilized by powerful invading aliens.

Usually you don't realize how all of the moving parts can interact when you create the Family and Characters. But synergy should be a matter of planning in the long term, from the beginning of worldbuilding to how you expect the fiction to go on while the elements put together in the shared narrative bring you to the spotlight. We are not talking about “min-maxing” or “combos” but instead how all your choices must be necessarily and organically connected to each other and the fiction.

An example of planned synergy: I am playing The Deathless Elite (page 48), and as my chosen move I pick **Parliament of Ghosts**. This gives me advantage on **Uncover Secrets** and **Unearth Forgotten Lore** while listening to the advice of my lingering ancestors. The Elite's Alliance Move read “whenever a family or faction realizes your character personally played a key role in their history, gain 1-Treaty on them”. This doesn't look synergistic at all, yet. Now we select characters. I choose the Envoy, but why? The answer is simple: **Fragile Alliance** and **Long Memories**. Let's see the big picture: as a family move I can use **Parliament of Ghosts** to add a new settlement or faction on the map with an **Uncover Secrets** move that can be rolled with advantage, even without spending Data. With careful and creative questions, I can use **Uncover Secrets** to add a new “court” and visit it with my Envoy when I zoom in; time to **Unearth Forgotten Lore** (with the Parliament's advantage), find out some **Long Memories** and make **Fragile Alliances**.

With these three moves I can guide

the narrative to benefit my Family. Rolling for **Long Memories**, I gain more leverage over the shared narrative: with a secret of the faction and a secret of their enemies, I have the opportunity to create another faction and populate the world once again. With this I'm preparing for my next family move: another **Uncover Secrets** about the court's enemies. Last but not least, if my roll was a 10+ I could say how my character has helped the faction's leader or enemies. And this is another time to be creative and activate the Elite's shiny Alliance Move: "Whenever a family or faction realises your character personally played a key role in their history, gain 1-Treaty on them"!

Fragile Alliances work similarly, but are an investment into future events and reputation. The Envoy acts like a glue that binds many groups together to work on a task. Let them face that worldbreaking threat you wanted to evade or the one you just created with **Long Memories**. In any case, people will remember who lead them to this pivotal moment in their history. That's when you pull the strings of the fiction to activate your Alliance Move again and again: that "key role" your character played in their history needn't have been a "good" action at all.

Synergies by themselves don't mean much if not directed to the narrative flow of the game. The opportunities created by them should set the world into motion, one chapter after the other. Think outside the box not just for the Fiction, but also in rule terms. A word isn't always what it means. If you stretch the ruled meanings you'll find unusual ways of dealing with the narrative.

Building synergies is more than just creating opportunities to throw yourself into the spotlight, commanding the drama, and rolling all of your dice with advantage. It's about setting a plan in motion, an engine whose pieces were chosen in advance and meant to be precisely there, just like that.

STRATEGY

By Norman Rafferty

In a long running campaign, the players will be seeking out their own objectives. How they go about their strategy to get what they want is up to them. In *Legacy*, fortune favours the bold ... but a little strategy can help, too.

FORTUNE FAVOURS THE BOLD: TAKING THE INITIATIVE

If you want to gain ground, you've got to move forward. Sometimes, there can be so many options before you that you can get overwhelmed by all the possibilities. Think about what rewards you can reap while keeping your costs low. You're not going to get anything interesting done if you don't move. So concentrate on things that you can do that maximize reward while reducing risk.

Declare that you will make a move against one target, while secretly making another. Families are large organizations, so you can use your Reach to get other people to serve as diversions, feints, or false fronts as you go after a different objective. Giant explosions, radio static, and diverted migrations can all look like signs of activity... but are just noisy distractions for what you're really doing.

You can also try to make an illusory show of force. Send out troops to make extra camp fires. Drag empty vehicles or drones to make your convoys look larger. Deploy corpses, shells, or dummies of monstrous life forms in an area you want your neighbours to stay away from. Leave unshielded cables to give the impression an area is drawing more power than it should. At the very least, you'll keep other families' scouts busy trying to figure out what you're up to. At the best, you'll convince them that you're strong where you're weak, to your political advantage.

Generals of old talk about

asymmetric warfare: pick targets where you have superior force. Use your Data to reveal poorly-defended stocks, monsters with vulnerabilities to your weapons, or places where you can cut off lines of communication and supply. Pay attention to your gear, and what your resources are. (Short range or long range? Limited ammunition or renewable resources? Superior numbers or superior training? Etc.) Play to your strengths.

Remember that your target's weakness are your strengths. If your targets have needs such as food or ammo, you can attempt sieges or delaying tactics to wear them thin. If they are lacking technology or intel, then your mere adequacy becomes an advantage. Put enough pressure on a foe to turn a supply into a lacking need, and you may win the day by attrition.

You may have to make sacrifices. Near-hits may change a decisive victory into a costly one. Or you might discover something else that changes everything. (A monster was buried here the whole time. The lost cache is polluted, volatile, or toxic. Or you fell for one of the other families' clever ruse, etc.) Be ready to choose what you can lose. Obviously, surpluses can be the first to go, but you may have to make a judgement on the spot if you're going after something you really need.

If you're ruthless, it's not too difficult to destroy things that you can't have. You can scuttle machines that you can't take. You can destroy roads, poison the water, and salt the earth to prevent anyone from using a zone that you don't want them in. The world is already falling apart, so you can just hasten the process. You'll have to ask yourself what's better: your rivals having something, or no one having something.

If you're worried about reprisals, you can attempt to disguise your operation. Avoid using your obvious surplus goods

– use stolen goods, unusual tactics, or even corralled monsters. If your false-flag operation succeeds, the blame will get shifted to another family and you won't get caught violating any treaties.

WIN THE WAR, NOT JUST THE BATTLE: MAINTAINING YOUR SURVIVAL

In a grim world of survival, it's not about the fighting – it's about the spoils. In the game of Legacy, it's not the killing of other people that will meet your goals. It's about not dying, yourself. Don't get caught up in the esprit de corps of battles and victory, when what you really want is to keep your larders stocked and to set up the command, technology, and infrastructure that meets your faction's goals.

When your neighbours are fighting, consider how to intervene. Should you honour your treaties and come to their aid, to raise goodwill later? Or could you watch for weakness and exploit it? You could loot whatever remains, or you could “pacify” an area to establish control. If someone else damages a monster, but fails to defeat it, maybe you could sweep in and take it out yourself. (Or even more opportunistic... if the other family was victorious but weakened in the fight, you could sweep in and take the spoils for yourself.)

And spoils are no good to you if you're also not surviving. In this world where only a handful survive, losing anyone in your family can be a setback that can't be recovered. Keep in mind that skill and experience take time to develop – losing a blooded veteran can be worth more than a dozen greenhorns. (Of course, robots don't have this problem... which can also make them replaceable, and therefore expendable... if you have the facility to make more.) You can't afford Pyrrhic victories when you need every scrap to survive. If you can retreat

to prevent a loss, then do so. There will be more opportunities.

Watch your neighbours carefully too, lest they have the same idea. You may have to act quickly and decisively before someone else sweeps in and snatches the goods that clearly should have been yours. Guerrilla hit-and-run tactics can help you fight smarter, not harder. Every little bit helps, so if you see something out in the open that you can get with minimum delay and minimum risk, go for it. You lose every battle that you never fight.

Remember that the world may be ravaged, but it's still vast. If you make too many enemies, you may find yourself on the losing side of a coalition battle. Monsters may forget who you are, but rivals will have long memories. If you appear too strong, other forces may ally with each other and then refuse to deal with you, denying you needs and running out your surpluses. Everyone's goal is to survive, and even though you may all have different ideas on what the best way to survive should be, you don't want to become the enemy of the entire world in the process. Make peace offerings, reparations, and diplomacy when you can.

MAKE IT PERSONAL

As a Game Master, you're in charge of more characters than anyone else. You must take on the roles not just for the monsters, robots, and other rank-and-file enemies... You also play the roles of major characters: the captains, the leaders, the schemers, the arch-nemesis. That's a lot of things to track!

As GM, you can save yourself a lot of trouble by making a list of names to assign to NPCs in advance. Some GMs like to take notes on cards, or in a text file on a computer. Characters will come and go, so don't get too attached to the minor characters – the players are the stars of this story, after all.

You can add a lot of verisimilitude by making a list of names to assign to NPCs in advance. (You can generate lists in advance, too.) Assign names to improvised NPCs at need – and note some important details, like who they are, what they were doing, and their personal agenda. You don't need a lot of information, and since these are notes for your benefit, you can just write down if they're an imitation of some celebrity or character you like (Drake, Janeway, Pearl, etc.), to give yourself a handle, later. It's a game, use broad strokes.

Whenever something is abstract in the game, find a way to put a face on it. Is the well tainted? Describe how Old Hector is the first one to display signs of the poison. Enemy agents moving through our turf? Gillis could discover that your unshielded power lines were acting as an antenna, revealing voice chatter from infiltrating spies! A new monster has moved in? Lucky Vanmost could come back from their last safari with descriptions of strange footprints they found in the mud, etc.

Engaging lots of nameless enemies may be the stuff of war, but it's not always the most compelling drama. Both players and GM should look for ways to put faces onto the struggle. When reaching out to families and to entreated allies, give a name and a personality to a leader, a liaison, or a contact. Take notes of who oversees what. Zoom in to discuss any parley or interactions – a near-hit result on a reach should be cause for some tense negotiations. And by giving names to leaders, we can now mourn the losses of long-term confidants. (Or such people could be captured, for enemies to interrogate or to ransom later. Such is what intrigue is made of.)

WHAT THEY THINK VS. WHAT IS TRUE: MISBELIEF

Legacy is game of deals, treaties, backstabs, and come-uppance. Players may lie, cheat, steal, coerce, connive, or demand all sorts of things to push their plans forward.

The player-characters are important people in the world. Their resources, abilities, and skills make them a force to be reckoned with. And for the subterfuge move to work – to falsify information – then the non-player characters in the world must react based on this new, mistaken information. They may ignore healthy caches of resources, blame the wrong people for crimes, and even blunder into a trap.

As the GM, you may know that the New Path are the ones who dumped benzene in the Eager Slough's aquifer... but the non-player-characters may not know that. When controlling the NPCs, you can't have them act on information they don't know.

Even more importantly, not every NPC knows the same thing. The settlers of Eager Slough may become convinced that the Akane poisoned their wells, and they may get violent about it ... and if any PCs interrogate them, they will say, "Akane poisoned our wells!" That's not true, but that's what the people of Eager Slough believe. As a GM, you'll have to juggle the difference between the story's truth, and what individuals believe is going on.

To convince them otherwise, the Players will have to try things like finding common ground, uncovering proof of the New Path's involvement, or maybe even taking the blame just to restore the peace. Let the players find their own solutions to find out the real facts of what's going on. If you make the players earn it, you'll raise the stakes and make the drama feel real.

**WHAT THEY THINK VS. WHAT IT IS:
DRAMATIC IRONY**

One or more of your players might not understand the difference between “the truth of the story” versus what the non-player characters mistakenly believe. Players already suspend their disbelief when their GM pretends to be a talking robot or a screaming monster. Going another step – that their GM is pretending to be someone who has a false belief – is a lie within a lie.

Be forthright with your players. You may have to step out-of-character and explain, “That’s what this NPC is telling you that they think.” If the NPC is hostile, the players can try to defuse mistaken NPCs and negotiate with them. (Remember that near-hits of 7-9 on subterfuge moves may leave behind clues waiting to be discovered.)

Remember that NPCs in the world have their own agendas. Encourage your players to find out what those agendas are, and then encourage your players to play towards those agendas. Giving people what they want gets them on your side. Showing NPCs their mistakes – how they’ve been duped, or how what they were looking for isn’t here, etc. – may get them stop, but it’s not going to win

them over. Giving aid to an NPC’s best interests is even better than trying to fix their mistaken beliefs, because it can turn them from hostile to friendly.

Also – be careful about hiding information from each other. Passing secret notes and having off-table meetings with the GM may feel like an easy way of building tension, but it’s a fast route to hurt feeling if poorly managed. It can be far more satisfying to know full well the ways in which your character is making a terrible mistake.

NEED-TO-KNOW BASIS

You don’t get far in espionage if you leave your secret plans lying out in the open. You certainly don’t want your agents spilling the beans about everything they know when they’re caught. The lowest level agents won’t know the major plans.

For example, Sgt. Rook is no stranger to military discipline, and they expect orders to be followed without question. If a commando squad is being sent to a hot-zone as a diversion, the soldiers in that group aren’t going to be told, “you are a diversion”. If they were caught, they could give the whole plan away that Teracom doesn’t want Site Alpha – they were after Beta this whole time.



As the GM, you are often regarded as the authority of what “the truth” of the story is. When you present players with the information that “Tecom has sent soldiers to Site Alpha”, it might never occur to your players that this was a diversion ... because they may not know that diversions even exist in a game. Yes, even though many players are willing to have their characters engage in subterfuge, it may never occur to them that the GM’s characters can do the same.

ELIMINATE THE IMPOSSIBLE; WHAT REMAINS IS THE TRUTH

You may also run into the opposite problem: the players who ask far too many questions. As the GM, you will have to strike a balance between what the players can see that is obvious ... and what will require a successful move. As GM, you can’t just shoot down questions that your players ask with, “You don’t know.” Your players may get frustrated and despondent. Remember, you are their eyes and ears into this fictional world, you’re the key to describing what’s going on. It’s better to respond to questions by telling players, “You don’t know, but what are you willing to do, to find out?” Now

we’re at the interesting part of intrigue, where players may have to spend Data or put characters in risky situations to get to the truth of the matter. Good plans – and lucky rolls! – will turn up information, and resources. And doing things is what makes for an interesting game.

Data is the game’s currency of information, and there’s more than one way to get it. When the game is zoomed in on individual characters, a player can choose to be confrontational and use a move to fiercely assault, which can earn data while incurring terrible risk or consequences. Players can also conduct diplomacy, reaching out to the extended network of their family to gain more data, which is a mix between the larger scale and the personal scale. When your game is zoomed out to the family level, a player can choose to scout for information. Scouting doesn’t just manage surpluses and needs, it also gains new data.

These moments – when the players gain new data – should not just be flat points added to a reserve. As the GM, find ways to reveal more details about the world, and hint that there are unknowns not in evidence.



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FAMILY PLAYBOOKS

THE PLAYBOOKS

Through horrifying evolutionary stress these families have become apex predators and ultimate survivors, and still they stand on the brink of cataclysm. Are they ready to rule over a pile of ashes if need be? Will they keep on fighting - sometimes just for another day of miserable life, other times for even less than that?

They can.

Will you?

A REMINDER:



Ruins playbooks fit in most settings.



Echoes playbooks assume the wasteland is scattered with near-miraculous technology from before the apocalypse.



Mirrors playbooks add their own bizarre elements: giant monsters, psychic cults, invading aliens and more.

THE ASCENDANT AFFLICTED



Victims of a pathogen that killed millions, they truly ended up stronger... and far stranger. The Afflicted's main asset (and weapon) is people - who can be turned, risen, twisted and consumed. Can you work together with other Families before they launch a cleansing crusade against you? Will they be right to do so?

THE BONDED PACK



They may be neural hackers piloting drone beasts, or post-apocalyptic mystics and druids. The Pack could rule the Homeland if they wanted to, but they are happy to control it from the shadows. The price they pay for all this power? They're tied to the land like no other, and cannot act without revealing vulnerabilities.

These Families come with Haven Landmarks. For more information on these, check out *Legacy: The Engine of Life!*

THE DEATHLESS ELITE



What of the top tier of the ultra-rich? Imagine their fortresses and endless resources applied to radical extremes! What depths of depravity would they reach, finally unfettered by laws and society? The Elite's power is unquestionable, and it will be used to maintain the status quo... no matter the cost.

THE EVOLVED SURVIVORS



Radicals who embraced outlawed tech in a desperate effort to survive. Few Families know the dangers of the world like they do. No other can hope to survive them like they do. The catch, you ask? Every little thing that makes them Human.

THE ELDRITCH SERVANTS



The powers that destroyed the world are still out there, and they are still hungry. Will you appease them? Will you bargain with them for riches? Or perhaps, if you're brave enough, you will turn their own power against them?

THE FAILED GUARDIANS



The Guardians had one job: to keep the world safe from the Seed of the Fall. But they failed in their grim vigil, in spite of all their secrecy and resources. They failed, and the world ended. Can they find redemption still fighting from the shadows?

THE RIDERS OF THE APOCALYPSE



The World Before was not content with their idyllic peace, and filled their stockpiles with weapons of horrific power and reach. Those who have inherited these doomsday devices must walk a dangerous balance between ensuring their own safety and tipping the world into another Fall.



INSPIRED BY J PATRICK STEBBINS

THE ASCENDANT AFFLICTED

As the world around us burned, we burned from the inside. Yet just as others learn to live with a world gone mad, the pathogens that laid us low now coexist within our bodies. We are the children of the White Horse, and just as we won the war within, we shall win the war without.



CREATING THE AFFLICTED

STATS

Choose one:

If the original pathogen devastated whole swathes of the Homeland before burning itself out: Reach -1, Grasp 2, Sleight 0.

If the original pathogen rapidly evolved in the wild, constantly changing vectors and developing new resistances: Reach 0, Grasp 1, Sleight 1.

If the original pathogen's spread was subtle and insidious with a long incubation period: Reach -1, Grasp 0, Sleight 2.

TRADITIONS

Choose one from each, or make something else:

Populace: the beloved dead arisen, fungal symbiotic hosts, vectors of a sentient pathogen.

Style: filthy rags and mementos of the lost, cancerous growths and visible mutations, the lab coats of those who fought the pandemic in vain.

Governance: viral hive-mind, cabal of prophetic leaders, pack hierarchy.

LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

BEFORE

- A haunted asylum.
- An overrun research hospital.
- A gigantic, damaged water plant.

THE FALL

- A failed quarantine zone.
- A tomb city where the remains of patient Zero are said to reside.
- A stasis facility.

A THREAT

- A cult of fanatical plague doctors.
- A savage nation, ready to invade.
- A deadly fungus spreading from a single fruiting body.

A HAVEN

- A vast cryo chamber, surrounded by glass and filled with fog.
- An ancient graveyard, lovingly renovated.
- A temple, repurposed to house the supercomputer that first understood the scope of the affliction.



HISTORY

Then, ask the other Families:

Which of you helped stabilize the original pathogen in the distant past? Give them 2-Treaty.

Which of you had a prominent scion contract the infection? You took them in, ensuring their survival. Get 1-Treaty on their family.

Who among you hunted us like dogs in the past? When did you realized we could be saved? Exchange 1-Treaty on each other as guilt and fear waxes and wanes.

DOCTRINE

Choose one:

- **Blight.** At the beginning of every Age Transfer Surplus: Recruits from any Family or Faction without Surplus: Medicine to yourself.
- **Adaptation.** If you recover the body of your dead Character, add an extra Harm slot to your next Character with a descriptor related to the cause of death. A Character can have only one such extra Harm slot.
- **Dormancy.** At the start of each age, gain 1-Data for each Family or Faction without Surplus: Medicine as their infected defect to you.

LIFESTYLE

Choose one:

- **Nomadic.** The newly-infected must be cared for carefully over a few days of constant medical attention, but this care gives characters 2-Armour against environmental hazards.
- **Dispersed.** Your people spread the contagion purposefully. Gain Advantage when infiltrating other factions.
- **Settled.** Enemies in your territory become infected and slowly turn on each other.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Recruits
- Scavengers
- Medicine
- Leadership
- Land

ASSETS

Your character has a personal treatment regimen that keeps the infection at bay. In addition, pick 3:

HOW DO YOU FIGHT?

- Mono-filament flagella clouds (Far, Area)
- Overstimulated adrenal glands (Melee, Brutal)
- Microbial saliva (Ranged, Aberrant)

HOW ARE YOU DEFENDED?

- Hardened carapace (Utility, Tough)
- Swarm intelligence (Mantle, Comms)
- Boosted musculature (Implanted, Mobile)

HOW DO YOU TRAVEL?

- Through vast tunnel networks (Land, Transport)
- Within massive symbiotic organisms (Land, Mighty)
- Within aerodynamic restorative cocoons (Air, Med Bay)

WHAT USEFUL EXPERIENCE CAN YOU DRAW UPON?

- Epidemiologists (Quality 1, Diseases)
- Asymptomatic carriers (Quality 1, Scouting)
- Deathspeakers (Quality 1, Genealogy)

AFFLICTED MOVES

Pick two:

SURVIVE OR PERISH

Evolution is an imperfect and often violent process. Describe the Affliction's first symptoms as a Harm slot descriptor, and give it a Stat penalty of your choice.

When anyone has any sort of physical contact with you (including combat), they must replace a penalty-free Harm slot with your Affliction. You and anyone else infected by your Affliction are immune to other pathogens.

THE HORDE

Little by little it grows, from a pack to a mob, and as the affliction spreads the horde slowly becomes an unstoppable tide of flesh.

You can have multiple instances of Surplus: Recruits, as the masses of infected march to your beck and call.

