



LEGACY

LIFE AMONG THE RUINS
2ND EDITION

THE ENGINE OF LIFE

**HOPE AND REBIRTH IN A
RUINED WORLD**



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FOREWORD

Two years ago Jay gave me the chance to contribute to a very different game, her game - one that spoke of rebuilding, of communities, of future and tradition interwoven. By then I knew this game needed to grow in order to fully convey messages that should not be denied. My first contribution was *Mirrors in the Ruins*, dealing with the other, the truly alien and how differences can be overcome. I felt these were stories worth telling in our age of digital tribes and bitter lines drawn in the sand. And man, it was fun!

But this, *Engine of Life*, is the message I truly wanted to deliver, loud and clear. That there is more power in a job well done and with solid convictions than in any act of violence and hatred. That it takes courage to cooperate and stand against the rising tides of chaos and conformity and do something... good and noble and enduring. Every playbook and rule in this book was carefully developed with this mindset.

I just hope that meditating and writing about virtues and actions and sacrifices has made me a slightly better person. I could use the improvement.

Thanks to you all, whose virtues surprised and inspired me.

- Douglas Santana Mota

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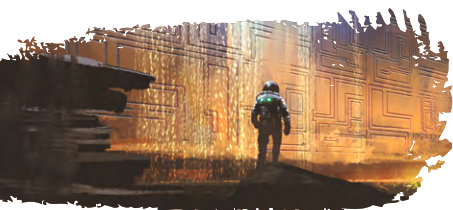
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"We shouldn't live in a world where we live in constant terror. We need less dying and more living. We need less destroying and more building."

- Imania Margia





RULES FOR NEW LIFE

This world saw all the darkness and destruction it could bear during the Fall. It's time for a spark of light.

So far, Legacy has focused on the struggle to survive this dangerous new world with whatever you managed to unearth, preserve and understand from Before. Now, The Engine of Life takes us one step further in a new direction, one commonly overlooked in games and sorely needed in our increasingly dark real world: hope! It's a book about building a new history, new cities, a new golden age, where the World Before and the Fall becomes a fading nightmare in the morning light.

In this chapter, you will find:

- Rules for Prophetic characters.
- A Coda for your character's stories.
- Havens where your Families may find shelter.
- Festivals your society may celebrate across the ages.
- Essays on Love, Tradition, Culture and Religion to flesh out your Legacy game.

So welcome to where it all begins. You have lost everything and all is dire and bleak, but as long as there is a tomorrow, there is always hope.

Who knows? Maybe this time we can even make it all work right.

ON ROLES

Legacy belongs to the Families, as Characters come and go with the passing of Ages. Still, we naturally grow attached to some of them, maybe for their deeds or their voices. They gain stature almost despite our best efforts and leave an indelible mark upon the Homeland's history. A focus on Characters adds depth and meaning to Legacy's overall experience. Roles are our way of acknowledging that!

Roles track a Character's evolution by serving and analysing the Fiction: how have you changed and how did it affect the world around you? Leader, Agent, Rebel and Outsider Roles bind this evolution to the Families, never letting you forget that Characters belong to something greater. But there are other ways to relate a hero to their community.

NEW ROLE: PROPHET

Perhaps you were never meant to be a leader, or you care too much for your people to simply walk away. Whatever the case, the four main Roles might not suffice for you. We present then the Prophet, to shepherd your people towards your vision of the future... whether they like it or not.

Prophets visit great change upon others - sometimes bringing pain, but always teaching wisdom and strength to those who take heed. When a Character embraces this role, they introduce a mythical dimension into the story, full of songs and portents. As a GM, embrace this new dimension in your game and crank up drama and the stakes involved.

Characters should still retire when they fulfil their fourth Role, but now they can adopt the Prophet at any point, in any combination. Here are the Prophet moves for the character playbooks in *Legacy: Life Among the Ruins*:

THE ELDER

Mark when you focus on your Family's youth, certain they'll become better leaders than you ever were. Say if they will be wiser, stronger or kinder. The GM says what upheaval they must overcome to mature.

THE ENVOY

Mark when you gather allies to build a great project that will change the landscape forever. Tell us what you are ready to sacrifice to see it through. The GM will say what unexpected allies will join your initiative.

THE FIREBRAND

Mark when you uncover evidence of society's stagnation and decay. The GM will say what bastion of order needs to be brought low (or down) to avert this decline. Tell us of the golden age you expect to usher.

THE HUNTER

Mark when you hunt for a mystic or symbolic beast, in order to change the world in subtle and mysterious ways. The GM will add obstacles and limitations to ritualize the hunt.

THE MACHINE

Mark when you empathise with your human enemies. Tell us about their drives and fears, and the GM says what you need to do to make them more like you.

THE PROMETHEAN

Mark when you build a machine to peer into the future. Tell us of a Faction's fate: corruption, glory or downfall. The GM tells us how your actions will lead to tragedy for those you care about.

THE REAVER

Mark when you decide to steal a priceless relic for its hidden properties. Say where you learnt about this secret and the GM will say who will do anything to protect and retrieve the relic.

THE REMNANT

Mark when you guide others through their own transformative processes. Say how they become more than human. The GM tells us how they become much less.

THE SCAVENGER

Mark when the voices from the depths beckon. Describe the ruins you will have to explore to listen to their message. The GM tells us of the hoard you happen to find there.

THE SEEKER

Mark when you discover that some tech in use will usher the horrors of the Fall anew. The GM states if the trigger is imminent, sudden or somehow useful for someone.

THE SENTINEL

Mark when an overwhelming force marches towards conquest. Pick the perfect stage and moment to halt them in their tracks. The GM will say who will be inspired by your heroism.

THE SURVIVOR

Mark when a new calamity looms over your people. Name places, things or people important to your Family it threatens. Warn everyone before it's too late! The GM will make sure you always arrive barely in time.

THE UNTAMED

Mark when you start a war your people can't hope to win. Say how your opponents will be crippled by the conflict. The GM is free to give this conflict whatever consequences for your Family they like.

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

PROPHETIC BIT PLAYERS

You can also apply this Role to Quick Characters:

PROPHET

When someone acts in a way contrary to your Family's Doctrine, ask the GM how it'll bring them ill fortune. When you act on this information, roll with Advantage.

When you die, name a Faction you preached to that will honour your Doctrine above all others from here on.

NEW RULE: THE CODA

Many have come and gone, yet you remain. In the wake of your passing, waves upon waves of actions and consequences crash upon one another, reshaping lives and changing the landscape. And even if your tale must come to a close, the world won't simply forget you and everything you ever did. There are always consequences.

The Coda means the concluding passage of your piece - a just reward for closing a personal story arc. When your fourth Role is fulfilled (i.e. when the plot thread it introduced has been completed) you must retire the Character. When you retire, you can use as much of your Death Move as you want, but based on your final Role you leave further and lasting impression upon the world.

When you fulfil your fourth Role, gain the following benefit:

- **For the Leader, a Community.** Mark on the map the new settlement where your followers keep the vision of your rule alive, long after your passing. It usually belongs to your Family, but may splinter off if their vision is questioned.
- **For the Agent, the Legend.** Tell us how people keep the Character's Legend alive. Those who call upon your Legend to inspire loyalty, devotion or fear gain fleeting Advantage on Sway, so long as they pay your Family 1-Treaty.
- **For the Rebel, the Landmark.** Mark on the map a monument or scenery relevant to your struggle. Pilgrimages and rites there infuse those who fought by your side or against the same oppression with determination.
- **For the Outsider, the Movement.** Tell us of those from different Families & Factions that flock to your ideals, embracing your experiences.

They will evolve into a Faction as the ages turn. They might antagonize your Family, but deep inside they respect your principles and history above all else.

- **For the Prophet, the Festival.** Describe the circumstances and customs of this Festival. Those who honour your vision there will have fleeting advantage to follow your footsteps and re-enact your deeds.
- **For the Traitor, the Alliance.** Name a Faction or Threat that will cease all hostilities, bonded by their hatred of your betrayal or united by your sacrifice. Name the event where the Traitor is still publicly vilified.

Roles are meant to guide players through a meaningful story arc of change and maturation; with the Coda as the crowning reward of their efforts. For that you must trigger your Roles, and see them through in the Fiction. One way or another.

THE CODA IN DEPTH

What does it mean to fulfil a role? And how can that expand into a coda? Let's look at the Survivor to illustrate:

Leader: Mark when the thing you survived threatens your Family. Say how they'll need to change to survive it. When this is fulfilled, the thing you survived is no longer a threat to your Family – and by making it your coda, they've established a community or settlement to ensure that remains the case. Maybe it's a fortress guarding the homeland from the threat's invasion, a home base for roaming monster hunters, or a philanthropic group providing food and shelter to those in need.

Agent: Mark when you swear to keep someone safe. Say how they remind you of your past. This role is fulfilled when you no longer are protecting your ward, but context is

key. Did you defeat the things threatening them? Did you train them to defend themselves? Did you decide they weren't worth protecting? Did you fail? If this is your coda, consider what the legend arising from this tale could inspire others to do.

Rebel: Mark when your Family acts like the thing you survived. Say how you're hoping to set them right. Fulfilling this is very straightforward: mend your Family's ways! Or create a new splinter group that avoids the bad behaviours you've identified. For your coda, you make a monument. Is it a reminder of the terrible costs of their actions, or a dedication to a better way?

Outsider: Mark when it's time to move on. Say what you were missing in the Family; GM says where you might find it. You simply have to find what you were missing in your Family to fulfil this – what that ends up being is entirely up to you. This is an easy one to convert into a coda: once you've found what was missing, you can share it with the homeland's population to create a movement of those who prize it.

Prophet: Mark when a new calamity looms over your people. Name places, things or people important to your Family it threatens. Warn everyone before it's too late! The GM will make sure you always arrive barely in time. You may well stay and try to save the calamity's victims, but your role as a Prophet is fulfilled when everyone is warned or the calamity wanes. The calamity's outcome will determine if the festival your coda creates is a celebration or a memorial!

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

Once the destruction is over, once you stand in the ash and rubble caused by your decisions, this role is fulfilled. If this is your coda, you'll likely go down in

history as a monster. But it's up to you if the alliance that forms is your Family declaring 'never again', or their enemies deciding they must be punished.

EXAMPLE: A CHARACTER'S LIFE

Consider Akachi, from *Legacy's Hordes of the Endless Night* quickstart. They start as a **Leader** guiding the Watchfire Legion's response to a new offensive from the Wraiths. Under their leadership the Legion adopts new technology to better fight the Wraiths. The Wraith assault on the Old City is repelled but not without a cost, and as Akachi has fulfilled their **Leader** Role they change to an **Agent**: they swear to retrieve lore and tech they can use to turn the tide. They recruit Luca Marisol and vow to keep them safe through the journey in the Darklands.

In the Darklands they come across strange swirling colours, and learn about the arcane mission of those afflicted. Luca is lost and the expedition falls apart. Akachi manages to survive and warn the Families of the monolith's horrors. Despite their failure to keep Luca safe, they change from **Agent** to **Prophet**. The Families rally to Akachi's warnings and manage to halt the construction.

Despite this, Akachi has seen enough to lose faith in the Legion's creed. It's not enough to preserve light: without a solution mankind will face extinction. They become an **Outsider**, joining other Families' radicals on a journey to the Reactor so that the Marisol Clan can build the Energy Revolution. Once unleashed, Akachi is ready to retire and activates their Coda.

As the Age turns Akachi's player declares that the boldest and brightest minds gather around Akachi's mission, building the Brightlight Corps - a Faction determined to use the wonders of Before to push back the Dark. The Legion might resent their dissent at first, but swears to protect the Corps' findings.

NEW LANDMARK: HAVENS

Landmarks help flesh out the history of your world, hinting at the heights it reached and the horrors that caused its fall. They punch a lot harder in fiction than the mere word count invested on them in paper would suggest. A new Landmark changes everything, and Havens prove that the homeland is worth fighting for. They offer solace and respite and beauty, more than any strategic resource or impending menaces.

You may think that not every game accommodates Havens well, that some stories thrive in the barbaric gloom of violence and struggle. I disagree. Nothing deepens the shadows more than a warm and bright light.

THE CULTIVATORS OF THE NEW FLESH

- A fragrant garden, wild and secreted from the world.
- A lab reclaimed by nature and tended by partially uplifted animals.
- An ancient farm, miraculously untouched by the Fall.

THE ENCLAVE OF BYGONE LORE

- An observatory where one could see the entire universe, given time.
- Immaculate and neatly ordered halls of quietly humming machines.
- A temple to ancient knowledge, full of statues and tall elegant windows.

THE GILDED COMPANY OF MERCHANTS

- A vast wine cellar, each bottle and drum holding ancestral treasures.
- A penthouse perched above its owner's once vast dominions.
- Hot springs baths carved in stone, older than history.

THE LAWGIVERS OF THE WASTELAND

- An imposing monument where the righteous faced the end together.
- An idyllic cabin by a lake, where the last and first lawman retreated to.
- Walls scribbled with the prayers of thousands of grateful victims.

THE ORDER OF THE TITAN

- A sensory deprivation chamber, so gentle it feels like a womb.
- A holographic garden showing all the beauty and peace of the old world.
- A mobile bar where veterans traditionally meet to toast the living and the honoured dead.

THE PIONEERS OF THE DEPTHS

- A bay where sea creatures come to play and mate and birth their young.
- An air pocket in an underwater cave, beautiful beyond words.
- The shallow ruins of a facility overtaken by bioluminescent coral.

THE SERVANTS OF THE ONE TRUE FAITH

- The barren site of an act of faith and selfless devotion.
- A large temple, as venerable as it is silent and robust.
- A cove where ancient scriptures are kept by silent guardians.

THE STRANDED STARFARERS

- A structure, built by ancient humans inspired by your ancestors.
- A hatchery pool, your most sacred site in this forlorn land.
- A chamber hosting performances only your people can fully perceive.

THE SYNTHETIC HIVE

- A solar power plant, full of glass spheres, light and dark mirrors.
- A huge clockwork mechanism, with no purpose besides synchronicity and balance.
- A barren area overlaid with augmented reality of utmost delicacy and beauty.

THE TYRANT KINGS

- A vast cemetery, ordered and serene.
- At the heart of the city, a mourning fire that won't ever go out.
- An imposing monument celebrating duty and sacrifice.

THE UPLIFTED CHILDREN OF MANKIND

- A pristine waterfall hidden from sight.
- A shrine atop a sheer cliff.
- A sacred glen covered in tribal art.

NEW RULE: FESTIVALS

Life is made of repeating cycles and celebrations of these cycles have a way of uniting people in many different ways. Hold still for a moment and try to visualize how much these celebrations and festivals have shaped your memories. If you are in the U.S., Thanksgiving and Independence Day might hold particular relevance to you and yours - there is an overall mood in the air, one not always easy to understand if you don't belong to the culture. In Brazil, Carnival and New Year's Eve hold so many minor rituals! Why do people dress in white, really, and what is with all those offerings to the sea? Picture yourself as a foreigner in China, right in the middle of the Moon (or Mid-Autumn) Festival, staring at countless sky lanterns and being offered a moon cake by someone whose mischievous eyes assure you there is more to it than simple pastry.

MAKING A FESTIVAL

Any time the game goes through a Turning of Ages, you can choose to make a Festival. To do so, follow these steps:

- **How did the Festival evolve?** Where did it come from? And what kind of Festival will your Families and culture create? Pick an event or personality from a previous age and invest it with meaning, describing how your people celebrate it.
- **What is the intended mood of the Festival?** Tell us what people do to reinforce and heighten this mood.
- **What was achieved or overcome or endured?** Describe the symbol or rite used to represent or remind people of the events.
- **Should the Festival be held at a certain place or time?** Tell of its inaccuracies and compromises with the historical truth.

- **How are those involved at the root of the Festival celebrated?** Tell us what actions people perform to remember. This is obviously a great moment to emulate a **Eulogy**, or even several.
- **Why and how do those who can't be present at the time uphold this tradition?** Tell us of how people change the mood, rites and memories according to their local cultures.

Ideally multiple elements should be woven in the same Festival: a celebration, specific food, dress code, music, locale or decoration, family and public behaviour, and how it all affects people's mood.

REWARDS

On a mechanical level it's a golden opportunity to exercise elements of your Alliance move, or perhaps simply your Doctrine. Stay alert to fictional hooks to **Find a Surplus!**

Fun starts in the following Ages as the Festival is repeated and kept alive. People might try to preserve its meanings, but Festivals tend to pick up local colours and flavours in spite of themselves. Other Families and Factions may adopt your Festival, perhaps trying to replicate that formula to trigger **Find a Surplus**.

Each Family can only mechanically benefit from one Festival per age, so pick well if you wish to draw on someone else's culture!

Maybe, if they perform it well enough, the GM may allow them to temporarily share the effects of your Doctrine or Alliance Move - whichever one you linked to the event.

A TITANOMACHY FESTIVAL EXAMPLE (SEE UFOPRESS.CO.UK/LEGACYQUICK)

Akane HR thought it was a terrible idea, the wrong message to send a dwindling colony that needed every single child it could make. Still, amidst all the fear and loss, there was precious little anyone could do to keep Ghost and Rook apart. Oh, but try they did! Only making the couple's love stronger and justifying their deeds in the eyes of those they saved.

And as the colony's defenders fought a last-ditch battle to evacuate in the face of the titan horde, the couple left a message of love everlasting. One could not live without the other, so they embraced the end when it came... together.

Decades later, a wizened Osterburgh launched a dour fertility program, repressing all those whose love wouldn't fit its ideals. And when the images of Ghost and Rook and the recordings of their final words resurfaced as a symbol of freedom and pride, the smearing campaign was as petty as it was unsuccessful.

The Chosen, led by Artemis, held the first Festival of Love on the anniversary of their sacrifice. And on that day you can walk down the streets in every settlement and see people of all creeds and colours putting aside their differences to become a representation of a primal essence of themselves. Colours stream down the streets, music of every kind waxes and wanes. And, in all, you are welcomed as family by those who you have never met.

While the Chosen caused no grand change in the world, they managed to spread a message of tolerance and foster a festive mood of love and enthusiasm. The GM rewards the Chosen with Surplus: Morale, and grants Surplus: Peace or Justice to communities, Families or Factions who celebrate the Festival.

The group debate whether Treaties could be exchanged (or mutually erased) to simulate this goodwill, but instead they decide to set a Treaty toll for the Chosen for every consecutive Festival held in the following ages.

NEW RULE: BUILD THE FUTURE

We designed Wonders as world-changing projects, innovations that redefine what is possible for future generations. They certainly serve this purpose when unleashed, but one thing we've seen is that the building process isn't necessarily as dramatic as it could be.

If you'd like to place more of a spotlight on the building of a Wonder, try using this move – triggered every time someone marks off a Wonder requirement.

BUILD THE FUTURE

When your Family works hard to change the world, mark off a requirement on a Wonder and pay the associated costs.

Choose a number of events equal to your Grasp, plus one more per Tech spent:

- Thanks to your dedicated efforts, another requirement can be marked off right away – if you can pay the cost.
- You secure a Surplus invested in the Wonder against sabotage and predation.
- Your research generates concrete results right now, at a smaller scale. Gain 1 Tech.

Choose a number of events equal to your Sleight, plus one more per Data spent:

- You restrict knowledge of the Wonder's construction to a single Family or Faction.
- The Wonder's nature or the Surplus invested remains mysterious.
- Your agents unearth secret lore on the Wonder's essence or history. Gain 1 Data.

Choose a number of events equal to your Reach, plus one more per Treaty spent:

- An aware Faction doesn't decide to actively undermine the Wonder.
- An aware Faction decides to fully support the Wonder undertaking, for their own reasons.
- The activity impresses; gain 1-Treaty in a Faction of your choice.



