

# THE WATCHTOWER

ENGINEERS

ENERGY

PROGRESS

RARE MATERIALS

SAFETY

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

## PERMANENT BONUS

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

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

## TRIALS

- **Eyes Everywhere:** Derelict infrastructure comes to life under the Watchtower, extending its watchful gaze everywhere. All Families & Factions lose Surplus: Spies.
- **Whispers Everywhere:** The Tower connects everyone, giving them the tools to broadcast lies in all open channels. Those without Surplus: Spies roll Subterfuge with Disadvantage over the next Age.
- **All Along the Watchtower:** Disconnected life remains harsh and unforgiving, but you take pride in your freedom. Permanently lose Connected status to start the next age as the Firebrand and gain an extra move when building them. Another Disconnected Family can start as the Reaver with an extra move if they exchange 2-Treaty with you. Both must start at Rebel roles.
- **The Eldritch Sign:** The Tower beckons hostile forces from the void. Tells us of the alien's unique strengths, looks, hungers and capabilities, and the Owner choses a wonder in play for them to hijack. Every Age the Tower still stands they hijack a new Wonder... unless confronted, of course.
- **A Plague of Ghosts:** The Tower unleashes phantom signs that cause havoc in comms and devices. As long as the Tower stands, all connected Families & Factions gain the Need: Plague. Collectively erase 3 instances of Surplus: Engineers, Spies or Progress to fix the glitch and erase the Need.
- **Calamity Warning:** The Tower sounds the alarm of a disaster in your holdings. It comes in time to save lives, but too late to avoid havoc and loss. All Connected Families & Factions gain Need: Luxury & Safety, but their next Character gains a bonus Saint move.
- **Stir the Slumbering:** The Tower's signal awakens hostile behemoths to rampage across the land. The Owner tells us of the behemoth's unique strengths, looks, hungers and capabilities. For the next Age, Characters of all Connected Families gain a bonus Survivor move.

## FORTUNES

- **Topographical Map:** The tower maps the whole Homeland in real time. Connected Characters have lasting advantage when Fiercely Assaulting a disconnected enemy or Defusing their attacks.
- **The Lighthouse Effect:** Regardless of distance, travellers are never alone under the Tower's watchful gaze. All Connected Characters gain 1 Data on a Wasteland Survival hit. As soon as a Connected Character rolls Wasteland Survival their Family immediately gains Surplus: Scouts if they don't have it already.
- **The Comms Grid:** You are all connected to a web pinned by the Tower. Connected Families & Characters can communicate freely and instantly across the Homeland among themselves. Also, Diplomacy efforts between Connected Families & Factions happen instantly and roll with advantage.
- **The Information Network:** In the etheric webs woven by the Tower a silent war of secrets and codes rages. All Connected Families add "Gain 2 of their Data, stolen or copied as you wish" to the Subterfuge list.
- **A Wilderness of Mirrors:** An espionage war begins, with every faction training their own operatives. Connected Families can spend 1-Tech to change Surplus: Recruits into Surplus: Spies or Scouts.
- **Red Alert:** The Tower gives an early warning on your foes movements. All Claim by Force moves targeting Connected Families have lasting Disadvantage.
- **Radio Numbers:** You discovered a mysterious transmission, lost in the ether. It streams a constant flow of ciphered data, pointing to the Watchtower's tech origins and purpose. Start the next age as the Historian, the Machine, or the Seeker, picking an extra move when building them. Others can start with an extra move as one of the other two Characters if they give you 2-Treaty.