This has several effects:

*If you have 2 or more Surplus: Recruits, roll **Claim by Force** with Advantage.*

*When you roll 10+ on **Claim by Force**, gain Surplus: Recruits as your fallen foes raise to join the infected horde.*

Add the following to **Claim by Force** options: "The shambling horde takes the brunt of the damage: lose one Surplus: Recruits"

BLOOD REMEMBRANCE

When you commune with the infected dead, convert an instance of Surplus: Recruits into 3 Data as you dig deep into the memories of the endless plague victims swirling in your bloodline.

If other families take part in the ceremony, they may convert Surplus: Recruits into Surplus: Researchers, Scouts, Operatives, Warriors, etc. as knowledge spreads like an infection.

ECLIPSE PHASE

They think they are in control? They have no idea what you are capable of.

*When you roll **Subterfuge**, gain one extra thing your agents can achieve, even on a miss. Also add the following options to the **Subterfuge** list:*

- "They weaken their agents: turn Surplus: Artisans, Scouts or Scavengers into Surplus: Recruits."
- "They subvert social order: if the target has Surplus: Recruits, you can Erase a Surplus of theirs: Motivation, Morale or Leadership."

GESTALT

There is strength in unity and clarity of purpose, and no one can hope to match yours. Welcome to the top of the food chain.

When your character melds the flesh and bone of their Followers with theirs, form one entity - an organic engine of destruction. Sacrifice the Follower's Quality to gain Hold, 1-for-1. Spend this Hold to:

- Boost any Force roll to 10+
- Gain 3 Armour vs. one attack.

If all Hold is spent your Companions are dead, consumed to keep you alive. Otherwise, your companions can disentangle safely and unharmed.

BLOOD BONDS

The Afflicted share a rudimentary hive mind. *As long as your people regularly submit their consciousness to the demands of the Affliction*, roll **Hold Together** with Advantage.

If other Families partake in the ceremony, they get fleeting Advantage on their next **Hold Together**.

ALLIANCE MOVE

When another group sees the intellect beneath your monstrous façade, gain 1-Treaty on them.

INHERITANCE

Your characters get +1 to Lore or Force. Quick characters pick one:

- **Venus Flytrap**. Regardless of your cosmetic appearance, others see you as a pleasant and soothing presence.
- **Sins of the Fathers**. The infection has extended your lifespan dramatically. You start with 3 Data.
- **Children of Sin**. All your melee attacks gain the tag Brutal and you have 1 Armour.
- **Protean**. Replace your two last Harm slots with “Adapted” and “Atavistic”, removing any Stat penalty.
- **Typhoid Mary**. You look perfectly normal and healthy, but live under the effects of Survive or Perish.

PLAYING THE AFFLICTED

Do you want a challenge?

The Afflicted can conquer the Homeland if they want to – no one has a better arsenal to empower their Characters or weaken and neutralize their opposition. The Afflicted evoke horror in everyone who truly understands them... even if they eschew playing an antagonist’s role, they stand alone.

Look closely though, for this is not a stereotyped or one-dimensional Family. A Nomadic Adaptative with **Survive or Perish** and **Gestalt** gives birth to a twisted ubermensch legion. While Settled Dormants with **Blood Remembrance** and **Blood Bonds** may quietly compete with the Enclave for the most knowledgeable Family. Nice options, but nothing close to the unholy destructive power of a Dispersed Blight with **The Horde** and **Eclipse Phase**.

But remember that no matter how monstrous you may look there should be a keen intellect behind all the pus and scabs. Without it you’re lost, easy prey to the combined might of the peoples of the Homeland.

As for Characters? Maybe resist the temptation of an Afflicted Remnant or Untamed, as it might just reinforce your fellow player’s worst expectations of an inhuman and grossly powerful combo. You may decide instead to weave a poignant story arc with the Elder or the Survivor... or simply embrace the notoriety and run with it!



INSPIRED BY SEAN ALAN MORGAN

THE BONDED PACK

Once upon a time there were men who rode the souls of beasts, who saw through their eyes and killed with their teeth. When the final nights fell, they lifted their faces to the skies and howled in sorrow and defiance. Now there is no division between beast and man - if you challenge one of them, you will face the Pack.



CREATING YOUR PACK

STATS

Choose one:

If the Before's majestic beasts returned from near-extinction to sit atop the food chain: Reach 0, Grasp +1, Sleight -1.

If artificial creatures now dominate the Homeland's food chain: Reach -1, Grasp +1, Sleight 0.

If urban scavengers now thrive in the ruins: Reach -1, Grasp 0, Sleight +1.

TRADITIONS

Choose one from each, or make something else:

Populace: high-tech descendants of a tribal culture, animistic remnants of a black ops unit, a shamanistic cult.

Style: cybernetic implants and tribal tattoos; leathers, feathers and lots of guns; matted hair, exotic blades and scarification.

Governance: a council of elders, a feral pack structure, shared consciousness democracy.

LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

BEFORE

- The last great wilderness.
- The inner city, reclaimed by nature.
- An isolated ecosystem, wholly artificial.

THE FALL

- The site where few stood against many and won.
- Forlorn lands refugees had to retreat to.
- A battlefield pocked with unexploded munitions.

A THREAT

- A mutated beast, built to hunt humans.
- A large settlement, hungrily consuming natural resources.
- The last redoubt of a hostile army.

A HAVEN

- A boneyard adorned with your ancestor's trophies.
- The obelisk around which you celebrate your holiest ceremonies.
- A winding trail leading ever higher to a scenic summit.



HISTORY

Justified or not, everyone fears your practices. Take 1-Treaty on each other Family and Faction.

Then, ask the other Families:

Which of you shares our ancestry? Work out what is shared and how much you've managed to preserve. Take 2-Treaty on each other.

Which of you tried to wage war on us, unprepared for our bloody retaliation? Work out what caused bloodshed and how peace was achieved. Take 2-Treaty on them.

DOCTRINE

Choose one:

- **Soul Riders.** Your family can hijack animals and see through their eyes. Your **Subterfuge** actions can't be traced back to you, but on a 7-9 your familiar's instincts cause issues.
- **One Clan.** You are never alone, but the bonds binding your menagerie and your kin are respectful and distant. Get advantage on **Hold Together**.
- **Brothers to Beasts.** Each family member is ritually bonded to a chosen familiar. You can trade character harm and familiar Quality loss, 1-for-1.

LIFESTYLE

Choose one:

- **Nomadic.** Your people can keep pace with their familiars. When moving through the wilds, no one can find or outrun you.
- **Dispersed.** Your people's bonds stay strong across vast distances. They can always choose to see through each other's eyes.
- **Settled.** Your familiars keep watch over your settlements and hunt intruders. Interlopers in your lands must pay a bloody price, usually a Need of the GM's choice.

RESOURCES

These are your key resources - you can have multiple instances of each. Take any three of them as Surpluses, and take one other as a Need:

- Hunters
- Scavengers
- Spies
- Leadership
- Scouts

ASSETS

Your character always has a well-trained and loyal familiar. In addition, pick 3:

HOW DO YOU FIGHT?

- Hunting rifles (Far, Ranged)
- Bows (Ranged, Silent)
- Blades, fangs and talons (Melee, Elegant)

HOW ARE YOU DEFENDED?

- Tactical armour (Camo, Armoured)
- Familiar's senses (Mantle, Camo)
- Leathers and furs (Thermo, Tough)

HOW DO YOU TRAVEL?

Your beasts have the Land and Mount tags. What else do they have?

- Speed (add the Swift tag)
- Strength (add the Mighty tag)
- Other movement (add Air or Water)
- Intelligence (can follow complex commands)

WHAT FAMILIARS CAN YOU CALL ON?

- Wolf (Quality 2, Track & Hunt)
- Falcon (Quality 2, Spot & Hunt)
- Large Dog (Quality 2, Keep Watch & Track)

PACK MOVES

Get Stalk the Land and pick one more:

STALK THE LAND

Bonded with their familiars, your rangers roam the land unseen and unchallenged. *When you gain one of your Key Resources*, put a token on the map. At any time you can reveal the marker to perform an action appropriate to the surplus it represents:

- **Surplus: Hunters.** If there's a battle in their vicinity, you may give an involved Family or Faction Need: Recruits.
- **Surplus: Spies.** If someone attempts diplomacy or espionage in their vicinity, you gain 1 Data.
- **Surplus: Scouts.** If you **Uncover Secrets** in their vicinity, pick 2 details to add to the map. If you put them in an unexplored area, gain 1 Data.
- **Surplus: Scavengers.** If a Family becomes **Flush with Resources** in their vicinity, you gain the erased Surplus.

Once a marker's revealed to the group, they're vulnerable to attack: if they're wiped out, you lose the Surplus. You can move them with a few day's notice, or sooner by triggering **Hold Together**.

THE MENAGERIE

With each beast that joins the pack, its hunters multiply in strength. *When you hold Key Surpluses*, unlock these bonuses:

- **Surplus: Hunters.** Add "Your ambush is terrifying; gain 1-Treaty on a witness' Family" to the character list of **Fiercely Assault** options.
- **Surplus: Spies.** Gain 1-Data on any **Familiar Face** hit.
- **Surplus: Scouts.** Gain 1-Data on any **Wasteland Survival** hit.
- **Surplus: Scavengers.** Gain 1-Tech on any **Wasteland Survival** hit.

BLOOD HUNT

You have learnt to prowl and hunt with your familiars - to bring down the weakest prey first. *When you roll 7+ on Subterfuge*, you can spend 1-Data to tie one of your target's Surplus to a specific character within their organisation. If you can kill, incapacitate or recruit the character, they lose the Surplus.

A MOUNTAIN TALLER

Your traditions would die with you should you fall. The world would lose its soul, the sun and moon would weep and the wilds would burn. So you stand. *When you roll 7+ on a Hold Together to fend off attackers*, give your attacker a Need of your choice.

rites of the moon

Your people painstakingly reproduce every aspect of the rites handed down by your ancestors. They are the past and the future of the Pack - the chain that binds every hunter to every familiar.

WHEN DOES YOUR FAMILY PERFORM BONDING RITUALS?

- By the full moon.
- After great loss of life.
- When a new leader is chosen.

WHERE DO THEY NEED TO BE?

- On the top of a bare hill.
- On a clearing, deep in the woods.
- Around a large bonfire.

When you gather under these conditions, you can strengthen your bonds with your familiars. Spend 1-Tech to gain Surplus: Hunters, Scouts, Spies or Scavengers.

ALLIANCE MOVE

When you help another family bring down foes too dangerous to be faced alone, gain 1-Treaty on them.

INHERITANCE

Your characters get **+1** to Force or Steel. Quick characters pick one:

- **Hunter.** You can always tell the last being to cross this location and where it went from here.
- **Scout.** When you first reach a location, your companion finds you a perilous vantage point, a dirty shelter or a unpleasant escape route, your choice.
- **Scavenger.** Add the tag Unreliable and a tag of your choice to Armoury or Outfit.
- **Spy.** While in a settlement, you may spend a few hours hijacking people's senses. If you do, say two facts you discovered about a traitor here. The GM chooses which one is true.
- **Tamer.** You can wordlessly talk to – or hijack – any animal.

PLAYING THE PACK

The Pack can easily be played as something out of dark fantasy fiction: Familiars and Riders mystically bound. Even so, be open to a technological explanation for their bond if that's what's needed to blend them in with the rest of your setting.

The Pack plays differently from other families: you have and will always need a specific set of Surpluses to function. This can be a disadvantage for a variety of reasons: your enemies know where to hit you for best effect, you can be **Flush with Resources** and be forced to erase one of your key resources, and you might end up too busy playing with key resources to devote yourself to Wonders.

When this careful management of surpluses works, it gives you the rush of controlling your prowling grounds. However you decide to customize your Pack, they excel at what they do, and what they do is not pretty. They're not necessarily an aggressive Family, and can play defensively with a Settled One Clan with **A Mountain Taller**. Alternatively you could decide to play with **Blood Hunt**, armed with Spies and Scouts - then your foes will feel as supporting cast in a horror movie for sure.

Play this Family if you want to be the dormant master of the Homeland, quiet and content in its ways but unstoppable once set into motion. Be careful not to become too predictable as ages come and go and other Families evolve – keep in mind that with **Primeval Rites** you can reconfigure your key resources and completely change the Family's focus.

Dispersed or Nomadic **Brothers to Beasts** Characters are a force to be reckoned with, thanks to a large and versatile bag of tricks. Coupled with powerful Companions and **The Menagerie**, they become downright scary. It's easy to imagine a Bonded Hunter or Untamed, but look at **Stalk the Land** and **The Menagerie** more carefully and great Survivors, Firebrands and Envoys will shine through. And if you do want to have that dark fantasy feel, go ahead and enjoy a skin-walker Remnant!



INSPIRED BY MARK HARDING

THE DEATHLESS ELITE



Immortality, the oldest human desire! Many have sought it through the ages by deeds and mighty works, in vain screaming: "We were here! Forget us not for we were worthy". Not you, though - as the heirs to wealth and power beyond imagining you had vanquished death long ago, and not even the Fall changed that.



CREATING THE ELITE

STATS

Choose one:

If the Before's elite transcended the world and watched it burn: Reach 0, Grasp +1, Sleight 0.

If the ravenous appetites of the Before's elite caused the Fall: Reach -1, Grasp +1, Sleight +1.

If the philanthropists among the Before's elite averted extinction: Reach +1, Grasp +1, Sleight -1.

TRADITIONS

Choose one from each, or make something else:

Populace: Direct descendants competing to earn immortality, hereditary worshippers and servants, perfected clones of the elite.

Style: Black velvets, lace, fishnets and tinged leathers; animal masks, diaphanous smart materials and heavy jewellery; black rubber and latex dripping in hooks & chains.

Governance: A council of flickering holograms, the demanding voice in their heads, mumblings and dreams of cryogenically preserved elders.

LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

BEFORE

- An artificial island bathed in eternal sunlight.
- A fortress of glass and stone perched in a remote location.
- A gigantic forest of symmetry and beauty.

THE FALL

- A luxurious space shuttle, crashed.
- Crazed weather battering a sterile land.
- A slender tower turned into a haven for the desperate.

A THREAT

- A violent revolutionary for the destitute.
- A ring of memory traffickers.
- A gang of body and organ harvesters.

A HAVEN

- A garden of marble statues too realistic to be believed.
- Hot baths elegantly carved in smooth stone.
- A vault preserving priceless artistic and historical artefacts.

HISTORY

Ask the other families to volunteer for each:

Which one of you first found power in the confines of the Redoubt? They say the price they paid for that power and give you 2-Treaty.

Which one of you was saved by an inhuman traveller? Give them 2-Treaty as you crave to know more about this wanderer.

Whose kin suffer as our thralls? Give them 2-Treaty, and they say why the thralls can't leave.

DOCTRINE

Every Deathless Character starts with an extra Move or +1 to a Stat, but they must choose one:

- **Eternal Passion.** Name an object of their adoration - a person, a place, a treasure. You would rather die than see it harmed.
- **Echoes of the Past.** Describe a set of actions from the past and repeat it in ritual fashion whenever possible.
- **Predators of Dust.** Name one thing you must take from others for consumption.

LIFESTYLE

You inhabit the Last Redoubt - a looming and ominous fortress. Choose its main feature:

- **Lords of the Domain.** Your Redoubt can always keep in an internal threat imprisoned, or keep out an external threat.
- **The Haunted Castle.** The Redoubt's ghostly defenders relentlessly hunt intruders.
- **Travellers of the Labyrinth.** The Redoubt's ever shifting halls can take you to the dark places of this world and beyond.

RESOURCES

Pick two as Surpluses and get the rest as Needs:

- Defences
- Engineering
- Progress
- Leadership
- Rare Materials.

ASSETS

All your character gear gains the *precious* tag - the item is precious beyond their useful value and would be considered a princely gift. In addition, pick 3:

HOW DO YOU FIGHT?

- A blasting bronze staff (Melee, Ranged, Area)
- Voice amplification necklace (Ranged, Aberrant, Area)
- Rings of power (Melee, Brutal, Area)

HOW ARE YOU DEFENDED?

- Kinetic shield belt (Regal, Mantle, Hardened)
- State-of-the-art upgrades (Mobile, Implanted, Comms)
- Ornate power armour (Regal, Powered, Sealed)

HOW DO YOU TRAVEL?

- Death on Wings (Air, Swift, Turret)
- A land fortress (Land, Transport, Durable)
- A hyper bred charger (Land, Mount, Mighty)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Bodyguards (Quality 2, Escort & Protect)
- Nurses (Quality 2, Treat & Care)
- Stewards (Quality 2, Manage & Purchase)

THE ELITE'S MOVES

Take Last Redoubt and pick one more:

LAST REDOUBT

You can't ever hope to occupy all its levels, and you have forgotten more of its secrets than you will ever know.

Chose an amazing but unreliable feature:

- Its sprawling halls present a lavishing feast.
- Its ghostly servants offer wise counsel.
- Its vanishing gardens provide solace.

Chose an uncontrollable defence:

- Deadly wails that echo on and on.
- Automated shells that kill with brutal precision.
- Mists that lead the unwary astray.

Chose a lurking threat:

- A curse upon all who venture too deep.
- Monsters that infest the lower levels.
- A genius loci guarding a key location.

BLACK CELEBRATION

When you host an event in the Redoubt, those invited can't help but oblige, or else lose 2-Treaty on you. Once there, the Redoubt's amazing but unreliable feature will perform splendidly and its defences will lower to allow the guests in.

Describe the grand and decadent festivities that shape the guest's mood to Sorrow, Belligerence, Horror or Revelry for as long as they remain.

PARLIAMENT OF GHOSTS

Those who consult the preserved remains of your ancestors roll **Uncover Secrets** and **Unearth Forgotten Lore** with advantage when following their advice - they know much about the past.

Also, when **The Age Turns**, they reveal a previously unknown landmark or custom from the past.

LIFE EVERLASTING

A deserving member of your family can live forever. Your character starts with a Role fulfilled and can always be brought back to action, age after age (also, see your Alliance Move).

When you take the dead and the dying to the Redoubt's labs, provide **Professional Care** regardless of Surpluses, though they lose 1 Sway to a minimum of -2. You can even revive them, as long as they have not yet triggered their Death move.

STORM LORDS

As long as the majority of those in the Redoubt are gripped by profound emotions, its ancient systems hear and obey, shaping the Homeland's weather. The resultant weather system is centred around the Redoubt, spreading a day's travel in each direction and doubling in size each day. Cancel all listed Surpluses in the affected area for as long as the weather persists.

- Sorrow - a frigid fog or simmering haze (Scouts & Safety)
- Belligerence - a fierce wind that will whip dust, sand, snow, etc into a storm (Crops & Trade)
- Horror - raging thunder and lighting (Morale & Leadership)
- Revelry - a fae wind that inebriates the senses (Recruits & Justice)

ALLIANCE MOVE

When another Faction or Family realises your current character played a key role in their history, gain 1-Treaty on them.

INHERITANCE

Elite characters gain **+1** in Lore or Sway. Quick characters pick one:

- **Reanimator.** Revive characters who forfeit their Death move, at the cost of 1 Sway, minimum of -2. .
- **Mercenary.** In battlefields you roll **Familiar Face** and **Find a Path** with lasting advantage.
- **Diplomat.** You can spend 1-Treaty to roll **Familiar Face** and **Unearth Forgotten Lore** with fleeting advantage.
- **Chamberlain.** When you roll **Call for Aid** you are considered to have a relevant backstory with every character.
- **Chauffeur.** Gain advantage on **Defuse** rolls while driving a vehicle for someone.

PLAYING THE ELITE

Welcome to the 1%!

Each and every one of your Characters is a clear expression of the Elite's power. They will be better trained, equipped and served than anyone else... and with **Life Everlasting**, they will become recurring features of the Homeland's history. So, think on the long run - your Alliance move is based on that.

This is a unique Family in which you don't have the alternative of Dispersed or Nomadic lifestyles! The Elite is defined by the Redoubt, where all their riches and technology was supposed to be preserved from the ravages of time and the touch of man. Stay alert to its many fictional opportunities, even (and especially) its flaws. Describe it in detail and drag the action to its vast confines, where you have a definite advantage - **Black Celebration** goes a long way in setting this up. Also, it won't be hard to notice the Redoubt is the perfect spot for a Tartarus Site Wonder, which will focus the chronicle even further into the Characters, and give you further advantage. And if a Family pinned to a certain location troubles you, consider the Age of Discovery Wonder where the frontier is a new dimension found through the Redoubt's labyrinthine halls...

Finally, this is a moody and stylish Family - play for keeps and chew the scenery! They deserve no less.

INSPIRED BY SAM PHOENIX

THE DOOMSDAY RIDERS

In peace the cry is for mobility, in war for weight of shell.

- Field Marshal Lord Alanbrooke

The Riders are the last armoured divisions of once mighty armies, heirs to weapons so potent and vile that by all rights they should never have existed in first place. But don't let the heavy ordnance fool you: theirs is a job of precision and timing, of rationale and dissuasion. If the Riders ever stopped holding back, they would leave only ruins and mangled bodies on their wake - alone in pyrrhic victory.



CREATING THE RIDERS

STATS

Choose one:

If doomsday weapons were used against the monsters of the Fall: **Reach +2**, Sleight 0, **Grasp -2**.

If doomsday weapons were widely used by all sides of conflict during the Fall: **Reach +1**, Sleight 0, **Grasp -1**.

If doomsday weapons were never unleashed during the Fall: **Sleight +2**, Reach 0, **Grasp -2**.

