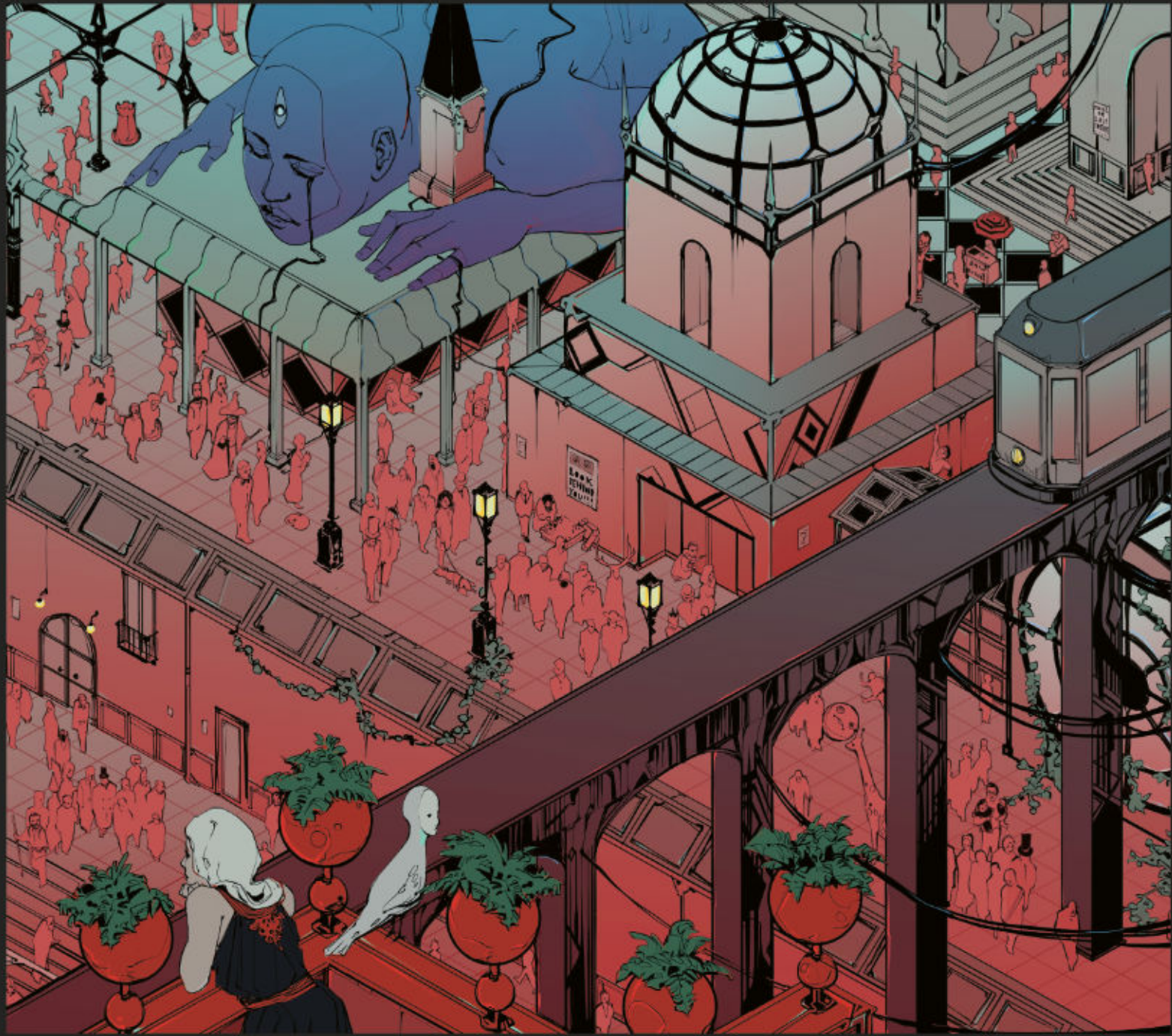


C H R I S M C D O W A L L



E L E C T R I C
BASTIONLAND

D E E P E R I N T O T H E O D D

NEW ILLUSTRATED AND PARTICULARLY FAST ROLEPLAYING GAME PRODUCED IN THE OFFICES OF BASTIONLAND PRESS LTD
INCLUDING FULL INFORMATION FOR A DANGEROUS LIVING WORLD ALONGSIDE METHODS OF CONDUCTION AND PLAY



I N T O T H E O D D

E L E C T R I C BASTIONLAND

GAME AND LAYOUT

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PUBLISHED BY BASTIONLAND PRESS

ISBN: 978-1-9163861-0-5

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Bastion

The electric hub of mankind
The only city that matters

Deep Country

It stretches forever
The long shadow of our past

In the Underground

Machines undermine reality

Aliens are here

From beneath the Living Stars

You have a Failed Career

You have a colossal debt

Treasure is your only hope

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PLAYING THE GAME

This chapter explains how to create a character and play the game.

Players don't need to read the rules if they don't want to. They are simple enough to be learned during play.

One player acts as CONDUCTOR, guiding the others through the game. They should be confident enough with the rules to be able to explain them to new players. Other games use the term Gamemaster, Referee, or MC, but this is Bastion, and we do things differently.

Electric Bastionland's rules are written to be as fast and simple as possible. The true joy of play often exists in situations that arise outside of the rules.

The equipment section details things that you can spend your dangerously-earned money on.

This is not intended to be an exhaustive list, and the CONDUCTOR should use these items as a guideline for creating and pricing items that arise in the fiction of play.

CHARACTERS

Whatever you were, your Debt has forced you to become a treasure hunter.

The expeditions will change you.

Roll 3d6 for each **ABILITY SCORE**.

STRENGTH – Power and Toughness.

DEXTERITY – Quickness and Precision

CHARISMA – Charm and Confidence.

Characters start with d6 **HIT PROTECTION** (HP), representing their ability to avoid being hit.

They gain more HP as they become more grizzled.

They also have d6 New Pounds (£) in loose change, enough for a sandwich of varying quality.

THE CONDUCTOR

- One player acts as **CONDUCTOR** in place of having their own character.
- Their job is to describe the world, adjudicate on rulings, and keep things moving forwards.

DEBT

- As a group, you share a debt of £10k.
- The youngest player's **FAILED CAREER** specifies the Debtholder that you owe money to.
- Debtholders pursue payment keenly.

RIVAL

- The **CONDUCTOR** rolls up a character that is also leading an expedition for the treasure.
- The **Rival** gets an extra d6HP after receiving their starting equipment. They may have Lackeys.
- If you delay, your **Rival** might reach the treasure first.

LACKEYS

Small groups may create one or more Lackeys for each player.

Roll 2d6 for each **ABILITY SCORE** in order, give them 1HP, and roll 1d6 for their weapon.

LACKEY EQUIPMENT

1	Sledgehammer (d6, BULKY)
2	Pistol (d6)
3	Crowbar (d6)
4	Sabre (d6)
5	Axe (d6, BULKY)
6	Alleygun (d6, BULKY)

REPLACEMENT CHARACTERS

When a character dies, that player creates a new character as normal, who inherits their property and their Debt. They immediately join the group. Alternatively, they may take control of a Lackey or Servant.

£1k is added to the group's Debt to cover the extensive administrative costs surrounding an untimely death.

CHARACTER GROWTH

As characters become more grizzled and **SCARRED**, they become hardier and the oddness of the world starts to rub off on them.

FAILED CAREERS

Consult the table below to discover what you did before becoming a treasure hunter.

- Match your highest ABILITY SCORE against your lowest to get your FAILED CAREER.
- If another player already has that FAILED CAREER, roll d100 until you get a unique number.
- FAILED CAREERS are listed from page 17 onward, giving your starting equipment.
- Your HP and Pounds give you more things based on your FAILED CAREER.
- For a more random experience roll d100 for your FAILED CAREER instead.
- For careers with an A and B entry choose between the two.

As a group, your Expedition also has:

- Lamps and batteries.
- Climbing and camping equipment.
- Food and water.

Weapons list their DAMAGE, and perhaps a detail. Those listed as BULKY require two hands to use.

For unusual weapons, the CONDUCTOR clarifies questions about their use and limitations.

		LOWEST ABILITY SCORE									
HIGHEST ABILITY SCORE		3	4	5	6	7	8	9	10	11	12+
	9-	1	2	3	4	5	6	7			
	10	8	9	10	11	12	13	14	15		
	11	16	17	18	19	20	21	22	23	24	
	12	25	26	27	28	29	30	31	32	33	34
	13	35	36	37	38	39	40	41	42	43	44
	14	45	46	47	48	49	50	51	52	53	54
	15	55	56	57	58	59	60	61	62	63	64
	16	65	66	67	68	69	70	71	72	73	74
	17	75	76	77	78	79	80	81	82	83	84
	18	85	86	87	88	89	90	91	92	93	94

PLAYING THE GAME

The Goal: You are treasure hunters. The CONDUCTOR gives you a tip-off to a piece of treasure somewhere dangerous. Your goal is to bring it back for sale.

The CONDUCTOR: They describe the world, act on behalf of any non-player beings, and adjudicate how to use the rules.

SAVES: A SAVE is a roll to avoid danger from a risky action or situation. Roll d20. If you roll equal or under the appropriate ABILITY SCORE you pass. A roll of 1 is always a success and 20 always a failure.

Turns: On their side's turn, each individual can move and perform one action. When it is unclear which combat side should act first, each character must pass a DEX SAVE to be able to act before the opponents.

Attacking: All players declare who they are attacking before any dice are rolled. Attackers roll the DAMAGE die dictated by their weapon, causing this much DAMAGE to the target.

Attackers wielding two weapons roll DAMAGE for both and keep the highest single die.

Multiple attackers targeting the same opponent roll their DAMAGE together and keep only the highest single die.

ATTACK EXAMPLE

Three urchins are shooting their potato guns (d4) at a passer-by. They roll together, scoring 2, 2, and 4. As 4 is the highest roll, their combined attack causes 4 DAMAGE.

Bonuses: Under certain circumstances an attack receives a BONUS, noted as +d6, +d8 etc. This is rolled as an extra attack against the same target. Remember that only the highest single die causes DAMAGE. Attacks against a completely helpless target always receive +d12.

BONUS EXAMPLE

Morrish the Thug is swinging a snooker cue (d6) against an informant while two heavies hold him up defenceless. This grants a +d12 BONUS, so Morrish rolls d6 and d12, scoring a 5 and an 8. As 8 is the highest roll, 8 DAMAGE is caused to the informant.

ARMOUR: ARMOUR subtracts its score from the result of any DAMAGE rolls against the wearer. It can never be higher than 3.

IMPAIRED: Attacks that are IMPAIRED, such as firing through cover, or fighting in handcuffs, roll d4 DAMAGE only, and cannot receive BONUS DAMAGE.

DAMAGE: When an individual takes DAMAGE, they lose that much HP. If they take more DAMAGE than their remaining HP they are wounded, and any remaining DAMAGE is removed from their STR score. They must then pass a STR SAVE to avoid CRITICAL DAMAGE.

COMBAT TIPS

- Before you roll any dice, check for any extra combatants that are attacking the same target, then roll the dice together, otherwise they miss their chance to attack that target.
- DAMAGE that occurs outside of the normal turn sequence of combat, such as stepping on a trap on your own turn, causes DAMAGE independently.
- Ranged attacks cannot be used if you are engaged in melee.

CRITICAL DAMAGE: A character that takes CRITICAL DAMAGE is unable to do anything but crawl until they are tended to by an ally and have a REST. They die of their injuries if left untended for an hour.

BLAST DAMAGE: Attacks marked with BLAST affect all targets in the appropriate area, rolling separately for each target. They range from explosive or automatic weapons to giant sweeping limbs. If in doubt as to how many targets can be affected, roll the weapon's die.

Resting: A few minutes of REST and a drink restores a character's HP, but risks a wandering encounter.

Restoration: ABILITY LOSS and other serious ailments require the aid of a Specialist Service to recover. Free services exist, but quick fixes cost money.

ABILITY LOSS: If a character has their STR score reduced to zero they are dead. If their DEX or CHA are reduced to zero the character is paralysed or catatonic respectively, and cannot act until their ABILITY is restored. They must be carried to safety.

Combat Manoeuvres: If the players want to do something like disarm or trip someone in combat, the side most at risk makes a SAVE to avoid consequences

Death: When a character dies, the player creates a new character. Find a way to have them join the group as soon as possible. Here, quickness is required over realism. Remember, a new character replacing a dead one results in a £1k Debt for the group as an administrative fee.

BULKY Items: Generally, items that need two hands to carry, or are otherwise awkward, count as BULKY. Anyone carrying more than two BULKY items is reduced to 0HP.

Deprivation: Someone DEPRIVED of a crucial need (e.g. food, water or warmth) cannot benefit from RESTS.

Oddities: Characters acquire devices with unusual abilities as they explore the world. These Oddities do not require a roll to use, but generally they have a very specific power, limited number of uses, or carry some other disadvantage.

Reaction: When a social reaction to a character is uncertain, the character must pass a CHA SAVE to avoid a negative reaction.

Morale: The leader of a group must pass a CHA SAVE to avoid their followers being routed when they take their first casualty, or lose half of their total numbers. This applies to opponents and allies but not player characters.

Retreat: Fleeing to safety under pursuit requires a DEX SAVE and somewhere to run to.

Assumed ABILITY SCORES: Any ABILITY SCORE not listed is treated as 10.

DETACHMENTS: Large groups of combatants fighting together are treated as a DETACHMENT.

- When they take CRITICAL DAMAGE they are routed.
- When they reach STR 0 they are wiped out.
- Individual attacks against DETACHMENTS are IMPAIRED, unless they cause BLAST DAMAGE.
- DETACHMENT attacks against individuals receive +d12 and cause BLAST DAMAGE.

Structures and Vehicles: Structures and Vehicles reduced to 0HP are wrecked, and all within suffer d6 DAMAGE. Weapons unsuitable for causing structural DAMAGE have their attack IMPAIRED.

HP is restored by minor repairs, but Wrecked vehicles and structures require lengthy Specialist repair.

Colliding vehicles both take d6 DAMAGE. If there is a major weight difference, the heavier gets a +d12 Bonus.

Vehicles take no DAMAGE for running over soft targets like people.

SCARS: If an attack takes you to exactly 0HP, take a permanent SCAR. Look up the amount of DAMAGE caused on the Scars Table below.

Specialists can mostly cover up a SCAR, but something always remains.

SCARS TABLE DAMAGE CAUSED

- Battlescar** – A part of you is violently marked. Roll 1d6:
1: Eye 2: Cheek 3: Neck
4: Chest 5: Stomach 6: Hands

Reroll your Maximum HP on d6 and keep the result if higher.
- Shaken Nerves** – You stammer and shake.

After you take something to calm your nerves, reroll your Maximum HP on d6 and keep the result if higher.
- Hobbled** – Reduced to a limp until fixed.
- Smashed Mouth** – You spit teeth and blood. You look a mess until you see a dentist.
- Bloody Mess** – You need stitches. You are DEPRIVED until it's done by a Specialist.

Reroll your Maximum HP on 2d6 and keep the result if higher.
- Punctured Organ** – A vital organ is in a critical state. If you take CRITICAL DAMAGE before seeing a Specialist you die.

If you get it seen to, reroll your Maximum HP on 2d6 and keep the result if higher.
- Maimed** – A part of you is torn off. Roll 1d6:
1: Nose 2: Ear 3: Finger
4: Thumb 5: Eye 6: Chunk of Scalp
- Torn Limb** – A random limb is torn off or in need of amputation.
- Splintered Mind** – You are DEPRIVED until you spend a whole evening emotionally unloading.
- Shattered Ego** – You are dealt a humiliating blow.

If you achieve revenge, reroll your Maximum HP on 3d6 and keep the result if higher.
- Fractured Skull** – You feel like a slightly different person. Reroll your CHA on 2d6.
- Doomed to Die** – You shouldn't have survived that. You have nightmares of your own death.

If you fail your next SAVE against CRITICAL DAMAGE you die horribly. If you pass, remove this effect and reroll your Maximum HP on 3d6 and keep the result if higher.

EXAMPLE OF PLAY

DANGER AND SAVES

CONDUCTOR: The disused railway tunnel branches in two directions. You feel a cold breeze from the stairs upward to the left, and the tunnel ahead has a damp, mouldy smell where the rail line continues into the darkness. Casey's lamp is the only light.

Casey: Cold breeze could mean a way out! Is there any smell from that direction?

CONDUCTOR: It definitely smells like fresh air!

Casey: Let's go that way.

Dent: Wait, it wasn't cold outside before.

Casey: Forget it, let's go.

Dent: Okay, we head up the stairs, towards fresh air.

CONDUCTOR: You sneak up the tiled steps, the air getting cooler as you climb. The darkness seems to be getting more pervasive, or your lamp is running low on battery.

Dent: Hurry up! We'll keep hustling towards the fresh air.

CONDUCTOR: You feel an icy surge wash over you. All light fades from your lamp and you can hear skittering movement from the stairs above.

Casey: Forget this! Let's run back down!

CONDUCTOR: It's pitch black, that'll be risky.

Dent: I don't care, I'm running too!

CONDUCTOR: Okay! Both of you give me DEX SAVES to run through the darkness. That's d20 as usual.

*Casey rolls an 11 against their DEX 14, a Pass.
Dent rolls an 18 against their DEX 9, a Fail.*

CONDUCTOR: Casey, you get far enough to notice a distant light back the way you came from, but then you notice Dent isn't with you. Dent... You stumble to the floor in the darkness... Then you feel a mass of scratching metal descend on you. A mechanical voice screams "NO ESCAPE WITHOUT INSPECTION!"

SIMPLE COMBAT

CONDUCTOR: Okay, as this is all very surprising let's have DEX SAVES to see who can grab the initiative and act before this weird creature.

*Casey rolls 20 against their DEX 14, a Fail.
Dent rolls a 9 against their DEX 9, a Pass.*

CONDUCTOR: Casey, I guess you're too far away to do anything for the first turn! Dent, you're on your own and surrounded by these metal claws. What do you do?

Dent: Argh! I take out my hatchet and start swinging at it!

CONDUCTOR: Normally I'd say you're IMPAIRED for fighting in the dark, but this mass of cold metal feels like it's all around you, so you don't really have to aim. Your hatchet does d6 so roll your DAMAGE.

Dent rolls a 2. The creature has 3HP, so is reduced to 1HP and is not considered wounded.

CONDUCTOR: You swing wildly. The mass seems to pull back for a moment but then...

The CONDUCTOR rolls for the creature, which has 2 d6 attacks. The dice show 2 and 6, so the highest die of 6 is taken.

CONDUCTOR: They lunge at you for 6 DAMAGE, how much HP do you have?

Dent: 5HP, so I lose all 5 and an additional 1 point from my STR, down to STR 9.

CONDUCTOR: That'll need a STR SAVE to avoid CRITICAL DAMAGE.

Dent rolls a d20 and gets a 2. A pass.

Dent: Not going down that easily!

CONDUCTOR: Okay, back to your turn. This time both of you can act! And better yet, Casey's lamp slowly sputters back to life. The tunnel is illuminated and you get a good look at the thing in front of you. It's a roughly man-shaped mass of barbed wire and metal shards barely crammed into a grey uniform... And behind it are two more!

BLAST AND BONUS DAMAGE

Casey: I've got just the thing! I've got a Tech Bomb tucked away for just this sort of situation.

The Tech Bomb lists d6 BLAST DAMAGE, +d8 against mechanical targets, which applies here.

CONDUCTOR: Perfect! I reckon you can get all three of them in the BLAST. But don't roll yet. Dent, what's your plan?

Dent: I'm pretty hurt, but I want to finish off the creature that just wounded me. I'll attack them with my axe.

CONDUCTOR: You'll be putting yourself in the BLAST there if you're not careful... I'll let you time your attack before the BLAST if you can make a DEX SAVE.

Dent: Okay, I'll go for it!

Dent rolls a 4 against their DEX 9, a Pass.

CONDUCTOR: You manage to coordinate your attacks safely. Let's roll for attacks against the injured creature first.

*Dent rolls d6 for their hatchet, getting a 6.
Casey rolls d6 and d8 for their Tech Bomb, getting 2 and 5.*

CONDUCTOR: Okay, highest die is 6, so we take that. The bomb BLAST stuns the creature long enough for Dent to land the hatchet right into its torso.

The creature has 1 HP so 6 DAMAGE leaves 5 DAMAGE remaining to come off its STR, taking it to STR 5. It rolls a STR SAVE on d20 scoring 12, a Fail.

CONDUCTOR: The axe blow sends chunks of metal clattering against the wall, loose scraps twitching on the ground as it collapses into a formless heap.

Casey: Great, now let's see how my bomb affects the other two.

Casey rolls d6 and d8 for the second creature, getting 5 and 2, keeping 5 as the highest die. Taking 5 DAMAGE reduces the creature to STR 8 and it fails its STR SAVE by rolling a 19.

CONDUCTOR: The second creature is blasted apart by the explosion! Its white-noise scream is cut short.

Casey rolls another d6 and d8 for the last creature, scoring 2 and 2. This causes 2 DAMAGE only, reducing the creature to 1 HP.

CONDUCTOR: The last creature cowers from the BLAST, but is undeterred.

CRITICAL DAMAGE AND SCARS

CONDUCTOR: The last creature is all alone now. Let's see whether its morale holds.

The CONDUCTOR rolls a CHA SAVE for the creature, rolling a 5. This beats its CHA of 10, so it's a pass.

CONDUCTOR: It holds its nerve and repeats its cry "NO ESCAPE FROM INSPECTION!" It has two attacks and splits them up as it flails its barbed wires around to fill the passageway. It'll make one attack on Dent and one on Casey.

The creature rolls a d6 attack against Dent, scoring 4.

CONDUCTOR: Four DAMAGE Dent! You don't have any HP left so that comes right off your STR, down to STR 5 as the claws dig into your flesh. Make a STR SAVE to avoid CRITICAL DAMAGE.

Dent rolls a d20 against their STR 5, scoring 9, a Fail.

CONDUCTOR: That's CRITICAL DAMAGE! You're thrown to the ground and feel the barbs tearing at you. You're not dead but you're bleeding out and can't act until somebody helps you up. You'll die if left untended for an hour. Casey, you're next with an attack against you!

Casey: I don't like the way this is going, Dent...

Dent: You've got to stay alive now or we're done for!

The creature rolls a d6 attack against Casey scoring 3.

Casey: I have ARMOUR 1 from my body armour!

CONDUCTOR: Okay! Well that reduces the DAMAGE from 3 to 2. How many HP do you have?

Casey: 2HP exactly... Is that good?

CONDUCTOR: You're safe from CRITICAL DAMAGE, but as you're taken to exactly 0HP you'll get a SCAR. Looking at the table for 2 DAMAGE I can see you have... Shaken Nerves. The metal mass pushes you up against the wall, and you feel its wires prising at your eyes and mouth before you can duck away. A narrow escape, and you feel your whole body shaking. You'll need something to take the edge off but your Maximum HP might increase afterwards.

Casey: Well I'm more worried about staying alive at all... Think I can take this thing in one more turn?

The CONDUCTOR sees that the creature has 1 HP, and Casey has a d8 DAMAGE greatclub.

CONDUCTOR: There's a decent chance, but it's your call...

EQUIPMENT

Unarmed Attack: d4 DAMAGE.

ARMS

(cost for melee/ranged, if available)

Crude Weapons (£10/£50): BULKY, d6 DAMAGE.
Streetgun, pitchfork, felling axe, crossbow, club, etc.

Hand Weapons (£50/£200): d6 DAMAGE.
Pistol, dagger, sword, baton, etc.

Field Weapons (£100/£500): BULKY, d8 DAMAGE.
Rifle, claymore, polearm, etc.

Noble Weapons (£500/£1k): d8 DAMAGE.
Duelling pistol, fine rapier, electric baton, etc.

Power Weapons (£1k/£2k) BULKY, d10 DAMAGE.
Whalegun, shoulder-cannon, chainsaw, etc.

Shock Guns (£1k): d6 BLAST, BULKY.
Flamethrower, scattergun, acid gun, etc.

Support Guns (£5k): d8 BLAST, BULKY.
Machine guns, bomb launchers, etc.

Barrage Artillery (£20k): d10 BLAST, Stationary.
Mortars, flak guns, etc.

Heavy Guns (£50k): d12 DAMAGE, Stationary.
Naval cannons, howitzers, etc.

ARMOUR

Modern Armour (£1k): ARMOUR 1.

Crude Armour (£500): ARMOUR 1, BULKY.

Shield (£200): +1 ARMOUR, BULKY.



EXPLOSIVES

Grenade (£100): d8 BLAST.

Bomb (£200): d10 BLAST.

Flashbomb (£100): Momentarily blinds anyone that fails a DEX SAVE.

Firebomb (£50): Sets an area alight. All inside take d6 DAMAGE each round until extinguished.

Smokebomb (£100): Fills a room with smoke. Attacks through the smoke are IMPAIRED.

Rocket (£500): BULKY, d10 BLAST.

GENERAL

Poison (£50): Lose d20 STR if consumed.

Ether (£50): Inhaled, STR SAVE or pass out for an hour.

Acid (£50): d6 DAMAGE each round until washed off. Burns through most materials.

Antitoxin (£100): Neutralises toxins violently.

Board (per night): Bed in a dormitory (£10), room in a boarding house (£30), town house (£100).

Food: Pack of gum (£1, strong adhesive), canned eel (£2), hot pie (£5), jellied meat (£10), gourmet meal (£100).

Drink: Beer (£2), cocktail (£5), punchbowl (£30).

Books: Trivial (£5), serious (£20), arcane (£100). Free libraries are everywhere, but the best ones find a way to charge you for the good stuff.



TOOLS

Simple Tools (£10): Crowbar, saw, glue, magnifying glass, manacles, animal trap, lockpicks, mirror, fishing rod, shovel, grappling hook, collapsible pole, rope, spikes, etc.

Modern Tools (£100): Thermometer, electric lamp, cattle prod (harmless), portable fan/heater, gramophone.

Cutting-Edge Tools (£1k): Photographic camera, slide projector, rudimentary thinking machine.

Batteries: Suitable for a personal device (£1) or vehicle (£50).

ANIMALS

Beasts of Burden: Mule, (£100, 3HP) horse (£1k, 6HP) or elephant (£10k, STR 18, 10HP, ARMOUR 1).

Dogs: Mutt (£50, 2HP, d4 bite) to hound (£500, 5HP, d6 bite).

Birds: From parrots and ravens (£50, 2HP, d4 claws) to kestrels and hawks (£200, 5HP, d6 claws).

SERVANTS (DAILY)

Lamp Lackey (£10): 3HP, lamp, knife (d6).

Bodyguard (£50): 5HP, slug-gun (d6, BULKY), gum.

Expert (£100): 3HP, expertise e.g. burglary, bureaucracy, sailing, cooking, urban myths, chemistry.

MERCENARY DETACHMENTS (DAILY)

Rabble (£500): 5HP, pitchforks (d6, BULKY).

Street Gang (£1k): 7HP, streetguns (d6, BULKY).

Veteran Squad (£2k): 8HP, rifles (d8, BULKY), dirty uniforms.

Grand Cavalry (£5k): 10HP, breastplates (ARMOUR 1), sabres (d8) and twin pistols (d6 each). Beautiful horses.

SPECIALIST SERVICES

Hospital (free): Restore STR and DEX with an overnight stay. Pay £100 for a quick fix. Prosthetics, wheelchairs, and other aids always have a poor-quality free option, or you can pay £1k for something comfortable and functional.

Leisure (free): Restore CHA but it takes all day and night. Pay £100 for some instant gratification.

Favour or Secret (£100 to £10k for Trivial to Major): Depending on the importance of the person and how much they would have to act against their own interest.

Experimental Improvement Course (£1k, one week): Permanently Reroll one ABILITY SCORE using 3d6, keeping the result whether higher or lower. No refunds.

EQUIPMENT CONT.

LUXURIES

Outfits: Pedestrian (£50), on-trend (£200), statement (£1k).

Jewellery: Imitation (£50) to genuine (£5k).

Art: Ornament (£500), painting (£5k), sculpture (£10k).

Waxwork Replica (£10k): Looks exactly like you, and gets a place in a museum of important people.

Medal Ceremony (£10k): Complete with brass band and local official.

Ball (£100 per guest): Double to make it extra-fancy.

Sanctioned Duel (£10k): Overseen by a registered Umpire, including equipment for the stipulation of your choice (pistols, tiger pit, cage match) and paperwork to remove any legal issues associated with murder.

Legitimate Funeral (£10k): Includes a memorial plaque that won't be demolished for at least a century.

Radio Station (£10k): Equipment allowing you to broadcast to listeners in neighbouring boroughs.

Prototype Machinery (£100k): If you can describe the device you need, this much money gets you a one-of-a-kind construction and the patent.

PUBLIC TRANSPORT

Tram, boat, electric-carriage, or train journeys:

- Within the Borough (£1, minutes)
- Across Bastion (£20, hours)
- Beyond Bastion (£100, days)

Increase prices five-fold for luxury passage or flight.

Transport through the Underground ignores the usual rules of time and space.

SHIPS

Light Boat (£5k): 6HP, ARMOUR 2.

Boat (£10k): 10HP, ARMOUR 3.
Machinegun (d8, BLAST), heavy gun (d10).

Warship (£500k): 12HP, ARMOUR 3.
Main gun battery (d12, BLAST).

PERSONAL VEHICLES

Bicycle (£100): 3HP, ARMOUR 1.

Motorcycle (£1k): 5HP, ARMOUR 1.

Mass Production Car (£10k): 6HP, ARMOUR 2.

Luxury Car (£50k): 6HP, ARMOUR 2.

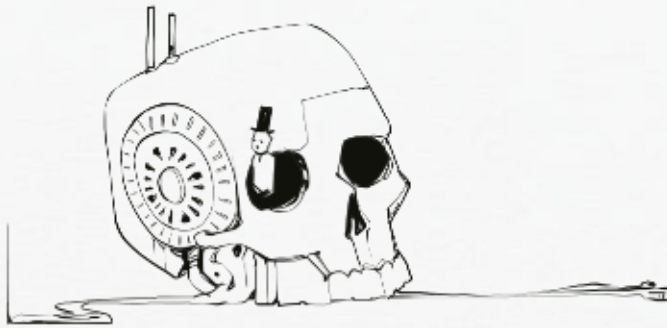


PROPERTY

Terraced House (£100k): 10HP, ARMOUR 3.

Comfortable House (£500k) 12HP, ARMOUR 3.

Fort (£500k): 18HP, ARMOUR 3. Cannon (d12 BLAST).

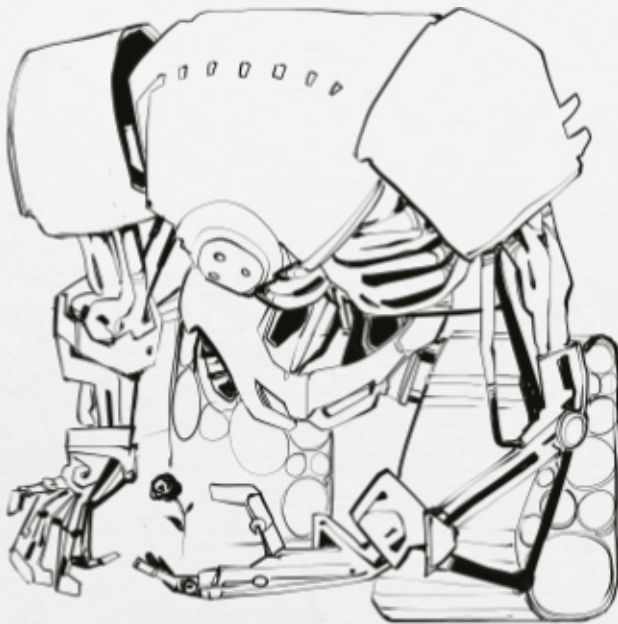


FIGHTING MACHINES

Charger (£100k): 7HP, ARMOUR 3.
Flamecannon (d8 BLAST), Power saw (d10).
One Pilot-Gunner.

Crawler (£100k): 10HP, ARMOUR 3.
Two machine guns (d8 BLAST Each).
One Pilot, one Gunner.

Cruiser (£500k): 14HP, ARMOUR 3. Amphibious.
Two long-cannons (d12 each), grenade launcher (d8 BLAST).
One Pilot, two Gunners.



WHO'S SELLING? ROLL 2D20 AND COMBINE

	SPARK 1	SPARK 2
1	Mock spider	Too polite
2	Machine	Insultingly rude
3	Alien (claw-thing)	Death-obsessed
4	Bishop	Fashion-obsessed
5	Professor	Head of a huge family
6	Artist	Technology-obsessed
7	Mock snail	Drunk
8	Business-priest	Gifted genius
9	Craft-artisan	Clueless but deluded
10	Brat	Unfathomably rich
11	Musician	Servants for everything
12	Mercenary general	Worshipped as holy
13	Mock mammoth	Likes you too much
14	Community elder	Star-obsessed
15	Alien (eyeball)	Seems to hate you
16	Factory owner	Tasteless boaster
17	Chef	Reclusive
18	Socialite	Eccentric
19	Alien (slime-bird)	Knowledge-obsessed
20	Gang of children	Ruled by fear



FAILED CAREERS

Whatever you find in your Failed Career represents your past. You may cling to it as it drifts from your life or turn your back on it entirely.

If you desire extra information on any abilities or equipment then have a discussion with the group and the CONDUCTOR makes the call.

Sample names are optional, and your appearance can differ wildly from the illustrated example.

The youngest player consults the Debtholder listed on their entry. The whole group owes that individual or organisation £10,000 as their shared debt.

For the CONDUCTOR, this section is your library of inspiration. Don't let it lie unused after characters are generated.

Bastionland is defined by its people and their stories, and there are hundreds of examples in the pages that follow. Use these people to spark your ideas for characters, locations, gossip, and events. Raid their possessions for Oddities and equipment. Take their names and their stories for your own.

In the illustrations, every face in the background could be your next supporting cast member. Every distant location could be your next scene.

Bastionland's spirit is infused into every page in this chapter. Put it to use.

I. GUTTER MINDER

You're the bottom of the barrel
Bastion's crust

SAMPLE NAMES: HOPKIN, CORK, DERROW, JORGUN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Associated Reanimators: You all died and were re-animated. You are fully functional, but carry a chemical odour.

You Get

Stick-hook (d6, BULKY), rags.

WHAT HAPPENED TO YOU?

- £1** **You believed yourself to be some sort of Messiah.** You are not.
- £2** **Rat given human form in a lab experiment.** You can still speak with rats and loosely understand other rodents.
- £3** **You secretly have a wealthy family,** and this lifestyle is your way of getting their attention.
- £4** **You survived a street urchin upbringing,** so you know everyone else in the gutter.
- £5** **Former High Society Member,** only survivor after a mob uprising.
- £6** **Disgraced Professor of Oddity,** expelled for controversial theories.

WHAT ARE YOU HIDING UNDER YOUR RAGS?

- 1HP** **Wish Tonic** - Three measures of liquor that each grant a wish. The wish only lasts as long as the bracing kick of the liquor (d6 turns).
- 2HP** **Dehydrated Beasts** – Three rubbery things resembling toy animals. If thrown into water, it expands to a Soggy Monstrosity (15HP, d10 Trample). When killed or there's nothing left to kill, the creature collapses into inert powder.
- 3HP** **Berserker Gland** - When you take ABILITY LOSS or suffer serious pain you fly into a rage. Your next melee attack is +d10 but you cannot make ranged attacks. Once the attack is out of your system you return to normal.
- 4HP** **Parallel Shifter** - A metal tin big enough to fit a pistol inside. If an object is placed inside and shaken, the object is replaced with a parallel version of itself from another reality. Roll d6. 1-2: Only ash remains. 3-4: The change is mainly cosmetic. 5-6: The new version is better than the old. Each item can only be shifted once.
- 5HP** **Slaughter Brand** - A three-pointed mark on your hand. When you kill a worthy opponent, one point turns darker. When all three points turn dark, your arm grows into an unnaturally strong, chitinous claw (d10 DAMAGE) for the next hour. When your arm returns, the brand resets.
- 6HP** **Caged Biter** - A bug-monkey creature (6HP, d6 bite) in a cage. Fights its designated target to the death, ignoring any other commands. If it wins, it eats some of its opponent before slinking back to its cage. If it loses, it becomes melancholy.

2. CURIOSITY COMPILER

An entire life spent looking at dusty things and squinting at books
It's time to get out there for yourself

SAMPLE NAMES: COOP, HAWK, TREBIC, SALVATION.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Loot Office: Until you pay off the debt you have a Loot Bounty on your head, meaning you can be stolen from without any illegality.

YOU GET

Antique pistol (d6, permanently breaks on a roll of 6), magnifying glass, tweed jacket.

WHAT DO YOU KNOW EVERYTHING ABOUT?

- £1 **Weapons:** Take a price guide.
- £2 **Jewellery:** Take a monocle.
- £3 **Artworks:** Take a dusting brush.
- £4 **Desserts:** Take a missing tooth.
- £5 **Tabletop Games:** Take some obscure dice.
- £6 **Flowers:** Take a ball of ribbon.

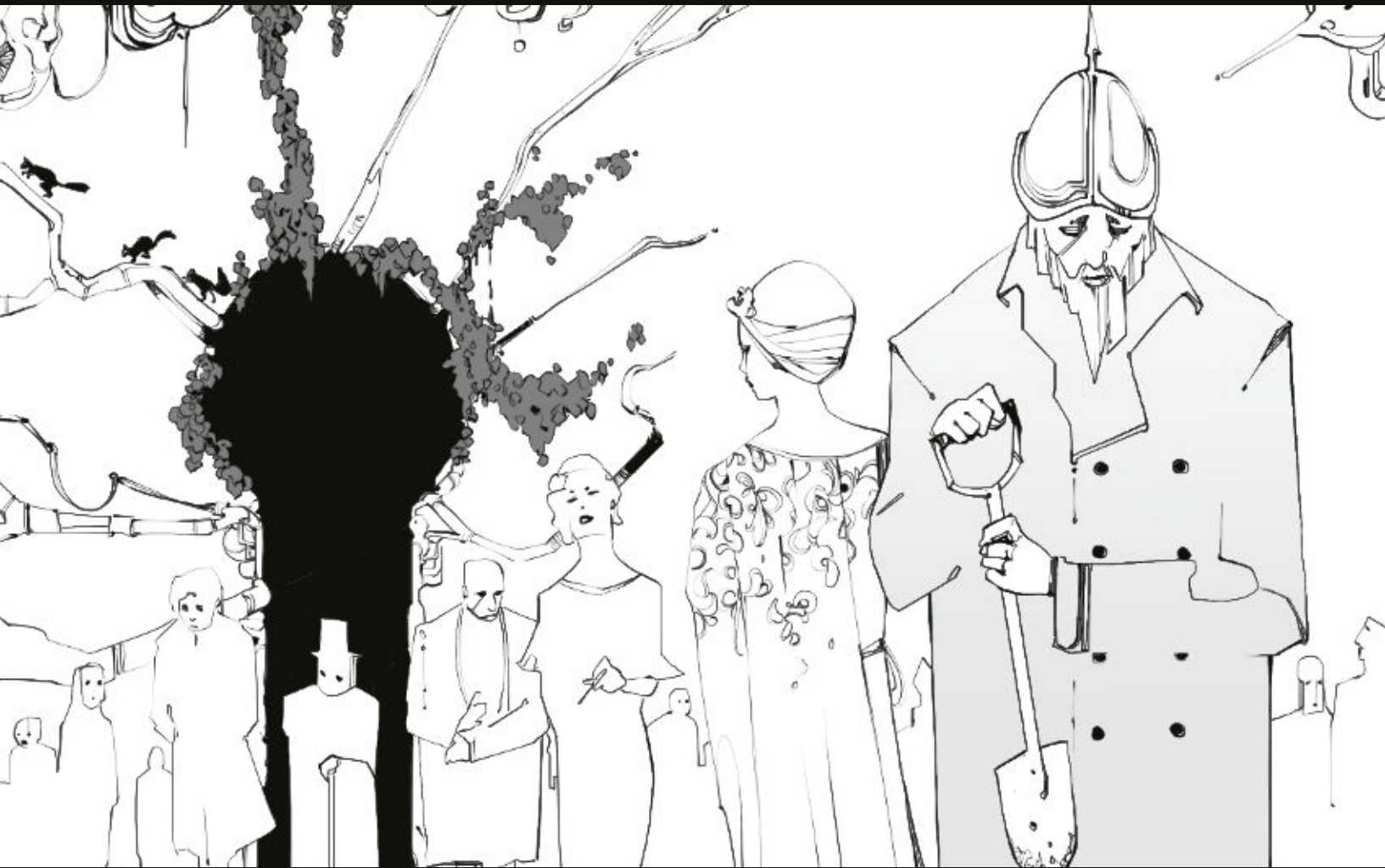
WHAT'S YOUR PRIZED ODDITY?

- 1HP** **Mechanobirther** – Heavy shoebox-sized machine. Has a slot where paper instructions can be inserted, with a coin slot for a £10 payment. After an hour of clinking it produces a rough approximation of the requested item, size permitting, and anything fancy is poorly made.
- 2HP** **Maiming Claw** - A grappling hook that latches onto living tissue with an unbreakable grip. You know the trick for getting it to release.
- 3HP** **Fiend Collar** - Any being wearing this collar begins to take on a monstrous appearance and loses d6 CHA each day. At CHA 0 they lose their identity, claim a new identity in your service, but only follow instructions that cause harm to others.
- 4HP** **Powder Sack** - Any powder stored in this small pouch becomes essentially unlimited. Turning the pouch inside out empties the current contents, with no unusual effect. Currently contains salt.
- 5HP** **Sanctuary Idol** - Burning a candle in front of the idol causes it to melt into smoke, billowing out and reinforcing all doors, open passageways, and windows into the room. Nothing can enter through these if the candle lasts. Has no effect outdoors.
- 6HP** **Mammoth Mask** - Highly ornate with a prehensile trunk and tusks that can be used as a weapon (d6) at a push.

3. TRENCH CONSCRIPT

You survived a trench battle with little to write home about
Except for that one thing you found in a strange tunnel

SAMPLE NAMES: KARIANA, JOPS, GALEA, JOOLS.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Koppler and Klander High Risk Investments: Whenever you return after a significant length of time there is a 50/50 chance that your remaining debt has halved/doubled.

YOU GET

Trench gun (d8, BULKY, very short range), shovel, pack of gum (oxtail).

WHAT WAS YOUR ROLE IN YOUR UNIT?

- £1 Engineer:** Take three trench bombs (d8 BLAST) and wire cutters.
- £2 Recon:** Take paints and portable canvas.
- £3 Heavy Section:** Take lead vest and helmet (ARMOUR 1).
- £4 Chaplain:** Take a bottle of military strength gin and a holy donkey symbol.
- £5 Breacher:** Take a rocket (d10, one-shot).
- £6 Officer:** Take a whistle and dress uniform.

WHAT DID YOU FIND IN THAT TUNNEL?

- 1HP Essence Extractor** - Extract the consciousness of a pacified or willing being. It can be injected into a still-warm corpse. One use.
- 2HP Duplicator** - A shoe-sized box. Put one thing in, get two copies. Both copies are hugely inferior to the original, which is destroyed.
- 3HP Hover Plate** - Platter-sized tray that freezes in space if you whistle a specific tune around ten seconds long. There's a ten-second second tune to release it. It supports up to one person's weight and can be forcibly released with a STR SAVE.
- 4HP Bonding Dome** - Any being that wears this head-device is bombarded with flashing images and emerges spluttering. They emotionally bond with the next being they see and dedicate their life to them until they next sleep.
- 5HP Phase-Mole** - A tiny mammal that can phase into any material without disturbing it. It can talk, but is extremely shy and only answers a question with one word before phasing into hiding in their master's body.
- 6HP Haunted Egg** - A stone egg that can be used as a crude weapon (d6). The last thing killed by the egg inhabits it as a ghostly voice, and answers questions to the best of its knowledge. It doesn't have any more knowledge than it did in life, but anyone can understand its words.

4. DEBT SQUEEZER

Someone paid you a pittance to look intimidating in dark alleyways
If needed, you shed some blood, but there's no extra pay

SAMPLE NAMES: HOOPER, KEYES, DORIC, PONTIAC.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Cosmica Casino: Together you own a personalised roulette wheel.

YOU GET

Hammer (d6), scattergun (d6, BLAST, concealable).

WHAT DO YOU DO TO UNWIND AFTER A HORRIBLE TASK?

- £1 Chew:** Take a pack of gum (sage).
- £2 Play Marbles:** Take a bag of competition marbles.
- £3 Sing:** You have a decent voice.
- £4 Do Impressions:** You can make a good impersonation of someone after a long conversation with them.
- £5 Write your Memoirs:** You have a pen-name, and some connections in the printing industry.
- £6 Stave off Nightmares.** You cannot sleep without a nightlight.

WHAT'S THE BEST THING YOU'VE STOLEN FROM A DEBTOR?

- 1HP Soul Siren** - A tiny clockwork box lets out a booming drone when a being dies within 10ft.
- 2HP Bear Jelly** - A pot of jelly that reeks of animal musk. Scares off small creatures, but attracts large mammals.
- 3HP Green Soil** - Small pot of soil. Any plant that is planted into it grows a whole season's worth in one hour, but otherwise grows normally.
- 4HP Gore Candle** - Any injuries that happen in the presence of this candle's light are extra painful, messy, and harmful, doubling any STR loss caused.
- 5HP Hot Goggles** - When switched on, stolen objects that the rightful owner is looking for glow.
- 6HP Bank Pig** - A clay pig with a coin slot. A penny causes an oinking sound. A £1 coin causes it to transform into a normal pig for an hour. A £100 note causes it to transform into a vicious boar (7HP, d6 gore) for an hour. If it dies in pig form, it never transforms back. Coins deposited are lost forever.

5. DEAD-SHORESMAN

You died, but found a way back from where you went
Nobody believes you, and everyone you once knew is long gone

SAMPLE NAMES: PEKER, ABBIE, SERPINA, LARS.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

King Haffwun of Shambly Hole: You are all branded as property of this Deep Country King.

YOU GET

Flintpistol (d8, outdated and hard to repair), broken oar (d6), cold blood.

WHAT DO YOU BARELY REMEMBER ABOUT YOUR BACKGROUND?

- £1 **Family Name:** A powerful name in Bastion.
- £2 **Streets of Bastion:** You know your way around the entire city perfectly.
- £3 **The Living Stars:** 50% chance to know any language you encounter.
- £4 **High Society:** You were wealthy and schooled in etiquette.
- £5 **Formerly Blind:** You can echo-locate perfectly.
- £6 **Only Nightmares:** You have no need for sleep, and cannot even if you try.

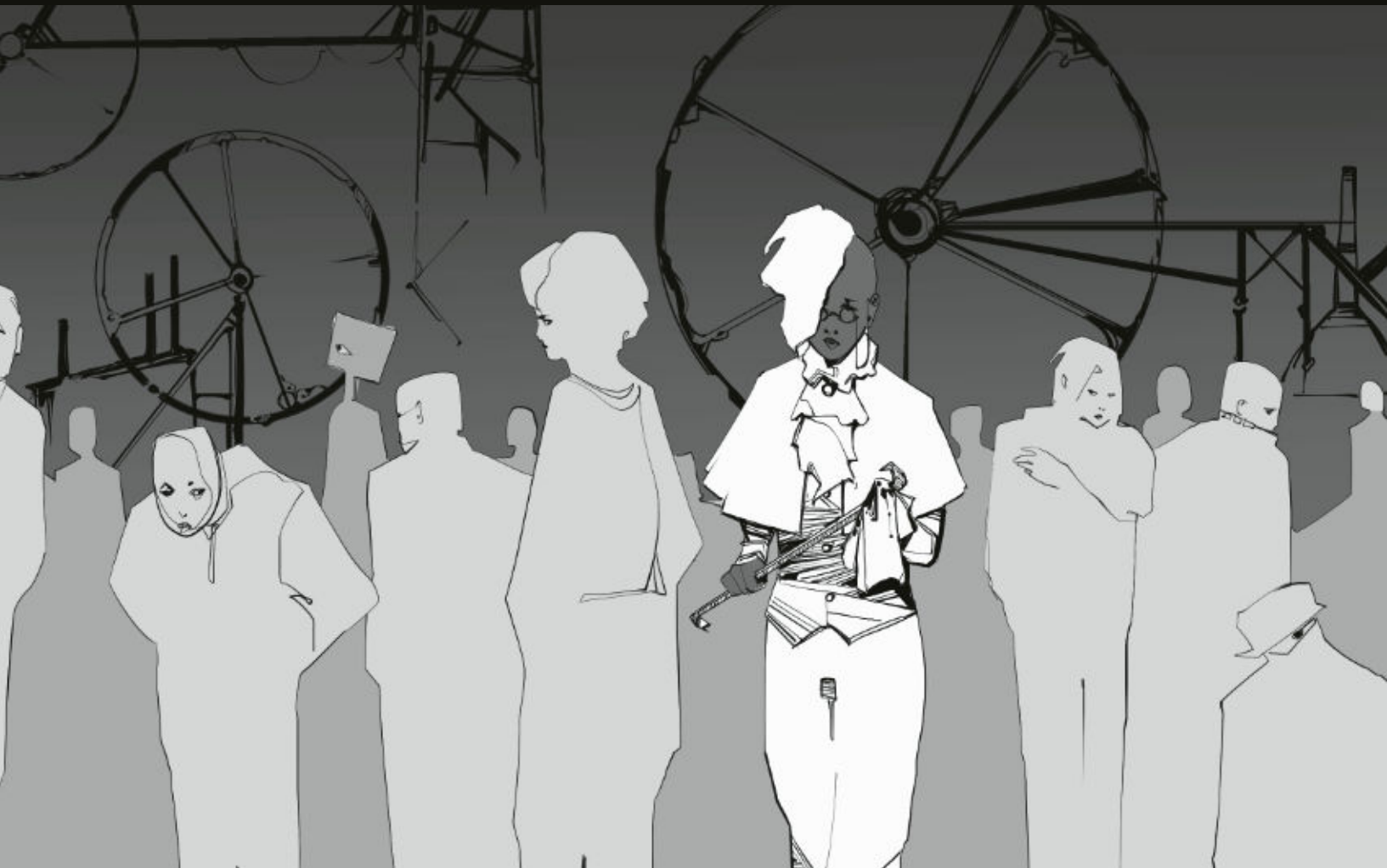
WHAT DID YOU BRING BACK FROM THE DEAD PLACE?

- 1HP **Amnesia Flask** - Anybody doused in the water loses a specific memory as defined by the douser. Anybody drinking the water as it falls absorbs the memories. Refills require a Specialist source.
- 2HP **Second-Chance Skull** - If you die, your body disintegrates to ash and immediately regenerates from this skull in perfect health.
- 3HP **Spare Head** - A completely different head that you can switch with your own. Both heads can survive just fine off your body, and generally dislike not being the main head. Roll a new CHA score for this head.
- 4HP **Hell Spice** - Extremely concentrated powdered hot spice. Even a small dose causes stomach upset and mild hallucination. The whole pouch causes a day-long delirious trip.
- 5HP **Ghost Story** - If you tell this story to somebody as they fall asleep, their ghostly skeleton leaves their body for the night, and may act as they wish in immaterial form. The story only works on a person the first time they hear it.
- 6HP **Tiny Phantasm** - A floating mass of swirling colours the size of a penny. It follows your every command and leaves a multicolour trail across any surface it touches. Cannot physically interact in any other way.

6. CRIMINAL BUREAUCRAT

The laws of Bastion are written so every crime has a loophole
People paid you to perform crimes, legally

SAMPLE NAMES: RANULPH, MORRISON, CARROCK, NIKA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Backward Legion: They accept stolen items of modern technology for twice their value against your debt, but destroy them immediately.

YOU GET

Crowbar (d6), Book of Law.

WHAT WAS YOUR SPECIALITY?

- £1 Burglary:** Take 3 smokebombs.
- £2 Extortion:** 50% chance to know a secret about any figure of authority you encounter.
- £3 Libel:** You have contacts in a printing press that will print any lie you want.
- £4 Intimidation:** Take a pocket pistol (d6, concealable).
- £5 Arson:** Take 3 firebombs (d6 DAMAGE each round until extinguished).
- £6 Murder:** Take poison and a rifle (d8, BULKY).

WHAT DID YOUR LAST CLIENT PAY YOU IN PLACE OF MONEY?

- 1HP Blank Contract** - A contract with blank parts. Can be modified into any sort of deal you wish. The first party to break the contract is struck by a bolt from above (d12, ignore ARMOUR) and the contract explodes into confetti.
- 2HP Truth Leaf** - Smoking this hallucinogenic herb reveals a ridiculous truth and a ridiculous lie. One dose.
- 3HP Helpful Bug** - A metal replica of a beetle that can perform simple tasks.
- 4HP Trick Coin** - Looks like a penny, but has secret functions that you know how to use. First is a weak light. Second is a powerful magnet. Third is a bomb (d10, BLAST, destroys the coin).
- 5HP Echojector** - Hears up to ten seconds of sound and repeats it at vastly increased volume on command.
- 6HP Homunculus Gum** - Whoever chews this gum bonds with the substance, which begins to shape into a small gummy version of the chewer. It follows orders but has a bad attitude. Adding further gum increases its size but decreases its loyalty. If somebody new chews up the homunculus, the bond transfers to them.

7. SANCTIONED EXECUTIONER

You've done your time on firing squads
Now you're allowed to do a little freelance work

SAMPLE NAMES: HELMUT, DINA, ERICH, DALIA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Psycho-Pack: You are all mind-tethered together. If you focus really hard you can project one word per minute to your pack.

YOU GET

Rifle (d8, BULKY), killing licence (one person per day, non-transferable).

HOW DO YOU LIVE WITH YOURSELF?

- £1 Socialising:** Take a bottle of gin.
- £2 Poetry:** Take a book of angst prose.
- £3 Reminiscence:** Take a locket with a picture of a loved one taken from you.
- £4 Numbness:** Take an artificial heart in place of your own.
- £5 Music:** Take a tortured violin.
- £6 Philanthropy:** Charitable organisations know you as a generous donor.

WHAT WAS YOUR BONUS FOR GOOD SERVICE?

Smart Arm - Your rifle is also intelligent, communicating psychically to whoever is holding it. It functions as a normal weapon and gives smart advice.

- 1HP** Once per day it grants +d10 to an attack that particularly pleases it, but it can IMPAIR attacks that displease it any time it likes.

Roll 1d6 to find its personality: 1: Honourable, 2: Ambitious, 3: Bloodthirsty, 4: Curious, 5: Pacifist, 6: Bored.

- 2HP Rail-Lens** - Any missile fired through this lens (breaking it) accelerates to impossible speeds, causing d12 BLAST DAMAGE and tearing through structures.

- 3HP Star-Beacon** - A heavy tyre-sized metal beacon (requires two people to carry) with a matching pin-badge. Pushing the badge teleports the wearer back to the beacon.

- 4HP Time Tonic** - Sends you out of sync with reality for around ten seconds. You can act as normal, but when the tonic wears off, time snaps back to the point before you drank and all actions are undone. One use, even after snapping back in time.

- 5HP Stick Eye** - A glass eye on a stick that the holder can see through.

- 6HP Threatening Stave** - Has no function, but glows and vibrates in a way that suggests it could be used for distributing extreme pain.

8. FRINGE INVESTIGATOR

Everything must be revealed
From petty crime to the secrets of the cosmos

SAMPLE NAMES: BLANCHE, LEO, MAZARIN, BO.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

White Apricot Cable Cars: You are technically banned from using any other form of public transit.

YOU GET

Collapsible gun (d6, concealable, requires a DEX SAVE to unfold under pressure), pack of gum (snail).

WHAT'S YOUR OBSESSION? (INDULGING IN IT RESTORES YOUR CHA)

- £1 Fruit Pie:** Specify a favourite.
- £2 Busting Someone:** Especially for petty crime.
- £3 Good Deeds:** Helping the elderly with their shopping etc.
- £4 Interrogation:** Irrespective of the suspect's guilt.
- £5 Brooding:** Ideally on rooftops at night (requires an hour of brooding).
- £6 Journaling:** Writing all your secret thoughts in a diary.

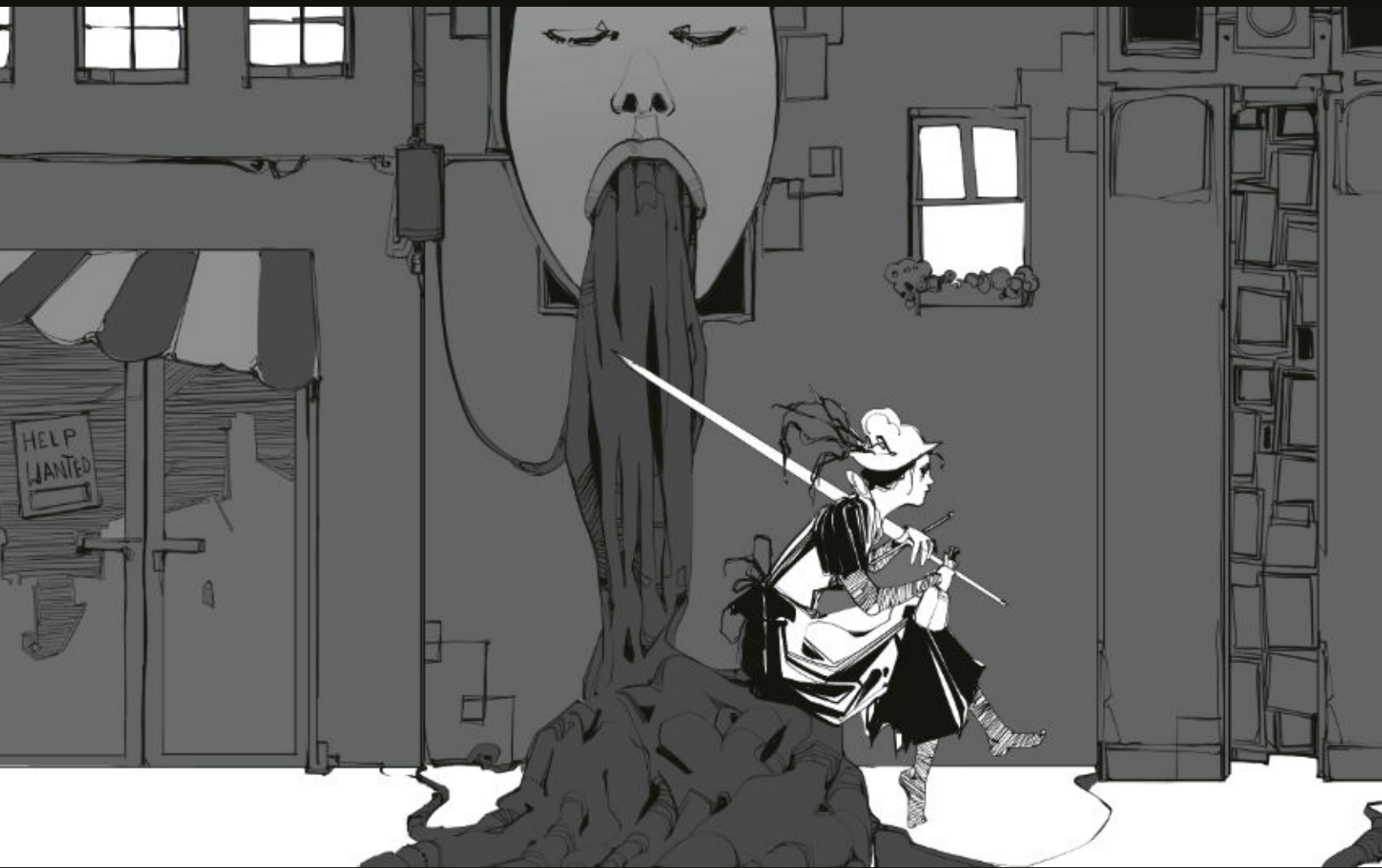
WHAT'S UNDER YOUR COAT?

- 1HP Brain Jar** - A jar of brine and wires that can sustain the brain of a freshly dead creature, allowing it to psychically project its thoughts. The brain must be fed blood or else it dies.
- 2HP Reconstruction Silk** - A handkerchief that repairs any object it is draped over for an hour. The object must be small enough to be covered.
- 3HP Utility Orb** - Any tool that could plausibly exist in a mundane pocket-knife has a 50% chance of existing in this orb. Keep a track of what tools it does and doesn't have.
- 4HP Hunger Clamp** - A small clamp that can be clipped onto loose skin, causing the victim to have a ceaseless hunger, which they'll do anything to sate. They suffer no ill effect from over-eating, but do not starve any faster than normal.
- 5HP Pheromone Pack** - One dose each of attraction, rage, and fear pheromones that work on any creature of animal intelligence.
- 6HP Tin Buddy** - A can that springs out to a 2ft tall automaton (2HP, ARMOUR 2). It is loud, annoying, and doesn't do a good job of whatever you request. Has no real means of fighting. Lasts about an hour before needing new proprietary batteries.

9. DISINHERITED SOCIALITE

Whatever happened between you and your family, you're off the will
You took what you could

SAMPLE NAMES: CHURL, EMILE, ANNO, BRONWILL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Troffem Canal Diggers: You have been given a Chaperone Toad to carry around with you, feeding information back to your Debtholders. If the Toad is lost a £1k fee is added onto your Debt.

YOU GET

Claymore (d8, BULKY), 3 bottles of fancy wine, frilly shirt.

WHAT DO YOU LEGALLY STILL HAVE FROM THE ESTATE?

- £1 **Loyal Butler:** Has nowhere else to go (3HP).
- £2 **Hunting Hound:** Past their prime (4HP, d6 bite).
- £3 **Falcon:** Your mother's favourite (2HP, d6 claws).
- £4 **Luxurious Clothes:** A trunk-full.
- £5 **Duelling Pistol:** A sibling has the matching counterpart (d8).
- £6 **Crude Armour:** Ancestral plate suit (ARMOUR 1, BULKY).

WHAT DID YOU SNEAK OUT OF THE VAULT? (THE FAMILY WANT IT BACK)

- 1HP **Unstoppable Rod** - When thrown, nothing stops the movement of this rod, including gravity. Eventually flies off into space regardless of its trajectory.
- 2HP **Curse Doll** - Anything that affects the doll also affects you, beneficial or harmful.
- 3HP **Plasmic Converter** - Drains a corpse of blood, creating a pill that grants single use of one special property the being had in life.
- 4HP **Companion Ball** - A hollow ball that rolls behind you and never stops trying to follow you. Can pop open to store a head-sized object or smaller, protecting it perfectly.
- 5HP **Earth-Angel** - A tiny clay figurine that can be smashed to cause an earthquake. Those nearby are thrown to the ground and all structures take d12 DAMAGE. One use.
- 6HP **Cosmic Ranker** - A grey wand that can be asked to judge between two objects. Criteria must be spoken aloud, then the wand pulls towards the preferred object.

10. VERMINATOR

Every type of animal can be found in some corner of Bastion
When they were unwanted, you went to work

SAMPLE NAMES: JOCK, MALAIR, RIG, EDDEY.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Glassmount Day Spa: You have all recently received their top treatment and so your skin is in excellent condition.

YOU GET

Gas-gun (d6 BLAST, BULKY, only affects things that breathe), tox-mask (protects from airborne toxins).

WHAT SPECIALIST GEAR DO YOU HAVE?

- £1 **Collapsible Ladder:** Fits into your pocket.
- £2 **Telescopic Pest-Hook:** Comes with a range of attachments.
- £3 **Sack of Mousetraps:** Choose between humane or lethal.
- £4 **Periscope:** Rotates and extends.
- £5 **Protective Suit:** Only effective against small vermin.
- £6 **Multi-Setting Bird Call:** Can attract or repel.