LOVE

BY SAWYER RANKIN

Platonic. Familial. Romantic. Whatever label given to it, the emotion of love is a strong one. It may be messy, it may be complicated, it may be various shades of gray in a morass of other emotions, yet it always stands out. Love generally pushes itself to the forefront of this jumble. In the ruins of the world I cannot see this changing in any way but strengthening the bonds of love that people would feel.

Legacy itself deconstructs the tropes of the apocalypse in a way that many movies or shows may not talk about. The mechanics of family are paramount; ties of love and compassion would be very necessary for a family to ever grow. The obstinance of familial love is well known by most everyone. It shakes the very firmament when it is challenged, it moves mountains when put to the test. Mothers and fathers lose gratuitous chunks of their lives to provide for those under their care while children go to insane lengths to gain approval from those who have spawned them.

It takes little to push this to the forefront of any character type in *Legacy*. The ease of familial love is probably the most obvious path to take. What brought your family into existence couldn't be without it. There may be strife, there may be dissidence, but it had to start somewhere. Think about what started your family. The joy of having a character's first child. The brilliance of seeing a sibling succeed in ways you never thought of. The first death of a parent leading you to see how their life touched your partner.

These triggers are a good way to develop relationships within your own family. Simple prompts such as "How did your husband react to your mother dying?" or "What does my brother think of my wife?" can flesh out your family in ways that may not be obvious at first. Is your brother jealous that your wife is taking your time now or did your husband feel relieved that your mother died so that he could have more control over the family itself? These queries and their answers show how your family bonded, how it will shape up, and can give whomever is running the game threads to tie together and throw at you. Also remember that many *Legacy* families are bound by ties other than blood - ask questions to ensure you can fully depict the love between them!

Inside a family lies many fluctuating levels of love. In a world of strife, where the fall from grace of the past is only generations old, this could easily shape emotional currency in a family. Is love unconditional, a virtue equally gifted to all survivors of a family? Or is it something conditional, that only the strongest or smartest can claim through their own actions? In a matriarchal, matrilineal family, perhaps only the first daughter gets any kind of compassion from the family as a whole, while all her brothers and sisters are disregarded as labor or servants. In a family of boisterous anarchs, love could be the only thing that ties them all together even if the strength of that love fluctuates rapidly. In a family of meritocratic exemplars, love could be the only free commodity offered out to all regardless of their contributions to the family.

Starting with the group aspect of kinfolk relatives leaves the player with the questions of how their own character views love and affection. Sometimes this could be easy to pin down, such as the Promethean playbook being willing to sacrifice any family member for even the barest hint of a new relic to uncover. It can also be taken in extreme directions. Take the Untamed playbook, one of unrelenting savagery and destruction. What powers this lust for chaos? Could it not be a mother who decided to make the very world itself shake and tremble for giving her a Sophie's choice? An Elder could be a savage tactician who views their family as well understood pawns who are only cared for inasmuch as they can provide the elder with power. A Machine who discovered their own singularity because of seeing humanoids interact could be the most human creation in the landscape, able to literally code their morals into their mind and refuse to go against them.

Always think about what drives your champion. What they view their family as, what their drives are, what powers their struggles. Who would they die for? Who would they kill for? Would this favor ever be returned?

Outside the structures implemented by the family lies platonic love – an empathetic bond of friendship that ties people together. In a world where social norms and mores can change from settlement to settlement, friends are a lifeline. They buffer interactions with their own families, they offer glimpses into the world you may miss or never think to question, they make you a more well rounded character. Sure, certain games cater to edgy, friendless loners who travel from place to place, never leaving their name. Legacy is not one of those games.

Every family and playbook comes with histories to tie you to others. Sure, some of these ties may be more negative than others. Question what causes these ties, don't let them drop from the table as suggestions. If your family has problems with another, yet you are close friends with their champion, make the most of that. Consider what will happen when the family of either character finds out they have been slumming it with the enemy. Detail what drives each of you to disregard your family histories to be so close in a world where the family is the ultimate institution. Let these cues drive you into greater action and push their story in interesting directions.

While the term epic has been used to death in the modern ages, Legacy is a system that uses it correctly. These friendships are the things legends are made of, the ties that bind beyond the norms. Like Gilgamesh and Enkidu, like Frodo and Sam, like Thelma and Louise, these bonds should be more than just simple bonuses on dice rolls. They should mean something, since these stories are the thing of legends in the making. Remember that good friends help you move, great friends help you move bodies, and the best friends will help you move mountains.

The zeal friends share can inspire great stories. Great stories are what gaming intends to create. Anyone can take stats and roll for the love of math. This is dry and dull. The drive to protect those who mean the most to you is in the core of all but the most broken of humans. Look at the prompts on your character playbook and fully meditate on what they mean through this lens. To quote Helen Keller, "Walking with a friend in the dark is better than walking alone in the light."

Friendship, while strong, can easily evolve into romance with the right pushes. This type of love inspires endless numbers of songs, plays, movies, shows, whatever entertainment you can imagine. Strong emotions well up when it comes to romantic love. It can curdle into wretched obsession, decay into mindless possession, blossom into an example of perfect beauty, and become so ingrained in a life that without it a vital piece of your core concept can be lost.

While romantic love is not the core concept of Legacy it certainly can exist and push stories along. The star-crossed trope can push families and people around in ways that ruin the most well laid plans. An arranged marriage could be thrown into disarray by a simple chance meeting between one of the arranged parties with a new interest. A leader of a strong army can be forced to make pathetic mistakes by taking her lover from her. An indestructible being can be left bereft by leaving it only hate to feast upon.

Romantic love is a double-edged sword, able to cleave through the strongest barriers but also able to be thrust right back into the one who thought he wielded it with impunity. It can be a bane as much as a boon. Helen of Troy is such an example: A trophy who was not as much loved as desired. The world was thrown into chaos because she found true love with the prince of Troy and eloped with him, leaving the man who desired to be around her beauty to send armies after her to ruin those who would give her what he could not offer. This tale has been told in many ways, been changed and dinged up and dragged through so much conjecture that it has as many ways to be told as to be interpreted. This is what Legacy can offer, tales of love that change the very fabric of the world around them as you touch on key moments in this epoch-spanning tales.

In a world that has fallen to base instincts and given rise to new institutions of grace and terror, love is what binds people. The love for a family can inspire as much drama in game as it can in real life. The messy lives of friends and lovers push people away from the family or deeper into it. The strife that can encapsulate such an emotion leaves untold amounts of potential to be tapped. It can be cyclical, going from family to friend to romance only to start a new family. Push factions that splinter off from this emotion, pit brother against sister, father against child, wife against wife. Reward love with reprieve from violence, yet never let it become so comfortable that your players can come to rely on it at every turn.



TRADITION

BY CHRIS FARNELL

If our civilisation as we recognise it is going to survive in any meaningful way, it will be through our stories. Think back to civilisations that have come and gone, and what you know about them. Even if you're no historian, you will probably be able to tell me the stories of at least a couple of the myths of Ancient Greece. You might know that Rome was founded by two brothers who were raised by wolves. Even if you know nothing about the Vikings, if I asked you to name three Norse Gods you wouldn't hesitate before pointing to Thor, Loki and Odin.

If you're a parent who is playing this game, it's probably a reasonable assumption to guess you've experienced this on a smaller scale. Every geek parent has had those discussions about when their child will be old enough for *Ghostbusters*, *Back to the Future*, and *Star Wars* (You want them to be old enough to understand it and not be traumatised, but you want them to see it before someone spoils the twist in *The Empire Strikes Back*) and been frustrated when they inexplicably prefer the latest cartoons to the far superior ones being produced when you were eight.

Because as much as genetics, or beliefs, or knowledge, the stories we tell, and keep telling, are a critical part of who we are. We use our stories to say what's important, what's heroic, what's villainous and what lessons need to be learned.

But there is one other thing about stories. It's something that will become startlingly clear if nuclear bombs or alien invasion or deadly pandemics shatter our perfectly preserved digital records and printing presses to leave us with handwritten copies and oral tradition.

Stories can change.

When you play *Legacy: Life Among the Ruins*, the cycle of repetition and change your family's stories go through can provide plenty of rich roleplaying opportunities. Which stories the first generation of your family deems important from Before the Fall will say a great deal about them. As their children, grandchildren and great grandchild retell those stories, who they are will change how those stories are told.

We're going to have a talk about how those stories might change, and how you can use that to tell us things about your Family, your characters, and the world that they live in.

MYTH OR REALITY

Perhaps the first question to ask about your distant descendants, and what they'll think of the stories we hold as important, is "Will they know it's just a story?"

Our own culture is filled with examples, from new agers trying to find the "True" home of Camelot, to Robin Hood, to Noah's Ark, and Adam and Eve. Robin Hood as we know him is a fiction, and one that has changed from a bandit to a wealth-redistributing hero to an aristocratic defender of the One True King, depending on who is telling the story, but fierce debate still rages about whether there ever was a forest dwelling bandit called "Robin" in Norman-occupied Nottingham. While I don't think I need to argue the case that Adam and Eve is not the true story of the origin of humanity, there is an argument that it represents the distorted folk memory of our shift from a hunter gatherer to a settled agricultural society.

The veracity of these theories doesn't matter for our purposes. The point is, these are ideas you can pick up and apply to your own post-apocalyptic futures.

Looking forward 1,000 years from now, even if there is no apocalypse the odds are high that future historians will find more evidence that Sherlock Holmes was a living, breathing person, than they will that you were. You could say the same about Captain America (You think there's not a record of at least one person called "Steven Rogers" joining the US army during World War II?).

Tony Stark, Peter Venkman, Ross and Rachel, your future survivors may remember these names not just as stories, or even legends, but as the names of the great figures who walked the Earth before The Fall. If you want to go yet further into the future, what reason do post-human uplifted animal hybrids have to believe that *The Wind in the Willows*, or *Zootopia* aren't true representations of their history?

However, in this future, as in the world today, the most interesting question isn't "Is this story true?" but "What do we use this story for?"

THE PURPOSE OF THE STORY

For a fantastic example of how stories can evolve and change after an apocalypse, it's worth reading (or if you're lucky enough to be able to, seeing a production of) *Mr Burns – A Post Electric Play*. Much like *Legacy*, it's a story that takes place across generations. It begins with a small group of survivors huddling around a camp fire and trying to remember the plot of an episode of *The Simpsons*.

Then it leaps forward to show the survivors have become a troupe of travelling players not unlike the "Traders in Stories and Song" from the *Gilded Company of Merchants* playbook. They travel from camp to camp, putting on stage productions of *Simpsons* episodes and paying for anyone who can remember a line, or a scene from episodes past.

The final act of the play takes place much further into the future, and is a grand operatic production that is part *Simpsons* episode, part Greek tragedy.

And all of that happens with the knowledge that the *Simpsons* episode they're recreating is itself a parody of the movie, *Cape Fear*. The original episode is a 20 minute comedy that's a complex mishmash of anxieties and cultural references that have started look dated even while the TV show is still on the air. The final act of the play is an epic tale of the triumph of the human spirit over an uncaring and hostile nuclear wasteland (as personified by Mr Burns himself). How did that change happen? It's because people changed the story depending on what they needed.

When you're thinking about the culture and belief systems of your Family, "What do they need?" is a good question to ask. A story can be many things.

Perhaps the simplest thing a story can be is an escape. If you're living in a toxic wasteland, hunted by robots, zombies or an insect population that suddenly craves human flesh, your idea of Friday night fun isn't going to be *The Road*, *Mad Max* or *Dawn of the Dead*. A far more likely scene is the one in *The Postman*, where gangs of wasteland bandits all sit down together to watch *Snow White* and the Seven Dwarves.

But sometimes stories don't just let us escape an unpleasant world, but aspire to a better one. Stories like the tale of Camelot, the idyllic future of *Star Trek*, and the glamour of *Sex and the City* don't just show us lives that are more fun than ours, but also whisper "You could have this too!" Thinking about this with regards to your own game, what do your people aspire to? Do they prize the rugged individualism of old Westerns? Or they wearing ragged pinstripe suits and braces made from old cables as they try to mimic *The Wolf of Wall Street*?

The next step, after seeing what you want to aspire to, is to ask “How do you get there?” which leads us neatly into stories as guides. Sometimes they are straight up fables and morality tales. Sometimes they merely show us the sort of person your culture thinks of as heroic (Think of the tale of The Brave Spartan Boy, lorded for letting a fox under his shirt eat his innards rather than give away that he’d stolen it). Think about the moral code of your family, what values they hold dearest and what stories and characters best exemplify those stories.

Those characters might not be the heroes of the original text. A culture that abhors excessive consumption might easily worship the Grinch, who steals everyone’s food supplies so that they don’t devour them in one day.

The flipside is the cautionary tale, the stories that show us what your Family thinks of as a villain or monster. In a post-apocalyptic world, the cautionary tale may well be the origin story of your civilisation, just as Mr Burns becomes a stand-in for the nuclear fears of the survivors.

Which of course brings us back to stories as a form of history, a reminder of where your people came from, and who they are.

Most stories will do a number of these jobs, and sometimes they will change jobs from generation to generation. But sometimes they will become more than that, encompassing all of these ideas while becoming the lens that your characters see the world through. At that point a story stops being a story, or legend, or even a history. It becomes a belief system.

HOLY TEXTS

If you’re a fan of the weirder end of the post-apocalyptic media, you may have the classic Sean Connery film, *Zardoz*. It’s a film that’s got a lot of weirdness going on, from giant floating heads that shout

about bullets being better than penises, to Sean Connery’s frankly magnificent outfit, but one of the biggest and weirdest twists in the film is when Connery’s character finds out the true origin of the God he worships, the titular Zardoz. It turns out the name “Zardoz” is a bastardisation of The WIZARD of OZ.

If that seems unbelievable, remember that in England and Wales’ 2001 census “Jedi” was the fourth most popular religion. To a post-technology society of apocalypse survivors, landing on the moon may seem exactly as believable as the blowing up the Death Star, and debate may rage of whether the Force is something real, or if Obi Wan Kenobi was talking in metaphor.

If your Family are Servants of the One True Faith, there is a lot of fun to be had in asking where that faith comes from? What is their holy text? Do they even have an exact copy of the original text, or only fragments and oral tradition? Why is this the text your people have decided to build their entire belief system around? And most importantly, how does that inform their worldview? What morals, commandments even, have they taken from Ferris Bueller’s Day Off or The Collected Garfield?

But also, what are the heresies? The truths suspected yet forbidden? Not just whether the story is true, but how the story is meant to be interpreted. The idea that Ferris is a product of Cameron’s imagination, or that Jon drank dog semen (Google it, carefully), could have vast theological consequences.

The conflict spawned by religious disagreements is exactly the stuff great stories are made of. Stories that your characters’ descendants may be telling wildly distorted versions of many years from now...

STORIES FROM AFTER TIME

To get you started, here's a few snapshots of future civilisations that have made myths of legends of today's pop culture.

THE TEMPLE OF THE KING'S CROSS

The ancient city of London is a wasteland. Nothing grows here and there isn't even anything left to scavenge. But people from all four Houses will still cross the dust to reach the shining temple of King's Cross, still standing proud and adorned with all the treasures that can be found in this scorched world. For King's Cross is the gateway to the world of magic, a place of impossible things such as flying cars and steam powered engines. Beneath the eyes of the venerated owls that swarm the rooftops, pilgrims read the Seven Tomes, practice their wand work, and wait for their Letters.

The temple is a happy place, where the day is made up of feasts and clumsy ball games that must be played with a broomstick wedged between your legs. That is, of course, if you can survive the brutal ritual of the Sorting Hat.

THE SHAMAN OF THE POKEMEN

The wilderness is a dangerous place. Clean water, food and shelter are scarce, and the land is roamed by monsters that would happily devour a family of roaming nomads. But there are other creatures – that's what you're told by your guide, the wise old man with a bisected circle of ash across his forehead.

These creatures, whether they be Electric, Grass, Rock, Ghost or others, are your friends and companions, visible only to your guide through the cracked black screen of his phone. He was taught to see them by his father, and he was taught by his mother before him. The creatures, or "poke men" as he calls them, tell him where to find clean water, and food, and a safe place to make camp.

He is only rarely wrong.

FINDING THE WAY

The solar flare wiped clean every computer processor on the ship- including the stored minds of all the colonists in stasis. Fortunately, when the crew awoke they found some primitive VHS tapes that had been preserved in the hold. The tapes were a lifeline, a survival guide. Not only did they allow the crew to relearn the language and mathematics that would be essential to begin understanding, and maybe even piloting the ship, but they also showed the interpersonal and conflict resolution skills that would be essential in creating a harmonious community in such a closed space.

Step by step they are learning, and one day they will figure out how to guide their ship to its new home. They will find out how to get to Sesame Street.

...AND WRECK

When some survivors found a van full of video equipment and the abandoned town that used to be the setting of their favourite sitcom, they naturally decided to start making their own episodes. They missed the warm, funny, likeable characters, and it seemed like a great way to inject hope into a hopeless world.

Soon, across the country people were tuning in on salvaged TV sets, or travelling miles to pick up recordings of the latest episodes.

Even when the New Government was installed, they kept making episodes. Although these days they're less warm or funny, and more about Old Father Swanson and his obedient servant, Mistress Knope, who follows his teachings to foil that feckless and undeserving parasite, Andy.

Watching is mandatory.

CULTURE AND RELIGION

BY JAMES MENDEZ HODES

But in their own way, the new generation—to whom so much had been given, from whom so much was being stolen, for whom so little would be promised—would not settle for the things previous generations had been willing to settle for. Concede them a demand and they would demand more. Give them an apocalypse, and they would dance.

—JEFF CHANG, *CAN'T STOP WON'T STOP*

This piece is called “Wow, Thanks.” It represents the struggles of intercommunication. The tape is the ribbon that binds our experience on Earth together. It has no functional purpose! It just makes me feel bad!

—PERIDOT, *STEVEN UNIVERSE*

Culture, like hope, is indestructible. Wickedness and disaster can suppress it, subvert it, condemn it, corrupt it, even tear it out and replace it with different culture—but never extinguish it. As long as two sentient beings live and communicate, their shared language and history create culture. Your *Legacy* characters, and especially their families, have culture too.

As your ancestors endured the Fall, they kept their culture alive. They danced to music, acted in plays, worshipped deities, and argued about which role-playing game systems are the best. The apocalypse’s horrors killed some of these things – but cataclysm made them more important, not less. Without wider society, without the wonders of the World Before, the data encoded in their culture defined their humanity.

The fall made food, water, clothing, shelter, technology, even trust costly. But art and religion cost only time and hope.

ACTIVE CHOICES

When you think about who your character and your family are, think about from whom they descended. Who were their ancestors in the World Before? Did they

hail from a particular Earth culture? What did they do for fun? What religions did they practice? Or were they secularists, or atheists?

Especially in Apocalypse Engine games, leaving aspects of your character’s personality and history undefined helps you to surprise yourself and tie in other players’ contributions. With religious and cultural options, though, most of us tend toward choices that feel “mainstream” or “comfortable” when we have to make choices under time pressure.

Even if you’re adept at improvising, allow yourself a few moments to contemplate or even look things up when you define religious or cultural signifiers. Are you defaulting to dominant paradigms of belief or belonging? What if you challenge yourself to do something different here? Deliberate, active choices help us think critically and constructively about these aspects of our shared fiction.

HOW DOES APOCALYPSE AFFECT CULTURE?

The important thing to remember is that disasters on the level of the Fall have happened to humans before – with the complication that previous incidents were manmade. Behemoths and alien invasions are large and scary, but violent revolution, natural disasters, and human evil writ large have caused suffering just as sure.

Cataclysmic events often precipitate new advances in culture. The Middle Passage is a good example: the transatlantic slave trade broke apart traditional familial, cultural, and religious structures from Africa, forced them to survive inconceivable trauma, and then placed them in situations of violence and forced labor in America. In bondage, Africans from ethnicities and regions

who otherwise never would have met one another were forced to live and work side by side.