TRADITIONS

Choose one of each, or create something else:

Populace: obscenely jacked up soldiers, pious engineers, elderly heroes of too many wars.

Style: dark uniforms with AR helmets, colourful fatigues and intimidating tribal trophies, military exoskeleton suits.

Governance: a council of elders, a brutal religion of penance and sacrifices, interpretations of an instruction video log.

LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

BEFORE:

- A stern memorial to Before's greatest war.
- A vast and venerable military academy, sadly vandalized.
- A holographic war room replaying doomsday scenarios.

THE FALL

- A mighty underground shelter for civilians, savaged from the inside
- Borderlands turned into a nightmare landscape by countless battles.
- A mass of desperate and terrified refugees, streaming from the wastelands.

A THREAT

- A conflict between two settlements, escalating out of control.
- A corrupted warwind programmed to bring order by destruction.
- A metropolis, spiritually twisted by the sudden death of millions.

A HAVEN

- A thriving community centre for the people you liberated.



- An augmented reality overlay showing the Homeland's long lost beauty.
- A huge warmachine, now home to a damn fine mess hall.

HISTORY

Then ask the other families:

Which one of you harbours the most heroic veteran of the Homeland? Tell us about the battles they have won and those they have saved. We tell you how we were always there for them. We exchange 2-Treaty.

Which one of you survived a siege thanks to us? Tell us when and where this siege took place and we tell you of those who felt the weight of our wrath. Give us 2-Treaty.

Which one of you holds a festival that is key to our culture and values? Tell us about the Festival and we tell you how it became so important to us. We give you 2-Treaty.

LIFESTYLE

Choose one:

- **Light Riders.** Your column's speed and endurance assures that no other force can hope to keep up with you - though you must secure a steady energy supply for your vehicles.
- **Armoured Knights.** Your units can battle forces many times larger on equal terms. The oppressed and the desperate know that and always seek your help first.
- **Bunkered Artillery.** Fear the thunder! Those who march upon you must first **Hold Together** or gain Need: Morale.

DOCTRINE

Choose one:

- **Destroyers.** Depending on the mission specs, your operations can range from the blunt to the insidious. Add "Inflict a Need on those in the perimeter" to **Doomsday Arsenal** options.

- **Guardians.** You vowed to secure these devices and use them as the last resort to keep the world safe. Your Characters gain lasting Advantage on **Unleash Power** and **Unearth Forgotten Lore** rolls when they deal with doomsday weapons.
- **Defenders.** Fortune favours the bold! When you fight a hopeless battle or war, you roll the next **The Age Turns** with Advantage.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Prestige
- Engineering
- Morale
- Defences
- Transport

ASSETS

Riders Characters gain 2 extra tags on their Vehicles or Outfit. In addition, pick 3:

HOW DO YOU FIGHT?

- Heavy machine gun (Ranged, Area, Brutal)
- Missile launcher (Far, Brutal, Elegant)
- Laser designator (Far, Area, Unreliable)

HOW ARE YOU DEFENDED?

- CBRN war suit (Camo, Hardened)
- Tank commander uniform (Regal, Comms)
- Military exoskeleton (Utility, Powered)

HOW DO YOU TRAVEL?

- Amphibious vehicle (Land, Water)

- Troop carrier (Land, Transport)
- Anti-aircraft vehicle (Land, Turret)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Mechanics (Quality 1, Fixing heavy gear)
- Comms officer (Quality 1, Scanning frequencies)
- Navs Officer (Quality 1, Tactical use of terrain)

RIDERS MOVES

Take Doomsday Arsenal and one more:

DOOMSDAY ARSENAL

Describe your weapons of mass destruction, or create your own:

- Ultimate bombs, city killers and war enders.
- Autonomous mecha, undisputed masters of the battlefield.
- Insidious killers, unseen radiation, plagues or toxins.

Every time you use but a fraction of their power, advance the Doomsday Clock and state the objective:

- Destroy vital infrastructure.
- Kill a Behemoth.
- Decimate a horde.

And choose your collateral damage:

- Unleash a disaster.
- Bring ruin to civilians.
- Create Hostile Grounds.



THE DOOMSDAY CLOCK

Deterrence is the fulcrum of your might, but by unleashing their full destructive potential, you lose leverage. When the clock advances:

Past 0300 (2+ segments marked):

Switch the values of your marked stats, but you galvanise your foes against you.

Past 0600 (3+ segments marked):

double all treaty rewards you gain, but civilians start rioting and fleeing in panic from the zone of conflict.

Past 0900 (4+ segments marked):

you choose two objectives per strike now, but a Faction (GM's choice) acquires doomsday weapons of their own.

If you ever reach 12: there will be an exchange of doomsday weapons strikes. Set the clock back to 06.

These effects are cumulative. Set the clock back 1 segment when **The Age Turns**.

When a Disaster hits a Family or Faction it usually translates as Need: Luxury and Need: Safety. Depending on its origins, the GM may pick different Needs - for example, a nuclear Disaster might affect Recruits and Medicine as people struggle with radiation poisoning.

RIDE TO RUIN

Wherever you are, whoever you fight... the Riders stand ready to save the day. Your allies can spend 2-Treaty on you in order to draw joint battle plans. *When they engage in field battle against a powerful foe, they may:*

- Withstand a spirited assault.
- Retreat to a more defensible position.
- Counter attack against all hope.
- Evacuate your civilians.
- Concede critical parts of the battlefield.

*Once they evoke three elements, the Riders charge in from an unexpected angle, crippling the targeted force: you can invoke **Doomsday Arsenal** without advancing the Clock.*

AID IN DANGER

When you brave Hostile Grounds in a rescue mission, your troops negate all environmental Disadvantages there.

When you brave a war zone to help the affected populace, erase any Need other Families or Factions there have that you have as a Surplus. Your Surplus is not erased!

When you successfully perform any of these missions, set the Doomsday Clock back a tick.

SEARCH & DESTROY

When you establish a perimeter and concentrate your forces to guard it, gain 1 Alert Level per Surplus invested in the perimeter (max 3). When an intruder breaches the perimeter, they suffer one consequence of your choice per Alert Level:

- Your sentries hurt them
- Your defences slow them
- Your patrols pick up their trail
- Your barriers halt their advance
- Your alarms isolate them

Intruders can act to minimize the consequences, using a different method (Move, Resource, etc.) each time. *When all Alert Levels are triggered, roll **+Grasp** - on a 10+ you surround the Intruder, on a 7-9 you just drive them away; on a miss Invaders destroy or steal an invested Surpluses of their choice.*

HAMMER & ANVIL

*When you meet another army in battle, roll **+Grasp** to determine: the terrain, the weather, any escape routes, and the presence of civilians.*

On a 10+ you choose three elements, then your opponent chooses one.

On a 7-9, both of you choose two elements.

When you use up an element you control, gain fleeing Advantage on a move or to negate one of your foe's moves.

ALLIANCE MOVE

When you assault an enemy to save another Family or Faction, gain 2- Treaty on them.

INHERITANCE

Riders Characters get **+1** to Force or Steel. Quick Characters can pick an Inheritance Move:

- **The Cover of Night.** *When deep into enemy territory under the cover of darkness or weather, gain fleeting Advantage to attack one of: your foe's local command, their logistics supply, a critical part of their defence. Choose two targets if you have the cover of both darkness and weather.*
- **Scorched Earth.** *When you unleash a campaign of fire, poison or radiation, choose if you want to create a Hostile Ground or to erase a Surplus.*
- **Shock & Awe.** *When you go on an all out Fiercely Assault, you always pick "You inflict savage, terrifying harm, frightening and dismaying your foes" for free.*
- **Hearts & Minds.** *When you tend to the needs of those affected by war, someone among them will tell you in confidence about: an incoming attack, the location of a dangerous foe, a spy among your ranks - GM's choice.*
- **Razor's Edge.** Gain lasting Advantage when you **Defuse** or **Forge a Path** driving or piloting under extreme conditions.

PLAYING THE RIDERS

Surely, if the world ended today you could count on the army to be the most powerful and resilient player on the board. They train and live for chaotic and hostile scenarios, where change and violence are the norm, not the exception. They belong to the Fall.

The Riders can portray the army like no other Family, with depth and variety. Sure, you have the Enclave, but their toys are fragile and demand so much! Flyboys and their expensive toys, right? Tyrants? Anyone could play that game, as long as they crave control and power. No, the Riders have the gear and the training to carry on their mission into the apocalypse. They are heroes in the classical sense of duty, sacrifice... and an unhealthy disregard for the welfare of those around them.

We like to think that nuclear armageddon is a Cold War trauma, but the danger persists to this day, in a variety of shapes and degrees. Still, for all the destruction they unleash, the threat of their use carries even more weight. And the Riders excel at this deterrence game. Theirs is a power of heavy consequences, which brings fear to those who wield it as much as those who oppose it. Their Doomsday Clock brings this delicate balance of power to the table. And in a game also featuring one of End Game's Doom Clocks tension will raise to a pitch as the Riders take both clocks in account before any action.

The Riders fit all bellicose Characters like a glove, but no one better than the Road Warrior. And if you want a social Rider, well, the Saint is simply perfect! Hope you have chosen **Aid in Danger**.

INSPIRED BY JAMES ZWIERS

THE EVOLVED SURVIVORS



Once upon a time, cutting edge tech bled to the gutters and dark alleys, into the unwise hands of misfits, rebels, and criminals. When the world ended, those lowly places became a horror show of deprivation and perversity. Countless died there. The strongest survived. And you? You evolved.

THE EVOLVED SURVIVORS



CREATING THE EVOLVED

STATS

Choose one:

If the Before's cutting edge tech was the melding of man and machine: Reach -1, Grasp +2, Sleight 0

If the Before's cutting edge tech was genetic grafting and remodelling: Reach -1, Grasp 0, Sleight +2

If the Before's cutting edge tech was the unlocking of psionic powers: Reach -1, Grasp +1, Sleight +1

TRADITIONS

Choose one of each, or create something else:

Populace: criminals who embraced their own prohibited tech, technicians from a doomed habitat, a band of rebels who pushed tech beyond its ethical limits.

Style: robes and neon jewellery, cloaks and practical leathers, vivid body art and little more.

Governance: the tyranny of an inhuman creature, a council of runaway AIs, priests worshipping an alien artefact.

LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

BEFORE

- A souk of forbidden technology.
- A den of perversity and vice.
- A sprawling hive of tunnels and vast chambers.

THE FALL

- Extreme weather, somehow kept in check.
- Debris still raining down from orbit.
- Vast life support systems, now septic.

A THREAT

- A cult worshipping the monsters below.
- A derelict corporation, on the hunt for your body parts.
- A new drug that links the addicted to a monstrous intelligence.

A HAVEN

- A nightclub where all the fringe tribes gather to pounding rhythms.
- A body workshop where you can become anything... for a price.
- An underground temple offering succour and solace to anyone who truly grieves.

HISTORY

Then, ask the other Families:

Which one of you uses our tech in rites and ceremonies? They say how, and you gain 2-Treaty on each other.

Which one of you did we guide into the dark places of the world? They describe the dark secret they learned there, and give you 2-Treaty on them.

Which one of you hunts the monsters that plague us? They describe their chosen hunters and their sacrifices, and get 2-Treaty on you.

DOCTRINE

Your Doctrine must differ from Before's cutting edge tech (defined in Stats). Choose one:

- **Machine Monks.** Your people have a virtual temple accessible with a moment's meditation. So long as you keep no secrets from each other, get advantage on **Uncover Secrets** and **Hold Together**.
- **Bio-Commandos.** For a new, horrifying world, an upgraded human species. Your upgrades mean that your people can oppose forces many times larger on equal terms.
- **Psychic Warriors.** You're veterans of a shadowy war for the fate of mankind. Gain advantage on attempts to pry secrets from minds and places using your powers.

LIFESTYLE

Choose one:

- **Nomadic.** You travel the dark paths of the world. No one but the monsters will see you coming or going.
- **Dispersed.** You haunt the forbidden places of the world. When someone performs a rite of any sort, you will have an agent there, watching in secret.
- **Settled.** Those who try to invade your hives can only escape if they're a Character, and even they become Mad (-1 Sway).

RESOURCES

Pick two as Surpluses and take the rest as Needs.

- Artisans
- Defences
- Energy
- Justice
- Progress

ASSETS

Your Character can always have a tool or secret to help evade the monsters. In addition, pick 3:

HOW DO YOU FIGHT?

- Monster-hunting chainsaw (Melee, Brutal)
- Reinforced bones (Melee, Hidden)
- Psychic amplifier (Ranged, Aberrant)

HOW ARE YOU DEFENDED?

- Decaying power armour (Utility, Powered)
- Boosted muscles (Implanted, Mobile)
- A cloak of nanoparticles (Camo, Mantle)

WHAT SPECIAL VEHICLES DO YOU HAVE?

- Manta ray submarines (Water, Turret)
- Prowler tricycle (Land, Silent)
- Heavy gunship (Air, Mighty)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Harvester (Quality 1, Scavenge Tech)
- Reaper (Quality 1, Invasive Medicine)
- Swarmer (Quality 1, Charge and Overwhelm)

EVOLVED MOVES

Get Dwellers in Darkness and pick one more:

DWELLERS IN DARKNESS

You know the Homeland's nooks and crannies like no one else, and its dangers and secrets often threaten you first.

Gain 1-Darkness when you:

- Defeat a monster.
- Face hardship thanks to your adaptations/taboo.
- Learn a secret of the Fall.

Burn 2 Darkness to add one of the following to a scene or the map:

- Monsters on the hunt for something precious.
- A perilous route through the dark places of the world.
- A natural disaster related to your Hostile Grounds.
- A sign of the next world, source of beauty and solace.
- A wound of the world, overflowing with power.

You can avoid it or exploit to your advantage - facing it or unleashing upon your foes. In any case, only you know enough about them to act before it strikes.

BUILT ON TABOOS

Define a tradition of your people contrary to another Family's Doctrine. *As long as you abide by this taboo tradition*, their **Conduct** **Diplomacy** and **Subterfuge** rolls against you have Disadvantage.

At any point the game is Zoomed Out, you can spend 2-Treaty on another Family to declare a new tradition that offends their Doctrine for the same benefits.

LITANY OF SORROWS

When the Age Turns or a Wonder is unleashed, you may take a Trial instead of a Fortune to gain 5 Darkness points.

NO LONGER HUMAN

When you take this move, pick a settlement or landmark that doesn't belong to a Family and draw Hostile Grounds around (or beneath) it. Describe:

- Its environmental hazard.
- How it impedes travel.
- How it clouds the senses.

Your people may be adapted to 1-3 of these elements. *For each adaptation*, choose one aspect of your humanity irrevocably replaced or changed by your evolution:

- Some of your limbs.
- Your face and skin.
- Your bipedal posture.
- Your voice and language.

When your adaptations give you an edge, roll with advantage.

At the start of a new Age, you can sacrifice an intact aspect of your humanity to gain another adaptation, or further mutate an already-altered aspect to change the adaptation it provides - possibly targeting a different Hostile Land altogether.

MONSTER HUNTERS

When monsters or behemoths threaten the Homeland, your misfits and pariahs prove their worth. *When you **Tool Up** and/or **Zoom Out***, you may pick one extra choice.

Also, *when you **Power Up***, you can burn Darkness instead of Tech.

ALLIANCE MOVE

When you share your secrets with another Family or Faction, gain 1-Treaty on them.

INHERITANCE

Evolved characters get **+1** to Lore or Steel. Quick Characters pick one:

Labyrinth Runner: You always know when monsters are coming, and they fear you for that.

Fixer Witch: With a few hours' work you can heal all minor harm from synthetic beings and/or one critical harm box from organics.

Machine Mind: If you connect your brain to Devices and the infrastructure, gain 1-Data on an **Unleash Power** hit.

Veil Wizard: When you conjure digital ghosts and other remnants of the past, you have lasting Advantage to **Find Common Ground** with them.

Storm Rider: When you commune with a place of power its energy bursts free and does roughly what you wanted, but there are always unintended side effects decided by the GM.

PLAYING THE EVOLVED

The Evolved Survivors will surely surprise you at some point, both in game and in fiction. You may think you have figured them out, and then you'll realise how you can reshape them into a new and completely unexpected form. The theme that connects all these disparate builds is the lot of those who survive at any cost. Each version of this Family differs from the others, because each has sacrificed something different to adapt: their culture, their bodies, their hope for a peaceful life.

Keep in mind that the Evolved have not only survived the worst of the Fall, they now thrive in the Homeland's most pernicious and dangerous areas. They live under the shadow of threats most would cower from, if they only knew they existed. In game it's **Dwellers in Darkness** that gives an Evolved player the ultimate tool to manage all this risk: narrative control. By dictating the terms of threats, they can exploit or avoid them, according to the Family's strengths. Like the Order of Titan, you will be in the thick of problems that would never exist if not for your intervention in the first place - meaning you will be either passionately loved or hated by your fellow players, with no room for mild opinions.

They come loaded with their own particular fiction, which perfectly matches the Deathless Elite (and the Prodigy & Hellion pair) in nightmarish scenarios. Though I'd personally recommend a Evolved Outcast for your first Character, if you want someone tough and moody. In any case, pay attention to Rebel starter Roles, in order to deal with their usually problematic governance.

THE ELDRITCH SERVANTS



We were the last myths of an age - studying and serving things most believed were simply impossible. Then the stars aligned and the world Fell to the eldritch powers. Our survival was assured back then... we were not madmen and cultists, but visionaries. Now? Now, all bets are off.

CREATING THE ELDRITCH

STATS

Your starting stats are **Reach 0 Grasp 0 Sleight 0**.

Choose what the Eldritch Powers are:

Behemoth gods older than time: you always roll Reach with Advantage.

Monstrous species from the world's secret places: you always roll Grasp with Advantage.

Dark forces from beyond this world: you always roll Sleight with Advantage.

TRADITIONS

Choose one of each, or create something else:

Populace: the jaded and cynical rich from yore, outcasts from an ethnic minority, scientists or artists driven insane by occult findings.

Style: As you'd expect from your Populace, but either immaculate or dishevelled.

Governance: Your true masters are something different from your rank and file. When you pick a Doctrine option, also pick one of the other two to be your masters. For example, if your Family is mainly Arcane Cultists, their true leaders may be Monstrous Servants or members of a Twisted Bloodline.

LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

BEFORE

- An isolated and ancient town, your refuge.
- A primeval temple for bloody sacrifices.
- An urban hellhole for the poor and shunned.

THE FALL

- A cyclopean temple that invaded our reality.
- A rift connecting this timeline to the end times.
- A city whose population was whisked away to an unknown plane.

A THREAT

- A memetic virus spreading insanity and devotion.
- A sentient disease, bent on conquering this biosphere.
- Temporal hunters from an advanced timeline.

A HAVEN

- A mirror maze where angles bloom into impossible complexity.
- A summit temple where sunset blazes in tones of jale and ulfire.
- A fungal forest where mystics search for psychedelic enlightenment.



HISTORY

Each other Family or Faction discloses their stance in the shadow war:

Devoted: They say what secret practices they hold to honour the Eldritch Powers. You say how they are rewarded. You give them 2-Treaty.

Infiltrated: They say who among their people worship the Eldritch Powers. You tell us how. Exchange 2-Treaty.

Hostile: They say how they battle against the Eldritch Powers. You tell us how you helped them survive this far. Take 2-Treaty on them.

DOCTRINE

Each of your doctrines augment **Enlightened Madness**. Choose your relation to the Eldritch Powers:

- **Arcane Cultists.** You use the Powers' knowledge for power. Always count the boxes next to Pride and Wealth as if they held a 3.
- **Twisted Bloodline.** The Power's eldritch energy sings in your blood. Always count the boxes next to Faith and Mirage as if they held a 3.
- **Monstrous Servants.** You are twisted and uplifted by the Powers' gifts. Always count the boxes next to Lore and Echoes as if they held a 3.

Your Doctrine must change from one Age to the next.

LIFESTYLE

Choose one:

- **Nomadic.** When you leave a settlement you can shepherd the bold and the mad to follow you into the Endless City, never to be seen again.
- **Dispersed.** Your people's states and holdings are all interconnected by the Endless City. The bold and the mad can travel freely and secretly between them.

- **Settled.** Your settlement is an expression of the Endless City, just fleetingly touching this plane. You can perform a ritual to make your settlement disappear under the cover of night or mist, just to reappear somewhere else on the map.

RESOURCES

Pick two as Surpluses, and take the rest as Needs:

- Leadership
- Luxury
- Prestige
- Rare Materials
- Spies

ASSETS

Eldritch characters gain a spell to evoke Hostile Grounds of their choice in the current scene at the cost of 1-Harm. In addition, pick 3:

HOW DO YOU FIGHT?

- Carving blades (Melee, Brutal)
- Words of madness and power (Ranged, Hidden)
- Interdimensional hounds (Ranged, Aberrant)

HOW ARE YOU DEFENDED?

- Entropic halo (Mantle, Regal)
- Scale armour (Regal, Plated)
- Sustained by the void (Sealed, Implanted)

HOW DO YOU TRAVEL?