WHAT'S THE ONE CREATURE YOU COULDN'T KILL? (THEY NOW ACCOMPANY YOU)

- 1HP Devourer** - A football-sized bug that curls up in your backpack. Can be woken once per day to eat its own size in organic material, no matter how inedible.
- 2HP Maggot Prince** - A tiny maggot with a gold band marking. Flies and maggots vacate the area to make room for it, and anything that eats bugs is strongly drawn to try and eat it.
- 3HP Nightmare Moth** - Anyone but you sleeping in the same room as this moth suffers horrible nightmares. When they wake, the moth takes on the form of something from the nightmare.
- 4HP Terrormite** - A big termite, pinned down in its box.
Once released it burrows into the nearest living creature it can find, causing intense pain. Within a minute the victim develops a tough outer skin (ARMOUR 1) and can spit acid (d6 ongoing). This lasts for an hour until the victim coughs out d6 Terrormite larva and returns to normal.
- 5HP Snake-Cat** - A cloth toy with a snake body and cat head.
If you're confronted by a hostile snake, it transforms into a cat (4HP, d4 claws), If you're confronted by a hostile cat it transforms into a snake (4HP, d6 bite, d6 STR loss on CRITICAL DAMAGE).
It fights the hostile creature and returns to cloth when it is defeated.
- 6HP Large and Peaceful Dog** - The only animal you can tolerate (6HP, d6 bite in retaliation only).

II. LOST EXPEDITIONNEER

You've been on a treasure hunting expedition before
You were the only survivor

SAMPLE NAMES: UGO, BACKARA, LILLYHART, BASS.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Elephant Reimbursement House: Reclaimed ivory goods pay double their value against your debt.

YOU GET

Pair of pistols (d6 each).

WHAT WAS YOUR POSITION ON THE CREW?

- £1 **Archivist:** Take a spyglass and writing set.
- £2 **Counsellor:** Take an aromatherapy kit.
- £3 **Owl Tender:** Take a trained owl (5HP, d4 claws).
- £4 **Metallurgist:** Take a bomb (d10 BLAST).
- £5 **Butcher:** Take a cleaver (d6).
- £6 **Saucier:** Take a set of tiny saucepans.

WHAT DID YOU BRING BACK FROM THE EXPEDITION?

- 1HP **Preserved Soul** – A tiny shrivelled humanoid. Can be thrown into a fire to release a flailing Alien apparition (d8 eye-beams, immaterial, lashes out for 1d6 turns before vanishing in a flash of light).
- 2HP **Fetch-Pearl** – When thrown into a body of water, this silvery pearl sinks to the bottom and clings to the first thing it touches. On a mental command it returns to the surface, dragging up whatever it attached to.
- 3HP **Dire Barnacle** – A vicious little mollusc (1HP, ARMOUR 1) that taunts quietly and explodes as a bomb (d12 BLAST) when it dies.
- 4HP **Savage Vine Berry** – If eaten, vines erupt from the mouth (d6 STR loss) and grow into a sprawling mass, clinging to whatever surface they can. One use.
- 5HP **Ambrosia Seed** – A bag of golden seed that no animal can resist if thrown.
- 6HP **Skeletal Dove** – Carefully assembled. Can be crushed to unleash a cloud of confused doves.

12. WALL-BORN

Bastion has rings of walls all the way to its centre, wherever that is
You were both warden and resident

SAMPLE NAMES: CORBEL, DOG-LEG, NOGGIN, PLINTH.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Augmentarium: You can each choose to have an artificial ear, nose, tongue, or eye. They have a control that can turn down sensitivity, but cannot go higher than normal human level.

YOU GET

Baton (d6), grappling hook, pack of gum (rust).

WHAT WAS YOUR JOB ON THE WALLS?

- £1 Grouter:** Take a trowel and bucket of grout.
- £2 Gutter Scraper:** Take a scraping pole (d6).
- £3 Bird Scarer:** Take a fake pistol (fires blanks only).
- £4 High Militia Guard:** Take a fancy hat.
- £5 Nightwatch:** Take a spot-lamp.
- £6 Militia Sergeant:** Take a fancy hat with a feather, a loud yell, and a disgraced record.

WHAT DID YOU FIND BEHIND A LOOSE BRICK?

- 1HP Beastmode Formula** - A liquid tonic that grants the drinker the properties of a specific animal for one minute. Examples are: eyes of a hawk, nose of a dog, strength of a bear. Three doses.
- 2HP Orphan's Ruin** - 6oz of milky drink. 1oz pacifies any unease, 2oz causes a deep sleep, 3oz eternal sleep.
- 3HP Stem-Stone** - Pebble that transforms into whatever non-living material it last touched. Currently the leather of your pouch.
- 4HP Plague Wart** - A carefully extracted wart sealed in a jar. Anyone that touches it contracts a disgusting plague, losing d6 STR every hour. The victim's touch immediately spreads the plague. There is no cure that you know of.
- 5HP Jerk Sprite** - A statuette of dried meat. Whatever eats this acts like an utter jerk for the next hour, even to their most loved ones.
- 6HP Universal Pin** - A hairpin that sticks into any surface, no matter the material. Causes no pain if stuck into flesh.

13. PROFESSIONAL GAMBLER

You know how to play well
And how to cheat even better

SAMPLE NAMES: BUSHKA, BAGGER, VIRGO, LEMON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Rod & Pearl Sanctioned Looters: You can request a blueprint map of any building in Bastion, but it's likely to be outdated.

YOU GET

Slug-gun (d6, very short range), pack of gum (cedar).

WHAT'S YOUR GAME?

- £1 Street Snooker:** Take a cue (d6) and waistcoat.
- £2 One-Card Bluff:** Take a pocket full of tiny mirrors that stick to any surface.
- £3 Gutter Dice:** Take two pairs of dice: one rigged, one honest.
- £4 Conkers:** Take competition conker-string and you know where all the best trees are.
- £5 Shoe-Throwing:** You can throw shoe-like things really far with perfect accuracy.
- £6 Bird Darts:** Take a set of darts (d4, +d8 against small flying things).

WHAT DID YOU WIN? (THE OTHER PERSON STILL ISN'T HAPPY ABOUT THIS)

- 1HP Master Monocle** – Can move any object through telekinesis, but more than a coin's weight requires a CHA SAVE, or else the monocle shatters.
- 2HP Ego-Mirror** - A pocket mirror that reflects the most offensive version of whoever is looking in.
- 3HP Anti-Matter Key** - When placed in a keyhole, utterly annihilates the door and itself.
- 4HP Tiny Shield Generator** - A rat-sized collar that creates a force-field (ARMOUR 3) around the tiny wearer.
- 5HP Gamma Tube** – If broken, fires a green beam that causes d6 STR gain. The target grows 50% in size, and their physical attacks receive +d10. If their STR would exceed 18 they can only act in rage. Any effects wear off when combat dies down. One use.
- 6HP Terror Salts** - Awakens any creature from sleep or unconsciousness, but they flail and scream in terror for a few seconds first. They have no memory of this afterwards.

14. INTEGRATED ALIEN

You came to Bastion a long time ago, almost passing for human
Under a foreign star, reached by sea or underground

SAMPLE NAMES: AWAX, URRELIN, GRESE, KRAUB.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Queuing Office: When you go back to pay your debt, the queue takes d4 x d4 hours. Every four hours, add d4 hours. There is a drinks trolley available at all times.

YOU GET

Weird gun, steel rope, vague accent.

WHAT'S YOUR WEIRD GUN?

- £1** Fires **Screaming Disks** (d8, loud, BULKY).
- £2** Fires **Maggot-Bullets** (d8 against organic tissue only, BULKY).
- £3** Fires egg-like **Explosive Pellets** (d6 BLAST, BULKY).
- £4** Fires **Purple Light** (d6, ignore ARMOUR, BULKY).
- £5** Fires **Vibro-Wave** (d8, no pain, but explosion on death, BULKY).
- £6** Fires **Black Spike** (d10, spike must be retrieved to fire again, BULKY).

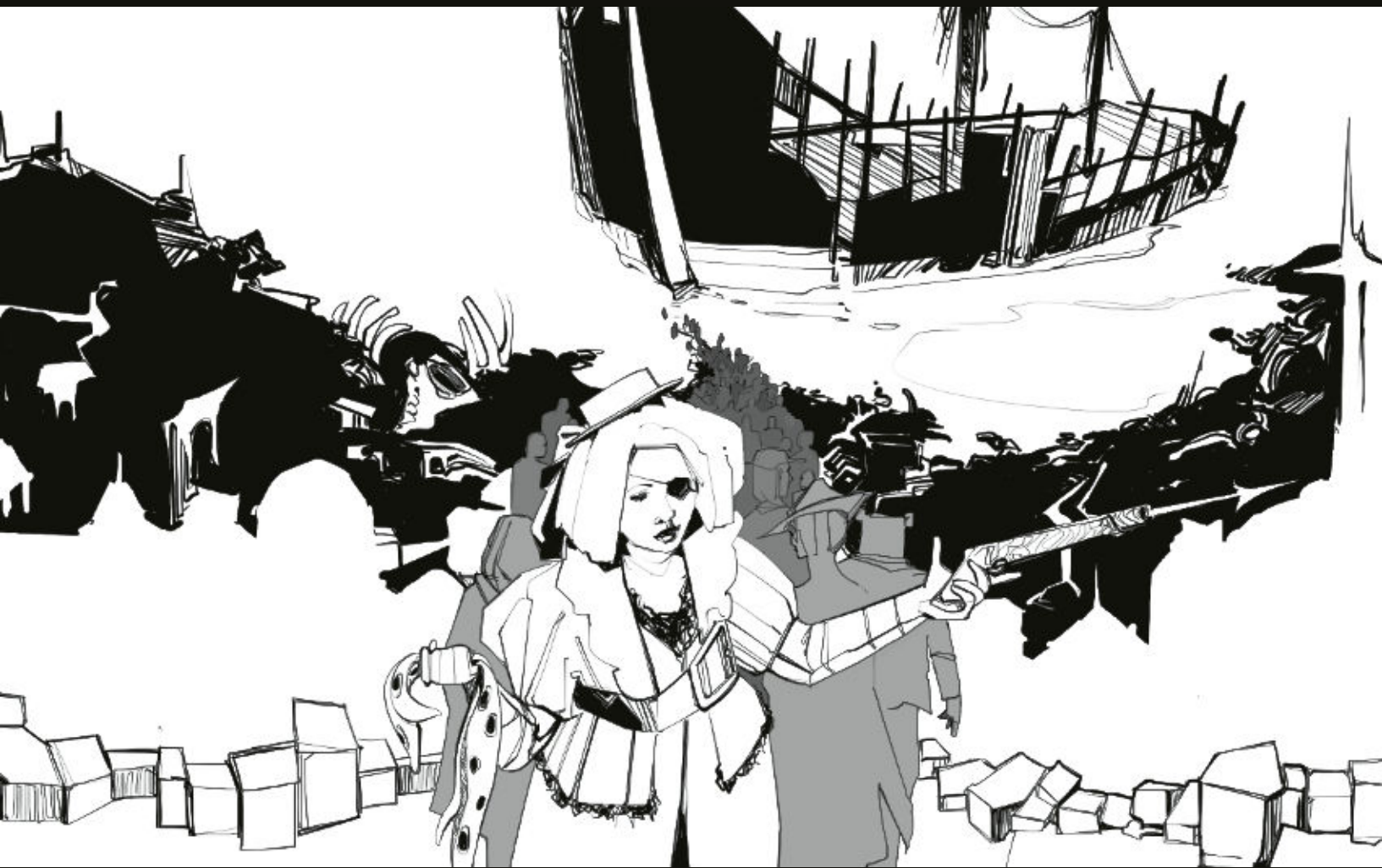
WHAT'S YOUR BARELY-REMEMBERED HOME?

- 1HP** **Sunk** - The Abyssal City. You have gills and can see in the dark.
- 2HP** **Parasitica** - The Slave Hive. You can sense any insect nearby and hate them.
- 3HP** **Dar-Rag** - The Crystal Mountains. Climb natural unworked stone as a spider.
- 4HP** **Incineration** - The Burning Hole. Fire does not harm you.
- 5HP** **Fester** - The Plague Fort. Leech disease out of others with a touch, infecting yourself with a minor version of that ailment.
- 6HP** **Nebula** - The Light of the Sky. Glow in multicolour at will.

15. UNDERWHALER

The biggest catches are deep in water and in ground
One catch makes a fortune for the captain, but you got a pittance

SAMPLE NAMES: SCRIMSHAW, DORK, LANGUS, GOOSE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Doug & Wale Exhumauctions: Your clothes are slightly fancier than you'd expect, but all have the faint stench of death.

YOU GET

Speargun (d8, BULKY, spear must be retrieved), pack of gum (humpback whale).

HOW DID YOU COPE IN THE DARKNESS?

- £1 **Carrot Diet:** You can see perfectly in the dark.
- £2 **You Didn't:** Take a dazzling but explosive lamp.
- £3 **Music:** You can whistle excellently, it's comforting.
- £4 **Lots of Smoking:** Take a pack of cigars.
- £5 **Lots of Alcohol:** Take a bottle of naval gin.
- £6 **Being Extremely Prepared:** Take a whale-bomb (d8 BLAST, +d12 underwater).

WHAT UNDERWHALE PRODUCT DID YOU MANAGE TO POCKET?

- 1HP **Stinkincense** - A pot of wax with a wick. When burned, sewage slowly drips over from the top of the jar. If left for an hour it burns out, but produces enough sewage to fill a large room.
- 2HP **Animation Oil** - When rubbed onto an object, it springs to life for the next hour as your loyal servant. One dose.
- 3HP **Evacuation Syrup** - Removes any ill effects the drinker is suffering from, including anything short of death, but flushes the body clean in every sense. One dose.
- 4HP **Genesis Molasses** - A tin of deep green treacle that causes lush vegetation to grow within minutes, no matter where it is spread. If eaten, the victim loses d6 STR and begins coughing up moss. One use.
- 5HP **Cocoon Wax** - Anything covered in this wax is sealed off in a cocoon. After 24 hours it bursts free as a winged, hostile version of its previous self. One use.
- 6HP **Agony-Tendon** - Causes instant agony when touched by bare skin (you have gloves). 10m in length when uncoiled. Not very effective as an outright weapon (d6).

16. TRAVELLING SHOW-PERSON

Stunts and tricks are your game

You've got a final trick up your sleeve if you start to lose the crowd

SAMPLE NAMES: CASE, OLIFANTA, ARCHIE, WICKET.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Danger-Worker's Union: For each of you that comes back with a visible injury you reduce the debt by £500.

YOU GET

Hidden knife (d6), stage clothes.

WHAT'S YOUR ACT?

- £1 **Trick-Shooting:** Take a long pistol (d6).
- £2 **Knife-Throwing:** Take throwing knives (d6).
- £3 **Contortionism:** You're double-jointed all over.
- £4 **Gross-Out Body Horror:** You do not feel pain.
- £5 **Hypnotism:** Take a pocket-watch. It's all a ruse, you always used stooges.
- £6 **Swallowing and Regurgitation:** Eat anything you can plausibly swallow and regurgitate it at will. You're still bound by the physical limits of a human stomach.

WHAT'S YOUR SHOWSTOPPER?

- 1HP **Space Folder** - Create a gate between two flat surfaces that you can see. The gate closes if you pass through or break line of sight.
- 2HP **Spider Skin** - Climb surfaces as if you were a spider.
- 3HP **Heat Ray** - Useless as a conventional weapon, but can be focused on a stationary target to gradually increase its heat. One turn of focus warms, two turns burns/melts, and three turns reduces to ashes.
- 4HP **Mirror Engine** - A perfect duplicate of you is formed. It acts independently, just like you, but cannot interact with anything physically. Lasts until dismissed or a new double is created.
- 5HP **Bone Magnet** - Attract or repel a single target that has a skeleton, unless they pass a STR SAVE. No effect on cartilage.
- 6HP **Gallon-Syringe** - A tiny syringe that can draw up to a bath-sized amount of liquid.

17. GANG ENFORCER

Internal threats can tear a gang apart
Enforcers keep things in order

SAMPLE NAMES: YULRICK, GANNET, BAP, SOL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Specialist Individual's Grooming Lounge: You are all groomed in a way that looks fantastic today, but looks tired tomorrow unless you return for an appointment (£100 each).

YOU GET

Busted face.

WHO WERE YOUR GANG, BEFORE YOU ABANDONED THEM?

- £1 Junkyard Agenda:** Take a dog rifle (d8, BULKY) and goggles.
- £2 Solid Nation:** Take a sledgehammer (d6, BULKY) and silver face paint.
- £3 Gladiators of Toil:** Take a trident (d6) and ridiculous headdress.
- £4 Urban Grace:** Take a rapier (d6) and ultra-lacy clothes.
- £5 Meat Hive:** Take a huge sword (d8, BULKY) and lots of piercings.
- £6 Snail Crew:** Take a pistol (d6) and pot of grease.

WHAT HELPED YOU INSPIRE FEAR IN YOUR VICTIMS?

- 1HP Mind Probe** - The target must pass a CHA SAVE or you learn one of their innermost secrets.
- 2HP Inferno Device** - Cause an open flame you can see to explode (d8 BLAST, further d6 per round in the flames).
- 3HP Ovality Bomb** - Explodes in a cloud of beige dust, forming a 2m high egg around the BLAST area. Nothing inside can break out, but the outside is easily broken. The egg keeps its contents alive in a happy stasis until released. One use.
- 4HP Piranha Bomb** - Spawns a swarm of hungry piranhas (10HP, d6 devour). When no food is left they devour each other. Obviously ineffective out of water.
- 5HP Proxy Chain** - When two or more beings are in contact with the chain, any harmful effects that affect one of them affect all.
- 6HP Banishment Stake** - Can be used as a regular weapon (d6), but if stabbed into a living heart (CRITICAL DAMAGE) the victim is transported deep into the Underground without harm. If they get back to you they'll undoubtedly be changed.

18. DECONSTRUCTOR

Before the new can arise, the old must come down
Doesn't mean we can't enjoy it

SAMPLE NAMES: DOMMIE, KOKEY, WINNIE, SMIFF.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Redway Relief Fund: You share a survival pack containing star-water, a moon crystal, and some sacred dirt. They're all useless.

YOU GET

Sledgehammer (d6, BULKY), blowtorch.

WHAT'S YOUR BEST BIT OF SALVAGE?

- £1 **Slam Bomb** - Causes all doors and windows in a large-room-sized BLAST to slam open or shut, even if secured. One use.
- £2 **Sabotage Disc** - A disc of metal that can be slipped into even the most tightly cased machine, causing it to immediately malfunction in the most serious way possible.
- £3 **Time Bomb** - Time slows down sixty times in a 10m sphere around the BLAST. Lasts for a minute outside the sphere, or one second inside. One use.
- £4 **Pyrophone** - A klaxon-like horn that repels fire away from it.
- £5 **Sub-Flare** - A one-shot pistol that launches a burning flare immediately skywards, burning through any substance in the way and leaving a fist-width hole.
- £6 **Murder Lizard** - A black and red terrier-sized lizard (5HP, ARMOUR 1, d6 venomous bite, paralysis on CRITICAL DAMAGE).
If given a taste of any organic tissue it hunts down the source unerringly and murders it, before seeking out a new master nearby.

WHY DID YOUR COLLEAGUES MOCK YOU?

- 1HP Your **Annoying Sibling** follows you everywhere (2d6 ABILITY SCORES, 1HP, d6 hammer).
- 2HP Your **Ratty Dog** (4HP, d6 bite) smells awful.
- 3HP You're very protective of your **Pet Mole** (1HP).
- 4HP Your **Metal Allergy** (causes an unpleasant rash). Take a set of gloves.
- 5HP You're secretly a **Gifted Dancer**.
- 6HP Your **Awful Dress Sense**. Take a mustard jacket with a mauve shirt.

19A. STREET JUDGE

Bastion has so many courts, the whole city is effectively legal ground
With questionable credentials, you dealt with street quarrels

SAMPLE NAMES: FLINCH, TODOR, BOGEY, FLARE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Slerrence Tingeon-Larney: Offers d10 x £100 for any item of sufficient curiosity and won't budge an inch. If you don't sell it to him he sends thugs after you.

YOU GET

Martial-Gavel (d6), Book of Laws (incomplete).

WHY DO YOU NO LONGER PRACTISE?

- £1 **Mushroom Binge:** Take a bag of psychedelic mushrooms.
- £2 **Notorious Drunk:** Take a bottle of absinthe.
- £3 **Took the Fall:** A judge owes you a favour.
- £4 **Disillusioned with the Law:** Burn your Book of Laws and take a blunderbuss (d6 BLAST, short range).
- £5 **Quietly Discharged:** For filling up prisons too quickly. Take ceremonial judge armour (ARMOUR I, BULKY).
- £6 **Caught Taking Bribes:** Other judges hate you, some just for getting caught.

WHAT DO YOU ALWAYS HAVE WITH YOU?

- 1HP A symbolic, but aggressive **Hawk** (3HP, d6 claws).
- 2HP Your **Loyal Scribe** (1HP, STR 5, DEX 7, CHA 7, elderly, does nothing but scribe).
- 3HP **Pop-Up Gallows** with noose and hood.
- 4HP **Smoke Bomb** and a sense of showmanship.
- 5HP **Prosthetic Leg** with grasping talon.
- 6HP **Bad Reputation.** Anyone on the wrong side of the law knows and dislikes you.

19B. ROOK TAMER

Written by Emmy Allen

The corvids which flock around Bastion see everything
Luckily, they seem to like you

SAMPLE NAMES: ELLIE, WREN, JANS, ALLYN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Municipal Steeplejacks: You owe fines to the steeplejacks who maintain Bastion's roofs and spires. They want repayment in slates and tiles.

YOU GET

Spike-pole (d6, BULKY), 3 pet rooks (1HP, d4 peck , flutters about).

WHAT VISIONS DID THE ROOKS SHOW YOU?

- £1 Visions of the Sky:** Take a pair of gliding-wings that let you leap from rooftops and land safely.
- £2 Visions of the Dead:** Take a bottle of formaldehyde.
- £3 Visions of Hidden Crimes:** Take a hook on the end of a rope.
- £4 Visions of Ruin:** Take a crowbar.
- £5 Visions of Smoke:** Take a face-scarf.
- £6 Visions of Sickness:** Take a long needle to lance your various boils.

WHY DO THE ROOKS TRUST YOU?

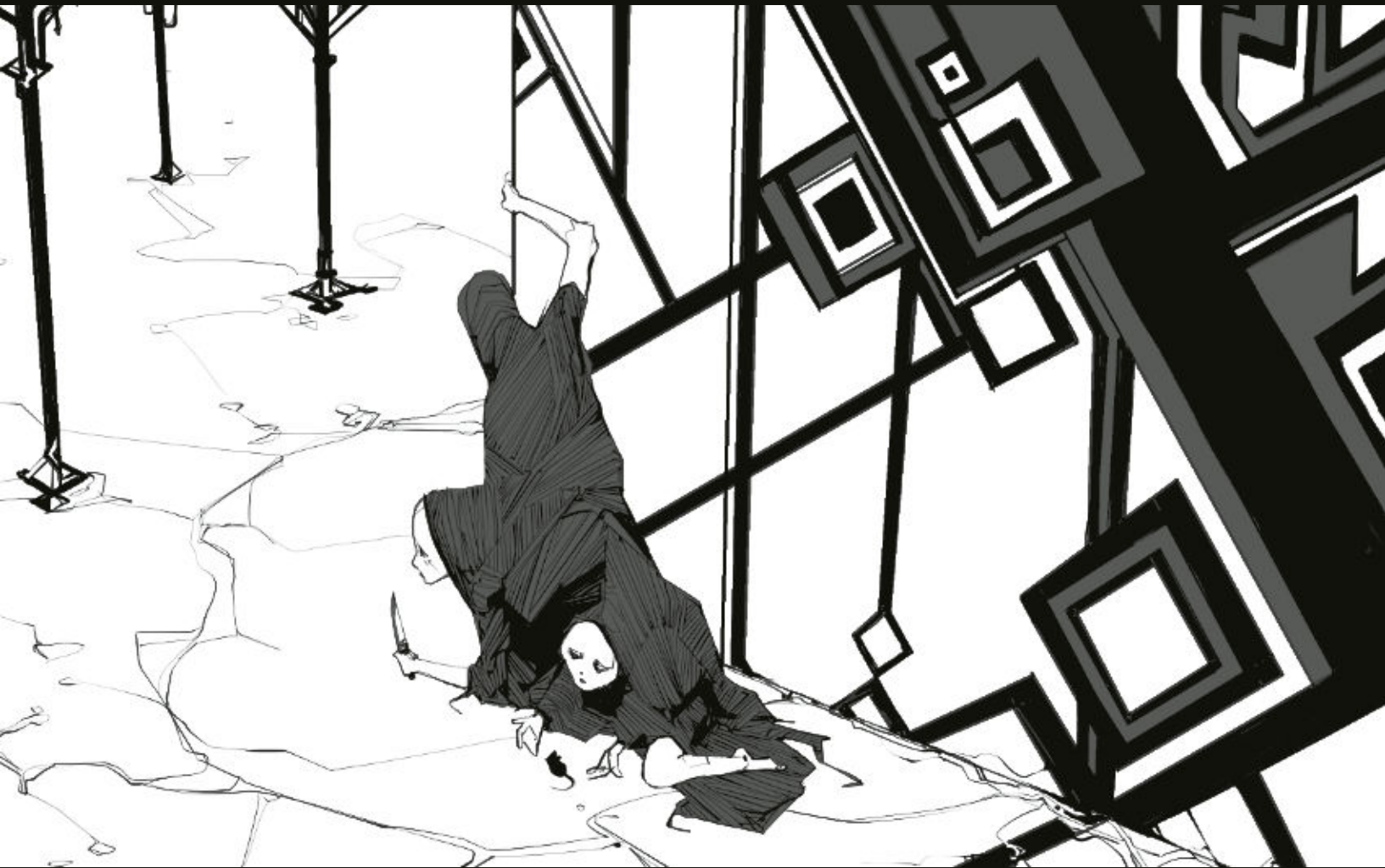
- 1HP You Listen to Them:** Take an avian dictionary that lets you translate their cawing.
- 2HP You Healed one of Them:** Take a bottle of ether and a needle-and-thread.
- 3HP You Bring Them Shiny Things:** Take a flashy gold necklace.
- 4HP You Live Among Them:** Take a dozen glossy ornamental feathers.
- 5HP You Bring Them Carrion:** Take a human hand in a paper bag.
- 6HP You Resemble Them:** Your hands are replaced with clumsy prosthetics which resemble bird-feet.

20A. URCHIN PACK

Clinging together is your only hope for survival

SPECIAL: You might be more than one person.

SAMPLE NAMES: RUDOLF, SYRIE, EDMUND, MASIE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Dreamslop Sweetened Gruel: You are all hooked on sugar. If you go a day without eating something very sweet you are DEPRIVED.

YOU GET

Pocket-knives (d6), rocks (d4).

WHAT BINDS YOU TOGETHER?

- £1 Shared ownership of a **Child's Musket** (d6, BULKY).
- £2 You're **Siblings**.
- £3 Only survivors of an **Orphanage Explosion**.
- £4 A **Psychic Link**.
- £5 You all speak **Urchinese**, a language that only other urchins understand.
- £6 Literally **Conjoined**.

HOW MANY OF YOU ARE THERE?

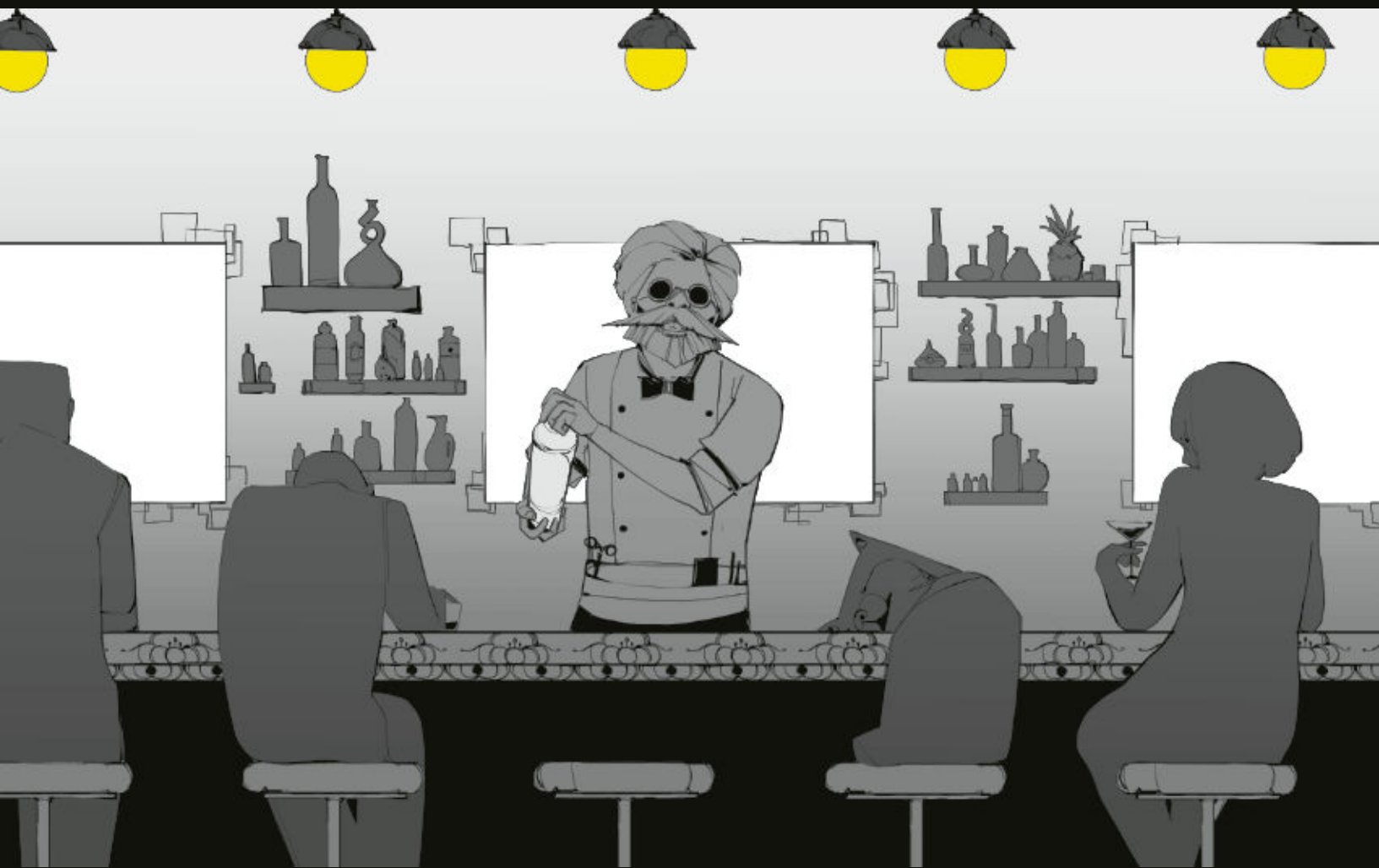
- 1HP Just the **One Survivor**, but you've gone slightly feral. You can dig through soft earth like a dog and smell fear like a wolf.
- 2HP **Two**, each with 1HP. Take a long coat. When you get on each other's shoulders beneath it you can do a decent adult impression.
- 3HP **Three**, each with 1HP. Two refuse to speak to each other.
- 4HP **Four** of you, each with 1HP, and one is a dog.
- 5HP **Five** of you, each with 1HP and incredibly sickly. Automatically fail any STR SAVES until there is one urchin left standing.
- 6HP A full **Pack of Six**, but so co-dependent that you act as one being. If you send one to break off and act individually, they count as having 1HP and 3 in all ABILITIES.

20B. MUDDLED MIXOLOGIST

Written by Mary Hamilton

One drink is too many
A thousand never enough

SAMPLE NAMES: MURPHY, DERVISH, SWINBURNE, LILL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Red Devil Distilleries: You're technically banned from every pub, bar or drinking establishment owned by one of their many, many subsidiaries, and every drink you have in contravention of the ban adds to your tab.

YOU GET

Bottle of fancy spirit, bottle of rotgut, an excellent bow tie.

WHAT WAS YOUR BAR KNOWN FOR?

- £1 Flair:** Take a reinforced throwing glass and a rubberised practice bottle. You know how to throw things; if really pushed, you can probably juggle.
- £2 Molecular Mixology:** Take a set of tiny syringes and a specialised foamer. You know enough basic chemistry to make almost any liquid into jelly.
- £3 Classics:** Take a copper jigger and a sturdy muddler (d4). If pressed, you can recount the history of the city's bars in a surprising amount of detail.
- £4 Tiki:** Take an entire pineapple and a set of earthenware mugs. You can whittle a fancy animal garnish out of almost any fruit.
- £5 Obscure:** Take a leather-wrapped assortment of tiny bottles of home-made bitters and shrubs. You can pickle, preserve, or infuse virtually anything, given enough time.
- £6 Highly Illegal:** Take a small assortment of mostly food-safe powders wrapped in paper. You can pull favours to get drugs if you must - only the fun ones, not the hard ones.

WHAT DID YOU MANAGE TO BOTTLE? (TAKE ONE BOTTLE)

- 1HP Navigation:** Black rum, lime, orange liqueur, cacao bitters. The drinker can always find their way home, no matter how drunk they get.
- 2HP Flaneur:** Whisky, red vermouth, amaro, bitters. Liquid elegance.
- 3HP Golden Serpent:** Cinnamon liqueur, gold leaf, fresh mint, apple juice, absinthe. Causes powerful hallucinations.
- 4HP Red Fireball:** Sweet aniseed liqueur with wild strawberry moonshine. Highly flammable (d6).
- 5HP Corpse Reviver No. 23:** Lemon, sweet wine, gin. Brings back the dead. Literally. One use.
- 6HP Pregabalin:** Smoky, sweet and lemony. Just a very, very good drink. Definitely not a nerve agent.

21. STAR BLESSED

You don't just worship the Living Stars
One of them has gifted you

SAMPLE NAMES: POLLUX, VEGA, RIGELLA, HAMAL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Baztuon Order of Vaultkeepers: You have shared ownership of a vault-buster bomb (d12, must be set in place).

YOU GET

Mace (d6), ceremonial headband.

WHAT WAS YOUR DUTY WITHIN THE STAR-BLESSED UNION?

£1 Preacher: Take a Star Book.

£2 Bell Ringer: You can climb ropes really fast.

£3 Sacrificial Executioner: Swap your mace for an executioner bludgeon (d8, BULKY).

£4 Observer: Take a telescope and flask of chicken broth.

£5 Flagellant: Take a whip (d6) and lash marks.

£6 Cook: Take a cleaver (d6) and mass-catering certificate.

WHAT'S YOUR STAR GIFT?

1HP Broken Basilisk Symbol - Two pieces of an eye-like symbol set in lead. Anyone holding the pieces together while looking at it loses d20 CHA.

2HP Wild Tongue - You can talk with any living thing, but what they tell you might not make sense.

3HP Noble Tumour - This visible growth absorbs the next harmful effect to enter your body, whether poison, parasite, curse, or otherwise, before dropping off and turning to dust.

4HP Alien Bone - Looks like a wishbone, but if broken sends out a psychic wave of pain to all within 10m (d20 CHA loss).

5HP Air-Sac - A membranous sac on your chest that you can inflate to 2m in diameter. Your lungs can draw on the air within, but remember the inflated sac floats.

6HP Saucer Burn - Tingles in the presence of artificial light. You can will yourself to levitate slowly towards the light.

22. UN-REVOLUTIONARY

Every day another revolution, another barricade
Civil flow design demands that somebody put things back in order

SAMPLE NAMES: GAV, APOLLO, JOY, CUFFWHACK.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Pittance Society: Your debt can only be paid in loose change.

YOU GET

Five-point hat, broom.

WHAT DID YOU BRING FROM HOME?

- £1 A bottle of **Nectar Brew**, bright yellow, lightly alcoholic, doubles as a medium-strength glue.
- £2 Tin of **Dust Snuff**, enough for three doses. Causes a sneeze violent enough to expel any harmful substance from your body.
- £3 A spoiled **Pet Rabbit** (2HP).
- £4 Pack of **Gum** (smoke) with a comical dispenser.
- £5 A **Bright Green Parrot** (3HP), knows a few anti-revolution phrases.
- £6 A **Fantastic Sandwich** in a ridiculously sturdy lunchbox.

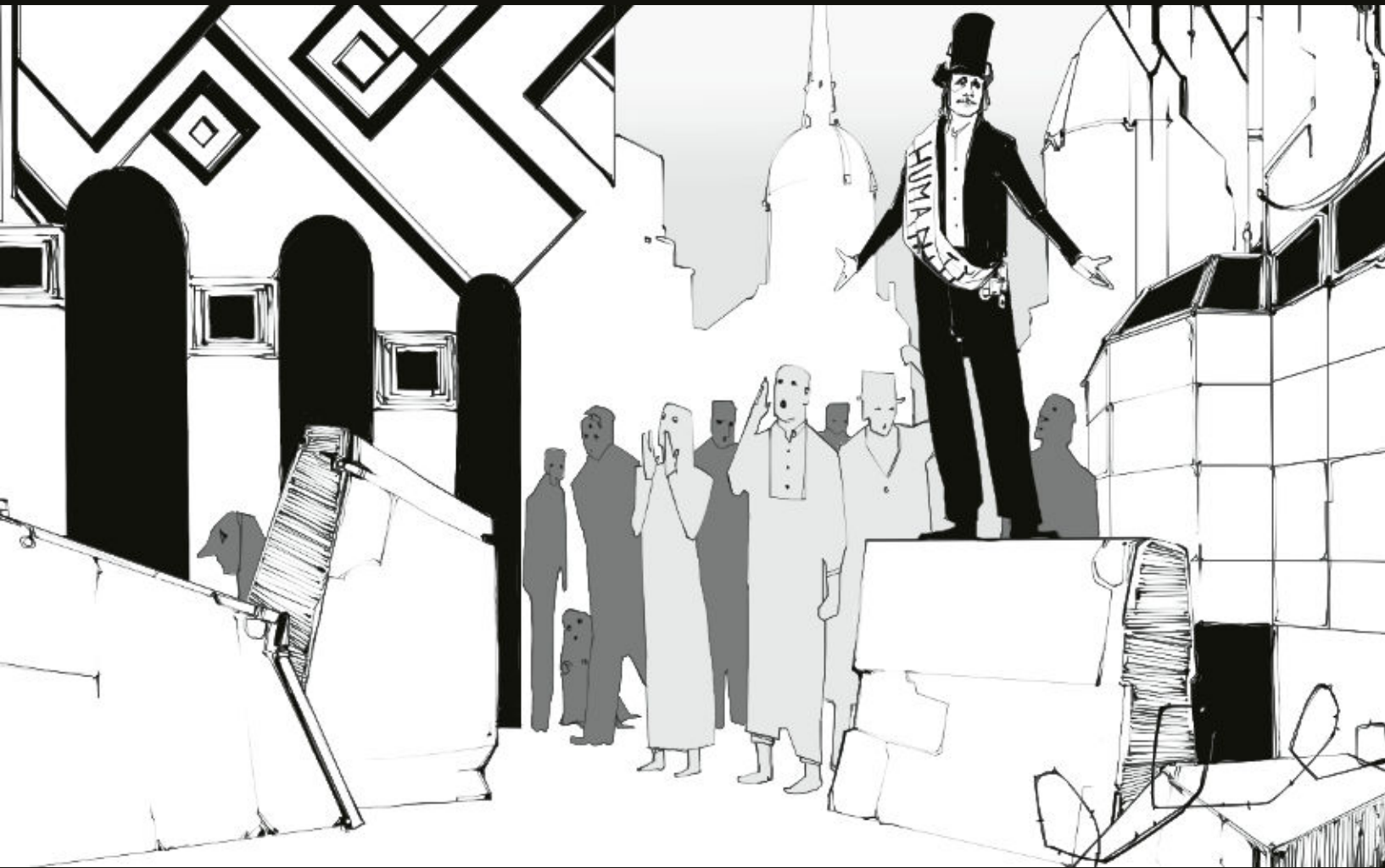
WHAT HELPED YOU BREAK UP BARRICADES?

- 1HP **Flamethrower**: d6, BULKY, BLAST.
- 2HP **Breaching Rifle**: d6, +d10 against structures or massive targets, BULKY.
- 3HP 5 **Proximity Mines**: d8 BLAST, fails to detonate on a 1.
- 4HP 3 **Toxic Smoke Bombs**: d6 BLAST and smoke cloud. Ongoing DAMAGE each turn for anyone that stays within.
- 5HP 3 **Spike Bombs**: d8 BLAST. Only activates if it is spiked into place. Very short fuse.
- 6HP 3 **Safety Firebombs**: d6 DAMAGE each round until extinguished. Has no effect on living tissue.

23. HUMAN UNIONIST

The world is full of strange and powerful things
None of them deserve our worship

SAMPLE NAMES: JERIGIZA, CLOVIK, INOGUS, TANGETTA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Masterphagers: You have learned the technique to safely eat anything up to the size of your fist, but only food provides nourishment.

YOU GET

Tall hat and sash.

WHAT WAS YOUR DAY JOB?

- £1 **Butcher:** Take a cleaver (d6).
- £2 **Schoolteacher:** Take a cane (d6).
- £3 **Baker:** Take a breadknife (d6).
- £4 **Private Investigator:** Take a pistol (d6).
- £5 **River Snake Hunter:** Take a bow (d6).
- £6 **Steeplejack:** Take climbing boots and a pick (d6).

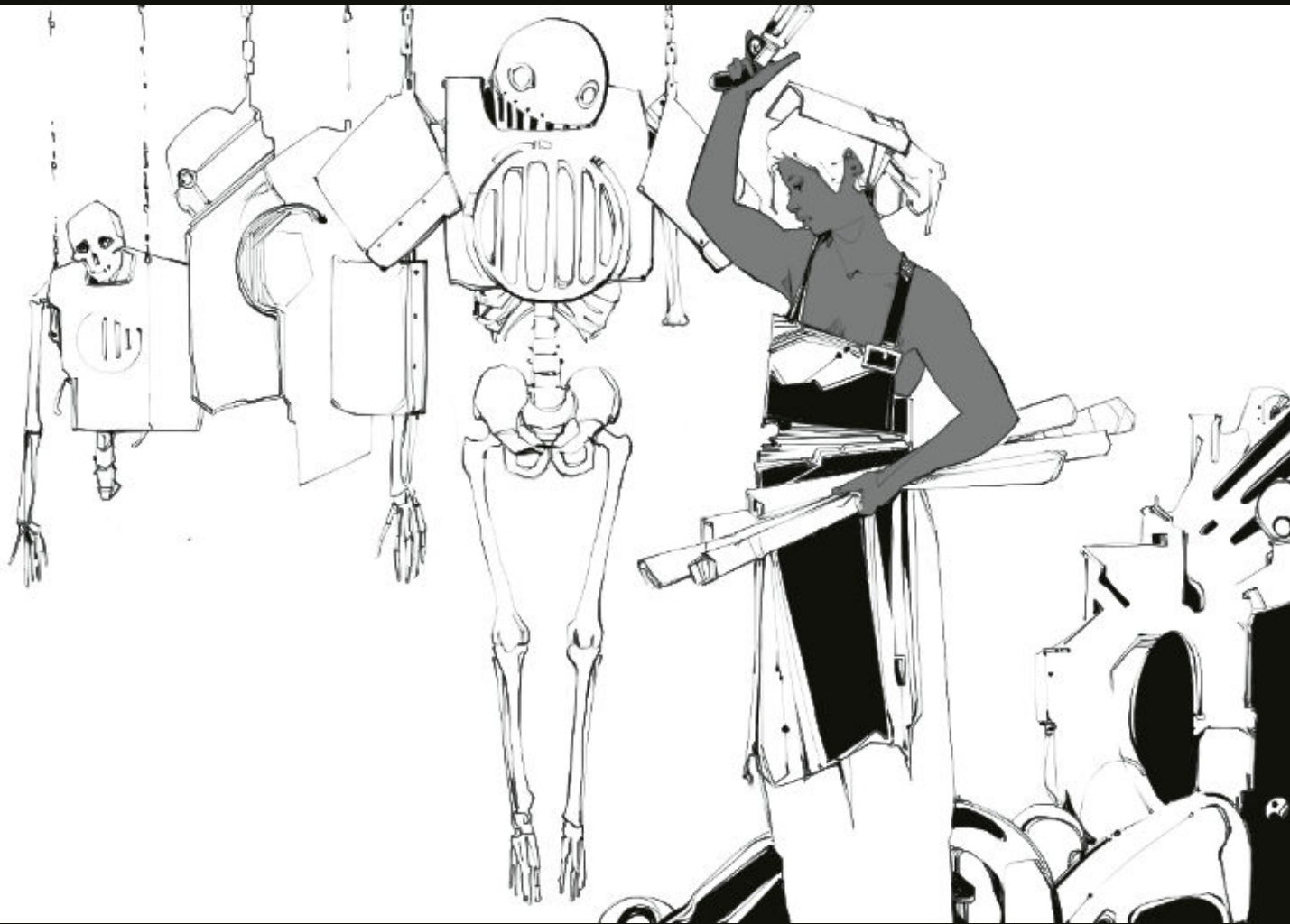
WHAT MADE YOU JOIN THE UNION?

- 1HP You survived **Cosmic Abduction**. When otherworldly creatures speak another language, you get a tingly sense of what they're saying.
- 2HP You just **Love Humanity** and want to keep it pure. Take a firebomb (d6 DAMAGE each round until extinguished).
- 3HP You were denied entry to the **Dead-Blessed Union**. Take a stolen dead-snake symbol.
- 4HP Your **Parents** were high ranking members. You have some sway within the Union.
- 5HP Mostly for **Recreational** reasons. Take a keg of beer.
- 6HP Your home was destroyed in an **Unexplained Explosion**. Take some burnt skin.

24. LIBERAL ENGINEER

We sit on the spear-tip of modernity
There's always the risk of blood

SAMPLE NAMES: FERRANCE, PIERO, RACUSE, GEOBERT.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Tin Soldiers: The first of you to die can be reproduced in living metal form (ARMOUR 2, but much slower than normal) if you wish.

You Get

Duck pistol (d6, BLAST, very short range), sack of ball bearings and screws.

WHAT DID YOU BUY IN PREPARATION FOR TODAY?

- £1** A bicycle.
- £2** A sturdy umbrella (d6).
- £3** A flask of goose soup.
- £4** A long scarf and very warm hat.
- £5** A tinned pie.
- £6** A can of beast repellent.

WHAT'S YOUR MOST RECENT PROJECT? (IT WAS A FLUKE, YOU CAN'T RECREATE IT)

- 1HP** **Minion-Maker** - A copper headband that turns the wearer into a mindless automaton, obeying any command given to it.
- 2HP** **Pawn Tube** - A big golden funnel that can be spiked into the ground. Feed any item into it and a rock or gem worth half of its market value is shot out. If the same stone is returned to the funnel, the item is traded back.
- 3HP** **Air-Mine** - A floating sac of explosive gas (d10 BLAST). Far too sensitive once activated, so a 1 in 6 chance that it goes off prematurely.
- 4HP** **Crank Bomb** - Turn a crank to power it up. Roll d6 for each turn you crank it, adding to the total DAMAGE that is released when you do throw it. If the charge exceeds 12 DAMAGE it blows up in your face.
- 5HP** **Impact Claw** - Causes d10 DAMAGE, but if you roll a 10 you hit yourself for the DAMAGE instead.
- 6HP** **Primordial Slime** - Can be rubbed onto skin, leaving it soft and jelly-like. You can now bend and squeeze as if you had no bones or internal organs, but you only benefit from RESTS while in water. If you spend a day out of water the effects wear off.

25. MASKED HORRORIST

Horrors rise from the Underground
We must make a friend of fear, and scare them back down

SAMPLE NAMES: BOTA, LOMBINA, VOLTER, SONNY.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Populads: You can never remember the name or face of somebody in this Union, or what they really do, but you can always find a member when you need one.

YOU GET

Handcannon (d6, very loud), horrific mask.

WHAT'S YOUR MASK?

- £1 The Famine Machine:** You can eat metal in place of food.
- £2 The Red Beast:** You have the enhanced scent and hearing of a dog.
- £3 The Horned Child:** When you make a demand, those that refuse it feel an intense (but ultimately harmless) pain.
- £4 The Iron Snake:** If you eat a living thing whole you learn all that it has seen.
- £5 The Blank Mask:** You cause no sound and leave no footprints.
- £6 The Grey Man:** All living things understand your speech, but are under no obligation to cooperate.

WHAT ABOUT WHEN YOU TAKE THE MASK OFF?

- 1HP** You can choose how your face appears each time you take it off.
- 2HP** Animals take a disliking to your face.
- 3HP** You had it surgically attached and can never take it off.
- 4HP** You need to wear glasses to see well, but the mask lets you see just fine.
- 5HP** You're mute when not wearing the mask.
- 6HP** Your face is disfigured underneath.

26. ROLLOCKER CLUB ALUMNI

Good times, fair play
School spirit!

SAMPLE NAMES: WILLAND, GIDIVER, FEFFLE, ROCURD.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Time Enforcer 2nd Regiment: You have synchronised watches.

YOU GET

Sports bat (d6, BULKY), club jacket.

WHAT DID YOU SUPPOSEDLY STUDY DURING YOUR TIME AS A STUDENT?

- £1 Take a set of unread **Science** textbooks.
- £2 Take a set of unread **Fine Art** textbooks.
- £3 Take a set of unread **History** textbooks.
- £4 Take a set of unread **Engineering** textbooks.
- £5 Take a set of unread **Medicine** textbooks.
- £6 Take a set of unread **Bureaucracy** textbooks.

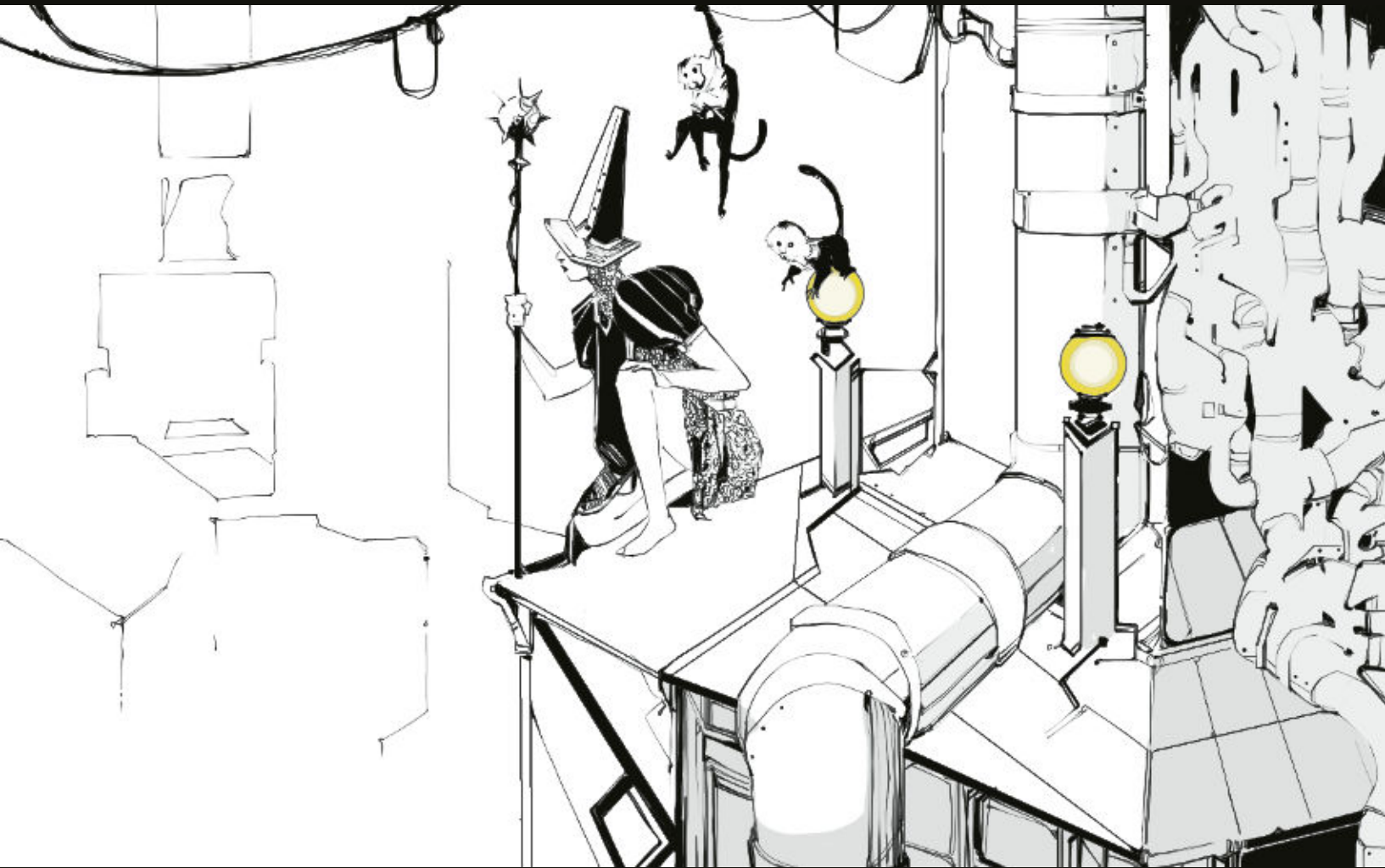
WHAT DID YOU REALLY SPEND YOUR TIME DOING?

- 1HP **Pratfalls:** You can fall up to 20ft without any harm.
- 2HP **Pranking a Rival Club:** Take a smokebomb, a stinkbomb, and a firebomb (d6 DAMAGE each round until extinguished).
- 3HP **Mixing Drinks:** You know every cocktail recipe, and take a bottle of industrial rum.
- 4HP **You Don't Remember:** Take a pig (4HP, d4 bite) dressed in club colours.
- 5HP **Raiding Wine Cellars:** Take a bottle of fortified wine and you can see in the dark.
- 6HP **Hazing Initiates:** Take a bottle of ether.

27. BACKWARD LEGIONNAIRE

The future holds only darkness
BACKWARDS! NEVER FORWARDS!

SAMPLE NAMES: MONNIER, THELMY, JERRETH, BRAMIAH.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Fly Heralds: While you are in debt to them, swarming insects of any type do not bother you.

YOU GET

Un-modern clothes, firebomb (d6 DAMAGE each round until extinguished).

WHAT OBSOLETE WEAPON DO YOU CLING TO?

- £1** A hickory longbow (d6).
- £2** 3 javelins (d6), you've named them all.
- £3** Pole-club (d6, BULKY).
- £4** Blunted falx (d6, BULKY).
- £5** Morning star (d6).
- £6** Sling (d4) with antique stones.

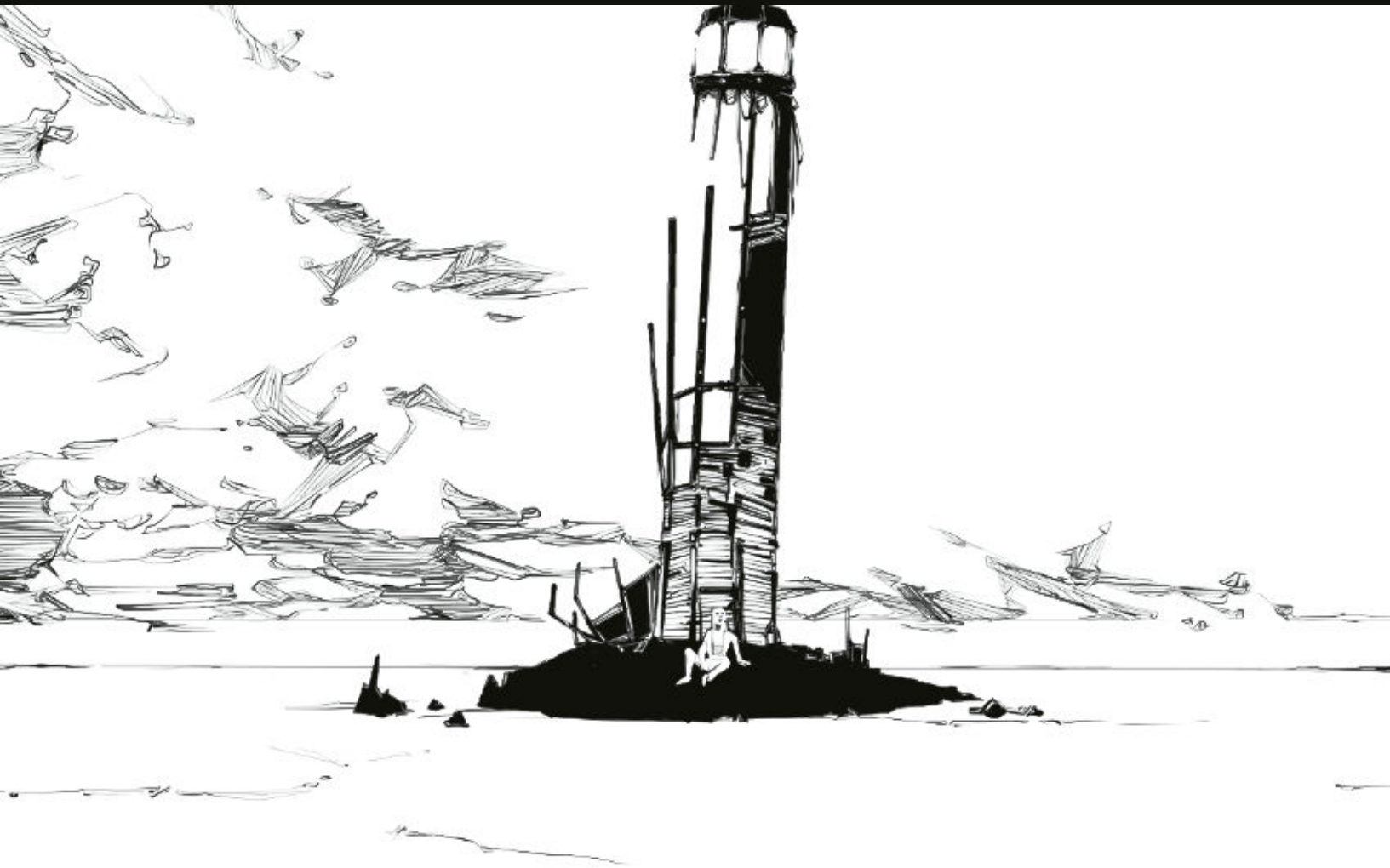
WHAT'S THE MOST OBSOLETE THING YOU OWN?

- 1HP** A set of **Chain Armour** (ARMOUR 1, BULKY).
- 2HP** £10 in **Stone Coins**. Someone far out in Deep Country might take it.
- 3HP** A **Lute**. Nobody makes the right strings anymore.
- 4HP** Portable but heavy **Sundial**.
- 5HP** **Carrying Pole** with two buckets.
- 6HP** A **Chariot** (with nothing to draw it).

28. CONTRACT CASTAWAY

Paid a petty fee to occupy a desolate rock, in place of a flag
The years have been dull, so you return to the mainland

SAMPLE NAMES: THARGIS, GROTTOR, FERNO, ABRAMAN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Holy Carcass-Sons: You bear their mark (a black hourglass). You feel no pain but your wounds never heal. The mark is lost when the debt is paid.

YOU GET

Walking stick (d6), net, pack of gum (parrot).

WHAT WAS YOUR FINAL PAYMENT FOR LONG SERVICE?

- £1** A tin **Medal**.
- £2** A big **Chocolate Bar**.
- £3** Lifetime supply of **Dog Food**, if you don't take advantage.
- £4** A small **Painting** of you on your island.
- £5** A **Golden Ticket** that gets you passage on any one voyage or trip leaving Bastion.
- £6** A smart set of **Shoes**.

WHAT DID YOU FIND ON THE ISLAND?

- 1HP** **Crystal Ball** - Once per day it answers any question yes or no, as helpfully as it can. It knows everything.
- 2HP** **Pack of Fat Beans** - Eating one makes you unable to run or jump until you get a night's sleep.
- 3HP** **Jar of Black Air** - Releasing it plunges the room into darkness until fresh light it brought in. One use only.
- 4HP** **Jar of Unidentified Blood** - If poured into a dead body, the body serves you in one task before vomiting up the blood and dying even more.
- 5HP** **Star Atlas** - Shows constellations that you do not recognise from the sky. Anyone harming the book is struck by lightning (d12, ignore ARMOUR).
- 6HP** **Badly Stitched Doll** - Terrifies children and animals.

29A. REPRESSED PSYCHIC

It's inside your head
You can't hold it in any longer

SAMPLE NAMES: URAL, MARLAKE, YORRIS, FRANSON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Under-Kin: Their office is far, far underground and they're very, very mutated.

YOU GET

Glass marbles.

HOW DID YOU TRY TO HIDE YOUR POWER?

- £1 **Worked in a Distant Mine:** Take a pick-axe (d6, BULKY).
- £2 **You've Never Hidden:** Take a pistol (d6).
- £3 **Drifted Alone on a River Raft:** Take a fishing spear (d6).
- £4 **Mercenary Enlistment:** Take a part-broken horse rifle (d8, BULKY, breaks forever on a 1).
- £5 **Spiritual Pilgrimage:** Take a dagger (d6) and growing cynicism.
- £6 **Blinding Yourself:** Take a cane (d6).

WHAT'S YOUR HIDDEN POWER?

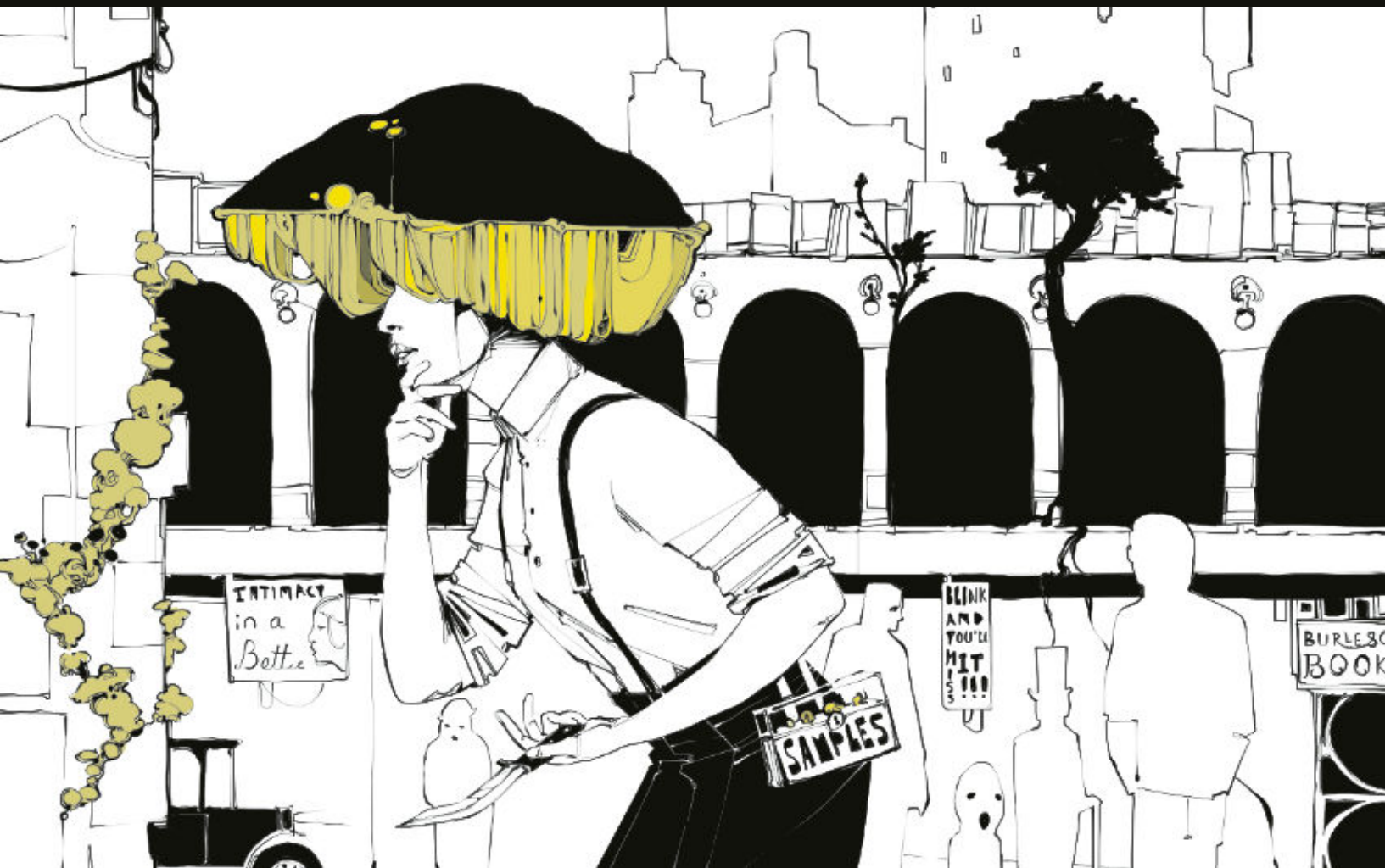
- 1HP **Magnetism** over unheld metal objects, with the force of your own hand.
- 2HP **Phase Through Walls** or doors at will. If the wall is too thick, you don't phase into it at all.
- 3HP You can **Transfer your Consciousness** into a fresh corpse. Each time you undertake a stressful situation in your new body you must pass a CHA SAVE or return to your own body.
- 4HP You can **Perfectly Predict** coin tosses that other people make.
- 5HP You **Appear Invisible** to one person that you focus on.
- 6HP You can **Sense the Motives** of anyone you touch.