This situation caused the development of new forms of culture. Africans cobbled together new religions from the pieces of their old ones that they remembered, placing religious figures from disparate traditions side by side, or even merging them. They also adopted signifiers from Christianity, mostly to disguise their own religious practices, but sometimes in earnest. The circumstances of trauma forced disparate people together, creating new religion and new culture from pieces of the old. This trauma changed, obscured, and fragmented culture, but did not destroy it.

Similar traumatic cultural events have marked many other religions: Sikhs' persecution by the Mughals, Jews' flight from Egypt, and the Spanish extermination of indigenous Mexican religious tradition.

Apocalyptic trauma also underlies the creation of the Servants of The One True Faith. While you get to pick what your Servants believe, their defining attributes include...

- **Faith.** Its members' belief in something which cannot be proven
- **Judgment.** Strict sorting of individuals and ideas into righteous and corrupt.
- **Community.** Social norms which bring members of the Servants together with one another.

In these ways, the New Way is a religion which combines a Middle Eastern philosophical model with naturalistic leanings, emulating new religious movements from the twentieth century.

If you're out to create your own religion, or else adapt an existing real-world religion for use in your game, here are some other options you might consider.

DIVINITY

Does your religion worship a god or gods? Are they remote and inaccessible to believers, or do they dwell in the natural world? Do they possess people, or speak through the actions of animals, plants, or monsters?

SCRIPTURE

Does your religion have a sacred book? Is the book fixed and immutable, or is it still being written? Which parts of it are well understood? Which parts are obscure or perhaps lost? Is there a tradition of commentary?

CLERGY

Does your religion have priests? What about nuns and monks? What are their duties? What are they allowed or not allowed to do?

CONGREGATION

Does your religion have formal concepts of membership, like Christianity or Buddhism? Or is it focused more on practice, like Shinto or voodoo?

The context of the planet also affects cultural expressions, including ...

CUISINE

How have old recipes changed to incorporate flora and fauna from the jungle? Which flavours are delicacies?

GAMES

What kinds of games do children play? What about adults? What do fantasy and science fiction look like in this context?

LITERATURE

How are things normally written down? What kind of script do people use—is it

an old one, a combination of old ones, or something new? Are print media or digital media more common?

MUSIC

What kinds of instruments are common, perhaps made out of the parts of common machines? What kinds of instruments are easy to make from things in nature? Does music play a role in ritual or battle?

VISUAL ART

What media are used for painting and sculpture? How are moods, pressures, and anxieties expressed? Is art a source of calm and peace, or a way to express fear and desperation?

MARTIAL ARTS

All martial arts are efficient for a specific context. What kind of weapons and priorities affect the way people fight? What sorts of training regimens are sensible and efficient amidst widespread scarcity?

FASHION

How do people dress to keep themselves safe, warm, or cool? Which natural materials are common? What are modesty standards like?

WHEN THE SECULAR BECOMES SACRED

One common post-apocalyptic trope is the sanctification of a person or idea from a secular origin. Examples include the crashed airplane in *Mad Max: Beyond Thunderdome* and the Church of Man in *Pugmire*. More recently, *Mad Max: Fury Road* showed us Immortan Joe's cult of chrome, which motivated the War Boys to throw themselves into self-destructive violence in hopes of ascending to Valhalla.

It's easy to pick random funny things (terrible bands or whatever) to apply this trope to, but you'll probably get more mileage out of taking this seriously. You can look at your understanding of culture

to inform this. What's important to people in the post-apocalypse? What values are more important to them than they would be to us in the real world? What cultural artifacts extol those values, and how might they change as they become the foundation of a religion? This next exercise might help with that.

CREATING MYTH

Most religions have some kind of associated mythology, often in the form of life stories of gods, prophets, saints, and monsters. You might experiment with collaboratively creating myths for your Legacy religions this way. There are a few exercises you can try to make this happen.

Collaboratively write a myth one sentence at a time. Start with a single sentence—not the beginning of the myth, but somewhere in the middle, perhaps the climactic moment or the point at which the myth's "message" is conveyed. Then pass it around from player to player, taking turns either adding a sentence to the myth or changing a detail in an existing sentence.

Adapt an existing myth. Since almost any individual mythic trope has analogues in other cultures' mythologies, pretty much anything you choose will be viable for adaptation, but popular options include:

- Flood stories.
- Battles with monsters.
- Journeys into the underworld.
- How animals got their attributes.
- Unlikely heroes and trickster figures.
- The corruption or temptation of the prideful.

The most time-intensive, but perhaps rewarding option: Play a one-shot of a different RPG with an eye towards creating a myth for this one. The

different system will help make the myth feel qualitatively different from the game you end up playing. This other game might end up set in the early days of the world of *Legacy*, on the ark-ship that carried your predecessors here, or in a mythic past.

The same approaches can also generate cultural history! Applying this process to the development of an art form or cultural movement like hip hop will also create gamable results.

Next, let's look at some examples of how real-world religion and culture might look in the context of *Legacy*.

RELIGION: THE WHITE LOTUS SOCIETY

Dating back to thirteenth-century China, the term "White Lotus Society" refers to a millenarian religious sect which predicts the advent of millennial figures including the Buddha Maitreya and the Queen Mother of the West. The original White Lotus Society combined Buddhist and Manichæan concepts into a single religion. It spawned many imitators and offshoots and also sparked several revolutionary movements which resisted the Chinese government or foreign influences, most notably the Red Turban Rebellion which precipitated the accession of the Míng Dynasty.

In the real world, the White Lotus Society died out long ago; but it's interesting to imagine what might have happened if the White Lotus had lived into the modern day and taken its ideas to the stars - perhaps in the context of the *Titanomachy* quickstart?

In the aftermath of Gigas's death, the White Lotus Society has experienced a strange renaissance, attracting faithful from many different families and factions. While many White Lotus adherents still live with their families with various degrees of separation, some have broken

away from traditional structures and joined a new, White Lotus-focused family called the Red Turbans.

The White Eyebrow is the Red Turbans' current leader. This young woman claims to be the reincarnation of an ancient Daoist immortal who once lived on Earth. She gained fame for her prowess in hand-to-hand combat, reportedly single-handedly repelling a Titan's attack with mobility and guile; then demonstrated great political acumen as she rose to become the master of the White Lotus. She leads the Red Turbans from a fortified mountaintop monastery where she teaches Daoist principles as well as her brutal fighting style to any visitor tough enough to withstand her punishing training regimen. While many individuals within the Red Turbans respect her as a representative of the planet, philosophy, and culture they left behind, others deride her as a charlatan capitalizing on the credulity of the desperate.

In play, you have the option of treating the White Lotus as a separate family, having it overlap with existing families, or both. The last option is the most interesting. Your characters will have to decide as the game goes on how to deal with the Lotus's increasing influence within their factions. Should they give this religious element freer rein or more sway within their communities, or will that risk undermining their primacy? Alternatively, if they crack down too hard on this religious influence, will it drive important family members into the Red Turbans' hands?

ARTISTIC AND CULTURAL MOVEMENT: HIP HOP

Hip hop is a particularly apt choice for Legacy because it comes from a time of cataclysm: the 1970s in the South Bronx, New York. Robert Moses's expressway destroyed families and communities in the Bronx, to the point where the Bronx was literally on fire for half the decade.

Trapped by physical circumstance, racism, economic hardship, and flame, forgotten by the government except as targets for policing, the people of the Bronx found escape in art, especially in block parties. These block parties gave rise to the craft of the DJ, who manipulates turntables, records, and production equipment to create beautiful music; and the breaker, who dances to that music. Soon, the announcer on the DJ's microphone evolved into the MC or rapper, who spits poetry over beats; and the backdrop for all this music and dance came from the graffiti writer, who used media like spray cans to create art in reclaimed urban surroundings like the sides of subway cars or brick walls.

Hip hop has survived even as the Bronx has fought its way back into livability and expanded across the world. When humans arrived on this planet, hip hop prepared them well to persevere through cataclysm and scarcity.

The four elements of hip hop—breaking, rap, graffiti, and DJing—map conveniently to the four stats in Legacy—force, sway, steel, and lore.

BREAKER

*When you ask someone to work with you by inviting them to dance with you, you may roll with Force instead of Sway to **Find Common Ground**.*

MASTER OF CEREMONIES

*When you use vicious rhymes instead of physical weapons to hurt, capture, or drive off an enemy, you may roll with Sway instead of Force to **Fiercely Assault**.*

DISC JOCKEY

*When you draw on ancient knowledge contained in records (musical or otherwise) to navigate through the wasteland outside of settled lands, you may roll with Lore instead of Steel for **Wasteland Survival**.*

GRAF WRITER

*When you find a way across precarious or dangerous terrain because the perfect canvas for your art is on the other side, you may roll with Steel instead of Force to **Forge a Path**.*

WHY DO THIS?

In addition to the fact that it's realistic, giving your characters things to care about beyond survival makes the prize of survival even sweeter. If you're just looking forward to tomorrow so you can forage for food and fight off monsters, eh, whatever. But if you're going to make food to entertain the crowd at a recital of sacred poetry, or you're fighting off monsters who are threatening not only your community but also the sculpture garden that's one of a kind in the world, survival gains flavor and intensity. Now you're not just living: you're living for something.



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FAMILY PLAYBOOKS

THE PLAYBOOKS

It might be an exercise in empathy and creativity, but every Family belongs in a story of reconstruction and hope. If you think them harsh, turn them into the firm hand that brings order to chaos, or the shield that guards those who create and build and heal.

However, for the Engine of Life we need more than just the possibility of a positive perspective. Each one of these fosters healing and cooperation as core values. Each a lesson that a positive agenda doesn't mean weakness or timidity.

A REMINDER:



Ruins playbooks fit in most settings.



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



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

THE ARCHITECTS OF TOMORROW



The Architects shape the landscape to their will. Their technical essence hides a strong ethic towards the betterment of mankind and the preservation (now perhaps restoration) of the world.

THE COALITION



Not every family was forged in the fires of the Fall. Some catastrophe has welded the component parts of the Coalition together very recently, and now they must juggle the competing desires of their different factions while drawing strength from their diversity.

THE ETERNAL MASQUERADE



Artists shape opinions and have the pulse of a people's soul. But what is the art of these troubled times of ruins and loss?

THE SERENE CHOIR



Long ago, we lived in secluded splendour under the all-knowing Presence. So distant were we from the unwashed masses that to many we had become mythic, divine. Until the world ended and we were abandoned here... alone and with an impossible task to accomplish.

THE SYNDICATE OF THE LOST



What of the common people? What if they survived the Fall and adapted? What would set them apart from everyone else? The Syndicate answers with fierce independence and an unwavering drive for action.

THE TIMESTREAM REFUGEES



No other Family has better reasons to fight for a better world, as only the Refugees experienced first hand the terrible consequences of our folly. They play their own game, focused on orchestrating everyone's efforts towards a different future.



THE ARCHITECTS OF TOMORROW



We as a people have the power to refuse to let the Fall define Mankind, or end our history. We have the power to overcome things nobody ever thought we could. Take our hand, chase the future, and let's change how this story ends.

CREATING YOUR ARCHITECTS

STATS

Choose one:

If nature reclaimed the land after the Fall, and you steer recovery from the shadows: Reach 0, Grasp -1, Sleight 2.

If the Fall warped the land into something truly alien, and you can use the land's inhospitality to your advantage: Reach 1, Grasp 1, Sleight -1.

If the debris of the great constructions of Before blanket the land: Reach 1, Grasp 0, Sleight 0.

TRADITIONS

Choose one of each, or create something else:

Populace: A tribal community preserving the old ways, a secret society rooted in ceremony and ritual, the wise descendants of eco-terrorists.

Style: Rough natural clothing, wild hair and too many tattoos, trekking clothing and gear made to last forever, tactical style adorned with tribal motifs.

Governance: a council of elders chosen based on achievement, a reputation economy reliant on the exchange of services and know-how, independent cells following messianic texts.

LANDMARKS

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

BEFORE

- A structure ancient beyond belief.
- An architectural marvel... without any clear purpose or use.
- A city of alien beauty, lost in the Wastelands.

THE FALL

- An underground complex, overrun by monsters.
- A logistics hub, full of destroyed vehicles and bodies.
- The bridge to the stars.

A THREAT

- Sudden and intense climate change.
- Creeping changes on the landscape.
- The dwindling of a vital resource.

A HAVEN

- A bridge halfway finished, connecting land with the sunrise beyond.
- A place to watch nature in its most extreme moments.
- A large construction that seamlessly blends concrete, steel and nature.

HISTORY

Then ask the other families:

Which one of you understands the full scope of our ambitions? Tell everyone what gave you away and get 2-Treaty on us.

Which one of you harbours the most vicious killer in the homeland? Tell us why the killer bounds us at every turn. Take 1-Treaty on them.

Which one of you destroyed the balance of an important area of the Homeland? Tell us how or why. Take 1-Treaty on them as you stepped in to control the damage.



DOCTRINE

Choose one:

- **The Builder's Guild.** When you encounter a human-made structure, you can ask the GM one question about its origins or weaknesses.
- **The Secret Order.** Add "Resources the land can yield" as a new thing to learn from **Uncover Secrets**.
- **Keepers of the Land.** Your Characters and Followers gain **+1** to **Defuse** any environmental challenge or obstacle.

LIFESTYLE

Choose one:

- **Nomadic.** Your caravans live on highly efficient low tech solutions. You gain Surplus: Progress and share it with whoever shows you hospitality.
- **Dispersed.** Your people hold the secrets of sustainable energy and practices. You gain Surplus: Energy and share it with whatever community harbours you.
- **Settled.** Your buildings follow secret principles from Before, all long forgotten by everyone else. You gain Surplus: Defences and share it with those who live in your settlements.

The Architects' Lifestyle Surplus can be shared with any given Family or Faction only once per Age - though you can provide it for everyone on the Homeland if you feel inclined.

RESOURCES

Pick two Surpluses and three Needs:

- Leadership.
- Defence.
- Energy.
- Land.
- Progress.

Remember that your Lifestyle gives you a Surplus, taking you to Mood 0.

ASSETS

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

HOW DO YOU FIGHT?

- Compound bow (Ranged, Silent)
- Stone cutting laser (Ranged, Elegant)
- Earth current tomahawk (Melee, Aberrant)

HOW ARE YOU DEFENDED?

- Weatherproof leather coats (Utility, Thermo)
- Work-site exoskeleton (Utility, Powered)
- Smart fabrics (Camo, Mantle)

HOW DO YOU TRAVEL?

- Prized horses (Land, Mount)
- Tractor (Land, Durable)
- Airship (Air, Transport)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Ecologist (Quality 1, Heal the Land)
- Geologist (Quality 1, Locate Resources)
- Sapper (Quality 1, Build Infrastructure)

THE ARCHITECTS' MOVES

Take two moves:

BUILDING BRIDGES

More than anything, the technology to reshape the landscape defines the lore and craft of your people. *When you and another Family or Faction work together to edit the Homeland*, spend 2-Treaty on each other. Add a connector (road, bridge, etc.), a feature (a fortress, a wall, a plantation, etc.), or another large scale construction to the map. Months may pass before these changes occur, according to the Fiction.

TAMING THE LAND

When you and another Family or Faction work to tame Hostile Ground, spend 2-Tech in a joint effort to turn it into regular terrain, effectively removing the Disadvantage there. It may take weeks for these changes to occur, according to the Fiction, and they last until the end of the next Age.

INNOVATIVE DISSENT

When you unleash a natural hazard, spend 2-Data to place Hostile Grounds on a section of the Homeland map. This hazard will last until the end of this Age. Determine the source of the Disadvantage and how you triggered said change. It will happen in a matter of days to weeks.

THE OZAKI WAY

Three things matter in life: to be true to yourself, to give more than you take and to leave no tainted footprints behind. As long as an Architect Character abides by these rules they gain 3-Armor versus natural hazards or injuries from acts of extreme athleticism in the wilds.

AN ARCANE ATLAS

When your Character uncovers a long-hidden secret of the wasteland, spend Data to reveal a: safe passage, natural resource, barrier, or refuge. It'll last at least for this age and maybe longer.

ALLIANCE MOVE

When a Family or Faction acknowledges your ways as the greatest hope for the future, gain 1-Treaty on them.

INHERITANCE

Architects characters gain +1 Steel or Lore. Quick characters pick one:

- **Trench Warrior.** Given enough time you can build structures that will blunt the assault of much larger forces. Gain lasting Advantage to **Defuse** attacks there.
- **Airborne Support.** Gain a superior Vehicle (Air, Canopy, Transport). Given enough time, you can build an air strip where you can repair Air Vehicles.
- **Comms Unit.** Given enough time you can build structures that will enable remote communication with each other and any and all gear with the Comms tag.
- **Topographical Technician.** When your character studies a terrain thoroughly, spend a point of Data and get lasting advantage on **Wasteland Survival**, **Forge a Path** and **Fiercely Assault** there.
- **Demolition Expert.** Given enough time you can prepare explosives that if set up correctly can damage infrastructure, the landscape or anything too big to be hurt otherwise.

PLAYING THE ARCHITECTS

The Architects are gifted with a clear intent: to heal the Homeland, and here lies their most effective offense and defence methods. You can selflessly spread your Doctrine, benefiting everyone. So, who in their right minds would wage war on you? Even in the political arena, you will end up in the unique position of people voluntarily letting go of their Treaties on you so you can reshape the Homeland with **Building Bridges**. And if anyone, by any reason, decides to pick up a fight, well, you can literally turn their holdings in a Hostile Ground with **Innovative Dissent**. In any case, consider empowering your Characters either with **Ozaki Way** or **Arcane Atlas**, since you will have to rely on them (and those who support you) to face existential threats.

The Scavenger is perhaps the best fit for this Family, but others, less obvious choices, such as the Promethean or the Survivor, can all explore (and exploit!) the world's most dangerous elements.

INSPIRED BY GREG SANDERS

THE COALITION

The wasteland is divided by a thousand bloody feuds and bitter divisions. If you cannot create harmony - even vicious harmony - across tribal lines, among warriors and peasants and sages... you are surely doomed.



CREATING YOUR COALITION

STATS

You set your differences aside to survive, but what were your ties before the Coalition?

If you were victims and guardians:
Reach +1, Grasp 0, Sleight 0.

If you were victims and aggressors:
Reach 0, Grasp 0, Sleight +1.

If you were aggressors and guardians:
Reach 0, Grasp +1, Sleight 0.

TRADITIONS

Pick two Family Playbooks that are not in play and chose from their Traditions:

Populace:

_____/_____
_____/_____

Style: _____
/ _____.

Governance:

_____/_____
_____/_____

LANDMARKS

Check your chosen Family Playbooks, drawing a sign of one from each category on the map, or invent your own. For havens, you may also pick from these:

- ☐ A way-station amidst busy crossroads, cosy and reliable.
- ☐ An underground bazaar of spices and candles.
- ☐ An ancient fabric dyeing factory, which never ceased working.

LIFESTYLE

Choose one:

- **Nomadic.** Between wary survivors and veteran warriors, your caravans cannot be ambushed or infiltrated.
- **Dispersed.** The bonds that tie you together go beyond mere convenience: there is love and deep friendship built on the fires of conflict. Members of the Coalition cell members will never betray each other.
- **Settled.** Outsiders stick out like a sore thumb faced with your complex customs. Infiltrators won't remain hidden for long among your people.

DOCTRINE

Choose one:

- **A Survival Imperative.** Gain 1-Synergy whenever you **Fall into Crisis** or roll **In Want**.
- **Peace Through Conquest.** Gain 1-Synergy whenever you successfully **Claim by Force**.
- **United for the Future.** Gain 1-Synergy whenever you **Lend Aid** or unleash a Wonder.



HISTORY

Ask the other families for volunteers:

IF YOU HAVE VICTIMS:

Which one of you turned your back at us in our moment of greatest need? They tell us the reason they couldn't help even if they wanted to and give you 2-Treaty.