- Grafted wings (Air, Implanted, Swift)
- Transport worms (Land, Transport, Mount)
- Void walkers (Space, Air, Mount)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Inquisitors (Quality 1, Exposing heresy)
- Legates (Quality 1, Enforcing the hierarchy)
- Magistrates (Quality 1, Negotiating compromises)

ELDRITCH MOVES

Take Enlightened Madness and pick one more:

ENLIGHTENED MADNESS

You have a ritual that's complex, time-consuming or costly; describe it. *When you perform it*, the gaze of the Eldritch Powers is drawn to the world. The next time your Family or Character discards a 1, 2 or 3 thanks to Dis/Advantage, place it in one of these slots:

Faith **0 0 0** **Pride**
Lore **0 0 0** **Wealth**
Echoes **0 0 0** **Mirage**

Once any row has a sequence from 1 to 3 in any direction, the stars align and you are **infused** with the quality next to the 3. All dice in that row are **infused** and set to 6.

When you invoke this power before your Family or Character takes action, you can replace one of the dice you would roll with an **infused** die (set at 6). Roll the others as normal. Once all **infused** dice are gone, you are no longer considered **infused**.

BLASPHEMY & RITUALS

When you pronounce judgement on disbelievers, spend 2-Treaty on them to give them your infused quality as a Need.

When a Family or Faction garners 3 such Needs, the Eldritch Powers turn their horrific gaze upon them as a behemoth visitation, monster assault or uncanny disaster of your description. Gain 1-Treaty from every Devoted Family & Faction.

INSANE WONDERS

Once the Enlightened Madness sequence is complete, you gain the infused quality as a Surplus. When used in a Wonder, this Surplus can replace any of its regular requirements – tell us how the project was warped in eldritch ways.

ENDLESS CITY

Your domains extend to secret places beyond this world, into an infinite city of arcane design. Chose two sectors from the Endless City and place them on the map:

- A Bizarre Bazaar
- A Defiled Temple
- A Secret Street
- A Den of Vice
- An Arcane Library
- Corrupted Gardens
- The Ancestral Home

Tell us how these places pervert mundane expectations and give us a sign of their alien power and wisdom. Also choose a second stat you roll with Advantage when you act in the City.

While in the City, you can activate **Enlightened Madness** freely.

You can change sectors or their location at the beginning of every Age, and you may remove an infused quality to bring another sector into this world.

INVOCATIONS & PRAYERS

When other Families join in with your rituals, they can give you 2-Treaty to gain your infused quality as a Surplus.

As long as they have this Surplus, you can remove the discarded die from their Dis/Advantage rolls as well to invest in **Enlightened Madness**.

Once at least three infused Surpluses are present in the world, you can perform a secret rite to erase 3 infused Surpluses and banish and forbid Eldritch Powers from the land during this Age. Gain 1-Treaty on every Hostile Family & Faction.

ALLIANCE MOVE

At the beginning of every Age, secretly decide if you are Devoted, Infiltrated By or Hostile towards the Eldritch Powers. Gain 1-Treaty on any Family or Faction who shares your current stance when you support them.

INHERITANCE

Servant characters get an Inheritance move. Quick Characters also pick one:

- **Night Stalkers.** You can see perfectly and move silently in the utmost darkness - but you become a carrion eater.
- **Deep Dweller.** You can live and travel without complaint in a particular type of hostile land (sea, void, radiation, etc) - but you have a compulsion to lure others there despite their inability to survive.
- **Dream Lurker.** You can visit other people's dreams - but you must embrace an addiction to a forbidden drug of your choice.
- **Scaly Dancer.** You can hypnotize others with your swaying motions - but you are bound to always keep a treasure of the next world safe.
- **Storm Rider.** When you commune with a place of power, its energy bursts free and does roughly what you wanted - but there are always unintended side effects decided by the GM.

PLAYING THE ELDRITCH

No other Family bears the responsibility of defining the enemy that killed the world. Let that sink in for a moment. And then consider that the enemy is still out there, tainting everything they touch!

You bring a ton of your own fiction to the story, sharing a lot of hooks with the Order of the Titan, the Deathless Elite and the Evolved Outcasts. The Hellion and the Warlock also contribute to this rich fictional tapestry. With you in the mix, the Homeland loses all hope of ever being sane and free of cosmic madness.

In play the Eldritch must embrace difficulties early on and carefully plan their actions. You must always look to roll with Dis/Advantage somehow, until you can activate **Enlightened Madness**. Then all hell breaks loose for any move combination: whether as a Wonder builder, vicious rival, or co-operative motivator, the Eldritch play for keeps and cause profound change. And, if your initial build relies on the Endless City, you will just activate the cycle faster! More than anyone else, you need all your Family moves - every one of them spins the wheel faster and complements the others. And as Ages go by, you will consistently bring radical plot twists. Enjoy the show!

Your Characters should relish the chance of braving Hostile Grounds, as their suffering fuels Enlightened Madness. Each and every Eldritch will be different from the next, thanks to their mandatory Inheritance move; again, take advantage of the surprise factor.

Regarding the new Resources you bring to the table:

FAITH

Surplus: your people worship the Eldritch Powers openly through ceremony, altars and dogmas. It grants them resolve in front of adversity and unity in purpose.

Need: your people feel the might of the Eldritch Powers and the cost of their displeasure. It is not a measure of low morale, but how can they ever hope to win a war against gods?

LORE

Surplus: no matter how advanced or alien the Eldritch Powers are, you understand them with the depth of a science.

Need: to your people, the Eldritch Powers are simply unfathomable.

PRIDE

Surplus: your people stand tall in face of the Eldritch Powers, for they harness their power and bargain with them on seemingly equal terms.

Need: your people understand how primitive and insignificant they are in the face of these elder beings. They might even believe in victory or resistance, but they know they don't deserve it.

WEALTH

Surplus: let peasants hoard scraps and food, you have the means to have anything you desire.

Need: your people's harvest might be bountiful, or your goods might be the best in the Homeland, yet still you know you are no more than peasants and simpletons.

ECHOES

Surplus: your genetic code bends to the will and magic of the Eldritch Powers - as you serve, so you have been rewarded.

Need: your form shifts and bulges as the Eldritch Powers' curse wreaks havoc into your genetic code.

MIRAGE

Surplus: no matter how mystifying reality appears to be, you keep a veneer of civility. Your pain and anguish may howl on the inside, but you have quenched it with nihilism and a fierce will.

Need: You have accepted how utterly incomprehensible reality really is. Why bother keeping appearances and deceiving yourself?

INSPIRED BY ALEXANDER SHVARTS

THE FAILED GUARDIANS

Intelligence fails because it is human, no stronger than the power of one mind to understand another. - Tim Weiner.



There was once a shadow war for the fate of the world. Its soldiers toppled governments, arranged wars and fomented revolutions. And when the Seed of the Fall starting bringing it all down, they were too busy fighting each other. We're their contingency plan. Their last shot at redemption.

CREATING THE GUARDIANS

STATS

Choose one:

If the Guardians had contingencies in place for the Fall: Reach -1, Grasp 0, Sleight +2.

If the Guardians failed to predict and prepare for the Fall: Reach 0, Grasp -1, Sleight +2.

If the Guardians had weaponised the Seed of the Fall: Reach -1, Grasp +1, Sleight +1.

The Seed is left for you to define, but it should be something that fits as the root cause of your group's Fall.

TRADITIONS

Choose one of each, or create something else:

Populace: a community of sleeper agents, a death squad, master spin doctors.

Style: carefully casual but for their shades, covered in cryptic tattoos, tactical black with a skull motifs obsession.

Governance: independent cells guided by cryptic oracles, an efficient corporate structure, a fascist police state.

Only use this Family if the group agrees to a game with secrets between you and the GM.

LANDMARKS

All your Landmarks are secret. Write the GM notes describing the location of one from each category, or invent your own. At the beginning of each Age, secretly add a threat on the map and explain to the GM how it is an expression of the Seed.

BEFORE:

- A computation centre where the comms flow used to be monitored.
- A bunker hidden under the rubble of a mighty command centre.
- A facility destroyed by Before's cutting edge tech research.

THE FALL

- The ground zero for a WMD unleashed upon civilians.
- A perfectly preserved death camp.
- A weaponised infrastructure node.

A THREAT

- The remnants of a rogue state, still waging their conquest war.
- An upcoming resurgence of the Seed of the Fall.
- An ancestral conspiracy, controlling the Homeland.

A HAVEN

- The best mercenaries' favourite bar.
- An asylum to tend to agents suffering burnout.
- An opulent pleasure house.



HISTORY

Then ask the other families:

Which one of you did we cultivate as a backup force? Tell us about when you became aware of our interference. We exchange 2-Treaty with each other.

Which one of you fought as our proxy against the Seed? Tell us how the experience scarred your people forever and we tell you the horrible fate we averted. We give you 2-Treaty.

Which one of you do we provide with critical intel and assets? Tell us about those among you who are unaware of this relationship and we tell you why it must remain a secret. Give us 2-Treaty.

LIFESTYLE

Choose one:

- **Nomadic.** You always know when someone adds a location to the map using **Uncover Secrets**. Spend 1-Data to show up in numbers at that location, as if you were just waiting nearby.
- **Dispersed.** You live double lives hidden in each of their communities. The clue you leave behind on a **Subterfuge** 7-9 result points to internal betrayal in the targeted Family or Faction - expect a witch hunt!
- **Settled.** No one can tell precisely where the borders of your territory start and end - write the GM a note with its exact locations. When someone invades your perimeter, you can always have evidence of two of: their identity, their location, or the time of the breach.

DOCTRINE

Choose one:

- **Dogs of War.** You fight those who prey upon the lingering remnants of Humankind. When you target them, add “Erase one of the target’s Surpluses” to the **Subterfuge** list.
- **Hellhounds.** You fight the Seed still, and only your research on cutting edge tech can give you an edge. Your Characters can **Power Up**, and the Family can use **Information is Power**.
- **Watch Dogs.** You failed to protect the Homeland once - you won’t be caught unaware ever again. Add “Gain 2 of their Data, stolen or copied... your call!” to the **Subterfuge** list.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Prestige
- Justice
- Safety
- Defences
- Morale

ASSETS

Guardian characters have means to secretly communicate with the rest of the Family; give it two from *instant*, *safe*, or *long-ranged*. In addition, pick 3:

HOW DO YOU FIGHT?

- Holstered pistol (Ranged, Silent, Hidden)
- Fighting dagger (Melee, Silent, Elegant)
- Sniper rifle (Far, Silent, Elegant)

HOW ARE YOU DEFENDED?

- Armoured clothes (Utility, Tough)
- Infiltration gear (Camo, Comms)
- Experimental hazmat suit (Utility, Hardened)

HOW DO YOU TRAVEL?

- Black helicopter (Air, Transport)
- Extraction vehicle (Land, Swift)
- Armoured car (Land, Durable)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Local Assets (Quality 2, navigating the terrain and one other defined by the GM).

GUARDIAN MOVES

Take two:

SMOKE AND MIRRORS

You have infiltrated every Family & Faction in the Homeland. Choose an extra thing your agents achieve on any **Subterfuge** hit.

If **Build the Future** is in play (see **Legacy: The Engine of Life**), *when you invest a Surplus to build a Wonder* you gain pick two extra options from any list. If not, *when anyone else invests their first Surplus in a Wonder*, gain 2-Treaty on them.

A WILDERNESS OF MIRRORS

All secret agents use your techniques. *Whenever anyone gains Surplus: Spies*, gain 2-Treaty on them. *As long as your camps keep training recruits*, gain Surplus: Spies at the beginning of every Age.

THROUGH A GLASS DARKLY

You have administrator rights to a secret cyberspace, still active from Before. With a short authentication ritual, you can communicate safely and instantly with others sharing the cyberspace across the Homeland. Tell us about those that haunt it still and the scars it bears from the Fall.

When a contact pledges to support the war on the Seed, you may grant them entrance to the cyberspace. Those within can spend 1-Treaty on you to gain fleeting Advantage on **Conduct Diplomacy** rolls targeting other members of the cyberspace.

THE RAZOR'S EDGE

You can reveal a stash of gear when you need it most. Once per session, you may reveal a cache and **Tool Up** a character mid-expedition. You always find out when a Traitor Character of any Family comes into play, and you can reach them through your Family's secret means of communication - whether they like it or not.

FOG OF WAR

*When you move all your assets in a carefully planned action, you can roll **Subterfuge** in parallel to a **Claim by Force**, **Conduct Diplomacy** or **Lend Aid** roll, so long as both moves target the same Family or Faction.*

ALLIANCE MOVE

When you save another Family or Faction from a resurgence of the Seed, gain 2- Treaty on them.

INHERITANCE

Guardians Characters and Quick Characters gain a cover identity in any other Family in play. They can pick Inheritance moves from the infiltrated Family freely. Different Characters may pick different Families.

PLAYING THE GUARDIANS

The Guardians are torn between their duty and their methods. If for one they are heroes in a quest for redemption, they are also conspirators addicted to secrecy and lies. Divided loyalties are a recurring theme for Guardian Characters, since they are the cuckoo in everybody's nests. Do they belong or not? Which of their double lives matter the most when push comes to shove? These are all great themes for a Firebrand or Reaver, while they also play on the Guardians' strong suits. But never, ever underestimate the dramatic punch of a Failed Martyr!

Also, don't forget the Seed... and the consequences of overlooking it. There lies the heart and soul of the Family, the reason why they have not disbanded or killed each other long ago. So nurture and develop this plot carefully.

Every Homeland will come up with their own Fall - so its root cause will vary wildly. But as your group digs deeper and the Fiction flows, uncomfortable particularities and details will surely appear. And when they do, remember that for the Guardians the threat is far from over... more merely gestating or maybe evolving. And they truly believe they are the only ones that can stop this menace this time.



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CHARACTER PLAYBOOKS

THE PLAYBOOKS

Who deserves to be here? Perhaps the most brutal, although that doesn't say much about anyone. Even those who seem tough on the surface can fold under pressure, so who knows? And good luck trying to come up with a bigger brute than an Untamed! No, what we need are Characters who survive, who can take any punishment and won't lose their stride. The meanest? No way! Anyone can be evil. What we need is talent.... and baggage!

Yeah, that's what we're looking for: a penchant for survival born of experience or familiarity with the deepest, darkest side of the world. Hence, the Characters we present here are touched by death, horror and the unknowable.

Let's see how far down you will allow them to take you.

A REMINDER:



Ruins playbooks fit in most settings.



Echoes playbooks assume the wasteland is scattered with near-miraculous technology from before the apocalypse.



Mirrors playbooks add their own bizarre elements: giant monsters, psychic cults, invading aliens and more.

THE FOUNDLING



Raised by someone other than their family, the Foundling has divided loyalties – but can combine the powers of their family and their tribe to build something incredibly powerful.

THE HELLION



A kid with incredible abilities and ties to the unnatural and mysterious. A dark and messy counterpart to Engine of Life's Prodigy.

THE HERALD



A mystic of the End Times, able to harness power from mementos of the past and worship of the mysterious Icons. In their search for signs or relics, Heralds play almost a different game from everybody else – on the other hand, they can become anything at any given moment.

THE MARTYR



An everyday hero who grows more powerful as things get more painful and hopeless. A mystic, a berserker, a champion of the weak – one who will surrender their life for others.

THE ROAD WARRIOR



More than simply defined by a mighty ride, the Road Warrior is the missing warrior archetype: the errant knight. One who has seen and done it all... and carries the scars to prove it.

THE WARLOCK



The Warlock takes possession of all the broken and dark things of the world and uses them for pragmatic purposes. If you live by high-risk/high-reward manoeuvres and shady deals, this is your Character.



INSPIRED BY BRIAR CHAPPELL

THE FOUNDLING

The feral child, raised among wolves. The changeling child, raised among people. The xenophile who can only understood the strangeness in themselves among alien kind. The atavist who has lost a part of what made them human and turned to less human company. Whatever you are, you were lost and then were found.



MAKING YOUR FOUNDLING

STATS

Choose one and add your family and tribe bonus (see **Kith and Kin**):

- Force -1, Lore +1, Steel 0, Sway +1
- Force +1, Lore -1, Steel +1, Sway 0
- Force +2, Lore 0, Steel 0, Sway -1

LOOK

Choose one of each:

Masculine, feminine, concealed, ambiguous.

Savage features, not entirely human, shifting features, unremarkable.

An accessory evoking your family.

An accessory evoking your adoptive tribe.

BACKSTORY

Ask for a volunteer for at least one:

- _____ knew me before my bond became clear. They appeal firmly to my humanity.
- _____ might actually understand my relationship with my tribe, and that frightens me.
- _____ has had something they love taken by my tribe.

GEAR

You have an especially close companion or circle from among your adopted tribe. Give them a specialty and Quality 1.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you forge an alliance between your family and your tribe. The GM will say how this alienates your family from their own kind.

AGENT

Mark when you disguise your family's activities by using your tribe as a proxy. Say who you intend to fool. The GM says who will hold the secret as leverage against you.

REBEL

Mark when you take up arms against your own family in defence of your tribe. Say why anyone who wishes to harm them must go through you first.

OUTSIDER

Mark when you give up some of your family identity to be closer to your tribe. Name someone important who this horrifies; the GM will name someone who is determined to emulate you, cost and danger be damned.

PROPHET

Mark when you uncover a cryptic monster or place of power related to your tribe. Say how it could potentially transform their role in the homeland. The GM says what horror awaits if it falls into the wrong hands.

TRAITOR

Mark when you sacrifice your tribe to save someone else. The GM will say what crime you must carry out against your own kind to balance the scales, and what curse will be introduced to your bond if you refuse.



FOUNDLING MOVES

Take **Kith & Kin** and one more:

KITH & KIN

In addition to your family, you've forged a bond with some of the native creatures of the homeland. They may be animals, machines, monsters, behemoths, or something stranger, but you can communicate with them, and they accept you as one of their own. Pick a family playbook to represent them, and gain a stat boost from them in addition to your family. Name your tribe.

*When you **Find Common Ground** with your tribe, roll with advantage.*

CATALYST

Through your bond, you become a key to deeper powers. *When a member of your tribe permits you to lay hands on them and channel arcane energies, you may **Unleash Power** as though they were a device.*

SUMMONER

Where you go, your tribe can follow. *In any scene where their presence has not been otherwise established, you may narrate a member of your tribe arriving or revealing themselves. Conversely, in any situation where your tribe is present but you are absent, you may arrive on the scene whenever you feel you are needed most.*

The bond is mutual; the GM may, as a reaction, say that members of your tribe appear unbidden at your side, or try to compel you to appear before them.

CHANGELING

Your bond is transformative, letting you become more than an honorary member of your tribe. *When you take a moment to emulate their visage and abilities, roll **+Roles marked**. On a 10+, 3. On a 7-9, 2. On a 6-, still choose 1.*

- Where your tribe goes you can follow. You can emulate their mode of locomotion, and you do not suffer disadvantage in any environment where they would not.
- You can fight shoulder-to-shoulder with your tribe. Pick up 2-3 weapon tags to reflect the way your violence mirrors theirs.
- Your foes will recognize you only as a member of your tribe.
- You do not inherit the native weaknesses and vulnerabilities of your tribe.
- Your bond does not give you a compulsion to fulfil or otherwise alter your mind.

AMBASSADOR

*When others follow your lead to navigate interactions with your tribe, they may be accepted by and talk to your tribe as per **Kith & Kin**.*

*When a member of your party benefiting from this provokes your tribe, or if you voluntarily rescind your protection from someone, roll **+Sway**. On a 10+, only the offending party draws your tribe's ire. On a 7-9, all of your followers suffer. On a miss, even you temporarily lose the benefits of **Kith & Kin**.*

CRYPTID

Your bond is a subtle, haunted one. At least one member of your tribe may always go unseen, unnoticed, or unrecognised in your company. You can communicate with them subtly and silently, and if you use **Under Orders** with a covert companion in this way, they can only be detected if you select “There’ll be unfortunate consequences”.

INHERITANCE

Gain a quick character move from your family or your tribe.

HARM

- ☐ Rescued by your tribe
- ☐ Drawn away
- ☐ Feral (Cut off from your family)
- ☐ Lost (Cut off from your tribe)
- ☐ Forsaken

DEATH MOVE

When you mark off your Forsaken box, decide which side you finally choose. If you return to your family, spirit broken, say what way you change your family to match the tribe and shift their Doctrine or Lifestyle to one of your tribe’s options. If you vanish among your tribe, become the face of a GM threat and name an individual/group/institution your tribe will always watch over... or hunt. You may also decide which group others must visit if they hope to trigger your **Eulogy**.

PLAYING THE FOUNDLING

The Foundling strains one of the core rules of Legacy: that your Character is a

member of your Family. They still have ties to their Family, of course, but their Tribe is another major force in their lives.

When you make this character, you’ll likely have an existing group in mind already to act as your tribe. Even so, this is going to be your group’s chance to see that group in a new light, from the eyes of someone who sees them as family. Jump on that opportunity, and encourage the other players and the GM to help you give nuance and hidden depths to the tribe.

The name of the playbook may put you in mind of a child abandoned – or captured – as a kid and raised by the tribe, but there are other directions you can take this playbook. Maybe they’re the child of a union between parents from each group, trying to navigate their mixed heritage. Or maybe they made friends with the tribe in adulthood, and develop a strange kinship with them?

If you’re moving a character to this playbook after **The Age Turns**, perhaps some tragedy upset their life and caused them to feel more at home in another group –or a strange mutation altered them enough that they felt kinship with monsters or aliens?