29B. MENDICANT MYCOLOGIST

Concept by Eamon Mulholland

Your passion for fungi was great
Less so for the strictures of your order

SAMPLE NAMES: E.Q. WINTERGARDEN, A.R. CLEMENTS, M.R.H. WEXLER, F.F. TOMMASON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Onarger Hood, Bleak Poet: Take a black musical instrument each. They're specially tuned to only play bleak-jazz.

YOU GET

Khukuri (d6), specimen carry case, the traditional hat of your order (large mushroom cap with gills beneath).

WHY DID YOU LEAVE THE ORDER?

- £1 **Kicked Out for Hygiene Breach:** Take a mould infection.
- £2 **You Broke the Vow of Solitude:** Your spouse accompanies you (3hp, stylish coat).
- £3 **You Saw Your Destiny in a Psychotropic Vision:** Take a pouch of psychedelic mushrooms.
- £4 **Won the Lottery:** Lost it all backing an ill advised expedition. Take a map to somewhere strange.
- £5 **You Developed a Fungus Allergy:** Take a pack of disposable gloves. Contact causes an irritating rash, leaving you DEPRIVED until you see a Specialist.
- £6 **You were Secretly Obsessed with Moss Instead:** Take a hidden pouch of Salty Moss. It tastes delicious and re-grows in your pouch if you keep it damp.

WHICH RARE SPECIMEN DO YOU STILL HAVE?

- 1HP **Ghostcap Mushroom:** Glows in the presence of a recently killed person.
- 2HP **Hypermushroom:** Purely theoretical, exists in four dimensions. Eat to safely resolve a paradox.
- 3HP **Lonely Dragon Knight:** Large, tough cap. Fire resistant. Usable as shield (+1 ARMOUR).
- 4HP **Siege Morelle:** Pest resistant, grows with ease on any surface. Tastes almost impossibly bland.
- 5HP **Nightmare Amanita:** Induces long sleep and horribly vivid nightmares.
- 6HP **Moonsponge:** Soaks in moonlight. Spills forth absorbed light when cut.

30A. AMATEUR AMPUTATOR

Not trained in the finesse stuff
Major structural work only

SAMPLE NAMES: HULLOCK, JEIG, HANDEL, DENT.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Deb Worldkiller: You technically owe her money from a cult membership you don't remember agreeing to.

YOU GET

Bonesaw (d6), ether.

WHAT UNSETTLED YOUR PATIENTS?

- £1 **Your Loud Cutting Machinery:** Replace your bonesaw with a grinding saw (d8, BULKY).
- £2 **Mistrust of Anaesthetic:** Swap your ether for a healing-hand symbol.
- £3 **Your Unhygienic Surroundings:** Take a filthy ferret (2HP, d4 bite, stinks).
- £4 **Your Sense of Humour:** Take a book of anatomy jokes.
- £5 **Your Paranoia:** Take a tiny pistol (d6) that you always keep one hand on.
- £6 **Your Eyesight:** Take very thick glasses (you cannot see well without them).

WHAT ELSE DID YOU BRING TO WORK?

- 1HP **Universal Suture** that perfectly conjoins two bits of organic matter, becoming one being. One use only.
- 2HP Tank of **Laughing Gas**.
- 3HP **Magnifying Lens** with adjustable focus.
- 4HP Heavily-used **Forceps**.
- 5HP A **Hook** in place of your off-hand.
- 6HP A bottle of **Strong Perfume**.

30B. INVESTMENT CENTURION

Concept by Matt "Catapult" Wang

Leader of a hundred traders

Any one of them would have sold you out

SAMPLE NAMES: MACHEL, NUMERON, FIRMATE, DAWITT.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The People's Paperworks: If they find out you have bought any printed-goods that weren't printed by them they add £500 to your Debt.

YOU GET

Decorative letter opener (d6), worn-out business-wear.

WHAT DID YOU MANAGE TO RECLAIM FROM YOUR DESK?

- £1 **High-Focus Hourglass** - Runs for fifteen minutes when turned. If the turner deviates from their current task during that time they lose d10 CHA as their brain is jolted back into focus. If they finish their task the hourglass chimes proudly.
- £2 **Word of the Day Calendar** - Time-locked, so you can't skip ahead. The word is always a clue to something that is likely to happen today.
- £3 **Inspirational Mug** - Displays a motivational quote and scene when filled with a hot drink. After enjoying your drink and contemplating the quote you restore any CHA loss.
- £4 **Compulsion Cube** - Covered in buttons and switches. Anybody seeing it for the first time is DEPRIVED until they get to play with it or get their own.
- £5 **Drinker-Bird** - Metal toy that slowly drinks any liquid placed in front of it. Dispenses the liquid on command at the specified temperature. Cannot hold more than two liquids at once but seems to have infinite capacity.
- £6 **Stress Hammer** - Immensely satisfying hammer (d6) that restores any CHA loss if you use it to break something worth at least £1k or wound somebody with it.

HOW DID YOU KEEP TRACK OF THE NUMBERS?

- 1HP **You Left it (Mostly) to Chance:** Take a lucky coin (flips favour you 75% of the time).
- 2HP **You Outsourced the Difficult Stuff:** You know most dialects and can imitate them pretty well.
- 3HP **The Twins:** Take a pair of cuff-links or matching rings. You can whisper a number-related problem into one and listen into the other for the answer.
- 4HP **In Your Head:** You have a perfect memory for numbers.
- 5HP **The Modern Way:** Take a multi-function electric calculator. Requires significant winding up before use.
- 6HP **The Old-Fashioned Way:** Take a battered abacus.

31A. POLAR BOUNTY HUNTER

The endless polar mists are a great place to hide
You did your best to bring the lost home, one way or another

SAMPLE NAMES: PODEL, VICHLER, WORFHAND, BEEGULL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Fictioneers: In their office is a large, empty book with your names written on the front. If you're late paying your debt, the Fictioneers can make unpleasant things happen to you by writing them within.

YOU GET

Pole axe (d8, BULKY).

JUST HOW TOUGH ARE YOU?

- £1 Take a **Wolf** (5HP, d6 bite) that follows your every command.
- £2 Take an **Adoring Follower** (1HP, club d6).
- £3 You can **Whistle** loud enough to cut through any noise, and over vast distances.
- £4 You're **Immune** to alcohol and other toxins.
- £5 If you can pick up a container, you can **Break It Open** with just your hands and teeth.
- £6 Take an **Eyepatch** and a captivating story about how you got it.

WHAT POWER DID THE MIST GRANT YOU?

- 1HP **Fogwhisper:** As long as you make eye contact with another, they can hear anything you whisper.
- 2HP **Snowblood:** You suffer no harm from extreme cold.
- 3HP **Iceclap:** You can extinguish small flames with a loud clap.
- 4HP **Chillsight:** You have white eyes, which people don't like.
- 5HP **Mistlung:** You can always see your breath.
- 6HP **Seathirst:** You can only survive on saltwater. Freshwater doesn't quench you.

3 | B. NECRO-ENGINEER

Concept by Justin Hamilton

Of all Bastion's industry, the city produces corpses faster than anything
Production on this scale calls for modern methods

SAMPLE NAMES: DO, JINCEY, GOGNON, AND ZEPHYRNE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Jolity Engine: A sentient, building-sized gambling machine. Whenever you visit it offers a spin of its wheels to halve the debt, or double in the case of a loss. Odds are 52% in favour of the Engine.

YOU GET

Sombre formal wear, shovel.

HOW DID YOU GET YOUR START IN THE CORPSE DISPOSAL INDUSTRY?

- £1 **Digging the Deepest Graves for Uncooperative Cadavers:** Replace your shovel with a powered grave-burrower (d8, BULKY, extremely loud, tears through earth at an alarming rate).
- £2 **Professional Grave Visitor:** You have a lifetime supply of bouquets from a handful of Bastion's florists.
- £3 **Silencing Birdsong:** Take a pigeon-gun (d6, BULKY).
- £4 **Widow Tender:** Take an expandable umbrella.
- £5 **You were Born in a Mausoleum:** You can sense a corpse up to one room away.
- £6 **Chasing Scavengers Away:** One barely-domesticated hyena (5HP, d6 bite) stuck with you.

WHAT WAS YOUR GREAT PROJECT? (YOU COULDN'T GET FUNDING)

- 1HP **The Incineration Dome:** Take a fire-proof protective suit that fits over your formal wear.
- 2HP **The Pyramid of Final Rest:** You can tell the exact height and rough age of a building with a glance.
- 3HP **The Feasting Garden:** Take a sack of carrion seed (irresistible to crows, vultures and other scavenging birds).
- 4HP **The Protein Reclamation Initiative:** Take a jar of flavour-masking rub (makes anything palatable).
- 5HP **The Eternal Cruise:** Take a morbidly decorated naval captain's hat.
- 6HP **The Star Burial:** You feel that the Living Stars are taunting your failure. If left alone under starlight you are DEPRIVED.

32A. MOCKERY

An imitation of life in felt, wood, and string

You don't need to eat, drink, sleep, or love, but still feel the drives

SAMPLE NAMES: TREMMER, POGGY, SUDO, DRENCHIT.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Unpairers: If you are caught with a matching pair of anything they'll add £505 to your debt.

YOU GET

Hidden knife (d6), 3 Mock-bombs (d8 small BLAST).

WHAT TYPE OF MOCKERY ARE YOU?

£1 Mock Fox: Take a leather jacket.

£2 Mock Badger: Take a long scarf.

£3 Mock Lizard: Take a monocle.

£4 Mock Wallaby: Take a pipe.

£5 Mock Canary: Take a miner's helmet.

£6 Mock Hog: Take a top hat.

WHAT DO YOU HAVE A THEATRICAL FLAIR FOR?

1HP Song and Dance: Take a musical instrument.

2HP Mechanical Workings: Take a tool kit.

3HP Burglary: Take a mask and a swag-bag.

4HP Bureaucracy: Take an adjustable stapler.

5HP Cooking: Take a roll of tin foil.

6HP Smelling Lies: Take a hard stare.

32B. ALPHA TESTER

Concept by Eric Dalehite

For safety, you had to push the button, flip the switch, taste the glue
Your contract was the only thing worse than your pay

SAMPLE NAMES: ALFO, BATER, GRAMME, DELTER.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Motherlode Corporate Incubator: A business conglomerate that delegates all decisions to a workgroup of toddlers. Take shared ownership of an "Expadison Savival Kit" containing sugar-biscuits, a plastic screwdriver, a rubber giraffe, and a flask of sweetened milk.

YOU GET

Telescopic rod (d6), protective suit (Armour 2 against explosions and fire only, BULKY).

WHAT WAS THE WORST THING TO HAPPEN TO YOU?

- £1 **Lost All of your Hair** in an acid eruption.
- £2 **Lost a Leg** riding an electric staircase. Take a low-quality prosthetic.
- £3 **Your Heart Stopped** after too long in a relaxation-booth. Take a mechanical heart.
- £4 **Lost an Eye** to an overly powerful toy crossbow.
- £5 **Skin Turned Green** by experimental cosmetics.
- £6 **Lost an Arm** to a mechanical-dog-substitute. Take a low-quality prosthetic.

WHICH UNSAFE DEVICE DID YOU MANAGE TO KEEP?

- 1HP** **3 Jolt Cans** - A combination of drink and electric charge. When a can is consumed you require no sleep for 24 hours, and during that time you are never surprised, always alert.
After 24 hours passes you are DEPRIVED until you sleep for a full 24 hours.
- 2HP** **Essence Projector** - Project and inhabit a ghost version of yourself up to ten feet away. The ghost form is immaterial, can pass through walls, but any contact with fire or electricity deals d12 DAMAGE to your real body.
- 3HP** **Chronophone** - Can call any regular phone provided you are at least a few blocks away. Can either call an hour in the past, or an hour in the future.
Any attempt to create a paradox disconnects the line and you take d12 DAMAGE as your conflicting timelines are forced into one.
- 4HP** **Mechanical Dog Substitute** - 1HP, Armour 3, d6 bite. Only understands its own name, speak, sit, and kill. Otherwise just follows you clumsily.
- 5HP** **Blizzard Popper** - Plastic tube with a string hanging from the bottom. Pulling the string has a 50/50 chance of two effects. Recharges in 12 hours:
Blizzard: After a celebratory chime, harmless fake snow blasts from the popper.
Ash Storm: After an off-key chime, foul burning ash (d8 BLAST) is fired from the popper.
- 6HP** **Temperance Band** - Speak one need such as "hunger" or "thirst" and snap the band around your wrist. While you wear the band you no longer have that need and cannot even partake willingly.
When you remove the band all of the hunger or thirst catches up with you, and you die if you do not immediately sate the backed-up need.

33. PRIZE BREEDER

You had a small kennel of finely bred animals
Now you're down to your last pair

SAMPLE NAMES: SABLE, WISHAW, SHELTON, PALLO.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Stamp Appreciation Society: You owe back-dated subscription fees, but share ownership of a worthless postage stamp collection.

YOU GET

Male and female animal (see below), striking rod (d6), chain and collar of suitable size, cleaning wax.

WHAT DID YOU BREED?

- £1 **Fat Worms:** A full jar. Extremely effective fish bait. Swap your chain and collar for fishing gear.
- £2 **Military Pigeons** (6HP, always follow orders).
- £3 **Riding Dogs** (5HP, d6 bite, only suitable for children).
- £4 **Lap-Crocodiles** (3HP, d6 bite, very needy).
- £5 **Oil Ferrets** (2HP, impossible to keep hold of).
- £6 **Tiny Goats** (2HP, d4 butt, trained to go for the shins).

WHAT HAPPENED TO YOUR BREEDING ENTERPRISE?

- 1HP You and a bitter rival **Took the Competition Too Far.** Take a firebomb (d6 DAMAGE each round until extinguished).
- 2HP Something went wrong with your **Radical Breeding Programme.** Your mated pair are sterile, but the three of you share a psychic link.
- 3HP You just got **Wanderlust.** Take a zoological atlas.
- 4HP You made it big, **Got Ideas Above Your Station,** then lost it all. Take a half-empty bottle of expensive whisky.
- 5HP Your **Theories Were Too Controversial.** Swap your striking rod for an electro-lash (d8, BULKY).
- 6HP **You Were Scammed.** Take £1k in unconvincing counterfeit coins.

34. FAILED CITIZEN

None of the Failed Cities could keep up with Bastion
You left your pathetic home for the real deal

SAMPLE NAMES: BURNLUM, TUNNER, LONGUN, FENSON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Ruff & Collar Kennels: You have shared responsibility for a disobedient dog (3HP, d6 bite) for the duration of the Debt. If you lose the dog, add £500 to your Debt.

YOU GET

Nail plank (d6, BULKY), barbed wire.

WHAT WAS THE FIRST THING YOU BOUGHT IN BASTION?

- £1 **A Modern Hat:** It's recently out of fashion.
- £2 **A Case of Fancy Wines:** Well past their best.
- £3 **A Duck:** (1HP) The seller insisted it could dance. It cannot.
- £4 **Night Goggles:** Only work very slightly.
- £5 **A Guidebook:** Outdated and full of adverts.
- £6 **A Can of Gruel:** You were told it is a delicacy.

WHAT'S THE ONLY THING YOU MISS FROM HOME?

- 1HP **The Brass Bands:** Take a trumpet.
- 2HP **The Salt-Boiled Humbugs:** Take a pack of disgusting sweets.
- 3HP **The Lawn Games:** Take a set of boules.
- 4HP **The Emu Hunts:** Take an obsolete long-rifle (d6, BULKY).
- 5HP **The Moss-Pipe Cafés:** Take a pipe and smoking moss.
- 6HP **The Underground Living Quarters:** You can always sense the most direct route to the surface.

35. URBAN SAFARIST

The human condition makes for fascinating viewing
At least for those too rich to have worries

SAMPLE NAMES: SACTION, RIGHTLY, GOURD, CROTON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Baroness Joleen Mast of Rosevine: Rules from a distant Failed City, but has relatives in Bastion. Insists on payment in person.

YOU GET

Tall hat.

WHAT KEEPS YOU SAFE?

- £1 A **Sword Cane** (d6, easily concealable).
- £2 A **Wooden Stake** (d6, adorned with useless symbols).
- £3 A **Machete** (d6, with a fake jungle story).
- £4 A **Scrap Launcher** (d8, BLAST, BULKY, requires a REST to reload).
- £5 A **Startle-Gun** (fires loud but blank shots).
- £6 A **Scary but Cowardly Dog** (6HP, d8 maul).

WHAT GETS YOU INTO HIDDEN PLACES?

- 1HP A knack for **Picking Locks**.
- 2HP A collection of **Fake Identification Documents**.
- 3HP You're the **Exact Double** of somebody very powerful and influential.
- 4HP You know the **Layout of Bastion** perfectly, even as it changes.
- 5HP You were **Raised in the Underground** and have weird family down there, but you look remarkably normal.
- 6HP You have perfect **Dark-Vision**.

36. LOCKHOLDER

Canal locks charge a toll, but nobody's certain who owns them
You held a lock for a while

SAMPLE NAMES: BINGEEN, FOURLEY, BOXTON, FEAU.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Severin Sistern's Underground Cruises: You each have a poor quality imitation naval uniform in addition to your normal clothes.

YOU GET

Unused pistol (d6), smart uniform.

WHICH LOCK KEEPER'S UNION DID YOU BELONG TO?

- £1 **The Wristwatchmen:** Take a utility watch (d4 micro-shot) that has similar tools to a Swiss army knife.
- £2 **The Very-Strong-Group:** You can pull out somebody's heart if you cause CRITICAL DAMAGE with an unarmed attack.
- £3 **The Wind Order:** Replace your unused pistol with an unused marksman's rifle (d8, BULKY) and your uniform is extra-smart.
- £4 **The New Sonic-Dogs:** Take two sonic bombs (d6 BLAST and shatter all glass in the area).
- £5 **Total Data:** You have a machine-eye that automatically reads and remembers any text passed in front of it. You can recall this at will.
- £6 **Worm Storm:** Take worm tattoos. You can speak a language that worms understand, but they are not bound to obey you.

WHAT WENT WRONG?

- 1HP **Urban Apes Took Your Lock,** but a small chimp (5HP, d6 bite) decided to go with you.
- 2HP The local council paid you off, but **You Squandered The Money.** Take a gold tooth (worth £500, not easy to remove) and bottle of expensive perfume.
- 3HP After foiling a plot to blow up your lock for insurance purposes, **You Were Dismissed From Duty.** Take a bomb (d10 BLAST).
- 4HP **Canal Pirates Wiped Out Your Organisation.** Take a bloody cutlass (d6).
- 5HP You were sent on a supply run, and **Came Back To A Ruined Lock.** Take a donkey (4HP).
- 6HP A water wraith **Scared You All From The Lock.** Take a flask of star-blessed water said to repel strange beings (is actually acid).

37. REPURPOSED AUGMENTAL

Mechanically adapted for a purpose you were unable to fulfil
You found a job somewhere else

SAMPLE NAMES: EWES, CLARICK, ANTE, CASEY.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Drumm Personal Security: Weapons pay off this debt at twice their normal value.

YOU GET

Mallet (d6).

WHAT WAS YOUR JOB?

- £1 **Civic Planning:** Take a nice jacket.
- £2 **Electricity Station Labour:** Take a set of rubberised tongs.
- £3 **Private Security:** Take a concealed pistol (d6).
- £4 **Personal Errands:** Take an umbrella.
- £5 **Housekeeping:** Take a telescopic brush.
- £6 **Municipal Cleaning:** Take a broom.

HOW ARE YOU AUGMENTED?

- 1HP **Part-Metal Body:** You always have at least ARMOUR 1.
- 2HP **Bile Valve:** You can spew acid spray (d6, BLAST, continues until washed off) once per day.
- 3HP **Chest Compartment:** A barely visible seam in your chest can open up to discreetly store a fist-sized object.
- 4HP **Steel Jaw:** You can bite through most anything you can fit in your mouth.
- 5HP **Detachable Arms:** They still function as you wish if removed.
- 6HP **Remodelled Internals:** You do not need to eat or breathe.

38. NOBLE-IN-WAITING

The chances of you actually inheriting your title are microscopic
You decided to take your fate into your own hands

SAMPLE NAMES: QUTH, CHAMP, PURSEY, FROTTESCUE



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Stubb Prosthetics: You each have a rudimentary prosthetic, but it cannot be a limb.

YOU GET

Fire poker (d6), fur cloak.

WHAT TITLE ARE YOU DUE TO INHERIT?

- £1 **Arch-Hellion of Jules:** Take a set of ugly red ARMOUR (ARMOUR 1).
- £2 **Metagon of Ram:** Take an ancestral horn (curly and loud).
- £3 **Inactor of Discave:** Take a fancy spike-rod (d8, BULKY) that is also a periscope.
- £4 **Cryptor of Hyde:** As a gift from your ancestors, you can ask any recently dead being one question, but they are only as cooperative as they were in life.
- £5 **Faux-Reiner of Trave:** Take a box of fancy cigars and bottle of brandy.
- £6 **Eminent-Raider of Ruther's Ford:** Take a warhorse (7HP, d8 trample).

HOW MANY PEOPLE MUST DIE BEFORE YOU INHERIT?

- 1HP **Nobody Knows**, so succession has turned into a bit of a free-for-all, and as such has drifted far from your family.
- 2HP **Fourteen**, and they're very far apart.
- 3HP **Twelve**, but you aren't sure which twelve.
- 4HP **Nine**, and they're incredibly powerful and unified against you.
- 5HP **Eight**, and their holdings are far from Bastion.
- 6HP **Nobody**. You technically hold the title, but the lands were utterly obliterated before you inherited. It isn't on maps anymore.

39A. VAULT CRACKER

Most vaults are old enough that nobody can agree who owns them
You're just tidying up forgotten things

SAMPLE NAMES: GARRUN, FATIMAX, RUFFY, STANBAR.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Slumborn Sisterhood: Share £100 in Slum Vouchers, valid only in the worst boroughs.

YOU GET

Shovel (d6, BULKY).

WHAT GETS YOU IN?

- £1 A **Key Flute** that has a 1-in-6 chance of opening any lock you play to. If it fails once, it never works on that lock.
- £2 Take a **Crowbar** (d6).
- £3 Take three **Mining Charges** (d10 BLAST, must be set in place and shot).
- £4 Take a **Portable Ram**.
- £5 Take a bent **Coat Hanger**.
- £6 Take a **Breaching Rocket** (d10 BLAST, one shot).

WHAT DID YOU FIND?

- 1HP **Macro-Telescope** - Essentially infinite zoom.
- 2HP **Portable Raft** - Carries four people, compresses down to briefcase size.
- 3HP **Brace of Fancy Pistols** - d8 each, but won't fire if separated.
- 4HP **Case of Poisons** - One dose each of ingested, injected, and inhaled poisons.
- 5HP **Cursed Music Box** - Sounds awful to you, everybody else hears their favourite tune.
- 6HP **Unlabelled Food Can** - 50/50 chance of cat food (expired), or pressurised potato (explodes in a d8 BLAST when exposed to air).

39B. ACUPRESSURIST OF INANIMATE OBJECTS

Written by Zedeck Siew

You were taught to ease and adjust the energy flowing through things
You didn't finish your training

SAMPLE NAMES: SEVENTH SEN, CARRACK, PARAVATI, OOREN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Hedge Club: All public gardens in Bastion are dangerous ground, until you answer for your crimes against topiary.

YOU GET

Set of steel needles, massage ointment, 20-metre-long scroll of esoteric diagrams.

WHAT CLASS OF INANIMATE OBJECT DO YOU KNOW HOW TO MANIPULATE?

- £1 **Tools Made to Kill:** Take a fencing foil.
- £2 **Flesh Once Living:** Take an iron coffin.
- £3 **Mechanisms that Lock:** Take a hooded lantern.
- £4 **Devices used in Games:** Take a bag of dice.
- £5 **Furniture made for Rest:** Take a set of carpenter's tools.
- £6 **Vessels that Hold Drink:** Take a pouch of laxative powder.

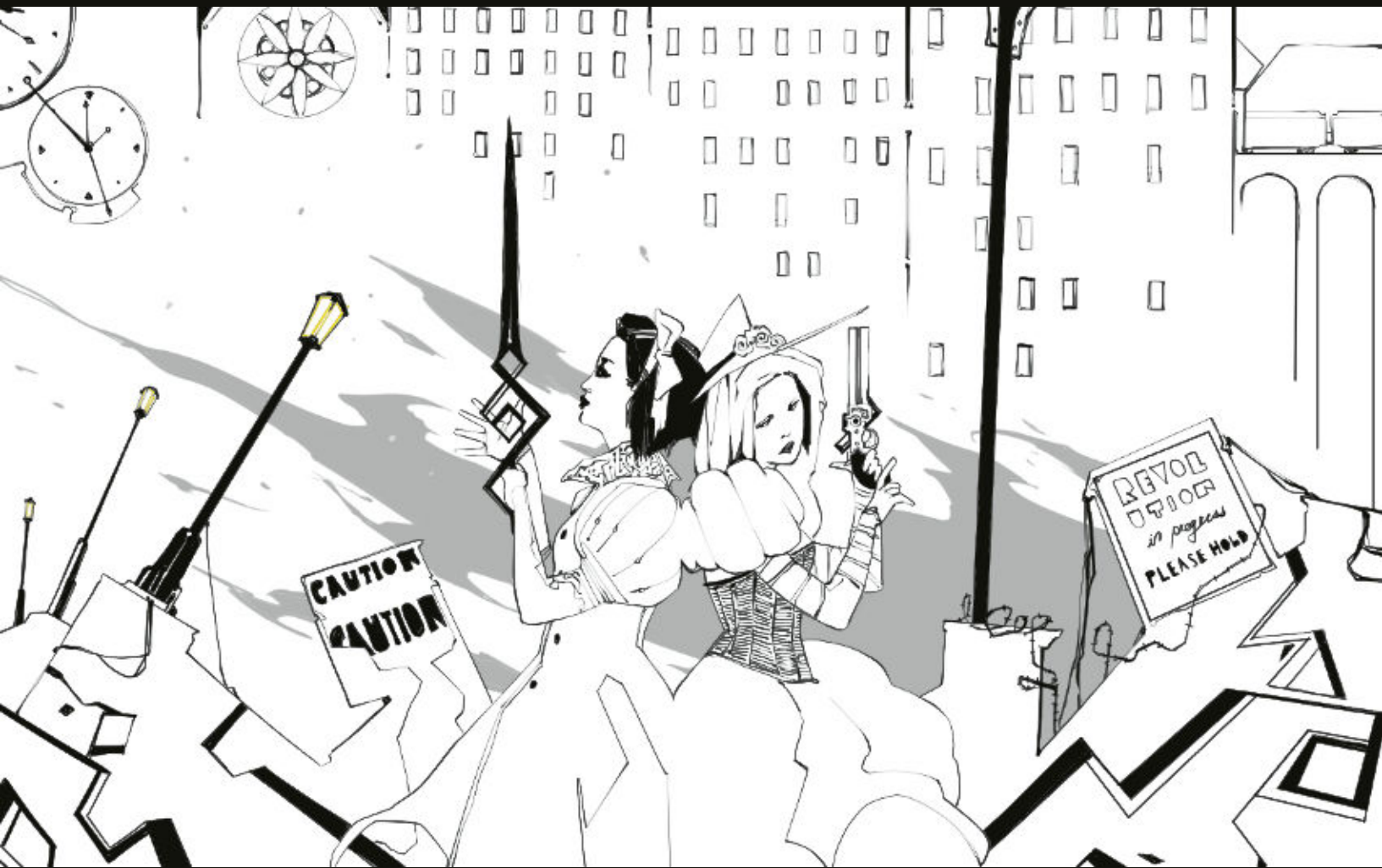
AFTER 30 MINUTES SPENT TREATING THE OBJECT, YOU CAN CAUSE IT TO...

- 1HP **Violently Combust** on exposure to water.
- 2HP **Disintegrate** at somebody else's touch.
- 3HP **Induce Projectile Vomiting** upon contact.
- 4HP **Become Utterly Indestructible** for an hour.
- 5HP **Transform** into actual gold for thirty minutes.
- 6HP **Animate**, obeying your word for five minutes.

40A. REVOLUTIONARY DUELLIST

You are the sword tip of change in Bastion
Sometimes change for its own sake

SAMPLE NAMES: EPPAY, SAYBO, FOAL, GEANNE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Doctor Harold Pang, Archaeologist: Pays double the value for items still dusty from excavation.

YOU GET

Puffy clothes, mirror.

WHAT'S YOUR WEAPON OF CHOICE?

- £1 **Crow-Sword** (d6, doubles as crowbar).
- £2 **Military-Fork** (d8, BULKY).
- £3 **Pointman's Duelling Pistol** (d8, requires a REST to clean and reload).
- £4 **Compound Bow** (d6, silent).
- £5 **Fixed-Rifle** (Does not function as a gun, but with included bayonet is d6, BULKY, melee).
- £6 **Claymore** (d8, BULKY).

WHAT'S YOUR FLAIR?

- 1HP You attempt a **Fancy Finishing Move** with your signature weapon for +d10 DAMAGE, but if it doesn't cause CRITICAL DAMAGE then you take CRITICAL DAMAGE yourself.
- 2HP Take a pocket of **Blinding Powder** (DEX SAVE or blinded for one turn. After use, you must visit your supplier for a free refill).
- 3HP Take a pack of **Tiny Smoke Bombs** (Make enough smoke for you to quickly dash away. After use, you must visit your supplier for a free refill).
- 4HP You can **Hurl Your Weapon** for d8 DAMAGE. If you roll an 8 the weapon is broken.
- 5HP You can **Mimic Any Voice** you hear, and use it mockingly.
- 6HP Take an **Extra-Fancy Hat** with a famous backstory.

40B. EXPELLED LAMPLIGHTER

Written by Zachary Cox

Your order has fallen out of favour in recent years
Who needs to replace lamps in this electric age?

SAMPLE NAMES: TEDDY, DICK, VICTORIA, JANE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Jovbon The Prosthetist: You had a pretty bad accident, but Jovbon sorted you out with some replacements. Unless you can pay up, soon he'll be back for his limbs.

YOU GET

Knife, wick on a 10 foot pole, pair of felted slippers.

WHICH TENET OF THE LANTERNER'S CODE DID YOU BREAK?

- £1 Leave Nothing But Smoke:** While holding a naked flame, you can be seen, but never heard.
- £2 Light Every Torch You See:** You can see in low light as if it was good light. You can see in the dark as if it was low light.
- £3 Never Share The Dungeon's Secrets:** Take a bulging pouch of adventurer's gold (fake).
- £4 Never Take The Dungeon's Treasure:** Take a set of lockpicks.
- £5 The Creatures Of The Dark Are Not Your Enemy:** Take a two-handed axe (d8).
- £6 Never Let The Light Be Extinguished:** Take a fire extinguisher.

WHAT WERE THE OTHER TOOLS OF YOUR TRADE?

- 1HP Telescopic 20 foot ladder.**
- 2HP Magic candle (never runs out).**
- 3HP Barrel of gasoline.**
- 4HP Small fire spirit (4HP, d6 burn) in a jar.**
- 5HP Pocket lighter.**
- 6HP Screwdriver and a dozen replacement light bulbs.**

41. NEWSPAPER INTERN

You were technically paid to write technically-non-lies
It never really got off the ground

SAMPLE NAMES: GURNEY, DUNKER, FLINDELL, SHELINA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Society for the Punishment of Wayward Students: Your debt is to pay for breakages you caused by some prank in your youth. You know a load of dumb code words that only you understand.

YOU GET

Notepad.

WHAT WAS THE WORST STORY YOU HAD TO COVER?

- £1 Local Lizard Races:** Take a slow disowned lizard (2HP).
- £2 Escaped Swan:** Take a net.
- £3 Mine Collapse:** Take a canary in a cage.
- £4 Snooker Tournament:** Take a flask of very strong coffee.
- £5 Collapse of Order at a Zoo:** Take a sack of animal feed.
- £6 Prison Riots:** Take a pack of gum (bread) and a pair of handcuffs.

WHAT DID YOU TAKE FROM THE PRESS OFFICE BEFORE YOUR INTERNSHIP ENDED?

- 1HP Paper-Boy** that has nowhere else to go (DEX 15, 2HP) and blindly obeys you.
- 2HP Snubbed Shotgun** (d6, +d6 at point blank range) from the editor's office.
- 3HP Sabre** (d6) owned by some famous revolutionary.
- 4HP Cricket Bat** (d6, BULKY) signed by a disgraced general.
- 5HP Letter Opener** (d6) and a book of one-hour-delivery stamps.
- 6HP Heavy Rod** (d6, BULKY) from the printing press.

42. RURAL TAX COLLECTOR

You've spent more time than you care on the roads of Deep Country
Squinting at obsolete currencies was your life

SAMPLE NAMES: PEARL, EYP, DEWIE, HERITANCE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Bastiard Free Press Council: You have a shared subscription to a local newspaper, delivered daily to a personal box nearby.

YOU GET

Taxman's pistol (d6, extremely loud).

WHAT DID THE TAX OFFICE PROVIDE YOU WITH?

- £1 Can of **Beast Repellent** (enough for 3 uses, a Specialist refills it for free).
- £2 An **Ornate Baton** (d6, strikes fear into tax-dodgers).
- £3 A **Shaggy Dog** (4HP, d6 bite).
- £4 **Ceremonial Armour** (ARMOUR 1, BULKY).
- £5 A **Mock Ferret** (1HP, knows two songs).
- £6 A book of **Simple Country Jokes**.

WHAT DO YOU HATE MOST ABOUT BASTION?

- 1HP **Unionised Workers:** Take membership badge for the Anti-Union Coalition.
- 2HP **Bureaucracy:** Take a portable shredder.
- 3HP **People in General:** Take an enemies list.
- 4HP **Organised Religion:** If you participate in a religious ceremony without complaining, you are DEPRIVED for the remainder of the day.
- 5HP **Modern Clothes:** You are DEPRIVED if you are fashionably dressed.
- 6HP **Pigeons:** They hate you back.

43. ACADEMIC DEBATER

Somebody must argue the positions that nobody cares about
You were that somebody

SAMPLE NAMES: STROMAN, SLIPPER, HUMINUM, PEEL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Conglomerated Taxes: You are exempt from certain taxes, gaining an effective 50% discount on pets, hair products, and offal.

YOU GET

Cane (d6), pocket-watch.

WHAT CAN YOU DEBATE FOREVER?

- £1 **Public Transport:** Choose a favourite type.
- £2 **Libraries:** Choose a heretical library opinion.
- £3 **Taxation:** Choose a favourite tax.
- £4 **Food History:** Choose an ingredient that you can never resist.
- £5 **Formal Wear:** Choose a favourite bodypart to clothe.
- £6 **Types of Roof:** Choose one thing you hate about modern roofs.

WHAT DID YOUR UNIVERSITY PROVIDE AS A LEAVING GIFT?

- 1HP A box of **Psychedelic Mushrooms** (two doses, instant effect).
- 2HP An extremely satisfying but dangerous **Back-Scratcher** (d6 DAMAGE).
- 3HP A tiny mechanical **Steel Butterfly** (obeys any commands, but has all the limits and fragility of a normal butterfly).
- 4HP A **Wind Chime** (somewhat relaxing).
- 5HP A **Novelty Umbrella** (also a clarinet).
- 6HP A **Glass Bust of your Head** (worth nothing to anyone else).

44. ASSOCIATED BURGLAR

You burgled only sanctioned properties
You don't fully understand the legality

SAMPLE NAMES: SPIT, HUCKER, LOAM, PARTHIA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Young Errant's University for Practical Studies: You share ownership of a set of basic engine repair tools.

YOU GET

Bow-pistol (d6).

WHAT'S YOUR CHOICE OF BURGLARY EQUIPMENT?

£1 **Bottle of Ether** with long-range spray attachment.

£2 **Sticky-Rope** (sticks to metal and stone, supports one person).

£3 **Crowbar** (d6, passes for a walking stick).

£4 **Portable Ram** (folds down to pocket size).

£5 **3 Slumber Bombs** (anybody in the BLAST who is already asleep cannot be woken by any means for an hour).

£6 **Burglar Shotgun** (d6, +d6 at point blank range, silent).

WHICH TYPE OF BUILDING DID YOU TARGET?

1HP **Offices:** Take a poison pen (d4, d12 DEX Loss on CRITICAL DAMAGE).

2HP **Alienist Temples:** Take a handful of incense sticks.

3HP **Barracks:** Take a military uniform and medals.

4HP **Hospitals:** Take a stethoscope.

5HP **Workhouses:** Take a steam-whistle.

6HP **Orphanages:** Take a broken doll.

45. RETAIL THERAPIST

You helped people spend money you had no hope of ever earning
None of it rubbed off onto you

SAMPLE NAMES: SLEFFY, DEBBUM, FROZER, BLOOM.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Finbrake Re-burglary: They accept reclaimed stolen goods for twice their value.

YOU GET

Self-defence shock-prod (d6, on a roll of 1 it requires recharging).

WHAT WAS YOUR SPECIALITY?

- £1 Clothes:** You're always exquisitely dressed.
- £2 Drinks:** You can claim a free drink in most bars.
- £3 Offal:** You can identify most organs.
- £4 Cigars:** Smoke doesn't bother you.
- £5 Luxury Pets:** Take a chameleon (1HP).
- £6 Jewellery:** You recognise fakes right away.

WHO WAS YOUR BEST CLIENT?

- 1HP A Military Officer:** Take a prototype repeater-pistol (d6, BLAST, jams on a 1, requiring Specialist repair).
- 2HP A Paranoid Vault-Keeper:** Take a peeker-lens (place against metal doors to see what's on the other side in fuzzy vision).
- 3HP A Deep Country Feral King:** Take a clumsy but ornate sword (BULKY, d8).
- 4HP A Wild Ocean Treasure Hunter:** Take a returning knife (d6, flies back into your hand with a whistle).
- 5HP A Washed-Up Stage Comedian:** Take a water-squirting flower.
- 6HP A Hygiene-Obsessed Millionaire:** Take a bottle of universal cleaning fluid (cleans anything to a shine in no time at all).

46. APPRENTICE SWEEP

Your master died
They took your terrible career prospects along with them

SAMPLE NAMES: FLO, ROD, LEEK, MOLEY.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Soddup Burials: The debt is for a parent's funeral. Whether through blood or not, you're all siblings to each other.

YOU GET

Chisel (d6), extendable brushes.

WHAT DID YOU SWEEP?

- £1 **Narrow Chimneys:** You can get through any gap you can get your head into.
- £2 **Sewers:** You can see in the dark perfectly.
- £3 **Railway Lines:** You can sense the speed and direction of the nearest train or tram by touching the rail.
- £4 **Bookshelves:** Dust does not bother you.
- £5 **Gruel-Chutes:** You can only eat solid food.
- £6 **Kennels:** Dogs love you.

WHAT DID YOU DREAM ABOUT AS YOU SWEEP?

- 1HP **Being a Highwayman:** Take a fake pistol (only fires blanks).
- 2HP **Visiting the Living Stars:** Take a spyglass.
- 3HP **Avenging your Master:** Take a dose of powdered poison.
- 4HP **Being in High Society:** Take a fashionable hat.
- 5HP **Being a Musician:** Take a banjo.
- 6HP **Becoming a Master Sweep:** Take a sweeper's tattoo that only impresses other sweeps.

47. SKY TROOPER

Your training was so intense that the academy closed after graduation
Now there is no mission, but you still have your gear

SAMPLE NAMES: TEEKAY, FORTH, TOOHEY, WUN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Titan Chimney Stacks: Take shared ownership of an extremely long chimney brush.

YOU GET

Cutlass (d6), glider-wings (decent for gliding, unsuitable for flight), uniform.

HOW COOL IS YOUR UNIFORM?

£1 It has your **Name in Rhinestones** across the back.

£2 It has **Mirrored Panels**.

£3 It has **ARMOUR** (ARMOUR 1) and a masked helmet.

£4 It has an **Ultra-Fancy Belt Buckle**.

£5 It has a **Cape**.

£6 It has **Tassels**.

WHAT'S IN YOUR HIDDEN POUCH?

1HP A **Flash Bomb** (dazzles anyone that doesn't avert their eyes for one turn).

2HP **Glow-Dust** (spread over an item to cause it to glow brightly for an hour).

3HP A **Pen** that can fire a single shot (d6).

4HP A **Poison Capsule**.

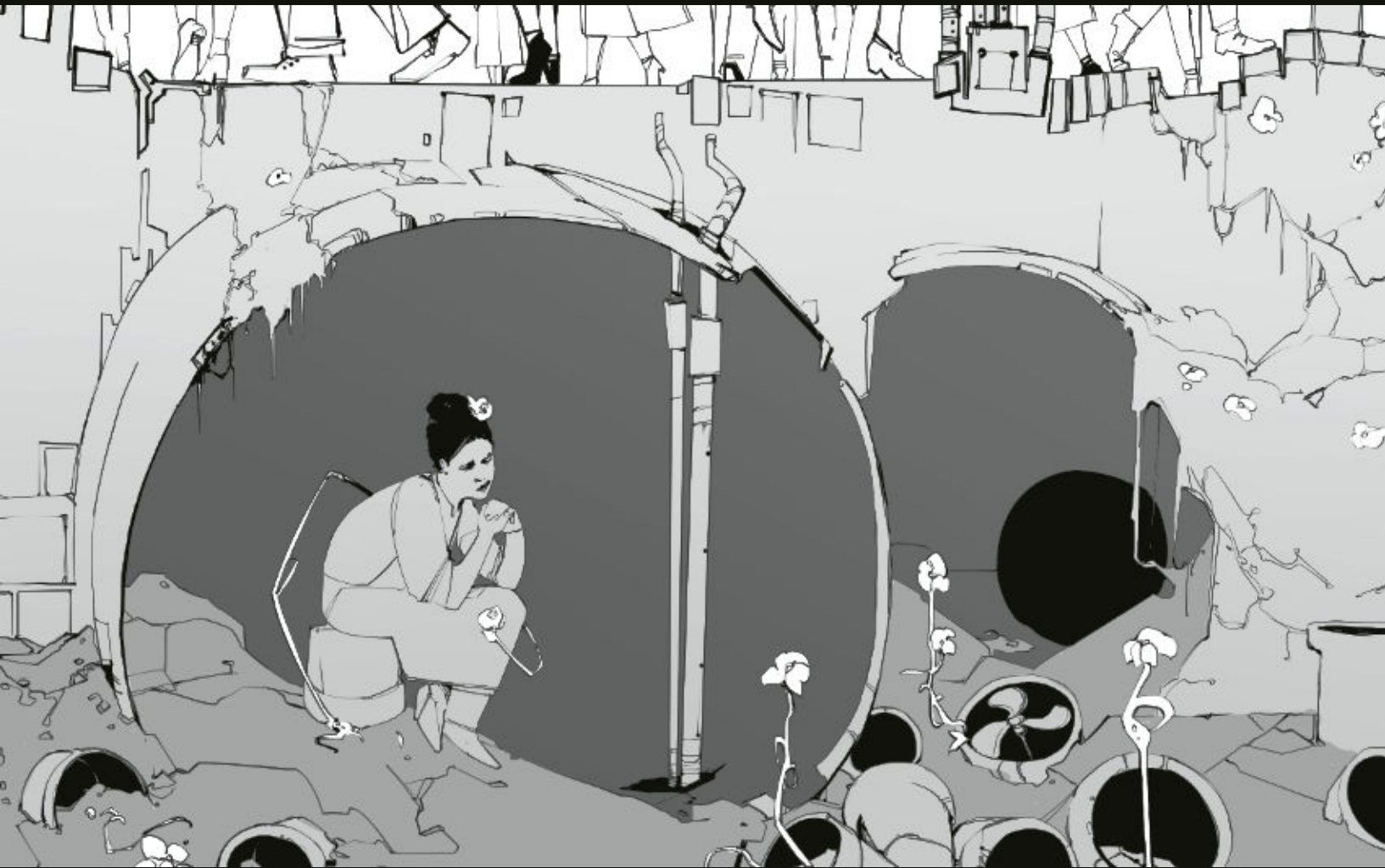
5HP 1 metre roll of **Unbreakable Wire**.

6HP A **Very Loud Whistle**.

48. URBALIST

The walls of Bastion have a language of their own
The right ones reveal secrets, with the help of your herbs

SAMPLE NAMES: RISPER, ZIPRA, THIOR, HALOPER,



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Lower-Offerbog Mercenary Regiment: You have a token to call in the regiment for one murder whenever you like.

YOU GET

Sabre (d6), 3 doses of hallucinogenic herbs (£20 each to restock).

WHAT DO THE WALLS TELL YOU WHEN YOU'RE HERBED UP?

- £1 Lick a wall to learn its **Original Purpose**.
- £2 Listen closely to hear the name of the building's **Legal Owner**.
- £3 Stroke the walls to sense the **Nearest Exit**.
- £4 Smell the walls to know the **Last Thing that was Cooked** in here.
- £5 Eat a small part of the wall to know if there is a **Hidden Door** (but not where).
- £6 Push some fragments of the wall into your ear to know a **Trivial Fact** about a being that calls this place home (if any).

WHAT DO THE FLOORS TELL YOU WHEN YOU'RE HERBED UP?

- 1HP Observe a candle's shadow to learn the path of the **Last Person to Walk By**.
- 2HP Throw some dust to hear a few echoes from the most **Recent Conversation** here.
- 3HP Splash some water to see the best **Path to a Destination** you're chanting.
- 4HP Spit on the floor to hear the name of the **Person Who Thinks They're in Charge**.
- 5HP Sleep on the floor to dream about the **Most Interesting Thing** to happen here.
- 6HP Follow a trail of freshly spilled blood to find something that **Doesn't Belong** here.

49. UNDER-LABOURER

Construction work on the Underground continues
Despite its lack of regard for time and space

SAMPLE NAMES: CUTVER, TRUNCH, BORE, DUCTON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Camwick & Bodeyman Herbal Remedies: Each take a pack of all-purpose herbal tablets.

YOU GET

Hammer (d6), drill, gum (coal).

WHAT DO YOU KNOW ABOUT THE UNDERGROUND?

- £1 **The Secret of Darkness:** If you gaze into a dark passageway, you know what lies at the end of the darkness.
- £2 **The Secret of Space:** If a passageway leads to somewhere you have been before, you know immediately.
- £3 **The Secret of Time:** When underground, you can look around and see roughly what's changed in the last hour.
- £4 **The Secret of the Maze:** You can sense a dead-end as soon as you enter a passageway that ends in one.
- £5 **The Secret of Connection:** If there is a quicker underground route between two points than the one you have planned, you know it.
- £6 **The Secret of Cruelty:** You can make a whistling noise that causes discomfort to underground vermin.

WHY DON'T YOU LIKE THE SURFACE?

- 1HP You are **Extremely Ugly**.
- 2HP You're **Faintly Magnetic**, and you're sick of showing it to people.
- 3HP You're **Sensitive To Sunlight**. Take some tinted goggles, and your attacks are IMPAIRED in daylight unless you wear them.
- 4HP You **Hate Warm Food**, and cannot keep it down.
- 5HP You can only **Speak Gibberish**, but understand everyone else just fine.
- 6HP You have **Severe Agoraphobia**. You are DEPRIVED whenever outdoors.

50. SCIENCE MYSTIC

The past was nothing but lies
There is hidden truth in these modern ways

SAMPLE NAMES: BRUNDER, LOEB, FORMOSA, LYONELLE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Flex Restaurant: You are blacklisted from every reputable eatery in Bastion until you pay.

YOU GET

Ceramic staff (d6, BULKY, non-reactive to chemicals), glue, solvent.

WHERE IS THE TRUTH HIDDEN?

- £1 **In the Electric Lamps:** Take a multi-setting lamp.
- £2 **In Ether-Induced Sleep:** Take two doses of ether.
- £3 **In Patterns of Corrosion:** Take two flasks of acid.
- £4 **In Magnetism:** Take a very strong magnet.
- £5 **In Hidden Sounds:** Take a sound amplifier (handheld, allows you to hear very faint sounds).
- £6 **In Tension Formulae:** Take a variety of springs.

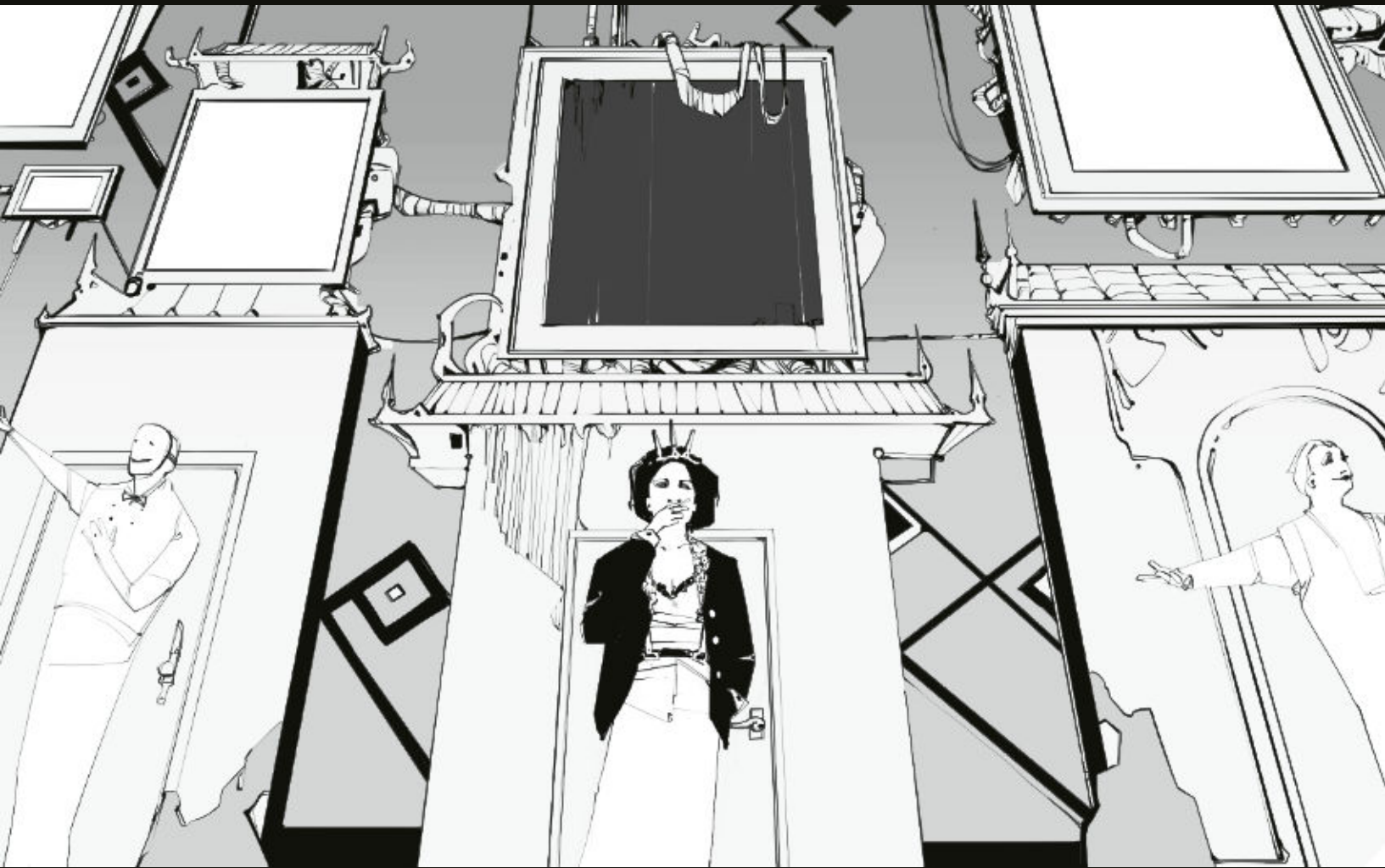
WHAT HAVE YOU FORESEEN?

- 1HP **Our Bodies are Destined to be Cast Aside:** Take a mechanical hand.
- 2HP **The End is Nigh:** Take a bottle of absinthe.
- 3HP **Humanity is not in Control of Bastion:** Take an othergauge (syringe that glows when filled with non-human blood).
- 4HP **Our Eyes Cannot be Trusted:** Take a blindfold.
- 5HP **The Star Men will Come for Us:** Take a star symbol.
- 6HP **There is Power in Our Minds:** Take a useless pink crystal.

51. FRONT OF HOUSE HOST

You were the face of a company
Now you're a face without a company

SAMPLE NAMES: SIXER, LEMMIN, TOTT, CHICO.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Slugburn Pest Control: Take a very large pack of slug pellets.

YOU GET

Knife (d6), apple.

WHO WAS YOUR EMPLOYER?

- £1 **A Fighting Pit:** Swap your knife for a heavy club (d8, BULKY).
- £2 **A Taboo Restaurant:** Take a tortoise shell.
- £3 **A Day-Spa:** Take a flattering mirror.
- £4 **A Confectionery Factory:** Take a bag of sherbet.
- £5 **A Counterfeit Jeweller:** Take a fake ruby (worth £1k to somebody unknowing).
- £6 **A Floating Hotel:** Take a portable buoy.

WHAT MADE YOU MEMORABLE?

- 1HP You **Know Anybody's Name** just by looking at them.
- 2HP You have a **Photographic Memory**.
- 3HP You know a few **Street Magic Tricks** but nothing truly magical.
- 4HP You resemble a **Local Celebrity Entertainer**.
- 5HP On your first day, you attempted a **Unique Accent** and got stuck with it.
- 6HP A **Ridiculous Haircut**.

52. CRITTER CATCHER

Bastion's gutters and pipes are home to every beast you can imagine
You always wanted to study them all

SAMPLE NAMES: BRONX, FOGGY, ERIK, NICOL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Glasshead Psychiatric Tonics: If you all agree to taking an experimental remedy you can remove £2500 from your Debt. The remedy lasts a week, during which time you are physically incapable of lying.

YOU GET

Net, animal book.

WHAT WAS YOUR SPECIALITY?

- £1 **Bugs:** Take a trained grasshopper (1HP) in a cage.
- £2 **Birds:** Identify any bird by its call.
- £3 **Lizards:** Take a trained gutter lizard (1HP, d4 bite).
- £4 **Rodents:** Imitate the noise of any rodent.
- £5 **Cats:** Even big cats won't attack you if you're behaving correctly.
- £6 **Snakes:** Take two vials of universal snake antivenom.

WHAT ELSE DID YOU BRING?

- 1HP A **Boomerang** (d6, requires a DEX SAVE to catch when thrown).
- 2HP An **Old Halberd** (d6, BULKY, blunt).
- 3HP The **Family Slug-Gun** (d6, BULKY, rusty).
- 4HP A surprisingly deadly **Wooden Sword** (d6).
- 5HP A stolen set of **Brass Knuckles** (d6).
- 6HP A modified **Farmer's Scythe** (d8, BULKY).

53. PRACTISING CHEMIST

A truly modern profession
And you're almost qualified to do it

SAMPLE NAMES: ZASTRA, KRABER, SMIX, SUNGEON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Sweep's Union: You are strictly forbidden from going onto a rooftop until the debt is paid. They have eyes everywhere.

YOU GET

Long knife (d6), big flask, test tube.

WHAT'S IN THE BIG FLASK?

- £1 Metal-Eating-Acid** - Has no effect on any other material.
- £2 Never-Melting Crushed Ice** - Tastes faintly salty.
- £3 Anti-Water** - Indistinguishable from water in every way, but deadly if a full mouthful is consumed.
- £4 Endo-Fluid** - White slime that extinguishes anything up to a house fire when splashed around.
- £5 Sonic Oil** - Emits a loud squeal when trodden on. Enough to spread over the floor of a normal-sized room.
- £6 Spark Eel Soup** - After drinking the whole flask, your body has enough charge to power small devices or release a jolt of electricity (d8, ignore ARMOUR).

WHAT'S IN THE TEST TUBE?

- 1HP Ultimate Solvent** - Dissolves any matter it touches. Enough to dissolve a fist-sized amount.
- 2HP Cryo-Dust** - Instantly freeze a bathtub-sized amount of water when poured in.
- 3HP Seeker's Oil** - When uncorked, seeps towards the nearest open flame (no matter the distance) and explodes upon touching it (d10 BLAST).
- 4HP Absolute Adhesive** - Permanently bonds any two surfaces together.
- 5HP Truth Serum** - One dose. For the next minute the subject cannot knowingly lie, but is under no obligation to speak the truth.
- 6HP Fool's Transmute** - Enough to coat a fist-sized object. Makes mineral objects appear as gold. If chipped or damaged, they return to normal.

54. ROOF CRAWLER

There's a lot of important work that goes on atop the roofs of Bastion
Yours is the more shadowy sort

SAMPLE NAMES: GAMBREL, MANSARD, SKILLION, DUSH.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

OldTime Bastonian Printworks: You have a voucher for 1,000 units of anything you want printed.

YOU GET

Padded shoes.

WHAT DID YOU GET UP TO ON THE ROOF?

- £1 **Murder:** Take a garotte (d6).
- £2 **Tile Cracker:** Take a hammer (d6).
- £3 **Gutter Unclogger:** Take a muck-scoop (d6, BULKY).
- £4 **Chimney-Smoker:** Take a skewer (d6) and a smoked pigeon.
- £5 **Lookout:** Take a pistol (d6).
- £6 **Gargoyle Poacher:** Take a crowbar (d6).

WHY DO YOU SHUN THE STREETS?

- 1HP Nobody understands your **Roof Dialect**.
- 2HP You hate the sound of **Chewing**. You are DEPRIVED if somebody is chewing gum nearby.
- 3HP You had a catastrophic attempt at a **Musical Career**, and everybody remembers it.
- 4HP You're **Crowd-Phobic**. You are DEPRIVED while in a crowd.
- 5HP You are hiding from an **Arranged Marriage**.
- 6HP You have **Reverse Vertigo**. You are DEPRIVED if you don't get to roof-height at least once a day.

55. PETTY OFFICER

You held a low office, but were moved to a special position
You kept your badge but don't get paid, and have no authority

SAMPLE NAMES: LOLLY, PIGEON, JACKDUS, COOPARD.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Petty Court: You can pay off the debt with half the amount if you personally attend Petty Court and represent yourself in a lengthy trial of trivial affairs.

YOU GET

Whistle, pack of gum (brick).

WHAT POSITION DID YOU HOLD?

- £1 Judicial Informer:** Take binoculars and notepad.
- £2 Tardy Clocksman:** Take a clock correcting arm (d6) and pocket-watch.
- £3 Sleeping Guard:** Take civilian clothes and concealable pistol (d6, very short range).
- £4 Grit Spreader:** Take a sack of grit and a shovel (d6).
- £5 Urchin Herder:** Take a shin-stick (d6).
- £6 Moss-Cabinet Agent:** Take a moss brush and magnifying glass.

WHERE DID YOU BLOW YOUR LAST PAY PACKET?

- 1HP Dranter & Chone's Bladder Emporium:** Take a set of bagpipes.
- 2HP The Night Watchman:** Take a set of dark-vision goggles.
- 3HP Louse & Zoot's Prank Shop:** Take a finger trap.
- 4HP Wickerton's Aromas:** Take a bread-scented candle.
- 5HP Hagar's Pantry:** Take a novelty jelly mould and pack of gelatin.
- 6HP New Bastion Hygiene Museum:** Take a commemorative rubber duck.

56. BAILED PRISONER

You just got out
Your sentence continues

SAMPLE NAMES: BREK, KELLAR, SCODD, QUAYKEE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Slab & Ruck Breakout Services: You weren't bailed as much as busted out. In addition, you're all wanted criminals.

YOU GET

Fork (d6), gum (bread).

WHAT DID YOU BRING OUT WITH YOU?

£1 A **Tiny Bomb** (d8 BLAST, fits underneath your tongue).

£2 Can of **Gruel**.

£3 Pet **Cockroach** (highly loyal).

£4 A set of **Handcuffs**.

£5 **Juicy Information** from a snitch.

£6 An impressive array of **Bawdy Jokes**.

WHAT WAS WAITING OUT HERE FOR YOU?

1HP A **Very Old Dog** (2HP, too old to bite, still sniffs well).

2HP Your **Prosthetic Hand** (hook, d6).

3HP Personalised **Leather Jacket**.

4HP A **Metal File** in a cake.

5HP An ornate but **Deactivated Pistol**.

6HP Flask of **Cold Stewed Tea**.

57. STREET PERFORMER

Adored by few
Loathed by many

SAMPLE NAMES: DABBER, EDDIEN, MARSTLE, MUTTONARO.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Penelope Ush, Bureaucratic Law Clerk: Truly clearing the debt requires visiting Bureaucratic Offices in four different corners of Bastion.

YOU GET

Staff (d6, BULKY), floppy cap.

WHAT WAS YOUR ACT?

- £1 Puppetry:** Take a sad-looking puppet.
- £2 Dancing Monkey:** Take a disloyal monkey (4HP, d4 bite).
- £3 Magic Tricks:** Take a deck of marked cards.
- £4 Fire Dance:** Take a firebomb (d6 DAMAGE each round until extinguished).
- £5 Stilt Acrobatics:** Take a set of telescopic stilts.
- £6 Vocalisation:** You can make very convincing animal noises.

WHAT'S YOUR CLAIM TO FAME?

- 1HP** You **Impressed a Senior Borough Official**. You have a universal pardon for one minor crime.
- 2HP** A **Distant Ancestor Invented This Act**, so if you catch anyone else doing it they have to pay you £500.
- 3HP** Your performance helped drum up support for a **Political Movement**. A band of revolutionaries owe you a favour.
- 4HP** Your performance only really **Works When You're Drunk**, so people ply you with drink to try and get you to perform.
- 5HP** Your act has a **Shocking Finale** that always makes children cry.
- 6HP** You're **Officially Banned** from one Borough (the next one you need to visit).

58A. CORPSE COLLECTOR

More of a Corpse Transporter
But the other name made it easier for people to despise you

SAMPLE NAMES: DAVARSE, STOB, RIGRETTE, SALICE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Apocryphal Specimen Museum: Take shared ownership of a poorly-illustrated bestiary.

YOU GET

Axe (d6), wheelbarrow.

WHAT'S THE LAST THING YOU FOUND ON A CORPSE?

- £1 **Corpse Warts**, now on your face.
- £2 A **Crawling Hand** (1HP) that follows basic instructions with something of a bad attitude.
- £3 An **Explosive Cigar** (d8).
- £4 A **Beautiful Silk Scarf**, the smell is mostly gone.
- £5 A one-shot **Duelling Pistol** (d8, needs a REST to reload).
- £6 A **Repeating Doll** (can record a single phrase, repeats when you tickle it).