IF YOU HAVE GUARDIANS:

Which one of you supplied us with critical resources for our duties? They tell us about what you stood watch against and you exchange 1-Treaty.

IF YOU HAVE AGGRESSORS:

Which one of you repelled our aggression? They tell us what they had to sacrifice to avoid defeat, and take 2-Treaty on us.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Barter Goods.
- Defences.
- Progress.
- Trade.
- Transport.

ASSETS

Check your chosen Family Playbooks: pick 2 from one Family and 2 from the other:

HOW DO YOU FIGHT?

HOW ARE YOU DEFENDED?

HOW DO YOU TRAVEL?

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

THE COALITION'S MOVES

Take Building Synergy and one more:

BUILDING SYNERGY

To keep such a complex alliance running you need a lot of compromise and hard work. Gain 1-Synergy when you:

- Trigger more than one of your Alliance Moves in the same moment: you see yourselves in fact as two Families, not one.
- Remove a Need: the memory of your shared plight strengthens your bonds.
- Succeed (10+) on **Hold Together**: yet another proof of your alliance's resilience.

When you all commit to a task you are far more than the sum of your parts. Spend 1-Synergy to:

- **Perform opposing tasks simultaneously.** Combine two of **Conduct Diplomacy**, **Claim by Force** and **Subterfuge** on the same target. Pick one to roll with fleeting Advantage.
- **Seize opportunities in changing times.** Pick one extra Fortune on a **The Age Turns** or Wonder roll. Or pick one extra option when **Flush with Resources**.

COOPERATION ACROSS LINES

When you invite another Family to build a Wonder, mutually spend 1-Treaty in each other to invest one of their Surpluses in your Wonder. They gain fleeting Advantage on the Wonder roll once it's unleashed.

BIPARTISAN DIPLOMACY

When someone Calls in a Debt on you, you can immediately **Call In a Debt** on them without spending Treaty. If you spend 1-Synergy, you can instead shut down their Call in a Debt attempt.

HOSTILE TAKEOVER

When you bring a Faction to its knees, spend 1-Synergy for each of their Surpluses to assimilate them. Gain their Alliance move, Treaties and Surpluses, and discard their Needs.

OVERLAPPING NETWORKS

When your Character deals with a person or community matching their profile (Victim, Guardian or Aggressor), they roll **Find Common Ground** and Find **Familiar Face** with lasting Advantage.

Also, you can appropriate another Family's character into your culture: when **The Age Turns** spend 1-Synergy to trigger **Eulogy**, even without their Relic. Tell us why the Hero is celebrated, and how.

ALLIANCE MOVE

IF YOU HAVE VICTIMS:

When a Family or Faction works with you to alleviate the suffering of other victims, gain 1 Treaty on them.

IF YOU HAVE GUARDIANS:

When a Family or Faction lends support to your cause, gain 1 Treaty on them.

IF YOU HAVE AGGRESSORS:

When you bully a Family or Faction into action, gain 1 Treaty on them.

INHERITANCE

Coalition characters gain **+1** to a Stat of their choice.

Your Quick Characters can pick an Inheritance Move from either of your chosen Family Playbooks.

PLAYING THE COALITION

Imagine you have beaten a pretty good game once, and now want to give it another go at a harder difficulty - that's what having the Coalition at the table feels like. Your moves now chain into vicious and elusive combos and everything you do has more moving parts! Harder, for sure, but the Coalition has the potential to elegantly orchestrate the Homeland's reconstruction... or drown it in conquest.

The Coalition moves are perhaps the strongest in the game, but many of them depend on Synergy, and you don't start with any. But as the game progresses, the Family gains momentum until it becomes a runaway train as the Ages turn. Alternatively, you can start with **Cooperation Across Lines** and build Wonders almost instantly (Synergy be damned!), reaping Treaties along the way with your Alliance moves. And with **Hostile Takeover**, you will gather a veritable arsenal of Alliance moves, which both describe how your culture has changed, and also makes it easier for you to trigger **Building Synergy**.

High Sway characters are an obvious choice for a Coalition with **Overlapping Networks**. But just imagine a Scout, braving the Wasteland and discovering new Factions ready to be assimilated with **Hostile Takeover**. Wicked, no? When playing as the Coalition, listen to the plans within plans within plans.

INSPIRED BY SAWYER RANKIN

THE ETERNAL MASQUERADE



CHAPTER 02: FAMILY PLAYBOOKS



Art is so much more than just beauty. Refined or shocking, it captures and distills the soul of an age. And when the world came crashing down, it fell upon you to preserve and interpret the wounded soul of the Before. To live it, to become it!



CREATING YOUR MASQUERADE

STATS

Choose one:

If the ruins of Before reflect all the pain and rage from the tumultuous times of the Fall: Reach -1, Grasp +1, Sleight +1.

If the ruins of Before are the dull and unassuming remains of buildings made only for function: Reach 0, Grasp -1, Sleight +2.

If the ruins of Before are places of intricate and affecting beauty: Reach +2, Grasp -1, Sleight 0

TRADITIONS

Chose one of each, or create something else:

Populace: ephemeral beings who cling to fleshy husks; degenerates hidden behind gorgeous finery; a carnival of freaks and oddities.

Style: death masks carved from corpses; extreme body modifications; silks and alabaster masks.

Governance: an elaborate and punishing caste system; a ringleader that holds the reins of power and passes them on to an appointed successor; seers that interpret portents hidden in lyrics and videos from Before.

LANDMARKS

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

BEFORE

- A field of mirrors, song and virtual ghosts.
- Stone and metal warped into haunting beauty.
- A vault built to preserve art for eternity.

THE FALL

- Screens that still replay the world's last moments.
- The remains of those who revelled as the world ended.
- Their greatest museum, ransacked and vandalized by the hopeless.

A THREAT

- A lingering malaise only abated by distraction or spectacle.
- Mutants that refuse to live by any law or rule.
- The peddlers of a new drug that removes the desire for beauty.

A HAVEN

- An underground bar that has never stopped playing its moody, soothing music.
- A seasonal parade of raucous music and colourful costumes.
- A pleasure dome for transcendental drugs and the remixing of dreams.

HISTORY

Then, ask the other Families:

Which one of you uses our art in one of your most important rites? They describe the ceremony and give you 2-Treaty.

Which one of you sees our lifestyle as decadent? Give them 1-Treaty on you.

Whose youth is enthralled by our lifestyle? They say what draws their kids to you like moths to the flame, and give you 2-Treaty.

DOCTRINE

Choose one:

- **Masters of Obligation.** When your Family **Calls in a Debt**, the opposing Family must spend an extra point of Treaty on you to counter it, or get disadvantage on their **Hold Together** roll.
- **Masked Sybarites.** When your Family gets a hit on **Subterfuge**, they can erase 1-Treaty on their target to choose an extra option.
- **Vogue Danseurs.** If you dance ecstatically and/or in a heavily stylized manner those around you must give you their full attention and take heed of what you say next.

LIFESTYLE

Choose one:

- **Nomadic.** If you bring extravagance or entertainment, you're welcome in any settlement.
- **Dispersed.** Your Family is always aware when someone uses **Uncover Secrets** and may make an immediate move towards the Faction or Family who uncovered it.
- **Settled.** The rebels and sybarites of the Homeland flock to your domains. If another Family becomes **Flush with Resources** or Falls into Crisis you gain 1 Treaty on them.

RESOURCES

Pick two as Surpluses and take the rest as Needs.

- Barter Goods
- Culture
- Prestige
- Luxury
- Artisans.

ASSETS

Your character may always have a mask that hides their true nature. In addition, pick 3:

HOW DO YOU FIGHT?

- Knives and sharpened nails (Melee, Hidden)
- Cutting words (Ranged, Aberrant)
- Hordes of groupies (Melee, Many)

HOW ARE YOU DEFENDED?

- Insane body modifications (Utility, Tough)
- Silks stitched with psionic art (Regal, Mantle)
- Shifting tattoos (Camo, Implanted)

HOW DO YOU TRAVEL?

- In ships of air and steam (Air, Transport)
- Palanquins drawn by giants (Land, Mighty)
- On automated animal golems (Land, Mount)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Agents (Quality 1, Seeding Interest)
- Poets (Quality 1, Elegant Flattery)
- Sages (Quality 1, Worldly Advice)

MASQUERADE MOVES

Pick two:

THE MIDNIGHT CARNIVAL

Whenever someone falls to excesses they come to you for their needs. *If another Family triggers **Flush with Resources** or **Fall into Crisis**, you get 1-Data and they share one of their Surpluses with you. Describe what performance you put on for this boon.*

ONE OF US

The majesty of their way of life draws people like moths to flame. *When your Family gains Treaty on another Faction or Family, you gain fleeting Advantage on Family moves targeting them.*

MY MASK IS MY FACE

Whenever another Family or Faction gets a 6- on a roll against your Family, gain lasting Advantage on any Sleight rolls against them until you spring your vengeance or until the Age turns, whichever comes first.

DEATH MASKS

When you take a Surplus from another family, you can spend an extra point of Treaty to give them Need: Art, Culture or Luxury.

THE NEW ZERO

You didn't turn your body into your canvas because you wanted to be different, but because you wanted to become and express who you truly are: a monster, inhuman, otherworldly.

Your characters can always substitute Sway for Force moves, but have Disadvantage on attempts to use **Familiar Face** or **Find Common Ground** on anyone who isn't an artist, rebel or outcast.

ALLIANCE MOVE

When you perform a display of beauty or wonder, gain 1-Treaty on the Faction or Family you performed for.

INHERITANCE

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

- **When Everyone Forgets.** *If you keep your head down and don't make waves for whatever amount of time the GM says is necessary, you are ignored by those around you.*
- **Porcelain Black.** *If you remove your mask or another piece of clothing, all those around you flinch and hesitate for a critical moment.*
- **Dance of Blades.** *When you have the room to move freely, your melee weapon gains the area tag.*
- **Starving Artist.** *As long as you have a supply of drugs, you no longer need to eat or sleep.*
- **Gooble Gobble.** You and those in your favour share a secret code embedded in an art of your choice: graffiti, singing, landscaping, etc.

PLAYING THE MASQUERADE

Mystery, glamour and outrageous appearance and behaviour... welcome to the rockstars and avant garde artists of the end of the world. Nuances abound, as they can play from Ruins to Mirrors with minimal changes. In any case, choose the Masquerade if you want a Treaty powerhouse who can wield influence over the entire Homeland..

Remember it's in your best interest that the Homeland and its Families either prosper or wallow in misery, so you can ride the wave with a Settled **Midnight Carnival** with **One of Us** – no middle ground for you! Or you could meddle in everyone's secrets with Dispersed Masked Sybarites with **Death Masks**.

These are just a few of countless powerful synergies...

Though they spend their lives as artists and curators of the past, the Masquerade are hardly defenceless. If you cross them you might find yourself entangled in a web of espionage, performances, and betrayals that will leave you dizzy. For instance, take Nomadic Masked Sybarites with **My Mask is my Face** to dissuade any aggression. Or if you want a greater Character focus, **The New Zero** is right there for you. Your Elders, Envoys and especially Firebrands will upend expectations and raise a fair share of eyebrows during game. Are they also Vogue Danseurs? Overkill!

INSPIRED BY JP STEBBINS

THE SERENE CHOIR

Perfection is achieved, not when there is nothing more to add, but when there is nothing left to take away.

- Antoine de Saint-Exupéry

You used to live lives of perfect grace, following the will of The Presence. Then came the Fall, and the Presence died, or left you, or you were exiled. In a world you are no longer sure of, you must find out for yourself what is virtuous and worth cherishing.



CREATING THE SERENE

STATS

Choose one:

If you crashed into the homeland in a broken shard of the Presence's realm: Reach 1, Grasp 1, Sleight -1.

If tears in the star-filled skies dropped you screaming to the earth: Reach 2, Grasp 0, Sleight -1.

If you stumbled, blind, out of the cthonic caverns under the Homeland: Reach 1, Grasp 0, Sleight 0.

TRADITIONS

Choose one of each, or create something else:

Populace: veteran warrior-monks, ascetic scientists, artificial servants designed for perfection.

Style: mendicants and their sacred body modifications, flowing and sterile uniforms, brightly coloured robes and armours.

Governance: tyrannical stewards of an empty throne, the overwhelming demands of a holy codex, a council guided by an absolute ethical imperative.

LANDMARKS

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

BEFORE

- A chop shop for the failed gods of old.
- A monumental temple, haunted by decrepit icons.
- Automated catacombs guarding divine relics.

THE FALL

- A site fouled by the betrayal that killed the Presence's faith in us all.
- The bridge to the heavenly city, severed beyond repair.
- A mighty containment facility, cracked open from the inside.

A THREAT

- Offenders sentenced to immortal suffering, now escaped and hell-bent on revenge.
- An earlier creation of the Presence, fundamentally flawed and incredibly potent.
- A trafficking ring specialized in retro-engineering holy relics.

A HAVEN

- An extensive library of fractal architecture.
- A meditation chamber so ancient that the stones are worn by the knees of the faithful.
- A sentient garden, beautiful beyond words.



HISTORY

Then ask the other families:

Which of you worshipped the Presence before the Fall? They say whether they still believe, and give you 2-Treaty.

Which of you helped us vanquish a terrible monster? Say how you hunted it down, and they say how they dealt the final blow – exchange 1 Treaty with each other.

Which one has renewed our faith in the future? Give them 2-Treaty on you, and they describe the holiness expressed in their Doctrine.

LIFESTYLE

Choose one:

- **Nomadic.** Your pilgrimage draws Outcasts and Prophets who revere your holy wisdom. Gain lasting Advantage on Sway rolls with them.
- **Dispersed.** You can extend your senses to your brethren across any distance - but you must always answer another Serene's cry for help.
- **Settled.** Your home is a sanctuary in this chaotic land. None forbidden can enter, no matter how hard they try.

DOCTRINE

Choose one:

- **The Nemeses.** You seek out the monsters that would hurt those innocents that yet survive. When you battle a supernatural threat, say whether your supernal wrath terrifies or inspires all witnesses.
- **The Keepers.** You cherish those sacred things that remind you of the Presence. When you find true holiness in the wasteland, ask one question about its origins, its current status or a threat to its future - the GM must answer truthfully.
- **The Restorers.** You seek the aid of others to bring the world back into harmony. You are connected by a sacred language to all cultures, species, and system – gain fleeting Advantage when overcoming a language barrier.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Prestige
- Justice
- Safety
- Luxury
- Leadership

ASSETS

Your character may give two extra tags and a name to a piece of Armoury or Outfit to turn it into a holy relic. If the relic is ever lost or destroyed, pick a Stat to roll with lasting Disadvantage until a new equivalent item is created by or solemnly given to the Character. Pick 3:

HOW DO YOU FIGHT?

- Your sacred blade (Melee, Elegant)
- A herald's trumpet (Ranged, Area)
- A sceptre of judgment (Ranged, Brutal)

HOW ARE YOU DEFENDED?

- Ceremonial armour (Regal, Tough)
- A shining halo (Regal, Mantle)
- Blessed jewellery (Regal, Hardened)

**YOU ESCHEW MERE VEHICLES!
INSTEAD YOU ARE SUMMONED BY...**

- Incantations performed in places of power.
- Threats to that which is holy.
- The plea of your sworn allies.

**WHAT USEFUL EXPERTISE CAN YOU
DRAW ON?**

- Guardians (Quality 1, Watch over the Holy)
- Scourge (Quality 1, Terrify the Wicked)
- Heralds (Quality 1, Make them Listen)

THE SERENE MOVES

Take Divine Grace and one other:

DIVINE GRACE

Whatever supernal authority you drew on died with the Fall. Now it's up to you to find what is holy in this new world, and cherish and protect it.

Start with 1 Grace and one commandment: a statement in the format "It is holy to _____".

Whenever you help another Family perform a holy action, gain 1 Grace.

When you willingly accept a Need in the course of performing a holy action, gain 1 Grace

Whenever you refuse to perform a holy action, lose all Grace.

Once per age, when you see The Presence in another's actions you may add a new commandment to your list, emulating their deeds. Both of you receive an immaterial Surplus of your choice.

I WILL NOT ABANDON YOU

The Serene won't rest until the whole world has ascended. *When you Zoom In with the goal of trying to save lives or redeem a profaned place, gain 1 Grace and Advantage on a roll of your choice crucial to this mission's success.*

Also, when a character from another Family sincerely pleads for succour and deliverance, they can spend 2-Treaty on you to summon a Serene Quick Character to their side for a scene. If that character would mark their Dead box, you (or that Quick Character's player) can spend 1 Grace to prevent it.

THE MANDATE OF HEAVEN

The Presence gave you tools to enact its will on the world, and even in its absence the choir is mighty. *When you are in dire need, spend 1 Grace to give a Weapon or Outfit a tag you need to fulfil a commandment.*

ISLAND OF APPLES

*When you invest the land with your divine power, spend 2 Grace to place a source of solace and beauty on the map. In this area, you can mend flesh and bone and cure any disease, poisoning or malady of the mind - providing **Professional Care** even without a relevant Surplus. This lasts for an Age, at the end of which the Garden withers.*

If a Character dies while holding true to a commandment there, you gain 2 Grace and their Death Move will be implemented on a new scale of magnitude - either a much broader scale, or a far longer duration.

PILGRIMS OF THE SILVER CITY

When you consecrate any of the following as a holy anchor, spend 1 Grace:

- A gifted person from any Family or Faction.
- A seasonal festival or rite of power.
- A place of power, either a wound of the world or a source of solace and comfort.

Your characters may extend their senses to these anchors across any distance, and instantly travel there. Anchors are permanent, unless destroyed or defiled.

DREAMS OF HEAVEN

When you grant a single mortal a vision of the eternal and spend 1 Grace, they may choose to mark Outsider or Prophet and immediately activate their Coda.

*When you instead send dreams and visions to a Family's leaders, pick a commandment and spend 1 Grace. If at the end of the Age the group believes they have pursued the commandment, they roll **The Age Turns** with advantage.*

ALLIANCE MOVE

When you reveal yourself at someone's lowest point to guide them back to the light, take 1 Treaty on them.

INHERITANCE

Serene Characters replace any one Harm Slot (other than Dead) with:

- Bathed in blinding light.

Quick characters pick one:

- **The Gardener.** *When you shed blood, even the harshest ruin will become verdant and full of life. Mark 2-Harm and tell us how holiness manifests in this new garden.*
- **The Champion.** *When you hurl yourself into conflict, upheaval or disaster, roll +Force. On a hit, you find a manifested sign of holiness. On a 10+ it's not beset by unholy forces.*
- **The Sage.** *When you encounter an un/holy manifestation, tell everyone a fact about it and gain 1 Data.*
- **The Martyr.** *When you head into Hostile Grounds, say one blessing your Family has that gives you lasting Advantage on one stat there.*
- **The Preceptor.** *When you spend an hour lecturing about holiness to an audience, one audience member will be revealed as an individual of great potential.*

PLAYING THE SERENE

You're fallen angels - or maybe exiled, or orphaned. Everything used to be so *certain* before the Fall: the Presence filled your life with its light, wiping away all shades of grey until there was only holy brightness and the forsaken void. Now that light is gone, and you find yourself looking around the Wasteland with new eyes.

You're not just holy but empowered by holiness and grace. But there's the rub: what *is* holy, now? What commandments must you cleave to, and what practices are taboo? As created servants of the divine, you don't have the authority to rule on that, but maybe these mortals that share your new home do. Follow them, study them, protect them from harm, and maybe they'll show you the way back to the divine.

INSPIRED BY VINCENT GEUENS

THE SYNDICATE OF THE LOST

No one is coming to save us. If we're going to survive this, we will need to save each other. It has to start somewhere... What better place than here, what better time than now?



CREATING YOUR SYNDICATE

STATS

Choose one:

If the masses were exiled from the Before's utopia: Reach -1, Grasp +1, Sleight +1.