As for the playbook’s moves, you have a choice: will you be a diplomat with Kith and Kin and Ambassador? Will you be a leader with Summoner and Cryptid? Or will you work miracles with Catalyst and Changeling?

Finally, there’s harm and death. You’ll notice they don’t deal with physical harm at all. It’s not that injury doesn’t happen to you, but more that it’s not as important in the fiction as the state of your relationship with your two loyalties. These mechanics are there to tell that story, but you should still remember that any injuries you pick up should be respected in the fiction.

INSPIRED BY ROSE DAVIDSON

THE HELLION

What can you do?

With a brat like that always on your back

What can you lose, lose? - The Ramones, *Beat on the Brat*



CREATING YOUR HELLION

STATS

Choose one:

- Force -2, Lore +1, Steel 0, Sway +2
- Force -2, Lore 0, Steel +1, Sway +2
- Force -1, Lore +1, Steel 0, Sway +1

LOOKS

Choose one of each:

Masculine, feminine, ambiguous, concealed.

Gas masked face, dirty face, wicked face, playful face.

Goggles, mischievous eyes, mysterious eyes, naughty eyes.

Chubby body, deformed body, slender body, supple body.

BACKSTORY

Ask for a volunteer for at least one:

- _____ gave me shelter when I was a runaway.
- _____ knew my real parent(s).
- _____ is also haunted by monsters.

GEAR

Add 1 to the Quality of a group of your Followers when you **Zoom In**.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you vow to protect a gang or family. Say who or what is haunting them. It will never see you coming.

AGENT

Mark when you are sent against monsters. State two facts about them. The GM will secretly decide which one is true.

REBEL

Mark when you radically change your clothes and hair style. Say what you are angry about, and the GM will tell you who's drawn to start following you.

OUTSIDER

Mark when you return home. Tell us about the dark forces that kidnapped you. The GM tells us about the place of your captivity.

PROPHET

Mark when you have a plan to heal a wound in the world. Say what are you ready to sacrifice to do it. The GM will point where you need to go - it will be either harsh, deadly or crazy distant.

TRAITOR

Mark when you invite wicked things into the Homeland. Tell us who they will bring ruin to. The GM says what in them surprises the heck out of you: their numbers, their wickedness, their power.



HELLION MOVES

Choose one of these:

A DEADLY GAME

No one ever needed to teach you these rules! *When you have a moment to study your enemy and tell your plan to your allies*, say what you are ready to sacrifice:

- The battlefield
- The respect of your friends
- Something precious to you
- Another bit of your humanity

And what you are set to destroy:

- The enemy's means of escape
- The enemy's dignity
- The enemy's perception of reality.

When you enact your plan, roll **+Steel**. On a hit the plan comes through. On a 7-9, your allies chose something else you chose to sacrifice.

Also, gain a harm slot:

- ☐ Saved by contingency plan

MY PET MONSTER

Your best friend in the whole wide world is an otherworldly monster, and the source of all kinds of trouble.

Describe them, tell us their name, and choose two monster tricks:

- Nobody can see it.
- It goes where no one else can.
- Only kids and other monsters can hurt it.
- It can deal out a beating like only monsters can.

Chose two monster bad habits:

- It's jealous of your relationships.
- It attracts other monsters.
- It eats what it shouldn't.
- It's too lazy to act sometimes.
- It's always mad and loves breaking stuff.

When you set your monster loose, give it your orders and roll **+Lore**. On a 10+ use both of its tricks to win the day, but one of its bad habits messes things up. On a 7-9, use one trick and both bad habits... Bad monster, bad! Also, you gain a harm slot:

- ☐ Saved by my monster

Pick one more from the following.

THE TREE HOUSE

You have a secret place where you feel safe. It's yours and it's cool and not everyone can get in. Choose two and tell us about it:

- It's difficult to reach, even to you.
- It's hidden from everyone, even monsters.
- It's stocked and spacious - call the gang in!
- It's safe - you need the password to get in.
- It's funny - time and space plays tricks on you there.

THE WEIRD STARE

When you let loose the energies boiling inside you, roll +Sway. Say what you are trying to do:

- Protect someone you love.
- Banish a monster.
- Destroy a barrier.

And what you are ready to wreck to get it done:

- The whole place!
- Another bit of your humanity...
- Your health.
- The respect of your friends.

On a hit, you do it. On a 7-9, the GM chooses an extra thing you wreck.

THOSE WHO LOVE ME

How could they not love you? Choose one and tell us who they are:

- Your folks, parents and stuff.
- Those who created you as a weapon.
- Your gang, good lads the lot of them!
- A cult that reveres you as future's only hope.

They are 1-Quality Companions with 5 Loyalty. *When you would take harm in their presence, or when they would lose Quality*, you can instead lose 1 Loyalty.

When you spend some quality time with them, recover 1 Loyalty. If they ever reach 0 loyalty they are either dead or driven away. It'll take a long time to replace them, and you must choose someone else from the list above.

INHERITANCE

Get one of your Family's Inheritance moves.

HARM

When you suffer Harm, check one box. To heal, spend time in a place of safety that has the appropriate Resources.

- ☐ Wrung by the Neck (-1 in Steel & Force)
- ☐ Out of your League (-1 in Sway & Lore)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, everyone who has backstory with you gains lasting Advantage to destroy or overcome whatever killed you.

PLAYING THE HELLION

Everything the Hellion does causes an ungodly mess. You are right in the thick of things, but you are quite fragile and shouldn't be there. The Hellion can be portrayed as an evil and manipulative brat, or simply as a misguided kid with too much responsibility on their hands. It sits on the fence of plausibility, depending on your build. Either as weird as a Remnant, or quite mundane, but still really capable. Have fun tying their rich backstory to the Family!

INSPIRED BY SEAN DUNCAN

THE HERALD

What do you desire? To find every scrap of lore left behind on the symbols and stories of the World Before. To immerse yourself in them, to let them all wash over you... until someone else stares back from the mirror.



CREATING YOUR HERALD

STATS

You have 0 in each, plus your Family bonus.

LOOKS

Choose one from each:

Androgynous, transgressing, concealed.

Sardonic glances, cold stare, piercing gaze.

Menacing aura, peaceful aura, haunted aura.

Husky voice, mellow voice, raspy voice.

BACKSTORY

Ask for a volunteer for at least one:

- _____ and I met at a secret crossroads, hunting for lost knowledge.
- I loved _____ before, under a different name.
- _____ is helping me usher in my full potential.

GEAR

When you **Zoom In**, describe the icon you're hunting and gain 1 Data to use on finding their memorabilia.

ICON MOVES

Choose the kind of icon you're emulating at character creation instead of a role:

MENTOR

Shift to this role when you act as a mentor for a prodigy, and add **+2** to Lore or Sway. The GM says what the homeland hopes they'll accomplish.

HERO

Something must be found, rescued or conquered. Shift to this role when you take on the quest to find it, and add **+2** to Force or Steel. Say how your family will suffer if you fail.

ANTIHERO

A terrible threat must be confronted. Shift to this role when you draw first blood, and add **+2** to Sway or Steel. The GM says what you'll have to sacrifice to overcome it.

TRICKSTER

Shift to this role when you trick a figure of authority, and add **+2** to Lore or Force. Tell us why your family is complicit in the authority's injustices.

THE MARTYR

Shift to this role when you need to suffer terribly so others may live. When you surrender to pain, add **+2** to Sway or Force. The GM says who is changed by your sacrifice: your tormentors, those under your care, or the privileged witnesses. You tell us how.

THE VILLAIN

Shift to this role when someone needs to be brought to heel. When your methods to do so appal your Family, add **+1** to any two stats. The GM will tell us about the innocent who embraced your wicked ways for good.

When you shift icons, lose all stat raises and charges. You do not increase a stat or gain a new move, but do apply the stat raise from the Icon. You may regain the previous role at a later point.



HERALD MOVES

You get this move:

WITH A THOUSAND FACES

You gain power by embodying an icon: the gruff sheriff, the martial artist, the femme fatale, etc.

This power has four sources:

Props: *When you first use an item to make your appearance more like the icon, gain 1 charge.*

Stage: *When a scene from the icon's myth comes to pass - a duel at high noon, an experiment in a lightning storm, a foot-chase through a market - gain 1 charge.*

Actor: *When someone becomes a key part of your role's narrative - mentor, sidekick, beloved, nemesis etc - gain 1 charge.*

When you risk your life to act like the icon would, spend 1 Charge to get advantage on a roll.

Start with one of the moves below. Spend 5 charges to unlock a new move.

THE MYTHIC DIMENSION

You have a den where props from the icons you've embodied are reverently displayed. *So long as you store props from an icon there, you don't lose charges when you move from it to a new icon.*

METHOD ACTOR

When you play a role, you fool the entire world. You may spend a charge to fully submerge yourself in a role: for the next hour, no-one will recognise you as anyone other than the icon.

THE HERO'S JOURNEY

When an actor starts helping you, mark a second role. Combine the two and say what hidden depths the actor has revealed in the icon. To use this again, you must shift to another icon.

THE MASKS OF GOD

If a piece of your gear is also a prop for your current icon, you may spend 1 charge to give it a tag relevant to the icon's myth.

LOCAL HERO

Get an Inheritance move from your Family. Take a new one each time you shift icons.

HARM

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ Dead

When you mark a harm slot, give it a label that suits your icon; get 2 charges if you give it a penalty. Clear labels when you change icons.

DEATH MOVE

When you die, lose all charges and return to consciousness in a safe location. If you die with no charges, you die for real.

PLAYING THE HERALD

This is without a doubt the oddest Playbook in Legacy! And also the most flexible, as you can impersonate pretty much any heroic archetype. The Herald's drawback is one of mood and rhythm, as they need some time for themselves to mature and gain all those cool powers. It takes dedication, bordering on mania, and often the pace of existential threats and Family matters will simply be too much. And to dive into action without careful preparation can be quite lethal to you. Also, the Herald doesn't perform any actions beyond basic moves. They just excel at doing the common, uncommonly well.

On the other hand, if you manage to build a solid Iconic persona or two, you steal the limelight with your versatility and high stats. And nothing stops you from bringing them back after a turn of ages; are they the same person or someone who inherited their powers? What if the Iconic persona is based on previous Characters' myths?

The Herald fits some Families much more easily than others: the Eternal Masquerade and Servants of the One True Faith come to mind. But what if Stranded Starfarers basically sent a doppelgänger to scout and scavenge the civilisation's cultural ruins?

INSPIRED BY SEAN MATTOX

THE MARTYR

"We are not permitted to choose the frame of our destiny. But what we put into it is ours. He who wills adventure will experience it – according to the measure of his courage. He who wills sacrifice will be sacrificed – according to the measure of his purity of heart"

- Dag Hammarskjöld



MAKING YOUR MARTYR

To create your Martyr, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Choose one of each:

Masculine, feminine, transgressing, ambiguous.

Bent body, wiry body, flabby body, lanky body.

Dead eyes, fiery eyes, sad eyes, steady gaze.

Weathered face, dime a dozen face, stern face, scarred face

STATS

Choose one:

- Force Δ, Lore 0, Steel Ω, Sway +1
- Force +1, Lore 0, Steel Δ, Sway Ω
- Force Δ, Lore 0, Steel +1, Sway Ω

See Harm for further details on Ω and Δ.

BACKSTORY

Read these out and ask for volunteers:

- _____ has experienced true loss and anguish, but bears their scars with pride.
- Does _____ even realise the harm they have caused to my people?
- I respect the wisdom of _____'s cult. Why keep it a secret?

GEAR

In addition to what you get from your Family, you start with a memento of a time of turmoil. Spend it to assure a 10+ on one **Find Common Ground**.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when your people face extreme hardship and want. The GM tell us what you need to sacrifice to show them how to endure with wisdom. Tell us how they are inspired by your example.

AGENT

Mark when there is a job so dirty or so hard that no one will willingly accept it. Take it and tell us how it is even worse than anyone expected. The GM tells us how performing this task will reveal a mysterious treasure or golden opportunity.

REBEL

Mark when your people are set on their comfortable, safe ways. The GM tells us of two forces that will resist change at all costs. Confront them openly and say how your people change once you resist everything they throw at you.

OUTSIDER

Mark when you embark on a journey of (self) discovery. Ritually sacrifice a symbol of your past, your present and your future. The GM will describe those who will leave everything behind to join your quest for wisdom.

TRAITOR

Mark when you meet the greatest tormentor of this Age. To win their heart and soul you must give yourself fully to them. Say if it's a lesson you must learn or one you must teach.



PROPHET

Mark when you condemn your people for their wicked or cowardly ways. The GM will describe two calamities for you to pick. If you all survive the ordeal you chose, they will overcome their weakness.

MARTYR MOVES

Pick Clear Eyes and one more:

CLEAR EYES

*When you stand on the brink of defeat with a filled Ω track, you become **Sanctified**. So long as you're **Sanctified**, you gain the undying respect of those who witness you facing your ordeal. Friend or foe, they will from now on defend your reputation, marked by the strength of your devotion.*

*When you witnesses a tragedy related to your cause with a filled Δ track, you become **Rapturous**. So long as you're **Rapturous**, you grant new strength and courage for the weak and despairing when you make a stand, and fill the heart of tormentors with fear and doubt if you attack.*

Both states end when any Harm on their tracks is healed.

CANDID GAZE

When you shield another from certain death, gain 2-Armour.

When you have a quiet moment to tend for the wounded and despairing, heal them from all emotional and psychological harm and take it for yourself - marking 1 harm box for each box of theirs you heal.

GLAZED SIGHT

*When you find wisdom in pain and sorrow, roll $+\Delta$ instead of $+\text{Lore}$. When you are hurt while **Rapturous** or **Sanctified**, gain 1-Data.*

HOLLOW STARE

When you confront a tormentor, bring up flashbacks of pain and sorrow to draw one wicked response from your opponent, GM's choice:

- They gloat over their power.
- They seek to humiliate you.
- They go out of their way to cause you more pain.

Each can only be picked once in a given confrontation. *If you can evoke all three, describe the fatal weakness they finally exposed.*

FIERY GLARE

Every time you pass the opportunity to heal your Harm, gain $+1$ Armour on top of any Armour you already have. Lose 1 Armour every time you take a hit until this bonus is gone.

HARM

Stats marked by Ω and Δ start at -1. For each harm listed in their tracks their value goes up by 1, up to $+3$.

*When you suffer Harm, check one box from either column of your choice. You can only mark your Death Box when both tracks are fully marked. To heal your Harm, you must receive **Professional Care**.*

Ω	Δ
☐ Twisted joint	☐ Anguished
☐ Torn flesh	☐ Fearful
☐ Broken bones	☐ Hopeless
☐ Blinding pain	☐ Despairing
☐ Dead	

DEATH MOVE

*When you finally mark your Dead box, you infuse those who witnessed your struggles with a bit of your fervour. They gain a new additional Harm box of their choice, **Sanctified** or **Rapturous**, which must be marked only when their Harm track is filled up, but for the Dead box. They gain the associated benefit for as long as they don't heal any Harm box.*

PLAYING THE MARTYR

A mother who gave her life to save her children. A doctor who kept on saving lives against all odds. The stranger who fought on despite mounting injuries, while professional soldiers retreated in shame. The countless tragedies of the Fall gave birth to a legion of unsung heroes – heroes just like you, the rightful heir to this tradition of putting others welfare above your own.

The Martyr belongs to the End Game like no other Character - and that says a lot! With it you have the chance to play an everyday hero and rise to the direst occasions. All its different builds and interpretations lead to poignant and unforgettable stories, bringing such raw emotions in such an intimate way that many won't bear to watch their tale unfold too closely. For this is indeed a messy, bloody affair.

To play the Martyr is the ultimate high-risk, high-reward experience, as you grow stronger as closer to the edge you get. Don't assume though that this is purely a martial playbook! Sure, an Agent with **Clear Eyes** and **Fiery Glare** is a terribly durable combatant, but unlike the Untamed, you suffer for real as all your Harm boxes are Major. And soon you will learn that you can turn the tide of a battle

when you become **Rapturous**, suddenly changing the morale balance.

But again, this is just the tip of the Martyr iceberg. You can plant the seed to whole new religions if you play your Roles right - starting with **Glazed Sight** as a Prophet or Rebel, and taking the care to end up with Outsider to unleash potent Coda, firmly rooted in Fiction. Obviously, you excel playing the supportive role with **Candid Gaze**. Your group will have the impression you are simply everywhere, helping and saving... just be careful not to shine too brightly, and snuffing out all too soon. Finally, understand that **Hollow Stare** is perhaps your most potent and versatile tool, as you can “confront a tormentor” in so many ways.

Can you imagine the impact of a Lawgiver Martyr to your story? Or an Uplifted? Sure, a Tyrant masochist is perfectly possible, and combined with The Servants of the True Faith is an excellent cliché to explore. But in truth, every Family can at some point need a Martyr to highlight the importance of the collective... and the power of an individual.

THE ROAD WARRIOR



Driven by crippling loss and a skewed sense of justice, you roam the wastelands from lost cause to lost cause. No one can tell if you are chasing an impossible dream or escaping from your past, not even yourself.

THE ROAD WARRIOR



CREATING YOUR ROAD WARRIOR

STATS

Choose one:

- Force **+1**, Lore -1, Steel **+2**, Sway 0
- Force **+2**, Lore 0, Steel **+1**, Sway -1
- Force **+1**, Lore -1, Steel **+1**, Sway **+1**

LOOKS

Masculine, feminine, concealed, transgressing.

Weathered face, hoary face, scarred face, tattooed face.

Battle fatigues, dusty leathers, tactical jumpsuit, ratty jeans.

Haunted gaze, steely gaze, vacant stare, wise eyes.

Athletic body, husky body, rugged body, lascivious body.

BACKSTORY

Ask for a volunteer for at least one:

- _____ and I are the only survivors of a warband.
- _____ defended a place I couldn't.
- I could stare at _____'s eyes forever...

GEAR

You get your ride, in addition to what you get from your Family. Ain't that enough, pal?

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you guide your Family on their escape from calamity or persecution. Describe the route and obstacles that can be used to your advantage. The GM will say who will do anything to stop you all.

AGENT

Mark when your Family is at war and you single out their champion. Tell us two of their strengths and the GM will tell you of their weaknesses. Beat them to break your foe's morale.

REBEL

Mark when you walk away from your Family on the eve of battle, and tell us why your Family foes will focus on hunting you down instead.

OUTSIDER

Mark when you offer help to strangers in need for no apparent reason and without expecting compensation. Say who (from either side of the conflict) will fall in love with you. The GM tells us who will resent you for that.

PROPHET

Mark when you hit the road looking for an almost mythical haven. Say where you learned about it and the what you expect to find there. The GM makes a note of what treasure you will find among its twisted remains.

TRAITOR

Mark when you abandon those who love you for a hopeless cause. Tell us about the path of terror you carve among your foes. The GM will say which loved one followed in secret amidst the carnage.

WARRIOR MOVES

You get this move:

CLAD IN STEEL

You own the mightiest ride in the wastelands - a Vehicle with 5 tags. In addition to the standard tag list, you have the following options:

- **Armoured.** Negates disadvantage stemming from physical impacts – hail, landslide, suppressing fire, etc. Get **+1** Armour when these deal harm to you.
- **Imposing.** Get fleeting Advantage to **Find Common Ground** when you first arrive in your Ride.
- **Stealth.** Get advantage when you **Defuse** by avoiding detection.
- **Cargo.** Your ride can safely haul another Vehicle, plus personnel.
- **Comms.** Integrated comms let you send and receive audio, and limited digital data.

Additionally, ill fortune of the worst kind befalls anyone who steals your ride.

Pick one more:

LIVING LEGEND

When you first meet someone important, roll the amount of Roles you have marked, up to **+3**. On a hit they've heard of you - tell us what they've heard. On a failure, the GM will instead say the reason of your notoriety.

THE BEATEN PATH

When you navigate to a new and perilous location, roll the amount of Roles you have marked, up to **+3**. On a hit, you have been there before. Tell us in two words what you lost there, then each other player must ask you a follow up question about the event. Answer truthfully, saying why you'd rather never go back there again. Those who act on this past experience gain fleeting Advantage on their roll.

HUNTED & HAUNTED

When you take action during a chase, bring up flashbacks of battle and loss to add a complication to your opponent's path, forcing them to do one of:

- Risk harm to keep up with you
- Lose ground
- Be exposed to an attack

If you evoke all three, you decide where the chase ends.

FIGHTING WINDMILLS

When you vow to fight for a cause, you gain **+1** Armour and your Ride gains one extra Dented harm slot.

If the cause is hopeless, gain one extra Armour and Dented harm slot.

INHERITANCE

Get one of your Family's Inheritance moves.

HARM

When you suffer Harm, check one box. To heal, spend time in a place of safety that has the appropriate Resources.

- ☐ Busted Eye
- ☐ Blood Soaked
- ☐ Limping Badly (-1 Steel)
- ☐ Shell Shocked (-1 Steel)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, your Ride will be somehow destroyed as well. Later you will return in secret, fully healed and on a new Ride, for one last mission. If you ever reveal your identity or refrain from revenge, all your harm boxes except Dead are immediately filled again.

PLAYING THE WARRIOR

Why did it take so long? You know this archetype – let your *Mad Max* fantasies run wild!