WHAT WAS YOUR JOB ON THE SIDE?

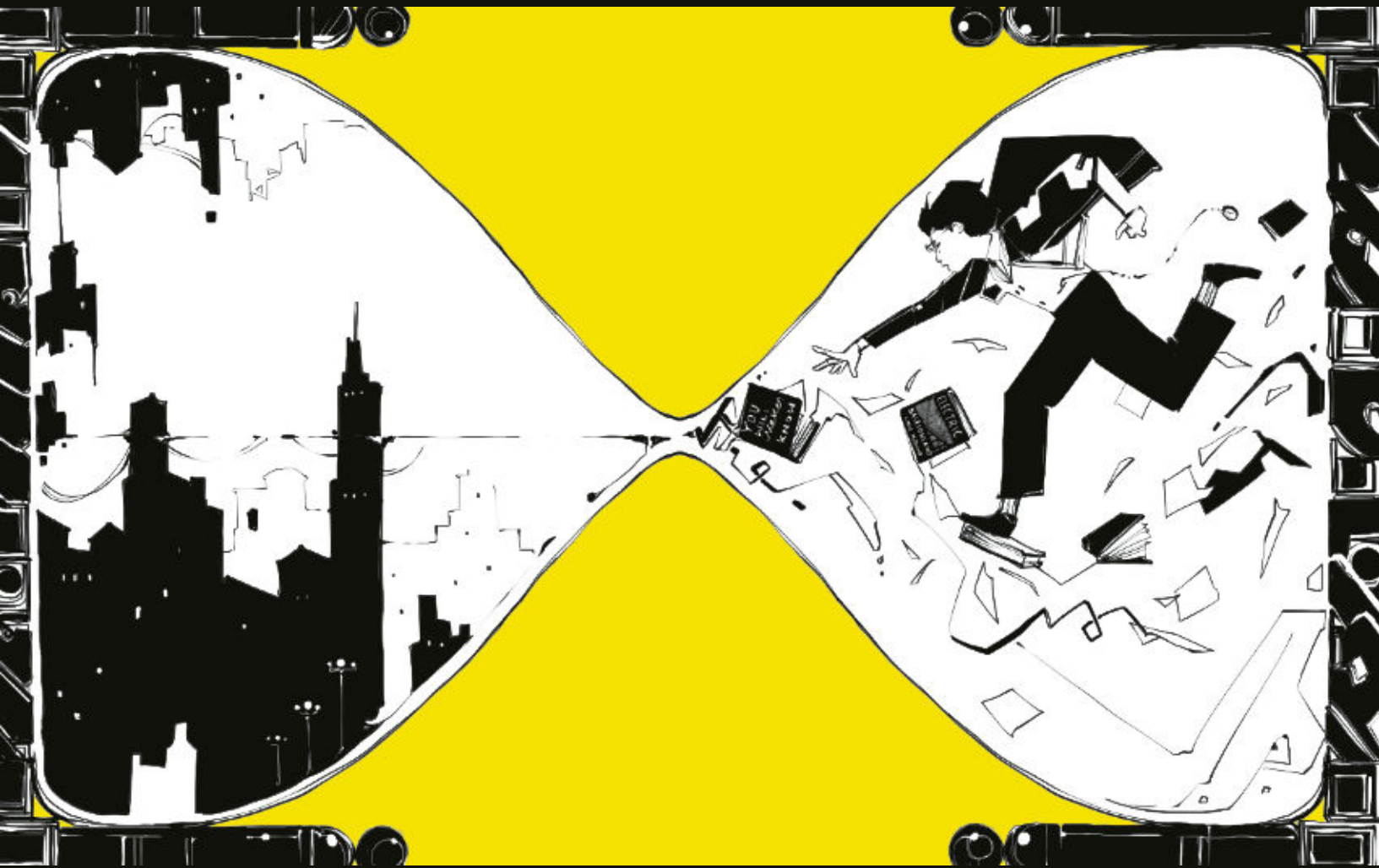
- 1HP **Plumber**: Take a set of spanners.
- 2HP **Window Cleaner**: Take a collapsible ladder and bucket.
- 3HP **Bleacher**: Take a bottle of bleach.
- 4HP **Paper Seller**: Take a bike horn.
- 5HP **Unclogger**: Soup dispensers clog up easily, so you fixed them. Take a plunger.
- 6HP **Tile Fixer**: Take a tub of grout.

58B. CRYPTOHISTORIAN

Concept by Zachary Cox

Student of a history that never was
Expert in the present that cannot be

SAMPLE NAMES: SCALYUN, YERLOTT, CHIVER, PURL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Hot Slab, Morgue and Social Club: Take shared ownership of a case of 12 bottles of Highly Carbonated Formaldehyde. It can be drunk without harm for a mild buzz, but causes foul-smelling trapped wind.

YOU GET

Thin Dagger (d6), Absolute Chronometer (a pocket watch that always keeps its time, even in the presence of time-altering phenomena).

WHICH ALTERNATIVE HISTORY DID YOU STUDY?

- £1 **The Shadow Before:** Take a set of chalk. If you draw around somebody's shadow you can sleep within that outline to have dreams that show their memories.
- £2 **The Mirror World:** Take a large mirror (BULKY). You are DEPRIVED if you go the whole day without having a lengthy conversation with yourself in the mirror.
- £3 **The Fore-Echo:** You can look through a lens on your Chronometer to see an out-of-focus vision of how a specific object or person looked yesterday.
- £4 **The Dead Yesterday:** Your Chronometer buzzes when you touch somebody that has narrowly avoided death in the last few days.
- £5 **The Un-happened Abyss:** You have been partially removed from reality. Any paperwork bearing your name fades to nothingness once left unattended.
- £6 **The Infinite Plain:** Learning of our insignificance drove you slightly mad. You are DEPRIVED in the presence of the night sky or open water.

HOW ARE YOU MESSED UP BY EXPERIMENTING WITH TIME?

- 1HP **You have a Helpful Time-Clone in Bastion:** You're on good terms, and help each other out from time to time.
- 2HP **You Tried (and Failed) to make a Fortune Gambling:** Take a Retired Racing Hound (2HP, d6 bite)
- 3HP **You have a Dead Touch:** You feel cold to living things, and food that you carry rots within an hour.
- 4HP **You Appear Much Older Than You Are:** Take incongruously fashionable clothes.
- 5HP **You Appear Much Younger Than You Are:** Take a set of watertight ID cards.
- 6HP **You have a Malicious Time-Clone in Bastion:** You're on bad terms. They'll do anything to mess with you.

59. COUNTERFEIT TAXIDERMIST

Fantastic specimens bought you a small amount of money
Now that's gone, and your name is ruined

SAMPLE NAMES: LYNDEER, CLANCY, ONGEL, ESQUID.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Council for Tarts and Flans: You are blacklisted from all non-bakery food establishments in Bastion until the debt is cleared.

YOU GET

Scissors, bag of stuffing, book of made-up beasts.

WHAT TYPE OF ANIMAL DO YOU KNOW EVERYTHING ABOUT?

- £1 Birds:** Take a stuffed gorilla-owl.
- £2 Lizards:** Take a stuffed flying-crocodile.
- £3 Cats:** Take a stuffed sea-cat.
- £4 Fish:** Take a stuffed walking-trout.
- £5 Cephalopods:** Take a stuffed claw-squid.
- £6 Primates:** Take a stuffed frog-monkey.

HOW DID YOU GET FOUND OUT AS A FRAUD?

- 1HP Exposed by an Apprentice:** Take a beating rod (d6).
- 2HP Confessed after Losing a Duel:** Take a sabre (d6).
- 3HP Debunked by a Deceased Rival:** Take a pouch of poison dust.
- 4HP Who Knows?** You came back to find your workshop burnt to the ground. Take a bloody axe (d6).
- 5HP You Spilled all of your Secrets while Drunk:** Take a bottle of industrial rum.
- 6HP Driven out by a Mob:** Take a pitchfork (d6, BULKY).

60. PIE-SMUGGLER

Recent studies claim 68% of smuggled goods have been pastry-encased
Business was good, but word has spread too far

SAMPLE NAMES: SHORCRUMB, FILOU, FLAKE, SOCRAY.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Council for Disbanded Councils: You all have matching badges and wigs for a disbanded council.

YOU GET

Pie tin, pie.

WHAT'S IN YOUR PIE?

- | | |
|----|--|
| £1 | Tiny Pistol (d6) and rhubarb. |
| £2 | Tiny Stiletto (d6) and onion. |
| £3 | Garrote (d6, silent) and plum. |
| £4 | Tiny Bomb (d8 BLAST) and kidney. |
| £5 | Miniature Bottle of Coconut Rum and mackerel. |
| £6 | Single Deadly Mushroom (instant death if even partially eaten), and pigeon. |

WHAT WAS YOUR LAST BONUS FOR SMUGGLING?

- | | |
|-----|--|
| 1HP | A Violent and Disobedient Dog (4HP, d8 bite). |
| 2HP | A Steel Claw in place of a hand (d6, crushing). |
| 3HP | Bag of Marbles . |
| 4HP | Universal Ticket that gets you into any show in town (one use). |
| 5HP | An elaborate Smoking Pipe . |
| 6HP | A Fortune , now lost gambling. Take a set of dice. |

61. COUNCIL RUNNER

With so many councils, a runner is a position of some power
Now your time is finished

SAMPLE NAMES: AMBRO, MAYTER, ROWBECK, JIETEK.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Mayor Impanzi, Mock Chimp: A very serious local politician. Doesn't want to acknowledge being a Mock Chimp. For whatever reason, you donated to his campaign.

YOU GET

Running shoes, letter opener (d6).

WHAT'S THE BEST THING YOU LEARNED DURING YOUR TIME AS A RUNNER?

- £1 The **Secret to Drinking Well**. You can out-drink anyone.
- £2 The **Quickest Way to the Underground** from any point in Bastion.
- £3 **Skip-Stride Technique**. It looks ridiculous, but when you use it you can easily outrun the others in your group.
- £4 **Courier-Throwing**. You never miss a catch, or make a bad throw.
- £5 A few **Code Words** that get you a free ride on roughly half of Bastion's transport enterprises.
- £6 The **Intimate Nickname** of a powerful local politician.

WHAT DID YOU STEAL?

- 1HP A very soft **Feather Duster**.
- 2HP A turtle-shaped **Cocktail Shaker**.
- 3HP A very loud **Klaxon**.
- 4HP A fancy set of **Cake Decorations**.
- 5HP An unconvincing **Dummy Head**.
- 6HP A big, furry **Caterpillar** (harmless and stupid).

62. LIFE SERVANT

Your masters died
You're free now

SAMPLE NAMES: CENTIVAL, STILTON, MOORLIDGE, LAYKEE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Gallows Theatre: In addition to your normal clothes, you all have stage costumes covered in fake blood.

YOU GET

Smart clothes.

WHAT WAS THE WORST PART OF THE JOB?

£1 Seeing to Personal Itches: Take a backscratcher (d6).

£2 Constant Gravedigging: Take a spade (d6, BULKY).

£3 Walking the Grandmaster: Take a cane (d6).

£4 Training the Dogs: Take a lashing stick (d6).

£5 Chasing off Baboons: Take a sling (d6).

£6 Everything: Take a concealed dagger (d6).

WHAT WAS THE BEST PART OF THE JOB?

1HP Free Access to the Hedge Maze: If you've been somewhere, you know the way there.

2HP Felling Gigantic Trees: Take a two-person saw (BULKY).

3HP Breaking Open Family Vaults: Take a pneumatic ram (BULKY, useless as a weapon).

4HP Indulging Master's Superstitions: Take a crystal ball.

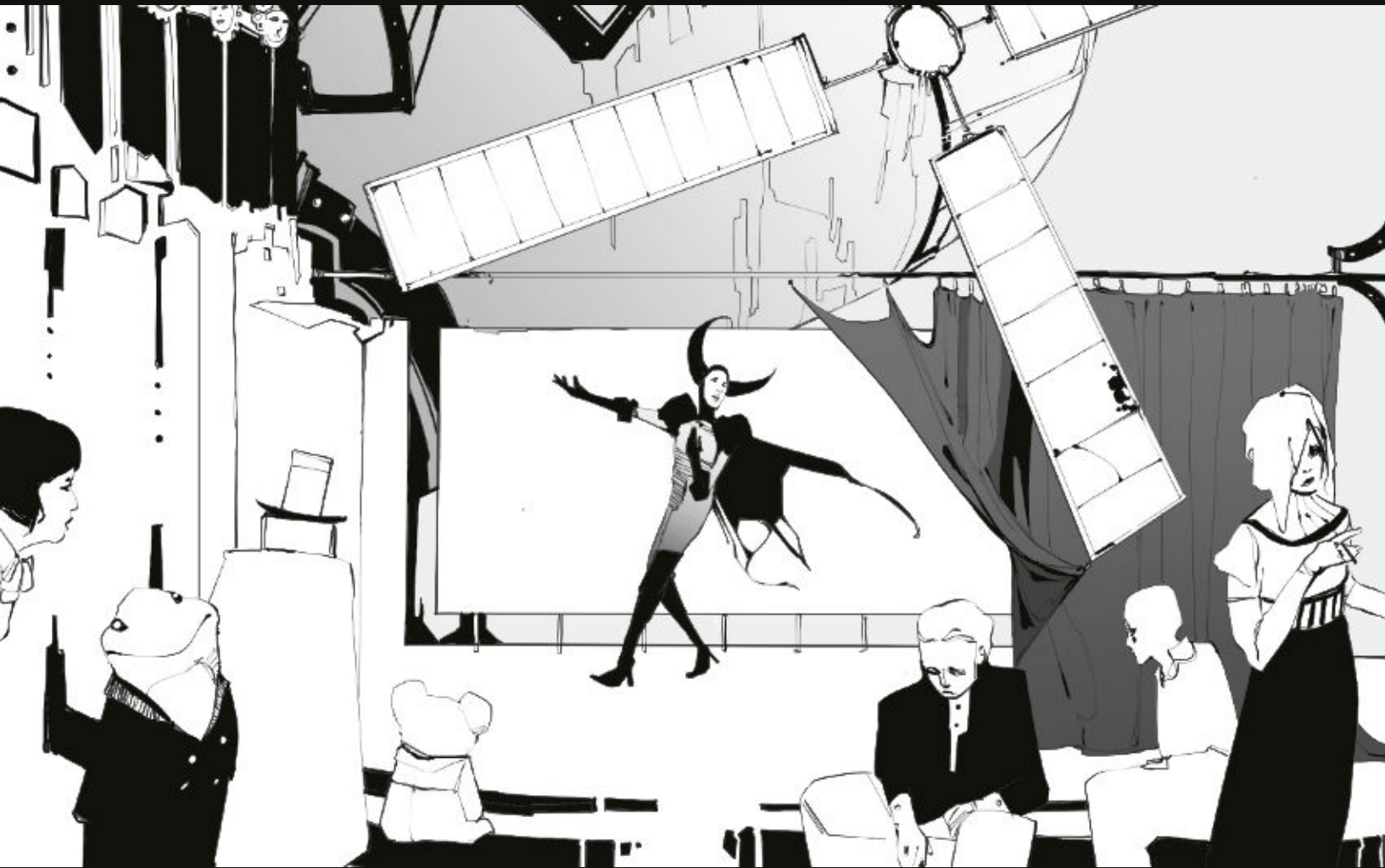
5HP Feeding the Whale Calf: Take a can of krill.

6HP Baking a Fresh Birthday Cake Daily: Take a bag of flour.

63. AMATEUR DRAMATIST

The whole world is a stage
But you're not good enough to get paid

SAMPLE NAMES: VIVERO, NELBREEN, JUTREY, SILVID.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Porkee Sheddham, Owner of Paradiso Park Bastion: Take shared ownership of a very compliant show-pig (3HP).

YOU GET

Wig and costume collection.

WHAT WAS YOUR SPECIALITY?

- £1 **Booming Presence:** Your voice carries extremely far.
- £2 **Crocodile Tears:** You can cry on command.
- £3 **Stunt Falling:** You can make a safe fall look really bad.
- £4 **Impersonations:** You can mimic anyone you know.
- £5 **Looking Good:** You're extremely well-groomed and strikingly attractive to some.
- £6 **Triple Threat:** You can do it all, barely. Take a decent singing voice, passable dancing skill, and a trombone you can just about play.

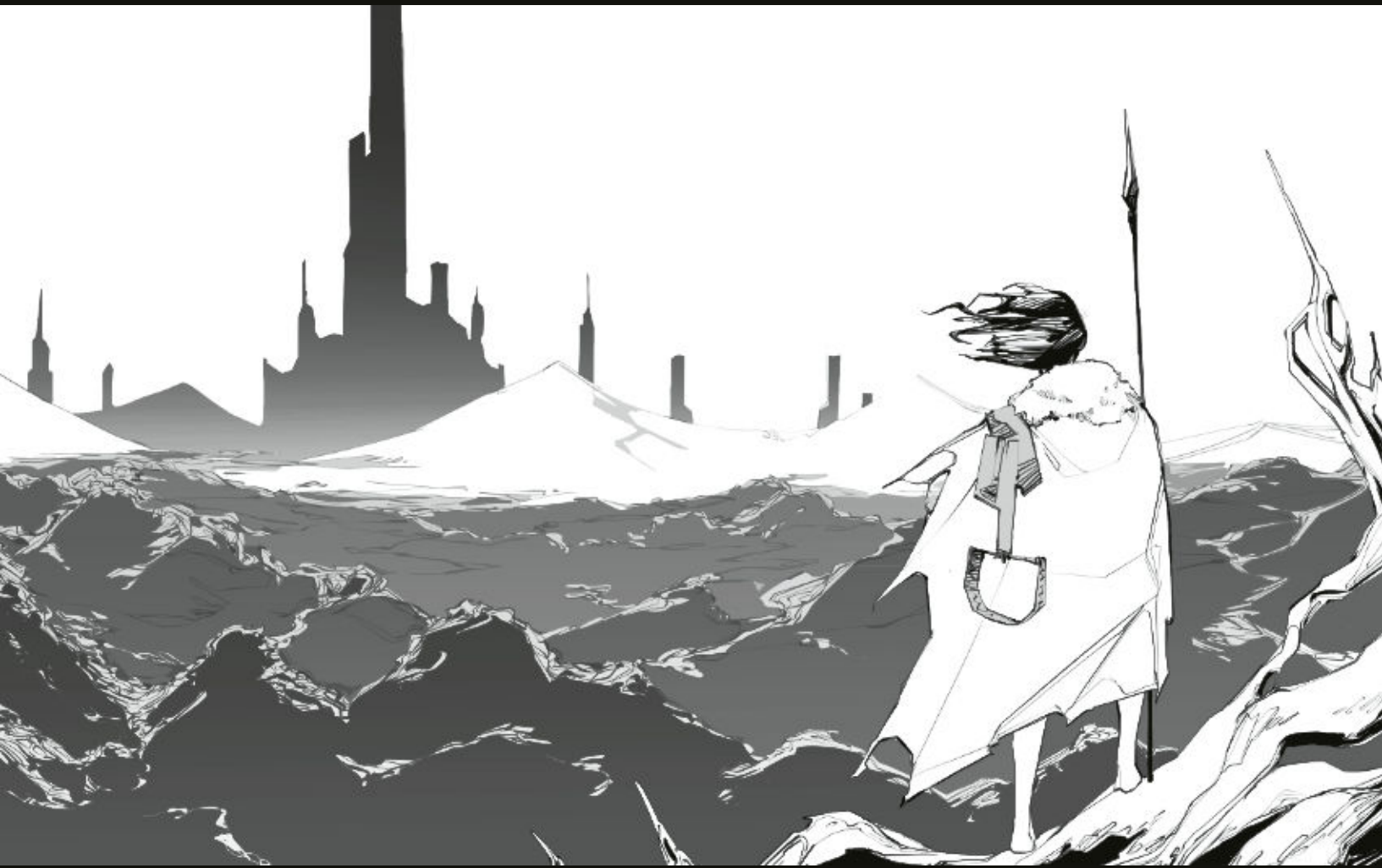
WHAT PROP DO YOU STILL HAVE?

- 1HP A barely-trained **Stage Cow** (3HP, d4 bite).
- 2HP A flask of **Dry Ice**.
- 3HP A convincing **Fake Snake**.
- 4HP A **Stage Rifle** (fires blanks).
- 5HP A **Ventriloquist's Dummy**.
- 6HP A **Fake Blood Pack**.

64. WILDERNESS RECLUSE

Modernity gets between us and our natural instincts
You're here begrudgingly after a lifetime in the wild of Deep Country

SAMPLE NAMES: BENSON, LOOPER, MATCH, URBROIL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Liongoat Ice and Rescue: Take combined ownership of a torso-sized block of ice and a push-barrow for transport.

YOU GET

Ragged clothes.

WHERE DID YOU GO?

- £1 **The Woods:** Take a bear trap (d8 if sprung).
- £2 **The Islands:** Take a portable raft (BULKY).
- £3 **The Swamp:** Take a peatbomb (d8 BLAST, smelly).
- £4 **The Desert:** Take a spyglass.
- £5 **The Jungle:** Take a vial of contact poison (frog).
- £6 **The Mountains:** Take a jar of mountain air (smells great).

WHAT HELPED YOU SURVIVE?

- 1HP Your old **Crossbow** (d6, BULKY), stolen from bandits.
- 2HP Your **Sling** (d6), which you used to kill a bear.
- 3HP Your **Hunting Bow** (d6), crafted by your mentor.
- 4HP Your **Machete** (d6), made from meteoric metal.
- 5HP An ornately carved **Tree Branch** (d6, BULKY).
- 6HP Your **Spear** (d6, BULKY), with a dinosaur-tooth tip.

65. SQUIDBAGGER

70% of Bastion's products contain cephalopod-derived parts
According to these studies, you keep the city running

SAMPLE NAMES: OTTO, SEFFEE, KRAYKER, POLPENE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Mister Dick: A colossal mock-shark and loan shark (STR 18, 15HP, ARMOUR 2, d10 jaws). He attacks your ship if you go out to sea without paying your debt.

YOU GET

Squid hook (d6, BULKY), bag.

WHAT ALWAYS ACCOMPANIED YOU TO SEA?

- £1 A **Cute but Violent Otter** (4HP, d4 bite).
- £2 A **Sea-Frog** (1HP, can croak a simple tune).
- £3 A **Monkey-Crab** (4HP, d6 claws, excellent climber).
- £4 A **Salt-Snake** (2HP, d4 bite and paralysis on CRITICAL DAMAGE).
- £5 A **Friend-Urchin** (1HP, irritating but harmless spines, hums comfortingly).
- £6 A **Large but Pacifist Seagull** (5HP).

WHAT DID YOU ALWAYS WANT TO DO INSTEAD?

- 1HP **You Live for Squidbagging:** Replace your hook with a prototype cephalopole (d6, BULKY, +d8 against anything with tentacles).
- 2HP **Be a Boxer:** Take skipping rope and gloves.
- 3HP **Be a Dentist:** Take pliers and bottle of ether.
- 4HP **Be a Fortune Teller:** Take a deck of cosmic tarot, but you don't really understand it.
- 5HP **Fight in the War:** Take a fake military uniform and rank.
- 6HP **Be a Poet:** Take a book of bad sonnets.

66. EXPOSED IMPOSTOR

You got yourself into quite a powerful position based on a lie
Then they found out

SAMPLE NAMES: DOSSER, MAXY, LEOGER, OACUS.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Flasherpoint Aviation: You all have aviation goggles and honorary pilot jackets.

YOU GET

Concealed knife (d6).

WHAT WAS YOUR FAKE POSITION?

- £1 Borough Mayor:** Take imitation gold chain and cloak.
- £2 Naval Officer:** Take a uniform and sabre (d6).
- £3 Factory Accountant:** Take a set of fancy stationery.
- £4 Bishop Purifier:** Take starry robes and impractical censer (d6, BULKY, exudes smoke).
- £5 Legendary Explorer:** Take a boomerang (d6, doesn't return).
- £6 Future Oracle:** Take a bag of useless crystals.

WHAT DID THEY DO WHEN THEY FOUND OUT?

- 1HP Wanted You Dead:** Take a pistol (d6).
- 2HP Cast you into the Sea:** Take a breather-sponge (holds 5 minutes of air).
- 3HP You Escaped Just in Time:** Take a listening horn (allows for better hearing through doors).
- 4HP Took an Eye:** Take an eyepatch.
- 5HP Nothing Yet:** There's still a £1k bounty on your head.
- 6HP Took a Hand:** Take a prosthetic.

67. CRITIC-IN-HIDING

Everybody loves a scathing critique, except those under the lens
For safety, you've changed your name and got a new haircut

SAMPLE NAMES: JANUS, GILREN, CAMPLE, ROWENNER.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Vortex Acquisitions: Share ownership of a portal bomb (one use, anything caught in the BLAST is transported back to an empty vault at Vortex HQ).

YOU GET

Concealed club (d6), hidden pen.

WHAT WAS YOUR AREA OF CRITIQUE?

- £1 Coffee Houses:** Take a fancy cup.
- £2 Orphanages:** Take a tape measure.
- £3 Chewing Gum:** Take a bottle of palate-cleansing mouthwash.
- £4 Experimental Music:** Take an electric viola.
- £5 Fine Art:** Take a magnifying glass.
- £6 Revolutions:** Take a signed antique musket (d8, BULKY, breaks forever on a 7+).

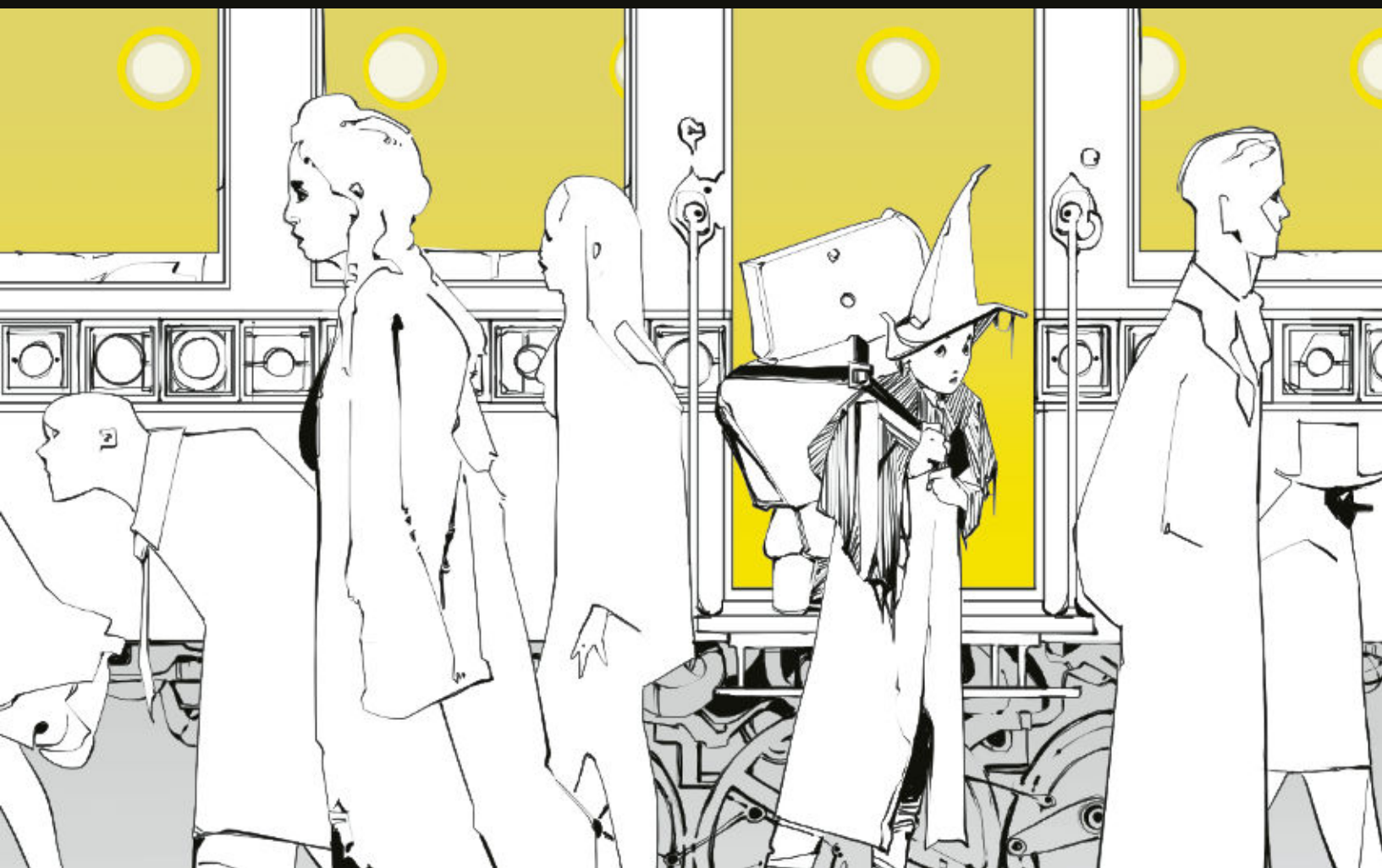
WHAT WENT WRONG?

- 1HP You Picked the Wrong Target:** Any newspaper readers that discover your identity hate you.
- 2HP You Took a Feud Too Far:** Take a firebomb (d6 DAMAGE each round until extinguished).
- 3HP You were Floated out to Sea:** Take a flare gun (2 Flares).
- 4HP You were Taking Bribes:** Take a favour token (worth one favour in your former area of critique).
- 5HP You were Sent a Warning:** Take a skull.
- 6HP You Lost your Writing Hand:** Take a hook (d6).

68. SMALL TOWN REFUGEE

Your Deep Country home was awful
Finally, the railway came, and you headed to Bastion

SAMPLE NAMES: VORGEL, BRASSICA, PASTINA, KATSKEEN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Lucky Mascots Ltd: You have shared ownership of a well-groomed but stupid donkey (1HP). No refunds.

YOU GET

Whittling knife (d6), outdated clothes, sandwich box.

WHAT WAS SO BAD ABOUT YOUR TOWN?

- £1 **Bird Smell:** Giant birds preyed on your people. You spent a year in their nest and nothing can get the scent out. All birds see you as food.
- £2 **Horse Addict:** They only ate horse, but now you can't live without it. If you go a day without drinking horse milk or eating horse meat, you are DEPRIVED.
- £3 **Lost Dialect:** It was just you and your immediate family, and you spoke your own dialect that's barely understandable by everyone else. Get good at hand gestures and repeating yourself.
- £4 **Pig Soul:** The village church insisted you follow the governance of the town's oldest pig. You can sort-of-communicate with pigs, but hold disdain for all other animals.
- £5 **Yokel Magnet:** Bearded warriors riding twisted man-steeds drove your entire town to flee to Bastion. You'll keep bumping into other yokels from back home and they want to cling to you.
- £6 **Human Cattle:** You spent your life sat in fields, eating happily, unaware that the local monks were fattening you up to be eaten. Take a can of gruel.

WHAT'S YOUR FAMILY HEIRLOOM?

- 1HP A **Fighting Rooster** (STR 5, 6HP, d4 claws).
- 2HP Old **Military Uniform**.
- 3HP **Lucky Frog** (just a frog).
- 4HP **Huge Marrow** with wheelbarrow.
- 5HP Competition-winning **Conker**.
- 6HP **Pumpkin** carved into a very good likeness of a family member.

69. PAID FIGHTER

You've been fighting for money
But not enough to get rich or especially tough

SAMPLE NAMES: FRAX, KOANE, MAKER, LORKE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Competitive Floristry Board: You each take a single flower of your choice to wear.

YOU GET

A vicious nickname.

WHAT TYPE OF FIGHTING EXACTLY?

- £1 Brass Knuckle Boxing:** Take brass knuckles (d6).
- £2 Bear Fighting:** Take a bristle suit (anyone trying to maul or grapple you takes d6 DAMAGE).
- £3 Snake Duelling:** Take a semi-trained attack snake (d6 bite, causes d10 DEX loss on CRITICAL DAMAGE).
- £4 Ice Jousting:** Take ice skates and mini-lance (d8 DAMAGE on charge only, otherwise useless).
- £5 Fake Martial Arts:** Take an exotic outfit, and you know some fancy but ineffective moves (d6).
- £6 Power Saw Fencing:** Take a power saw (d10, stutters on a roll of 1-2, requiring a REST to fix).

WHAT GOT YOU OUT OF THE GAME?

- 1HP Faking Military Drafting:** Take a black market rifle (d8, permanently breaks on a roll of 1).
- 2HP You Shot Your Way Out:** Take a Pistol (d6).
- 3HP Aiding Some Revolutionaries:** Take a bomb (d10, BLAST).
- 4HP A Generous Benefactor:** Take smart clothes.
- 5HP You Snuck Away:** Take a hooded cloak.
- 6HP An Unappealing Injury:** Your face is all messed up, and not in a cool way.

70. CANAL NOMAD

Bastion's waterways are no joke
Something about rails and roads just seems wrong to you

SAMPLE NAMES: GRUNION, FOSSDIKE, SANKEY, ERWUSH.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Great Xtenza: A hook-handed, red-masked maniac who can age or vivify objects with a touch. As former followers, you all get a red mask.

YOU GET

Boat hook (d6, BULKY).

WHAT'S THE MOST USEFUL TOOL FOR CANAL LIFE?

£1 **Water Whistle** (if blown underwater, this repels any marine life).

£2 A **Wonder-Towel** (whip it to instantly dry).

£3 Take a bottle of **Scented Oil**.

£4 Take a **Lifebuoy**.

£5 Take a **Spot Lamp** with a range of coloured lenses.

£6 Take a **Bucket**.

WHAT BROUGHT YOU BACK ASHORE?

1HP **Your Crew Drowned:** Take a bottle of rum.

2HP **Your Boat Burned Down:** The insurance wouldn't pay out. Take a Firebomb (d6 DAMAGE each round until extinguished).

3HP **Leg Bitten off by Crocodile:** Take a bad prosthetic.

4HP **Late Onset Sea Sickness:** When you travel by water you always vomit.

5HP **A Risky Manoeuvre:** You are blacklisted from all of Bastion's waterways.

6HP **You Cannot Swim:** You finally came to your senses.

71. LIVING EXPERIMENT

You were deemed a success by the Machine that modified you
There were some side effects

SAMPLE NAMES: FANTZA, KIT, BOBOB, LILBERT.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Froth & Murk Oyster Farms: Take shared ownership of a mollusc mood clamp (clamp it over any shelled mollusc to get a general indicator of its mood, displayed as a colour).

YOU GET

Crutch (d6, BULKY).

WHAT WAS THE EXPERIMENT?

- £1 They replaced your head with a functioning **Metal Skull**.
- £2 You can **Breathe Black Fire** (d8 BLAST) once between RESTS.
- £3 When you eat a piece of brain you **Inherit a Memory**.
- £4 Your saliva **Burns Through Metal**.
- £5 You have an **Acute Sense of Smell**, but have a literal dog-nose.
- £6 You can **Control your Severed Body Parts** and reattach them at will.

ANY SIDE EFFECTS?

- 1HP You have a **Mechanical Voice** that glitches occasionally.
- 2HP You cannot willingly **Touch Metal**.
- 3HP If you do not **Take your Tonic** each morning, you drop dead. You have a stash to last a lifetime hidden somewhere safe.
- 4HP **Total Amnesia** of before the experiment.
- 5HP **Brain** is the only meat that you can eat.
- 6HP If you take CRITICAL DAMAGE you can only be roused by a **Jolt of Electricity**.

72. FASHIONISTA

There are none more tragic than those that lack the Modern Look

SPECIAL: You are DEPRIVED if you dress without making a statement.

SAMPLE NAMES: SENSATION, REMARK, WAVE, MODE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Lion Council: A literal council of lions. They want interesting meat up to the value of your debt. A lioness already hunts you to seek payment.

YOU GET

Your last good outfit.

AFTER MUCH DELIBERATION, WHAT IMPRACTICAL WEAPON DID YOU SETTLE ON?

- £1 **Paired Hook-Swords** (d4 individually, d6 each when wielded as a pair).
- £2 **Petal-Gun** (d6, misfires on a 1, requiring a REST to fix).
- £3 **Martial Fan** (d6, also works as a fan).
- £4 **Hand Scorcher** (d6, super-heating metal rod, requires a turn to heat up).
- £5 **Black Cane** (d6, reflects no light, shatters if an attack has its DAMAGE negated by ARMOUR).
- £6 **Macro-Rifle** (d8, BULKY, must be carried in two parts and takes a turn to assemble).

WHAT'S THE CATCH WITH THIS OUTFIT?

- 1HP The head-gear means you must **Duck Under Doorways**.
- 2HP It's all **Extremely Flammable**.
- 3HP Water causes it to just **Melt Away**.
- 4HP The **Cloak Snags** onto anything it can.
- 5HP It **Glow**s in the dark.
- 6HP It makes a **Lot of Noise** when you move.

73. HUMAN FLOTSAM

You weren't entirely raised by amphibians
But you're always slightly damp

SAMPLE NAMES: PADDY, MARLIN, MUEL, PARROCK.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Civic Society of Polishers & Buffers: Mirrored or reflective objects pay off this debt at double the going rate.

YOU GET

Brick in a sack (d6).

WHERE WERE YOU BORN?

- £1 **An Industrial Waste Pool, to No Mother:** Take a vial of filthy water.
- £2 **Under a Bridge, Right into the Canal:** Take an old bicycle wheel.
- £3 **In a Ritual Birthing Pool:** You're effectively cold-blooded.
- £4 **Inside the Belly of a Whale to Privateer Parents:** Take a tattered tricorne hat.
- £5 **On a Sinking Ship:** Take a lifebuoy.
- £6 **In the Middle of a Swamp Festival:** Take some coloured beads.

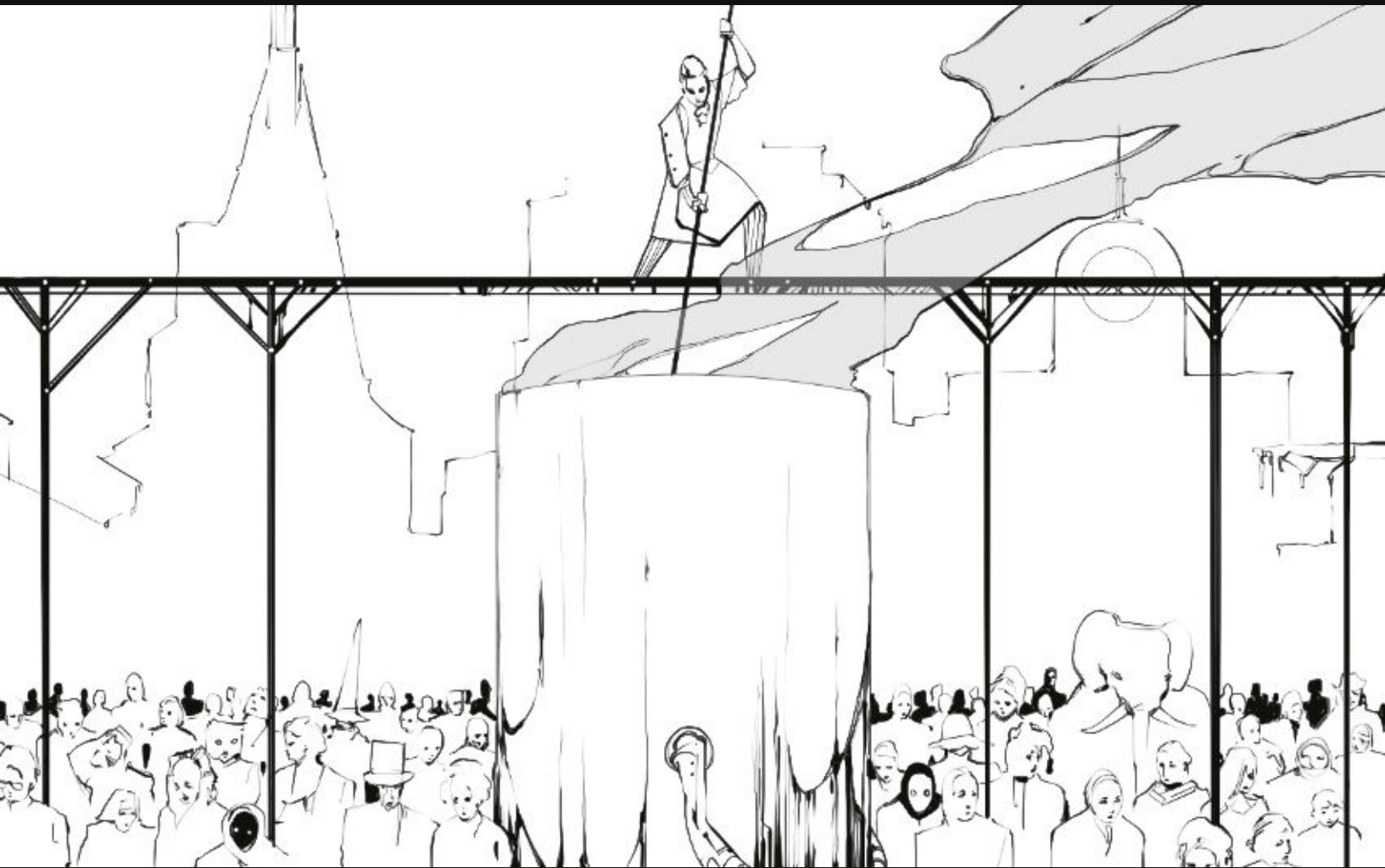
WHAT STUCK WITH YOU?

- 1HP You **Swim** as fast as you run.
- 2HP You can **Breathe Underwater**.
- 3HP You can **Squirt** a mouthful of water with great range and accuracy, but not enough to cause DAMAGE.
- 4HP You can **Drink any Water** without harm, no matter how filthy.
- 5HP Your **Pet Toad** (1HP).
- 6HP That **Lovely Wet Feeling**. You're DEPRIVED if you ever have to go a day without a soak.

74. MASTER BLENDER

Some sensory gift allowed you to rapidly reach a lofty position
Prestigious within your trade, worth nothing outside

SAMPLE NAMES: BELTH, WAKLER, GROUZE, SHULDER.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Javerna and Capur Imitation Gems: Take shared ownership of an obviously fake, head-sized ruby.

YOU GET

Stirring oar (d6, BULKY).

WHO DID YOU BLEND FOR?

£1 The Jerkin & Gherkin Take a jar of pickle brine.

£2 United Reclaimed Fats: Take a box of suet.

£3 The Condimentary: Take a bottle of fish sauce.

£4 Motherford's Still: Take a small barrel of factory rum.

£5 Masticatory Sensations: Take a vial of gum flavouring.

£6 Checkle's Choice: Take a tin of cat food.

WHAT WENT WRONG?

1HP The Factory Sank into the Underground: Take a head-lamp.

2HP You Interrupted the Vat Cleaning Process: Take a curious cat (5HP).

3HP There were Irregularities with your Batch: Your product is poisoned.

4HP Insects Overran your Factory: Take another container filled with angry wasps.

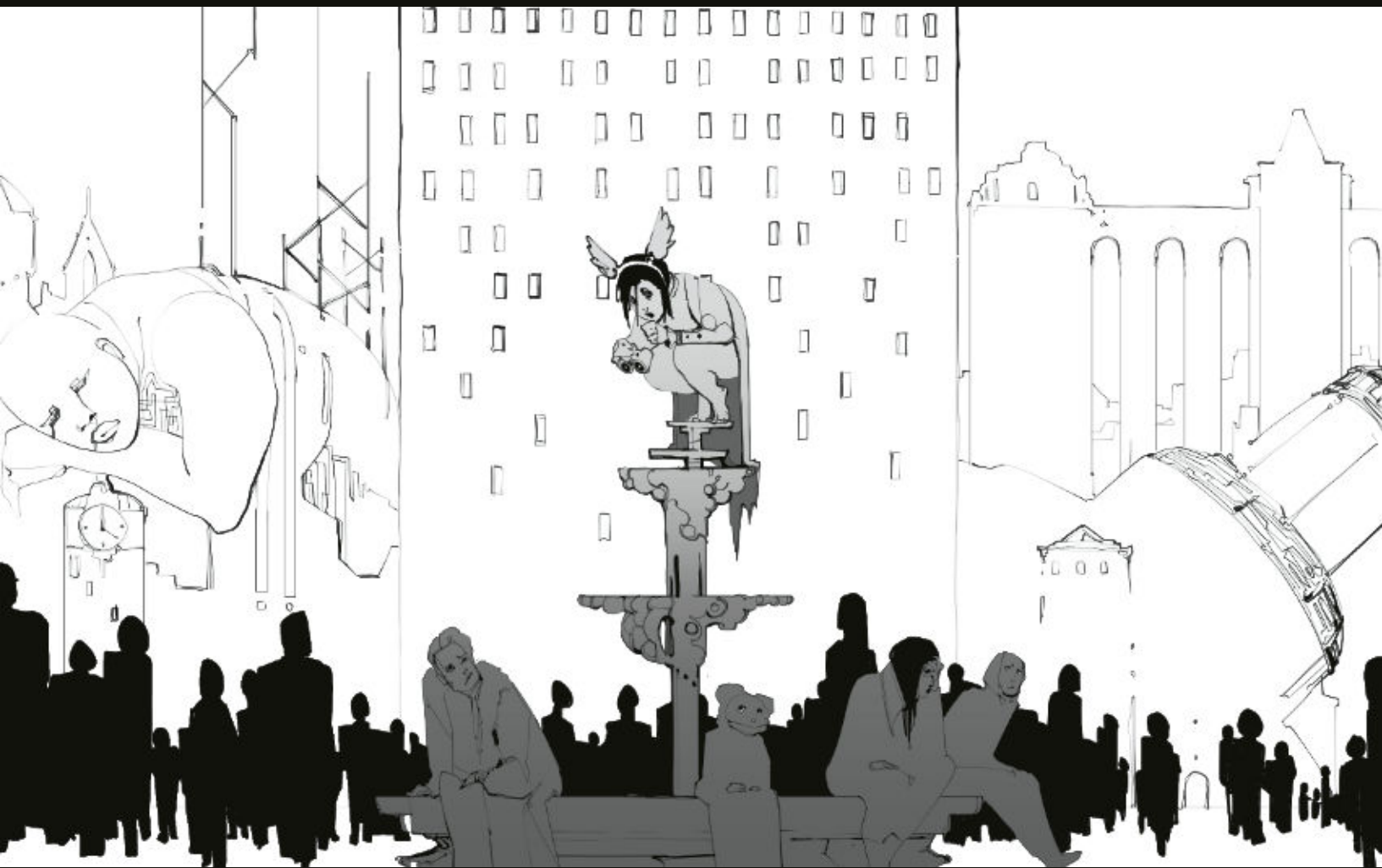
5HP A Machine took your Job: Take a Human Union member badge.

6HP You fell into a Cooking Tank: Take serious burns and you always smell faintly of that substance.

75. PUBLIC NUISANCE

Something about you has always annoyed others
You can't imagine what it is

SAMPLE NAMES: HARRICK, VASDENE, CORLEY, BAGGINTON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Black Maze Security: Take shared ownership of a spark bomb (once activated, fires annoying sparks for d4 DAMAGE to everyone in the BLAST and continues to fire for ten minutes. Can be recharged).

YOU GET

Long coat, newspaper.

WHAT EXACTLY DO YOU DO?

- £1 **Dump Scavenger:** Take a pole-hook (d6, BULKY).
- £2 **Etiquette Enthusiast:** Take a stylish defence umbrella (d6, BULKY).
- £3 **Tramspotter:** Take a leaning stick (d6, BULKY).
- £4 **Busybody:** Take a dagger (d6), and a pair of binoculars.
- £5 **Uncivil Agitator:** Take a club (d6) and firebomb (d6 DAMAGE each round until extinguished).
- £6 **Vermin Nurturer:** Take a rod (d6), and a sack of vermin feed.

WHAT'S YOUR REDEEMING FEATURE?

- 1HP **Animals Love You**, except for reptiles.
- 2HP You **Know Somebody** on every Borough Council.
- 3HP You're a **Mathematical Genius**.
- 4HP You dabble in **Alien Languages** (you know d6 key phrases).
- 5HP You once **Raised a Fortune** for charity. You get some recognition, but other charities hound you.
- 6HP **Majestic Hair**, but it takes some work each morning.

76. PARK STEWARD

Bastion's parks have grown out of hand
Yours was one of the worst

SAMPLE NAMES: DIMMOCK, PENTINE, OGTRED, MOWBRY.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Fallendine's Mechanical Heart Company: You all have at least partly mechanical hearts. If a strong magnet is placed near your chest you must pass a STR SAVE or die.

YOU GET

Machete (d6) and overcoat.

WHAT WAS THE DEAL WITH YOUR PARK?

- £1 **Overrun by Insect Swarms and you're Allergic:** If you're ever stung by insect venom, lose d12 DEX.
- £2 **Sank into the Underground:** Take a very bright spot-lamp.
- £3 **Descended into a War Zone:** Take a coil of barbed wire.
- £4 **Flooded by Industrial Chemicals:** Take chemical-proof wading boots.
- £5 **Caught Fire and Never Stopped:** Take a fire extinguisher (foam).
- £6 **Taken over by Wild Beasts:** Take a pouch of predatory animal bait.

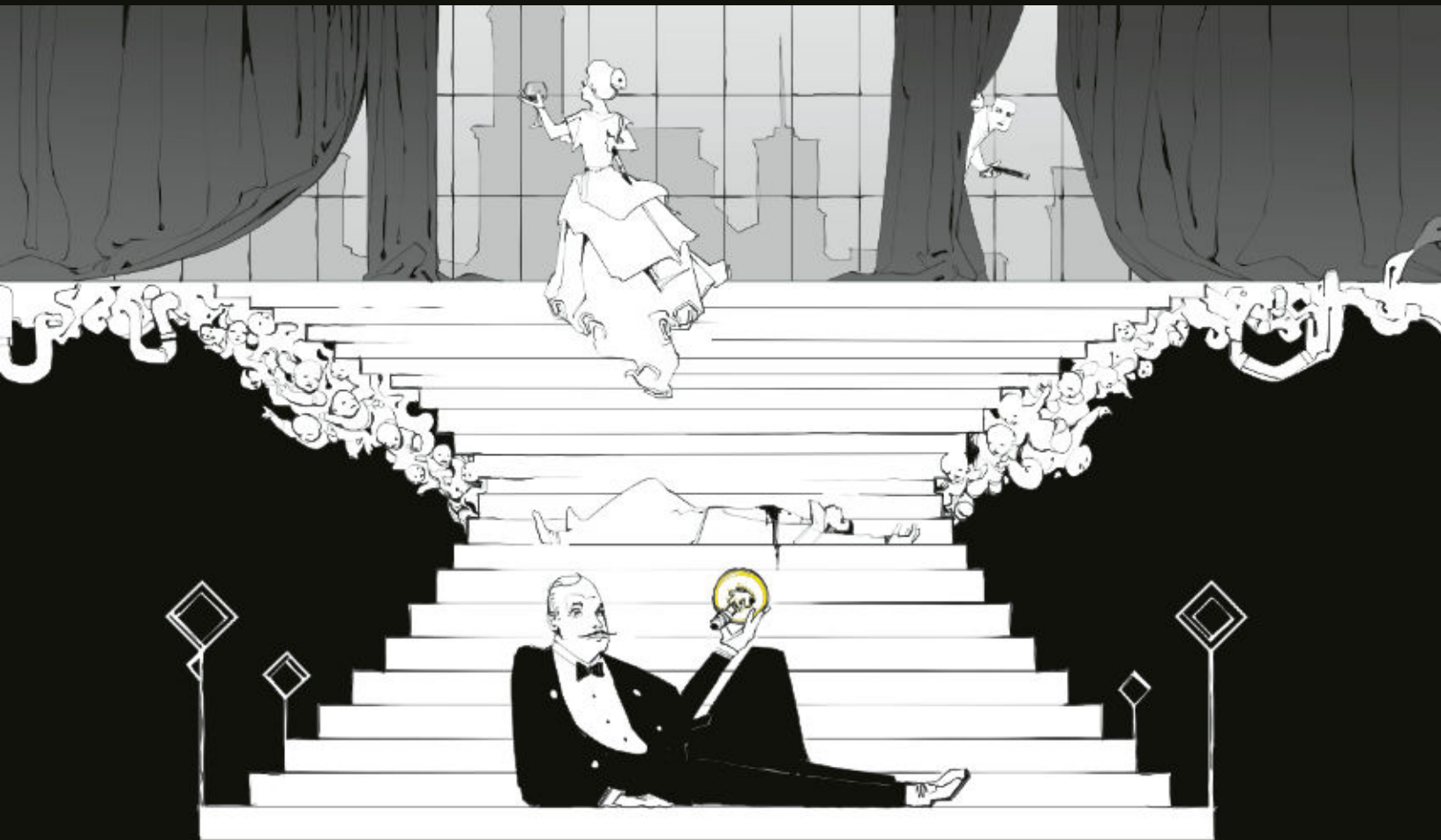
WHAT EQUIPMENT DID YOU BRING?

- 1HP Your **Crossbow** (d6, BULKY).
- 2HP A **Bee Can** (compressed bee-hive in a can, produces a small amount of honey or can be broken to release an angry swarm).
- 3HP A **Shield** (+1 ARMOUR, BULKY) salvaged from an old statue.
- 4HP A **Flower Reference Book**.
- 5HP Your **Lucky Shovel**.
- 6HP A sack of **Compost** (BULKY).

77. CIVIC BUTLER

Maintaining the veil of order
All of Bastion's chaos beneath

SAMPLE NAMES: ALOYUS, Pworth, Purrel, Shamberer.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Wunspit Spiritual Evictions: You replace your lights with spook lamps. They're identical but have a green tint and cast distracting shadows.

YOU GET

A good suit.

WHAT WAS YOUR MORNING JOB?

- £1 **Wake-Up-Caller:** Take a collapsible morning-pole with knocking-end.
- £2 **Crossword Consultant:** You have an excellent vocabulary.
- £3 **Clock-Hander:** Take collapsible adjustment-pole with grabbing-end.
- £4 **Paper Prepper:** Take a writing set and excellent handwriting.
- £5 **Breakfast-Snail Gatherer:** Take a snail prising tool.
- £6 **Coiffeur:** Take a can of hairspray.

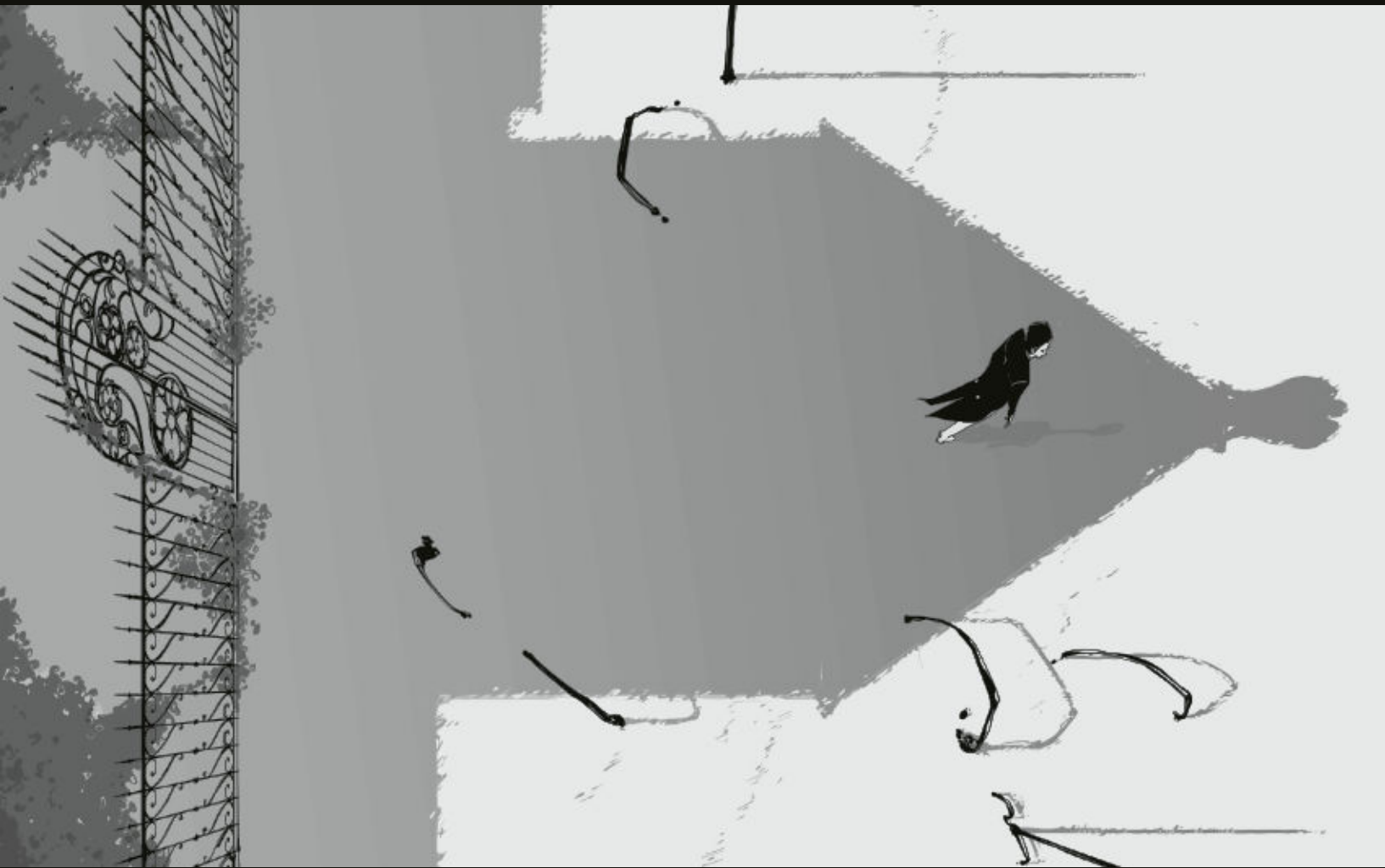
WHAT WAS YOUR EVENING JOB?

- 1HP **Bird Repeller:** Take a pigeon gun (d6 BLAST, BULKY).
- 2HP **Hound Calmer:** Take a beating stick (d6).
- 3HP **Tiger Tender:** Take a whip (d6).
- 4HP **Vagrant Dislodger:** Take a pike (d8, BULKY).
- 5HP **Intruder Watcher:** Take a tiny pistol (d4).
- 6HP **Underling Reprimander:** Take a rollocking cane (d6).

78. ESTATE SQUIRE

Remnants of aristocracy linger between Bastion and Deep Country
History's long shadow, and you were born into their service

SAMPLE NAMES: FERRUCA, MOALE, CALLAS, LIPOMA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Voice of the Hogs: If you consume a pig product or harm any pig-like being, the Voice of the Hogs knows and adds £500 to your debt.

YOU GET

Blunt spear (d6, BULKY), horse brush.

WHY WERE YOU SENT TO BASTION?

- £1 To Bring Down the City (you probably won't):** Take a barrow-bomb (d12 BLAST, must be set in place and has a very long fuse, comes with built-in barrow).
- £2 To Fight in a Tournament that Didn't Really Exist:** Take a set of Crude Armour (ARMOUR 1, BULKY).
- £3 For an Arranged Marriage:** Take fancy wedding clothes.
- £4 To Learn about Modern Society:** Take a bicycle.
- £5 To get the Sinning out of your System:** Take a bottle of brandy.
- £6 To Spread Word of your Master's Greatness:** Take a bugle and flattering painting of Master.

WHAT'S WEIRD ABOUT YOUR MASTER?

- 1HP Technically your Liege is a Horse:** You can understand the general meaning of horse noises.
- 2HP They Died, but still Haunt the Grounds:** Once a day you can ask them a question and get a faint response that only you can hear.
- 3HP You've Never Actually Met Them:** You get all orders remotely. Take a pocket radio.
- 4HP Their Lands were Flooded:** Take a back-raft (BULKY, carries one person, can be carried as a backpack).
- 5HP They Live Suspended in a Water Tank:** You can understand people talking underwater, even if it's just bubbly gibberish.
- 6HP You've Never Seen them Sober:** But you know how to handle them. Drunk people like talking to you.

79. MACHINE WHISPERER

Industrial machinery sometimes needs a mallet, sometimes a whisper
You carry both

SAMPLE NAMES: GRAM, ELGIE, ROYCE, JANNIFER.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Cracknuggle Marbles and Jacks: Each of you choose to have either a bag of marbles, jacks, or a yo-yo.

YOU GET

Mallet (d6), set of screwdrivers and spanners.

WHAT GAVE YOU YOUR LOVE OF MACHINES?

- £1 **Cheating Vending Machines out of Gum:** Take a pack of gum (anchovy).
- £2 **You were a Gear-Monkey in a Sweatshop:** You're still double-jointed from squeezing into gaps.
- £3 **You Hate Machinery, but it's your Only Talent:** Take a book of sad poetry.
- £4 **You were Raised by Clock-Makers:** Take a broken pocket-watch.
- £5 **An Industrial Accident Killed your Cruel Family:** Take a can of aged gruel.
- £6 **You Just Don't Like People:** Take a bottle of poison.

WHAT'S YOUR PARTICULAR APPROACH?

- 1HP By touching your palm to a piece of machinery you can **Sense its Purpose** and any ailments it is suffering from.
- 2HP You **Delegated Everything** to a brilliant but spineless colleague who still follows you (2HP, toolkit).
- 3HP **Lack of Subtlety.** Swap your mallet for a powered-hammer (d8, BULKY, takes a turn to power up, very loud).
- 4HP **Oils and Mysticism.** Take three bottles of machine oil and some incense sticks.
- 5HP **Thorough Checking** of every option. You can fix any machine but it takes d20 hours.
- 6HP You **Know Next-to-Nothing** about machines, just more than your employer. It got you paid for a while. Take a particularly shiny tool set.

80. AGRICULTURAL SABOTEUR

You carried out dirty jobs for malicious farmers
Now you see Bastion is even more ruthless

SAMPLE NAMES: URMER, IBLEY, DAYALL, ANI.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10k IN DEBT TO...**

Fantus Exotic Hatchery: Take shared ownership of a football-sized Alien-bird egg (unfertilised).

YOU GET

Pitchfork (d6, BULKY).

WHO WAS YOUR LAST EMPLOYER?

- £1 **Apiary Acreage:** Take a big jar of honey.
- £2 **Curious Creameries:** Take a big urn of strange milk.
- £3 **Fromarge & Fray Farms:** Take a big wheel of cheese.
- £4 **Homestead Heights:** Take a pipe and weed.
- £5 **Gammon Grange:** Take a whole ham.
- £6 **Haystacks House:** Take a scarecrow's head.

WHAT'S THE LAST SCRAP OF YOUR LIFE AS A SABOTEUR?

- 1HP A **Flamethrower** (d6, BLAST, BULKY).
- 2HP A **Haywire Bomb** (crackling explosion that does no harm, but disables anything electric in the BLAST).
- 3HP One last **Firebomb** (d6 DAMAGE each round until extinguished).
- 4HP A **Sack of Machine-Scrap** (1-in-6 chance of any machine part you need being in there).
- 5HP **Rust Wax** (Enough to spread over a hand-sized patch of metal, causing it to rust in seconds).
- 6HP **Anti-Plant Bomb** (d6 BLAST, destroys plant life and +d12 DAMAGE against plant-creatures).

81. ANIMAL VASSAL

You are property of an Animal Patron, but crave a human life
You know better than to displease your liege

SAMPLE NAMES: SAPP, MINNRED, HOMIS, WAMMEL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Standards Unification Office: You are bound by oath to use an obscure time system rather than more popular standards. None of you can read a normal clock or calendar.

YOU GET

Dagger (d6, decorated to suit your patron), ridiculous garment marking you as property of an animal.

WHICH ANIMAL PATRON DID YOU SERVE?