If the masses were kept under the boot of the Before's dystopia: Reach 0, Grasp 0, Sleight +1.

If the masses were kept in check by the many pleasures of the Before: Reach 0, Grasp -1, Sleight +2.

TRADITIONS

Choose one of each, or create something else:

Populace: righteous proletariat, a ragtag band of survivors, exotic refugees.

Style: purposefully nondescript and uniform, heavy industrial gear, rags and a striking badge of honour.

Governance: a true town hall democracy, ever shifting revolution's leadership, elected commissaries.

LANDMARKS

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

BEFORE:

- A jumbled hive of slums.
- A stadium, home to grand spectacle and cheap entertainment.
- A central station for the commuting rank and file.

THE FALL

- The spot where countless vainly awaited for rescue.
- A vast market turned into a warzone.
- The filthy underground the desperate fled to.

A THREAT

- An ancient landfill that spawns monsters.
- Noble hunters chasing after prime genetic specimens.
- A gang controlling the access to a critical resource.

A HAVEN

- A pier by the shore, where loved ones keep vigil for their sailors.
- A theatre hall, lovingly cared for as the revolution's cradle.
- A radio station, packed full of powerful songs and now meaningless memorabilia.

HISTORY

Each other family gives you 1-Treaty: where there are hierarchies, there are those who support your creed.

Which one of you helped us on our moment of greatest need? They describe the trials you faced together and you give them 2-Treaty.

Which one of you has conspired with those who oppressed us? They say why they withdrew support from the conspiracy and give you 2-Treaty.

LIFESTYLE

Choose one:

- **Nomadic.** When you arrive at a new settlement say what seasonal work needs your help to be performed.



- **Dispersed.** You have friends everywhere with shelter always ready. Authorities can't find you if you lay low on a large settlement or remote community.
- **Settled.** You are embedded into the Homeland's largest settlement and your opinion there carries great weight among the masses

DOCTRINE

- **Revenge.** When you oppress a prosperous community, you erase all their Treaties on you.
- **Vigilance.** When you defend a non-militant community against predation you gain Surplus: Justice, Spies, or Morale.
- **Solidarity.** When you reveal your numbers to a community in suffering erase any of their Needs that you have as a Surplus.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Leadership
- Morale
- Recruits
- Justice
- Safety

ASSETS

You can always add another tag to your Gear if you add Unreliable Tag as well. In addition, pick 3:

HOW DO YOU FIGHT?

- Homemade explosives (Area, Brutal)
- Heavy and menacing tools (Melee, Brutal)
- Sturdy Automatic Rifles (Ranged, Area)

HOW ARE YOU DEFENDED?

- Winter clothing (Utility, Thermo)
- Homemade leather (Utility, Tough)
- Scavenged military gear (Camo, Tough)

HOW DO YOU TRAVEL?

- Horses (Land, Mount)
- Jeeps (Land, Durable)
- Motocross bikes (Land, Swift)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Agitators (Quality 2, Motivate & Infiltration)
- Terrorists (Quality 2, Sabotage & Infiltration)
- Subversive (Quality 2, Diplomacy & Infiltration)

THE SYNDICATE'S MOVES

Pick two moves:

MIGHTY RENEGADES

It doesn't matter that you are everyday people - together you will change the course of history.

When you have one of Surplus: Recruits, Morale or Leadership and gain a second, you also get the third.

HELL CAN'T STOP US

When you make a grand collective effort to create a Wonder, you can invest Surplus: Leadership or Morale without erasing it.

GUERRILLA RADIO

When you broadcast your message far and wide, spend 2-Treaty on anyone with Surplus: Recruits to gain Surplus: Spies or Surplus: Scouts, located right there in their midst.

NOT A BROKEN MAN

You don't owe these pigs no shit! *When someone uses **Call In a Debt** on you, get Advantage on the **Hold Together** roll to resist it. Also, when you **Fall Into Crisis**, everyone has to erase 2-Treaty on you, or else you gain 1-Treaty on them.*

PEOPLE OF THE SUN

You have infiltrated every human Family or Faction. *When you roll **Subterfuge** against them, you can spend Treaty on them 1-for-1 to choose extra items from the list. Also, you have a finger on the Homeland peoples' pulse. When any other faction triggers **In Want**, you can be the one who chooses what crisis they suffer if you wish.*

ALLIANCE MOVE

Gain 1-Treaty on any Faction or Family whose common people suffer needlessly.

INHERITANCE

Syndicate characters gain +1 to Steel or Sway. Quick characters pick one:

- **The News.** *When you investigate a scene of corruption, you can ask the GM one question about the corrupter or the corrupted.*
- **The Rage.** *When you voice your message of discontent in a loud and public fashion, you will attract the oppressed to witness your performance. Beware the authorities though, as they'll come too.*
- **The Union.** You can gather labourers and convince them to stop or resist a project they are involved in until their demands are somehow addressed.
- **The Guerrilla.** *When you retreat to the edge of wilderness or the depths of the slums and lay low for a while, the Authorities simply can't find you.*

- **The Soul.** *When you hold your revolutionary colleagues back from excessive force or collateral damage, support to the cause swells across all social levels.*

PLAYING THE SYNDICATE

Ready for a grassroots experience of radical social activism? The Syndicate was born to fill in the niche of the blue collar common folk under the duress of the Fall. It was only natural that they would evolve into an engine of revolution and change.

Let the privileged try and play their political games - a Syndicate with a Doctrine of Revenge and **Not a Broken Man** can be a nightmare for the Treaty economy! And with them in play expect very disruptive Wonders, with pretty much any move combination.

Keep an eye out though, as the Syndicate always works subtly... downright insidiously in fact if Dispersed and Vigilant, and armed with **People of the Sun**. But if you cherish Legacy's focus on a hopeful and constructive message, well, a Nomadic and Solidarity Syndicate might be a veritable charity force for the Homeland... especially with **Mighty Renegades**.

Finally, let's face the facts: you might end up playing with Syndicate Firebrands, age after age. It can be avoided, believe me! Check the Scavenger or Survivor Roles and you will see beautiful story arcs developing - dramatic stories for times of upheaval and passion. And when all is said and done, an Elder or Historian might be just what the Syndicate needs to stay the course... or find new purpose and stability.

THE TIMESTREAM REFUGEES



The Fall was not the End – you are proof of that. We have seen the End, as defeat upon bitter defeat mounts until there is only a handful of us left staring blankly at the hopeless void. We are those last ones, and we have a message about the days to come.



CREATING YOUR REFUGEES

STATS

You're hurtling back towards the bleak future you escaped from. To change it, you need **Momentum** and **Balance**.

Momentum varies from **-3** to **+3**, starting at 0. Gain Momentum when you **Lend Aid** to actions that succeed. Use Momentum instead of Reach, Grasp and Sleight and decrease it by 1 every time you roll it.

Balance varies from **-3** to **+3**. It is the total number of Treaties you own minus total number of Treaties you owe to others. If Balance ever exceeds **-3** or **+3** erase the last Treaty gained or granted. Use Balance instead of Mood or Treaty for rolls.

TRADITIONS

Choose one of each, or create your own:

Populace: a cult of soothsayers, present bodies possessed by future minds, end times veterans physically sent to the past.

Style: dour military uniformity, dishevelled psychotics, the ultimate prepper outfit.

Governance: a rigid chain of command based on future rank, the interpretation of hidden messages left in the past by future control, independent agents occasionally abducted to the future for debriefing.

LANDMARKS

Pick one choice from another Family for **Before**, **The Fall**, and **A Threat**. Tell us how you remember it from the end times. For Havens, you may pick from these:

- A vast highway, leading away from it all into the mountains.
- A humble tree, which one day will be vast and cherished beyond belief.
- A towering skyscraper, damaged but still standing.

HISTORY

Ask the other families for volunteers:

Which one harbours the kindest soul of the next Age? They tell us how this person is nurtured and sheltered. You tell us how their kindness will change the world. Exchange 2-Treaty among you both.

Which one harbours the brightest mind of the next Age? They tell us how their intellect is going to waste. You tell us what will be needed to unleash their full potential. Give them 2-Treaty.

Which one harbours the darkest heart of the next Age? Tell us of the terrible crime you know they already committed. They tell us about the source of their fame among the Family. Gain 2-Treaty on them.

DOCTRINE

Choose one:

- **Fate Shapers.** Gain Momentum when a Character reaches their Coda.
- **Planetary Engineers.** Gain Momentum when someone unleashes a Wonder.
- **Shadow-hunters.** Gain Momentum when you trigger **Right Tool for the Job**.

LIFESTYLE

Choose one:

- **Nomadic.** Your agents are vagrants and misfits, minds broken by a future filled with aeons of battles and tragedy. Roll **Uncover Secrets** with lasting Advantage, but nobody believes your warnings without hard proof.
- **Dispersed.** Those burdened by duty and doubt come to you seeking prophecy. You can burn Treaties as well as Data to **Uncover Secrets**.
- **Settled.** Your entry point in the present was an everlasting bastion from the past, that will still stand proudly in the far future. Pick one less requirement for Wonders centred here.

RESOURCES

Pick two as Surpluses, take the rest as Needs:

- Prestige
- Energy
- Progress
- Rare Materials
- Spies

ASSETS

Your character always starts with 2 Data about this day and age. In addition, pick 3:

- You always act faster than your foes: your weapons gain the Area tag.
- You know your foe's every move: your outfit gains the Mantle tag.
- You always reach your destination precisely when you want to.
- You know precisely what you ought to know.

REFUGEE MOVES

Pick **Wrestle with Dreams** and one more:

WRESTLE WITH DREAMS

You remember the past that ultimately led to the End Game, but your mere presence here blurs the possible outcomes and spawns unforeseen scenarios.

Each Age pick one theme per Family:

Glory, Ruin or Upheaval. You and the Family owner both write a future scene fitting the theme on cards and keep them secret. There are three possible outcomes:

- **Your future comes to pass.** Gain 2-Treaty on them and 1-Momentum. History will not repeat itself!
- **Their future comes to pass.** Bring your mutual Treaty balance to 0, either losing or gaining Treaties with them, their choice. Your actions amount to nothing.
- **Neither comes to pass in this Age.** Lose 1-Momentum and they roll the Turn of Ages with fleeting Disadvantage. Your hopes falter!

Go beyond the obvious, for if both visions match it counts as "their future comes to pass".

STOLEN LIFE

When you witness a pivotal moment in history, burn 1-Treaty with a Family or Faction also present at the scene to pick out an NPC among their ranks. Give them a role in their Family and they will rise to the occasion, going from obscurity to legend. Your Characters gain lasting Advantage to **Find Common Ground** with them.

CONTEND WITH SHADOWS

At the beginning of any Age, pick one to declare that this Age will be particularly:

- Bountiful (Barter Goods)
- Peaceful (Safety)
- Fortunate (Progress)
- Prosperous (Trade)

You can spend Momentum 1-for-1 to pick more options. Give each option you didn't pick as a Need to a Family or Faction of your choice.

All families – including you – can reveal to the table their future scene from **Wrestle with Dreams** to gain the Surplus linked to one of the options you picked.

If you picked multiple options, other families can gain a second Surplus if they actively pursue your vision for them.

TIME SLIPPING AWAY

Whenever someone rolls two 1s, you show up at the critical moment to intervene and avert disaster. Gain 1-Treaty on them and roll **Lend Aid** now, with fleeting Advantage.

Whenever someone rolls two 6s, you show up at the critical moment to make use of their success. Reap 2-Tech or 1 Momentum, your choice.

SLEEPWALKER'S MARCH

When a Prophet character of any Family seeks your tutelage, they can spend 1-Treaty on you to gain 2-Data. When your characters mark the Prophet role, gain 4-Data.

Also, when your character reaches their Coda, its effects will be implemented on a new scale of magnitude - either a much broader scale, or a far longer duration.

ALLIANCE MOVE

Gain 1-Treaty when another Family or Faction uses their Alliance move on you.

INHERITANCE

Refugee characters gain an extra move of their Playbook. Quick characters pick one:

- **If You Want to Live.** You always have an escape route ready to flee from lethal threats. Take 1-Harm for each person you lead to safety.
- **Johnny B Goode.** When you give your all on an artistic performance with a message about the future, the audience will heed and propagate it feverishly.
- **You Are My Madness.** There is ample evidence of your presence in some critical point further in the past, which attracts scientists and researchers to you like moths to the flame. You have no memory of these past actions... yet.
- **Always Prepared.** Once per session you can find a piece of equipment stashed where you need the most, no matter how unlikely. Gain 1 free **Tool Up** per session in the field.
- **Ripples in Time.** When you mark your Death box, lose 1-Balance and forfeit your Death move. You die, but are replaced by another timeline's version of you at a later moment of safety.

PLAYING THE REFUGEES

Welcome to the battle for the future. Refugees won't fight for territory or political power, but instead to reshape the future. The tools you have for that range from the subtle to the overt, but you will always need the cooperation of your fellow Families... whether they're willing to listen and follow or not.

While riding a high Momentum phase, you can do pretty much anything to get what you want. This flexibility tempered by competence is unpredictable, and thus hard to counter against, or even play alongside. Meanwhile, Balance keeps you from owing another family the shirt off your back, but also keeps your political clout in check. Most importantly though, it frees your Mood from the anchor of balancing Surpluses and Needs. Let people fight for scraps – your goal goes much deeper than that. It also allows you to **Lend Aid** without spending Momentum.

Tricky? Maybe. But you will definitely feel the need to promote change without disrupting the scales of power too much. Not any change, of course. Your vision. Your future. And both **Contend with Shadows** and **Time Slipping Away** will only make it easier and this feeling, more acute.

Refugee characters come overflowing with Data and are obviously inclined to pick a Prophet Role as soon as possible; especially considering **Sleepwalkers' March**. The Prodigy & Hellion pair obviously shine as great choices, but consider as well both the Promethean and the Machine as quite thematically fitting... just be prepared for some "I'll be back!" jokes!

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CHARACTER PLAYBOOKS

THE PLAYBOOKS

What defines a hero? Surely many Characters have all the tools for it, but here we present options focused on those ready to strive for the betterment of their society. Their methods may vary: bravery in face of adversity or wisdom and clarity; but each one carries the potential to usher a new era.

THE BEACON



The people in this world of ruins need hope and light. Your calling is to find the transcendent beauty that still remains, nurture and grow it, and use it to revitalise this land.

THE HISTORIAN



The World Before is gone, but its lore lingers in a thousand scraps. You have made it your life's work to hunt those scraps down, let each one lead you to a greater trove of lore, and use that wisdom to guide your Family.

THE MATCHMAKER



An agent of love, bringing people together across the wasteland and forging new alliances while understanding what the people they meet truly long for.

THE SAINT



Something is constantly going wrong somewhere in the wasteland. A community is ravaged by wildfires, a bombed-out building is collapsing, a horde of beasts is stampeding a caravan. You can't stop that, but you can save the civilians caught in the path of catastrophe. You'll dive into the fire, break through the rubble, and bring them out of danger, whatever the cost.

THE STORYTELLER



If these struggles are going to matter, if a new society is to rise from these ashes, their stories will have to be written, told, and remembered. While the Historian looks to the past for insight and tries to find of truth, you spin analogies and proverbs out of the world around you and wield metaphors to communicate a deeper truth.

THE PRODIGY



The world changed in the Fall. Reality itself was torn and twisted. For the most part, this has led to horrors - but, in time, this new world may create wonders too. You're young, naive, and your potential is unknown. They may try and shelter you, 'protect' you, but you have powers they could never dream of.

THE SCOUT



The wasteland has hidden paths, secret treasures, isolated communities and strange new flora and fauna. You know them all. Your friends will see the wonders of the wasteland with new eyes. Your enemies will never see you coming.



INSPIRED BY FRASER SIMONS

THE BEACON

"Art is like an endless river, flowing, passing, yet remaining..."

Jorge Luis Borges, The Art of Poetry



CREATING YOUR BEACON

STATS

Choose one:

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

LOOKS

Feminine, masculine, genderfluid, agender.

Sharp face, round face, juvenile face, ancient face.

Alert eyes, bloodshot eyes, wide eyes, seductive eyes.

Scrawny body, heavy body, sculpted body, glamorous body.

BACKSTORY

Ask for a volunteer for at least one:

- _____'s art collection is remarkable! Where did they get all that?
- The love of _____'s life is my wildest pupil - no wonder it ended in heartache.
- _____ has so much talent! If they only devoted themselves fully to art...

GEAR

When you **Tool Up**, give a group of Followers a new Specialty.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you issue a manifesto analysing and extrapolating current cultural trends. Say one aspect of your vision that will indeed influence the next Age greatly. The GM describes those who embrace and fight for your vision right now.

AGENT

Mark when you are sent to build bridges with an antagonistic culture. Choose a group among them who will ecstatically embrace your performance and forevermore recognize your genius. The GM chooses the harsh repression it will suffer right now.

REBEL

Mark when you make a work that satirises or condemns your own family. Say who outside the family most agrees with the work's message and stands by your side. GM says how those it upsets will clumsily respond and prove you right.

OUTSIDER

Mark when you passionately exalt aesthetics and values in direct contrast with your culture. The GM describes the Festival born to protect and celebrate them across the Ages.

PROPHET

Mark when your work condemns current events, icons or culture. Say how it will inspire people to stand against a menace of your choice. Over the next Age, the GM will describe how every Faction will adopt and subvert the original principles of your work.

TRAITOR

Mark when you sell out your artistic vision to suit the tastes of those in power. Describe the influential patron who will support and protect you. The GM will cancel the lasting effects of one of your Roles, as fans lose faith.



BEACON MOVES

Take *The Endless River* and one other:

THE ENDLESS RIVER

What's your artistic medium? Mix 2 of:

- Sculpture
- Song/Music
- Motion
- Colour
- Prose
- Body mods
- Fashion
- Illusions/Projections

When you plan an artwork, pick 1-3:

- **It's Tantalising.** Someone in its audience desires to own or host it at any cost.
- **It's Popular.** People intuit your art's message. Those who best emulate it gain Surplus: Morale or Surplus: Culture, your choice.
- **It's Refined.** The powerful and influential understand the importance of your art. Its owner or host gains Surplus: Prestige or Surplus: Luxury, your choice.
- **It's Rousing.** You inspire people to also pursue art with a passion. Those who most embrace it gain Surplus: Artisans or Surplus: Leadership, their choice.
- **It's Radical.** Those who acquire or host it may change any one immaterial Surplus into another.
- **It's Useful.** It has a gear category and three tags.

For each you pick, the GM will give you a requirement:

- **It'll take months of work.** Else, it'll take up to a week.
- **It needs a particular venue.** Work out where with the GM - the artwork can only be completed there.
- **You need inspiration.** Follow a Rebel, Outsider or Prophet as they fulfil their Role.
- **It needs odd tools.** GM says why, and you must find a Device or Relic that could satisfy those requirements.
- **It needs particular materials.** You need access to a specific Surplus.

THE DIVISION BELL

If your artwork requires **inspiration** and a **venue**, you may declare that the venue becomes a Haven. All who **Shake it Off** in a Haven gain fleeting Advantage. This Haven can also replace any one GM requirement for *The Endless River*.

When you perform in a Haven, you may trigger **The Right Tool for the Job** as if you'd erased any immaterial Surplus.

A MOMENTARY LAPSE OF REASON

When you intensely study another's work of art - pre- or post-Fall - ask the GM one question per Role marked:

- What's the core theme of the work?
- What did the creator intend with the work?
- What does the work say about the artist's culture?
- Would the work appeal to (an audience you've encountered)?
- How can I use the work to meet a Requirement of my current project?

Get fleeting Advantage acting on each answer.

THE PIPER AT THE GATES

If you create *Rousing and Popular artwork* for a crowd, you may declare that the event becomes a Festival. This Festival can also replace any one GM requirement for **The Endless River**.