THE WARLOCK

"Humanity is a bawling beast, bleeding in the uncaring cosmos. And there are things out there on the prow, closing in on every side. I've seen them. I know them. Trust me, we don't have much longer"



CREATING YOUR WARLOCK

STATS

Pick one Stat and set at **+3**, and another Stat and set it at **-2**, describing each stat's weird tells. The last two Stats start at 0.

LOOKS

Choose one of each:

Masculine, feminine, transgressing, inhuman; decide then if eerily beautiful or hideous.

No eyes, cyber implants, goggles, inhuman eyes.

A voice in their heads, translating synthesizer, laboured breath, a buzz coming from your chest.

A persistent cold breeze, a tainting shadow, whispering echoes, flocks of beasts of bad portents.

BACKSTORY

Everyone introduces their characters. On your turn ask for a volunteer for at least one:

- I foresaw _____'s fate, and it still awes me.
- _____'s bargain for power might have doomed us all.
- Does _____ know of the monsters among them?

GEAR

In addition to what you get from your family, you get the start, middle, or end of a rite of great power.

ROLE MOVES

Choose your Role in the Family

LEADER

Mark when you gather allies to confront a horror. Tell us of the nightmarish place you have to go and what must be sacrificed there to stop the menace.

AGENT

Mark when people need a symbol to give them hope or direction. Name a treasure of the next world to help them. The GM will pick someone you love or respect as an obstacle; they'll try to stop you or must be sacrificed, your choice.

REBEL

Mark when you declare war on a Family or Faction that gave in to corruption and wickedness. Name the eldritch force you bargained with to bring them down. The GM will name the terrible price you will have to pay for that.

OUTSIDER

Mark when you stand watch against darkness and what lies beyond. The GM will tell us how you keep those things at bay. Name one emotion you will sacrifice and never ever feel again.

PROPHET

Mark when you see a leader emerge above all others. Disclose a heretofore unknown child or sibling of theirs and state what their future holds: corruption, glory or sacrifice. The leader can either accept it or fight for something else, bringing the child or sibling's future upon their own heads right now.

TRAITOR

Mark when the lack of unity takes the homeland to the edge of precipice. Forge unseen bonds to enslave their leaders to your will. Name the token they will carry as a sign of your control. The GM will say how the tokens make you vulnerable.



WARLOCK MOVES

Pick two:

FORBIDDEN PATHS

When you traverse the dark paths of the world, you can always find a way to the forbidden places of this world and beyond. Decide if you travel unnaturally fast or protected from the horrors below. Perform a rite there to:

- Discover something only the monsters would know.
- Find a long-forgotten place of power, a source of solace and beauty.

Monsters will hound whoever dallies there or loses their way.

WEAPONISED ENIGMA

You can always sense which direction the nearest wound in the world lies in. *When you stand in it and direct its energies, roll +Steel to use it as a weapon (Far, Aberrant, Area).* On a 10+ pick one, on a 7-9 pick two:

- It takes some time to go off.
- There is wide unintended collateral damage.
- The wound spawns Hostile Grounds around it.
- You must sacrifice a source of hope for the world.

Pick one extra to turn the attack into a disaster that will consume the countryside, bring down infrastructure, and hurt even Behemoths.

BEYOND THIS MORTAL COIL

When in a place of power, you can beckon to Behemoths and Monsters and command their attention. Roll Find Common Ground with them with fleeing Advantage.

Also, *when you encounter an inhuman civilization, roll +Lore.* On a 10+, they accept you as one of their own. On a 7-9, you are fluent in their language and culture.

BLACK HEARTS

When a Character of any Family becomes a Traitor or a Prophet, they are drawn to you like a moth to a flame. Gain lasting Advantage to any Sway rolls with them and provide the story details for their Role Move normally contributed by the GM

DON'T REST YOUR HEAD

When you do one common thing unnaturally well, roll with fleeing Advantage and take 1 Harm. Suffer no penalties from the harm slot.

When you do something impossible for a human, for the length of a drawn breath, take 1-Harm.

INHERITANCE

Get one of your Family's Inheritance moves.

HARM

When you suffer Harm, check one box. To heal, spend time in a place of safety that has the appropriate Resources.

- ☐ Beset (-1 Lore)
- ☐ Twisted (-1 Force)
- ☐ Haunted (-1 Sway)
- ☐ Hounded (-1 Steel)
- ☐ Sequestered

DEATH MOVE

When you mark off your Sequestered box, you are yanked out of this world and locked in your own personal nightmare realm. You can't escape on your own. But all of those who die with you in the same scene will end up there as well. With their help, you may well all come back to life.

PLAYING THE WARLOCK

This was the first Character Playbook planned for the End Game, and they embody it like no other. You might have a hard time fitting a Warlock to a Ruins Family in a regular scenario. But as the craziness cranks up, we enter their turf. As with the Remnant and the Promethean, the Warlock might not even be remotely human. And their moves blatantly defy scientific explanation - an exception to a rule we tried to uphold for as long as we could.

All for a good reason: Warlocks were made to bring a massive sense of wonder to the game. They go where no one dares and parley with the stuff of nightmares. They can save the day or ruin an age to do what has to be done. Learn to manipulate all the awe they create to your Family causes!

They obviously fit Evolved Outcasts, Stranded Starfarers and Timestream Refugees quite well, but the chef's choice of the day is a fully inhuman Pioneer of the Depths - particularly great in combination with **Hydra's Children**!

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OUR LAST, BEST HOPE

This world is full of horrors. Invincible monsters, eternally-spewing toxins, roving gangs united under inhuman warlords. What can you do against this power?

Maybe there's hope, even at the end of the world. Maybe all the good things are dead, but you can make something new. Maybe you can birth a Wonder into being that can push back the tides of doom.





WONDERS

INSPIRED BY HEATHER RASMUSSEN

THE TARTARUS SITE

"This place is not a place of honour...no highly esteemed deed is commemorated here... nothing valued is here."

There are evils at work at the world, powerful enough that they could taint or kill the whole homeland. Things that can't be destroyed. When one rears its ugly head, will you be the one to contain it?

REQUIREMENTS

Engineering, Rare Materials, Progress, Leadership. Then hold the Threat in place as the trap is sprung.

PERMANENT BONUS

Most important: the threat is contained. The Owner draws the Tartarus Site on the map and its surrounding Hostile Ground, and describes the dangers they pose.

TRIALS

Each trial can be put to an end by a member of a specific playbook. *To succeed in this quest*, a Character of the indicated playbook must fulfil two Role conditions with the specific goal of solving the problem. *When it's solved*, everyone affected by the linked Needs erases them and gains the unlocked Surplus.

Pilgrimage: There are those who come from far and wide to worship the salvation brought by the Site. The Owner draws on the map the routes pilgrims take and the slums they now inhabit. At the start of each age, any Family or Faction bordering the Site gains Need: Energy or Luxury. This can only be stopped by an Elder, who unlocks Surplus: Recruits if successful.

Tainted Land: There was no way to stop the poison seeping into the land around the Site. The Owner tells how quickly the Hostile Grounds are growing. At the start of each age, any Family or Faction bordering the Site gains Need: Land or Freshwater. This can only be stopped by a Seeker, who unlocks Surplus: Crops if successful.

The Doomsday Cult: There will always be those who ignore warnings and defences to live off ruins and misery. The

Owner tells us what these cultists revere. At the start of each age, any Family or Faction bordering the Site gains Need: Safety or Trade. This can only be stopped by a Sentinel, who unlocks Surplus: Prestige if successful.

Grave Robbers: There are those who lust for the perceived riches the Site might contain. The Owner tells us about the lowlife behind this vilified gang. At the start of each age, any Family or Faction bordering the Site gains Need: Rare Materials or Defences. This can only be stopped by a Hunter, who unlocks Surplus: Trade if successful.

Exodus: The memories of the horror won't leave you: your only choice is to leave it behind. The Owner tells us about your destination and the trials you face on the journey. At the start of each age, your Family gains Need: Morale or Recruits. This can only be stopped by an Envoy, who unlocks Surplus: Leadership if successful.

Cursed Lineage: The twisted forces contained by the Site mutated some of your people into wretches who banded together for mutual protection... and bloody revenge. The Owner tells us about the powers this lineage now wields. At the start of each age, your Family gains Need: Medicine or Justice. This can only be stopped by a Promethean, who unlocks Surplus: Progress if successful.

FORTUNES

A Shadow of the Past: You can feel it calling you and your people. You are certain it can be tamed and used for the greater good. State a Wonder that if completed will unleash the Threat once again into the Homeland - though in a different form. As you start work on the Wonder, visions will lead your Family to 3 of the Surpluses needed to complete it.

The Journey: It's not over! The Threat might return, and you and your people must finish what the Owner has started. Start the next age as the Remnant, the Sentinel or the Promethean. If you

manage to fulfil all four Roles you may neutralize the Threat once and for all. Gain 2-Treaty from every Family and Faction across the Homeland if successful.

The Fortress: Your Family will stand watch over the Site as long as needed. Draw your fortress overlooking the Site. Name 3 Surpluses that will always be available to whoever holds the fort, and the Owner names a Surplus that must be erased each age in order to maintain it.

The Engineering Crew: Some of your people worked side by side with the Owner to build the site. Start the next age as the Survivor, the Seeker or the Elder, picking an extra move when building them. Others can start with an extra move as one of the other two Characters if they give you 2-Treaty.

The Groundskeepers: Your Family formed an order to maintain the Site and fend off invaders who might breach it. Start the next age as the Hunter, the Reaver or the Scavenger, picking an extra move when building them. Others can start with an extra move as one of the other two Characters if they give you 2-Treaty.

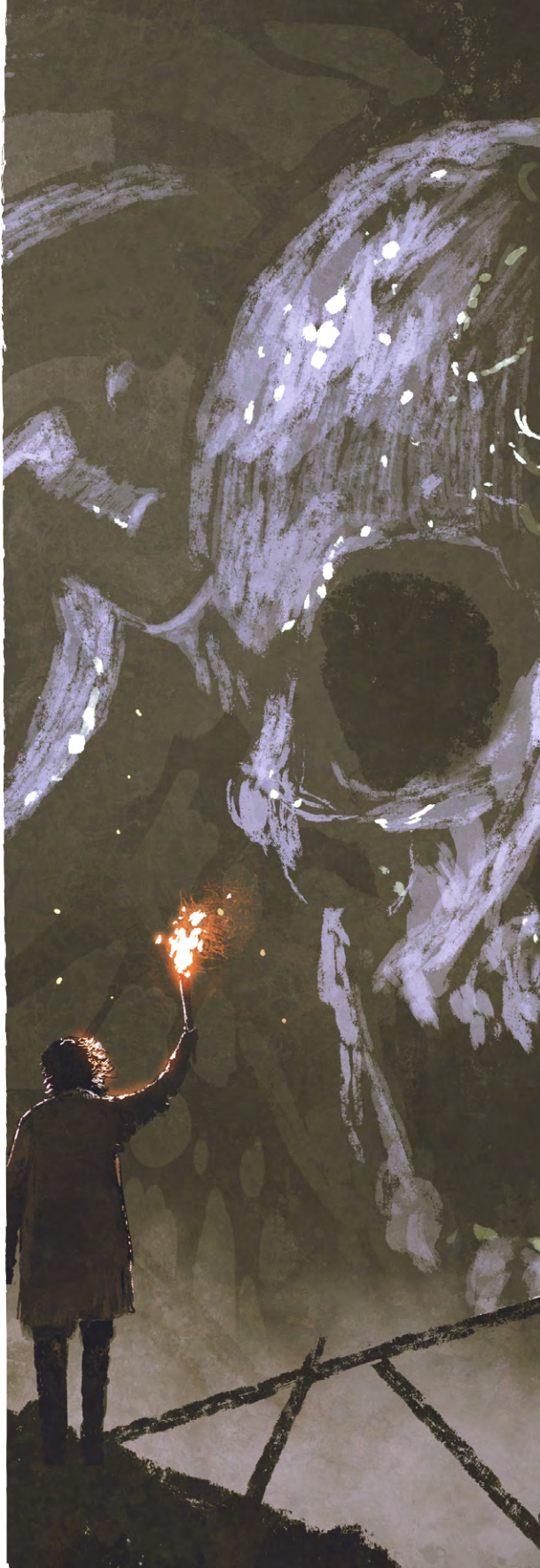
The Prophecy: From your Family came a vision of how to heal the land. Name 4 Roles distributed between at least two, and no more than four, different Character playbooks. If at any point those roles are all marked, the characters can erase the Hostile Grounds and place 3 Surpluses of your choice there.

PLAY ADVICE

The Tartarus Site is unique in that it's a reaction to a Threat that can't be solved otherwise. It's the ultimate common good Wonder: everyone should help as much as possible to avoid the harmful Trials that will plague the land.

As you probably noticed, the Owner gains very little besides narrative control – and the ability to place the site and thus cause great suffering to their choice of foes. The biggest benefit for the Owner is the Site's primary effect of neutralizing the Threat... somehow, and not forever.

The Site will become the Fiction's linchpin for an Age or two as Trials are resolved. If ignored, they will fester and taint the surrounding lands. On the other hand, if the party finds plenty of Fortunes, they may as well seal the deal on the Threat and usher in an age of heroes!



THE WATCHTOWER

INSPIRED BY ROSS GEACH

*You have reached up, high into the heavens,
with a tall monument to your people's ingenuity.
Built upon mysterious tech some would deem best
left forgotten, its gaze reaches from horizon to
horizon... and beyond.
Under its shadow you are safe.*

REQUIREMENTS

Engineers, Energy, Progress, Rare Materials, Safety.

PERMANENT BONUS

The Owner can Disconnect or Reconnect Families and/or Characters at will.

All Trials & Fortunes can only be chosen once. Families that get a Fortune are considered Connected, as are their Characters.

TRIALS

Stir the Slumbering: The Tower signal awakens a hostile behemoth in your holdings. Over the next Age, Characters of all affected Families gain a bonus Survivor move. The Owner tells us of the behemoth's unique strengths, looks, hungers and capabilities.

The Eldritch Sign: The Tower beckons elder and hostile forces from the void. Tell us of the alien's unique strengths, looks, hungers and capabilities, and the Owner chooses a Wonder in play for them to hijack. Every Age the Tower still stands they hijack a new Wonder... unless confronted, of course.

Whispers Everywhere: The Tower connects everyone, giving people the tools to record and broadcast falsehoods in all open channels. Those without Surplus: Spies roll **Subterfuge** with Disadvantage over the next Age.

All Along the Watchtower: Disconnected life remains harsh and unforgiving, but you

take pride in your freedom. Your Family permanently loses Connected status, but if you start the next age as the Firebrand you gain an extra move when building them. Another Disconnected Family can start as the Reaver with an extra move if they give you 2-Treaty. Both must start as Rebels.

Plague of Ghosts: The Tower unleashed phantom signals, causing havoc in comms and devices. As long as the Tower stands, all connected Families & Factions gain a special Need: Plague. Erase 3 instances of Surplus: Engineers, Spies and/or Progress to finally fix the glitch and erase the Need.

Calamity Warning: The Tower sounds the alarm of a disaster in your holdings. It comes right on time to save lives, but too late to avoid widespread havoc and loss. All affected Family & Factions gain Need: Luxury & Safety, and their next Character gains a bonus Saint move (*The Engine of Life*, p. 80). The Owner describes the disaster's nature.

Eyes Everywhere: Derelict remains of infrastructure awaken under the Watchtower, serving as its agents. All Families & Factions lose Surplus: Spies.

FORTUNES

Red Alert: The Tower gives an early warning of your foe's movements. All **Claim by Force** moves targeting Connected Families have Disadvantage.

The Comms Grid: A web pinned by the Tower connects you all. Connected Families & Characters can communicate freely and instantly across the Homeland among themselves. Also, **Diplomacy** between Connected Families & Factions happens instantly and rolls with advantage.

The Topographical Map: The Tower maps the whole Homeland in real time.

Connected Characters have advantage when **Fiercely Assaulting** a disconnected enemy or **Defusing** their attacks.

A Wilderness of Mirrors: In the etheric webs of the Tower a silent war of secrets and codes rages. All Connected Families can spend 1-Tech to change Surplus: Recruits into Surplus: Spies or Scouts.

The Lighthouse Effect: Regardless of distance, travellers are never alone under the Tower's watchful gaze. All Connected Characters gain 1 Data on a **Wasteland Survival** hit. As soon as a Connected Character rolls **Wasteland Survival**, their Family immediately gains Surplus: Scouts if they don't have it already.

The Information Network: A silent war of secrets and codes rages in the etheric webs of the Tower. Connected Families add "Gain 2 of their Data - stolen or copied, your call!" to the **Subterfuge** list.

Radio Numbers: You found a mysterious transmission, lost in the ether. It streams a constant flow of ciphered data, hinting at the Watchtower tech's origins and purpose. Start the next age as the Historian (*The Engine of Life*, p. 72), the Machine, or the Seeker (*Legacy: Life Among the Ruins*, p. 182, p. 202), picking an extra move when building them. If others give you 2-Treaty and start as one of the other Characters, they get an extra move too.

PLAY ADVICE

The Watchtower is a powerful Wonder that brings progress and security to all under its protection. It's unique in that most of its Fortunes grant access to all who have earned at least one Fortune, The Connected. On the other hand, nobody wants anybody to roll a miss on the Wonder roll - there are few Trial options that won't unleash dreadful effects. So don't build it without contingencies: you might bite off more than you can chew.



THE RACE TO THE STARS

We might be escaping this hellish cage of our design... or simply returning to our pilgrimage. One thing is certain though: a species' long-term survival can only be assured once it leaves the host planet and spreads through the universe. We will not return, even if we become nothing but shadows among the stars.

REQUIREMENTS:

Energy, Engineers, Science, Rare Materials, Leadership.

THE RACE DOESN'T REQUIRE A ROLL.

Instead, check each and every Wonder ever unleashed with the list below. Only one Race to the Stars can ever be built.

TRIALS

The Owner of each of these Wonders must erase 4 points Treaty on the Owner, or donate 4 Data or Tech to them. They can mix and match if they wish.

The Age of Discovery: Decide if the newfound land becomes the construction hub of the star fleet, or the source of its workers. For the first, the Owner explains the incredible benefits of placing it there. For the second, the Owner describes how the Void change the local's culture.

Revolution: Decide if the precepts of your Revolution infect the workforce in the Void or the colonists among the Stars, and how they now have become a threat. The Owner tells us of the force that keeps the order and how it opposes the rebels.

The Rising Faith (*The Engine of Life*, p. 106): Decide if your zealots wholeheartedly embrace or refute the Stars. If they embrace them, the Owner tells us how the Void defiles their creed. If they refute them, the Owner tells us how a new radical Faction will plague the Homeland.

Tartarus Site: Tell us how the Site's prisoner was just the tip of the iceberg, and how its full horrors are revealed in

the Void. Characters still in a Site Quest add the Void tag to their Vehicles, and the Sealed and Hardened tags to their Outfits. The Owner says how they build a Faction to oppose this new Nightmare.

Total War: The regime that once led you to battle resurges! Decide if it tries to conquer the Void or stands watch against it. The Owner describes the most advanced piece of their arsenal, and the cutting edge tech used to keep them in check.

The Aerie (*The Engine of Life*, p. 100): The once mythic Visitant returns... and they are not alone. Decide if you are intruding in their realm or if they multiplied across the stars. The Owner tells us about those who achieved a delicate balance with them and at what terrible cost.

FORTUNES

The Race's Owner and the Owner of each affected Wonder must mutually erase 2 Treaty or give 2 Treaty to the other party.

The Capital: You gain a new building, The Congress, where Families & Factions engaged in space exploration gather in council. Your Characters and the Owners collect double the usual Treaties when they trigger Alliance Moves there. The Owner describes the Congress' charter and rites.

The Crucible: The Subject seeks shelter and isolation across the Void. The Race's Owner decides if they return as a conquering culture or a different species altogether. The Subject tells us how they diverged even further after that. The Crucible's Owner says how you plan to reign in the Subject's might now.

The Energy Revolution: Your research reaches the Stars. Say if your planet-bound resources fuel the Race, or if you harness energies from the Void. You and the Owner double all Tech earnings in habitats and colonies across the Stars.

The Owner places and describe one alien relic uncovered by your projects.

The Great Network: Your Network conducts a radical experiment in the Void. Tells us where it takes place and name one Hostile Ground or Nightmare it is supposed to neutralize. The Owner tells us what needs to be sacrificed to run this experiment and the dangers of failure.

The Green Defiance (*The Engine of Life*, p. 102): You nurture our species in the great beyond. Decide if our colonies are habitats in the Void, or terraforming a new planet; the Owner describes your shared culture there. You can both send the colonists two Surpluses per Age; the colonists will send back any two Surpluses of your choice in return.

The Transportation Hub (*The Engine of Life*, p. 104): Draw two new connectors, and in a new intersection draw and describe a Relay that connects the Homeland to the habitats and colonies of the Stars. Describe the Faction that controls both ends of the Relay, choosing two of: its name, a unique advantage, a characteristic tradition, a cultural taboo. The Owner states the unchosen options.

The Watchtower: You Connect all Families & Factions across the Void: extend all benefits to the offworld habitats and colonies. The Owner describes the inhuman message the Tower detects as it listens to the Void.