- £1 **The Bear Parliament:** Seemingly no intelligence beyond normal bears, but they know that they own you.
- £2 **A Mummified Platypus:** Can communicate telepathically. Mostly desires food that it cannot eat.
- £3 **A Big Old Evil Snake:** Talks very slowly and weaves complex plots that never amount to anything.
- £4 **Sea Turtle:** Stuck in a tank somewhere. Speaks through a child translator.
- £5 **A Talking Emu:** Eloquent but stupid. Always carries their insubordination rod (d8).
- £6 **Giant Mole:** Delivers typed instructions, then burrows back underground.

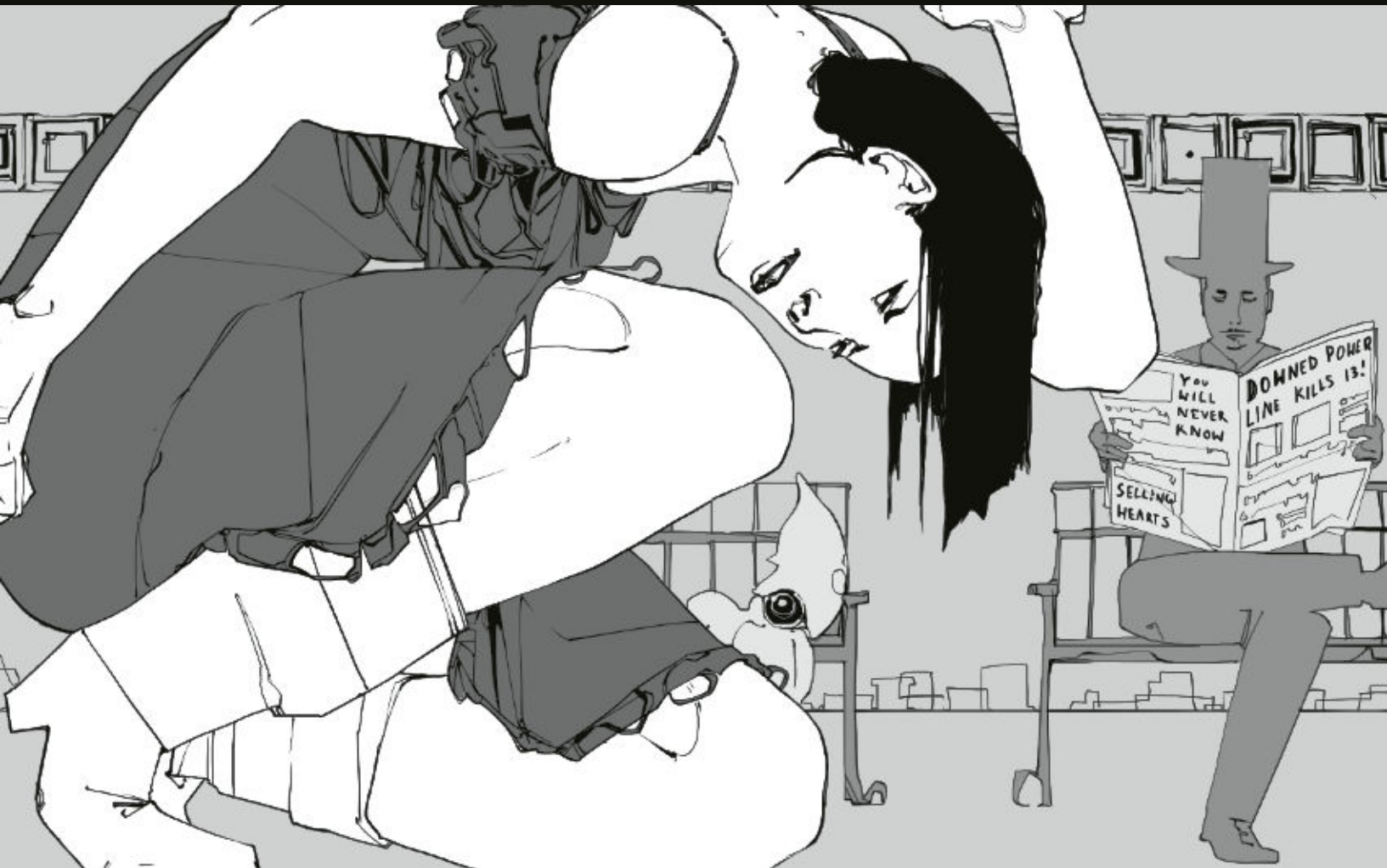
WHAT ERRAND HAVE YOU ABANDONED?

- 1HP **Capturing a Deserter:** Take a blowgun and 3 tranquiliser darts (DEX SAVE to avoid sedation).
- 2HP **Hunting Down Somebody Known for Eating your Patron's Species:** Take a pistol (d6).
- 3HP **Retrieving a Specialist Food that they Love:** Take one piece of fine food suitable for your patron.
- 4HP **Buying Fine Clothes for your Patron:** Take a formal suit to fit them.
- 5HP **Delivering a Declaration of War to an Old Rival:** Take a ceremonial bugle.
- 6HP **Punitive Pilgrimage to Repent for a Past Mistake:** You are missing one eye.

82. MASSIFIST OF MASSIFCOUNTRY

Everything is big in Massifcountry
You stopped growing just below the ceiling

SAMPLE NAMES: THRONGON, PAXIMART, ULVULCA, JECKERIDE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Doggarly Artful Latturs: Share ownership of a set of foot-tall capital letters. There are plenty of each letter but no Es or Ns.

YOU GET

Huge fists (d6 each when unarmed), huge body (swap your highest ABILITY SCORE into STR).

WHAT BIG THING DO YOU HAVE?

£1 **Big Cauldron** (BULKY).

£2 **Big Crossbow** (d8, BULKY).

£3 **Big Armour** (ARMOUR 1, BULKY).

£4 **Big Spoon** (d8, BULKY).

£5 **Big Dog** (6HP, d8 bite).

£6 **Big Hammer** (d8, BULKY).

HOW HAVE YOU FITTED IN TO LIFE AMONGST THE SMALL?

1HP **Unerringly Careful:** You move in complete silence.

2HP **Food and Medicine Tester:** Ignore the effect of any toxins or poisons.

3HP **Gravestone Carver:** Take a chisel and brush.

4HP **Wind Prodigy:** You can play wind instruments without stopping for breath. Take an oversized clarinet.

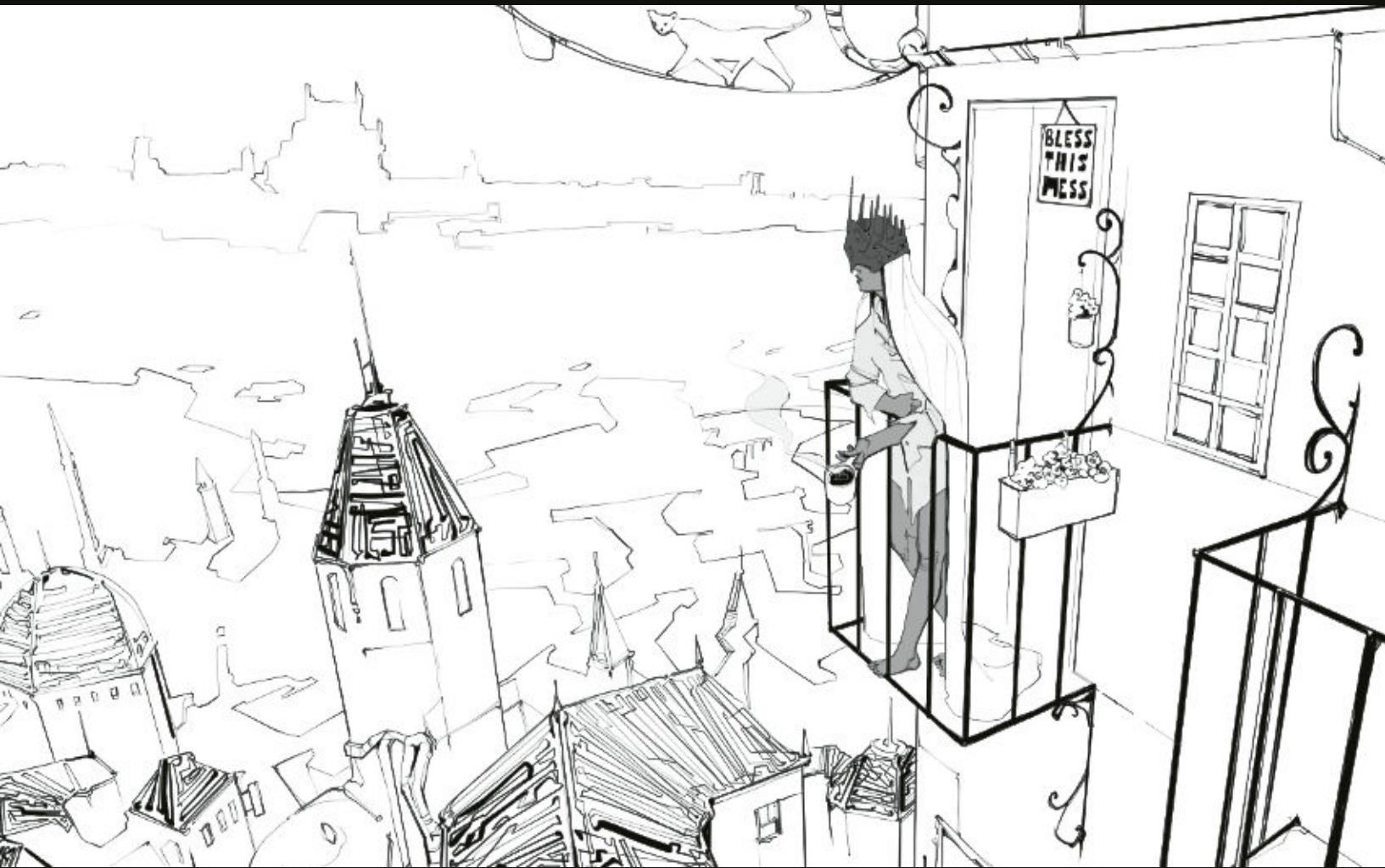
5HP **Clerk at Large:** You know the fundamentals of bureaucracy. Take an oversized pen.

6HP **Experimental Vocal Softening:** Now you can only speak in a whisper.

83. DIVINE PRODIGY

Raised in a cult retreat for a single purpose, which didn't work out
Now cast out into the world

SAMPLE NAMES: BAZTUM, LONTANCHENE, ROMECA, SHALUTAHEN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Walken Civic Gorilla Studies: You have a Civic Gorilla chaperone (5HP, d8 maul). It is highly civilised and obedient, but never violent and still bound by the limits of being a gorilla. If it returns to your Debtholder having learned something about the world your Debt is halved. If it is lost, your Debt is doubled.

YOU GET

Fancy silk robes, ornate sceptre (d6).

WHAT WAS YOUR PURPOSE?

- £1 **To Sing the Song of the Old Stars:** It sounds awful.
- £2 **To Birth/Sire the Voidchild:** You have a chastity belt welded on.
- £3 **The First Meal of the Cosmic Swarm:** You were bathed in honey since birth. You always attract bugs.
- £4 **To Speak only Truth:** You have no tongue.
- £5 **To Remain Pure:** Your ears have been blocked up with lead, but you can just about hear if people shout.
- £6 **To Become a Truth Oracle:** You can never lie, but you can refuse to answer a question.

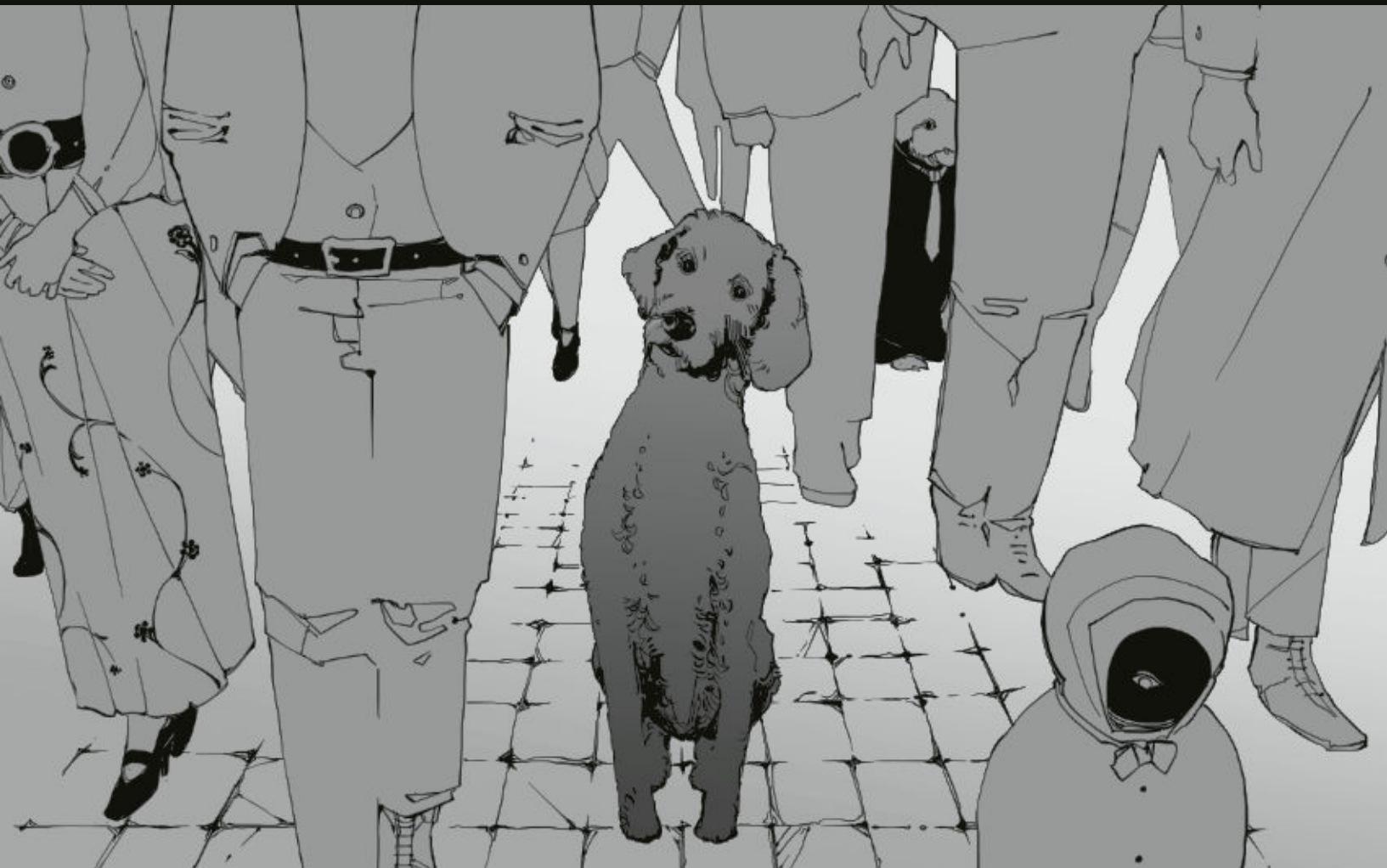
WHAT WENT WRONG?

- 1HP **You got Too Old:** Take reading glasses, you cannot read without them.
- 2HP **The Temple Burned Down:** Take a jar of holy ashes.
- 3HP **The Cult was Absorbed into a Faith Conglomerate:** Take a “non-messianic” brand on your arm.
- 4HP **Ascension Day Came and Nothing Happened:** Take a cheap pocket-watch given as compensation for your time.
- 5HP **You Lost a Cult War:** Lose an arm.
- 6HP **You Snuck Away:** The cult are still looking for you.

84. Good Dog

Smarter than many people
Still a dog

SAMPLE NAMES: URMSTON, BERNARD, HEBDON, ARNIE



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Maximo Frost: Share ownership of a full set of gramophone recordings by this unpopular musical poet.

YOU GET

Collar, teeth (d6).

WHAT HAPPENED TO YOUR MASTER?

- £1 Killed by a Big Cat:** You are DEPRIVED in the presence of felines.
- £2 They Got an Even Better Dog:** You are DEPRIVED if you're not wearing your collar.
- £3 Went to Work, Never Came Back:** You are DEPRIVED when alone.
- £4 Banished you for a Crime you didn't Commit:** You are DEPRIVED while in a court or a cell.
- £5 Died of Old Age:** You are DEPRIVED while in a hospital or nursing home.
- £6 Got Separated from you in a Riot:** You are DEPRIVED if there is civil disobedience happening nearby.

WHAT'S YOUR BEST TRICK?

- 1HP You Bond to Another Character:** If they are in danger, you ignore CRITICAL DAMAGE, but can die at STR 0 as normal.
- 2HP Pack Fighting:** +d8 when you attack the same target as an ally.
- 3HP Smell Emotion:** You can smell things other than fear.
- 4HP You're an Alpha Dog:** Other dogs get out of your way, though other alphas can attempt a CHA SAVE to resist your glare.
- 5HP Super Nose:** If given the whiff of an object, you can track a similar-smelling object over any distance.
- 6HP Extremely Loud Bark:** Can be heard across the whole Borough.

85. WORTHLESS GRADUATE

You've spent a long time in colleges, arguing about words
Your career prospects are poor

SAMPLE NAMES: TOLLY, LANGELE, BEFLOMA, TUT.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Forssa Hook and Anchor: Share ownership of a small rowboat (with wheels and handles for pushing on land).

YOU GET

Worthless certificate.

WHAT WAS YOUR SUBJECT?

- £1 **Theoretical Economics:** Bankers hate you.
- £2 **Occult Medicine:** You can “order off-menu” when you visit a surgeon.
- £3 **Urban Philosophy:** You can justify anything weird in Bastion.
- £4 **Animal Ethics:** You know animals’ true feelings by watching their behaviour.
- £5 **Emulsification Studies:** You know what will happen when any two liquids are mixed.
- £6 **Technological Arts:** You can see the beauty in any piece of machinery.

WHAT WAS YOUR FAVOURITE EXTRA-CURRICULAR ACTIVITY?

- 1HP **Chopping Logs:** Take a long axe (d8, BULKY).
- 2HP **Target Shooting:** Take a rifle (d8, BULKY).
- 3HP **Rock Climbing:** Take two climbing picks (d6 each).
- 4HP **Whittling:** Take a knife (d6).
- 5HP **Crocodile Hunting:** Take a hand-spear (d6).
- 6HP **Canal Punting:** Take a pole (d6, BULKY).

86. ALTERNATIVE GROOMER

You make things pretty and nice-smelling
But not people

SAMPLE NAMES: LAUREL, FANTEN, TRESSER, NEWTROG.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Zonar Municipal Acoustics: You each get an experimental electronic musical instrument, temperamental enough to be worthless.

YOU GET

Perfume spritzer.

WHAT WAS YOUR SPECIALITY?

- £1 **Overgrown Trees:** Take a pole-saw (d6, BULKY).
- £2 **Wealthy Elephants:** Take a scratching pole (d6, BULKY).
- £3 **Long-Hair Cattle:** Take a pair of shears (d6).
- £4 **Pet Lizards:** Take a scale-scraper (d6).
- £5 **Celebrity Skulls:** Take a brain hook (d6).
- £6 **Forgotten Statues:** Take a pick-axe (d6, BULKY).

WHAT WENT WRONG?

- 1HP **You Smell so Bad that Nobody Wanted to Hire You:** Upgrade your perfume to extra-strong.
- 2HP **Filthy Rumours:** Take a wig and glasses to disguise yourself.
- 3HP **Your Style was just Too Radical:** Take a weird haircut.
- 4HP **You Slipped and took off your own Nose:** Take a prosthetic nose.
- 5HP **You were Ruined by a Rival, but got Revenge:** Take a half-full bucket of tar and sack of feathers.
- 6HP **You Slipped and Murdered a Client:** Take a £1k bounty on your head.

87. AVANT GUARDSMAN

Not all militias are conventional
Yours was quite interesting before it collapsed

SAMPLE NAMES: HATTA, MOGLITHE, KATSEY, GLUM.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Small Electrics Board: Share ownership of a bag full of tangled wires and blown fuses.

YOU GET

Flashy uniform, knife (d6).

WHAT MADE YOUR UNIT DIFFERENT?

- £1 **Strangling** was the only permitted method of combat. Strangle for d6 DAMAGE when using both hands.
- £2 You have a somewhat-trained **Attack Bear** (7HP, d8 bite).
- £3 You used **Prototype Electric Swords** (d6, ignores ARMOUR, rolls of 1 cause DAMAGE to you instead).
- £4 You were focused purely on **Pest Control**. Take a bug bomb (d10 BLAST, only affects insects).
- £5 You **Replaced your Hand** with a repeating pistol (d6).
- £6 Your voice box was replaced with a **Mechanical Voice**, which can focus a deadly soundbeam (d6).

WHAT ELSE?

- 1HP **You Served a Machine:** Take a mechanical eye (limited zoom function).
- 2HP **You Served under the Living Stars:** 1-in-3 chance that you speak a little of any Alien language.
- 3HP **You have Unreliable Grav-Boots:** You can land from any height with a DEX SAVE, otherwise you hit the ground as normal.
- 4HP **You Swore an Oath Against Horses:** You are DEPRIVED for the remainder of the day if you have to ride or serve a horse.
- 5HP **You were Stitched into your Uniform:** It can only be removed by destroying it.
- 6HP **You would only Fight Drunk:** Take a bottle of brandy and you're DEPRIVED when sober.

88. FACTORY RETAINER

Your family left you to the factory
Your time in there is done, so you've ended up on the street

SAMPLE NAMES: KAYWITHER, GANNING, UNGER, SOFSKEY.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Allied Birdwatchers and Snoops: Share ownership of a huge encyclopaedia of birds and other flying creatures, with eye-holes poked out of the back.

YOU GET

Flat cap, industrial pole (d6, BULKY).

WHAT HAVE YOU SPENT YOUR ENTIRE LIFE STARING AT THROUGH MACHINERY?

- £1 Eggs:** Take a dozen.
- £2 Biscuits:** Take a box of broken shortbread.
- £3 Bullets:** Take a small pouch of gunpowder.
- £4 Coffins:** Take a hammer (d6) and nails.
- £5 Boxes:** Take an unassembled box big enough to fit you inside.
- £6 Coal:** Take a shovel.

WHAT DID YOU GET TO PREPARE YOU FOR THIS?

- 1HP** A broken compass.
- 2HP** A broken radio.
- 3HP** An empty paint can.
- 4HP** A broken pistol.
- 5HP** A fake pound coin (unconvincing).
- 6HP** An empty brandy bottle.

89. GRIEF DIPLOMAT

A life of carrying bad messages and managing expectations
You appreciated their patience

SAMPLE NAMES: HAMIDAL, BERRAST, AUGONER, RUDLAMP.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Alligator Yul: A crime lord with a terrible alligator gimmick. If anybody laughs at him he adds £500 to their Debt.

YOU GET

Cane (d6).

WHAT WAS YOUR SPECIALITY?

- £1 **Informing Relatives of the Dead:** Take a bottle of cheap whisky.
- £2 **Down-Scaling Poorhouses:** Take a pocket shock prod (d6, non-lethal).
- £3 **Deep Country Liaison:** Take a shotgun (d6, +d6 at point blank).
- £4 **Comforting Survivors:** Take a council joke book.
- £5 **Reclaiming Erroneous Tax Rebates:** Take a crowbar.
- £6 **Spelling Correction:** Take a dictionary.

WHAT WENT WRONG?

- 1HP Your **Tongue is Too Big for your Mouth**, so people don't always understand you first time.
- 2HP You were **Too Empathetic**. Take a locket with portrait (worthless).
- 3HP You **Developed a Limp**. You can move quickly enough but it looks silly and you can't hide it.
- 4HP **You have Dogspots**, a harmless but hideous disease that has a 50% chance to be transmitted with any contact.
- 5HP You were **Used as a Scapegoat** for a gross scandal. The public hate you, but you've earned some favours in the Borough Council.
- 6HP You got **Too Involved in a Revolt**. Replace one hand with a hook.

90. LONE STARGAZER

You're not watching for clues, you're watching for incoming threats
Alone in your observatory for too long, your shift is over

SAMPLE NAMES: ASTI, WULF, OBERTO, LEN.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Future Foods: Share ownership of three unmarked tins of prototype tinned meals (jellied bird, ice-cream pie, full cooked breakfast).

YOU GET

Pocket telescope, cuff-pistol (d4).

WHAT'S THE BEST THING YOU'VE SEEN?

- £1 **A Rift into an Undersea Nightmare:** All sea creatures hate you.
- £2 **A Vision of your Death, Falling into a Pit:** If you face this situation, you automatically fail any SAVES to avoid it.
- £3 **A Cosmic Swarm Approaching:** You are DEPRIVED if you are in a room with bugs of any sort.
- £4 **A Vision of your Death, Being Eaten by a Huge Bird:** If you face this situation, you automatically fail any SAVES to avoid it.
- £5 **A Bright Reflection of Bastion, where all Conflict is Solved:** Swap your cuff-pistol for a book of optimistic poetry.
- £6 **A Vision of your Death, Being Burned Alive:** If you face this situation, you automatically fail any SAVES to avoid it.

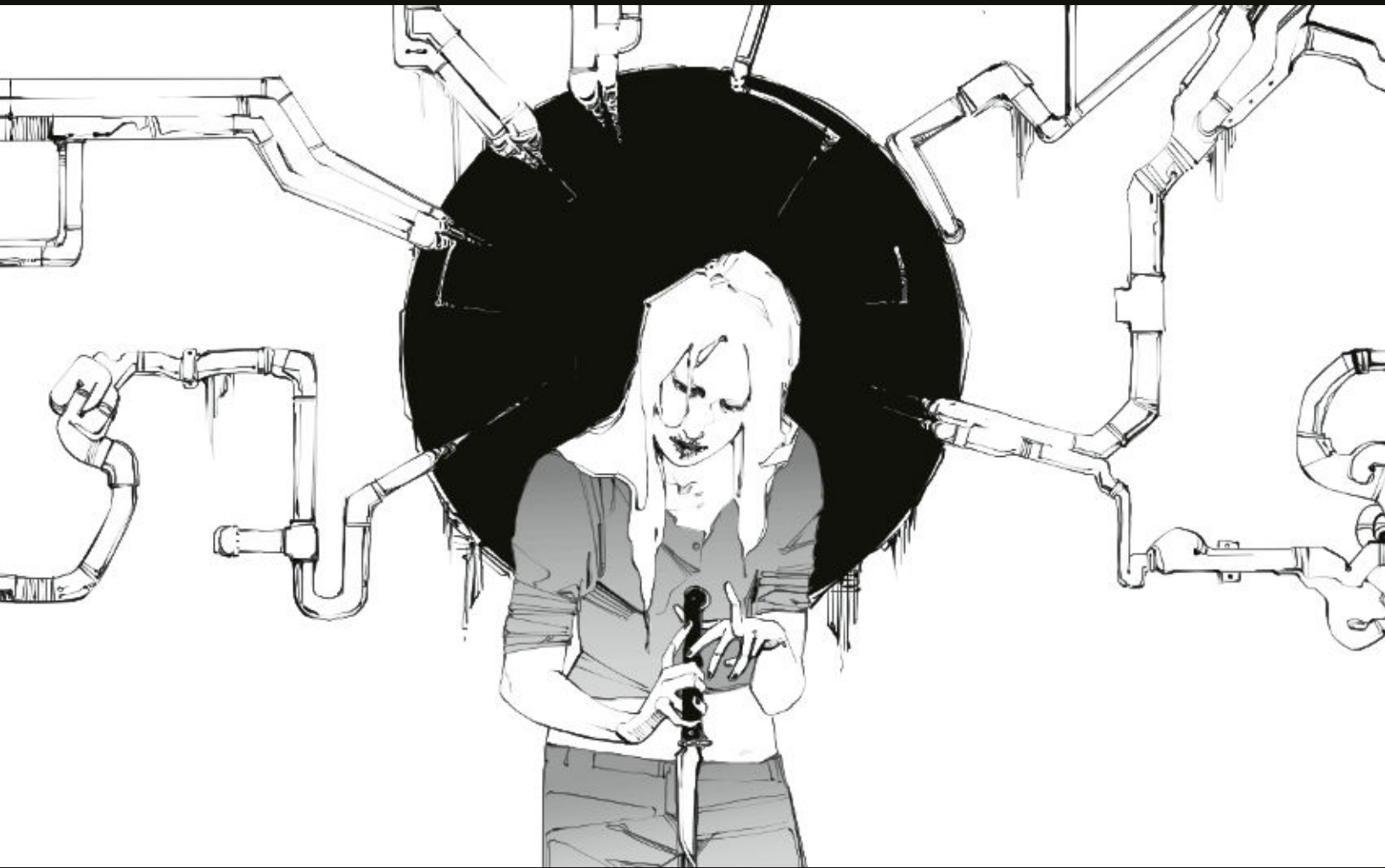
WHAT HAS ALL THAT TIME ALONE DONE TO YOU?

- 1HP Your body **Rejects Non-Processed Food**.
- 2HP You've **Emotionally Bonded with your Woolly Hat**. You are DEPRIVED unless wearing it, or one exactly like it.
- 3HP You **Learned Every Solitaire Card Game**. Take a worn deck of cards.
- 4HP The eye that you close when peering into your telescope has **Completely Fused Shut**.
- 5HP You've **Forgotten How to Talk**.
- 6HP You **Hate the Sun**. You are DEPRIVED in direct sunlight.

91. TUNNEL STRAY

You wandered dark places for too long, tormented by Machines.
You came out less than human.

SAMPLE NAMES: VEYRON, JEENE, OX, MARA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Captain Rumtutty's Maritime Experience: You all have matching, poorly drawn, naval-themed tattoos.

YOU GET

Pasty skin, flask of gear-oil, dagger (d6).

WHAT'S WRONG WITH YOU?

- £1 **Feral Appetite:** Cooked food is poison to you.
- £2 **Ear-Splitter:** Your voice is awful, everybody hates it.
- £3 **Tar-Blooded:** Your blood has turned black, sticky, and foul smelling.
- £4 **Night Terrors:** You always scream in your sleep.
- £5 **Slug-Skin:** You secrete a thin layer of slime across your whole body.
- £6 **Atonal:** You are DEPRIVED in the presence of tuneful music.

SERIOUSLY, WHAT ELSE IS WRONG WITH YOU?

- 1HP Weird things in the Underground **Just Let You Pass**, if you don't cause any fuss.
- 2HP You're **Double-Jointed** in a disgusting way.
- 3HP Your saliva is **Mildly Acidic**, enough to dissolve paper.
- 4HP **Food Goes Bad** if you possess it for more than a few minutes.
- 5HP Your **Bones make a Cracking Sound** when you walk.
- 6HP You've had your **Teeth Pulled Out**.

92. BODY JOCKEY

You have a fantastic body, but it is simply your vehicle
Keep your fragile self hidden

SAMPLE NAMES: TUBETT, CYREL, SNIVE, SQUILL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Machine Shop: Take shared ownership of a pair of broken typewriters.

YOU GET

Complete control of a fake body (which has the ABILITY SCORES you rolled). Your true form rides on top.

WHAT'S UP WITH YOUR FAKE BODY?

- £1 It's a **Man-Machine**. It has ARMOUR 1.
- £2 It's a **Regular Person**, but with an utterly blank mind.
- £3 It's a **Mock Person**. Children love it, adults find it creepy.
- £4 It's a **Re-Animated Person**. It can lash out (d8) like a wild animal.
- £5 It's a **Man-Ape**, it can leap and climb accordingly.
- £6 It's a **Heap of White Slime** that happens to take a humanoid form.

WHAT'S YOUR TRUE FORM?

- 1HP **Mock Lobster** (2d6 for all ABILITY SCORES, 4HP).
- 2HP **Tiny Clay Person** (d10 for all ABILITY SCORES, 3HP).
- 3HP **Smoke-Being** (Immaterial, but if your fake body dies then you die, 2HP).
- 4HP **Mock Parrot** (d8 for all ABILITY SCORES, 2HP, clumsy flight).
- 5HP **Parasitic Fungus** (d6 for all ABILITY SCORES, 1HP).
- 6HP **Brain Slug** (d4 for all ABILITY SCORES, 1HP).

93. UNDERGROUND WEIRDO

Born and raised in the Underground, below space and time
You've always been odd, and have gotten much worse

SAMPLE NAMES: EATER, SCRAM, PATTIE, PROUTNAY



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Seapress Aquatic Pest Control: Take shared ownership of a Salt-Unsalt-Bomb. Throwing it into a pond-sized body of water turns saltwater fresh or freshwater salted.

YOU GET

Club (d6).

WHAT MAKES YOU APPEAR INHUMAN?

- £1 Slug-Head** (Your eye-stalks can see all around you).
- £2 Shaggy Fur All Over** (With some fleas).
- £3 No Bones** (Supported by cartilage).
- £4 Fly Wings** (Clumsy flight).
- £5 Stubby Horns** (+d6 when you charge).
- £6 Tiny Second Head** (Roll a separate d12 for CHA and give them a name).

WHAT KEEPS YOU HUMAN?

- 1HP Your Pet:** Take a misshapen dog-thing (2HP, d4 bite).
- 2HP Your Appreciation for Science:** Take a lens and biology book.
- 3HP Your Love of the Theatre:** Take a costume that helps you pass for a normal person.
- 4HP Your Music:** Take a rusty glockenspiel.
- 5HP Your Paperwork:** Take a set of "Certified Human" papers.
- 6HP Your Love of Fine Wine:** You can identify practically any alcoholic drink blind.

94. INSEPARABLE TWINS

There are two of you, identical in most ways

SPECIAL: Divide ABILITY SCORES and HP equally, remainders to the eldest.

SAMPLE NAMES: MUCKA/MACKA, TOILER/TOL, SCRAPH/SCON, ABEN/ABID



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Helping Gland Organ Surrogates: Take shared ownership of a heart in a box. It's well preserved if it is kept sealed.

YOU GET

Matching sabres (d6), matching clothes.

WHAT DOES THE ELDER TWIN GET?

- £1 The **Family Hunting Rifle** (d8, BULKY).
- £2 All of the **Athletic Prowess**. Gain 7 STR.
- £3 A **Shield** (BULKY, +1 ARMOUR) with the family crest.
- £4 All of the **Grace and Subtlety**. Gain 7 DEX.
- £5 Significantly **Nicer Clothes**.
- £6 **Beautiful Hair and Voice**. Gain 7 CHA.

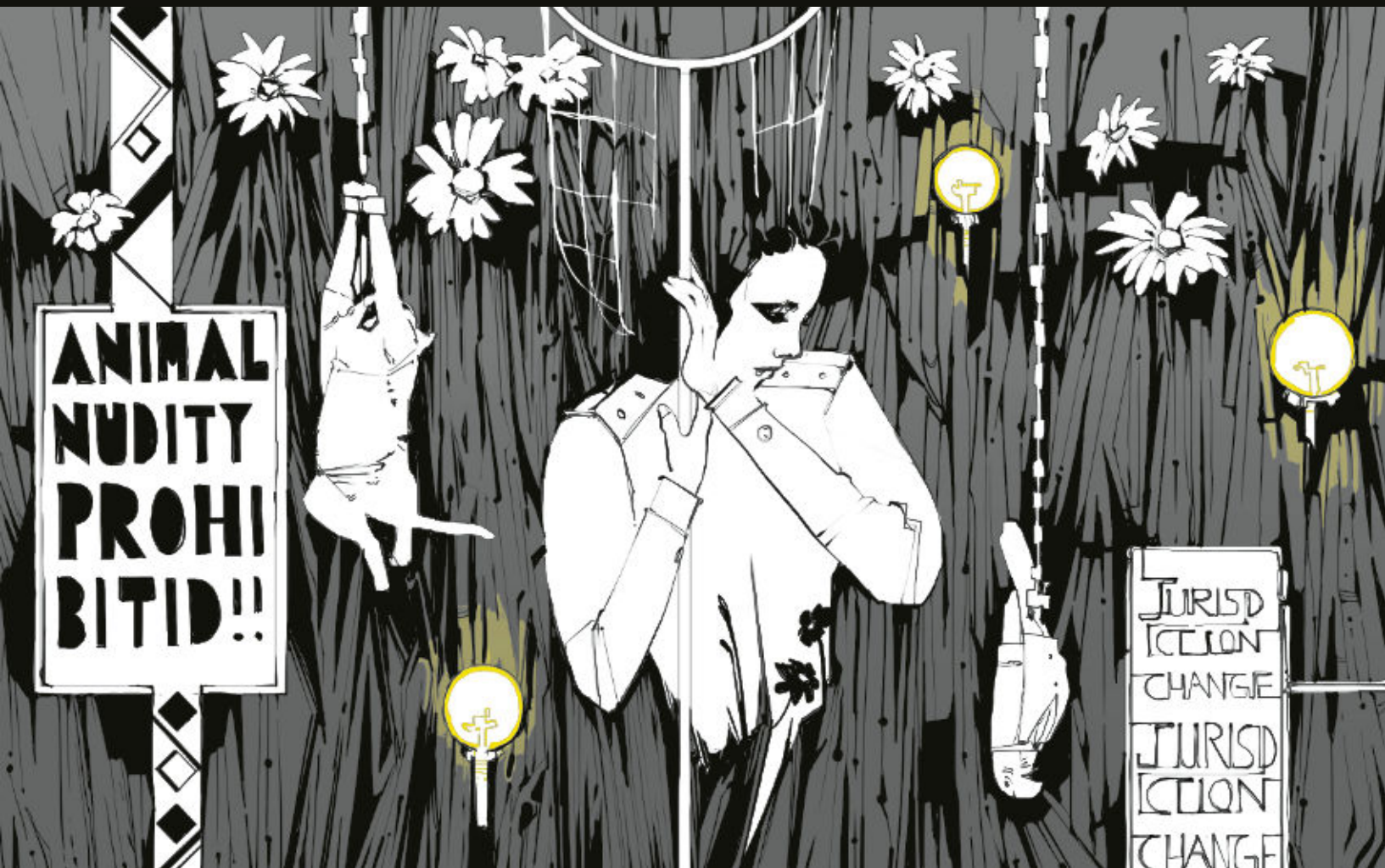
WHAT DOES THE YOUNGER TWIN GET? (USE YOUR ORIGINAL HP ROLL TO CONSULT THIS TABLE)

- 1HP Yes indeed you have 0HP. You're alive, just **Ultra-Sickly**. You never gain more HP, and always face the worst consequences for exposure to disease or toxins.
- 2HP A **Messed-Up Face**.
- 3HP A **Home-Made Bomb** (d8, BLAST).
- 4HP A **Missing Ear**.
- 5HP A **Gum Addiction** (DEPRIVED if you go a day without a stick).
- 6HP One **Useless Arm**.

95. CONSTABLE OF BIRDS AND CREEPING THINGS

Written by Arnold Kemp
Protector of the laws of nature

SAMPLE NAMES: HUXLEY, HORACE, HERVINA, HESSAMORA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Society of Licensed Birds: A decrepit opera hall, home to many of Bastion's registered avians. Some roost in the opera boxes, while waterbirds nest in the flooded orchestra pit. While all of the office-holders are birds, the actual governing is performed by their human secretaries. They oversee all bird law in Bastion.

YOU GET

Hammer (d6), net, pamphlet of local laws.

WHAT WAS YOUR SPECIALITY?

- £1 Judge:** You can pronounce sentences on guilty captives. This only works if the target is (a) helpless and restrained, (b) guilty of a crime, according to one of your definitions, and (c) able to understand you. You name a prohibited action, and the target will henceforth never perform the action willingly.
- £2 Bailiff:** You gain a set of manacles. For you, slapping a manacle on a limbed creature is as easy as touching its wrist or ankle.
- £3 Interrogator:** Gain an interrogation box, about a metre in each dimension. It has a large acoustic horn flaring from the top. If a person or animal is placed inside it, all speech is translated as it passes into or out of the horn.
- £4 Cat Catcher:** You can speak the language of cats and other felines.
- £5 Dog Catcher:** You can speak the language of dogs and other canines.
- £6 Bird Catcher:** Bird language is too difficult to learn. Instead you gain a bird detainment jacket, capable of restraining dove-sized birds in its sleeves, and slingshotting the same birds out at will. Maximum capacity is 6 birds per sleeve. Currently holding 3 pigeons in your left sleeve (vagrancy) and a crow in your right sleeve (arson). Could theoretically be used for other objects, but the idea has never occurred to you.

WHAT FIELD OF LAW ARE YOU MOST EXPERIENCED IN?

- 1 HP Airway Access:** You gain a "No Flying" sign. If hung up on a wall, all forms of flight become impossible within reading distance.
- 2 HP Impedance of Legal Traffic:** You gain a "Detour" sign. If hung upon a door, portal, or passageway, subtle psychic emanations cause creatures to assume that the passage is nonfunctional (even when that makes very little sense). The effect is ruined if they see visible proof of the passage's functionality.
- 3 HP Truancy:** You gain a "No Loitering" sign. If hung on a wall, subtle psychic emanations cause creatures to avoid the location, instead preferring to hang out somewhere else.
- 4 HP Unlawful Construction:** You gain an "Out of Order" sign. Anything that you hang it on becomes nonfunctional for as long as the sign remains.
- 5 HP Legal Counsel:** You gain a pocket lawyer, a tiny man who lives in your pocket. He is extremely knowledgeable on all forms of law. His diet is composed of mealworms and tea. He attempts to escape if exposed to a library.
- 6 HP Public Nudity:** By spending 10 minutes talking to an animal, you can shame it into lethargy. If you spend 30 minutes talking to an animal and pass a CHA SAVE, you can convince it to confess.

96. EXOTIC FOOD SUPPLIER

Written by Arnold Kemp

When people tire of sundry dishes, you step in with new delicacies

SAMPLE NAMES: RAVENOR, MIMSY, CALCOBRINA, MOX.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Corbin Cortez the Zoo Keeper: A fearsome hunter who collected most of the animals that are displayed in his zoo. Assisted by a gorilla butler and a mocking bird.

YOU GET

Large bucket of the appropriate food, long-handled fork (d6).

WHAT IS THE EXOTIC FOOD THAT YOU PROCURED?

- £1 **Sausage Maker:** Take a sausage maker's cloak. While you are wearing it and loudly declaring that you are a sausage maker, Bastiards pay no attention to casual murder on their streets, as long as it is followed by swift dismemberment and removal of the body.
- £2 **Gigantic Pumpkin Merchant:** Take an acupuncture needle of prodigious growth. Any living organism pricked doubles in size over a minute. Effects doubled on vegetables. Effects doubled on orange things.
- £3 **Pickled Egger:** Take a pickling jar. Currently full of delicious dolphin eggs. Anything you put in it becomes both edible and preserved.
- £4 **Jellyfish Farmer:** Popular among those who have no time for lunch. Gain a jelly serving tube in your sleeve, capable of discreetly serving jellyfish at pistol-range.
- £5 **Pigeon Hunter:** You collect their tongues for candy. Gain a reciprocating bird-caller, capable of imitating any bird call with absolute perfection.
- £6 **Calf Suplexer:** You make the most tender veal. Gain an acoustic cow-scaring device. It is effective on other animals.

WHO DID YOU SELL TO?

- 1HP **The Hungry Hole:** Take one of the intelligent, loyal skeletal companions (1HP) that the Hungry Hole occasionally burps out as payment.
- 2HP **Lady Skeletonhands:** Take three of the Lady's prank incinerators, used to incinerate food after 'giving' it to a homeless person. Ten seconds after being inserted into a small object, the object catches fire. Looks like a cocktail olive on a toothpick.
- 3HP **The Slobbermen:** Take a jar of digestive acid.
- 4HP **The Starvation Artists:** Take an incredibly lifelike fake leg with a secret compartment inside, normally used to smuggle food.
- 5HP **The Lords of Aluminium and Lumber:** Take a powerful rotary saw (d8, BULKY, can cut metal, but slowly and loudly).
- 6HP **The Rubber Barons:** Take a rubber jumpsuit.

97. TACTILIATOR/TACTILIATRIX

Written by Arnold Kemp

The power of touch

SAMPLE NAMES: SEMILLION, MAXWALD, YURI, FERA.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Queen Velveteen: Underworld crime boss and textile tycoon. Has teams of lawyers in burgundy vests and velvet pocket-watches, as well as velvet-masked goon squads.

YOU GET

Velvet gloves, steel gauntlets (d6 each).

WHAT WAS YOUR SPECIALITY?

- £1 **Erotic Author and Masseuse:** While you are mostly seeking to usurp last year's best seller: "*607 Breasts That I Have Touched*" with something more avant-garde, you also know the Dim Bak Massage which causes certain death after five paces.
- £2 **Geotactiliator:** You are hired to determine the quality of soils and suitability for construction. You gain a Mock Mouse in a hard hat, which builds mouse-sized buildings at tremendous-but-plausible speeds. Must be paid 12p every week.
- £3 **Textile Consultant:** Gain an omnidress, given as a gift for a job well done. It can turn into any plausible dress.
- £4 **Haptosynesthesian, a Touch-Addict:** You carry a texture book, where each page is a different material. By stroking different pages, you can induce any natural sensation or mood, including sleep and short-term amnesia. Affects only you.
- £5 **Psycho-Phrenology:** Gain the ability to sense moral and mental qualities by feeling a person's head. Actually a very mild touch-activated telepathy.
- £6 **Podiology:** Gain the ability to determine parentage, homeland, and cause of death by examining the soles of the feet.

WHAT'S THE GREATEST THING YOU'VE EVER TOUCHED?

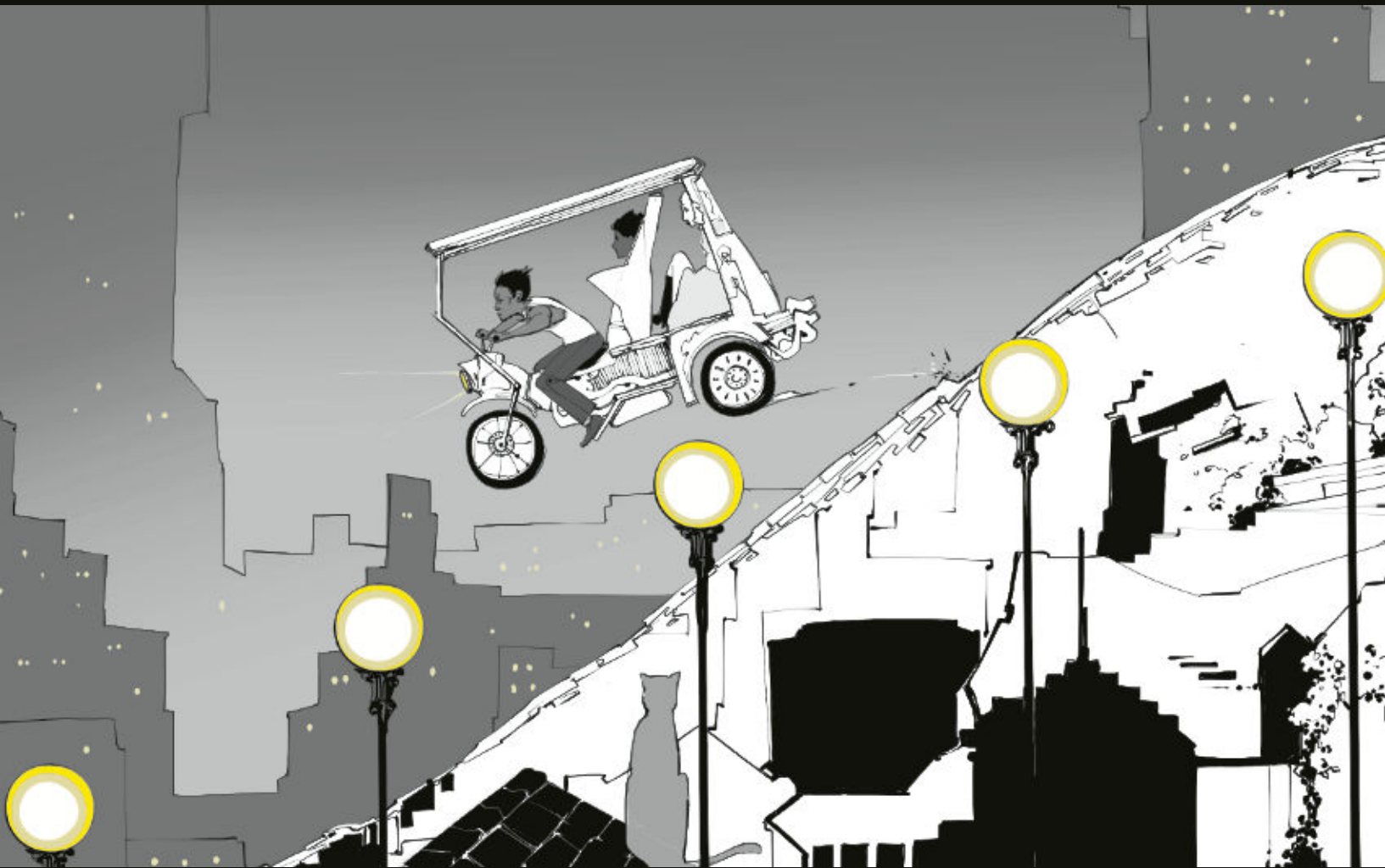
- 1HP **The Bleached Bones of a Nameless Behemoth; Affixed atop the Tower Impenetrable:** If you touch a limb, you can break the bone beneath. You can break necks the same way.
- 2HP **The Bellies of a Hundred Newborn Baby Dolphins, Lined up from Nose to Tail:** You can swim twice as fast as normal. If you are naked and carrying nothing, you can swim as fast as a hawk can fly.
- 3HP **The Hair of Vallister Vambraxis, the Famed Opera Singer:** Your voice can shatter glass or crystal. Large objects may take several minutes.
- 4HP **Shivvergrim, the Former Sharpest Sword in the World:** You are missing the tip of your right index finger, but you can cut things with the nub as if with a razor.
- 5HP **The Caustic Beasts that Slip and Gibber beneath the Charnel Towers of Oomis:** Your left arm is immune to fire and acid, but the rest of you is not.
- 6HP **The Most Uncomfortable Chair in the World:** By staring at someone, you can make them uncomfortable. Most people, at a minimum, go and seek a comfortable place to sit or lie down. Especially effective on those with arthritic joints or bad backs.

98. TUK-TUKKER

Written by Patrick Stuart

"I'm not going over the water at this time of night"

SAMPLE NAMES: ARRITE, DUSTY, GUVNA, JOBBINSON.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

The Medicine Boat: Take shared ownership of a large bag of fake pills in various marked bottles. They're all just sugar.

You GET

Broken snooker cue (d6), city map (outdated), tuk-tuk, driving gloves.

WHAT'S UP WITH YOUR TUK-TUK?

£1 Fully Fuelled, licensed and now with extra bells added thank you.

£2 Neither Fuel, nor Licence but that doesn't stop you.

£3 Knackered. Can't turn left.

£4 Someone Threw Up in the Back and you can't get the smell out.

£5 Nicked. You've had to step down to a pedal rickshaw.

£6 Confiscated by Bailiffs. You have a sedan chair instead.

WHO'VE YOU HAD IN THE BACK, THOUGH?

1HP Super-Agent: Take a briefcase with lock-picks, pistol (d6), passport, garrotte (d6), posh club membership and black book of hot contacts. Can be set to explode (d10 BLAST).

2HP Drunken Infantry Lads on Leave: Take a carbine (d6), cavalry sword (d6), half a dress uniform and a medal for gallantry.

3HP Harried Ringmaster: Take a top hat, tails, hoop and trained monkey "Bosco" (4HP, d4 bite).

4HP Escort and Client: Left behind prophylactics, ID card, and wedding ring.

5HP Obscure Author: Left behind a handwritten sole copy of latest in a cult children's series (worth £1k to a very specific collector).

6HP Ordinary Customer: But they died in the back. They're still there.

99. MAP THIEF

Written by Patrick Stuart

“Obviously I fully intended to return it”

SAMPLE NAMES: CATOR, CASSI, BINSON, INKEL.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Personal Secret Salvage: Take shared ownership of a shuttup-staple (whisper a secret about somebody else into this small box. Anybody that reveals this secret to you loses d12 CHA in agonising head pain. One use only).

You Get

Universal library card, butterfly knife (d6), lock picks, white protective gloves.

WHAT DID THE PREVIOUS OWNERS NOT KNOW ABOUT THE MAP YOU STOLE?

- £1 It shows the way to the **Living Stars**!
- £2 It's an actual pirate map to actual **Buried Treasure**!
- £3 It shows a secret passage into/out of a **High-Security Prison**!
- £4 It's a map of **Angelic Hierarchies**. Hunted by occultists and fools.
- £5 It's a charming original of **Early Bastion** by Lancistro Vasquez. Worth £500 outside of Bastion, but worthless and obsolete within.
- £6 An inaccurate **Map of the Underground**.

HOW DEEP IN THE MUCK DID THE STEAL GET YOU?

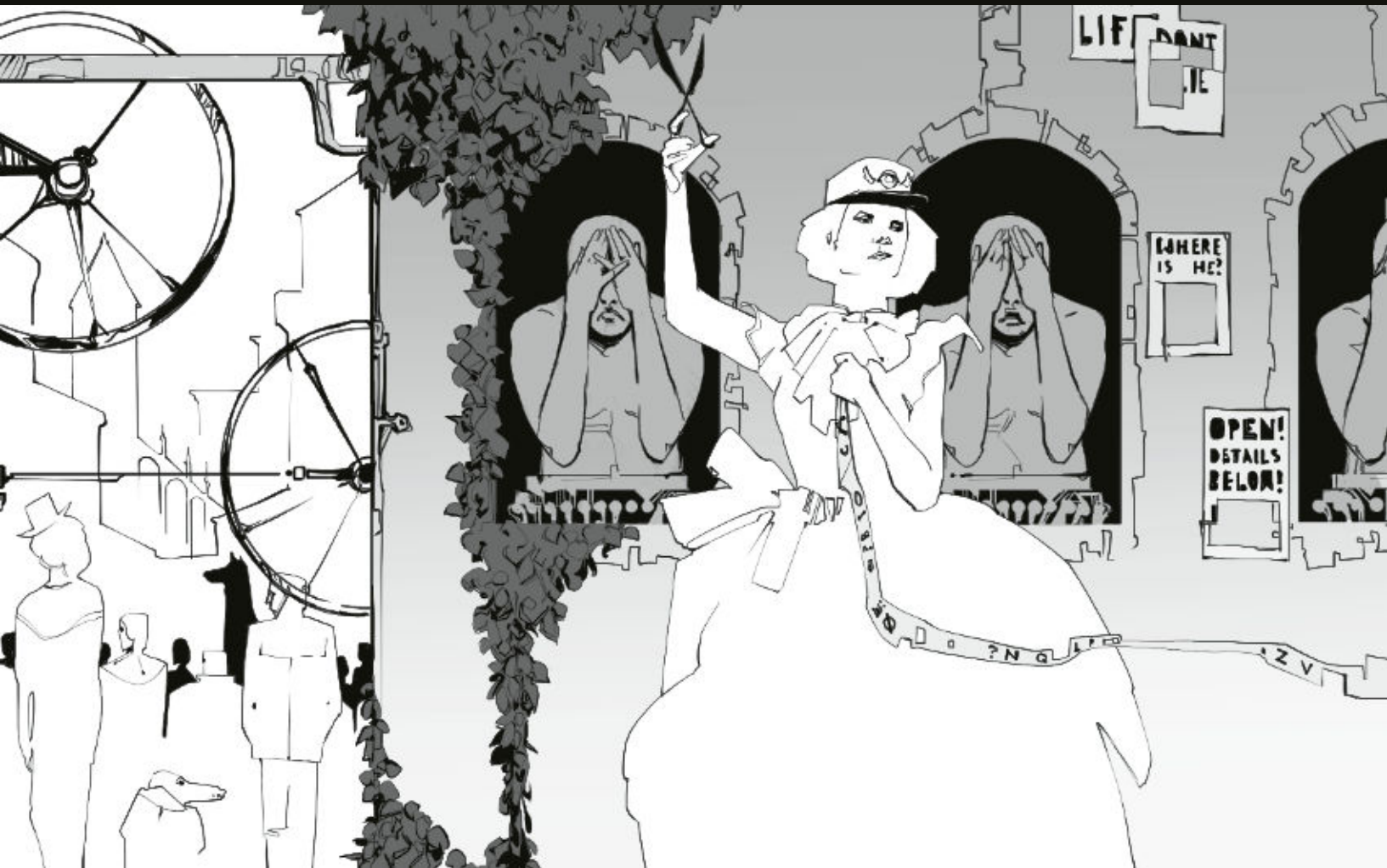
- 1HP You replaced it with a **Perfect Duplicate**!
- 2HP They **Haven't Even Noticed** it missing yet!
- 3HP You left an **Elaborate Series of Clues** which only another classically-trained scholar could decipher!
- 4HP You just realised you **Signed Your Name** in the visitors' book. Damn your thoroughness!
- 5HP There's a **Bounty** (£1k) on your head and detectives on your trail!
- 6HP You're already **Banned On Sight** from every library, archive and collection in the city, so who cares!

100. EX-CENSOR

Written by Patrick Stuart

“Standards are slipping everywhere”

SAMPLE NAMES: ANNIKA, CHANCELLOR, VISCID, BAGETTE.



**IF YOU ARE THE YOUNGEST PLAYER
THE WHOLE GROUP IS £10K IN DEBT TO...**

Quitzik Personal Guard Animals: Take a shock collar and lead (harmless but painful shock for the wearer at the push of a button).

YOU GET

Very sharp scissors (d6), glue, white correction fluid, letter writing set, APPROVED/DENIED stamp.

WHAT LEAD YOU TO LEAVE THE CENSOR'S OFFICE?

- £1 **Finished Killing Everybody There Five Minutes Ago:** Take bloodied fire-axe (d8, BULKY) wrapped in newspaper.
- £2 **“Accidentally” Pushed Chief Censor into Printing Press:** Take pistol (d6), bottle of poison and fake suicide note.
- £3 **Started Censoring Works to Produce ‘Cut Up’ Messages in Text:** Take razor blade (d6), bottle of soothing tonic pills, and no limits.
- £4 **Octopus kept Attacking Colleagues, Fired after Several Warnings:** Take octopus (STR 12, 2HP, d6 grab) in large flask, trained to deliver ink on command.
- £5 **Grammar Disagreements Led to Blows:** Take reinforced copy of ‘CM’s Grammar’ (d6, BULKY).
- £6 **Spent 35 Years there and Retired Today:** Take fake gold watch and nice pen.

AND HOW INSANE ARE YOU RIGHT NOW?

- 1HP Feeling pretty **Calm and Even** actually.
- 2HP You just need access to a **Crossword** every four hours or you’re going to CUT SOMEONE!
- 3HP **Only Speaks in Clichés**, original content provokes shaking fits.
- 4HP You **Refuse to Acknowledge** any spoken sentence with incorrect grammar.
- 5HP Amend any **INCORRECT USAGE**, with force.
- 6HP Must censor anything **INDECENT**.



THE CONDUCTOR'S GUIDE

No two visions of Bastionland are quite the same.

Your Bastion will draw from the city you live nearest to. The first one that you explored alone and felt overwhelmed by crowds. That distant metropolis you always wanted to visit.

Deep Country feeds on your own fears of isolation and backward-thinking people.

The Underground really can be whatever you need it to be. It just wants to connect things.

This section details how to create your own content within Bastionland, but there are no firm answers. The few truths that are contained in this chapter are yours to deny.

You will understand the essence of Bastion, Deep Country, and the Underground, and imagine your own expression of them. Most importantly you will understand how to create a world that serves your game.

This is a world discovered at the table, not inside a book.

PREPARING THE GAME

As a starting point to preparing your game, take something the players want (treasure) and put it somewhere dangerous but interesting.

THE TREASURE

Finding treasure is the heart of the game.

The **Key Principles of Treasure** are:

- Its value exceeds its usefulness.
- There's a reason it hasn't been claimed already.
- It doesn't need to be complex, but it can provoke thought.

The easiest way to hit all three of these principles is to make the treasure something big, heavy, useless, and valuable.

- If you think they can get it in one session, make it worth £1k to the right patron.
- If it's going to take more, make it worth £10k.
- Treasure worth hundreds of thousands must be truly special.
- As well as the main treasure, create a couple of lesser pieces of treasure (each worth around a tenth of the main treasure's value) to hide away.



EXAMPLE TREASURES

- 1 **Deep Silk** (£1k for the full roll): Easily catches fire, stains, rips, etc.
- 2 **Dead-Spice Liqueur** (£1k for the 50cl bottle, or £100 for a 2cl measure): Comes in a needlessly fragile bottle. Value is slashed in half without the bottle.
- 3 **Disgusting Art** (£1k): 50% chance of collectors loving it, or being sickened.
- 4 **Star Mask** (£10k): Size of an elephant and twice as heavy.
- 5 **Companion Lizard** (£1k): A sapient chameleon. Highly sought after as pets for rich children.
- 6 **Crystallisation Catalyst** (£1k per bottle): No use on its own, but it's the missing link to recreate a terrible gas weapon.

THE EXPEDITION

- Place the treasure somewhere dangerous but interesting, driving the players towards an expedition.
- See the individual sections for mapping Bastion, Deep Country, and the Underground.
- Alongside the map, a good table of encounters is the most important planning you'll do for your game.

THE RIVAL

- Somebody else always has the same lead as the group.
- Either make them a better version of one of the group, or their polar opposite.
- Give them a few lackeys, but keep the focus on the individual.

ENCOUNTERS

- Create a table of 6 encounters, calling for a roll of d6 when a random encounter is triggered. Different results can represent the same type of person/creature varying in their behaviour or group composition.
- Make at least one of these results very dangerous.
- All pose at least a potential threat, but always have a purpose beyond hostility. Give them something they're already doing.

ABILITY SCORES AND HP

- ABILITY SCORES range from 3 to 18, with 10 as human average.
- If in doubt, the ABILITY SCORE is 10.
- Give novices 3HP, professionals 6HP, and veterans 10HP.

BEHAVIOURS

- List three things that the encounter does, usually their frequent responses or most interesting abilities.
- Infuse these behaviours with as much of their drives and motives as you can.
- For encounters bound to a particular place, tie these in with the environment as much as you can.

THE CHECKLIST

When reviewing your encounter table, make sure each entry ticks all three of the following:

- **Drive:** They should be motivated to do something.
- **Impact:** They should have the potential to permanently change the characters.
- **Flavour:** They should be memorable, and speak to the flavour of the setting.

CREATE THE OPENING

- Tell the players about the treasure, and a patron that would pay a good price for it.
- Tell them a couple of the worst things about the expedition site, but let them discover the rest for themselves.
- Don't keep your best ideas for later. Use them right away.

LAYERED DESCRIPTION

- When writing your notes, list immediately obvious features of rooms, characters, paths etc.
- In parentheses, list the details that the characters can only discover through investigation and interaction.
- Fit as many of your notes on your map as you can, using overflow notes only when necessary.

CREATE THREATS

- The more dangerous a threat, the more obvious it should be.
- Despite the above, don't create soft threats. They should be memorable and leave impact.
- It's fine to create a threat that cannot be overcome as long as it is widely known and signposted.

RISK AND REWARD

- Generally, higher rewards should involve higher risks.
- Both should be made obvious to the players. The reward to draw them in, the risk to make them consider their actions.
- If in doubt, give the players more information than you feel you should.

PREPARING THE GAME CONT.

SEASONING YOUR IDEAS

- Start with a list of broad ideas e.g. “A brain in a jar”.
- Go through each, one by one, and add a new detail that wouldn’t be assumed e.g. “A brain in a jar that loves music”.
- Repeat this process until your world is alive e.g. “A brain in a jar that loves music, hates feeling old, and wants the admiration of modern youths”.

FOREGROUND GROWTH

- Character growth happens during play, not in downtime between sessions.
- A Character’s growth is defined by their specific experiences.
- It is messy and unplanned.
- Characters grow more interesting, not necessarily more powerful.

HIGH IMPACT

- The expedition should always leave an impact on the characters, changing them in significant ways.
- Impact can be as brutal as death or as complex as spilling out into their lives back in Bastion.
- Some beings have the potential to permanently change a character, beyond giving them SCARS.