When you perform in a Festival, you may declare a single simple rule for the crowds in audience to follow. All who abide by this rule (including yourself) roll **+Sway** with Advantage for the duration of the Festival and any of its future reprisals.

THE DARK SIDE

An artist's soul is at once restless and unpredictable. When you finish a *Refined and Radical artwork*, you can declare your Coda achieved at once - thus retiring your Beacon.

On the other hand, you don't have to retire once you fulfil your fourth Role, but can instead continue marking Roles.

Finally, those who own or host a Refined and Radical artwork of yours will find all future artworks of yours Tantalising.

INHERITANCE

Choose one of your Family's inheritance moves.

HARM

- ☐ Thrilled
- ☐ Shaken (-1 Steel)
- ☐ Trembling (-1 Sway)
- ☐ Befuddled (-1 Lore)
- ☐ Dead

DEATH

When you die, the circumstances surrounding your demise become a work of art in itself - with four benefits of **The Endless River**.

PLAYING THE BEACON

No other Character brings such immediate and clear benefits to Families – boosting Mood and spreading ephemeral Resources to everyone in the Homeland. Play this Character if you want to be a highly sought after asset, whose attention and talents are coveted and fiercely disputed.

However, the Beacon is much more than just a celebrity. It embodies and defines the art after the Fall and shapes culture for Ages to come. Play it to experience the impact art has in society at large, shaping opinions, aesthetics and even principles. The Beacon's social impact put even the Envoy and the Elder to shame, but at the expense of field use. You belong in civilization and community, creating more than responding to events.

You don't have a variety of builds, as most of your moves chain to boost and modify **Endless River**, so each and every one of them matter. But by all means pick **A Momentary Lapse of Reason** if you decide to join the party on the field or into the Wastelands. Your understanding will be crucial to interact with new civilizations and their cultures. Change roles quickly and often with **The Dark Side** and chose your Coda carefully.

Obviously, the Beacon screams "Eternal Masquerade!", but Timestream Refugees probably produce the most powerful artists: a clever fulcrum for a powerful lever. But a humble Gilded Company of Merchants offers you all the flexibility and options you will ever need for a potent Beacon.

INSPIRED BY DARRYLL SMITH WALKER

THE HISTORIAN

"Books were only one type of receptacle where we stored the things we were afraid we might forget. There is nothing magical in them, at all. The magic is only in what books say, how they stitched the patches of the universe together into one garment for us."

Fahrenheit 451, Ray Bradbury



CREATING YOUR HISTORIAN

STATS

Choose one:

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

LOOKS

Masculine, feminine; decide then if elderly or too youthful.

Cloudy eyes, squinted eyes, cold eyes, haunted eyes. Pedantic voice, nothing but whispers, stutter, mute. Weathered robes, trekking gear, ancient suit, tattoos and rags.

BACKSTORY

Ask for a volunteer for at least one:

- I was _____'s tutor.
- If not for _____, I'd have died on that expedition.
- _____ once stole a cursed book.

GEAR

In addition to what you get from your Family, you start owning 1 fully described Tome - see **Library of Babel**.

Note: you only mark the Role and get +1 to a stat or a move once you share this lore with your people.

ROLE MOVES

Trigger one at character creation:

LEADER

When your people lose their traditional ways, tell us about the sacred text that can unite them under a new vision. The GM will tell us about reactionaries who will violently oppose it.

AGENT

When your family's survival is uncertain, tell us about a forbidden tome which might just turn the tide. The GM will tell you about the book's current guardians.

REBEL

When your family suffers persecution or violence, tell us about the forgotten tome holding an infectious message of resistance. The GM will tell us about the zealots it will inspire.

OUTSIDER

When arcane technology runs rampant, tell us about the manual that holds the key to its powers. The GM will tell us about the heretics that will unleash its more dangerous secrets.

PROPHET

When all hope to defeat a threat is lost, describe the Tome that predicted its rise... and precipitous fall. The GM tell us about the inhuman oracles that penned it or the terrible curse protecting it.

TRAITOR

When the lingering effects of the Fall bring horror and havoc, describe the Tome that chronicles and explains the Fall. The GM tells us about the cult that will do anything for this Tome as soon as it's unveiled.



HISTORIAN MOVES

Take Library of Babel and one other:

LIBRARY OF BABEL

Whenever you witness Data being gained or spent, you may quote a tome linking it to the subject. Every time you do so reveal one detail of the tome:

- Its baroque title.
- Its peculiar author.
- Its arcane topic.
- Its unique format.

For each you check off, gain 1-Wisdom. If you find the tome, swap wisdom for Data 1-for-1.

WRITING OF GOD

When you plan a grand societal change, study one of your tomes and tell the GM how its lore can be used to change one Surplus into another, or grant a new specialty to Companions

Once decided, this effect is fixed for each tome but can be reused at will. The GM will say how long the process takes and what must be sacrificed.

IN PRAISE OF DARKNESS

When you consult your Tomes for clues about a Threat or Faction stemming from the World Before, spend 1-3 Wisdom. For each spent, ask the GM one of these questions:

- What unrevealed powers can their leader draw on?
- What's their leader's secret weakness?
- What's their leader's moral code?

Gain fleeting advantage acting on each clue.

KINGS AND LABYRINTHS

When another Character agrees to bring you a tome from Library of Babel, spend 1-Wisdom and give them an additional Role:

- ☐ **Finder.** Mark when you're the only hope of finding a legendary tome. Describe the dangerous or distant location it can be found. Lay hands on the tome to fulfil your role.
- ☐ **Retriever.** Mark when you're sent to retrieve a lost tome. Say who else will do anything to find the tome. Deliver the tome to fulfil your role.

If they fulfil this role, they add 1 to a stat or pick a new move. If they fail, their main Role suffers also.

BOOK OF SAND

*When you use the lore of a Library of Babel Tome to guide you, spend 1-Wisdom and instead of rolling **Wasteland Survival** narrate one of:*

- A chancy encounter
- A new vista of solace and beauty
- A natural hardship overcome
- An ancient threat eluded

Anyone who studies the tome later can make the trip without rolling **Wasteland Survival**.

INHERITANCE

Choose one of your Family's inheritance moves.

HARM

- ☐ Dazed
- ☐ Confused (-1 Sway)
- ☐ Lost (-1 Steel)
- ☐ Blind (-1 Steel)
- ☐ Dead

DEATH

When you mark off your Dead box, your journey comes to an end. Your Family converts all your remaining Wisdom into Data for the next age, as your studies guide new researches. Describe the library they build.

PLAYING THE HISTORIAN

Play the Historian for a supportive role, speeding up your allies' advancement with **Kings & Labyrinths** and changing the dynamic of the Homeland with **Writing of God**. However, the Historian's true strength lies not on the mechanic benefits of each and every move, but instead in its robust control of fiction. Thanks to **Book of Sand** and **In Praise of Darkness**, you can take the reins of narrative, not only making it easier to deal with these threats, but defining them! With your power over the fiction, you can steer threats in the direction of your choosing, dictating their perils and opportunities.

The Historian needs to be close to any and all uses of **Information is Power** and **Uncover Secrets**. But if it takes them to the thick of action they are better find some safety - as they lack the tools to survive violence and danger.

The Historian fits any Family quite well mechanically, but thematically they are perfect for Ruins Families. Oddly, they pair up nicely with the Machine!

INSPIRED BY SAWYER RANKIN

THE MATCHMAKER

"Doubt that the stars are fire, Doubt that the sun doth move, Doubt truth to be a liar, But never doubt I love"

Hamlet - Shakespeare



CREATING YOUR MATCHMAKER

STATS

Choose one:

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

LOOKS

(Grand)motherly, (grand)fatherly, androgynous.

Knowing face, charming face, serene face, aged face.

Calming eyes, appraising eyes, watery eyes, loving eyes.

Plump body, wizened body, sultry body, agile body.

BACKSTORY

Ask for a volunteer for at least one:

- _____ met the love of their life because of me.
- I helped _____ deal with their mental trauma.
- I believe I can heal the rift between _____ and their kin

GEAR

In addition to what you get from your Family, you add an extra tag to your Outfit.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you ask those you brought together for help. You say how they can protect you together. The GM secretly chooses which one of them will lose a loved one in defending you.

AGENT

Mark when you're sent to make a match for your Family's benefit. You say who you're tying together, and why it'll be much easier than others expect. The GM will say what's blocking this union.

REBEL

Mark when you rescue someone from an abusive situation. You say where on the map these people will be safe from those who pursue them. The GM says who the abusers lash out at instead.

OUTSIDER

Mark when you start tearing down an abusive culture. Say how you plan to forever change the group's social mores. The GM says what'll happen to your Family if your plan falters.

PROPHET

Mark when you foresee greatness in the fruits of an unlikely union. Tell us how you expect them to become the greatest treasure of the next world. The GM tells you which sacrifices and betrayals are required to disentangle the members of this union from their current obligations.

TRAITOR

Mark when you see the tumult a marriage or alliance will bring to the world. Name someone who will help you stop this relationship. The GM tells you whose heart they need to break to follow your plans – and their inevitable revenge.



MATCHMAKER MOVES

Pick two:

LOVE HURTS

When you take your time to feel the social dynamics of people involved in a rite, celebration or toil, you may roll **+Sway**. On a 10+ hold 3. On a 7-9 hold 2. On a miss still hold 1. Spend 1 hold to find out:

- Who has romantic interest in whom.
- Who is at the peak and the bottom of the group's social hierarchy.
- The strongest emotional bond tying the group together.
- The exact thing to say to make someone an emotional wreck.

When acting on the information you glean act with Fleeting Advantage.

CARELESS WHISPERS

When your actions impact other character's relationships with each other, you can write them a new backstory line that will forever affect **Call for Aid** among them. Also, when you change Roles, write a new Backstory with whoever you wish, based on the changes in your outlook.

ALL WE NEED IS LOVE

When you spend time with those building a Wonder, you can declare that a successful union between different Families and/or Factions may count as one of the Requirements.

Also, when you protect love or those you love you may roll **+Sway** instead of **+Force**.

LONELY HEARTS CLUB

Every time you form a lasting alliance with a Family or Faction (a friendship, a marriage, an adoption, etc) the Faction or Family may give your Family 2-Treaty for the work you did. If they do they may also gain one of the following Surpluses: Morale, Peace, Prestige or Safety.

YOU GOTTA BE

Whenever someone comes to you with their problems and you listen without judgment and offer advice, roll **+Sway**. On a 10+ choose 2, on a 7-9 choose 1:

- They are soothed emotionally.
- They will not act rashly.
- They see things from the other side.
- They will not hold a grudge.

Those who act on your advice gain fleeting Advantage on Sway. On a miss they misconstrue your advice and whatever they do is blamed on you.

TEMPLE OF LOVE

When you behold a Haven, hold 1 for each Role you have marked. You may spend hold, 1-for-1, for the following effects:

- Summon your allies for a rite, celebration or great task in the Haven.
- Be there at someone's lowest moment bearing hope.
- Allow you to find the good in a Monster for one decisive moment.
- Inspire people to defend the Haven and all its stands for.

Every time you mark a new Role – or when the Age turns – you gain 1-Hold.

INHERITANCE

Choose one of your Family's inheritance moves.

HARM

- ☐ Mussed up
- ☐ Bloody nose (-1 Sway)
- ☐ Broken ribs (-1 Steel)
- ☐ Concussed (-1 Lore)
- ☐ Dead

DEATH MOVE

When you die, everyone you brought together comes and give you an **Eulogy**, even without any relics. This great meeting will inspire a friendship, love, or new family that changes history.

PLAYING THE MATCHMAKER

Seriously, we all had a serious case of love at first sight with the Matchmaker... pun very much intended. This is a game of Families, so there will always be lasting bonds and romantic (or dramatic) stories happening inside them and in between them. The Matchmaker is the oddest diplomat, but incredibly effective - at least on par with the Envoy and the Elder, and a sweet complement to their strengths and weaknesses. Can you imagine a group with the three of them? What couldn't they accomplish?

The Matchmaker has some focused builds: with **Love Hurts** and **You Gotta Be**, you're a social scout without compare. Or you can be a rare case of a Family-supporting Character, with **All We Need is Love** and **Lonely Hearts Club**. In any case, always consider the flexibility and incredible narrative power of **Careless Whispers**.

All in all, this is an excellent addition to any Families' roster! But it's particularly scary in the hands of a savvy Cultivator, or even a Tyrant - cementing long-lasting alliances with subjugated peoples.

So, crank up the volume and enjoy the raw emotional feedback!

THE SAINT

"I have no ambition in life but to save lives!"



CREATING YOUR SAINT

STATS

Choose one:

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

LOOKS

Masculine, feminine, concealed, ambiguous.

Heavy helmet, breathing mask, scarred face, handsome face.

Goggles, unwavering gaze, fierce eyes, serene eyes.

Burly body, sinewy body, rugged body, stocky body.

BACKSTORY

Ask for a volunteer for at least one:

- _____ is the one who rescued me from myself. I owe them everything.
- I saved _____ and their closest family from disaster.
- _____ still blames me for the way the disaster turned out.

GEAR

In addition to what you get from your Family, describe a Device you own with a function related to healing, environmental protection, or rescue.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when a disaster looms over your people. Take charge of your Family preparations. The GM tells us three of the disaster's horrible consequences, and you tell us which two your leadership averts.

AGENT

Mark when you lend your aid to a disaster. Name a victim who found true companionship in healing. The GM will tell you what threat now looms over them.

REBEL

Mark when your people cut ties to a Family or Faction. Tell us of the disaster that hits this Family or Faction. Leave at once to provide them much needed aid.

OUTSIDER

Mark when you forfeit your family duties to tend to the future of your fellow volunteers. Tell us of the bastion of hope you retreat to. The GM will name the unexpected allies that will show up to support your cause.

PROPHET

Mark when you first visit a Wonder. Say what disaster will bring it down. When the GM inevitably narrates the disaster, you will be in prime condition to save the people or the Wonder, your choice.

TRAITOR

Mark when you take advantage of a disaster to fight for the future. Tell us of the timely calamity that will hit your foes. When you charge into this calamity, you can gain the benefits of Saint moves even if your goal isn't to "save lives". The GM will tell us of the calamity's victims.



SAINT MOVES

Choose two:

WISDOM TO LEAD

When you brave a disaster to save lives, gain 2-Armor against its environmental hazards until you are clear of danger. Those who follow your lead likewise gain 1-Armor.

STRENGTH TO DELIVER

When you brave a disaster to save lives, gain lasting advantage on all Force rolls until you are clear of danger. Those who follow your lead gain fleeting advantage to **Defuse** the disaster's hazards.

COURAGE TO CONQUER

When you assess the risks of a disaster, roll **+Steel**. On a 7-9 ask 1, on a 10+ ask 2:

- What is the safest way to approach this disaster?
- How can I save the most lives?
- What hidden danger has yet come to pass?

Roll with fleeting advantage when acting on this information.

COMPASSION TO COMFORT

When you provide succour to victims during a disaster, take a moment to heal one of their minor Harm boxes. If you have some shelter, also heal one of their major Harm boxes.

STRENGTH TO BEAR

When disaster befalls your allies, you can show up right where you are needed the most, in the nick of time.

BOUND TO PROTECT

As long as you never refuse aid to disaster victims, roll **+Steel** on **Find Common Ground** and **Familiar Face**.

INHERITANCE

Choose one of your Family's inheritance moves.

HARM

- ☐ Stocially silent
- ☐ Laboured breath
- ☐ Badly bruised
- ☐ Internal bleeding (-1 Force)
- ☐ Dead

DEATH MOVE

When any Character marks off their Dead box, they won't die as long as the Saint actively keeps them alive. If you mark off your Dead box in the process, you won't die until your charge is delivered from harm.

PLAYING THE SAINT

Imagine the Fall - the buildings toppling, horrendous warfare, civil unrest, extreme weather... the whole package. There, surrounded by pain and havoc, you feel foolish for once believing you and your loved ones could survive. Then, a first emergency responder shows up: a firefighter, a paramedic, a lifeguard - fit, well trained, exhausted for sure... but displaying nerves of steel. Imagine how they would look like to you, a victim saved. I bet you now agree that the Saint is perhaps the truest HERO of all the Legacy stable.

In game terms, they are all about natural disasters, such as raging fires, collapsing ruins, or hurricanes, but note that accidents also count! In this scenario the Saint is an incredible leader, a healer, and a wrecking machine, all rolled into one. **Strength to Bear** guarantees that you will be there, where you are most useful, as often as you'd like. And **Bound to Protect** can turn you into a social powerhouse in any condition.

The Saint fits beautifully with heroic Families, distilling their essence: Lawgivers, Order, Pioneers, etc. The Saint was created to instil huge respect and admiration. If and when this goal is met, remember that there are real emergency responders in the real world working right now. And send them your most positive and grateful thoughts, for they deserve no less.

INSPIRED BY BRIAR CHAPPELL

THE STORYTELLER

Stories tell themselves. They are not invented but, instead, found. And once they awaken, your mouth and hands become their mere vehicles. You are possessed by this demanding urge, this mystery, art, magic or faith.

No wonder people praise and sing you, the Storyteller!



CREATING YOUR STORYTELLER

STATS

Choose one:

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

LOOKS

Masculine, feminine, concealed, ambiguous.

Matter-of-fact prose, stage whispers, academic formality, hellfire-and-brimstone speeches.

Playful eyes, haunted eyes, appraising eyes, excited eyes.

Perpetual smile, downturned lips, luscious lips, thin lips.

BACKSTORY

Ask for a volunteer for at least one:

- _____'s music matches perfectly my best performances.
- I still remember how talented _____'s parents were.
- I believe _____ draws power from the Icons of old! Knowingly or not, you wonder.

GEAR

When you **Tool Up**, add 1 to Companion's Quality and give them a new Specialty.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you tell your family a story of a fabled treasure. Whatever you say will grow and spin out of proportion. Say who looks to you to advise their pursuit of it.

AGENT

Mark when your family commissions you to bring a parable to a community. Say who this story affects most deeply, and the GM says how it mutates as it's retold.

REBEL

Mark when you satirize your own family's values or failures. Name someone important who takes your words to heart. The GM names someone who never will again.

OUTSIDER

Mark when you teach your own version of your family's underlying doctrine, philosophy, or worldview. The GM will tell us which part of this story you are most viciously mocked for, at least at first. You'll then tell us which part will gradually be assimilated into their orthodoxy.

PROPHET

Mark when you learn of a new discovery. Share what you hope or fear it will bring. Describe a radical extension of this discovery that will capture the homeland's imaginations for generations to come - or else describe an application that they will fear and mistrust for just as long.

TRAITOR

Mark when you fabricate a story to demonise and vilify. Tell us how widespread acceptance of this story destroys your target. The GM will tell us what part of your monstrous depiction they live up to as a result.



STORYTELLER MOVES

Pick any two:

FAIRY TALE

When you tell your fellows a story of the mythic Before, gain hold equal to the number of Roles you have marked. When the group is in grave peril, spend hold 1-for-1 to:

- Draw heroism from those following your tale's principles, granting them fleeting advantage.
- Draw comparison between a foe and the tale's villain, revealing a weak point.
- Draw hope from the tale, revealing a hidden opportunity or an approaching ally.

ONE THOUSAND AND ONE NIGHTS

*Those who know your work will always offer you their best hospitality. Also, when you tell a moving story to an aggressor or oppressor, you can always **Defuse** their menace with Sway - and on a 10+ they tell you something worth 1 Data.*

PLINY'S BESTIARY

When you describe rumours, half-truths, and distant observations of an elusive creature or phenomenon, tell us three of:

- ...what makes it so difficult to directly observe.
- ...what it's driven to do.
- ...where it came from, or what first caused it.
- ...what makes it wondrous or fascinating.
- ...what hidden peril it brings or heralds.

The GM will secretly pick one of them to be false. Those in audience gain fleeting Advantage to act on the true lore, and fleeting Disadvantage to act on the false one. *Once per Age*, you can introduce the object of your story into a scene of your choice.

