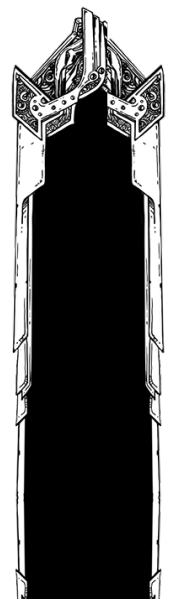


# THE COLD RUINS OF LASTLIFE



NAME

LEVEL

XP

CLASS

## LOOK (PAGE 7)

Body: Bloated corpse, skeletal, unnaturally ghoulish, nigh-ethereal, rotting flesh

Eyes: Empty sockets, burning pinpricks, dead eyes, bright and gleaming eyes, jewels

Garb: Encased in dark armor, tattered robes, moldy tunic, rags and shreds, strange leathers

Markings: Faded tattoos, jewelry sewn into flesh, impossible wounds, ever-present faint mists, a strange smell, an indecipherable brand

ARMOR

HIT POINTS

DAMAGE

DRIVES

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

STRENGTH

WEAK -1

STR

DEXTERITY

SHAKY -1

DEX

CONSTITUTION

SICK -1

CON

INTELLIGENCE

STUNNED -1

INT

WISDOM

CONFUSED -1

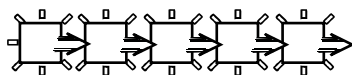
WIS

CHARISMA

SCHIRMED -1

CHA

## RADIANCE AND MEMORY

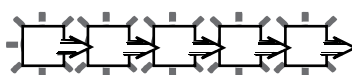


### Radiance Improvement list:

- You discover how to steal the power of a terrible denizen of Lastlife and put it into an object of your choice, though it may not be easy. See page 12.
- You can seize control of a vulnerable piece of Lastlife's ruins, and all who dwell there. See page 12.
- You raise Strength, Wisdom, or Constitution by 2.
- You can touch other undead and bind them to your light. See page 12.
- You become something new and switch classes. See page 12.

Once you have taken three of the above improvements and at least four total Radiance or Memory improvements, you can take this:

- Build a new kingdom atop the ruins of Lastlife. You claim a stronghold amid the ruins, and denizens will flock to your banner, called to you naturally by your shining light. They will build you what you ask of them. The remaining monsters of the world will steer clear of your new radiant land.



### Memory Improvement List:

- You recall exactly where to find an ancient artifact of power. See page 12.
- You recall exactly how to purify and restore a corrupted area of Lastlife. See page 12.
- You raise Intelligence, Dexterity, or Charisma by 2.
- You gain an aura of memory that draws other denizens of Lastlife to follow you. See page 13.
- You remember the truth of who you were, along with the full extent of your old skills. Immediately gain one level.

Once you have taken three of the above improvements and at least four total Radiance or Memory improvements, you can take this:

- Re-establish a stronghold in a recovered part of Lastlife. You choose a place that the Memories call you to restore, and leave your mark upon it. Other denizens of Lastlife will be called to this place, to assist you in restoring it and to resume their lives from before the end. The remaining monsters of the land will either return to whatever they were before, or will stay away from the past glory you've restored.

BONDS

DENIZEN OF LASTLIFE

### The Dead Awakening

When you lose your last hp in Lastlife, you die, falling where you stand. As long as your body is not utterly destroyed, the strange mists of Lastlife will converge on you and carry your body to the last place you rested. You will come back to yourself, but the circumstances may be dangerous. Roll 2d6. On a hit, you're restored with half of your maximum hit points. On a 7-9, pick one from below.

- Permanently lose 1 bond.
- Permanently mark a debility.
- Permanently cross off both one Radiance and one Memory improvement; you can never take those advancements.

On a miss, you are restored with one hit point; pick one from the list, and know that the mists have revealed your vulnerability to something dangerous that now hunts you.

If PCs ever lose all of their bonds or permanently mark off every debility, they become the mindless undead.

Denizens of Lastlife do not need to sleep. But they still need to rest. Resting is especially important due to the nature of the undead in these ruins; making camp determines the place where they will next awaken after they die, as per The Dead Awakening move.