COLLECTING ODDITIES

- Anywhere containing treasure is likely to have Oddities dotted around.
- Oddities make themselves and their general purpose known, if not their intricacies.
- Oddities differ from treasure in that they are generally more useful or interesting than they are valuable.

INTERESTING CHOICES

Whatever you are preparing, the goal is to create interesting choices for the players. Try to put the following factors all in place:

- **INFORMATION:** Without enough information there is no real choice. Create situations that indulge their senses and prepare to be more open and honest than you would expect.
- **CHOICE:** No-brainer decisions are not interesting. Create a situation that is going to cause at least a moment of indecision.
- **IMPACT:** Choice is meaningless unless there is impact. Consider the possible consequences of the choice you’re presenting. If the impact is lacking, raise the stakes by making things more dangerous or complicated.

RANDOM GAME INSPIRATION

SPARK TABLE
ROLL 2D20 AND COMBINE

	PLACE	PERSON
1	Council Offices	Professor
2	Military Fort	Philanthropist
3	Garden District	Cat Burglar
4	Feral Park	Mystic Sage
5	Slum Festival	Entrepreneur
6	Riverboat	Cult Leader
7	Science Academy	Sporting Hero
8	Abandoned Factory	Revolutionary
9	Swamp Village	Obsolete Aristocrat
10	Desert Town	Bodyguard
11	Coastal Resort	Bounty Hunter
12	Mining Colony	Explorer
13	Distant Island	Star-Crossed Lovers
14	Observatory Outpost	Travelling Student
15	Rail Tunnels	Pushy Journalist
16	Catacombs	Archaeologist
17	Secure Vaults	Band of Musicians
18	Underground Prison	Tortured Artist
19	Ruined Castle	Wealthy Recluse
20	Luxury Hotel	Vengeful Survivor

SPARK TABLE
ROLL 2D20 AND COMBINE

	OBJECT	LOOMING THREAT
1	Worthless Crown	Star Invasion
2	Strange Weapon	Populist Uprising
3	Book of Names	Geological Instability
4	Photograph	Despot Elected
5	Retired Train	Assassination Plot
6	Lost Key	Monstrosity Nearby
7	Electric Armour	Approaching Storm
8	Brass Statue	Industrial Disaster
9	Legendary Recipe	Cult Ritual
10	Antidote	Swelling Riots
11	Tropical Fruit	Bomb Plot
12	Prototype Vehicle	Machine Insurrection
13	Vial of Blood	Rising Evangelist
14	Scientific Theory	Incoming Meteor
15	Telescope	Resurrection
16	Fine Clothes	Deep Country Raiders
17	Wedding Ring	Famine
18	Holy Relic	Plague
19	Historic Dagger	Heatwave
20	Huge Jewel	Deadly Freeze

CONDUCTING THE GAME

Conducting is a combination of hosting, refereeing, and playing the game.

First, give **Information** generously.

INFORMATION

- Tell the players the current situation.
- When they ask a question, give your answer and ask a question back.
- If you think they have misunderstood, clarify.

When the players declare action, consider your response in the following order:

- Can this be an interesting **Dilemma**?
- Why not just **Make it Happen**?
- Call for a **SAVE**.

Whichever you use, describe the **Impact**.

DILEMMAS

A Dilemma is a tough choice. When describing a Dilemma, make them Pick or Push.

- Present two desirable or undesirable choices.
- The players either Pick one OR Push for both.
- If they Push for both it typically expends a resource, comes with a risk, or requires an exceptional plan.

MAKE IT HAPPEN

If there isn't an interesting dilemma to present, the simplest thing is to just make it happen. Move immediately to the **Impact**.

SAVES

- Before calling for a **SAVE**, suggest possible **Impact** and give the players a last chance to change their minds.
- Most risks that call for a **SAVE** bypass HP altogether.
- Whoever is at risk makes a **SAVE**. The player must roll equal or under the appropriate **ABILITY** to avoid the risk.

TYPES OF SAVE

USE STR SAVES WHEN:

- Powering through an obstacle
- Resisting bodily harm
- Exerting physical prowess

USE DEX SAVES WHEN:

- Moving quickly
- Acting precisely
- Using subtlety

USE CHA SAVES WHEN:

- Testing a relationship
- Keeping your cool
- Trying your luck

IMPACT

- Tell them what happened immediately.
- Whenever possible, amplify the impact.
- If they give you a golden opportunity for long term impact, take it.

ANSWERING QUESTIONS

- Give enough information to make things interesting.
- Suggest a way to investigate and get more information.
- Suggest a Specialist that knows more.

BEING A GOOD CONDUCTOR

- Be **Honest** – Bastionland can be strange enough without you throwing in smoke and mirrors. Tell them what's happening and let them make informed decisions.
- Be **Fair** – You're all in the game together, but you have to be impartial. Let the dice fall openly, give warnings but follow through on your word, and maintain failure and success as viable outcomes.
- Be **Confident** – Trust in your ideas, and give the players an experience they'll remember. Describe places as if you've been there yourself, use exaggerated character voices, and try out that strange monster you're not sure how to work.

WHEN THEY TAKE OR DEAL DAMAGE

- If they have HP remaining, describe a near miss.
- If they lose STR, describe a wounding hit and have them make a STR **SAVE** to avoid **CRITICAL DAMAGE**.
- If they are taken to exactly 0HP, give the victim a **SCAR**.

WHEN THEY MEET PEOPLE

- Use people to ask your players the questions that you wish you could ask.
- Have them make the characters' lives more complicated.
- Give them another person to play off.

WHEN THEY FIGHT

- Avoid empty-room pitched-battles; always make sure there's an interesting environment or something else happening.
- Regularly recap the situation, especially the dangerous parts.
- At the start of each round describe something that has changed.



CONDUCTING THE GAME

CONT.

ENCOUNTER ROLLS

When they explore, REST, or hesitate in a dangerous place:

- Roll d6 and consult the table below.
- Describe the situation, indulging their senses.
- Ask the players what they do.

ENCOUNTER ROLL

- | | |
|-----|---|
| 1 | Encounter: Roll a random encounter. It's there right away. |
| 2-3 | Clue: Roll a random encounter. Give a sign that it's nearby or has passed through. |
| 4+ | Clear: No sign of anybody nearby. |

For longer time periods, make an Encounter Roll every four hours. This roughly maps to:

- Morning
- Afternoon
- Evening
- Nightfall
- Midnight
- Dawn

ENCOUNTERS

- **Describe** the encounter and ask how the players want to react.
- If the encounter is uncertain, have the leading character roll a **CHA SAVE** to see if they can garner a more positive **Reaction**.
- If it's unclear who gets to act first, have all characters roll **DEX SAVES**. Those who pass seize the **Initiative** and act before their opponent.

LUCK ROLLS

Sometimes you'll need a roll to represent the element of luck and randomness in the world. The Encounter Roll is an example of this, but you can re-purpose the roll to other uses.

These rolls share a common structure and use a d6.

LUCK ROLL

- | | |
|-----|--|
| 1 | Crisis/Rare: Something that needs addressing immediately, usually bad. |
| 2-3 | Warning/Uncommon: A threat or situation that has potential to get serious soon. |
| 4+ | Normal: The outcome you would expect to be most likely, normally the least threatening. |

Remember that these tables should be used to determine the outcome of a player choice. They should not replace player choice. Instead they represent elements mostly out of the characters' control.



EXAMPLE LUCK TABLES

NIGHTLY SUPPLY CHECK

- 1** Whatever you had is gone/spoiled/lost. Tomorrow you start the day **DEPRIVED**.
- 2-3** You've just got enough for this meal. By the end of tomorrow you'll be **DEPRIVED** unless you've found another source of food.
- 4+** You're okay for food and other essentials.

RETURNING TO A PAST LOCATION

- 1** Things have gone to hell, there's a crisis happening right now.
- 2-3** Whatever problems they're facing are getting worse.
- 4+** Things are mostly the same.

WANDERING WITHOUT A CLUE

- 1** You ended up somewhere terrible in the wrong direction.
- 2-3** You got diverted somewhere, but if you get through this you know the way to your destination.
- 4+** You managed to get where you wanted.

GOING GAMBLING

- 1** You lose your stake and manage to make an enemy.
- 2-3** You made a profit, but made an enemy of the person you took it from.
- 4+** You come out around even, but managed to make some friends or get information.

USING SHODDY EQUIPMENT

- 1** It breaks in the most violent way possible.
- 2-3** It's hissing and growling. One more use before it breaks.
- 4+** It works!

GOING CAROUSING

- 1** You wake up with a fuzzy memory. You did something really stupid.
- 2-3** You wake up with a headache and empty pockets.
- 4+** You had a great time, made some friends, and got some gossip.

ORDERING "THE SPECIAL"

- 1** It's awful, and refusing to eat it is either insulting or an actual crime.
- 2-3** It's made of stuff they had an overstock of. **STR SAVE** later to avoid sickness.
- 4+** It's great! The staff here respect your taste for ordering it.

ENGAGING IN BUREAUCRACY

- 1** Any progress you have made is reset, and the office you need has been moved across the city.
- 2-3** You need an obscure piece of paperwork from way back in your past. This is necessary, but doesn't count towards your ongoing progress.
- 4+** It takes an hour, but advance a third of the way to completing the process.

THE ODD WORLD OF BASTIONLAND

THE LIVING STARS

DEEP COUNTRY

BASTION

DEEP COUNTRY

THE UNDERGROUND

A WORLD WITHOUT MAPS

- Bastion sprawls and changes so quickly that maps are obsolete the day after they're drawn.
- Deep Country stretches forever, and who cares what's out there anyway?
- The Underground and Living Stars defy conventional geography.

A WORLD WITHOUT TIMELINES

- There are signs of history, and people that care about it, but you don't need to know it.
- The major change for this generation is electricity.
- Bastion represents the present, Deep Country the past, The Living Stars the future. The Underground connects them all.

A WORLD OF ODDITY

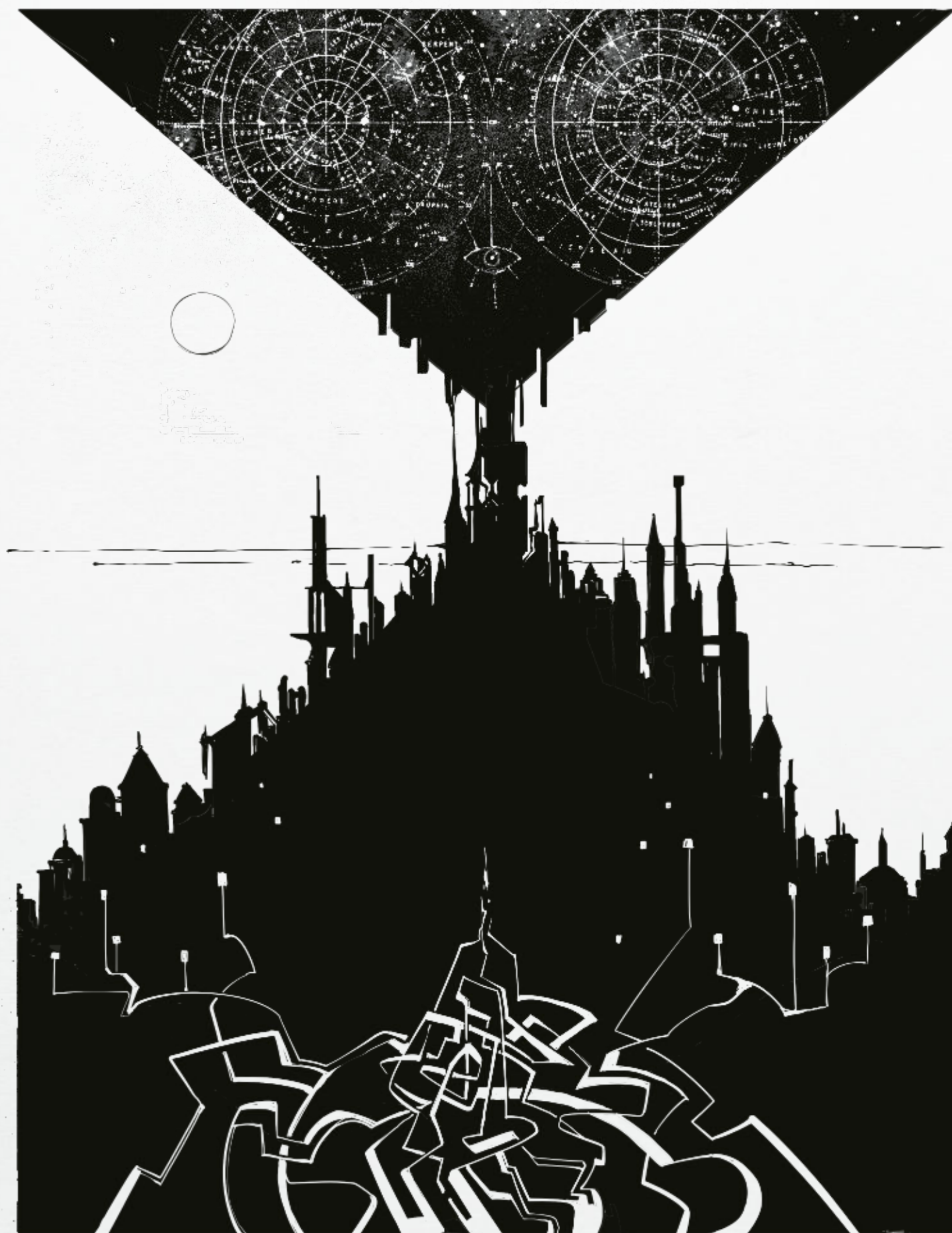
- There are lots of familiar things, but usually something feels out of place.
- Just when you think you understand something, a juxtaposition is revealed.
- You become more odd as you engage with the world.

A WORLD OF DANGER

- Nowhere is truly safe.
- The danger is always fair.
- There are dangers beyond physical harm.

A WORLD OF POSSIBILITIES

- If you have a great idea, there's a place for it somewhere in the world.
- The Bastionland of your game will be different to that of every other game played.
- Nobody's Bastionland is incorrect.





BASTION



UNDERSTANDING BASTION

THE PRINCIPLES

- EVERYTHING IS HERE.
- EVERYTHING IS COMPLICATED.
- EVERYTHING IS SHARED.

A SHARED CITY

- Everything you find and everything you want is tied to some person in some way.
- Everyone is here: People, Mockeries, Aliens, Machines.
- Nobody knows who's in charge.

THE TRIPLE RULE

Everything has three purposes:

- **The Original** - What was it originally to be?
- **The Current** - What is it doing now?
- **The Tangent** - What is its secondary use?



SPARK TABLE
ROLL 2D20 AND COMBINE

SPARK 1		SPARK 2
1	Pastry	Society
2	High-rise	Factory
3	Smoked	Art
4	Bombed	Canal
5	Fat	Tourism
6	Luxury	Lizard
7	Wild	Graveyard
8	Broken	Council
9	Prototype	Slum
10	Artisan	Music
11	Paper	Distillery
12	Murder	Youth
13	Electric	Office
14	Glass	University
15	Dirty	Museum
16	Repurposed	Crowd
17	Disputed	Debt
18	Burnt	Chimney
19	Overgrown	Heap
20	Loud	Tonic

BOROUGHS

- Boroughs are built on an industry or heritage, but everybody has other things going on.
- Borough Councils interfere in everything but control very little.
- Everything is taxed, so there's always a free Public Option of variable quality.

COUNCILS

- Boroughs, unions, faiths, and clubs always have a council trying to run things.
- They mostly hold meetings and arrange fund-raisers.
- Everything sits under the authority of at least two councils, and every council is saddled with at least two responsibilities.

PHILOSOPHIES

- **Alienists** idolise Aliens and gaze to the Living Stars, but there are infinite choices for who to worship and how.
- **Machinists** seek shortcuts from Machines in the Underground, but each Machine responds differently.
- **Humanists** think humanity should be on top, whether romanticising the simplicity of the past or fetishising modernity.

MODERNITY

- Modern things exist, but in an old-fashioned style.
- Technology is unevenly distributed.
- Much attention is placed on those with the Modern Look and the Modern Mind.

THE LIVING CITY

- There are parts of Bastion that are new, but nobody claims to have built.
- Signs of nature are found on every building and every street.
- Life has adapted to survive here.

ELECTRIC BASTION

- If something can be made electric, somebody is doing it.
- The old exists alongside the new.
- There's always a side effect. Radio brings strange transmissions, power stations produce unsavoury side effects, and machines take on a life of their own.

THE WAR

- The whole city going to war against the same enemy is a bureaucratic impossibility.
- Most Boroughs have declared somebody, somewhere as the enemy.
- Mostly it's an excuse for high taxes, stock shortages, and conscription.



MAPPING BASTION

The exact geography of Bastion's streets is less important than the main routes between key points.

As such, a Borough in Bastion is mapped somewhat like a rail network.

Write as many of your notes directly onto the map as you can manage, keeping only overflow information on a separate sheet.

ROUTES

- Using different colours, draw two or more circuits denoting different transport routes, ensuring they cross over each other.
- Add at least one branch off each, in a different colour if you wish.
- Label each different colour as a walkway, tramway, canal, cable car, or other type of route.

LANDMARKS AND PATHS

- Place a dot at each point where routes cross, branch, bend and end.
- Name each after a landmark, such as a park or monument. Note down what might be nearby such as high-end shops or factory slums.
- For each path between landmarks, detail a complication when passing through.

COMPLICATIONS

- Complications can be simple, like a toll or heavy traffic.
- They can be complex such as a hostile environment to navigate, or something to lure the group off-course.
- They should always show off the character of Bastion and your Borough.

GOING OFF-GRID

- If the group want to get between two landmarks by a different route, there is always a dark alleyway or inconvenient short-cut.
- The same applies for attempts to explore further than your map currently extends.
- Locals know the back routes better than you ever will.

NAVIGATION

- Nobody has a good map of Bastion in its entirety.
- Boroughs rely on signs and asking for directions.
- You can give players a copy of the map with details blacked out.



STOCKING BASTION

TREASURE

Treasures found in Bastion could be:

- Lost in an abandoned or dangerous Borough.
- Owned by somebody powerful, and held securely.
- Left in plain sight by somebody unaware of what they possess.

PATRONS

- There's a right buyer for anything somewhere in Bastion.
- There's always a catch to dealing with them.
- They always know the next thing they want to buy.

SPECIALISTS

- Characters have a broad knowledge of common skills, but if you want something done properly you'll need a Specialist.
- There's always more to a Specialist than their specialism.
- Nobody works alone in Bastion.

MERCENARIES

- Slums have thugs and criminals up for hire as a family unit.
- Pubs have veterans and students up for hire, bound to each other by union or faith.
- Clubhouses have explorers and assassins that come with their own lackeys.



SHOPS

- There's no such thing as a general store. You'll need to find the right shop for whatever you want, but they'll provide a specialist service when you get there.
- Every shop has a second speciality that seems an odd fit with the first.
- There's always an up-sell, always an add-sell, always an alternative payment option.

ENTERPRISE OPPORTUNITIES

- If everything goes well, your investment grows 10% each month.
- There's always a risky opportunity that would allow you to double your money if you can pull it off.
- There's always a threat that halves the value of your investment if not dealt with.

CONDUCTING BASTION

WHEN THE PLAYERS WANT TO...

FIND A PLACE

- Describe two options.
- Put them in opposite directions.
- Make them both complicated in their own way.

FIND A SPECIALIST

- Give them a second, unrelated speciality.
- Give them a characteristic counter to their job.
- Put them in a complicated situation involving another character.

GO SOCIALISING

- Ask what they want to get out of it, give them a choice of how to do this.
- Make one appealing but expensive.
- Make one exciting but dangerous.

GET TO THE UNDERGROUND

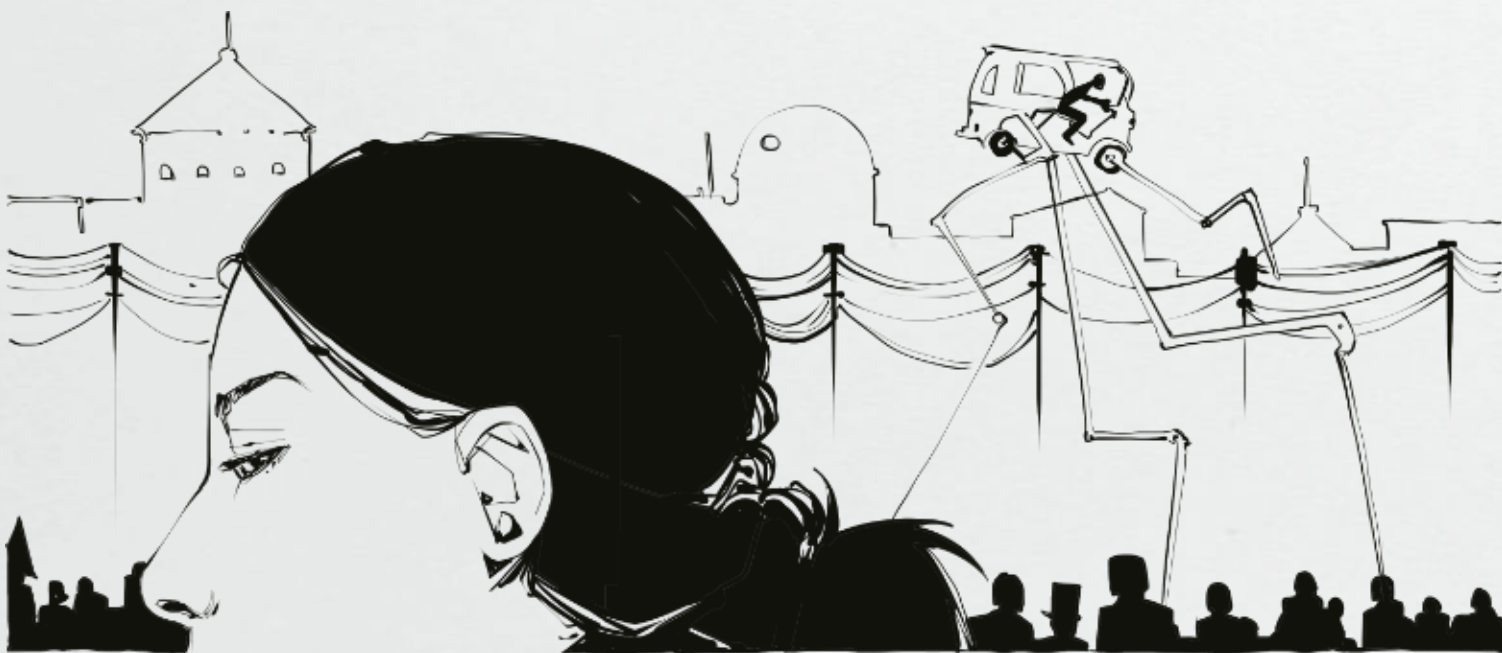
- Entrances always look normal.
- Things get stranger the deeper you go.
- Somebody is always watching the entrance.

GET TO DEEP COUNTRY

- The Underground is fast but dangerous.
- Trains and ships are full of people.
- Walking would take an eternity.

GET TO THE LIVING STARS

- The Underground must be travelled deeper than you would like.
- Ships must pass through mists that break reality.
- Somebody is always trying a new way to travel there.



D6 LOW BOROUGH ENCOUNTERS

- 1 **Mock-Badger** (4HP, STR 14): Offering liberal street-lectures, running from a pack of dogs.
- 2 **Giant Bag-Man** (3HP, STR 17): Lugging cargo in a sack, singing a sad song.
- 3 **10 Masterphager Pilgrims** (2HP, STR 6): Headed towards the Underground, seeking the Gluttony-Machine.
- 4 **Hyena Pack** (5HP, CHA 5): Picking at carrion, chasing street urchins.
- 5 **2 Alien Whalers** (5HP, DEX 14, metal box heads): Seeking a canal-whale, trying to buy hunting gear but can't speak.
- 6 **Lost Brat** (2HP, STR 8): Looking around in disgust, offering too much money for directions home.

D6 ELECTRIC TERRORS

- Magnetic Rifle** - BULKY, d8, +d10 vs targets with metal armour or metal bodies.
- 1 Bullets are super-magnetised, meaning any attacks in metal-rich environments are IMPAIRED as they veer wildly.
 - 2 **Jaw Axe** - d6. If this causes a SCAR or STR DAMAGE you can always choose to take a limb.
 - 3 **Vacuum Cannon** - BULKY, d8 shot or suck, pulling any targets that fail their STR SAVE towards you.
Extremely loud no matter which setting you use.
 - 4 **Slumber Box** - Anybody enclosed in this coffin-like box is lightly bombarded with shocks until they pass out. They can only be woken by opening the box, and users report an incredibly restful sleep.
 - 5 **Puffer Suit** - The wearer can trigger the Puffer Mechanism at any time. They are immobile but gain ARMOUR 2 and anybody currently engaged in melee is shocked for d6 DAMAGE, ignoring ARMOUR. Deflating the puffer mechanism takes 5 minutes and requires a helper.
 - 6 **Altobrella** - A chunky umbrella that opens up like a helicopter's blades. Extremely limited manoeuvrability, only really takes you straight up or on a controlled descent.

D6 HIGH BOROUGH ENCOUNTERS

- 1 **5 Chain-Ganged Youths** (4HP, CHA 5): Cleaning out gutters, getting abused by crowds.
- 2 **3 Wormgirls** (2HP, STR 4): Seeking out new corpse-chic outfits, mocking the normals.
- 3 **5 Spark Cats** (6HP, DEX 16): Acrobatically fixing electrics on the outside of buildings, appealing for donations.
- 4 **Investigative Crone** (1HP, CHA 15): Investigating a petty crime, offering bon-bons.
- 5 **Country Dogburglar** (3HP, DEX 6): Boasting about his latest burglary, eyeing up properties.
- 6 **8 Tin Soldiers** (5HP, DEX 6): Polishing their armour and rifles, offering protection for a fee.

D6 BROKEN BOROUGHS

- 1 **High Borough of Mouse-and-Key** - Ruined test-slum for abandoned engineering prototypes.
- 2 **Temple District of Veztm** - Now entirely populated with tourists, locals having long moved on.
- 3 **Dead Quarter of Luon** - Formerly lavish palace district, now swarming with lizards.
- 4 **Cageshacke** - Once civilised, now nothing more than a home for violent sadists, seeking worse ways to fight each other.
- 5 **Ecky Burgh** - Home of the Original Green Smoke. Once thought good for health, it turned out to cause corrupted behaviour.
- 6 **Piling District** - Where things go to get broken. If you didn't come with some scrap, the locals take what you have.

CONDUCTING BASTION CONT.

TOUCHSTONES

These are common things affecting peoples' lives, and frequent topics of conversation.

For random inspiration, roll a d8 and d4.

1 - INDUSTRY

1. Mass Production
2. Factory Squalor
3. Heartless Efficiency
4. Industrial Sabotage

2 - STARGAZING

1. The Way to Paradise
2. Messages in the Living Stars
3. Alien Idolisation
4. Star Colonies

3 - BUREAUCRACY

1. Bureaucratic Enforcers
2. Breakdown of Council Control
3. Secrets in the Paperwork
4. Rediscovered Byelaws

4 - UNIONISATION

1. Worker Uprising
2. Secrets among Comrades
3. Power Struggles
4. Striking Out at a Scapegoat

5 - ACADEMIA

1. Odd Studies
2. Artefact Vaults
3. Reality Shifting Discoveries
4. Personal Rivalries

6 - THE LIVING CITY

1. Feral Boroughs
2. Uncontrolled Populations
3. Urban Overgrowth
4. Adapted Creatures

7 - REVOLUTION

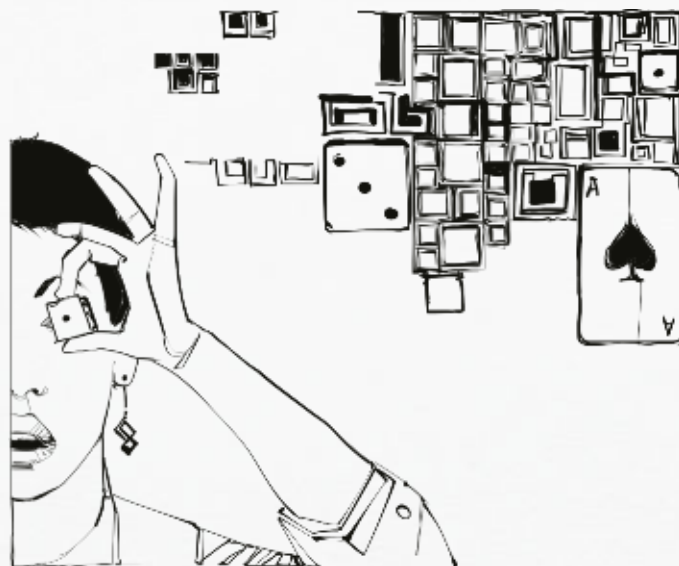
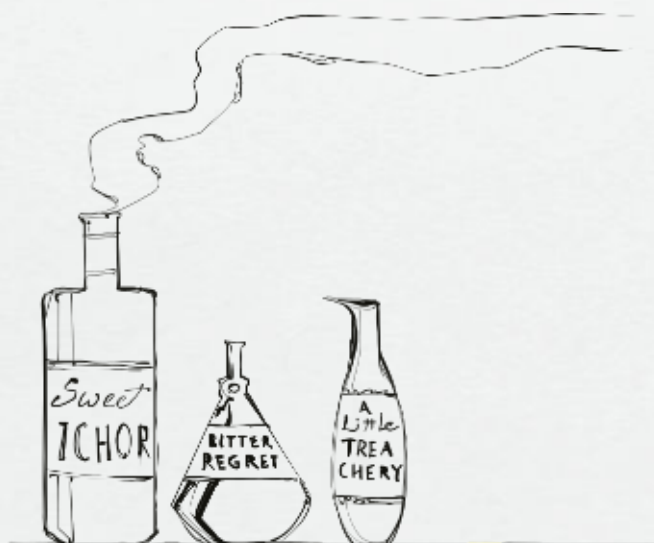
1. Class Purges
2. Sanctioned Riots
3. Activist Radio
4. Counter-Counter-Revolutions

8 - MODERNITY

1. Youth Fashion and Slang
2. Wild Music
3. Subversive Art
4. Passive Aggression

COCKTAILS ROLL 2D20 AND COMBINE

	SPIRIT	MODIFIER
1	Gin	Herbal Wine
2	Smoked Whisky	Molasses
3	Dark Rum	Bitters
4	Cane Rum	Cherry Wine
5	Corn Whisky	Absinthe
6	Moonshine	Spiced Syrup
7	Potato Vodka	Lemon
8	Apple Brandy	Anisette
9	Pear Brandy	Mint Oil
10	Grape Brandy	Bark Extract
11	Mezcal	Orange Liqueur
12	Cherry Spirit	Anchovy Sauce
13	Honey Spirit	Cold Coffee
14	Industrial Rum	Port Wine
15	Clear Spirit	Cocoa Beans
16	Grass Spirit	Strawberry Jam
17	Berry Brandy	Beef Stock
18	White Malt	Tomato Press
19	Nut Spirit	Rose Water
20	Coconut Rum	Stout



PARLOUR GAMES ROLL 2D20 AND COMBINE

	WORD 1	WORD 2
1	Liar's...	Smash
2	Blushing...	Story
3	Speed...	Quiz
4	Couple's...	Grapple
5	Blind...	Trick
6	Silent...	Bluff
7	Soldier's...	Ball
8	Hot...	Murder
9	Cold...	Grab
10	Slippery...	Wink
11	Soggy...	Pudding
12	Queen's...	Bullet
13	Squeaky...	Dragon
14	Country...	Bell
15	Smoking...	Piggy
16	Dummy's...	Gambit
17	Carrot...	War
18	Sticky...	Looky
19	Baby's...	Slipper
20	Lucky...	Smile



DEEP COUNTRY



UNDERSTANDING DEEP COUNTRY

THE PRINCIPLES

- THINGS WERE BETTER BEFORE.
- THINGS ARE SIMPLISTIC.
- EVERYTHING IS INCONVENIENT.

THE FORGOTTEN

- Bastion doesn't care what happens out here.
- Nobody cares what happens two settlements away.
- Everywhere has a history, but nobody is concerned with the future.

NATURAL RULE

- Every wild thing is out there somewhere.
- Everywhere has been touched by humanity, but most has been left behind.
- People know their own land, but are useless in another.

SPARK TABLE ROLL 2D20 AND COMBINE		
	SPARK 1	SPARK 2
1	Soil	Harvest
2	Rain	Hunt
3	Slow	Fermentation
4	Failed	Sleep
5	Rock	Cull
6	Lost	Travellers
7	Birds	Raid
8	Forgotten	Devil
9	Blood	Burning
10	Horse	Pit
11	Old	Funeral
12	Feast	Rivalry
13	Bog	Church
14	Mountain	Tower
15	Beast	Ancestry
16	River	Idol
17	Potato	Ruins
18	Tree	Preservation
19	Milk	Grudge
20	Daughter	Memorial

HISTORY'S LONG SHADOW

- Travelling from Bastion, you go deeper in both distance and in time.
- Our worst memories are better preserved than our fondest.
- Change is opposed.

VILLAGES

- Each is built around something, usually a bridge, church, ruin, or heap.
- They are self sufficient.
- Neighbouring villages almost always hate each other.

FAILED CITIES

- There are cities outside Bastion, but none of them reached Modernity.
- They're all in decline while Bastion grows.
- They are defined by their difference and opposition to Bastion.

COUNTRY FOLK

- They are the antithesis of Modernity.
- They have their bonds and are reluctant to change them.
- Life is slow and quiet.

WILDERNESS

- All types of environment are found in the right direction.
- People have been everywhere, but maybe not for a long time.
- If people don't have a good reason to go somewhere, they generally don't.

TRAVEL

- Routes are established but inconvenient.
- There's always something to be spotted just off the beaten path.
- Off-road travel is unreliable and dangerous.

FAITH AND GODS

- Aliens and Machines that find their way out here are equally likely to be seen as gods or monsters.
- More mundane things are just as likely to be subjects of worship.
- Each place generally only has one faith to follow.



MAPPING DEEP COUNTRY

The vast spaces of Deep Country are best travelled by established paths, and so can be mapped using route mapping similar to Bastion, with the following special considerations.

Write as many of your notes directly onto the map as you can manage, keeping only overflow information on a separate sheet.

ROUTES

- Using different colours, draw two bending lines that cross each other.
- Add at least two branches off each, in different colours if you wish.
- Label each different colour as a trail, railway, river, or other type of route.

LANDMARKS AND PATHS

- Place a dot at each point where routes cross, branch, bend, or end.
- Name each after a landmark, such as a ruin, village, or natural feature. Note the immediate features, with hidden details in parentheses.
- For each path in between, detail a flavourful complication when passing through.

COMPLICATIONS

- Complications can be simple, like overgrown plants or a collapsed bridge.
- They can be complex, like a lengthy guided trail or a maze of tunnels through a mountain.
- They should always reflect the character of this part of Deep Country.

GOING OFF-ROUTE

- Connect a few unrelated but nearby landmarks with dotted lines, showing they are visible/audible from each other but have no existing route.
- Roughly label the type of environment that lies in the empty spaces between routes.
- Add a hazard to each patch of off-route ground, something that explains why there isn't a route there.

NAVIGATION

- There are maps somewhere, but most people just learn their way around.
- As a rule of thumb, landmarks are four hours of travel apart.
- Anyone travelling in conditions they are not prepared for, such as extreme weather, are DEPRIVED until they take the appropriate precautions.



MAPPING DEEP WATER

Even open waters have currents and winds that act as routes. Use route mapping, with the following special considerations.

Write as many of your notes directly onto the map as you can manage, keeping only overflow information on a separate sheet.

CURRENTS

- Using different colours, draw three circuits that cross each other.
- Label each different colour as a current, usually with an evocative name and visual cue that the group are riding it.
- Draw arrows to show the direction of each current.

FEATURES

- Place an island or other landmark inside each of the sections of open water surrounded by your currents.
- Give each one a name that conjures a clear visual. Note its immediate features, with hidden details in parentheses.
- Draw a two-way shipping lane connecting each island with the current network, usually as a dotted line.

COMPLICATIONS

- List a complication for each stretch of current, most often a dangerous encounter or environmental hazard.
- The complication is triggered in place of an encounter if the encounter roll demands one.
- If the group return, keep the same complications but move them around.



GOING UPSTREAM

- Travelling against the current is possible, but takes twice as long and always triggers the complication.
- Local travellers may know of hidden shortcuts.
- There is always more ocean to explore.

NAVIGATION

- Local sea travellers have maps and charts but won't give the information away for free.
- As a rule of thumb, each stretch of current between branching points is a half-day of travel.
- Anyone travelling in conditions they are not prepared for, such as extreme weather, are DEPRIVED until they take the appropriate precautions.

CONDUCTING DEEP COUNTRY

WHEN THE PLAYERS WANT TO...

ENDURE A HOSTILE ENVIRONMENT

- Warn them that they will be **DEPRIVED** if they lack the proper equipment.
- Tell them where they can get the proper equipment and at what cost.
- Never let them feel comfortable.

CAMP OUT

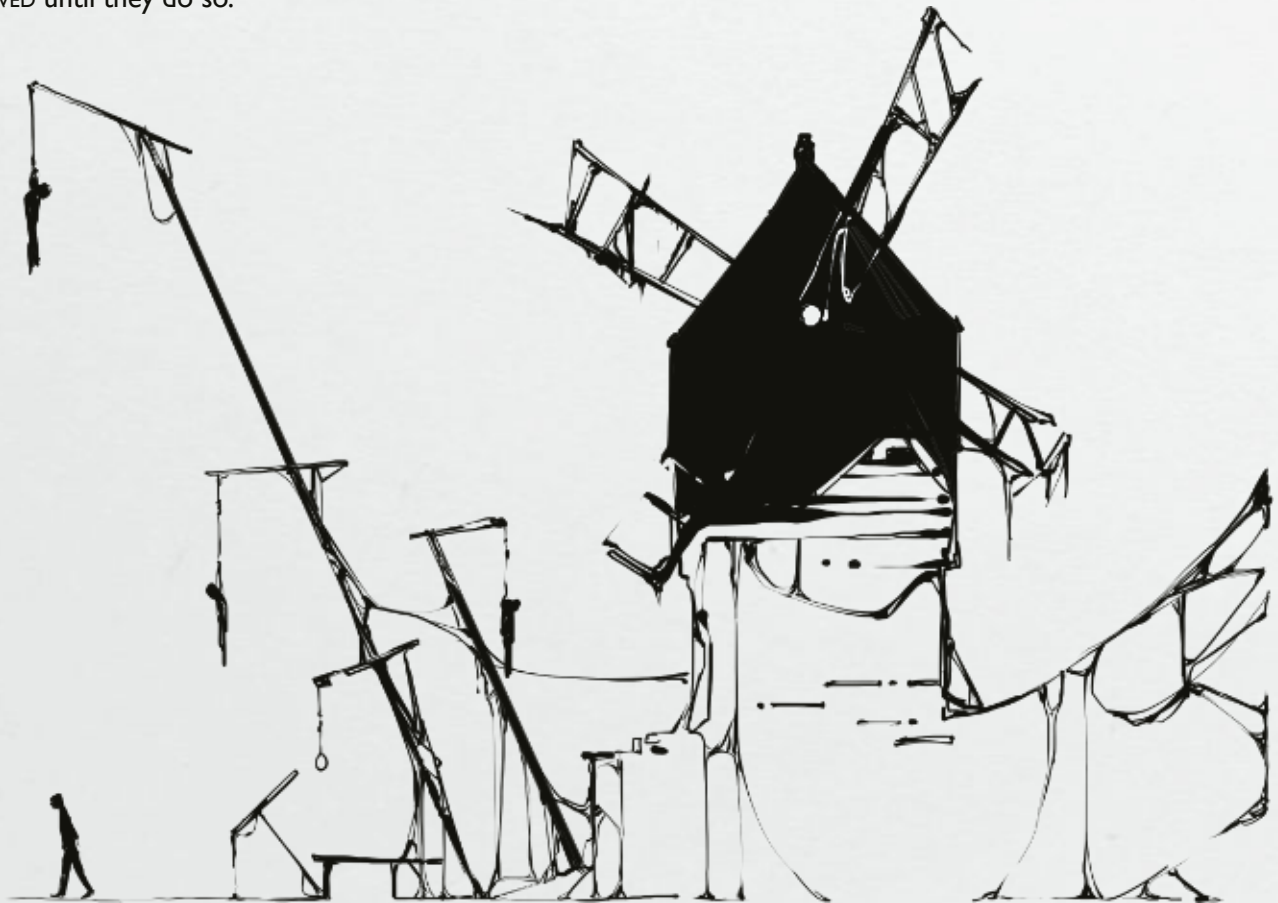
- Give them a choice of somewhere easy but dangerous, or difficult but safe.
- Every four hours of sleep requires an encounter roll.
- Anyone that doesn't get least four hours of **REST** is **DEPRIVED** until they do so.

MINGLE WITH THE LOCALS

- Make every person from the same place feel connected.
- Make people from different places feel worlds apart.
- Never give a straight answer.

RETURN TO BASTION

- Give the choices of a long, expensive, or complicated journey.
- Let them feel **Modernity** gradually return.
- Exaggerate how much they missed while they were gone.



D6 ENCOUNTERS IN SIGHT OF BASTION'S SMOKE

- 1 **5 Bug Smokers** (5HP, smoke-bellows) repelling biting insects.
- 2 **Red Hippo** (STR 18, 10HP, ARMOUR 2, d10 gore) rampaging relentlessly.
- 3 **Samwail Wassilsmitt, the Grey Country-Knight** (CHA 4, 8HP, d8 whacking pole, bucket-helm) arguing with a disobedient dog.
- 4 **12 Wreck Worshippers** (3HP, d6 hammers, elaborate stone hats) marvelling at a wrecked vehicle.
- 5 **2 Justicewomen** (STR 14, 5HP, d8 hacking sword, lead suit (ARMOUR 1), back banner) stopping everyone for inspection, and you're always guilty.
- 6 **Crawling Star-Rock** (STR 16, 12HP, ARMOUR 3, d10 rock arm) crushing cows into a pulp.

D6 INCREDIBLE HORSES

- 1 **Master H** - Red fighting horse (8HP) with strong forelegs trained for punching (d6). Only responds to requests, not orders, and insists on being called "master". Anyone that tries to boss him around gets punched back into line.
- 2 **Emerald Dream** - Green-hued horse (5HP) with finely plaited mane. So beautiful that other horses hate him and won't cooperate. If they fail a SAVE they'll even be hostile.
- 3 **Bjors** - A horse (5HP) with distant bear ancestry. Can talk with bears as one of their own, and needs a little meat in his diet to stay happy.
- 4 **Jeremus Faltine Gratzarse** - A blue-grey racehorse (4HP) that only eats fine food. Tries to eat any gems or coins nearby, but if he gets a good fill of them he runs at twice the normal speed for that day.
- 5 **Maximum Grace** - Burglary-horse (5HP) that can move silently and climb brick walls.
- 6 **Karrier** - Misshapen horse (5HP) designed to carry heavy loads. Looks like four horses squeezed into one body, but can carry pretty much anything at a good pace.

D6 ENCOUNTERS DEEPER INTO THE PAST

- 1 **2 Hellgullet-Thuzzards** (STR 17, 15HP, ARMOUR 1, d10 beak, swallow whole on CRITICAL DAMAGE) regurgitating live victims to their young.
- 2 **7 Pilgrim Librarians** (STR 5, 3HP, pile of relics, exposed skull-top) coating a hunk of holy dead wood in wax to preserve it.
- 3 **Gagan - Mountain Ape** (STR 15, 5HP, d6 thump) trying to build an imitation of a human home. Short temper.
- 4 **Mock Seer** (STR 8, 3HP, burnt rubbery body) trying to get into an existential debate with anybody that listens.
- 5 **3 Deremi Junkmen** (DEX 14, 3HP, rags and d6 hooks) trying to sell useless scrap.
- 6 **Mock Grunter-Tree** (10HP, ARMOUR 3, 4 branch swings d8) yelling brooding poetry.

D6 TERRIBLE HORSES

- 1 **Sweetpearl III** - Spoilt pageant pony (2HP). Fears being alone, and great at making you feel guilty.
- 2 **Big Oz** - The stupidest horse in history (4HP). Has a massive horse head, one eye missing, and no teeth. Smells so bad. Nobody would charge for this horse, they'll just throw him in for free with any other.
- 3 **Wruffal** - A muscular brown steed (6HP) that goes out of its way to antagonise any larger animals it encounters. Hates his brother Awaruff and they duel to first blood each time they meet.
- 4 **Null Horse** - You pay for a horse, but you don't get a horse (0HP). The trader tries to convince you that there's a deep message there, or that you should "seek the horse within."
It's just a scam.
- 5 **Wickywalter** - Light brown horse (4HP) branded with the seal of justice as a former bounty-hunter's horse. Neighs loudly if his owner tells a lie in his presence.
- 6 **Loosie Lucy Lasso** - A deaf brown horse (2HP) with a cowboy hat stuck on.

CONDUCTING DEEP COUNTRY

CONT.

TOUCHSTONES

These are common things affecting peoples' lives, and frequent topics of conversation.

For random inspiration, roll a d8 and d4.

1 - ISOLATION

1. Fugitives from Civilisation
2. Untouched Primitives
3. Inbreeding
4. Long Journeys

2 - TRADITION

1. Seasonal Fetes
2. Sacrifices to the Living Stars
3. Exaggerated Family Traits
4. Impractical Clothes and Weapons

3 - HISTORY

1. Ancestor Worship
2. Relic Shrines
3. Preserved Cultures
4. Storytelling

4 - PETTINESS

1. Grudge Records
2. Slaughter Parties
3. Inherited Vendettas
4. Blood Curses

5 - IGNORANCE

1. Disbelief of Bastion
2. Backlash against Technology
3. Bad Medicine
4. Superstition

6 - WILDNESS

1. Animal Attacks
2. People Treated as Animals
3. Animals Treated as People
4. General Filth

7 - STAGNATION

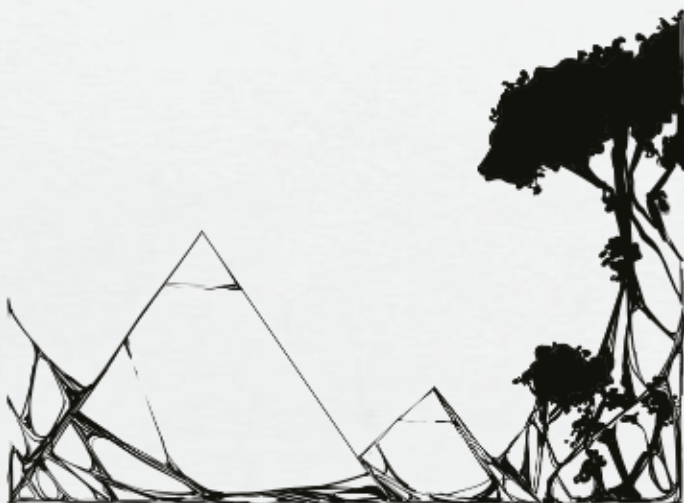
1. Ruined Buildings
2. Rule of Elders
3. Stifled Youth
4. Problems Left to Fester

8 - LAWLESSNESS

1. Duels
2. Rule of the Strong
3. Raiding Parties
4. Resistance to Law

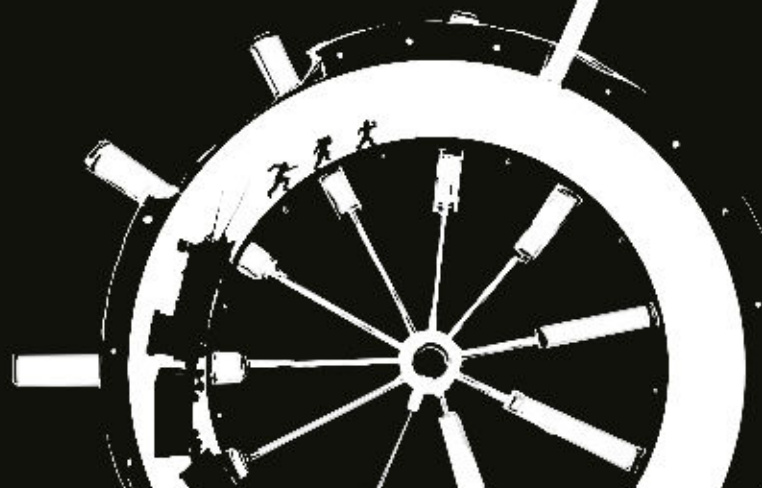
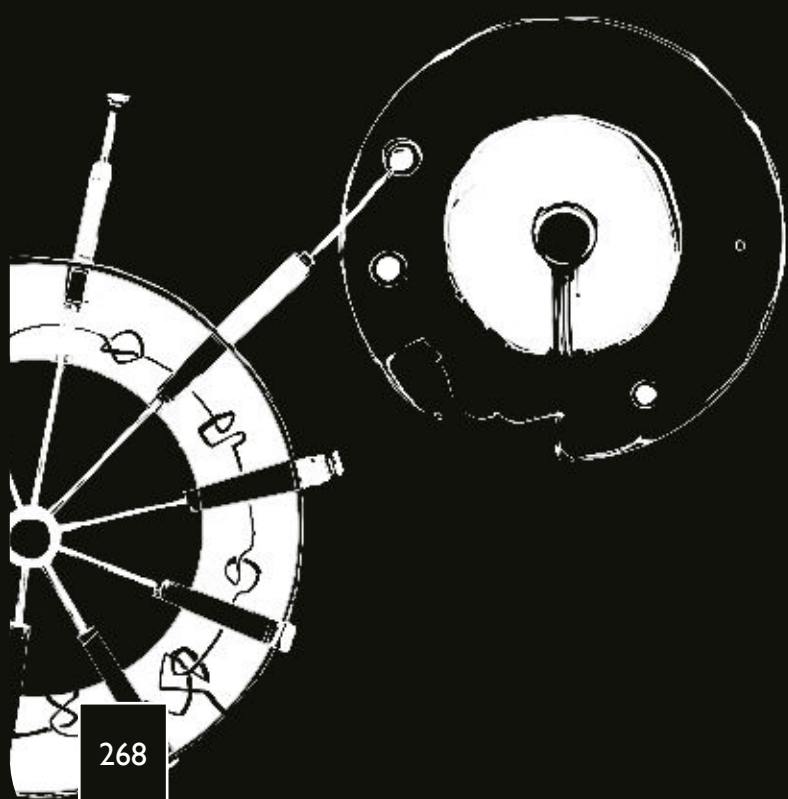
PLACES ROLL 2D20 AND COMBINE

	LANDMARK	SURROUNDINGS
1	Gigantic Tree	Crumbling Cliffs
2	Mountain	Stink Bog
3	Animal Statue	Dead Woods
4	Bridge	Dusty Desert
5	Clock Tower	Hillside Farms
6	Shipwreck	Misty Moors
7	Geyser	Red Drylands
8	Castle Ruin	Salt Crag
9	Great Wall	Dense Jungle
10	Lake	Endless Tundra
11	Church	Baked Savannah
12	Temple Ruin	Snow Forest
13	Watchtower	Bare Rock
14	Monolith	Windy Steppe
15	Lighthouse	Dead Scrub
16	Boulder	Sheer Mesas
17	Monastery	Wooded Mountains
18	Great Idol	White Beaches
19	Pyramid	Mangrove Swamp
20	Steam Vents	Sand Dunes



LOCAL FLAGS ROLL 2D20 AND COMBINE

	COLOURS	DETAIL
1	Red/White	Stripes
2	Blue/White	Diamond
3	Red/Gold	Stars
4	Blue/Gold	Ring
5	Black/White	Sun
6	Black/Gold	Bird
7	Green/White	Mountain
8	Green/Gold	Moon
9	White/Black	Cross
10	White/Red	Eye
11	White/Blue	Lizard
12	White/Green	Hand
13	Gold/Black	Bull
14	Gold/Green	Bear
15	Gold/Red	Snail
16	Gold/Blue	Whale
17	Purple/Gold	Tree
18	Teal/White	Skull
19	Pink/Black	Mushroom
20	Brown/White	Snake



THE UNDERGROUND



UNDERSTANDING THE UNDERGROUND

THE PRINCIPLES

- IT CONNECTS EVERYTHING.
- EVERYTHING IS A TEST.
- IT SITS JUST BENEATH REALITY.

THE UN-RULES

- Distances are not what they seem.
- Time below does not equal time above.
- Things down here don't have to follow any other laws of reality.

THE LAW OF CONNECTIONS

- Everywhere can be reached through the Underground.
- Everywhere bleeds into the Underground.
- The more useful a connection, the more difficult it is.



SPARK TABLE		
ROLL 2D20 AND COMBINE		
	SPARK 1	SPARK 2
1	Dark	Skeleton
2	Decaying	Eye
3	Scaled	Worm
4	Preserved	Ghost
5	Rock	Blob
6	Ornate	Spiral
7	Pale	Spike
8	Corrosive	Mouth
9	Glowing	Tribe
10	Duplicating	Mirror
11	Twisted	Machine
12	Impossible	Pool
13	Tiny	Door
14	Dead	Chain
15	False	Husk
16	Distant	Clock
17	Forgotten	Mole
18	Trick	Shadow
19	Absorbing	Box
20	Merged	Chute

MAN-MADE BUT WARPED

- Subways and cellars exist alongside natural caves and hallways that nobody built.
- Even the strangest depths feel connected to their surroundings and follow the aesthetic.
- Areas that were built for a purpose often have that function exaggerated or inverted.

MACHINES

- They are one with the Underground.
- They instigate change and monitor the results.
- They want to teach you a lesson.

CREATIONS

- When observation is not providing sufficient results, Machines like to create things.
- They are not limited by restrictions from the surface.
- They have no interest in controlling their creations, only observing.

TESTS

- If the Underground was easy, everybody would come down here.
- Machines are always watching, and they want to see you struggle.
- There is always information for the observant, warnings and instructions sometimes hidden in plain sight.

WARPED REALITY

- Things often feel unreal.
- It's easy to get lost.
- Spend long enough lost down here and you'll start to drift from reality.



MAPPING THE UNDERGROUND

The Underground uses a similar route mapping system to Bastion, but with the following special notes.

Write as many of your notes directly onto the map as you can manage, keeping only overflow information on a separate sheet.

ROUTES

- Using different colours, draw two or more circuits, ensuring they cross over each other.
- Add at least one branch off each, in a different colour if you wish.
- Label each different colour with a theme such as storm sewers, ornate halls, brass vaults, or maintenance tunnels.

ROOMS AND PASSAGES

- Place a dot at each point where routes cross, branch, bend, or end, denoting a room.
- Give each a name, something easy to conceptualise like machine shrine or mass tomb. List their immediately obvious contents and place details in parentheses.
- For each passage between rooms, detail a complication when passing through. Leave at least one passage without a complication and mark it with a spiral instead.

COMPLICATIONS

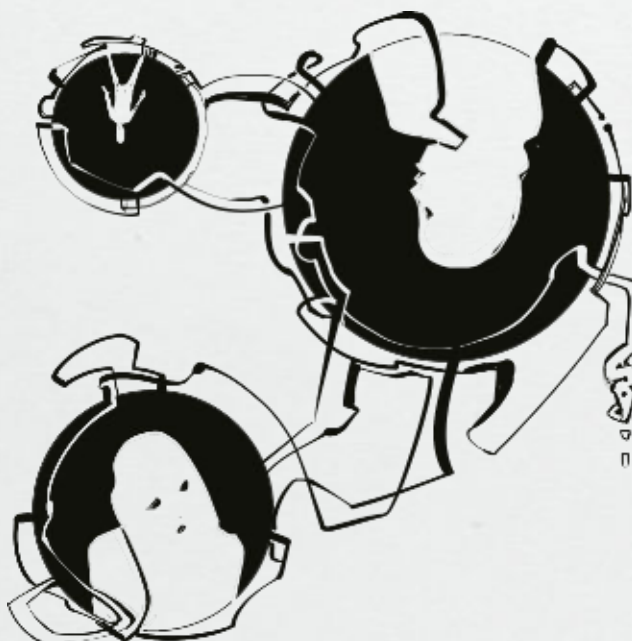
- Complications can be simple, like a steep drop or mocking vermin.
- They can be complex, like a death-trap or crease in space and time.
- They should always pose a challenge.

STRETCHES

- Passages marked with a spiral are stretches that present a significant distance to cross.
- Passing through a stretch is rarely the same twice. List 6 possible routes through the stretch, each with its own encounter.
- When the group enter a stretch roll d6. This is how many hours it takes to cross and shows the route and encounter that is triggered inside.

NAVIGATION

- The Underground doesn't follow the normal rules of time and space.
- Any being that offers directions only directs you to where they want you to go.
- You're never too far from getting back to the surface if you know where to find an exit.



STOCKING THE UNDERGROUND

TREASURE

- Vaults hold things from the surface that needed to be kept safe or kept secure.
- Machines create things of great value, but care little for that value themselves.
- Alien treasures are as likely to be lost down here as anywhere.

BEINGS

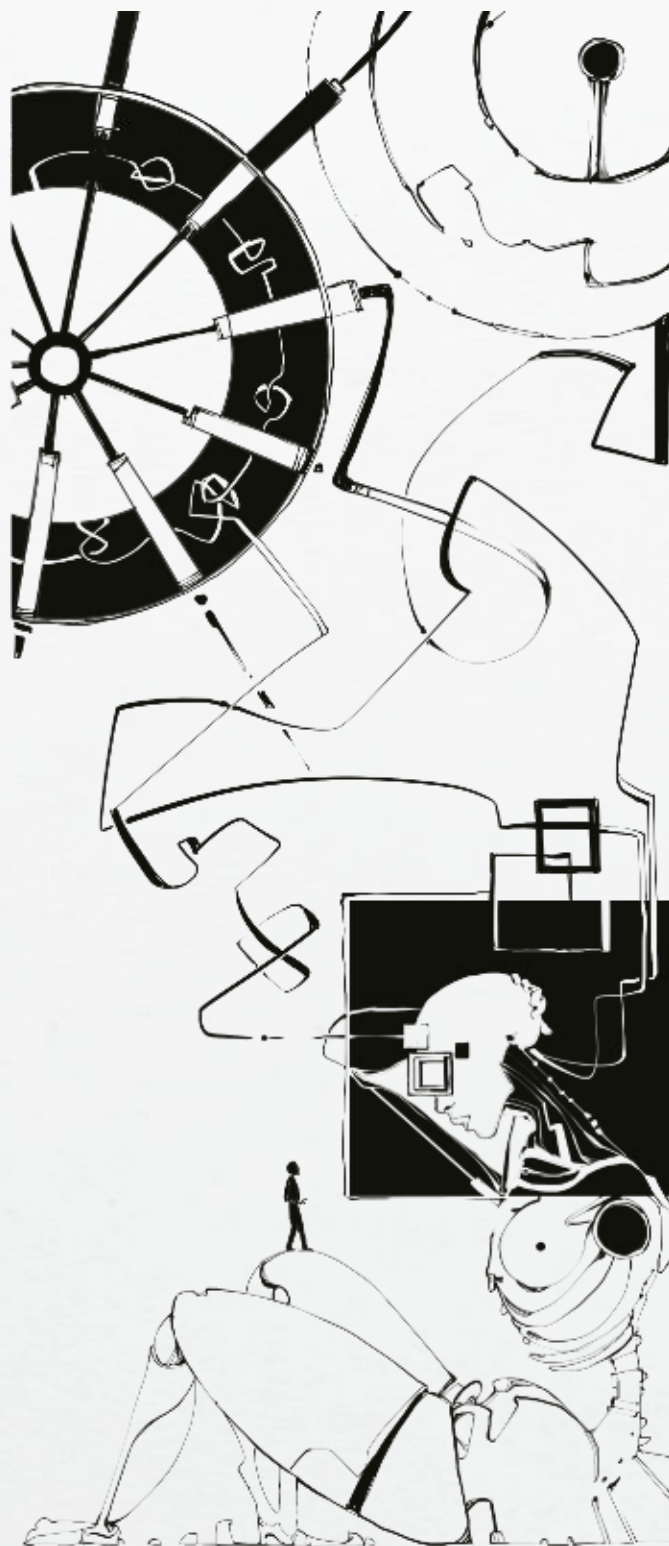
- Machines love creating life-like things.
- Aliens and Deep Country wildlife get lost down here and find themselves altered.
- They aren't often hostile, but they get into the spirit of testing you.

DOORS

- Most passageways are open, so a door is rarely just a door.
- They are as likely to be useful as dangerous.
- Locking and unlocking doors are a favourite way for a Machine to make your journey more interesting.

TRAPS

- At least one part of the trap is always immediately visible, typically the trigger or the hazard.
- They can always be interacted with.
- Machines don't like traps in random places. They are thoughtfully placed to trigger an interesting response from those who wander in.



CONDUCTING THE UNDERGROUND

WHEN THE PLAYERS WANT TO...

FIND AN ALTERNATIVE ROUTE

- Have the Underground present a new option, as if it knows what you want.
- Make it specifically inconvenient to their current situation.
- Whether they pass or fail the test, the Underground responds.

TRAVEL TO A DISTANT PLACE

- Provide passage at a cost.
- Show alternative destinations.
- Have the journey change them.

TRAVERSE A CHALLENGE

- Make the danger obvious.
- Make the danger effective.
- Show the reward for passing.



GO DEEPER

- Deeper leads to the edge of the Underground.
- The edge of the Underground is the edge of reality.
- The edge of reality is a mist-filled ocean and roaring and you feel it rushing past you.
- The edge is cold.
- You are mist and the edge and cold is opening in you.
- The edge cold.
- You are mist and the edge and cold and

The MIST is

There are 3

3

all you

you

mist now

again

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D6 SHALLOW ENCOUNTERS

- 1 **5 Junior Engineers** (3HP) looking for a lost colleague.
- 2 **Punishment Eye** (6HP, d8 beam) floating, seeking ugly things to destroy.
- 3 **2 Lost Commuters** (2HP) arguing about office politics.
- 4 **Big Mouth** (mounted on the wall) answering the previous question asked to it.
- 5 **Swarm of Spark Roaches** (5HP) looking for batteries to eat.
- 6 **Hell Train** (14HP, ARMOUR 3) tearing through corridors screaming and laughing.

D6 TUNNEL LOCOMOTIVES

- 1 **Pump Truck** - (4HP) Three times as fast as foot. Man-powered.
- 2 **Old Steamer** - (7HP, ARMOUR 2) Four times as fast as foot. Loud and dirty.
- 3 **Rail Wagon** - (6HP) Three times as fast as foot. Horse-drawn but the horses know the short-cuts.
- 4 **Repulsion Pod** - (5HP, ARMOUR 2) Eight times as fast as foot. Takes an hour to warm up for a journey, very comfortable ride.
- 5 **Tunnel-Beast** - (12HP, ARMOUR 1) Three times as fast as foot. Needs lots of food and produces lots of waste.
- 6 **Track Ship** - (8HP, ARMOUR 1). Tunnel-wind pushes it d6 times as fast as foot. Reroll at the start of each hour. Several decks including buffet, casino, and ballroom.

D6 DEEP ENCOUNTERS

- 1 **Merger-Man** (7HP) looking for other beings to bond with.
- 2 **3 Alien Listeners** (4HP) overhearing everything said at the table, out of game, and selling secrets.
- 3 **Time Snail** (1HP) eating moss, happy to talk about anything from history.
- 4 **Toil Pilgrims** (6HP) trying to find the most dangerous, painful route downward.
- 5 **Star-Leech** (12HP, ARMOUR 2) coiled and dying.
- 6 **Embodiment of Darkness** (immaterial) longing to spread misinformation and stir paranoia.