DARKEST BEFORE DAWN

When you weave stories to give someone solace and purpose, they will always take your words to heart - if applicable, heal any Harm boxes marked with mental or emotional conditions.

SPEAKER FOR THE DEAD

When a Character dies, spread their life story as you understand it to the four winds. If they have unleashed their Coda, it will be implemented on a new scale of magnitude - either a much broader scale, or a far longer duration. If not, you give their death a new meaning; they can mark a final Role posthumously, potentially even unleashing their Coda.

VOICE OF THE ICONS

When you tell a community stories about their champions, you can grant a Character a new Role of your choice:

- ☐ **Hero.** Something must be found, rescued or conquered. Should you choose to take on this Role, take the first steps on the quest to find it to add +1 to Force or Steel. Say how your family will suffer if you fail.
- ☐ **Anti-hero.** A terrible threat must be confronted. Should you choose to take on this Role, draw first blood to add +1 to Sway or Steel. The GM says what you'll have to sacrifice to overcome it.

INHERITANCE

Choose one of your Family's inheritance moves.

HARM

- ☐ Isolated
- ☐ Lost (-1 Steel)
- ☐ Confused (-1 Lore)
- ☐ Babbling (-1 Sway)
- ☐ Dead

DEATH MOVE

When you die, say who you trust to tell your story. If they do, they may mark one of your unmarked roles in the process. If they refuse or fail to tell your story, it is up for grabs. If no one tells it before the age is done, then you are truly forgotten, even as the stories you told in life live on.

PLAYING THE STORYTELLER

To get an idea of what makes the Storyteller tick, it's interesting to look at the Historian. That's a playbook all about understanding the facts of the past in order to better understand the present, and they're endlessly searching for the writings of their ancestors.

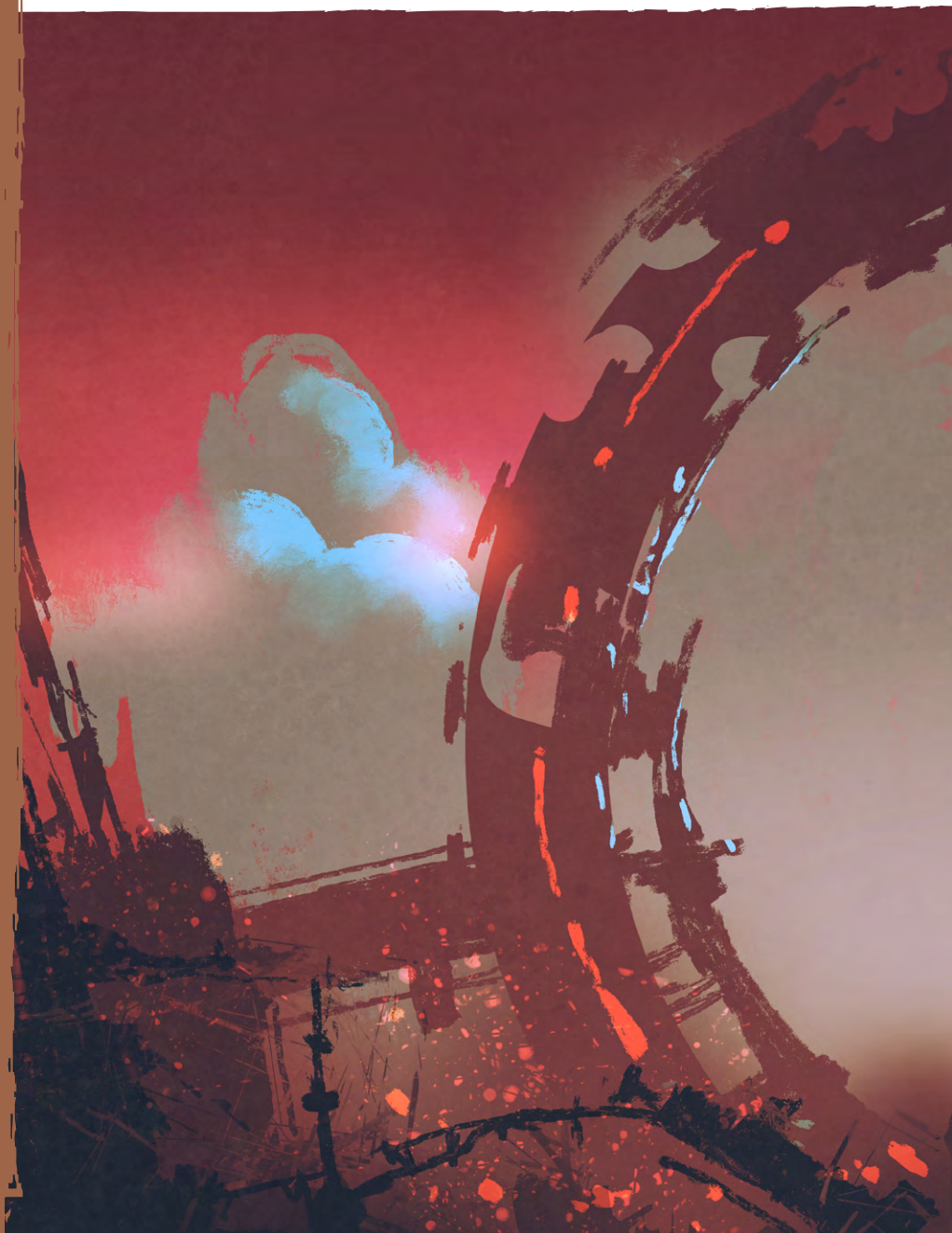
The Storyteller, by contrast, doesn't care about facts but about meaning. Their stories uplift hearts, recontextualise past events, and win them fame and renown. You serve in something of a support role; you can heal others of harm, give them clues to succeed, and pull your group out of dire situations with tales that can pull the heartstrings of the most jaded villain.

Just be certain that you're not isolated away from a sympathetic audience; without others to tell your stories to, you're at a great disadvantage. And be on watch for the greatest tragedy – that you might die with your stories untold!

INSPIRED BY ROSE DAVIDSON

THE PRODIGY

You're not just a kid, they say. They watch your evolution with awe... and hope. You are a treasure of the next world, something new and beautiful. And you're still just a kid.



CREATING YOUR PRODIGY

STATS

Choose one:

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

LOOKS

Masculine, feminine, androgynous, concealed.

Serious face, pixie face, serene face, painted face.

Big glasses, playful eyes, mysterious eyes, kind eyes.

Chubby body, stout body, skinny body, awkward body.



BACKSTORY

Ask for a volunteer for at least one:

- My best friend is _____'s kid.
- _____ is my foster parent.
- _____'s cult has sworn to protect the keys to the future.

GEAR

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

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you gather other children of the next world. The GM will give two choices of where to go to meet your fate. Pick one.

AGENT

Mark when you accept a test of your powers. The GM will pit you against two terrifying foes; pick one.

REBEL

Mark when you discover the nature of the next world. Decide who isn't ready for the transition: your people or their leaders. The GM will tell you what it will take to prepare them.

OUTSIDER

Mark when you run away from home. Name another treasure of the next world that fate will lead you to. The GM tells us about the dark forces that are hunting you both.

PROPHET

Mark when you find a place of solace and beauty. Tell us your vision on how to turn this in a place of power. The GM will say who doggedly opposes the change.

TRAITOR

Mark when you sacrifice a key to the future or a place of power to banish a threat. The GM will say how this will greatly endanger those who believe you can save the future.

PRODIGY MOVES

Take Unnaturally Bright and one other:

UNNATURALLY BRIGHT

Decide if your intellect shines through your mistimed high-spirits, unflappable severity, intense empathy, or something else.

When you have a moment to study a foe or hazard, tell your allies what you are ready to sacrifice:

- The best thing about this place
- Precious time
- An important alliance

And what you are set to control:

- The harm it can inflict
- When it will strike
- Where it will strike

When you put the plan in motion roll **+Lore**; on a hit the plan comes through. On a 7-9, your allies chose something else you must sacrifice.

THE NEXT STEP

*When you unleash your psychic powers, roll **+Sway**. Say what you are trying to do:*

- Save someone you love.
- Banish a monster.
- Soothe a wound of the world.

And what you might sacrifice to do it:

- The whole place!
- Another bit of your innocence...
- Your health.
- The admiration of your friends.

On a hit, you do it. On a 7-9, the GM chooses another thing you must sacrifice.

A SWIFTLY TILTING PAST

When you visit a historical site, say what you want to witness from its past:

- How its denizens met their end
- The terrible cost of all its power
- The origin of a menace

You and up to 3 people are sent into the past, taking over the bodies of people there. Each one of you pick a Quick Character. At least one of you must trigger your Death move to resolve the scene, but all of you suffer 1-Harm for each one of you who dies in the past. At the end of the scene each one of you gain 1-Data and 1-Tech that can now be harvested from the ruins.

A SIGN OF THE NEXT WORLD

You can see flashes of the future. *When another character marks a new Role, you can provide the story details normally contributed by the GM. When you first witness a Wonder being built, you can forbid everyone from picking one of its Trials, or pick a Fortune that will come to pass, and a Family who will gain the Fortune in addition to the results of their roll.*

HEIR TO THE FUTURE

When you open your mind in a place of power, burn 1-Data to add one to the scene:

- A hidden treasure from the past.
- A key to the future.
- A sign of the next world, source of solace and beauty.

INHERITANCE

Choose one of your Family's inheritance moves.

HARM

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

DEATH

When you die, everyone who has backstory with you gains lasting Advantage to destroy or overcome whatever killed you.

PLAYING THE PRODIGY

You are the mirror image of *End Game's* Hellion, sharing an advanced intellect and also counting with those who love you. Your frailty is also a common aspect - but similarities end there. You can wield pre- and post-cognitive powers, reaping vast amounts of Tech and Data with **A Swiftly Tilting Past**. Or to gain huge narrative control over other Characters and Wonders with **A Sign of the Next World**. However, your greatest asset lies in your other powers' flexibility... it seems that if you mean well, you can do pretty much anything.

The Prodigy carries a very particular mythology, symbolized by the promise of the Next World. You don't have to have it clearly drawn in your head from the start: pieces of the puzzle will drop here and there in fiction. But you *are* the Treasure and *you* hold the key to the Future. Have fun tying this rich backstory into your Family!

INSPIRED BY ETHAN MITCHELL

THE SCOUT

Pathfinder. Trailblazer. Wayfarer.

**They have given you so many names!
All because you walk where they fear
to tread, off the beaten path.**



CREATING YOUR SCOUT

STATS

Choose one:

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

LOOKS

Masculine, feminine, concealed, transgressing.

Weathered face, scarred face, grizzled face, rugged face.

Keen eyes, clear eyes, canny eyes, haunted eyes.

Husky body, sinewy body, gaunt body, lanky body.

BACKSTORY

Ask for a volunteer for at least one:

- _____ was raised by me in the wild frontiers.
- _____ and I discovered the Dead Men's Gorge and survived its curse.
- _____'s actions led my adoptive clan to ruin, and I still haven't forgiven them for it.
- Luckily, _____ doesn't know that I led that last ambush against their Family!

GEAR

In addition to what you get from your Family, you and anyone you travel with may add the Camo tag to their Outfit.

ROLE MOVES

Trigger one at character creation:

LEADER

Mark when you take some of your People to settle a new land. Describe its harshest season and how you plan to survive it.

AGENT

Mark when you go on a journey to an unknown land and describe its riches. The GM will tell you what you will have to lose to complete your journey.

REBEL

Mark when you establish contact with a new community. Tell us about their customs and why you love them. The GM will tell you why they are doomed.

OUTSIDER

Mark when you fully integrate into a community you've recently discovered. Tell us about how the experience made you much wiser and tougher. The GM will tell you why you were forced away from your new home.

PROPHET

Mark when the invaders come, and you are waiting for them. Describe how you've learned about their arrival. The GM will tell you how they might conquer your people.

TRAITOR

Mark when you find a seemingly inexhaustible resource. Tell us why locals haven't exploited it, and the reason for its value to your people. The GM will describe the place of solace and beauty you must ravage to reap these valuables.



SCOUT MOVES

Choose two:

PATHS UNTRODDEN

When you lead an expedition through Hostile Grounds, pick two:

- You leave no tracks.
- You move unseen.
- You travel in forced march.
- You travel safely.

Also, when you evade your enemies in the wilds, roll **+Steel** on **Forge a Path**.

SIGHTS UNSEEN

When you Uncover Secrets in the wilds, pick 2 details to add to the map. If you reach an unexplored area or watch an enemy force from hiding, gain 1 Data.

WORDS UNSPOKEN

*When you find a new people deep in the Wastelands, you can roll **+Lore** on **Familiar Face** and **Find Common Ground**, even if this is your first time here and in spite of any language barrier.*

LA LONGUE CARABINE

Not many people can boast of surviving the ordeals you have. Chose two of the following:

- ☐ Whenever you attack with a melee weapon you gain the tag **Brutal**.
- ☐ Whenever you attack with a ranged weapon you gain the tag **Far**.
- ☐ Your Outfits always have the **Thermo** tag.
- ☐ Your mounts always have the **Durable** tag.

SHADOWS UNBOUND

When you prowl, who can hope to be safe? Guard themselves as they may, no one is sufficiently cautious when every moment carries the threat of your ambush.

When you harass your foes as they travel the Wastelands, hold 1 for each of the following conditionals:

- They traverse Hostile Grounds.
- They are not natives to this land.
- They are not expecting you.
- You have the perfect cover.
- You lead a team to attack.

Spend hold to:

- **Savage them.** Gain 1-Treaty on one witness' Family or Faction as the terrified tales spread like wildfire.
- **Waylay them.** Critically delay their moves or force them to take a route of your choice.
- **Harry them.** Pick their numbers apart, paving the way for **Fiercely Assault**.
- **Sabotage them.** Destroy their cargo, their vehicles, or their supplies.
- **Elude them.** Keep your position or identity hidden.

The GM may ask you to spend 1 more hold when triggering these against a force much larger than yours.

INHERITANCE

Choose one of your Family's inheritance moves.

HARM

- ☐ On the run
- ☐ Pinned
- ☐ Feverish (-1 Sway)
- ☐ Lame (-1 Force)
- ☐ Dead

DEATH

When you mark off your Dead box you return as a Revenant, dead set on fulfilling one last task. Keep all your penalties, but heal two Harm boxes. You gain 3-Armor until the completion of your task, at which point you finally find rest.

PLAYING THE SCOUT

The Scout gets to places to discover the world the Fall has reshaped. More than simply an infiltrator, they inherited the mantle of conquistadors and trekkers of old. After all, whenever Mankind faces the empty and mysterious horizon, there always be those who step forward and leave everything behind, seeking what lies beyond.

The Scout is an exemplary fit to a host of Families, from the cultural impact of a Lawgiver Scout, to the frightening range of an augmented Scout from *End Game's* Bonded Pack. They also might be the key to unlock and unleash an Age of Exploration Wonder and reshape the Homeland map and history. Finally, pay extra attention to their powerful Death Move... and never, ever, double cross them!

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HOW TO BUILD A NEW WORLD

If this world is to move beyond ruins and death, it will need hope and love. Vision and planning. Co-ordination and diplomacy.

But mostly, it will take a lot of effort - hundreds of pairs of hands working as one to build something wonderful and new.





WONDERS

THE AERIE

The gods of old were aloof and unknowable in their demands for sacrifice and promises of retribution. They all have been humbled by the horrors of the Fall... and now walk among us.

You have enticed a powerful sentience from this strange and broken world to the Aerie. Now you dance the delicate and complex ballet of masters and servants.

REQUIREMENTS:

Rare Materials/Progress, Defenses/Safety, Luxury/Trade, Artisans/Prestige.

Once all of those are invested, summon the Visitant - perform a rite of power in a place of solace and beauty.

When summoning the Visitant, the Owner determines the nature/identity and core agenda of the Visitant, if this has not already been established in the fiction. Every other Family says one way the Visitant wreaks havoc on their Family's holdings, society or plots, and gain a Need of the GM's choice.

PERMANENT BONUS

*When a Family request an audience with the Visitant, their modifier for **Uncover Secrets** is boosted by spending points of Treaty on the Owner instead of Data.*

*When the Owner rolls to **Uncover Secrets**, they gain advantage if they include the Visitant in their consultation - although the answers will be coloured by the Visitant's opinions.*

FORTUNES OF THE VISITANT

Any Character can petition the Visitant for a powerful boon:

- The Visitant reveals a secret no one could possibly know.
- The Visitant places its preternatural force at your disposal in a conflict.
- The Visitant grants you a unique artefact from its hoard
- The Visitant provides intelligence on your Family's enemies.
- The Visitant applies its wisdom and outsider moral perspective to propose a solution to a problem facing your Family.
- Something else, negotiated with the GM.

To pay for this boon, they must successfully complete a Quest. This Quest is defined by the GM in accordance with the Visitant's own motives and agenda:

- It wants you to remake a part of the world in its image.
- It demands an act of destruction that will forever scar the land or its people.
- It demands that you put its needs above those of the people who trust you the most.
- It foretells the downfall, corruption or loss of your loved ones - unless you can save them.

If you abandon your Quest, the Visitant brings ruin to you and yours - triggering **In Want**.



THE GREEN DEFIANCE

You know deep in your bones that all the miracles of Before surely depended on the same basics of a secure supply of fresh water and bountiful food. That to reach for the stars you must first dirty your hands in rich soil and toil under the sun. It's hard work for hearty people. You are ready.

REQUIREMENTS

Crops, Land, Freshwater, Progress, Morale.

PERMANENT BONUS

The Owner can erase a Threat from the previous Age, defused by the exploding population or abated by the plenty and prosperity ushered by the Green Defiance.

TRIALS

Acculturation: Your Family embraced the Owner's culture in lieu of their own. Adopt the Owner's Lifestyle for next Age and Transfer Leadership or Motivation. Tells us what aspect of your culture your people lost, the Owner tells us what you embraced of the Green Defiance's culture.

Know-how: Your people depend wholly on others to provide for them. Gain Surplus: Barter Goods or Recruits, but split 4-Treaty as you see fit between the Owner and a Family of your choice; they provided for you during this Age.

Famine: Hunger can't be tolerated when abundance prevails. If you don't have Surplus: Crops and Freshwater gain Need: Morale, Luxury and Recruits - unless, of course, you buy it... now!

No Way Back: The Defiance revealed a deficiency so severe that your people refuse to go back. Share Surplus: Progress or Trade with the Owner. If at any point during the next Age you don't have both Surpluses, gain Need: Morale.

The Curse: Prosperity becomes excess and vice and the hard earned bonanza starts to be taken for granted. Gain Surplus: Barter Goods or Recruits, but also gain a special Need: Curse. Erase 3 instances of Surplus: Morale, Trade and/or Progress to finally lift the curse.

The Company: The Defiance was an opportunity for your Family to exploit the less united. Gain a Green Defiance requirement as a Surplus. Distribute it as a Surplus or Need to every other Family or Faction. The Owner gains 1-Treaty on every Family and Faction but yours, a united front against your profiteering.

Exodus: Grass is indeed greener on the other side. The Owner places newly cleared Surplus: Land and Fresh Water on map. Draw a settlement of your people close by. Make it into a new Faction and Transfer two Surpluses to them, while the Owner Transfers two Needs to them.

FORTUNES

Care for the Land: Your people fill settlements with verdant avenues, fecund fields and healthy woods. Pick one settlement important to your Family and fulfil two requirements for the Capital Wonder there. If this Fortune is invested in this settlement again, the investor gain Advantage on the Wonder roll.

Care for the People: Well-fed, motivated, healthy; it is no surprise your people flourish and their numbers multiply. Over the next Age, when you acquire two of Surplus: Recruits, Barter Goods and/or Medicine, you gain whichever one you don't already have.