## STARTING GEAR

## COMPENDIUM CLASSES

☐ THE HOL'JETHARIAE

The Keepers of the New Ruler. The defenders of the Unborn Sovereign, an infant trapped within a crystalline orb. They are sworn to the cause, to restore the greatness of their kingdom. They will not allow any harm to come to their ruler, even at cost of their repeating existences. They are charged with this righteous duty, unto the true ending of the world or the restoration of the kingdom.

When you pledge yourself to restore the Once Kingdom and take the star of the Hol'Jethariae upon your head, turn to page 108.

☐ THE FRIGID KNIGHTS

An order of slayers, those who wielded blades of ice and walked shrouded in cold mists. They each took into them a piece of the primordial ice in the heart of the world and devoted themselves to putting out the fires that threatened life and being—to ending the lives of monsters, human or inhuman. They did not care that many saw them to be as bad as the monsters they slew. They kept their numbers strong, even unto the end of the world. And now, in the Cold Ruins, they still exist.

When you take into yourself a piece of the primal ice in the heart of the world, turn to page 111.

☐ THE CARAPACE INFECTED

Taking the Carapace Fungus upon your body leaves you tougher, more powerful, more capable. It strengthens your body, protecting you from the ravages of this dead place. The fungus grows plates upon your flesh and bone, and you are left a juggernaut, imbued with this strange warped life and the power it conveys. Meanwhile the fungus eats away at your will, at your very being, slowly transforming you into one of its servants. But while you can keep the gnawing at bay, you are a titan in the ruins.

When you embrace the infection of the Carapace Fungus, turn to page 113.

☐ THE BROKEN

Taking the spawn of Oriaxanysoth into yourself is a foolish thing to do. It is dangerous, and it is unwise. But it comes with such power, such demonic might, such expansion of awareness...how can one resist? All in Lastlife are doomed, anyway. Why not bond your own existence to that of a demospawn? Why not allow its voice into your mind, to be made greater, stronger, to be made more? What do you truly have to lose?

When you bond with a spawn of Oriaxanysoth and become one of the Broken, turn to page 118.

☐ THE LIGHTBEARERS

Visiting the Lighthouse on Dark Waters, one can see the dwindling flame there, glowing out over the endless ocean. And one can imagine what it might once have been like, gleaming brightly, a beacon to hope and growth, keeping the darkness and the abyss at bay. One can decide to serve that light, that fire, and take it into one's self, igniting one's own soul aflame with the fire of the Lighthouse. One can prevent it from going out in the cold of the Lighthouse by spreading it out throughout the ruins. One can become something greater than a mere undead creature. One can become a Lightbearer.

When you take the light of the Lighthouse into yourself and set your soul aflame, turn to page 115.



# THE COLD RUINS OF LASTLIFE

## ALTERNATE BASIC MOVES

Instead of *Spout Lore*, PCs in Lastlife can recall a lost memory of Lastlife.

When you recall a lost memory of Lastlife, say what you remember and roll + Int. On a hit, mark 1 Memory. On a 10+, your recollection is accurate and complete, and the GM will fill it out with additional detail. On a 7-9, choose 1:

- Your recollection is inaccurate; the GM will later reveal what you remembered incorrectly.
- Your recollection is incomplete; the GM will later reveal a critical truth that you didn't recall.

Instead of *Discern Realities*, PCs in Lastlife can study the ruins of Lastlife.

When you study the ruins of Lastlife, roll + Wis. On a hit, mark Radiance. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1.

- What happened here recently?
- What is about to happen?
- What here is wrong or strange?
- What here can be made into something useful and new?
- How could I take control here?
- What here is vulnerable to me?

## ALTERNATE END MOVE

When you reach the end of each session, PCs resolve bonds, as in the basic end of session move. Instead of checking alignment, they next check to see if they have fulfilled their Drive at least once this session. If so, mark XP. Then, they answer these four questions as a group:

- Did we destroy something corrupt and dangerous?
- Did we take liberate or create a powerful or useful treasure?
- Did we learn something important about the world before the fall?
- Did we take a step toward building a new world in the ruins?

For each "yes" answer everyone marks XP.