D6 THINGS BANISHED FROM THE STARS

- 1 **The White Noise** - A howling mass of flashing lights obsessed with purity. Terrified of contamination by touching lesser beings.
- 2 **Oot-bog** - Sentient swamp that births disgusting gifts to those that feed it. Only requests payment through cryptic symbols in the moss. Takes forever to actually do anything.
- 3 **Glass Heart** - Speaks to those who enter her body. If she thinks your request is sincere, she makes you a deal.
- 4 **Axigt** - Serpentine, yellow bird, seemingly stretching on to infinity. Obsessed with enforcing punishment on broken vows, lies, and false intentions.
- 5 **Fithel-Helle** - A mass of bloated corpses, conjoined at various body parts. All are silent except for the speaker, who can sacrifice one of her conjoined bodies to grant a favour.
- 6 **Adol** - A golden giant that wants to grant the desires of lesser beings as a penance for its previous sins. Asks only for something in return so that it may be passed on to another.

CONDUCTING THE UNDERGROUND CONT.

TOUCHSTONES

These are common themes for sections of the Underground, and frequent topics of study.
For random inspiration, roll a d8 and d4.

1 - CONNECTIONS

1. Passage to the Stars
2. Smuggling Routes
3. Public Transit
4. Travel to the Past

2 - MUTATION

1. Machine People
2. Broken Wanderers
3. Adapted Wildlife
4. Creatures from Beyond

3 - DIFFICULTY

1. Death-Traps
2. Extreme Distances
3. Impossible Navigation
4. Resource Shortages

4 - DARKNESS

1. Encroaching Coldness
2. Failing Lights
3. Things in the Dark
4. Hibernation

5 - CLAUSTROPHOBIA

1. Shrinking Spaces
2. Long Crawls
3. One-Way Passages
4. Lack of Air

6 - CRUELTY

1. Observing Machines
2. Unwanted Creations
3. Surface Outcasts
4. Experimentation Subjects

7 - SECRETS

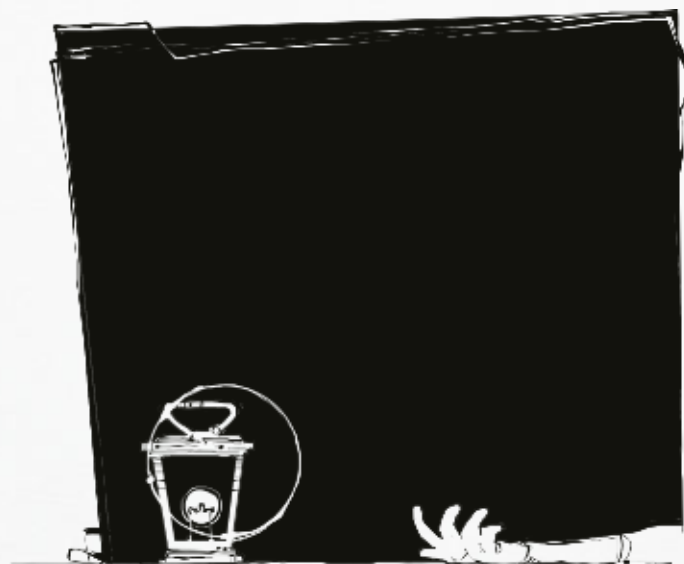
1. Forgotten Vaults
2. Rigorous Archives
3. Information Trade
4. Criminal Underworld

8 - RULE-BREAKING

1. Unconventional Gravity
2. Impossible Creations
3. Disregard for Ecology
4. Belief into Reality

TUNNEL AESTHETIC ROLL 2D20 AND COMBINE

	OBSTACLE	LOOK
1	Screaming Winds	Dark Tiles
2	Disgusting Smell	Wood Panelling
3	Metal Vermin	Red Marble
4	Sheer Drop	Insect Hive
5	Freezing Cold	Clinical White
6	Time Dilation	Carved Sandstone
7	Unbreakable Silence	Oily Machinery
8	Unlightable Dark	Luxurious Interior
9	Guillotine Blades	Padded Walls
10	Argumentative Door	White Tiles
11	Totally Flooded	Mirror Maze
12	Deafening Noise	Polished Obsidian
13	Nerve Gas	Iron Coral
14	Unbearable Heat	Copper and Jade
15	Spatial Loop	Granite and Moss
16	Acid Waterfall	Bare Brick Walls
17	Unyielding Webs	Bloody Wallpaper
18	Preserved Corpses	Metal Grates
19	Coal and Smoke	Tangle of Pipes
20	Dehydrating Air	Giant Tree Roots



HAZARDS IN THE DARK ROLL 2D20 AND COMBINE

	WARNING	DANGER
1	Murmuring	Abduction
2	Grinding	Devouring
3	Hissing	Parasite
4	Laughing	Misery
5	Crunching	Imprisonment
6	Screaming	Constriction
7	Clacking	Slavery
8	Fluttering	Experimentation
9	Growling	Staining
10	Tuneless Whistling	Disgust
11	Tiny Voice	Inebriation
12	Hundreds of Feet	Obligation
13	Crackling	Absorption
14	Babbling	Humiliation
15	Deep Singing	Commitment
16	Croaking	Assimilation
17	Chewing	Shame
18	Hooting	Hunger
19	Chirping	Preservation
20	Sharpening	Transformation



INHABITANTS OF BASTIONLAND

Bastionland is nothing when it sits empty. There are People, Mockeries, Aliens, Machines, Monstrosities, and things that sit between the boundaries.

This chapter gives you what you need to be able to quickly populate your Bastionland.

If you need a person really quickly, head to the first page of this chapter. Pick the Template that fits what you need, roll on the Spark Table, and season to taste.

This procedure is not the gospel, and as always is just there to give you the spark.

Don't worry too much about the numbers.

Players remember people they meet because of their personalities and actions.

They remember enemies that they fight because of the terrible things they did to each other, the cost of defeat, or the reward of victory.

They won't remember whether they had a STR score of 12 or 15, so put your energy where it belongs.

Make them matter.

PEOPLE

KEY PRINCIPLES

- There are all sorts, and they're everywhere.
- Everybody relies on somebody else for something.
- They're always in your way.

MEMORABLE INDIVIDUALS

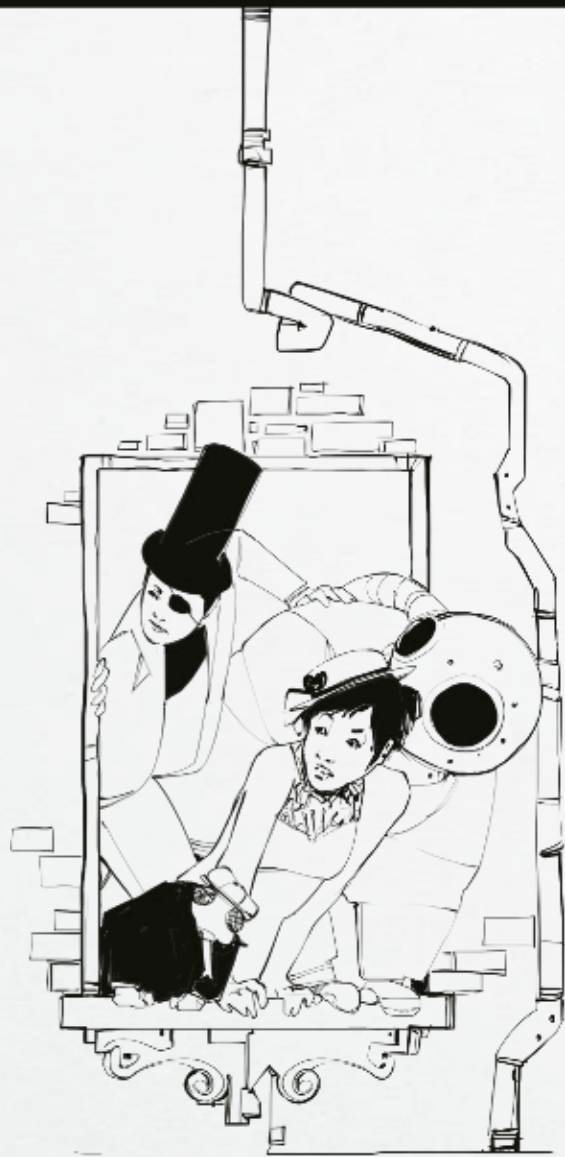
- Give them an immediate visual gimmick.
- Amplify this gimmick into their personality, or contrast it with something unexpected, but make it big.
- Tie them to another character somehow, or put them right in the way.

THE NAMELESS CROWD

- If you have enough people you can use them as scenery.
- Don't let them focus in on any one person easily, give lots of details spread across the crowd.
- The crowd is always moving towards a destination or spiralling towards an outburst.

EVERYTHING CAN BE A PERSON

- If the players have a question, put the answer inside a person.
- If the players want to achieve something, put a difficult person in the way.
- If you want to tell the players something, say it through a person.



NAMES

- Full names are difficult to remember, give them a strong forename or surname with a title instead.
- Made up names are even harder to remember, use existing words like Corporal Plank, Doctor Scantily, or Gusset.
- If you want to hide the meaning of the name, use a foreign or obscure word spelled or pronounced badly. For example, Pig in Spanish is "Cerdo" so I could badly pronounce it as Kerdo for a gluttonous character.

TEMPLATES

Use these as starting points for the people you create.

STREET-SMART CIVILIAN

3HP, chewing gum, hidden weapon (d6).

- Look for the latest gossip.
- Obsess over something unrelated to their profession.
- Pull their weapon if needed, but lack any sort of fighting conviction.

MUSCLE FOR HIRE

6HP, heavy club (d8, BULKY).

- Do pretty much anything while acting tough.
- Risk their lives only if they're sure to get paid.
- Turn on you if they can get away with it.

FRONTLINE LEADER

CHA 15, 9HP, pistol (d6), body armour (ARMOUR 1).

- Find a way to avoid danger, while keeping up appearances.
- Talk themselves up.
- Convince you to go ahead of them.

SPARK TABLE ROLL 2D20 AND COMBINE

	MANNER	DRIVE
1	Blunt	Base Pleasures
2	Detailed	Safety
3	Silky Smooth	Domination
4	Rambling	Truth
5	Monotone	Service
6	Breathy Wisp	Astral Enlightenment
7	Timid	Peace and Quiet
8	Booming	Petty Revenge
9	Sheltered	Justice
10	Stuttering	Legacy
11	Insincere	Wealth
12	Dramatic	Envy
13	Intense	Approval
14	Cynical	Charity
15	Faint	Entertainment
16	Gentle	Power and Influence
17	Drawling	Freedom
18	Crude	Creativity
19	Slow	Modernity
20	Contrary	Laziness



MOCKERIES

KEY PRINCIPLES

- Creatures of felt, wood, and string given the spark of life.
- They act human, but their needs are only imitated.
- Children love them, real animals hate them.

MOCK TALENTS

- Every Mockery has an innate talent for a particular task.
- The talent is often trivial, and rarely put to serious use.
- They are excellent but unconventional teachers of their talent.

THEATRICAL NATURE

- Mockeries act like they know they're on a stage.
- They are more likely to do what is theatrically appropriate.
- At times their sense for theatre can border on precognition or omniscience.

EXCEPTIONS

- Mock People are known, but largely despised.
- Mock Objects normally stick to the Underground.
- Some Mockeries don't really resemble anything, calling themselves Fallacies such as the False Speaker and False Mother.



TEMPLATES

Use these as starting points for the Mockeries you create.

MOCK RODENT

DEX 18, 4HP, bite (d4).

- Act unassuming.
- Be difficult.
- Spend more time on things they're awful at than their talent.

MOCK BEAST

STR 15, 7HP, gore (d8).

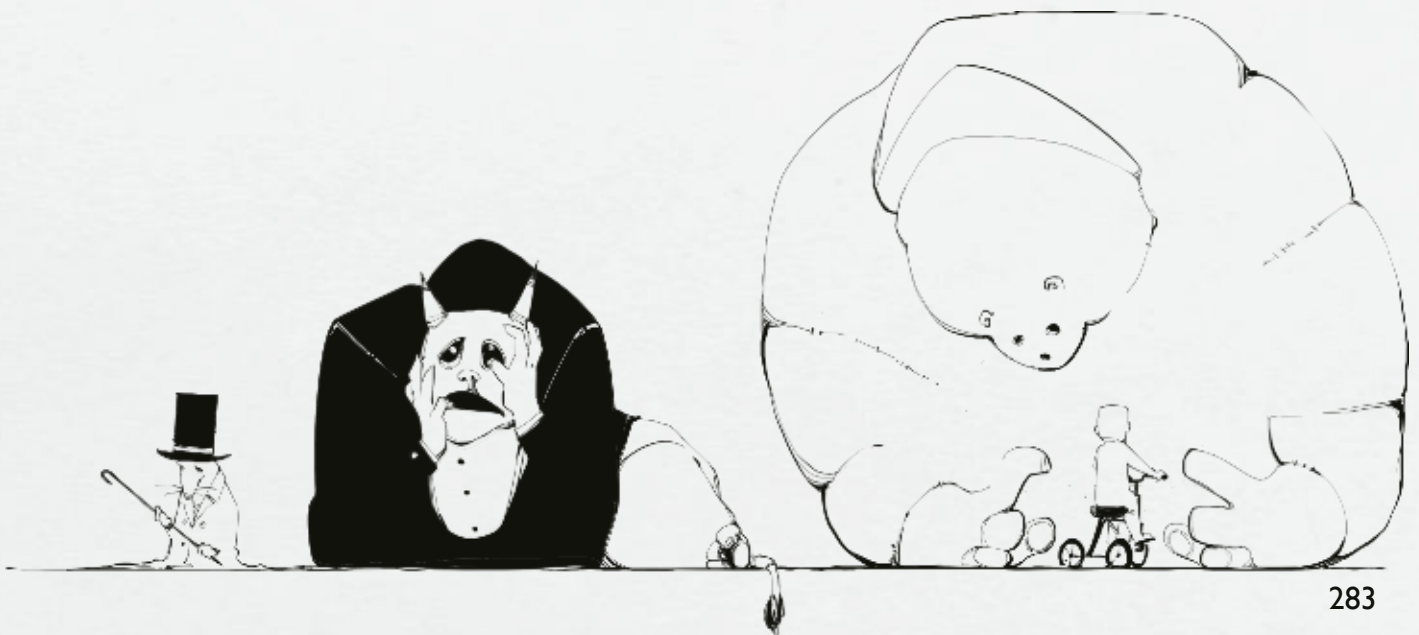
- Switch between human and animal behaviour.
- Switch between terrifying and pathetic.
- Play dumb.

MOCK COLOSSUS

STR 18, 15HP, huge body (ARMOUR 2), trample (d10 BLAST).

- Show a gentle side.
- Try to stay out of the way.
- Long for some non-violent attention.

SPARKS ROLL 2D20 AND COMBINE		
	TYPE	TALENT
1	Otter	Forensics
2	Lobster	Cooking
3	Heron	Sprinting
4	Toad	Eating
5	Rhino	Seduction
6	Mole	Puzzles
7	Goat	Burglary
8	Spider	Performance
9	Crow	Bureaucracy
10	Mallard	Vision
11	Dolphin	Memory
12	Crocodile	Law
13	Hog	Academia
14	Bear	Strategy
15	Rooster	Spying
16	Whale	Interrogation
17	Mammoth	Trivia
18	Bunny	Engineering
19	Oyster	Sculpture
20	Anaconda	Grooming



MACHINES

KEY PRINCIPLES

- They are one with the Underground, or at least their part of it.
- They instigate change and monitor the results.
- They want to teach you a lesson.

FORMS

- They are machines, but always have a way to communicate.
- They are more suited to create than to destroy.
- Their bond to the Underground is often physical.

PROTOCOL

- They follow logic, often to the extreme.
- They are always willing to explain.
- They want to see you tested and altered, and care little about you beyond that.

CREATIONS

- They manufacture creations from the Underground itself.
- Once something is created, they do nothing to control it.
- The solution to everything is either creation or observation.



TEMPLATES

Use these as starting points for the Machines you create. Machines ignore anything that would target their CHA.

MOBILE MACHINE

7HP, ARMOUR 3, shock prod (d4).

- Clumsily follow you around.
- Try to make a deal by creating tiny, useful things.
- Show you how easy it could be.

HOLOGRAPHIC MACHINE

7HP, intangible.

- Project a holographic form.
- Conjure visions of what might happen.
- Trade in secrets.

STRUCTURAL MACHINE

STR 15, 7HP, ARMOUR 3, lash out (d8 BLAST).

- Form an immobile part of the Underground such as a door or fountain.
- Tell you about all the things it has seen.
- Tell you how to get exactly what you need to go further.

SPARKS ROLL 2d20 AND COMBINE		
	VISUAL PROMPT	CHARACTER
1	Many Terminals	Old and Grumpy
2	Colossal Vehicle	Overly Theatrical
3	Huge Display	Amoral Pragmatist
4	Reels of Tape	Twisted Logic
5	Metal Brain in Jar	Menacing Survivalist
6	Telephone Booth	Devil's Advocate
7	Steam Shrine	Insincerely Motherly
8	Pipe Organ	Childlike Curiosity
9	Hanging Orbs	Oblivious Savant
10	Steel Jaws	Stuffy and Formal
11	Lenses and Light	Robotic Humourist
12	Suspended Claw	Cryptic Teacher
13	PA System	Dramatic Narrator
14	Golden Tree	Slow and Dependable
15	Wired-up Corpse	Proud and Vain
16	Mirror with Hands	Jealous and Bitter
17	Brass Lizard	Insecure Bully
18	Silver Face	Petty Gossip
19	Mouth in the Wall	Impatient Fast-Talker
20	Copper Snake	Serene Pacifist



ALIENS

KEY PRINCIPLES

- They are more advanced than us, but in a very specific way.
- Their form reflects their home.
- They bring something with them, and seek to take something back.

LIVING IN BASTION

- There are always barriers to integration.
- They always have a means of communication, however ineffective.
- Their desires are relatable, but through an Alien lens.

LOST IN DEEP COUNTRY

- Some rule as gods.
- Some have established isolated communities.
- Some have become monsters of legend.

COSMIC VARIETY

- Few can pass for human.
- Few are outwardly hostile.
- It's not clear where their bodies end and their technology begins.



TEMPLATES

Use these as starting points for the Aliens you create.

SOFT ALIEN

5HP, bio-armour (ARMOUR 1), bio-pistol (d6).

- Devour as many different foods as possible.
- Touch as many things as possible.
- Utilise a disgusting biological defence technique.

HARD ALIEN

STR 15, 10HP, powered ARMOUR (ARMOUR 2), heat-gun (d8) or trample (d6 BLAST).

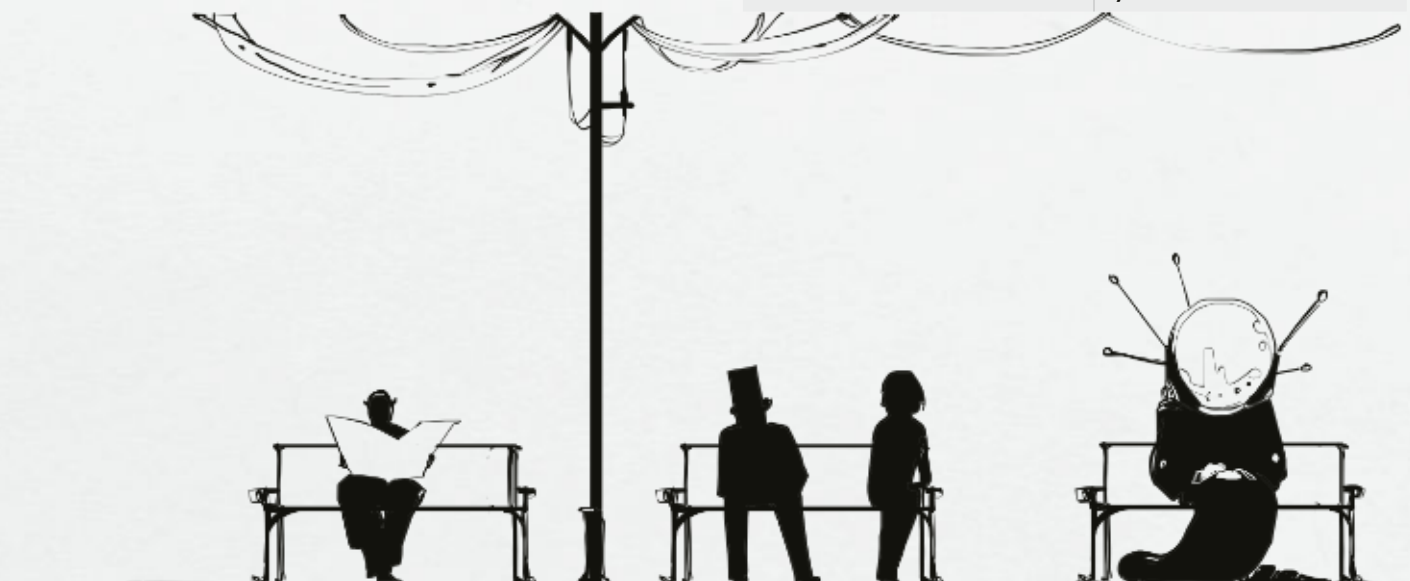
- Show a human side.
- Beckon humans to travel to their homeland.
- Translate for other Aliens.

GLORIOUS ALIEN

CHA 18, 16HP, golden body (ARMOUR 2), glowing sword (d10 or d8 BLAST).

- Tend to worshippers.
- Enforce a rule from their home.
- Unleash their inner weapon.

SPARKS		
ROLL 2D20 AND COMBINE		
	PREFIX	SUFFIX
1	Word	Saints
2	Void	Pilgrims
3	Pleasure	Workers
4	Blood	Locusts
5	Mercy	Beasts
6	Golden	Imps
7	Flesh	Vessels
8	War	Ghosts
9	Light	Hounds
10	Rage	Beacons
11	Smoke	Serpents
12	Horned	Titans
13	Royal	Forgers
14	Knife	Guardians
15	Divine	Engineers
16	Perfect	Breakers
17	Ice	Spiders
18	Immortal	Thieves
19	Diamond	Tyrants
20	Imitation	Eyes



MONSTROSITIES

KEY PRINCIPLES

- They are made unique, not born.
- They attract attention.
- There's always a compelling set of reasons to see them destroyed.

MAKING A MONSTER

- Every Monstrosity started out as something more mundane.
- Their origin could have been through design, accident, or their own action.
- Wherever they are, their surroundings become more monstrous in turn.

UNIQUE BEINGS

- There's nothing quite like them, and they're instantly recognisable as monstrous.
- They seek places where they can stay solitary but are often drawn to others by a need or curiosity.
- Nobody knows exactly what they are.

HUNTERS AND FOLLOWERS

- There's always somebody that wants them dead.
- There's always somebody fascinated by them.
- These are as likely to be human, animal, Machine, Alien, or Mockery.

SPARKS ROLL 2D20 AND COMBINE		
	ORIGIN	MODIFIER
1	Human (Bastion)	Human Science
2	Human (Country)	Alien Science
3	Mammal (small)	Machine Science
4	Mammal (large)	Mock Science
5	Fish	Urban Religion
6	Reptile	Country Religion
7	Bird	Alien Religion
8	Insect	Alien Environment
9	Tree	Underground Warping
10	Fungus	Time Dilation
11	Invertebrate	Industrial Accident
12	Multiple People	Another Monstrosity
13	Artwork	Selective Breeding
14	Alien (humanoid)	Weaponisation
15	Alien (beastly)	Chemical Exposure
16	Machine (mobile)	Union Ritual
17	Machine (structural)	An Ancient Oddity
18	Mockery (person)	Failed Medicine/Repair
19	Mockery (beast)	Weird Comet
20	Mockery (critter)	Attempted Destruction

TEMPLATES

Use these as starting points for the Monstrosities you create.

MAN-MONSTER

CHA 5, 5HP, club (d8, BULKY).

- Try to observe normality from a distance.
- Decorate its disgusting lair.
- Seek things that remind it of a better time.

SKULKING-HORROR

DEX 18, 8HP, four tendrils (d6 each).

- Assume the worst of anyone they meet.
- Covet the belongings of others.
- Occasionally attempt redemption.

GIANT-BEAST

STR 18, 15HP, huge body (ARMOUR 2), two claws (d8 each) and one bite (d10).

- Try to scare others away.
- Lash out in anger.
- Move to a new home once discovered.



SPARKS ROLL 2D20 AND COMBINE		
THEME		DANGER
1	Hunger	Organised Cult of Followers
2	Death	Dangerous Animals
3	Greed	Twisted Creatures
4	Destruction	Space Manipulation
5	Gluttony	Time Manipulation
6	Stupidity	Reality Manipulation
7	Rage	Collection of Oddities
8	Knowledge	Strange Charisma
9	Ambition	Mind Control
10	Sloth	Corrupting Presence
11	Envy	Destructive Abilities
12	Purity	Colossal Size
13	Lust	Manipulate Objects
14	Chaos	Manipulate Flesh
15	Fear	Weaponise Environment
16	Amorality	Creates Oddities
17	Pride	Creates Monstrosities
18	Hedonism	Mystic Abilities
19	Vanity	Vast Intelligence
20	Obedience	Physical Power



THE ODDENDUM

Bastionland sprawls beyond even the reach of this book. It cannot be contained.

The first half of this chapter is a series of articles offering further explanation of how to run the game and understand the setting. They are not essential but may offer clarity or inspiration.

The first piece is intended for players, the remaining for the CONDUCTOR or anybody seeking to understand the world.

The second half contains sample content that is apocryphal, and may have no place in your world.

They are the type of thing I like to put in my own version of Bastionland. While they are free to be used whole cloth, they are intended to illustrate how you can expand your own vision of Bastionland.

If you have an idea, no matter how strange, you can find a place for it in Bastionland.

A PLAYER'S HANDBOOK: STRATEGY GUIDE

Welcome to Electric Bastionland.

YOUR CHARACTER

ABILITY SCORES are secondary to your choices. A good player with an awful character succeeds more often than a poor player with a great character.

Your character has certain things to work with. They might not even appear as obvious strengths, but they're your tools to make the most of. If you rolled a character with a knack for impersonations and a bucket of glue, start thinking of how you can put them to use.

EXPLORING

While exploring a dangerous environment, the most important tool you have is asking questions. Using this tool well is the key to survival and finding treasure.

When the CONDUCTOR describes something to you, it's safe to assume that there is more useful information waiting to be found. Ask specific questions to try and get the information you need.

Sooner or later you'll hit an obstacle that stands between you and the treasure you crave.

TALKING

If it's an option, talking your way through an obstacle is usually the safest method. Use the conversation as a means to mine the non-player character for information, find out how you can help each other, and potentially identify weaknesses for if things turn sour.

SNEAKING

If you can't talk your way past, sneaking or other ways of bypassing the obstacle are a good second choice. You might need to distract watching eyes, steal a key, or come back later, but you might not even have to draw your sword if you plan things correctly.

FIGHTING

Combat is always a choice. If you want to survive, it is often your last resort.

If you have the choice whether or not to initiate combat, consider whether the reward outweighs the risk. Even if the combat was thrust upon you, there is rarely a necessity to fight to the death.

If you're determined to go through with a combat, you can make sure it's on your terms by:

- Gathering as much information on your opponent as possible, ensuring you aren't underestimating them.
- Gain the numerical advantage by isolating a target, or dividing large groups, while ensuring you have as many allies as possible.
- Seize the initiative by striking first or from a position where the opponent cannot easily fight back.
- Focus on the actual objective of the combat. Are you just trying to drive a target away, steal something from them, or do they absolutely have to die? Once that objective is complete, you might be best off withdrawing.

WEAPONS

Understanding the different weapons at your disposal helps you weigh up your chances of victory.

Don't underestimate the difference between d6 and d8 DAMAGE. Stepping up the die by one size is roughly equivalent to getting +1 to your roll. If you add in multiple allies attacking the same target over multiple rounds then the difference is even more significant.

Ranged weapons are ideal if you can keep your target at a distance, but you can find yourself in trouble if your opponent engages you in melee and all you have is a rifle.

BLAST weapons are incredibly potent, able to take out multiple opponents in a way that normal weapons cannot. It's expensive to get a BLAST weapon you can use regularly, but bombs are useful to keep for the times you really need them. Use them as often as you can and watch out for opponents using them.

The best weapon you can use is one that bypasses the combat entirely. Poison their water, set fires, or trap them in cave-ins.

ARMOUR

Wearing ARMOUR 1 is roughly equivalent to reducing your attacker's DAMAGE by one die type (ie d8 to d6). There's very little argument against wearing ARMOUR if you can afford it!

RISK VS REWARD

The treasure you're currently looking for isn't the only treasure in the world. Is it really worth this level of risk? Remember, heading in a different direction is always an option. Or maybe you can just try an entirely different approach. Get a loan and hire some help? Come at the treasure from another direction? Create a forgery? Murder or otherwise ruin your debtholder?

THE CORE OF THE GAME

Remember that there is a three-part sequence at the heart of the game.

INFORMATION: Gather as much of it as you can. Always be asking questions.

CHOICE: Remember there are always more options than are immediately apparent.

IMPACT: After you've made your choice, make the most of the consequences.



ELECTRIC BASTION AND ITS ODDITIES

ELECTRIC BASTION

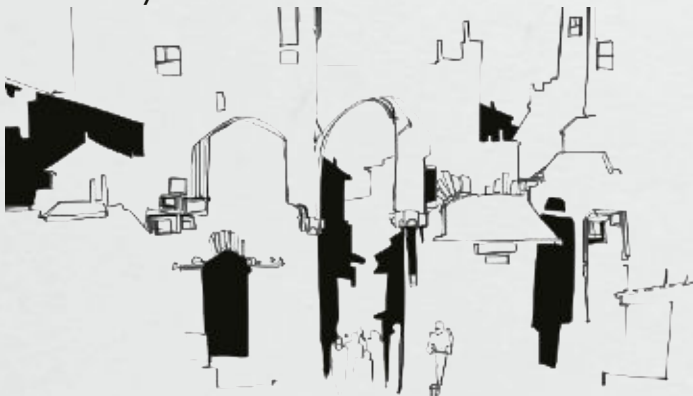
Bastion has been modern for a long time. This is the next step.

If you can think of something from the modern world, it's here, but in an old-fashioned style. Slow, expensive, but extravagant cars. Rudimentary computers usually built for one specific task with clunky, room-sized hardware. Amplified instruments yelling out youth music.

The rule of thumb is "Early 20th Century" but remember this isn't alternate history. Bastion isn't London or Singapore or New York, but you can pull whatever you like from any city on Earth, leaving behind the unwanted bits. If you want 1940s culture, you don't have to include the Second World War. It doesn't matter if cavalry became obsolete in our world, you can put them in there alongside the flamethrowers and mortars.

Politics, religion, and philosophy are three sides of a whole. People clothe their agendas and ideals in whichever of the three best suits them. Faith is less about the subject of your worship, more about what you do in their name.

Everything is shared. Nobody can run all of Bastion, so everything gets split up. Councils have overlapping authorities, there are public services for everything, and taxes are inevitable. If there's a problem, at least two people have tried to solve it. Less organised socialism, more a web of entangled responsibilities and authorities that nobody knows how to unravel.



ODDITIES AND MAGIC

There are normal things, and there are Oddities, and the boundary is a huge mess. The term Oddity carries no mechanical impact, but the word can be used to describe any fantasy or sci-fi element in comparison to the more mundane post-industrial-era content. For example:

- A spider that weaves webs out of light instead of silk.
- A petrification-gas grenade-launcher.
- The bits of the Underground that don't follow the laws of physics.

Creating Oddities is fun, but having so many can feel silly. If your expedition site has lots of Oddities, consider changing them up in the following ways:

- One use only, disposable.
- Limited number of charges.
- Random chance of depletion on each use.
- Large and clunky, or even immobile.
- A creature instead of an object.
- Requiring a very specific uncommon input, such as a fresh corpse.
- Occupying a specific part of the body that can't hold multiple things, like goggles, or gloves.

And remember that people want your Oddities. Have patrons straight up offer to buy Oddities that the players are likely to sell, and allies offer to put them to good use.

If you handle it well, and give lots of information, thieves might try to steal them. Make sure this is still part of the game, and present some choices in there. No perfect cat-burglaries between sessions while the characters sleep.

PEOPLE ARE EVERYTHING

If you frequent a big city, you'll know that all the buildings and cars and pigeons are nothing in comparison to all the bloody people.

Now imagine it on Bastion's scale.

THERE ARE ALL SORTS, AND THEY'RE EVERYWHERE

Picture a person. They'd fit somewhere in Bastion. Give them some stupid gimmick, don't worry they still fit somewhere.

If planning a dungeon is all about drawing maps and rooms and making monsters, planning a borough of Bastion is all about making people.

Even when you're creating exciting city locations, someone has wandered over there. They can't be stopped. What sort of person would even want to be here?

People you talk to are non-player characters, everyone else is scenery. They're the trees in the forest slowing you down. They're the boggy ground drowning your horse. They're the sheer cliff face between you and the treasure. They're the wolves waiting to eat your corpse.

Some say to give everyone in your game a name, but in Bastion the vast majority of people you see remain nameless. You won't even hear most of them speak, but they're acting out their own plans and urges and getting swept up with everybody else.

If you're going to give details, either give none at all or more than they can handle.

If you notice a guy with a huge moustache, you also notice the bridal party and the child leading a baby elephant and the student sports team and the singing drunks.

If you go faceless, give them the mood of the crowd, the overall sound, smells, movement.

Don't let the players ever feel like they're on their own.

EVERYTHING YOU WANT IS TIED TO SOME PERSON IN SOME WAY

An avalanche, a new weapon, a priceless treasure. Each of those things can be replaced with people. Get your paintbrush, dip it into the tin marked PEOPLE, and cover as much as you can.

The avalanche is a riot. The weapon is a mercenary. The treasure is a hostage.

Armour is lackeys. Skills are Specialists. Knowledge is librarians.

And those things that are just straight-up things? Somebody owns that. Somebody else wants it. Somebody else thinks that nobody should be allowed to have it.

Got a plan? There are three people in the way of getting what you want.

MASTERY OF PEOPLE IS MASTERY OF BASTION

With all the weird powers you might pick up on your travels, you're nothing on your own in Bastion. Great fighters don't make a difference here, but an army can. Unions are everywhere, because people are the most significant currency out there.

It's great for those on top, and those underneath sometimes feel valued by the whole arrangement. Sometimes.

Getting killed is awful. Losing an ally not so bad.

The worst adversary you can have isn't a brute with a big gun, it's the brute's boss.

Does it matter if your ABILITY SCORES are all below 10 when you've got a bodyguard, a personal thief, and a public relations assistant following you around? Does your 2HP matter when you're never the one on the front line?

Even great people are never great at everything, so start building your contacts list now.

DECISIVE COMBAT

DECISIVE COMBAT

There's lots of talk of deadly combat, tactical combat, cinematic combat.

The goal with Electric Bastionland is for combat to be decisive. I wanted the potential for deadliness, without the wild swings of d20 vs AC systems, and I wanted it all to run ultra-fast.

The idea is that combat should have three main stages.

1. Instigation (Strategic Choice)

Should we fight this thing?

Deciding to fight is a real choice you make, not an assumption of the game. No monster exists purely to fight you, so if things have come to blows, let it be on your head.

The nature of the instigation is also of critical importance. The two most reliable ways to defeat an opponent in combat are to outnumber them, or get the drop on them, ideally both.

This is an exit point, as you can usually make the decision not to fight at all.

2. Execution (Tactical Choice)

How's the fight going?

You've probably dealt some DAMAGE, taken some, and might now be more aware of what you're up against. Make a decision about whether you want to take this fight to the bitter end, or change up your approach.

This is an exit point, as fleeing/surrender are usually an option.

3. Conclusion (Impact)

Well, that was a good/bad idea.

Fighting has stopped, and hopefully the other side is defeated. Either way, something major has changed.

PACING

Most games follow this to various degrees, but the key with Electric Bastionland is that I want as little time as possible between each point.

Turn 1: You've decided to fight (Instigation), you cause some DAMAGE, and take some back.

Turn 2: Based on how well it's going, you decide to carry on, or change your plan (Execution). If you carry on, somebody is probably getting taken out.

Turn 3: By now one side has probably won, or both sides are so close to death that it's going to end one way or another (Conclusion).

So while your combat moves are limited, the choices you're making on each turn are extremely important. It's a combat of two or three major decisions, rather than a dozen minor ones. It's key that each stage also presents an exit point from the combat, so nothing is inevitable.

MECHANICAL SUPPORT

Electric Bastionland supports this with:

Auto DAMAGE: Attacks always cause at least a little DAMAGE, with ARMOUR being the exception, but HP is restored easily enough that you can consider it an encounter resource. It's astronomically rare for a turn to go by without anybody taking some DAMAGE.

Low HP: d6HP for starting characters, cap at 18HP and that's mostly for monsters.

Low ARMOUR: If you're human-sized the best you can really hope for is ARMOUR 2, ARMOUR 3 for the biggest monsters.

Relatively High DAMAGE: It's quite easy to get a d8 weapon, which is likely to take out a 7HP opponent in two attacks. Even a STR 16, 12HP, ARMOUR 2 monster probably goes down after three rounds of attacks from four characters with d8 muskets.

CRITICAL DAMAGE: You're much more likely to be taken out of action before you die. A dying comrade presents a more interesting tactical choice than a dead one.

THE ICI DOCTRINE

THE ICI DOCTRINE

Doctrine might be a bit strong.

Still, I'm trying to keep these three words in my head whenever I'm planning or running a game. They're the three-beat tempo of a game, even if you aren't thinking about it. Slacking on any one of them can result in a lacklustre game. Get them all spot on and things feel just right.

They're everything that's great about tabletop RPGs. Everything that sets them apart from video games, board games, novels, can be found in this, the spine of gameplay.

INFORMATION, CHOICE, IMPACT

INFORMATION

In RPGs, questions are gameplay.

Players cannot make a proper choice unless they have enough information!

Knowledge and perception rolls are the worst offenders of not understanding the importance of Information. When I see them in use I wonder what would be lost by just giving the players the information?

I want players to imagine the situation their characters are in and think of a clever solution. Asking for more information should be rewarded! If they ask smart questions I give them useful answers.

Whatever you're planning, think in advance about how you're going to present it to the players, and how you're going to give them enough information to make a proper choice.

CHOICE

No easy decisions.

This one is the most difficult to just insert directly. For there to be a proper Choice, there have to be multiple actions the players can choose between, and deciding between them shouldn't be easy.

This is really the glue between Information and Impact. Get those two right and this often falls into place, but you still need to make sure your world supports multiple solutions to problems.

Look at your prep and try to identify the decision points the players will come across. Left or right at this junction? How do we get past this broken guard robot? How can we trust these shady mercenaries? If any of them have one really obvious solution then you need to make the situation more interesting. One always-hostile orc guarding a chest isn't a decision point. You kill the orc and take the treasure. Give the orc a death ray, make him sympathetic just trying to hold down a job, or give him an alarm he can pull to bring the whole army down on you. Now you've got a Choice.

IMPACT

Everything you do matters.

When your players have made a choice, things should happen so that they look back and think "We did that!". Maybe they regret it, maybe they're proud of themselves, maybe they just wonder how things could have been different. My vice is making players feel guilty for killing some innocent monster or screwing over a non-player character, so I ham it up real good. They always remember that. It's over-the-top emotional silliness, but they know that they caused it. I've seen players feel more strongly about killing a non-player character than losing their own character to death.

This is the payoff for everything before this point, and without it your game is going to feel flat.

INFORMED DANGER AND DEATH

When players die, they should look back and see where they went wrong. If they can't do that, they probably didn't have enough information.

If in doubt, match the amount of information you give the players to the amount of danger at hand, then add a bit more to be sure.

Situations without danger don't need lots of information, but players should know that when you're spelling out specific details and hazards the danger is real.

Deathtraps are a perfect example. You can have a turret that ceaselessly showers intruders with explosive fire, most likely killing a character in seconds, but you have to telegraph it.

You don't have to reveal the whole thing. Generally you can choose to reveal the trigger or the hazard itself. In this case you could have the turret be visible before the characters are vulnerable to it, you could show a corridor filled with bullet-ridden bodies, or you could have a scanner visibly sweeping the room with red light.

If you get into the habit of giving the right amount of information to your players, they have more agency in their decisions, and are less likely to be unpleasantly shocked by the consequences of those choices.



BIG IMPACT

If you give your players lots of useful information, and they agonise over their difficult choice before finally making a decision, it's all for nothing if the consequences are too soft.

Having your choices be inconsequential sucks the life out of your game. Make "inconsequential" a dirty word and always be watching out for it.

Monsters shouldn't have abilities like this:

Whirlwind Flail: All surrounding the beast must pass a DEX SAVE or take d12 DAMAGE.

Brain Sap: Pass a DEX SAVE or lose d4 CHA.

Transformer Needle: Pass a DEX SAVE to avoid the attack, or else you start to quiver. Attempt a STR SAVE at the start of each turn from now on. On the first fail you start to shift into a fishlike-humanoid. On the second fail you have full-on scaly skin and hideous fish mouth. On a third fail you're a fish. On a pass, you shake off the effect for good.

(Yes I've done this myself in the past).

Things should have big impact! Go straight to the effect instead of adding more ways that nothing might happen:

Whirlwind Flail: d10 DAMAGE to everything surrounding the beast.

Brain Sap: Lose d6 CHA. Turn into a mindless slave at CHA 0.

Transformer Needle: Lose d6 STR and gain a fish-like trait. At STR 0 transform fully into a fish.

Players remember the encounter where two of them lost limbs as the landwhale they were fighting exploded.

They don't remember the encounter where they easily fought off some mindless grey humanoids.

Everything the group does has a massive impact on the world. You killed that stray dog? The street urchin gang that look after him are coming for you. You donated a bunch of money to this cult? They bounce between treating you like royalty and trying to sponge more money from you. You offended the guy on the toll-booth? He's told all his colleagues to give you an extra-hard time.

Be fair, but be bold. Give them the information to make the choice, and make the choice matter.



FOREGROUND GROWTH AND ACTIVE SURVIVAL

FOREGROUND GROWTH

Foreground growth can be broken down into three principles:

- Your character grows more interesting, not necessarily more powerful.
- Every piece of growth is tied to a specific experience.
- There are growth opportunities everywhere.

SCARS and Oddities are easy to throw in there, but having a character's adventures directly affect their growth is more tricky.

Think of character change as growth, rather than advancement. You're becoming more distinct, more interesting, and getting more options as you progress, rather than becoming more numerically powerful.

Advancement can be carefully planned and is usually positive, but growth is messy and you don't always know what you're going to get. Advancement is a five-year-plan, but growth is a turbulent childhood. And we all want a repeat of that, right?

These changes happen in the foreground of the game, most often the time spent on expeditions or getting crazy in Bastion. You don't grow during your downtime, you grow while you're scrambling around in some hole half-dead. Your changes are significant, and they happen in-game, not as an after-effect of finishing the night's fun.

As a general rule, if I describe some of the ways your character has grown since their creation (more HP, SCARS, Oddities) you should be able to tell me the specific event that caused that change, not just see the change as a general reward for your actions.

You didn't learn to rip out hearts when you hit level 8 in Ripper Monk. You learned it when the Ripper Monk nearly ripped your heart out but you just managed to pull your gun in time.

ACTIVE SURVIVAL

When I think of a successful, established explorer, I don't think of someone wading into danger because they know that their HP gives them a good buffer against death. I think of somebody that's seen danger, and knows how to tackle or avoid it.

While they have equipment and followers to call on, some impressive skills, and even some true Oddities at their disposal, they'll still die if they get cocky or let their guard down.

They still fear the monster and the spear trap.

In short, their means of survival are active, not passive. It's not that the world has less chance of impacting them, but when it does they have more tricks to stay alive:

- Oddities, especially disposable types like potions and bombs, can get you out of a tight spot.
- Hired help is a great way of keeping you alive, as running out of concious allies is a common cause of death.
- Player experience and knowledge is the most proven way to keep a character alive.

With these tricks under their belt, you don't need 18HP to be a big player in the world.

THE CITY AS AN ADVENTURE SITE

Bastion is an adventure site.

It is not a hub.

Not a main menu.

Not an online shop.

People die in Bastion!

They get tricked and take wrong turns.

They fall victim to industrial accidents.

When characters haul the treasure out of the expedition site, and slog their way back through Deep Country or the Underground, they don't get to switch off just because they're in the city.

Run it like a dungeon.

Draw a map, fill it with odd stuff, punish mistakes.

When they go off-grid, roll on tables and make stuff up.

People are unhelpful.

Places are difficult to get to.

Things run bumpily.

Finding medical treatment is an adventure.

Going shopping is an adventure.

Getting the train to the library is an adventure.

No fast travel without complications.

No downtime without decisions.

No switching off.

Everything is the game.

The game is always on.



WHY CONDUCTOR?

Roleplaying games usually depend on one player taking on the responsibility of running the game. The classic term is Game Master, and I've previously used Referee, but for Electric Bastionland I wanted to reframe the role by using the name "Conductor". There is a long history of roleplaying game writers thinking that they can reinvent the wheel by renaming the Game Master role, and I intend to honour that self-indulgent tradition.

I wanted a name that represents the balance between acting as a host, impartial referee, and creative director.

The Conductor holds certain responsibilities, but they are still a player, not separate to the group. Instead of having their own character they represent the character's allies, adversaries, and the living world itself. They hold location maps, but are still discovering the world alongside the other players. All this aside, the Conductor is just one piece of the puzzle, and all players are responsible for giving each other the most enjoyable experience they can.

An orchestra Conductor leads a group of musicians to create a memorable musical performance out of their disparate parts and varied instruments. Our Conductor also has to balance their attention between their written notes and the eager players around the table.

A good Conductor can bring the best out of a quiet player, and temper the energy of a rowdy one. They keep the rhythm of the game moving forward, and weave the creativity of each player together to create something greater than the individual parts.

An electrical Conductor channels electric charge from the source to its destination, bringing things to life with a shock of raw power. If the world of Electric Bastionland is a battery, our Conductor is the means for the other players to connect with it, to see it light up, jolt into motion, and roar with sound.

Most of all, remember that the Conductor is a player. They should be having just as much fun as the others.



THE CONDUCTOR IS A GAME DESIGNER

This game does not have rules for everything. You can use normal conversation in combination with the rules of the game to adjudicate most situations, but eventually you're going to want to create a new mechanic for your game. It might be for a particularly unusual monster, or a situation beyond the general scope of treasure hunting.

This is inevitable. When Conducting the game, you're also taking on the role of game designer.

First, think whether you need to create something new. Could this be handled as a Dilemma? Could you use a Luck Roll or a SAVE? Could you just let it happen based on common sense?

If you definitely want to create a new mechanic or rule, try to make it:

- Simple
- Transparent
- Decisive

SIMPLICITY

Bastionland was created out of a desire for simplicity. I wanted to strip back as many rules as I could without damaging the core of gameplay. It's easy to look at the system and decide to add in a few house-rules here, a class system there, maybe tweak something you think is unrealistic, and before you know it the whole table is spending more time interacting with the rules than the situation the characters are in.

I like the game to be playable by somebody that hasn't read a word of the rules. You can explain SAVES to them, and how DAMAGE works, then you're good to go five minutes after they sat down.

Try to keep this level of simplicity. Keep the following in mind:

- The players should be able to carry on playing without learning your new rule.
- Consider if multiple rolls can be made into one roll.
- Consider if a single roll needs to exist at all. Could it be a decision instead?
- Will this rule end up taking more time than we want to spend resolving the situation at hand?

TRANSPARENCY

A great rule should have results that the players expect without them having to learn anything new. If it feels like it should be a 50/50 shot, then a good rule reflects this. If your rule ends up giving a 10% chance of success instead, it's going to feel off.

If the players are expecting a 50/50 shot, and you feel it should only be a 10% chance, make sure they know that going in. They can only make an informed decision if they understand what sort of chances of success they have.

DECISIVENESS

You've gone to the effort of creating a new mechanic, so it should have clear and decisive results. Don't make your work all for nothing!

Most mechanics come down to Risk vs Reward. Make both more impactful than you'd imagine.



34 GOOD TRAPS

My measure of a good trap:

- At least one part of it is immediately visible.
- It allows interaction and investigation.
- It has impactful consequences for the victim.

I've gone on before about the three pillars of Conducting a good game (Information, Choice, Consequences) and you'll notice they match up with these three points.

In short, your trap should have room for interesting interaction between "oh, a trap!" and "I'm dead". The trap doesn't have to announce itself immediately, it can even "trap" the players before announcing itself as long as there's still room for interaction beyond that.

You can break the rules if it's connected to the theme of your specific scenario. Like your Tomb of Horrors style deathtrap dungeon might be full of hidden traps that don't announce themselves, but you're breaking that rule as a specific exception for this particular dungeon. If you're going to do this, make sure the payoff is worth breaking the rule for.

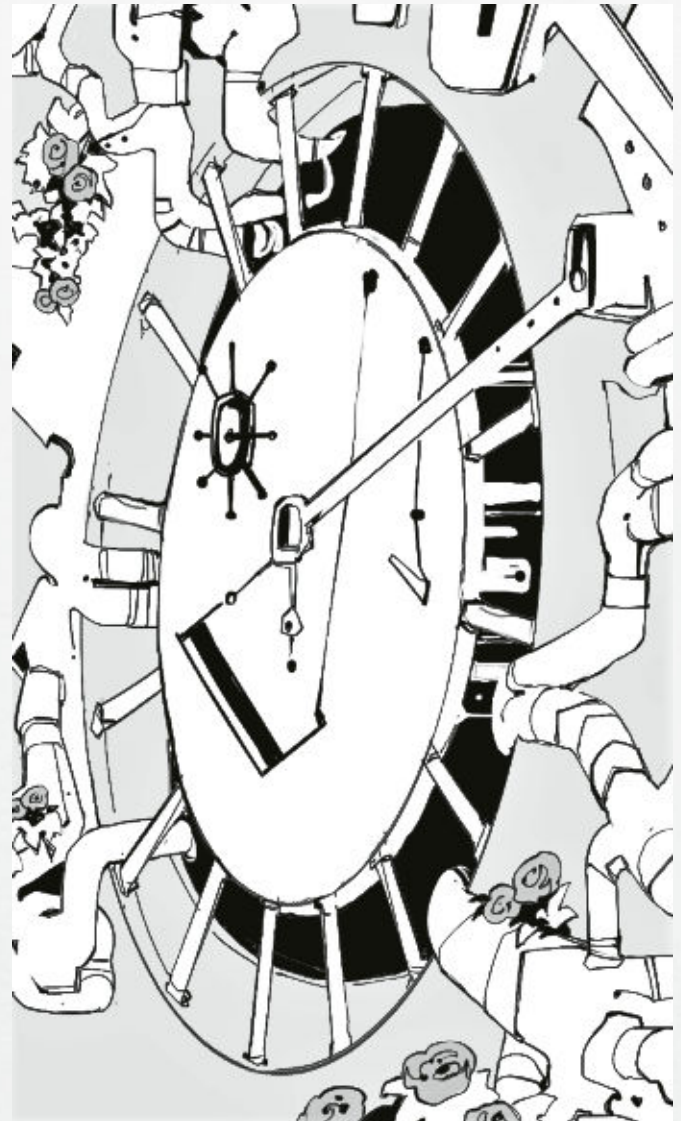
Context is also important. You don't just stick a trap in a corridor and call it a day. Connect the trap to its location, most typically a passageway to somewhere desirable, a piece of treasure, or link it in with a monster. You wouldn't just drop a monster into an empty room, so give trap placement the same level of consideration.

I blur the line between puzzles and traps a lot, but here I'm sticking to things that are placed deliberately to punish intruders, with nasty consequences.

So here are 34 good, simple traps. Some classics that meet the benchmark, some new stuff I just made up, some lodged in my brain but originally stolen.

1. Open pit onto deadly spikes. Both sides of the pit are sloped into it and greased up.
2. Concealed pit into piranha-filled water.
3. Metal sword audibly humming, hooked up to electric charge.
4. Green Devil Face with gaping mouth. Anything going into the mouth is annihilated.
5. A fishing rod propped up and cast into a lake. The rod is covered in fast-acting glue and tension on the line triggers a springboard beneath the victim, casting them into the lake.
6. A column of light. When a being enters they are frozen, and an evil duplicate of them is conjured. The victim is only freed when the duplicate is killed.
7. Walls dotted with arrowslits. Any movement in front of them fires the arrow, but each hole only has one arrow.
8. Upside-down spiked pit on the ceiling. Gravity is reversed under the pit.
9. Clusters of bright orange fungus growing on one or more corpses. Any disturbance triggers a deadly spore explosion.
10. Glass vials of green slime hung from a ceiling, a guard with a crossbow watching from behind a barricade.
11. Two panes of glass blocking a passageway, filled with deadly bugs.
12. Shimmering, thick air that slows all movement down to a quarter of normal. Guards with missile weapons waiting around the corner.
13. Glossy, friction-less floor and spiked walls.
14. A metal room filled with crushed remains, visible moving parts to floor, and a sealed door leading forward. Two buttons. One opens the door, the other seals all doors and commences the crushing process.

15. A peephole blocked up with glass fragments. Breaking the fragments releases a toxic gas.
16. Giant chomping blade that must be passed through to progress. Visible pressure plate on either side. Blades are triggered when a pressure plate is released, unless the other plate is also depressed. Going slow poses no risk.
17. Stuck door with a gold snake-head handle. The handle bites and poisons anybody putting their hand near, unless they slip a coin into its mouth, allowing safe passage through the door.
18. Disguised springboard, launching the victim straight up into the air. There is a hanging bar they can grab to avoid the fall, but weight on the bar triggers the release of giant spiders.
19. Room dusted with a deadly white powder. Any rapid movement disturbs the powder, sending it into the air and then the lungs of anybody breathing nearby. Hidden pressure plate in the centre of the room triggers a loud siren, alerting any nearby threats.
20. Locked door, key visible in a stinky fountain. The liquid is fast-acting acid, the key made from a special resistant ceramic.
21. Rope bridge primed to split in the middle when the majority of the crossing weight has passed the mid-point. The characters can grab their half of the bridge and climb back up easily enough.
22. Damp tunnel with glowing treasure at a visible dead end. A pressure plate halfway through triggers flooding of the tunnel. A normal human could get back to the tunnel exit with breath to spare, but not if they try to grab the treasure first.
23. Two doors in sequence. First sprays anybody passing through with highly flammable liquid. Second spits out a flash of flame, harmless on its own but enough to ignite the liquid.
24. Sloped walkway in a freezing cold room. Pressure plate halfway up releases a flood of water down the slope, freezing near instantly.
25. Haunted pots, audible screaming within, placed on wobbly plinths on an uneven floor. Any sort of weight on the floor is sure to release at least one angry wraith.
26. Pool of lava, a metal idol partially submerged in the centre. It's glowing hot, but valuable.
27. Big metal skull with a gem in its open, toothy mouth. Obviously it bites anything put inside.
28. Quicksand, just like in cartoons.
29. Giant spider lair, huge boulders suspended in the highest webs. Too much disturbance might release a boulder, fire definitely releases them all.
30. Bear trap.
31. Sealed door with two identical handles on the adjacent wall. One releases snakes from above, the other opens the door.
32. Hidden jet spraying you with disgusting smelling liquid. Not harmful in itself, but might attract predators or warn inhabitants that you've been poking around where you shouldn't have.
33. Pressure plate triggers part of the floor to move down, slowly transporting the victim into the now-visible lair of a horrible monster.
34. Giant cauldron filled with treasure. Any weight added to the cauldron causes the lid to slam shut and a fire to spark to life underneath it.



EXPOSE YOUR PREP

You might have heard the phrase "attack every part of the character sheet" from Arnold Kemp. Let's flip that and see how the players can capitalise on every bit of your prep.

I find that the crime of giving too much information is minor in comparison to the heinous crime of giving too little information. I lead with a good chunk of info, give good answers to good questions, and I want to give even more if the players are crafty.

So what should you do to reward these exceptional player actions?

Expose the Map

I like giving the group a blank map anyway. For the most part I don't consider mapping a strong part of the challenge of my games, so I'd rather the players be tested in other ways. It cuts down on a lot of time spent describing the spatial relationship between doors or sketching out rough drawings on paper.

But if the players find somebody that knows their stuff, let them have a partial or full map. If your environments are so lame that having the map negates all challenge then it's time to crank up your adventure location design.

Expose the NPCs

If they go to the effort of finding out about an NPC before engaging them, let them see their info. Show them the HP, their moves, their relationships with other NPCs.

Expose the Future

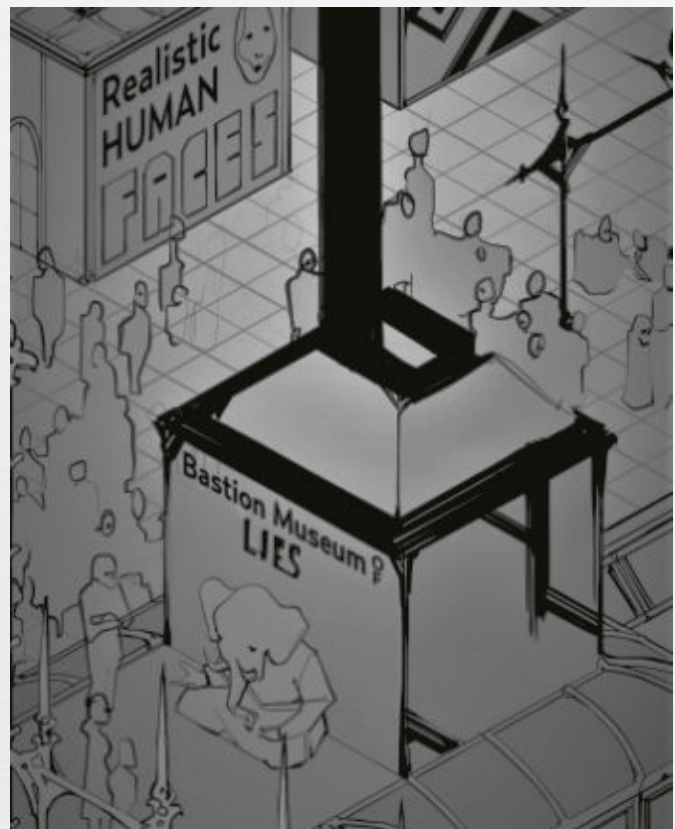
Somebody has probably worked out what's most likely to happen if the players do nothing. If they do their research then show them that timeline you've planned out. Of course, it takes a lot of time to get to that point...

Expose the Tables

Switched-on locals know the encounter table of their area. Of course there's a 50% chance of a rabid cat attack here, that's just how we live. The blister beast? Oh that thing doesn't come around all that often.

Expose the Mechanics

You're going to be making rulings when you run Electric Bastionland. Be transparent about it, and reward information gathering with full access to the sub-system you've thrown together for conker games or debate contests.



SMALL TABLES

Sometimes you need to put something together for a game tonight and none of the modules on your shelf feel like the right fit. Throwing together a route map is relatively fast, but you're also going to want some random tables, most obviously some encounters.

I've gone from using d20 to d6 and everything in between. My list of needs for a random encounter table is:

- Make an area feel alive and non-static.
- Project the character of an area.
- Have at least one really dangerous entry to encourage the players to keep moving.
- Be better than something I can just make up on the fly.

I like d20s for things like Spark Tables where you want to generate a number of unique results, but for encounter tables I'm moving closer to the following model.

Roll d6

1-3: Common. Three variations on a single encounter either carrying out different actions or varying slightly in composition.

4-5: Uncommon. Two variations of a more unusual encounter, again varying in behaviour or composition.

6: Rare. Something weird and likely dangerous.

Now you can really dig down into making six great entries, rather than spending your whole prep time filling up a d20 table with just-okay entries.

Let's do an example.

The Yelling Mountain: A little piece of Hell in coldest Deep Country.

Roll d6

1: Four Coil Men (5HP, d8 electric stave, long-chinned mask) parading their wealth boastfully (three multi-coloured gems worth £200 each, one smaller one worth £100). One is carrying a device wired up to the gems that can cause them to explode (d10 BLAST) at the push of a button. He'd rather die in the explosion than let you steal his wealth.

2: Ten Coil Men (as above) on the trail of somebody wealthier than you, hoping to rob them.

3: One Coil Man (as above, name is Julio) separated from his group and starting to doubt that a life of robbery and boasting is as rewarding as he'd hoped.

4: Jaw-Goat (6HP, d6 butt, painfully itchy pelt, ice-cold horns, both effects increase after death) gathering bones for its nest. Not so interested in your bones.

5: Six Young Jaw-Goats (4HP, then as above) butting each other and trying to establish a social hierarchy.

6: Hand of the Mountain (15HP, ARMOUR 2, d10 smash) Here to reclaim anything mineral for the mountain. Appears out of the Earth and returns back to it if you cross water or a canyon.

THE BALANCING ACT

Balance isn't about making things equal, it's about preserving interesting choices.

Characters

Failed Careers lightly balance characters with higher scores against those with lower, by giving the low-rolling player better equipment.

This is a soft balance, as once play starts those scores begin to fade away behind the players' decisions and the weird things that they find.

Everyone can contribute when playing Electric Bastionland, and things move quickly enough that any time one character spends in the spotlight is sure to be fleeting.

Weapons

If a rapier is better than a machete in every way then choosing which to use isn't an interesting choice.

Weapon balance is built into the system if you imagine that all weapons start at d6 DAMAGE, one-handed. Every time you raise the DAMAGE by a die type, you have to add a disadvantage.

Field Weapons: d8, but two handed.

Noble Weapons: d8, but very expensive (enough to be a target of theft).

Heavy Guns: d10, two-handed AND move or fire, AND expensive.

So you can use this as a guide whenever you're making a new weapon, but bear in mind some qualities are both an advantage and disadvantage.

A gatling-gun can target an individual or spread fire into a BLAST, so we'll give it the added disadvantage of needing a round to spin and warm up (d8, BLAST or Individual, one round warm-up).

Of course you'll want to have really weird weapons, but they probably fall into...

Oddities

No rules here, that's the point. But if you're worried that you've created something too useful (again, defined as removing interesting choices, in this case "should I use this Oddity?") consider applying one of these:

- It's immobile.
- It's a one-shot disposable.
- It's a living thing with its own agenda.
- It requires some sort of set up (feed it a heart, it needs to be laid like a trap, only works in specific locations).

Remember you aren't aiming for net zero here. Oddities are good things to have around. You just don't want any one Oddity to become the solution to all problems.

Monsters

Giant Ants are the worst. In by-the-book, they fill a dark checklist that leads to the encounter being incredibly deadly, but equally uninteresting.

- They're deadly.
- They always attack and you can't talk with them.
- They're faster than you and good at tracking you down.

Characters meeting scary monsters straight out of the gate is one of the cornerstones of Bastionland. Forget waiting until you've levelled up to meet a Lich or Red Dragon, I want those in your first session.

You can make your monster as crushingly powerful as you like, as long as give the group something to work with.

In short, if you make them powerful, pick at least one way to make them interesting:

- Make them dumb.
- Make them want something other than killing.
- Make them restrained somehow.

NOBLE WEAPONS

Into the Odd (the precursor to Electric Bastionland) had four weapons that you're likely to see carried:

Hand Weapons are one-handers from daggers to axes, and pistols. d6 DAMAGE, one hand.

Field Weapons are two-handers like muskets, pikes, zweihanders, and sledgehammers. d8 DAMAGE, two hands.

Heavy Guns are for hunting big game. d10 DAMAGE, two hands, don't move and fire. Super expensive.

The best weapons are **Noble Weapons**. Practical enough to carry in one hand, but packing an increased punch of d8 DAMAGE. So what makes them better than Hand Weapons?

1: Pepperball - Fourteen-barrelled pistol using a new mechanism to fire at ultra-high velocity. Sounds like FipFipFipFipFipFipFipFipFip!

2: Roseladder - A helix of spikes and hooks of ultra-hardened metal. Pommel and guard are spiked for punching. Popular with flamboyant gladiators.

3: Impaltrix - Long pistol firing foot-long metal stakes with a combination of powder and magnets. Sounds like SHWWIIING followed by screaming.

4: Hand Scorchers - Thin metal rod that instantly heats to searing temperature. Creates lots of steam when plunged into water, and smells really gross. Remains hot for an impractically long time after use.