PLAY ADVICE

A Wonder of Wonders, the Race can definitely remove the Homeland from its ruined state and thrust it headlong a bright and dangerous new era. As a late stage development, building it is rather simple, but timing can be critical - that exact point where you will benefit enough, and before anyone else beats you to it.

The Race doesn't end the story, but instead opens new opportunities. The fiction can unfold on new fronts, or in a much changed Homeland. New threats and factions will turn your next Ages into a maze of action, exploration and intrigue, and Wonders unleashed in the ancient past will gain new relevance. It will recap your story so far, and refocus your campaign.



THE CRUCIBLE

"Those who do not move, do not notice their chains"

– Rosa Luxemburg

Life and entropy play a cosmic game of cat and mouse. A game you decided to rig, by changing someone's nature, their very essence. You dramatically incremented the game's complexity, and there is not knowing where it will end... and who will win, if anyone at all.

REQUIREMENTS

Medicine, Science, Progress, Prestige, a Key to the Subject's very being.

CHOOSE THE SUBJECT:

- **Your own Family:** The change draws a rift between you and your old allies. Mutually erase 2-Treaty on every Family & Faction. Regain 2-Treaty on those to whom you prove (truly or falsely) your unchanged essence.
- **Another Family:**
 - **Without their Player's consent:** The change affects just a fraction of their numbers, who set out to form a new Faction. Everyone Transfers as much Treaty as they like on you or the Subject to this new Faction.
 - **With full Player consent:** you unleashed the change upon the Subjects to become either a feared scourge or their wise benefactor. Gain 2-Treaty on each other.
- **Another Faction:** Same as 'with full player consent'.

If you target or create a new faction, give them two of the following: a name, a unique advantage gained, a resulting tradition, and a cultural taboo. The Subject or GM states the unchosen options.

INSPIRED BY BRIAR CHAPPELL

DECIDE ON THE METHOD

If the Owner pushed The Crucible on another group, tell us how they did it...

- By convincing them to embrace it?
- By forcing it upon them?
- By quietly infecting them with it?

The Owner gains lasting Disadvantage on the relevant Stat (respectively Reach, Grasp or Sleight) for the next Age, as the rest of the Homeland becomes warily defensive of their actions.

DESCRIBE THE CHANGE

The Owner describes the traumatic process the Subject went through; they tell us how it affected their culture.

For a lesser change, the Owner chooses a Hostile Ground in the Homeland where the Subject now acts with Advantage. The Subject can choose other Hostile Grounds to adapt to, but for each adaptation they choose one aspect of their essence irrevocably changed:

- What they consume to live.
- Their face and skin.
- One of their senses.
- Their voice and language.

For a greater change, the Owner states one fundamental fact of the Subject's nature that has changed. The Subject decides how they mutated, up to and including completely changing their Family Playbook.

The Subject may redistribute Treaty points on all Families & Factions as alliances shift under the strain of transformation.

DESCRIBE THE CULTURAL SHIFT:

The further the Subject evolves, the more they seem to belong to a different world. For every 3 points of Treaty the Subject

decides to erase on any Family or Faction, they can gain one these permanent benefits:

- A new Family Move from any Playbook.
- A new Family move to represent their new outlook. Build this collaboratively with your GM and/or group.
- Replace their Doctrine or Alliance Move with one from a Family in play
- Their Prodigy, Hellion or Foundling Characters start with an extra Character move. *Can be taken multiple times.*

TELL THE SUBJECT'S STORY

The Subject then asks the other Families:

Which of you came to our rescue and helped us build a community? Say where, and they say how. Give them 2-Treaty on you.

Which one of you uses our new art in one of your most important rites? They describe the ceremony and give you 2-Treaty.

Whose youth is enthralled by our new form... and ideas? They say what draws their kids to you like moths to the flame, and give you 2-Treaty.

PLAYING THE CRUCIBLE

The Crucible is like a torrid love affair, intimate and life-changing. It affects the Subject deeply, basically letting them recreate their Family playbook from scratch. It also changes the web of alliances drastically, and discusses in depth the impact on the Homeland culture.

You may question why the Owner will sacrifice so much to see this through – especially with an unwilling subject. Well, look at the Ascendant Afflicted or the Eldritch Servants: sometimes The Crucible is a very attractive answer to an antagonistic Family. Exercise caution, however, when you employ such extreme methods. Other players may rightfully resent your intrusion; it's one thing to suffer terrible setbacks from a Total War, or have your culture shaped by the Great Network. But to change the nature and essence of your creation requires a cautious and respectful approach.

And if you transcend the limits of your own Family? Well, no love is as transformative as self-love. Go ahead, leave safety behind and embrace change!



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*"I want you to watch when
I go down in flames*

*I want a list of atrocities
done in your name*

*I want to reach my hand
into the dark and feel
what reaches back"*

Want, by Recoil





TODESFALLE

Humanity's home world was at some point invaded by titanic beasts crossing an alien gate. War and destruction almost collapsed our civilization, but in a valiant effort Humankind managed to push the invasion back. Still, the Gate couldn't be destroyed... they could return at any minute. No barriers would hold the Behemoths at bay.

There was only one thing to do then... to cross the gate and take the battle to the enemy.

Thousands of the best were sent. The pinnacle of our technology was amassed to assure those saviors a fighting chance. For a while the expeditionary force held its ground and we all believed we could succeed.

Until the gate closed, stranding them there.

This chapter presents a quickstart scenario to explore some Endgame Families & Characters. And most importantly, the message of ferocious will against ultimate entropy. It tests your players by presenting the harshest scenario and the most desperate stakes.

Todesfalle is set in an artificial alien moon orbiting a massive gas giant. Nobody knows who built this infinite cityscape, but the environment is utterly hostile to organic life: no atmosphere, too distant from any star, poor in water and hydrocarbons, subject to radiation tides, and yes... home to synthetic Behemoths.

Two generations ago the gate closed. Still, Humankind was strong enough to fend off occasional attacks. One generation ago that strength faltered and the outer perimeter of the Beachhead was overrun. Still, there was hope to push back and safely evacuate non-fighting personnel to the Redoubt. But the gates were closed and the fighting forces in the field were left on their own to watch as their families and friends were rent by maws and claws, or claimed by the void. The survivors split into radical tribes and we had our first encounter with living alien intelligence... also lured and trapped in Todesfalle.

Can the Human-Aaskrabe alliance survive where so many previous races have been extinguished?

FAMILY OVERVIEW

THE INDEPENDANT RANGER EXPEDITIONARY FORCE A.K.A "THE IRE" - THE ORDER OF TITAN

You descend from the handpicked elite soldiers of a mighty warrior race; us. The ace pilots who rained fire upon monsters out of nightmares close enough to see their eyes. Heroes, all - ready to lay down their lives for the battle.

Can you find the means to keep on fighting and a reason to live on?

You are Volstag, the Road Warrior. Many of your kin have lost their ships, some have never flown. Not you. You belong to the void, its absolute silence and darkness. You retooled your transport ship, *The Black Emperor*, into a hunting unit - an expression of your truest self.

When Theodora's distress call came, you never hesitated. You have flown her squad under worse scenarios... until there was no more squad. You two got close in the way warriors do. And when she brought that kid onboard and you stared into those eyes... you were never so sure of something in your life. Dandara must survive!

THE ALLIED RECONNAISSANCE MARINES, A.K.A. "THE ARM" - THE EVOLVED OUTCASTS

You were the infantry. The underdogs. While others discussed cramped quarters, you spent days sealed in your armor, fighting a block by block war in an alien city against synthetic monsters - deprived of oxygen and glory. Non-surprisingly you were left to the wolves, to die. But you refused. And if you had to shed your humanity and accept alien spiders' gifts to

survive, so be it. You were not trained to give up.

Can you save those who have always looked down on you?

You are Sgt. Theodora Kazali, the Sentinel. In spite of everything, you still consider yourself Human. It doesn't matter you serve with the Aaskrahe. Or that you have surrendered every human relative and childhood friend to the Void. Or the amount of steel meshed to your flesh. You are a woman. A human woman. And Dandara keenly reminded you of that. No matter what, at least this girl will have a future, a family.

EXPEDITIONARY FORCE EXECUTIVE COMMAND, A.K.A "CONTROL" - THE DEATHLESS ELITE

You're the military and scientific leaders responsible for the fate of Humankind's largest war effort ever. Or, in fact, their upgraded clones. Don't worry, they're still in charge. They know what they're doing. And they keep watch over their, sorry, your most valuable strategic asset: the Redoubt. You just have to hold on until the Gate re-opens'

Can they shed the trappings of the past and build a future?

You are Dandara Collins, the Hellion. You were kidnapped at tender age by things you can't quite describe. Inhuman. Definitely not Aaskrahe. Something... else. You are free now and you like to believe you escaped. But you can't really tell for sure. It doesn't matter. You're safe with the Black Emperor's crew now. And you will return home... wherever that is.

THE AASKRAHE - STRANDED STARFARERS

You have been here longer than the Humans, but that doesn't mean you are faring any better. As a race, you are very, very suspicious (skittish really) and much less prone to physical violence. In fact, you strongly believe in the potential of a symbiotic relationship. Because without it, you know extinction is a certainty for you all.

Can you unlock the secrets of Todesfalle before it is too late?

You are Aasfresser, the Warlock. You have dedicated your existence to a vigil against the darkest entities of Todesfalle. For a long while you led a solitary existence, an outcast of a stranded people. Until the humans arrived. In your own way you care deeply for Theo, and have joined her as part of the Black Emperor's crew. And now this child... who bears the stigma and carries the touch of darkness on her. But as only an Aaskrahe can tell you, every strand of an enemy's plan can be hijacked and used against them.

DRAWING THE HOMELAND

To begin, your group makes a map of the setting together. GM, pick up a gridded page of any kind and instruct your players:

- **Control draws the Redoubt.** Also, draw a slender fortress of glass and stone turned into a haven for the Waisen², the civilian survivors of the Last Assault.
- **The IRE draws the broken shell of Beachhead, the city around the Redoubt that used to house the Expeditionary Force.** Also, draw a behemoth's carcass from the Last Assault. It's crawling with synthetic scavengers and parasites, draw the area they now infest.
- **The ARM draws the reclaimed underground beneath and around the Redoubt.** It is a sprawling hive of tunnels and vast chambers with septic life support systems.
- **The Aaskrahe draws a vault and prison for non-indigenous life forms, littered with mummified remains and bones.** Also, draw the cartesian patrol routes of the self-replicating machines that guard and feed the vault.



STARTING TREATIES

	IRE	ARM	Control	Aaskrahe
IRE	--	3/1	4/0	1/2
ARM	1/3	--	4/2	2/1
Control	0/4	2/4	--	4/0
Aaskrahe	2/1	1/2	0/4	--

Read just your row: the first number tells you how many points of Treaty you've got on the column Family, the second number is how many they've got on you.



PLAYBOOKS

THE I.R.E.

THE ORDER OF THE TITAN

The IRE formed the cadre of Earth's special forces, a mix of air cavalry and space infantry. They hate Control with a passion, for their betrayal in the Last Assault, but also because the IRE's kin still remain in the Redoubt as Control's "staff" – thralls, for all intents and purposes. Tell us the reason why your cousins there can't simply leave serfdom.

Inside IRE there is a smaller division, dedicated to hunting other indigenous life forms besides the Behemoths. The Aaskrabe performed secret experiments on these soldiers, brainwashing them to support the fight below the surface.

STATS

Reach 2, Grasp -1, Sleight 0

Humanity carved out a niche in the Behemoths' alien ecosystem.

DOCTRINE

Armageddon Gods: Whenever anyone rolls two 1s, someone in your Family forms a psychic connection to the monsters; gain fleeting advantage when you act on the knowledge they gain.

LIFESTYLE

Settled: The ground under your buildings is honeycombed with passageways civilians can use to shelter and safely escape the settlement.

TRADITIONS

Populace: Hired hunters and indentured servants.

Style: Chromed implants, leathers and all kinds of mirrorshades.

Governance: Dysfunctional remains of corporate hierarchy.

RESOURCES

Surpluses: Transport, Weaponry

Needs: Prestige, Scouts, Recruits

ALLIANCE MOVE

Gain 1-Treaty when you **Lend Aid** to groups under a Kaiju Threat Alert.

KAIJU THREAT ALERT

Your Family is dedicated to hunting Behemoths – titanic creatures that stalk the land and are hostile to human life. Each has unique strengths, hungers and capabilities, but they share a common origin. *When you scout for signs of behemoth attack*, pick a danger in the world as an omen of an incoming assault. Pick any number of Families or Factions to become Alerted, and say how it threatens them. You can spend Treaty you have on one Alerted group on any other.

If the behemoth is stopped before the threat becomes plausible, each Alerted Family or Faction gets 1-Treaty on you.

If you stop it once it's a clear threat, gain 1-Treaty on every Alerted Family or Faction, and redistribute Treaty on them as you like.

If someone else stops it once it's a clear threat you and whoever stopped it gain 1-Treaty on every Alerted Family or Faction.

If the behemoth assault happens as you foresaw, you and every Alerted Family or Faction get a Need of your choice.

ULTIMATE WEAPON

Your vehicles are the edge that allow you to bloody the noses of Behemoths, and wipe the floor with regular foes. *When you take one of your special vehicles out of storage*, choose 2:

- They have an extra environment tag: *sea, land, air, void, earth*, or something stranger.
- You have advantage on actions to pilot it.
- They're *giant* and can fight Behemoths on equal terms.

Every time the you use it pick one:

- Erase *Surplus: Transport* or *Surplus: Energy*.
- It pollutes: gain *Need: Medicine* or *Need: Land*.
- It could break down or blow up at any moment.

ASSETS

Your characters can always have:

- A trophy from a previous hunt.
- Silent snipers (*Far, Silent*)
- Helldiver armour (*Hardened, Sealed*)
- Command vehicles (*Land, Med bay*)
- Scouts (Quality 1, *Spotting approaching threats*)

VOLSTAG, OUTSIDER ROAD WARRIOR

Force +3, Lore 0, Steel +1, Sway -1

LOOKS

Masculine, tattooed face, tactical jumpsuit, steely gaze, husky body.

OUTSIDER

You've offered help to those in need for no apparent reason and without expecting compensation. At any point, say who (from either side of the conflict) will fall in love with you. When you do, the GM will tell us who will resent you for that.

BACKSTORY

Sgt. Theo and I are the only survivors of a warband.

Assfresser defended a place I couldn't.

I could stare at Dandara's eyes forever...

CLAD IN STEEL

You own the mightiest ride in the wastelands - the *Black Emperor*. It can travel freely through space, protects passengers from the world outside, and can transport up to 10 passengers.

Its mounted guns have the *Far, Silent* and *Area* tags, and can be controlled from the cockpit.

It's *stealthy*, and you get advantage when you **Defuse** by avoiding detection.

Finally, ill fortune of the worst kind befalls anyone who steals your ride.

HUNTED & HAUNTED

When you take action during a chase, bring up flashbacks of battle and loss to add a complication to your opponent's path, forcing them to do one of:

- Risk harm to keep up with you
- Lose ground
- Be exposed to an attack

If you evoke all three, you decide where the chase ends.

GEAR

- A trophy from a previous hunt.
- Silent sniper (*Far, Silent*)
- Helldiver armour (*Hardened, Sealed*)
- Your spotter and Comms Officer, Hogun (Quality 1, *Spotting approaching threats*)

HARM

- ☐ Busted Eye
- ☐ Blood Soaked
- ☐ Limping Badly (-1 Steel)
- ☐ Shell Shocked (-1 Steel)
- ☐ Dead

DEATH MOVE

When you mark off your *Dead box*, your Ride will be somehow destroyed as well. Later you will return in secret, fully healed and on a new Ride, for one last mission. If you ever reveal your identity or refrain from revenge, all your harm boxes except *Dead* are immediately filled again.

Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

THE A.R.M.

THE EVOLVED OUTCASTS

In the Last Assault, the forces in the field were left on their own to watch as their families and friends were rent by maws and claws, or claimed by the void. However, a humble ARM Captain led the remaining forces underground, where the Redoubt meshed with ancient alien infrastructure. Survival chances were slim: the underground life support systems were septic beyond repair, supplies were despairingly low, and monsters constantly harassed the refugees. Still, they held their ground. Nobody hoped for salvation, they simply refused to yield. Tell us about that young Captain and the their position in the Family these days.

Salvation came, nonetheless, as a single Askerabe envoy revealed itself to the refugees and guided them to ancient alien farms underground - now a wild ecosystem, after countless years abandoned. For decades now, the dwindling alien race has become an integral part of ARM culture, who have embraced their psytech and extensive morphological freedom.

STATS

Reach -1, **Grasp** +2, **Sleight** 0

The Before's cutting edge tech was the melding of man and machine.

DOCTRINE

Psychic Warriors: You're veterans of a shadowy war for the fate of mankind. Gain advantage on attempts to pry secrets from minds and places using your mind powers.

LIFESTYLE

Dispersed: You haunt the forbidden places of the world. When someone performs a rite of any sort you will have an agent there watching in secret.

TRADITIONS

Populace: Technicians from a doomed habitat.

Style: Cloaks and practical leathers.

Governance: Priests worshipping an alien artifact.

RESOURCES

Surpluses: Defences, Progress.

Needs: Energy, Justice, Artisans.

ALLIANCE MOVE

Gain 1-Treaty on a Family or Faction when you share your secrets with them.

DWELLERS IN DARKNESS

You know the Homeland's nooks and crannies like no one else, and its dangers and secrets often threaten you first. *Gain 1-Darkness when you:*

- Defeat a monster.
- Face hardship thanks to your adaptations/taboo.
- Learn a secret of the Fall.

Burn 2-Darkness to add one of the following to a scene or the map:

- Monsters on the hunt for something precious.
- A perilous route through the dark places of the world.
- A natural disaster related to your Hostile Grounds.
- A sign of the next world, source of beauty and solace.
- A wound of the world, overflowing with power.

You can avoid it or exploit to your advantage - facing it or unleashing upon your foes. In any case, only you know enough about them to act before it strikes.

NO LONGER HUMAN

When you take this move, pick a settlement or landmark and draw Hostile Grounds beneath it. Describe:

- Its environmental hazard.
- How it impedes travel.
- How it clouds the senses.

Your people may be adapted to 1-3 of these elements. For each adaptation, choose one aspect of your humanity irrevocably replaced or changed by your evolution:

- Some of your limbs.
- Your face and skin.
- Your bipedal posture .
- Your voice and language.

When your adaptations give you an edge, roll with advantage. At the start of a new Age you can change your adaptations, even to other Hostile Grounds elements - as many as you have humanity aspects to sacrifice.

ASSETS

Your characters can always have:

- Some tool that helps them evade the monsters.
- Monster-hunting chainsaw (*Melee, Brutal*)
- Decaying power armour (*Utility, Powered*)
- Prowler tricycle (*Land, Silent*)
- Harvester (Quality 1, Scavenge Tech)

SGT. THEO, OUTSIDER SENTINEL

Force +1, Lore -1, Steel +2, Sway 0

LOOKS

Feminine, hidden face, wise eyes, muscular body.

OUTSIDER

You've sworn to protect Dandara from the danger the rest of your Family might

inflict on them. Reveal the secret backstory that led to this.

BACKSTORY

I have sworn to protect Dandara Assfresser and I stood watch together against the chaos. Volstag helped me get out of a siege alive.

HOLDING BACK THE TIDE

When you stand in defence of a person, place, or thing, roll +Steel. On a 7-9, pick one. On a 10+, pick two.

- No harm comes to the thing you defend.
- You deflect blows raining down on you harmlessly away.
- You force the danger back and away.

ARMoured IN VIGILANCE

When you adjust and repair your armour at camp, gain +2 Armour on top of any Armour you already have. Lose 1 every time you take a hit until this bonus is gone.

GEAR

- Monster-hunting chainsaw (Melee, Brutal)
- Decaying power armor (Utility, Sealed, Powered)
- Prowler tricycle (Land, Silent)

HARM

- ☐ Bruised
- ☐ Angry
- ☐ Drained
- ☐ Crippled (-1 Force)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, plant your feet and make your last stand. No matter what, you'll remain fighting until your allies are safe and the danger has passed. Only then do you die.

CONTROL

THE DEATHLESS ELITE

The original Redoubt's inner circle of military and scientific leadership has been digitized and cloned. When the Gate closed, hierarchy held... at least until the Last Assault. In that inferno, the remaining forces mutinied, with the Aaskrabe eagerly stepping up to provide of advanced tech... and, yes, spiritual guidance.

Surprisingly, Control adapted quite aptly to new times. From your Redoubt you have become arms dealers, providing critical tech to the aliens and carefully adopting Aaskrabe psytech to stabilize fraying minds and abysmal morale.

STATS

Reach +1, **Grasp** +1, **Sleight** -1

The officers among the Before's elite averted extinction.

DOCTRINE

Echoes of the Past: Your clones are hard-wired to perform the routines of military discipline. Describe a particular set of actions; your characters must repeat them in ritual fashion whenever possible.

LIFESTYLE

You inhabit the Last Redoubt - a looming and ominous fortress.

Lords of the Domain: your Redoubt can always keep an internal threat imprisoned, or keep out an external threat.

TRADITIONS

Populace: Perfected clones of the elite.