5: Bloomfeller - Bulb-shaped pistol that fires special heavy shot with a THUSSSSS sound. The shot breaks up mid-air to cause particularly nasty wounds.

6: Double Foil - Two-pronged fencing sword that looks utterly ridiculous and impractical. In reality the two tips deliver a painful electric current when they strike a target. Recharges with a rather loud and embarrassing pumping mechanism.

7: Urbarrager - Two-barrelled heavy pistol with gargoyle faces, spikes, and all sorts of other over the top decoration. Wildly inaccurate but fires big shots fast enough for it not to matter. Sounds like BAWRK-BAWRK!

8: Prong of War - A heavy two-pronged military fork that can barely be wielded in one hand. Associated with use by an ancient culture known for horrible torture rituals, so carries a certain message with its use.

9: Side-Mortar - Very heavy, sturdy pistol with no resemblance to a mortar. Has an incredibly satisfying pump-action reload and the perfect weight for spinning around and doing tricks. Sounds like BAFF! ker-chuck... BAFF! ker chuck...

10: Gentleman's Pick - A long sabre with a pick on the end of the back-side. The blade is of little use, but the pick is very effective. Features a cigar lighter on the pommel.

11: Little Duke - A nice light, well-made pistol, with fantastic accuracy and a real punch. Ivory handle and intricate lace grip. Sounds like PAOWD! Costs ten times a normal Noble Weapon and will almost certainly be the target of thieves.

12: Discipline Cane - Made from the light, but incredibly strong, bones of a fallen skywhale, and studded with the teeth of various types of sewer crocodiles polished to a white sheen. Anyone wielding this just gives the impression that they're a massive jerk that needs pushing into some mud.



EXAMPLE CONTENT:

UNIONS AND RITUALS

UNIONS AND THEIR SECRETS

Anything from a club to a cult to an army. As a general rule they:

- Want your money and service
- Offer secrets that you want to be a part of
- Have a Cause

If you convince the Union you're on board with their Cause, they'll invite you along to a Ritual. This is either a load of pomp and ceremony, or a bureaucratic meeting.

If you can show that you've significantly contributed to the Cause, or just make a generous £1,000 donation, you'll be let into the true purpose of the Ritual for one night.

These Rituals can be anything from industrial espionage, or sharing of knowledge, to full-blown occult ceremonies. The many can call on powers that the individual cannot. They can have one-off effects, or leave the participants forever altered.

You'll have your own, but here's a couple, with their Cause in *italics*, and some example Rituals listed. They won't be performing Rituals every night, but they'll tell you what's on tonight and when the next instance of a known Ritual is planned.



THE MASTERPHAGERS

For all that I eat, I must bring equal to Big-Eater.

Material Ingestion: Participants each eat a pure piece of an otherwise inedible material and have a body part of your choice turn to that substance.

Self Feeding: Participants each fish out a part of your brain with a hook (lose d6 CHA) and eat it to re-live any memory of your life in perfect detail.

Brother Gorging: Each participant brings a non-human corpse for the feast. If any of the creature's ABILITY SCORES were higher than yours, those scores improve by one point. If the creature had any special abilities there's a 1-in-6 chance of you developing that ability yourself.

Idea Consumption: You learn a technique whereby if somebody tells you something, you can eat the idea out of their mind causing them to forget it, unless they pass a CHA SAVE.

THE TIN SOLDIERS

Flesh is weak. Tin will protect Bastion at any cost.

Man-Hunting: You join a man-hunt for a known enemy of Bastion. They're open to suggestions.

Flesh Shedding: Each participant sheds a body part. You regrow that body part in an artificial form.

Bastion's Wall: You learn this battle stance. When you take up the stance in a doorway or similar space, nothing can move you, but you take DAMAGE as normal.

Service After Death: Recently dead are brought in and reanimated as a Mock Soldier.

EXAMPLE CONTENT:

SHALLOW QUARTER UNDERGANGS

ELLIE POSTITE & SOLID NATION

STR 14, 12HP, ARMOUR 1, sledgehammer (d8).

- Civil engineer obsessed with insect hives as a model for communities. Currently building a better slum in the Underground. Escaped daughter of Mouldy Cotta. Wants to eradicate Mother Meat.
- Holds territory through brute force.
- Wants to give the poor of Bastion a better home, and control the Underground.

Enforcer Squads (7HP, sledgehammer, silver face paint).

MOULDY COTTA & DEEPMOTHS

CHA 5, 9HP, blunderbuss (d8).

- Scaly, mutated, former schoolmistress. Currently snatching children for her family. Wants to win back Ellie Postite.
- Holds territory through pity.
- Wants to bring more daughters to her ranks, and gain the love of her current brood.

Rifle Girls (4HP, rifles, smart uniforms).

Knife Girls (1HP, knives, tattered old dresses).

MOTHER MEAT

- A leaderless collective that drag dead beasts from the surface to their black-painted lair and eat the raw flesh in writhing, naked piles.
- Hold their territory through freaking out rivals and being no real threat.
- Want to taste the freshest, most exotic meat, and weird you out.

Naked Maniac Horde (7HP, knives).

Milk Pump: Water pump that discharges thick, salty water, which they drink exclusively. May be responsible for their condition and remarkable immune systems.

REGAL SPANNARD & JUNKYARD AGENDA

DEX 16, 10HP.

- Spoiled, rich student turned filthy anti-cult revolutionary. Currently gathering explosives to blow up every astral temple. Knows he can manipulate Eugenia Tearer and wants to find a way to control Mother Meat.
- Holds territory through cunning and charm.
- Wants to create a legacy, and be feared by the surface.

Filthy Revolutionaries (6HP, muskets, brass-plated coats).

Sapper Bands (7HP, bombs, brass-domed helmets).

EUGENIA TEARER & MAJESTIC RED

STR 7, 8HP.

- Skinny street-thief addicted to the Carapace Ruby. Currently wrangling petty criminals into a crime organisation, and using the ruby to spread terror amongst rivals. Unrequited love for Regal Spannard, and hatred for Ellie Postite for trying to muscle in on her territory.
- Holds territory through terrorising rivals in bug-form.
- Wants to make enough money to buy a good life on the surface, and keep possession of the ruby.

Carapace Ruby: Anyone placing this stone in their mouth slowly turns into a cockroach-like humanoid over the next hour. If the stone is removed they slowly turn back over an hour. They have STR 15, DEX 15, and their CHA and HP are retained. Their unnaturally hard shell grants ARMOUR 2 and their bite causes violent explosion on CRITICAL DAMAGE. They cannot talk in this form.

Masked Raiders (6HP, pistol, sword, bug masks).

EXAMPLE CONTENT:

BASTIARD HIRELINGS

There are various options for hired help available in Bastion.

If you look around a **Slum**, roll 3d6 on the **Servants** table and 2d4 on the **Mercenaries** table. These places are horrible to look around.

If you go to a **Dangerous Workers' Union Club** roll 3d6 on the **Mercenaries** table and 2d4 on the **Experts** table. If you aren't part of the Union everyone is rude to you and makes you do a pile of paperwork.

If you go to **The Specialist Individual's Grooming Lounge** roll 3d6 on the **Experts** table. This place is fancy and the old rule is that you have to buy a drink to get inside. The cheapest is a humiliating Strawberry Spritz for £7 and the finest is a Centurio Brandy for £500 a snifter. The safe bet to avoid humiliation is a Bitter Gin for £10.

If you roll multiple of the same type of hireling they're a team and only work if hired together.

Roll d6 to see how they're connected.

- 1: Older mentor and student(s)
- 2: Over-affectionate lovers (if 3 or more they're a group-thing or there's a bitter third-wheel)
- 3: Father and Daughter(s)
- 4: Mother and Son(s)
- 5: Charismatic individual and admirer(s)
- 6: Psychically Linked Twins (or Triplets etc.)

As usual ABILITY SCORES are 10 unless noted otherwise.

Servants

Cost £10 a day and do something very specific. Accepting of general danger, but they won't get directly involved without persuasion.

1: Sweep - DEX 16, 6HP. Telescopic brush. Can squeeze through any gap they can get their head in.

2: Busker - 2HP. Musical instrument. Tells stories and sing songs to try to raise spirits.

3: Urchin - STR 5, DEX 15, 1HP. Sneaks around and looks pitiful.

4: Digger - 3HP. Mattock. Breaks things and does other grunt work.

5: Runner - 5HP. Staff (d6). Runs ahead and takes messages around.

6: Tough - STR 15, 4HP. Big hammer (d8). Pushes around those weaker than them. Not so keen on targets that fight back.

Roll d12 for each Servant's **Twist** from this table.

1: Exceptionally dirty, even for someone from the slums.

2: Actually a noble poorly disguised to live amongst the poor as some sort of spiritual experience.

3: Mute.

4: Actually a dog that's been trained to do this job pretty well.

5: Needlessly violent and angry.

6: Religious zealot of some Star-Cult, prohibiting them from all sorts of things.

7: Astral abduction survivor.

8: Diseased, but works for half the normal fee.

9: New arrival to Bastion from Deep Country.

10: Lives in the Underground and knows about all horrible things.

11: Says they have a claim on the true Crown of Bastion.

12: Massive criminal record with the local guards.

Mercenaries

Cost £50 a day and are up for dangerous work.

1: Handler - 4HP. Terrier (1HP, d6 bite). Gets their dog to sniff things out and do other doggy things.

2: Musketeer - 8HP. Musket (d8), Bayonet (d6). Shoots things. Sings war songs and shouts HURRAH.

3: Adventurer - 9HP. Pistol (d6), Cutlass (d6). Tries to be one of the party and take treasure for themselves.

4: Scout - DEX 15, 7HP. Bow (d6), Knife (d6). Looks ahead, giving survival tips, but not much for fighting.

5: Champion - 10HP, Claymore (d8), Modern armour (1). Fights dramatically alone, but always wants the glory for themselves. Demands an additional £10 for dangerous foes.

6: Sapper - 6HP. Bomb kit (can make a bomb in an hour, and has one prepared), Pistol (d6). Blows up things and helps with some construction.

Roll d12 for each Mercenary's **Twist** from this table.

1: Revolutionary that hates any sort of establishment.

2: Mind-numbingly idiotic.

3: Argumentative Humanist that thinks all bad things come from cosmic interference.

4: Follower of one of the Cosmic Angels, with a home-made costume.

5: Pretentious snob that thinks they're above everyone else because they sometimes eat fancy food and go to the theatre.

6: Cigar-smoking badass.

7: Working one last job before retirement. Reduce to 1HP.

8: Thinks they can talk to animals, but they can't.

9: Dark clothes, lone wolf, won't work with any other hirelings. Thinks they're so cool.

10: Believes they have a Guardian Spirit watching over them. When they're in mortal danger there's a 1-in-20 chance it materialises as a 10ft flaming snake with one eye (15HP, immune to physical attacks. Spray fire for d10. Vanishes once the hireling is safe).

11: A smug member of the Universal Servants that insists their pay go to charity, but claims expenses for the smallest things.

12: Rampant anti-revolutionist that thinks anyone disrupting the order should be hanged.

Experts

Cost £100 a day and have a specialist skill as well as general smarts.

1: Explorer - 6HP. Brace of pistols (2 x d6), fancy exploration gear (compass etc). Aids in navigation and advises on situations based on their own travels.

2: Marksman - 4HP. Long-rifle (d10). Sits back and shoots things, but won't get their hands dirty.

3: Academic - 1HP. Pistol (d6). Advises using broad booksmarts (history, science, law etc) and takes notes of new findings.

4: Catburglar - DEX 18, 5HP. Grappling hook, ether. Sneaks into places and finds hidden paths.

5: Doctor - 2HP. Medical kit. Patches up wounds and advises on health, hygiene, and disease.

6: Engineer - 3HP. Scattergun (d8, BLAST), tool-belt. Advises on all sorts of devices and comes up with a temporary fix for anything.

Roll d12 for each Expert's **Twist** from this table.

1: Secretly has an Oddity (pick one at random from the Gutter Minder, Failed Career #1).

2: Member of an over-protective noble family that seeks revenge if they die.

3: Needlessly greedy. Wants double the normal fee.

4: Has a servant that follows them everywhere.

5: Has utterly zero experience of the world outside of studying their specialism.

6: Mechanical arm.

7: Total snob that complains about everything.

8: Child prodigy.

9: Seems to be incredibly noble and good-hearted, doing this work to SAVE a dying sibling or something.

10: Raging alcoholic.

11: Only works if they're technically appointed joint-leader of the expedition.

12: The best at what they do. Everyone is in awe of them and they get an extra 5HP. They live up to the hype, but only work this one job and then move on.

EXAMPLE CONTENT:

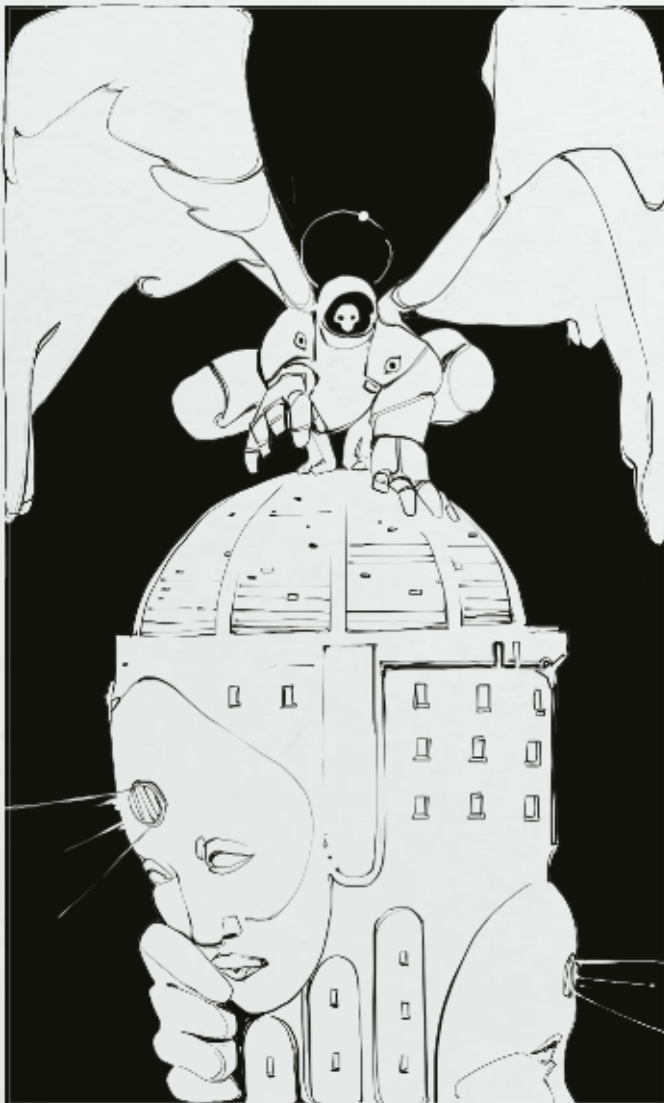
THE COSMIC ANGELS

The Terror-Stones show three groups of six beings falling from the stars and performing terrible deeds in the name of their group's single virtue.

Since then there have been scattered sightings and hearsay, and the stones have inspired the Angel's Imperative cult.

Followers dress as poor imitations of their favoured Angel.

Angels have 18HP and ABILITY SCORES of 18. They tower over humans and relish in looking down on them.



GLORY-ANGELS - WE MUST WIN

Final Corpse - Huge Blunted Sword (d10), Glorious Red Armour (ARMOUR 1), Skeletal form with tattered wings. Wants to duel and eat those she defeats.

Ashkan - Mercury Maul (d10, can turn to burning liquid metal at will), Charred Green Armour (ARMOUR 1), horrible black lizard face. Wants to absorb more metal into his maul and gather heavily armed followers.

Metal Skull - Infinity-Slug-Gun (d10, breaches through any material), mechanically armoured body (ARMOUR 1), exposed metal skull with long silver hair. Wants to dissect powerful beings to help perfect her form.

Father Vocal - Spike-pistol (d6), Crimson Star-Adorned Armour (ARMOUR 1), Enlightenment Sceptre (d8, causes false visions of paradise on a willing recipient, or on CRITICAL DAMAGE), followed by d6 Mindless Acolyte Hordes (3HP, Clubs d6, Rags). Wants to be worshipped and followed without question.

Deep Mimic - Arsenal-Shard (d8, can reshape to any weapon), Green multi-limbed suit (ARMOUR 1) for their conjoined-form, synchronised voices of young girls, one of the mass can split free for an hour at a time, but is mostly defenceless (3HP, STR 6). Wants to spread influence and eventually kill other angels so that one of her form can split free to take their place.

Blue Titan - Golden Mace (d10), Colossal Form (ARMOUR 2), Cruel Eye Charm (shows a willing target how they die unless they change their ways), near perfect telepathy, floating throne. Wants to test and improve his powers and eventually put an end to the constant war of the other Angels.

WAR-ANGELS - WE MUST FIGHT

Hammer Queen - Big Golden Hammer (d10), Huge Golden Armour and Shield (ARMOUR 2), Colossal Golden Mane, can raise golden walls out of the ground at will. Wants to drive the other Angels off what she sees as her planet.

Paragon - Father-Hand (d10 Fist, d8 Lightning-Gun, suspends victim in stasis on CRITICAL DAMAGE) Blue Stone Armour (ARMOUR 1). Wants to unite the other Angels to a greater battle in the stars.

Grey Savage - Fanged Sword (d8), Grey Fur ARMOUR (ARMOUR 1), Bestial Fangs and Senses. Wants to journey into the harshest wilderness to find her ultimate battle.

Slaughter King - Brass Axe-Cannon (d10 melee, d8 sputtering bullet-fire) White and Red Spiked Armour (ARMOUR 1), can barely string two words together between shouting. Wants to fight the ultimate battle forever.

Besieger - Wrecking Cannon (d12, fires a single ball that can be summoned back to her, striking everything in its path) Black and Silver Plate-Suit (ARMOUR 2), Personal Iron Chariot (10HP, ARMOUR 3) pulled by a pack of huge metal burrowing-insects (6HP, ARMOUR 2, d6 jaws). Wants to bring down the tallest towers and thickest walls she can find.

Perfection - Scream-Beam (d10, Ignore ARMOUR), glittering sword (d8), Gaudy white and pink Armour (ARMOUR 1), Short-range prescience. Wants to keep the angels fighting amongst themselves waiting for a moment of weakness to betray them.

DEATH-ANGELS - ALL MUST DIE

Killer Bird - Metal talons in place of hands (d10), Black and white jet-pack Armour (ARMOUR 1), can pass from one shadow to another at will. Wants to strike the other Angels when they show weakness.

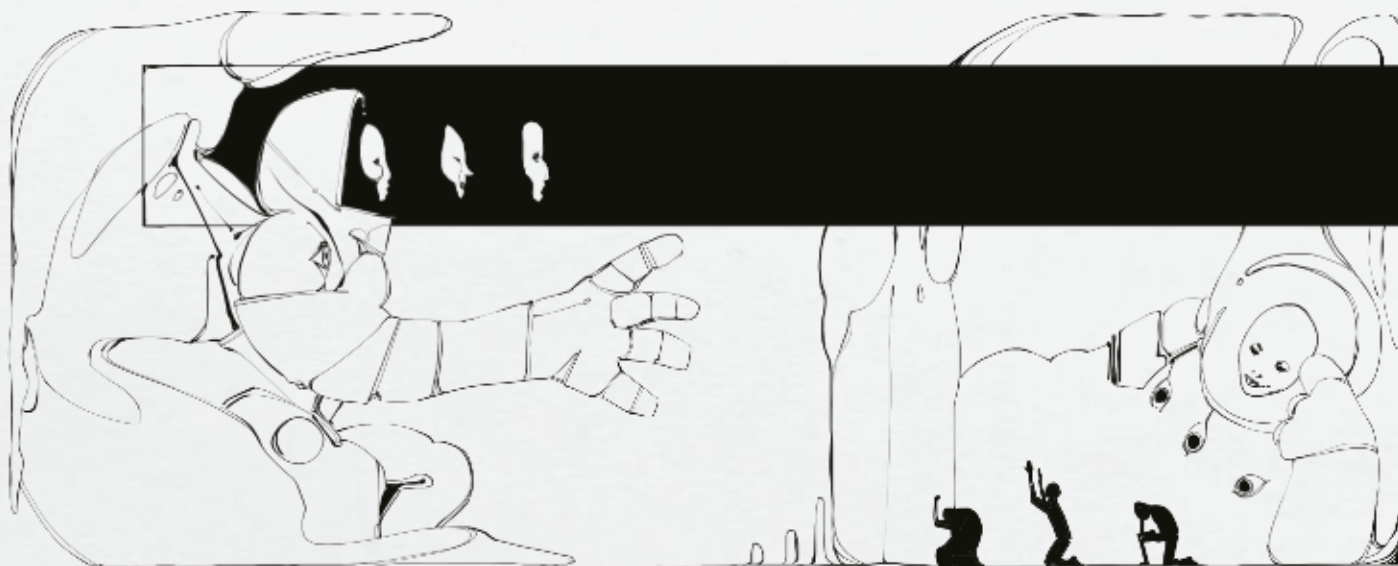
Black Tiger - Energy-Pistol (d8, melts things), Stone Sword (d8), Black Masked Armour (ARMOUR 1), Book of names of people that know too much, limited telepathy. Wants to kill those who seek to learn too much, and protect herself.

Thunderchild - Jagged Sword (d8), White ARMOUR, Red Cloak, and Glowing Muscle-Steed (ARMOUR 2), Can move as fast as lightning when the sun's in the right position. Wants to kill those that run away from their duty, or from her.

Death-in-Waiting - Poison Gas Gun (All within cloud lose d6 STR per turn and turn all gross) Pale green chain-Armour with copper plates (ARMOUR 1), Can see death approaching new victims, and diseases in the air. Wants to find a way to destroy all life once and for all, taking on her new title as Lady Death.

Warlord - Golden Pincers (d10), Grey Armour adorned with red eyes (ARMOUR 1, sees in all directions), Always knows the location of the other Angels. Wants to destroy the Sun.

Terror Ghost - Lightning-Rod (d8, ignore ARMOUR), Absolute Black Armour (ARMOUR 1, anyone looking for more than a turn loses d6 CHA), Can conjure bat-like swarms out of shadows to distract or terrify. Wants to kill the wicked first, then everyone else, then himself.



EXAMPLE CONTENT: PROTOTYPE WEAPONS

Okay, so you really miss having detailed weapons mechanics? Use this (I probably won't).

SPECIAL PROPERTIES

Heavy X: Ignore X points of ARMOUR, but DAMAGE rolls of X or lower completely miss.

Sweep X: DAMAGE rolls of X or higher grant one bonus attack on another target in reach. You can't chain this effect for multiple bonus attacks.

Grapple X: DAMAGE rolls of X or higher snag your opponent and they'll need to make a SAVE to move away on their turn.

Reach X: When charged with a weapon shorter than yours, the attacker must roll X or higher on their DAMAGE roll or else you get to attack them first.

Counter X: DAMAGE rolls of X or less against you are bounced back against your attacker.

Brutal X: CRITICAL DAMAGE resulting from a DAMAGE roll of X or more from this weapon is an instant kill, and forces a morale SAVE on the enemy.

FANCY ARMS BY WOTSEE THE KILLSMITH

Macrohammer (d8, Heavy 1)

Murderglaive (d8, Brutal 6)

Cyclonepistol (d6, Sweep 4)

Stabpole (d8, Reach 3)

Rendnet (d6, Grapple 5)

Secret Puncher (d6, Counter 2)

ULTRA-FANCY ARMS BY OZER SARR

Compound Garrotte (d6, Grapple 6, Counter 2)

Exploderpike (d6, Reach 3, Brutal 3)

Meteorchain (d6, Heavy 1, Reach 2)

Manmower (d8, Sweep 8, Brutal 6)



EXAMPLE CONTENT:

THE FULLSISTER JUDGES

If you get arrested down in the pastel-painted Unwish district of Bastion, the court is overseen by one of the eleven Fullsisters. These identical-looking women were each raised in highly specific experimental conditions by their parents, who died in the Underground. This resulted in each Fullsister having eccentric differences from their identical core.

There doesn't seem to be any logic to which Fullsister is assigned to a case.

Each of the Fullsisters is identical (CHA 7, 4HP, elaborate court-gown, judicial hand-fan) beside the listed differences.

1. Sumblanche Fullsister - The Innocent

Favours whoever appears the most good by her naive view of the world. Childlike manner.

2. Cirridia Fullsister - The Servant

Does whatever she's told to, and is usually completely brow-beaten by the barristers. Defeated manner.

3. Arcella Fullsister - The Sleeper

Entire conversations seem to pass her by. Bases judgement on the few pieces of testimony she was conscious for (around 10%). Slow, vacant manner.

4. Arbyssul Fullsister - The Skywatcher

Favours whoever embellishes their testimony with the most supernatural, cosmic content. Longs to become one of the Star People that she never shuts up about. Manner of an obsessed teenager.

5. Berrael Fullsister - The Beast

Booksmart, referencing obscure tomes to disprove any point made by either side. Anyone that argues back against her is treated to a bestial outburst, followed by immediate and harsh prosecution. Snarky manner punctuated with animal noises.

6. Jastis Fullsister - The Immovable

Allows each side to make three statements. She sentences both sides based on the number of statements she disbelieves, with no chance for appeal. One lie is a beating. Two lies is life in prison. Three lies is death. Stubborn manner.

7. Posen Fullsister - The Windspeaker

Claims to speak on behalf of the all-coloured wind, which seems to favour whichever side is most respectful of its apparent divinity and flattering towards Posen. Vain, posing manner. Disinterested in details.

8. Marsil Fullsister - The Bloodspiller

Favours whichever side appears stronger. Punishes the weaker side with enforced military service, or calls for trial by mass combat.

9. Mordish Fullsister - The Rover

Rides into court on horseback at the last second and often leaves in the middle of cases. Favours the person that least resembles the establishment. Personally shoots the guilty party with a bow, after which they are free to go if they live. Unfocused manner.

10. Rhalocke Fullsister - The Unlived

Seems unaware of even the most everyday concepts outside of her empty-room upbringing. Has lots of made-up words for things. Easily confused by complex cases. Favours whoever paints the most inspiring picture of the outside world.

11. Tinfacta Fullsister - The Chameleon

Pretends to be one of the other Fullsisters, usually exaggerating their eccentricities. Actually takes the case seriously, judging as fairly as she can once she finally reveals her true nature.

12. Roll 2 Co-Judges, arguments likely. On a repeat, roll 3 Judges, and so on.

EXAMPLE CONTENT: YOU MEET IN AN AUGMENTARIUM

“You Meet in a Tavern” isn’t just lame because it’s overplayed. It’s a bad place to throw the group into together. It does nothing to spur the group onto adventure, there are lots of shiny distractions that might split the group, and it’s the place you *spend* treasure, rather than seek it. I tend to just throw groups straight into the entrance to the adventure.

But if you want to start somewhere quieter in Bastion, where you can get straight to meeting people and finding hooks, then **roll d20** for the location and what’s happening.

1-3: AUGMENTARIUM

A maze of wrought-iron hedges, occasionally opening up to caged enclosures for grossly modified creatures. The gift shop has a wide variety of literature and stationery.

1: The eight Piston Monkeys (8hp, **ARMOUR 1**, d8 pneumatic bite) have gotten out yet again, on the day the home for the elderly are visiting. It’s a bloody mess.

2: Some Nature-Purists (3hp, d6 pistol, bush-clothes) have smuggled guns into the Augmentarium and are slaughtering the animals in their cages to put them out of their misery.

3: The site is closed off to the general public, but you’ve gotten in to view the switching-on of the Meat-Titan (13hp, **ARMOUR 2**, d8 stampede). It’s a sort of elephant-flesh-golem and of course it goes on a rampage once it’s switched on. Security is very loose.

4-6: SMASH-A-RICHY RALLY

Occasionally this pressure-group gathers a mob to go rampaging into wealthy living-areas. Lots of firebombs, sledgehammers, and biting poetry.

4: This mob have gotten very literal, and are amassing people called Richard, or anything similar, to be slaughtered in the middle of a square.

5: The mob has split into two halves, each claiming the other half are Secret-Richies.

6: The mob has broken into a wealthy retirement home, and the residents are holding them off with some degree of success, like a geriatric Home Alone.

7-9: SANCTIONED LOOTING

Sometimes it’s easier to fill out the paperwork, claim your rebate from the council, and let the desperate descend on your bankrupted business or derelict home. Here it’s an old museum full of antiquities that nobody cares about.

7: One group of looters are badly disguised as ghosts in an attempt to scare the other looters away and clean up for themselves.

8: Some joker started a fire, and it’s spreading quickly.

9: The previous owner isn’t quite ready to let go, and has hired a mercenary brigade to shoot anyone exiting the property with items that he still wants for himself.

10-12: FIRE-GIANT DISPLAY

You get a somebody big and trusting (preferably from Deep Country) and wrap him up in a mostly fireproof suit.

Pop him up on stilts, cover him in straw and fireworks, and invite a load of viewers with torches.

The Giant survives practically every time, so it’s not as cruel as it sounds. Normally in a big open field, but here it’s the courtyard of a university.

10: The fire giant is out of control, and got into the university library!

11: The giant got wet in the rain and won’t light. There’s a £200 reward for the first person to get him alight.

12: The twist this time is that two fire giants will fight. However, they’ve teamed up to take on the fleeing crowds!

YOU MEET IN AN AUGMENTARIUM CONT.

13-15: QUEUING OFFICE

People spend so much time in here that they have little snack and drinks carts selling at inflated prices. This one has turned into a de-facto pub because of its fantastic selection of white spirits.

13: The drinks cart has run out of Pear Liqueur, the secret ingredient to the house cocktail! There'll be riots unless somebody can get some more.

14: The office is under new management, so no more drinks! Only bread and water. There's an ill feeling all round.

15: The fish-balls used a dodgy ingredient and now everybody is throwing-up everywhere.

16-18: NEWS YARD

Runners gather here and await news bulletins, brought in by prestigious gold-capped runners, before reporting back to their bosses. As hip-flasks get passed around it turns into a bit of a piss-up, and the news becomes less reliable.

16: The runners are on strike! Mass panic as nobody knows the latest news.

17: A hoax is spreading that weirdos from the underground are launching a full-scale assault on the city!

18: A legitimate news story is spreading that weirdos from the underground are launching a full-scale assault on the city!

19-20: EXHUMAUTION

Some graveyards work on a contract that states: once everyone who remembers you is dead, the gravediggers can rip you up from the earth to make room for fresh bodies. Sealed coffins of various ages are auctioned off to legitimized grave robbers. Sometimes the coffins have a priceless heirloom, but usually just bones.

19: Two buyers tied for an ornately decorated casket, so are tearing into it and splitting the treasures within. They both harbor deep jealousy at the other for having to split, so would do anything to scam them out of their share.

20: It's a mass-coffin auction! Easily over a hundred cult members buried together in this huge thing. Who knows what's inside? Nobody wants to bid out of superstition.



EXAMPLE CONTENT: DEDICATED FOLLOWERS OF FASHION

Clothes are sort of a big deal in modern Bastion. The trick is to look both classically timeless and effortlessly a la mode.

ALAINE CREVATTE'S FORUM OF FINE SUITERY

After a lengthy relocation process, this cramped but extensive emporium specialises only in truly memorable apparel. Aside from their appearance, every article of clothing comes with a romantic story presented by Alaine himself.

The door rings a bell when you enter, but Alaine is already there waiting for the next customer. Between the overloaded rails, and coats hanging from the ceiling, there is barely room for four people inside. The air is heavy with ironing steam and peppery cologne.

ALAINE CREVATTE

Gangly but refined. Every bit of his body carries some sort of accessory, scrap of fabric, or measuring device. He insists that you sit down and let him pour you a drink for his gasping, melodramatic tales that he has for every item in the shop. He refers constantly to his no-haggling-policy but caves in at the slightest disinterest from the potential client, dropping prices down to as low as 50% if he feels he is losing his audience.

THE CHIOTESTA COLLECTION (D6 x £30 EACH)

A range of hats so eye-catching that the people you meet are barely able to take their eyes off it. Alaine keeps three in stock at any time. Roll 2d20 and combine for the specifics of each hat.

While wearing the hat, anybody you meet always remembers the hat, but will not recognise you without the hat unless prompted.

HEADWEAR ROLL 2d20 AND COMBINE		
	FORM	DETAIL
1	Tricorne	Magpie Feathers
2	Top	Gold Leaf
3	Bowler	Taxidermy Mice
4	Flat	Roses
5	Stetson	Stained Glass
6	Fedora	Spider Webs
7	Balaclava	Pinned Butterflies
8	Tiara	Dangling Beads
9	Veil	Silverwear
10	Bearskin	Electric Lights
11	Fez	Exceptional Brim
12	Bonnet	Tall
13	Turban	Human Bones
14	Nightcap	Meteoric Rocks
15	Beret	Crystals
16	Helmet	Horse Hair
17	Fascinator	Bonsai Tree
18	Peaked	Clockwork
19	Sombrero	Candles
20	Pointed	Coral

DEDICATED FOLLOWERS OF FASHION CONT.

EXCELADOR FOUNDATIONAL WEAR (£79 IN STOVEPIPE GREY, £119 IN A RANGE OF COLOURS)

Sets of dense woolen underwear so comforting that anybody wearing them walks slightly taller. Rain seems to stick to them less, crowds part slightly, and upon perusing a restaurant menu a confident choice is made without hesitation. There is no greater sense of security that comes in such humble garments.

The wearer counts as having Armour 3 against anything that would cause CHA loss, but this new assuredness means they must always declare their action before any other players not also wearing the garments.

THE QUEST FOR THE NINE PIECE SUIT (WORTH £1K EACH, PRICELESS AS A SET)

The story goes that a great tailor had eight sons and one daughter. Upon becoming ill, the children decided to craft him a suit to be buried in, each striving to create the perfect example of that item. Despite working independently, the combined suit was a perfect match. Upon trying it on, the tailor was filled with life and went on to outlive each one of his children, burying each one in the article of clothing that they crafted.

Several decades later, rumours abound that all nine items are in circulation in Bastion's most exclusive fashion retailers, each one held in secret by a jealous business owner longing to lay claim to the complete suit.

If you befriend him, Alaine will reveal that he possesses the Vest, a deep blue waistcoat of the highest quality, silk and triple-lined in felt.

But where are the others?

If you ask around...

The Shirt is locked in the vault of The Silken Glove, Aggilette Bracer's highly fashionable bar and fashion-show venue.

The Collar is worn in plain sight by the Machinist evangelist, Brockman Gaiter.

The Jacket was bought at an Exhumauction by down-on-her-luck travelling salesperson, Gale Galloon.

The Coat is on display in the Museum of Clothed Statues, where famous articles of clothing are presented on repurposed ancient sculptures. Modelling the jacket is an angelic figure with its wings smashed off. Security is extremely tight.

The Trousers are in the private collection of curiosity collector, Seymora Flounce. She has a legion of inept servants trying to find the other pieces.

The Sporran is held by Alaine's former business partner and bitter rival, Epaula Tette. Her rival shop has long gone out of business, but she occasionally wears it on visits to the shop just to taunt Alaine.

The Sash still lies buried with the Tailor's Daughter. The graveyard she was buried in has sunk deep into the underground.

The Scarf was formerly owned by Alaine, but on his last ever day-off a part-time shop assistant sold it to a strange lady. She was tall enough that she had to hunch under the door-frame. She spoke in a rumbling song. Her eyes were like pools of golden ink. She left a large enough tip that the shop assistant has comfortably retired. Alaine suspects The Scarf now lies among the Living Stars.

EXAMPLE CONTENT: THE BUREAUCROLABYRINTH

Everything is complicated in Bastion.

And nobody knows who's in charge.

So, if you need something official written on a piece of paper, you're in for a bumpy ride.

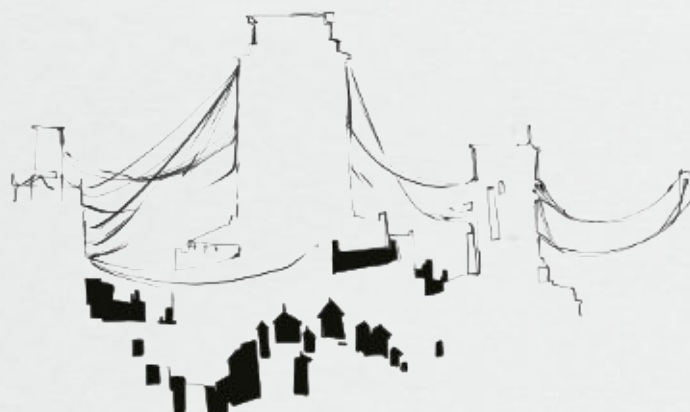
You can choose to just ignore the official process, but there's no shortage of busybodies that would use such an act against you. Some have official authority, others have unofficial authority, the smartest realise that there isn't any difference.

When you start the bureaucratic process, **roll d20**.

On future rolls, add your **Progress** to the result. When you get what you want, or give up, you lose all Progress.

If you can find a way to grease the wheels somehow, you might find other ways to gain Progress.

1. The person you need is on sick leave. Roll d6 each day you check in. On a 6 they're back: gain 1 Progress and Roll again. On any other result lose 1 CHA and check back tomorrow.
2. You have to explain your whole problem to some new agent. Gain 1 Progress, lose d4 CHA and roll again.
3. You need a signature from some high flying official who is only ever seen at fancy social events. If you can get into such an event and find him, gain 1 Progress and roll again. Otherwise, lose d6 CHA.
4. You need to get to an office on the far side of Bastion. If you make it there before sundown, gain 1 Progress and roll again, otherwise lose d6 WIL.
5. There's a fee for processing the next bit. Pay d20 pounds, gain 1 Progress, lose 1 CHA and roll again.
6. You need a copy of an old document you no longer keep handy. Wait a week for it to show up, then gain 1 Progress and roll again.
7. As part of the process you're audited on your earnings since birth. Roll d6 and subtract d8. If the result is negative you owe that many hundred pounds to the tax office. If it's positive, they will refund you ten times that number of pounds in d20 weeks. Gain 1 Progress and roll again.
8. Your case is being subject to a random spot check and may take longer to process than normal. Roll d6 to see the delay (1: a year, 2: six months, 3: a month, 4: two weeks, 5: one week, 6: one day.) After the delay, gain 1 Progress, lose 1 CHA and roll again.
9. Your case is assigned a new agent who lost some paperwork. Lose 1 Progress, 1 CHA and roll again.
10. Your case is assigned a no-nonsense agent who's going to get this sorted or ruin the whole case. Double your next roll on this table (after modifiers), but lose all Progress afterwards.
11. The department handling your case has passed it on elsewhere. Get to the other side of Bastion to move things forward. Once you get there there's a 50% chance that the case has been passed back to the old department. When this is resolved gain 1 Progress, lose 1 WIL and roll again.



THE BUREAUCROLABYRINTH

CONT.

12. You get a very long form that takes an hour to fill out. Gain 1 Progress, lose 1 CHA and roll again.
13. Actually you've been led down the wrong process entirely. Lose d6 CHA, all Progress, and start again.
14. You need to get a special medical inspection. Pay £20 for the privilege, but get a good check up. Lose 1 CHA, gain 1 Progress, and start again.
15. You can see the person you need to pass the paperwork on to, but they're heading home in a carriage. Catch them to gain d6 Progress, or else lose 1d6 CHA. Roll again.
16. Actually you're not eligible for the paperwork, for some trivial reason. If you can find someone to pay 1g to act as your guarantor then Roll Again, otherwise lose all Progress, d6 CHA and start again.
17. You're assigned a personal agent for this case. They're super eager, but super lonely. If you lead them on with friendship you can gain d4 Progress, Lose 1 CHA and roll again. If you show the merest hint of distaste towards them they'll halt your case and halve your Progress before passing you on, roll again.
18. A mountain of paperwork taking d6 hours to complete. Gain d4 Progress, lose d4 CHA and roll again.
19. You get to the right place but you have to queue. At the end of each hour you wait lose 1 CHA and roll a d6. On a 6 you get what you need, gain d6 Progress, and roll again. On any other roll you keep on waiting.
20. You got it done! You got the paperwork processed, signed, stamped, and a copy sent off to the appropriate Archive. After 3 days roll a d4. On a 1 the paperwork has been misfiled and you must restart the process from the beginning, losing d6 CHA and all Progress.

THE SIX HOLY SCHOOLS OF PAPERWORK

Delegationists: With so many people processing paperwork in Bastion, it's improbable that anything is actually your responsibility. This means it's downright egotistical to actually process any paperwork yourself. Extremists apply this to everything in their life, and expect to be utterly cared for by other people. They don't last long.

Bureaumantics: Who says paperwork has to be boring? Why can't it have pictures or a musical score that it should be read to? Scratch and sniff? Words come from our hearts after all, so they want to pump some emotion back into even the duller pages. They especially love crating their own words and performing live readings.

Debunkers: They don't have any good ideas, just lots of reasons why everyone else's ideas are wrong.

Faunal Apologists: Sometimes terrible things must be printed. Massacre warrants, heretical theories, or forgotten torture methods. To pass the blame, beasts are painstakingly trained to type, one letter at a time, from the directions of alternate dictators. When the deed is done, the beast is slaughtered.

Press-Puritans: The printing press has brought mass-communication to the world, so should be treated as a god. Any machine found in less than worshipful condition must be rescued, and taken to a more careful owner. Extremists would deal out harsh punishments to the heathens that let dust gather on such holy devices.

Dictorators: Paperwork is inhuman, so oral tradition must be brought up to date with these industrial times. Vast rooms of chanters, repeating passages from memory over and over. What an honour to be a part of the passing-on of Bastion's knowledge.

EXAMPLE CONTENT: ALIEN DOJOS

There's a bit of a fad in Bastion for Alien Martial Arts.

You give it a cosmic-sounding name, claim you learned it under a foreign star, or get a visiting Alien to play along, and rake in the money from your students.

I'm here to tell you their techniques are real, and you can learn them.

If you go to one lesson you're an **Initiate**. This costs £5 each week, and you have to keep going every week or you lose the technique.

After each session roll a d20. If this is less than the number of sessions you've attended then you graduate to **Student** and get a better version of your technique. Now it costs you £10 a week and you still have to keep going or else you lose it.

Once you're a Student you can challenge the Master to a contest. If you beat them, you become **Master**, but if you lose you're expelled forever and the techniques are beaten from your mind.

There can only ever be one Master. Now you get to claim the payments from your students and initiates!

Oh and they all use some stupid meta-game gimmick, so use these only if you want your game to get real stupid.

KAFFEE-BEETLE KOMBAT

Initiate: When you fight with a pair of Bugchuks (d6 each) you throw your dice one after the other. You can reroll the second die as many times as you are able to before the first die stops moving.

Student: As above but when your first die stops moving the CONDUCTOR must reroll it, giving you more time to reroll the first die.

Master: As above but you can throw the first die anywhere you like, even off the table.

MOR-DUR-MURDER STYLE

Initiate: When you attack with a weird throwing-knife (d6), place a d8 in the centre of the table showing 1. Throw, trying to knock the d8 to a higher number. If the d8 remains at 1, treat that as your roll, otherwise take the highest value between the two dice.

Student: As above but replace the d8 with two stacked d8s showing 1.

Master: As above but replace the top d8 with a d12 showing 1.

BAFISTAN FIST FIGHTING

Initiate: Roll d6 for each fist you attack with by throwing them into the air and punching them. If either rolls off the table, or you fail to punch either of them, count your roll as 1.

Student: As above, but add as many d6 as you dare.

Master: As above, but combine any 6s you roll, to a maximum of 12 DAMAGE.

FIVE WAY STICK

Initiate: When fighting with a Martial Stick (d6, BULKY) stack 5d6 in front of you and try to flick the top die from the stack. If any other than the top die fall, fail and treat the roll as 1. Continue down the stack until you fail or choose to stop.

Student: As above but replace the bottom die with a d12.

Master: As above but build your stack of five dice using any dice you like, up to d12.

EXAMPLE CONTENT: ODD MARKS

Marks are just another type of Oddity, but rather than a tangible object they're a sort of transformation that happens to you. Something is changed, but you get an ability of variable usefulness out of it.

Some common ways that you might end up with a Mark:

- Making a deal with some weirdo.
- Killing some odd thing and eating a bit of it.
- Listening to that creepy broadcast for too long.

Maybe they cancel each other out, so if you get a bad one you really want to find some way of replacing it with something better. Or maybe they stack, whatever is more interesting at the time, just let the players know before they make any decisions based on it.

They always have some sort of negative, even if it's just making you look like an oddball. Sometimes the cosmetic side is the most important.

Mark of the Saint

- Your eyes turn all-white and you glow slightly.
- You can sense when a statement is a lie.
- Your voice can travel as far as you want it to.

Mark of the Gazer

- Your clothes always look psychedelic and you always smell funky.
- Your hallucinations and dreams hint at the truth.
- You can trigger hallucinations by staring at the stars for a while.

Mark of the Crusader

- Any attempts to use a post-medieval weapon are IMPAIRED.
- You have a small circle of 5 novices (2HP, robes, sword) at your command.
- If you cause STR loss to an otherworldly being they are banished back to their home.

Mark of the Knife

- Replace both your hands with knives.
- You can use the knives to cut a hole in reality, annihilating anything that enters.
- You can enter a hole in reality and leave through another.

Mark of the Beast

- You have shaggy fur and long horns.
- You have the enhanced scent and hearing of a beast.
- Talk with any creature of animal intelligence.

Mark of the Snake

- Get creepy snake eyes and a forked tongue.
- If you convince someone to do something that harms themselves (immediately or long-term), your snake-features fade away for a month.
- You can only eat live things.

Mark of the Server

- You have brass hands that allow you to directly interface with any machine.
- You only really understand living creatures if you're holding hands with them.
- Upload yourself from your body to any machine at will, taking full control.

EXAMPLE BOROUGH:

AMBERWOOD

CONCEPT BY BARNEY DICKER

Thousands flock in daily.

Part film set, part theme park.

The real power is the gum factory.

LANDMARKS

STAR GUM FACTORY

- A huge visitor centre shows the history of the Star Gum brand and how it rose to dominance.
- Special backstage tours allow visitors to live the dream of working in the Star Gum Factory for a day! A watertight non-disclosure contract is signed before entering.
- Tour guides are always keen to offer samples of new experimental flavours to passing visitors.

THE AMBERWOOD

- Huge fake forest, publicised as the source of Star Gum's "all natural" secret ingredients. Fake trees, scheduled weather effects, and Mockeries acting as wild animals.
- The real natural Gum Tree Grove is hidden behind several layers of security.
- Home to two camps, each housing an extended family of aspiring actors. The Waklons and the Pitbarts. They undergo low-key warfare against each other, which is permitted as long as it stays out of the view of tourists.

BASTION LOT

- An extensive film set, used to recreate various boroughs of the city, past, present, and future.
- Visitor tours are tightly monitored by overly-friendly tour guides (1HP, d6 non-lethal shock-rod)
- Anybody wandering off the guided tour is sure to find themselves lost in labyrinthine streets and corridors.

ROUTES

TIFFANY WALK

- A wrought iron walkway skirting the giant glass dome that covers the whole borough, granting its famous cinematic light.
- Entrances and exits are guarded by self-important security guards (2HP, d8 non-lethal shock pistols, smart suits).
- Anybody caught horsing around or touching the glass is forcibly ejected.

SWEETGUM HILLS

- A winding pathway through the artificially turfed hills, lined by luxury homes and crowned by the giant "Amberwood" sign.
- Most houses are just empty shells, lively party music being piped out.
- The one silent house, securely walled-off, is home to Sidney Tawler himself. Below the fairy-tale mansion is his oddity collection and rejuvenation lab.

THE STAFF TUNNELS

- A network of grey tunnels that allow staff to move between the film set, amusement park, and gum factory.
- Doubles as staff housing and value-enforcement area.
- Any civilians found down here are taken for memory erasure to "preserve the magic".

CAST

SIDNEY TAWLER - CEO OF STAR GUM

STR 6, 2HP

- Appears to grow more youthful each year, but slightly more waxy.
- Unable to speak sincerely. Lives to represent Star Gum as a brand. Does not partake of gum himself, claiming to be “saving his stick for after lunch/tea/supper”.
- Always followed by his personal security team (5HP, plain clothes, d8 extra-lethal pistols).

GASTON GUSTIN - GOURMET GUMGROCER

CHA 14, 4HP

- Encountered at convenient moments, touting his wares from a cart.
- In addition to common gum, he sells “special stuff” on request, including one flavour that transforms the chewer into their 40-year-old self for as long as the gum has flavour.
- Well-connected and, for the right price, provides valuable behind-the-scenes information.

DJINGO AND THE RUFFITS

DEX 15, 4HP

- Djingo (Mock Dingo) and his trio of backing singers (a Mock Lizard, Warthog, and Duck) are celebrity buskers specialising in original percussive barbershop numbers.
- “Chew it with...Djingo and the Ruffits” never leaves the Top 10 in Amberwood.
- Will take part in adventure as a source of inspiration for their songs and a further boost to their “bad boy” image. Creating diversions are their speciality.

EVENTS

FACE OF BASTION COMPETITION

Vanity lies at the heart of Amberwood.

1. An open casting call is put out for the next big face of Bastion Cinema, courtesy of Star Gum.
2. The borough is overrun with desperate actors, each acting more dramatically than the next and taking more extreme measures to get noticed.
3. The position is given to Horley DeBrighten, a rising star with several films already under her belt. A full-blown riot breaks out upon announcement of the result.

GUM ERUPTION

Even in Bastion, nature usually picks the right moment to fight back.

1. There is a rumbling coming from Sweetgum Grove. Staff try to pass it off as part of the wondrous natural phenomena that gives Star Gum its ultra-fresh, natural flavours.
2. The Sweetgum Grove explodes as a seam of raw gum erupts from each tree. The entire borough is showered in sticky multi-coloured slime.
3. Star Gum staff enforce a lock-down of the region. Every last blob of raw gum is property of Star Gum Corp and anybody trying to leave the borough is to be treated as a potential thief.

COUNCILLOR ELECTION

A demonstration of the weight an average vote carries in Bastion.

1. Posters are plastered up announcing shortlisting of candidates to be the next Sole Councillor of Amberwood. The current Councillor is Sidney Tawler.
2. Anybody standing against Tawler suddenly finds their darkest secrets made public, their daily life sabotaged, and their families subject to violent crime.
3. If any candidates remain, then votes are held at the Star Gum Visitor Centre, where Sidney Tawler is inevitably announced as winner.

EXAMPLE BOROUGH:

EXIT 23

CONCEPT BY CHRISTOPHER CHANT

A patch of Deep Country formerly called the Forgotten Mines, Minesfield, Miners Port, Port 23.

These days people call it Exit 23.

The mining corporations left, taking the jobs with them.

LANDMARKS

THE MARKET

- Majority of stalls are selling pies or modest clothes.
- Some pie stalls are clearly using wooden prop-pies for their display. These are actually selling illicit substances and local gossip.
- One stall is selling luxurious silk clothing. This is a trap to lure fancy outsiders into showing themselves, and anybody buying from here is immediately targeted for robbery.

CROWN FARM COLLIERY

- Hasn't been used for coal mining in years, now provides shelter to the most desperate.
- Pony-riding mine dwellers (4HP, d6 picks) try to sell scraps of mining machinery for extortionate prices, and take offence at any attempt to haggle.
- A small sect of drunks (2HP, awful breath) worship a moonshine still built by miners a century ago. The spirit produced here tastes of fire and rust and corrodes any metal it is rubbed into.

THE GROUND ZERO

- A theatre set up by Richie Ren, an enterprising man from Bastion. It hasn't really taken off with locals.
- The theatre doubles as a second-hand book emporium, which has proven surprisingly popular.
- Roughly half of the books on sale are written by Richie himself and are sordid tales set in an exaggerated version of the town.

ROUTES

THE AUTO-BALLOON

- Crashed blimp on the outskirts of town.
- A team of inept engineers are trying to restore it, planning to run a service to Bastion.
- The inside of the cabin is decorated with faded luxury.

THE COAL TRAIN

- One train a day (most days).
- Carriages still filthy with coal.
- Claims to run to Bastion, but barely goes halfway into the Herwood.

HERWOOD HIKE

- A barely visible trail through the woods.
- Seems to wind upwards no matter which way you go.
- Finally peaks at Peering Rock where an abandoned windmill overlooks the town.

CAST

RICHIE REN - STORY YELLER

CHA 15, 2HP

- Owner of The Ground Zero, usually found bellowing a monologue from its stage while customers try to shop for books.
- Will take up any excuse to fight for somebody's rights.
- Knows a bit of gossip on everybody.

THE WOODHOUSE ONE - INFAMOUS FIXER

DEX 13, 5HP

- Will talk to anybody like he's known them forever. "We're all mates, aren't we?"
- Knows how to find rare pieces of electric technology out here in the wilderness.
- Will offer to fix anything for free, but will take an eternity unless you chase him.

THE JACK STAG - HORROR OF HERWOOD

DEX 18, 12HP. Barbed antlers (2 x d8)

- Stalk the woods outside the town, crying out at night with the voice of a child.
- When it has you cornered, make a bargain in return for mercy, usually something that harms the whole town.
- Chase down anybody that breaks its bargain and drag them back into the woods to be made into an example.

EVENTS

MINE COLLAPSE

The mine was built to last, but time makes ruins of even the greatest structures.

1. An earthquake wakes the town in the night, collapsing one of the major tunnels.
2. Horrors from the tunnels flood the town in panic, forcing the townsfolk to form an emergency militia.
3. The town finds a scapegoat for the events and walls them up in a mine shaft.

MARCH OF THE HERWOOD

Under the right conditions woods have been known to take back land from civilisation, however humble that civilisation.

1. Trees begin to appear in town overnight, fully rooted in place.
2. Alongside the trees, belligerent badgers and violent owls begin to violently move in on the town's territory.
3. The town finds a white deer in the woods and blames them for the event, walling them up in a mine shaft.

A ROYAL VISIT

Deep Country clings to royalty like an adult clings to their childhood.

1. A shabby herald arrives to announce a visit from Crown-Princess Prugl of Borg, whose domain extends to this town.
2. The Crown-Princess visits with her unimpressive entourage, generally belittling people and getting what she can for free.
3. The Crown-Princess is declared unfit for rule and walled up in a mine shaft.

EXAMPLE BOROUGH:

THE ETERNAL LIBRARY

CONCEPT BY GAGE BERRY

The Underground seemed like a perfect place for a library.

Sprawling but organised. Secret but accessible. Quiet but willing to tear noise-makers to shreds.

Maybe it wasn't such a bright idea after all.

LANDMARKS

THE PIT

- An effectively bottomless pit safely caged off. The cage itself watches you with a single mechanical eye.
- If you have something worthy of disposal the cage will bend open to allow you to throw it in.
- In general, the cage thinks anything is worthy as long as you make a vaguely compelling case.

THE GRAND LIBRARY

- Essentially infinite rooms of bookshelves, but you can never quite get to anything useful.
- Patrolled by Hushers (3HP, d6 silenced pistols, extremely sensitive sound-measuring devices) that serve the machine, Starry Night.
- Most commonly accessed room is a book for every given name, listing everybody with that name. The dead are crossed out. The "Book of Gregs" is currently missing.

THE BLOODY INKWELL

- A dusty shop lying just below the surface. Seems to be forever awaiting new stock. Will buy anything curious.
- The elderly Mrs Turpenshod grants passage in or out of the Library for just £2 per person. Guilt is her only weapon but she wields it well.
- For an additional £20 she will help direct you to one book found somewhere in the Eternal Library. For a further £20 she'll give you a clue to the hazards on the way.

ROUTES

THE SUB-AISLES

- A crawlspace below the maze-like corridors of the library.
- Before long they always veer off from the corridors above and take you somewhere unexpected.
- Only serves to take you deeper, never back to the surface.

SCRIBBLER'S ROW

- The closest the library has to a main hallway.
- Flanked by clawed machine-arms (d6), each gripping a pencil or scrap of paper, sketching everybody that passes by and recording every conversation.
- Will pass you useful records in return for machine-parts they can use to repair themselves.

THE AIR-PIPES

- Occasional red pipes scatter the library, cool air drifting from within.
- Each is guarded by a Book Steward (6HP, d8 BULKY steel long-hammer, hardback armour 1) charged with making sure no books are removed from the library.
- A person can squeeze in, after which they are sucked into the pipe and deposited just outside the Bloody Inkwell where they are re-charged for admission to the library.

CAST

STARRY NIGHT - LIBRARY MACHINE

She is everywhere but nowhere.

- Make whispered announcements over the PA system.
- Commands total loyalty in her Hushers and Book Stewards.
- Secretly longs to see the library fall so that she can start a new project.

BURK - HEAD HUSHER

7HP, silenced rifle (d8, BULKY), ornate tome-armour (1), mechanical eye (dark-vision, zoom, laser pointer).

- Much less invested in his position than the rest of the extremely dedicated Hushers.
- Occasionally encourages some noise to break out just to make his day more interesting.
- Only sticks around because of his pity for Starry Night's eternal service.

BLIND YORGA - ANTI-LITERATE HORROR

STR 15, 10HP, massive stooped body, word-covered hide (ARMOUR 1)

- Tear apart (d10) anybody that tries to read any of the words on its hide (mostly nonsense, some apocalyptic poetry).
- Scream in agony if anybody reads a book to it, losing d6 CHA each turn.
- Dive flailing into a bookcase, or burst from one to attack anybody reading aloud.

EVENTS

FIRE IN THE AISLES

All that dried up old paper, all those gas-lamps. It's only a matter of time.

1. The corridor ahead is filled with billowing smoke. Hushers are whispering for help as loud as they can.
2. Starry Night orders evacuation of all visitors from the library. She urges the Hushers to stay at their posts and do what they can to contain the fire.
3. Swathes of library lie in ashes, a few embers still glowing. Hushers are mourning the lost knowledge, scrambling around for word fragments.

LITERARY AWAKENING

Words have power. The library has a spirit of its own.

1. The shelves seem to whisper to each other. Books murmur as you slide them back into the wrong place. Creaking furnishings could be mistaken for laughter.
2. A pile of discarded books tires of waiting and stumbles to life, taking a shambling form and absorbing as many books as it can. It thrashes through the corridors, longing for escape.
3. The Book Stewards unite to prevent the living books from escaping the library. No books can leave, no matter the circumstances. The Stewards do not fare well if left to fight alone.

CENSOR CRUSADE

There is no greater hate than the hatred of knowledge.

1. Censors have snuck into the library, scouting for inappropriate material.
2. Having found a rich source of knowledge, the censors begin to lay gunpowder and oil, avoiding the Hushers' eyes. Starry Night doesn't seem interested.
3. Walls and pages are torn down by the blast. The censors make their escape under pursuit.

THE LAST WORD



Electric Bastionland was written to be a roleplaying game that anybody could play.

I wanted to break down the barriers between how we imagine a game should be and how it plays at the table.

This is a game to be played, not a textbook to be studied. It's designed for the game table, not the library.

Rules are false idols, numbers are rarely the answer, and plain speech always beats specialist terminology.

But more than that, this is a game meant to welcome people that might not have braved the world of roleplaying games before.

Maybe they aren't drawn to wizards and dragons.

Maybe they don't want to learn complex rules.

Maybe they don't feel welcome.

Everyone is welcome in Bastionland, as long as we commit to welcoming each other.

I draw support and inspiration from the "Old School Renaissance" of game design (OSR), a loose community that takes inspiration from early roleplaying games. This doesn't mean I want my game table to embody the ugly side of the 1970s.

Bastionland itself draws from the early 20th Century, but I don't idolise the outdated values of that era.

The first principle of Bastion is "Everything is Here", but that can be read as "Everyone is Here".

Bastionland isn't a utopia. It has dark, horrific elements, but your table should be a warm, welcoming place.

My goal is to break the barriers that stop us having fun at the table. Nobody should be rebuilding those barriers or creating new ones.

Anybody bringing hatred, prejudice, or elitism to the table is working against the intent of this game.

Thank you and have fun,

Chris

RULES SUMMARY

SAVES: Roll d20 equal or under an ABILITY SCORE.

Turns: When unclear, characters must pass a DEX SAVE to be able to act before their opponents.

Attacking: All players declare who they are attacking before any dice are rolled. Attackers roll the DAMAGE die dictated by their weapon, causing this much DAMAGE to the target.

For multiple attackers or weapons roll all dice together and keep the single highest die.

Bonuses: Roll the extra die noted e.g. “+d8”.

ARMOUR: ARMOUR subtracts its score from damage against the wearer.

IMPAIRED: Roll d4 DAMAGE only, and you cannot receive BONUS DAMAGE.

DAMAGE: Lose that much HP. Any remaining DAMAGE is removed from STR. They must then pass a STR SAVE to avoid CRITICAL DAMAGE.

CRITICAL DAMAGE: Unable to do anything but crawl until they are tended to and REST. Die if left for an hour.

BLAST DAMAGE: Affect all targets in the area, rolling separately for each.

Resting: A few minutes of REST restores all HP.

Restoration: ABILITY LOSS and other serious ailments require a Specialist.

ABILITY LOSS: If a character has their STR score reduced to zero they are dead. If their DEX or CHA are reduced to zero the character is paralysed or catatonic respectively, and cannot act.

Combat Manoeuvres: The side most at risk makes a SAVE to avoid consequences

Death: Creates a new character, they join the group as soon as possible. Extra £1k Debt for the group.

BULKY Items: Items that need two hands. Anyone carrying more than two BULKY items is reduced to 0HP.

Deprivation: Someone DEPRIVED of a crucial need (e.g. food, water or warmth) cannot benefit from RESTS.

Reaction: When a social reaction is uncertain, the character takes a CHA SAVE to avoid a negative reaction.

Morale: The leader of a group must pass a CHA SAVE to avoid their followers being routed when they take their first casualty, or lose half of their total numbers.

Retreat: Fleeing to safety under pursuit requires a DEX SAVE and somewhere to run to.

SCARS: If an attack takes you to exactly 0HP, take a SCAR. Look up the amount of DAMAGE caused on the Scars Table to the right.

SCARS TABLE DAMAGE CAUSED

- 1 **Battle scar** – A part of you is violently marked. Roll 1d6:
1: Eye 2: Cheek 3: Neck
4: Chest 5: Stomach 6: Hands

Reroll your Maximum HP on d6 and keep the result if higher.
- 2 **Shaken Nerves** – You stammer and shake.

After you take something to calm your nerves, reroll your Maximum HP on d6 and keep the result if higher.
- 3 **Hobbled** – Reduced to a limp until fixed.
- 4 **Smashed Mouth** – You spit teeth and blood. You look a mess until you see a dentist.
- 5 **Bloody Mess** – You need stitches. You are DEPRIVED until it's done by a Specialist.

Reroll your Maximum HP on 2d6 and keep the result if higher.
- 6 **Punctured Organ** – A vital organ is in a critical state. If you take CRITICAL DAMAGE before seeing a Specialist you die.

If you get it seen to, reroll your Maximum HP on 2d6 and keep the result if higher.
- 7 **Maimed** – A part of you is torn off. Roll 1d6:
1: Nose 2: Ear 3: Finger
4: Thumb 5: Eye 6: Chunk of Scalp
- 8 **Torn Limb** – A random limb is torn off or in need of amputation.
- 9 **Splintered Mind** – You are DEPRIVED until you spend a whole evening emotionally unloading.
- 10 **Shattered Ego** – You are dealt a humiliating blow.

If you achieve revenge, reroll your Maximum HP on 3d6 and keep the result if higher.
- 11 **Fractured Skull** – You feel like a slightly different person. Reroll your CHA on 2d6.
- 12 **Doomed to Die** – You shouldn't have survived that. You have nightmares of your own death.

If you fail your next SAVE against CRITICAL DAMAGE you die horribly. If you pass, remove this effect and reroll your Maximum HP on 3d6 and keep the result if higher.

YOU HAVE A FAILED CAREER AND A COLOSSAL DEBT

ISBN 978-1-916386-10-5



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