Style: Black leather and kevlar dripping in medals & chains.

Governance: A council of flickering holograms.

RESOURCES

Surpluses: Defences, Progress.

Needs: Engineering, Leadership, Rare Materials.

ALLIANCE MOVE

Whenever a family or faction realises your character personally played a key role in their history, gain 1-Treaty on them.

LAST REDOUBT

Your family's fortress is vast. You can't ever hope to occupy all its levels, and you have forgotten more of its secrets than you will ever know.

Its useful feature: Ghostly servants that offer wise counsel.

Its uncontrollable defense: Mists that lead the unwary astray.

Its lurking threat: A curse upon all who venture too deep.

PARLIAMENT OF GHOSTS

Your ancestors linger, always willing to lend you their knowledge of the past. *After consulting the preserved remains of your ancestors*, roll **Uncover Secrets** and **Unearth Forgotten Lore** with advantage whenever you use the ghost's advice.

When the age turns, they reveal a previously unknown landmark or custom from the past.

ASSETS

Your characters can always have:

- An extra **+1** to a Stat or a free Move (already accounted for in Dandara)
- A blasting bronze staff (*Melee, Ranged, Area*)
- Ornate power armour (*Regal, Powered, Sealed*)
- Land fortress (*Land, Transport, Canopy*)
- Bodyguards (Quality 2, Escort and protect)

DANDARA, OUTSIDER HELLION

Force -2, **Lore** 0, **Steel** +1, **Sway** +3

OUTSIDER

You're trying to return home after a long absence. Tell us about the dark forces that kidnapped you. The GM tells us about the place of your captivity.

BACKSTORY

Sgt. Theo gave me shelter when I was a runaway.

Volstagg knew my real parents.

Aasfresser is also haunted by monsters.

A DEADLY GAME

When you have a moment to study your enemy and explain your plan to your allies, say what you're ready to sacrifice:

- Some of your humanity.
- The battlefield.
- Your allies' respect.
- A precious object.

And what you want to destroy:

- Their escape route.
- Their dignity.
- Their awareness of the situation.

When you put the plan in motion, roll +Steel. On a hit the plan comes through. On a 7-9, your allies choose something else you must sacrifice.

THE WEIRD STARE

When you let loose your power, say what you want to do:

- Protect a loved one;
- Banish a monster;
- Destroy a barrier.

And what you are ready to wreck to get it done:

- The whole place!
- Another bit of your humanity.
- Your health.
- The respect of your friends.

Roll **+Sway**. On a hit, you do both. On a 7-9, the GM picks an extra thing you wreck.

GEAR

- A blasting bronze staff (*Melee, Ranged, Area*)
- Ornate power armour (*Regal, Powered, Sealed*).
- Bodyguards (Quality 3, Escort and protect)

HARM

- ☐ Saved by contingency plan
- ☐ Wrung by the neck (-1 to Steel and Force)
- ☐ Out of your league (-1 to Sway and Lore)
- ☐ Dead

DEATH MOVE

When you mark off your Dead box, everyone who has a backstory with you gains lasting Advantage to destroy or overcome whatever killed you.

THE AASKRAHE

STRANDED STARFARERS

As with others before, your species was lured and trapped in this place, though by greed and curiosity. The arrival of Humankind means the first sign of hope, however small, in a long time. You embraced their cybernetic advances enthusiastically and even shared your psytech freely! You believe only through cooperation you stand a chance of outgrowing the cycle of fending off monsters and tending for a decaying legacy.

Your new allies mistake your profound sense of urgency for a unique alien mindset. Sadly, they are wrong - you are simply afraid... of something else, something deeper, and far, far more insidious and sinister than behemoths.

STATS

Reach 0, Grasp +1, Sleight 0

The Homeland is artificial, hostile to alien and human alike.

DOCTRINE

Gardener of Worlds: when you spend Data to reveal the hidden potential of the homeland, gain 1 Tech.

LIFESTYLE

Dispersed: your people can gather all their numbers on a moment's notice. You use strange technology to bring them together, gaining advantage to Grasp rolls as long as they stay there, but you must **Hold Together** once you part.

TRADITIONS

Populace: Arachnoid builders.

Style: Bulky life support.

Governance: Decentralised cells bound by an alien moral code.

RESOURCES

Surpluses: Energy, Morale.

Needs: Defences, Progress, Leadership.

ALLIANCE MOVE

Your origin gives you a different perspective on the world. *When you **Uncover Secrets** to reveal something that helps another Family, gain 1-Treaty on them.*

WORMHOLE GATES

Spend 1 Tech to instantly relocate your Character or one of your assets to the safety of one of your bases.

ABDUCTION

*If you use your grasping lights to abduct someone mentally or bodily, trigger **Conduct Diplomacy** but lose 1-Treaty on their Family or Faction.*

In exchange, pick two:

- The target won't remember this conversation.
- The target won't be able to lie to you.
- The abduction happens immediately.
- Their absence will go unnoticed until it's too late.

ASSETS

Your characters can always have:

- Psionic amplifiers (*Ranged, Aberrant*)
- Spacesuits (*Sealed, Hardened*)
- Null-grav fliers (*Void, Swift*)
- Science officers (Quality 1, Research)

AASFRESSER, OUTSIDER WARLOCK

Force -2, Lore +1, Steel +3, Sway 0

LOOKS

An eerily beautiful spider, inhuman eyes, translating synthesizer, whispering echoes.

Aaskrahe physiology doesn't fit into human gender paradigms; most use zie/zim/zir in conversation with humans, but you can decide for yourself how Aasfresser identifies.

OUTSIDER

You have decided to stand watch against darkness and what lies beyond. The GM says how you keep those things at bay. Name one emotion you have sacrificed and never ever feel again.

BACKSTORY

I foresaw Dandara's fate, and it still awes me.

Sgt. Theo's bargain for power might have doomed us all.

Does Volstag's people know of the monsters among them?

FORBIDDEN PATHS

When you traverse the dark paths of the world, you can always find a way to the forbidden places of the world and beyond. Decide if you travel unnaturally fast or protected from the horrors below. Perform a rite there to discover something only the monsters would know or find a long forgotten place of power, source of solace and beauty.

Monsters will hound whoever dallies there or loses their way.

WEAPONIZED ENIGMA

You can always tell the direction to the nearest wound in the world. When you stand in it and direct its energies, roll +Steel to use it as a weapon (Far, Aberrant, Area). On a 10+ pick one, on a 7-9 pick two:

- It takes some time to go off.
- There is wide unintended collateral damage.
- The wound spawns Hostile Grounds around it.
- You must sacrifice a treasure of the next world.

Pick one extra to turn the attack in a disaster that will consume the current habitat, bring down infrastructure and hurt even Behemoths.

GEAR

You start with:

- The start a rite of great power.
- Psionic amplifiers (*Ranged, Aberrant*)
- Spacesuits (*Sealed, Hardened*)
- Null-grav fliers (*Void, Swift*)

HARM

- ☐ Beset (-1 Lore)
- ☐ Twisted (-1 Force)
- ☐ Haunted (-1 Sway)
- ☐ Hounded (-1 Steel)
- ☐ Sequestered

DEATH MOVE

When you mark off your Sequestered box, you are yanked out of this world and locked in your own personal nightmare realm. You can't escape on your own, but all of those who die with you in the same scene will end up there as well. Working together, you might as well all come back to life.

FOR THE GM

NOTABLE PEOPLE

A good, sharp blade starts with the finest metal, but needs furnace fire and the blunt of the hammer. Todesfalle people are no different. Descending from the most elite special forces and raised in an unforgiving environment, each and every survivor is a beast - augmented, well trained, fanatic to their doctrines and a veteran of countless vicious battles. Anyone who was anything less didn't make it this far.

CONTROL

Lord Worthington IX, The Herald Hero: He was supposed to be a commander of legions, but the pitiful remains of Earth's proud armies mutined. He could have diminished into a ghost of an echo in the Redoubt's infinite halls, but instead he studied the heroes of old and started to uphold their every virtue. Even those who vouched for him in spite of his strange obsession have grown silent since he surrendered his identity to the Void; what few know is that Void listened and replied.

Lady Trintignant, The Rebel Promethean: She always refused cryosleep, and extended her lifespan far beyond what common sense and good taste would recommend. Flesh and bone cling precariously to metal and plastic - all for the sake of a most brilliant mind.

Corporal Lucca, The Traitor Scavenger: He was mere staff up to a generation ago. Now look at him, cloned and heir to a stash of desperately needed supplies that only he knows exists. Karma is a bitch, right?

IRE

Luskan, The Untamed: A grizzled veteran surrounded by a vicious cult of personality. A man of extremes, who thinks only of victory... at any price. He is currently grounded without a ship, but that is soon to change, one way or another.

Trerius, The Survivor: They remember the evacuation of the Last Assault. And they're grateful that dozens of survivors and their children do too. Thanks to their tireless efforts to evacuate everyone, they are the quiet symbol of all that the IRE truly stands for.

Teban, the Traitor Reaver: She relentlessly searches the Homeland for a new haven for her people, or more resources, or even signs of another race. She plans to save the Family at any costs.

ARM

Denis Ibaka, the Traitor Elder: He will never forgive Control for the Last Assault fiasco. But he can put on a good show. Good enough to be admitted into the Redoubt as the go-to name for psy-surgeries and new Aaskrahe cyber tech.

Sereg Tansi, the Traitor Remnant: They were the first and most radical proponent of morphological adaption. But they will never, ever be ready to turn their back on Earth and its memory. There must be a way back!

Marien Kombo, The Leader Envoy: She has inspired her people to fight for the future and build bridges. Many today benefit from better and more extensive cyber implants, and still they demand the one thing you can't wrestle from Control puppets and IRE snobs - prestige.

AASKRAHE

Skatenspill, the Traitor Hunter: Skatenspill is sure there must be other aliens entrenched and lost here. And when zie finds them, zie will collect a trophy and offer it to the Void.

Ahnenfur, the Leader Firebrand: Ahnenfur takes the word of zir people to the unaligned humans. There is so much to be done and so little time to waste! Ahnenfur is resolved that zir leaders' incompetence will not drown everyone, if ze has any way of stopping it.

Aassoldah, the Traitor Machine: Aassoldah was built to be the herald of the Aaskrahe among Humans, but history overran zir creators and ze suddenly became obsolete. Now ze lives among Humans as part of their culture... and their most violent monster hunter.

FACTION: WAISEN²

Air, food, water, heat - we starve of everything. Even if the Void doesn't claim us, Humanity's extinction is still assured thanks to our shallow genetic pool. Perhaps the monsters we fight are nothing but the lingerings leftovers of once-proud species - their genes surely indicate that. Thus, our most deadly need is hope.

Without our work, Humanity is doomed to devolve into a pitiful shadow of itself. Let them call us body and organ harvesters. Let them say we worship the monsters below. The practicality of our creed insulates us against their prejudice. Rejoice, you will die so our species can live. We will waste nothing of you.

ALLIANCE MOVE

When Waisen² tends to the living or dead bodies of other Families & Factions, they gain 1-Treaty on them.

SURPLUSES

Medicine: Waisen² can provide drugs and medical treatment for all kinds as long as they have enough organic material to work upon. Alternatively, they may unleash a genetic plague that will surgically strike those that stand in their way.

Barter Goods: They can recycle any organic material into gruesome protein farms - if others just let them collect the bodies.

Science: Across the entire Homeland, Waisen² is furthest along in studying the behemoth's genetic design. They can provide Data to whoever brings them behemoth remains - or they can bait hordes of beasts to deal with enemies.

NEEDS

Prestige: As the lowest scavengers of society, Waisen² can never spend Treaty to counter a **Call in a Debt**.

Safety: Waisen² are a nuisance, a cult, a gang... not a fighting force. There's precious little they can do to stop a direct assault.

NIGHTMARE: THE VOID

Todesfalle is disquietingly hostile and unsuited to life as we know it. Even a short trip might become an adventure in itself, so here we suggest how to portray the Void.

Anyone performing any action without the support of all specified Tags is considered in Hostile Grounds and must roll with Disadvantage.

The GM might replace your usual Harm boxes with appropriate descriptors of this environmental aggression, possibly with Stat penalties of their own.

Characters may heal this critical damage with **Shake it Off**, as long as the danger has been neutralized.

Air is the first crucial element. Characters can only venture outside of carefully sealed habitats if wearing a *Sealed* Outfit or inside a Vehicle with *Void* and *Canopy* tags. Anyone who goes unprotected will have one last, simple, action before the GM pronounces them Dead... possibly even preventing the triggering of their Death Moves.

- Intoxicated (-1 Steel & -1 Lore)
- Asphyxiating (-1 Force & -1 Steel)

Temperatures can freeze an unprotected human in seconds at the best of days. *Sealed* suits provide enough heating for about an hour; beyond that one must count on the *Thermo* tag or external heat sources. *Void Canopy* Vehicles can provide enough heat for their crew for weeks at a time.

- Exposure (-1 Force & -1 Steel)
- Freezing (-1 Force & -1 Steel)

Radiation from the gas giant makes radio comms all but impossible. The only way to communicate at great distance is via laser, restricting clear communication to line of sight. Suits and Vehicles with the *Comms* tag have shielded radio systems and potent de-scrambling software, and can communicate among each other within a certain range, depending on weather conditions. As a reaction, the GM can invoke a radiation storm and forbid anyone without a *Hardened* Outfit from leaving safety, even in a *Void Canopy* Vehicle. Such a storm could cause a total comms blackout, even to landlines.

- Poisoned (-1 Force & -1 Sway)
- Decaying (-1 Force & -1 Steel)

Rations mean nutrition and water. Ideally, just consider each Character's supplies as a piece of Gear that can be targeted by your reactions in failed **Fiercely Assault**, **Wasteland Survival** and **Forge a Path** moves. All Characters are already living at the lower nutritional limit, so a day without Rations will almost certainly leave them at Disadvantage.

OTHER CONSIDERATIONS

A Character that takes damage might breach their Outfit (or Vehicle) and possibly expose their users to the full wrath of the Void: vacuum, freezing temperatures and radiation. Note that this environment replaces harm slots, and if all 4 are occupied the character must mark their Dead box.

Settlements are also limited by the Void. When **The Age Turns** each Family must gain one Need of their choice from *Energy*, *Air*, *Food*, *Water*. If their population grows substantially, feel free to increase the amount of Needs per turn of Ages.

A FRONT: RAPTURE

"This shit is of Askrabe make, sir. I'm positive. Those cyborgs were in the breached area long before any alarms sounded. They knew monsters would come. I understand sabotage is a capital offense, sir. But think! Who else? Why? It's that new drug.

"A plan of action? Permission to speak freely, sir...

"Let's shake those damn memory-traffickers, grab their stuff and see what these chipheads see when they're high.

"Before their cooperation evolves.

"Before this drug spreads any further.

"Before they get us all killed... Sir"

REVEAL

Cyborgs with heavy and crude body modifications try to kidnap Dandara and dose her with their juice of choice. Upon investigation, they're heavy users of illegal memory chips. The dealers of these harvest their weirdest and most addictive trips from the minds of monsters, and have a strange, burgeoning devotion towards a mysterious obelisk.

REACTIONS

Capture them: If Dandara is ever left unguarded in a settlement, they will try to locate and kidnap her.

Show the consequences of past decisions: If chipheads are spared and left free they will sabotage the settlement to allow monsters in.

Offer an opportunity, with or without a cost: The chiphead's high puts them in touch with an ancient and malignant intelligence. Each different trip recorded or accessed gives clues to the source of this mind. The Behemoths fiercely guard this location.

Give them recourse, solace or comfort:

Either among the junkies or their memory trafficker dealers, they find some particularly good memory clips from a summer day at the beach, back on Earth.

RESOLUTION

Unleash a war on drugs and try to cut off their source. (Next time you see Lawgivers... tell them how you miss them). Confront the alien intelligence.

FALLOUT

The Spire is overrun by monsters and all souls in there are subsumed by the intelligence.

A FRONT: BEHEMOTH

"Look at these seismic readings. It's coming straight towards us!!"

REVEAL

Ideally, a **Kaiju Threat Alert** issued by the IRE personnel, based on the scantest evidence: spoor, markings in the infrastructure, or anomalous monster behaviour.

REACTIONS

Deal Harm (indirect 3 Harm for debris, 5 Harm for direct assaults):

An individual must have the *Giant* tag on their Vehicle (or Weapon?!) to assault a behemoth.

Change the World: Buildings disappear in its wake, the shallow underground collapses, habitats are breached.

Separate them: It destroys the cityscape so thoroughly upon approach that those within firing range will find it hard to stay together as they maneuver.

Put someone in a spot: An innocent bystander gets in harm's way and will suffer a most gruesome death if not saved by a Character.

Erase a Surplus: Anything the GM feels appropriate; Defenses, Morale, Safety, and Luxury are usually the first to go.

Add a Need: Anything the GM feels appropriate; Defenses, Morale, Safety, and Luxury are usually the first to go.

RESOLUTION

Somehow kill the damn beast.

FALLOUT

It can cause massive destruction, forcing everyone to evacuate to the Redoubt.

HOSTILE LIFEFORMS

MEMORY TRAFFICKER

HARM 0 OR 3, AS A LAST RESORT

"Simon is into it too. Don't you look at me like that! If he's spending all day in those chip trips, at least he's not threatening to kill himself. So yes, I don't shut down the market. Of course I know they're illegal. Of course those damn memory dealers are the scum of the earth. But he's my goddamn husband!"

REACTIONS

- Drug a character and steal recent outlandish memories.
- Erase cherished memories of a character from loved ones.
- Offer to sell memories stolen from enemies and rivals.
- Pull a gun for a surprise point blank shot to the gut.

SCAVENGERS

HARM 4 - IMMUNE TO ATTACKS WITHOUT ONE OF BRUTAL, ELEGANT OR ABERRANT

"Synthetic parts we barely understand meshed with organics unlike anything in our database - what in hell do you want me to do with it? They reverse engineer what they consume! I don't think I can do the same here..."

REACTIONS

- Nullify or hack their *camo* and *comms* tags.
- Ambush the wounded.
- Learn from consumed organics and machines.
- Scatter in the shadows.

PARASITE SWARM

HARM 3 - IMMUNE TO ATTACKS WITHOUT THE AREA TAG

"Evidence is conclusive: these ensocial creatures share little with their behemoth host basic design. Some prior species deemed it easier to infest them than to adapt to Todesfalle's hazardous conditions. Pretty ingenious, really."

REACTIONS

- Beckon behemoths.
- Influence the minds of the weak-willed and distressed.
- Move with blinding speed in water.
- Burrow through flesh.

OBELISK JUNKIES

HARM 2

"They are like rats, really. Vermin - consuming resources and spreading their particular brand of pestilence. They even damage the machinery from time to time. And equally vicious when cornered. Rats, I tell you"

REACTIONS

- Backstab you in a dark alley.
- Sabotage your equipment.
- Cut a hole and let the Void in.
- Invoke the obelisk intelligence through a communal rite.

THE FIRST SCENE

Before you start, resolve ARM's **No Longer Human** move.

Describe the Black Emperor and crew arriving at Waizen's base. Their destination is the Redoubt, but before that they must figure out how to get there: the way is far, and the connecting routes have recently filled with Scavengers and Parasites.

This is a good moment for them to **Tool Up** and resupply... and for you to introduce the Junkies and Dandara's kidnapping. Use members of the Waizen² Faction and memory traffickers liberally.

Dispersed Families (ARM and the Aaskrahe) can use Family moves here, but you should aim to spend this time as **Zoomed In** as possible: this settlement is your chance to give your players a ground-level view of the challenges of life on Todesfalle.

GOING FORWARD

Once this is out of the way, focus on the trip – it's time for Scavengers and Parasites! Make sure they know as they set off to brace for trouble, and remind them that they're lucky to have the Black Emperor – imagine those who can't count on such a terrifying ship!

The trip should be full of perils, but it's also a great opportunity to resolve their Outsider Roles. Once they reach the Redoubt, it will be time to **Zoom Out** and start the Family actions in earnest. Surely, there will a mature **Kaiju Threat Alert** to unleash! From then on, all lies in the players' hands, as they choose new Roles and take Family Actions.

THE REST OF THE STORY

Use the new roles they pick to determine the course of your session, but here's some possibilities:

- **What's out there in the void?** Maybe a source of the behemoths, or a guiding intelligence that's using the behemoths as bait to draw new races to Todesfalle.
- **What other races are out there?** Is it just the Aaskrahe and Humanity, or are other aliens trying to survive in this hellscape?
- **What can Dendara do to save everyone?** Push back the void? Control the behemoths? Open a portal back to Earth or the Aaskrahe homeland? And who wants to stop that from happening?
- **Who will lead the homeland?** Is Control satisfied with lurking in their Redoubt? Will ARM ever bow the knee to another after Control's betrayal? Will the masses of humanity accept guidance from the Aaskrahe?
- **What secrets is Todesfalle hiding?** How long has it existed for? What purpose does it all serve? Where do the behemoths come from? How are the portals created? All of these questions may be answered by investigating the mechanisms that churn in caverns underneath the planetoid's surface.
- **How will your first Age end?** With the survivors finding a new fortress to hold off Behemoth attack? With the Void dispelled or mastered, and the survivors now trying to leave Todesfalle? With the portal reopened back to Earth, revealing a Behemoth-despoiled land?

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