Care for the Waters: You harvest fresh water with a profound respect for its cycle. Add two new rivers or lakes to the map, near your holdings. They become connectors, and whoever controls them gain Surplus: Fresh Water and Crops.

The Sacred Garden: Gain Surplus: Medicine and Progress and place it on the map as the Garden. Whoever controls it holds the cure for any disease and can provide **Professional Care**, even after the Surpluses are spent.

Seeds of the Future: The future started here, in the gardens of the Defiant. Start the next Age as the Promethean, the Historian or the Prodigy, picking an extra move when building them. Others can start as the other two Characters with the extra move if they give you 2-Treaty.

The Rangers: A whole new frontier opened up under your watchful guidance. Start the next Age as the Sentinel, the Scout or the Saint, picking an extra move when building them. Others can start as the other two Characters with the extra move if they give you 2-Treaty.

PLAY ADVICE

The incredible abundance of the Green Defiance might be just a collateral effect. The permanent bonus of solving a Threat is in itself reason enough to unleash it. But what comes next are the building blocks for a variety of other Wonders available for pretty much everyone involved. Capitals will flourish across the Homeland in a golden age of progress.

Obviously, the Cultivators gain the most with the Defiance - but what are they do to with all this? As usual, they provide selflessly and for everyone. Even at the height of their might they will hoard little for themselves, for the future deserves no less than the end of famine and want. On a side note, don't overlook the Pioneers' potential to unleash Defiance or control its side effects!



THE TRANSPORT HUB

INSPIRED BY
ZACHARY GUENTHER

"The line between order and disorder lies in logistics."

Civilization has sprouted from the ruins, fragile and hungry, and it must take roots far and wide if it wants to survive. Your roots are routes: roads, ports, landing pads. The form of transport matters little: you have connected the Homeland and pushed the Wastelands away.

REQUIREMENTS

Engineering, Transport, Safety, Progress, Prestige.

For each Capital on the map you need one less Requirement, as long as you own them or spend 2 Treaty with each one of its owners.

PERMANENT BONUS

Every Family & Faction connected to the Hub can erase a Need if another connected Family & Faction has it as a Surplus. If they decide to trade through the Hub, the Surplus is not Erased. The price is 1-Treaty to the providing Family & Faction and to those in control of the Hub.

TRIALS

For Each Trial add an obstacle to the map (a Hostile Ground or a Threat) on or around a connector. Describe its hazards and the Owner states how the Hub overcomes it.

If the Obstacle is placed over a settlement, add a Faction that exploits or preys on the Hub's traffic. Give the Faction two of the following:

- A name.
- A unique resource/advantage.
- A characteristic tradition.
- A cultural taboo.

The Owner states the unchosen options.

FORTUNES

First, the Owner draws the Hub.

For each Fortune, players add a connector (road, bridge, channel, tunnel, etc) to the map, allowing for fast and safe travel between settlements and locales. The first one must start from the Hub.

Add a settlement to the map whenever connectors intersect. If connectors intersect over an existing settlement, add a Faction that works for or benefits from the Hub's traffic. Give the settlement or Faction two of the following:

- A name.
- A unique resource/advantage.
- A characteristic tradition.
- A cultural taboo.

The Owner states the unchosen options.



THE RISING FAITH

INSPIRED BY KARL SCHMIDT

Humanity hungers for a higher purpose. To find meaning in all this suffering and toil. To look into the unknown with confidence born of comprehension. Faith provides all that and much more. Beware its zeal, though, as it turns strangers into kin, but nations into monsters.

REQUIREMENTS

- A Wonder** (your creed's foundation).
- Sacrifice** (Need: Leadership or Recruits).
- Distress** (Need: Morale or Culture).
- Persecution** (Need: Justice or Safety).
- Exile** (Need: Land or Prestige).



All Needs must be active when the Wonder is unleashed. Those who share any of them gain **+1** in the Wonder roll, instead of the usual Surplus matching bonus. Each Family may only unleash the Rising Faith once, ever.

PERMANENT BONUS

Name a relic, a high priest and a location on the map. As long as you hold at least one you have access to an extra Doctrine, picked from the Servants of the One True Faith playbook. Others must hold all three to seize control of the Rising Faith.



TRIALS

Families & Factions that gain only Trials are deemed Corrupt by The Rising Faith. They Erase all Treaties on the Owner and Share 2-Treaties among other Corrupt Families & Factions.

Declared Apostates: The decrees of the Rising Faith put your most basic beliefs in check. The Owner tells us how. Lose your Doctrine for the next Age and Transfer Morale or Recruits to the Owner.

Ruled by Impious Leaders: The rulers of your people stomp out any signs of the Rising Faith. Say what was sacrificed to preserve their rule. Gain +1 Grasp in the next Age as your people turn militant, but Transfer Land or Prestige to the Owner.

Target of a Crusade: The zealots of the Rising Faith go to great lengths to destroy you. The Owner says why. Gain +1 Sleight for the next Age as your people learn to fight from the shadows, but Transfer Need: Justice or Safety to the Owner.

Target of a Witch Hunt: Your people were infiltrated by zealots on the hunt for something unnatural. **Hold Together**, and on a miss lose 1 Reach in the next Age. Your Character and the Owner's start the next Age with one bonus Hellion move.

Lured by a Vision: Under the spell of the Rising Faith you are gripped by a powerful vision of a land, promised to your people. Gain Need: Morale until you unleash The Age of Discovery Wonder. The "Travel There and Back" requirement is already fulfilled by the vision.

Spawned the Adversary: Somehow a perversion of your Doctrine created a threat that can't be simply destroyed. Lose 1-Treaty on all Families & Factions at the beginning of every Age the threat is still at large. Only you and the Owner have the means to hold the threat in place.

FORTUNES

Families & Factions that gain only Fortunes are deemed Virtuous by the Rising Faith. They Erase all Treaties on any Corrupt Families & Factions, and Share 2-Treaties with the Owner.

The Highest Saints: Your current Character becomes an Icon of the Rising Faith. Tell us why the Character is revered. From then on, Heralds can start with 2 extra charges for each Treaty their Families give you. Your Heralds and the Owner's always start with 5 Charges on this specific Icon. *For more on Heralds, see End Game.*

The Grand Temple: Your Family built a temple for the glory of the faith. Describe it to us. Every new Age where you still control the Grand Temple Share +1 Reach with the Owner.

The Holy Book: Your Family penned a cryptic Tome inspired by the Rising Faith. From then on your Historians and the Owner's always start with this extra Tome, which allows In Praise of Darkness for any Threat or Faction and The Writing of God without a sacrifice.

The Fraternal Order: Your people formed the Faith's gentle arm of respite. Mark on the map the temple where they congregate. As long as you hold it, if you have Needs in common with any Family or Faction, both of you Erase it and Share 1-Treaty between you.

The Prophet: All it takes to change history is the unshakeable faith of a single person. Gain Surplus: Leadership and a new Family move. The Owner gains 2-Treaty on you, as your leaders convert to the Faith.

Deus Vult! The atrocities of war can cause religion to flourish, or lead faith to wither. Distribute Morale as a Surplus or Need to Families or Factions of the Owner's choice. You and the Owner gain +1 Reach in the next Age.

PLAY ADVICE

This Wonder changes the flow of a story, delivering great power to an ailing Family. It has unique costs, as you must bear the weight of Needs instead of investing Surpluses. Finally, it creates a lot of tension in the late game once several Families own Wonders - which underdog will react to crisis by ushering in a Rising Faith?

Pay close attention to your Doctrine and, most importantly, to the Wonder listed as the Rising Faith's requirement. They will give you strong fictional hook to describe your religion and its mysteries and rituals. The Faith can build a whole new mythology for your Homeland - in the best tradition of A Canticle for Leibowitz, and even Babylon 5's "The Deconstruction of Falling Stars" episode. Make the best out of it and embrace unusual Characters and further Wonders, weaving a grand tale of myth and faith.

You've got one shot at the Rising Faith, so make it count. You can seed the Homeland with good works and alleviate the suffering on the Homeland at large, if you want. Or you can selfishly find a way out of your tough spot. Quite tempting, given that none of the required Needs are Erased when the Wonder is unleashed. Mind the costs of each decision: this Wonder was built as an exercise in karma.

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*"This is the way the world
ends,
Not with a bang but a
whimper."*

The Hollow Men, T.S. Eliot



BURNING DOWN BABYLON

“There was no calamity to make us believe heavens were to part and the trumpets of the judgement day were at hand. No. Our fate has been dull and grey. Our suffering long and strenuous. We have been drowning in mediocrity for so long... still many fail to believe we have even truly fallen, and many more doubt we can descend much further.

If only they knew...”

St. Thomas, a Saint Refugee.

EMBERS TO FLAMES

This chapter is a quickstart scenario to explore the Families & Characters introduced in *Engine of Life*. It will explore the message of resistance in the face of a forlorn (and all too familiar) world, while testing your will by presenting moral choices and violent distractions in equal measure.

Burning Down Babylon is set in a once great metropolis, teeming with people eking out a living from an informal economy and cannibalizing the remaining infrastructure. Think heat and open air sewage. Think slums so vast there is nothing left. And all those rich boulevards and business districts ruined by vicious warfare and vandalized by the spiteful victors. Those pitiful remains of its wilderness savaged by whatever remaining resources they could yield. It could very well be Rio de Janeiro, Mexico City, Nairobi, Mumbai...

Our Families are bastions of order and influence, subverted: the lawmen who shy away from killing, soldiers whose mission is to heal and rebuild, and a gang of obsolete revolutionary artists. Besides, we have lunatics who preach that our actions lead us to a future far darker than we could have ever expected, that we have a chance (perhaps the last one) to change how it ends... right here, right now.

Meanwhile, our Characters have a shared history of fighting to retrieve and salvage lost knowledge and culture. Most live at odds with their own Families and have found deeper ties among each other. But after traveling the Wastelands so extensively, they will be needed at the heart of the Homeland to stop true evil.

BEFORE YOU START

Burning Down Babylon deals with some heavy subject matter. Mass murder, reactionary mobs, plagues, riots and fascist paramilitary mobs. This means it's very important to make sure, *before you start*, that everyone's up for that, and that you won't accidentally go heavier than a player wants or find players pulling the tone in different directions. Thankfully, modern RPG culture has provided a wealth of safety tools you can use to make sure everyone has a fun time. Here's a few I'd recommend:

LINES AND VEILS

Have everyone anonymously submit their Lines (the things they definitely do not want to happen in-game) and Veils (the things they don't want to have happen 'on-screen'). Make sure everyone is aware that they can add to this list in play.

THE X-CARD BY JOHN STAVROPOULOS

Draw an X on a piece of paper and put it in the centre of a table. If anything in the group makes anyone uncomfortable, they can tap or lift the card. They don't have to explain why. The group will edit out whatever just happened, and if there is ever an issue, anyone can call for a break and you and the player can talk privately. If you use the X-Card, clearly explain its purpose at the start of the session; a good template can be found at tinyurl.com/x-card-rpg.

Remember: these tools aren't here to censor you, but instead to let you tell the stories you want without hurting your players or tainting the session with unwanted associations.

THE FAMILIES

THE MOVEMENT, THE SYNDICATE

You have always been the voice of revolution. When the internet died, you embraced old school radios... and it felt like home. Constant tours and concerts took you everywhere radio waves couldn't. The worse things got, the more your lyrics and ramblings mattered, and the further your message reached. You became the soul of the revolution.

Can you keep relevant now after the end of history?

You are Bleeding Eagle, The Envoy. The Movement's vision and fiery spirit once changed the world. So, what the hell happened? Why are you spreading a message only you seem to care about anymore? You still have to find out where it will take you, but for sure you can't make it on your own. So you ended up joining The Professor's ragtag band, where at least you can get to know other peoples and cultures in depth.

VOLITIONAL MILITIA, THE LAWMEN

As society unravelled and the rule of law collapsed, summary executions became the norm. You are the reaction to these many senseless deaths: a voluntary corps with the mission to arrest those who gave in to their worst predatory nature. By avoiding swift and lethal justice, the Militia has finally succeeded where so many have failed before: to impose order with the full support of the communities.

Can they survive the inevitable and lethal retaliation of those on the top of the food chain?

You are Rose, the Survivor - not the eldest, nor the best Militia hunter, but certainly the most accomplished one. You have sworn to keep the Professor safe, confident that no one else has better chances to light the way to a civilized future. Not an easy task at all, given his penchant for getting in trouble!

THE ENGINEERING CORPS, THE ARCHITECTS

You were soldiers once, when there were armies and hierarchies. That doesn't mean you were killers, but builders... and damn good ones! You almost disbanded when governments finally collapsed and wages stopped trickling, but a few of you noticed how badly you were needed and decided to stick together. Skilled and disciplined, you have changed countless lives.

Can so few make a difference in a world so far gone?

You are The Professor, The Historian. This land and its peoples won't heal on their own. So you search and acquire and study every scrap of lore from the past... Who knows which one might just turn the tide? So, little by little you gathered these misfits, and heavens if you haven't become a family! You believe in the Corps, perhaps more than anyone else. You just also happen to have your own agenda, and a problem with authority.

THE CASTRUM PRESENCE, THE REFUGEES

You have vowed silence about the horrors you have fled from. But you are all here to build a fortress that must stand the test of time and, maybe, give mankind a chance to survive in the far future you came from. Those who were privy to your secrets speculate: why here? Why now?

Can they build anything before the tides of chaos drag everything down?

You are Thomas, the Saint. Your curse takes you to every crisis and disaster this land has to offer. Time and again you defy death and deny it its prey. All the while, your name echoes across the Homeland with undertones of respect, awe... devotion. Let the Professor think he's guiding the band to his tomes and ruins. You have never abandoned your Family's plan.

DRAWING THE HOMELAND

To begin, your group makes a map of the setting together. GM, pick up a page and draw the contours of a ruined, contemporary city.

THE CORPS

Draw the current limits of the City and describe the Hostile Grounds beyond.

THE MOVEMENT

Draw the limits of the City's most violent and desperate slums where your people live and work.

THE MILITIA

Draw and describe the elegant monument which was once covered by countless messages of loss and fading hope. Now, it is the Homeland's point of convergence for news, mail and law.

THE PRESENCE

Draw the Corps' fortress - your entry point into the Homeland and the future's only hope of resistance.

RECENT HISTORY

Not long ago a war broke out in the Homeland. It ended suddenly after a furious battle, where the Militia and the Movement closed ranks to turn the tide.

The Movement tells us about the now defunct faction that started the war and the reason the Militia took so long to take sides.

The Militia describes the trials faced during this war and what finally brought them into the conflict.

The Corps explains the extreme measures taken to win the Battle and draws where it took place.

The Presence tells us about the young mind that devised the winning strategy.

The Corps used to work with the vicious mercenaries of the Black Shield, hoping to restore peace and order to the Homeland. But a young leader intervened to break this alliance, supporting the Militia instead.

The Presence tells us why this leader's virtue will change the world.

The Corps tells us why this leader broke the Black Shield alliance.

The Movement tells everyone the full scope of the leader's ambition and how they discovered it.

The Militia says why Black Shield remains a terrifying force and draws where they remain entrenched.

TREATIES

	Corps	Militia	Movement	Presence
Corps	-	3/0	2/3	2/4
Militia	0/3	-	5/1	2/0
Movement	3/2	1/5	-	1/2
Presence	4/2	0/2	2/1	-

Read just your row: the first number tells you how many Treaties you've got on the column Family, the second number is how many they've got on you.



THE VOLITIONAL MILITIA, THE LAWGIVERS

STATS

Reach -1, Grasp +1, Sleight +1
Tech 0, Data 0, Mood -1

DOCTRINE: RIGHTEOUS VIGILANTES

When you come to a scene of violence, you can ask the GM one question about the victim or the attacker.

LIFESTYLE: DISPERSED

When your Family spreads the word that someone's Wanted, they'll find no shelter in allied towns.

TRADITIONS

Populace: Gathering of the wronged and vengeful.

Style: Sturdy trail clothes and a deep hood.

Governance: Lone vigilantes calling in support when needed.

RESOURCES

Surpluses: Leadership, Recruits.

Needs: Defences, Transport, Weaponry.

MOVES

ALLIANCE MOVE

When you bring another Family's or Faction's hated foe to justice, your Family gains 2-Treaty on them.

ROUND UP THE POSSE

When you brandish your Family's authority in a non-hostile land, you can recruit a gang of locals to fight at your side. As long as you work towards bringing that target to justice you can use them as a group of Followers (Quality +1, Expertise: vigilante justice), and when they fight alongside you they reduce the harm you take by 1.

LAYING DOWN THE LAW

Everything you do is motivated by a strict moral code, held by all the Family.

The weak always deserve protection. Your Family and Character have advantage while protecting them.

The strong always deserve your justice. You have advantage while pursuing them.

You must not carry out summary executions in the name of justice. You gain lasting disadvantage on all moves when you break this rule, until the GM thinks you've made amends.

ASSETS

All your characters can be equipped with these:

- Stun prods (Melee, Non-lethal).
- Ancient enforcer gear (Tough, Comms).
- Speeder bikes (Land, Swift).
- Investigators (Quality 1, Interrogation and Sleuthing).

INHERITANCE

Lawgiver Characters get +1 to Force or Steel. Quick Characters pick one:

- **Forensics:** When you spend a few hours analysing evidence, the GM will tell you: what it's made of, important marks its history has left on it, signs of who have handled it.
- **Tin Star:** You have an impressive symbol of your authority in the Family. When you brandish it, roll +Steel instead of +Sway for Familiar Face.

ROSE, AGENT SURVIVOR

Surely, you are not different from anyone else. You were just pushed too far and decided not to break. Your peers in the militia agree that you're nothing special, but the countless girls and mothers you saved worship your humility and grinding determination.

FORCE +1, LORE 0, STEEL +2, SWAY -1

LOOKS

Feminine, weathered face, wary eyes, bulky body.

ROLE: AGENT

You have sworn to keep the Professor safe. Say what about them reminds you of your past.

THE THINGS I'VE SEEN

The barbaric excess of Mankind destroyed your life. *When you Fiercely Assault a group of humans*, roll with advantage if you choose to capture or drive them away rather than kill them.

MEMENTO

You keep reminders of everything you've lost. *When you make camp*, you can tell the story behind another one of them to the people there. For the next day, they have advantage when your story is relevant to the situation.

BACKSTORY

Ask for a volunteer for at least one:

_____ *reminds me of someone lost long ago.*

_____ *will need my help to survive.*

I saved _____ *from certain death.*

GEAR

- Stun prods (melee, nonlethal).
- Sniper Rifle (ranged, far, elegant). Tell us whose body you got it from, and why it's important to you.
- Ancient enforcer gear (tough, comms).
- Investigators (Quality 1, interrogation and sleuthing).

HARM

- ☐ Bruised
- ☐ Stressed
- ☐ Bleeding
- ☐ Crippled (-1 Force)
- ☐ Dead

DEATH MOVE

When you die, choose one of the people present to learn your final lesson of survival. No matter what, they'll survive long enough to get back to safety. If their Dead box is checked, instead of dying they wake up later in a place of safety with their Dead box healed.

THE ENGINEERING CORPS, THE ARCHITECTS

STATS

Reach +1, Grasp 0, Sleight 0
Tech 0, Data 0, Mood 0

DOCTRINE: THE BUILDER'S GUILD

When you encounter a human-made structure, you can ask the GM one question about its origins or weaknesses.

LIFESTYLE: SETTLED

Your buildings follow secret principles from Before, all long forgotten by everyone else. You gain Surplus: Defences and share it with those who live in your settlements.

TRADITIONS

Populace: The wise descendants of military engineers.

Style: Tactical style adorned with tribal motifs.

Governance: A council of elders chosen based on achievement.

RESOURCES

Surpluses: Leadership, Progress.

Needs: Energy, Land.

MOVES

ALLIANCE MOVE

When a Family or Faction acknowledges your ways as the greatest hope for the future, gain 1-Treaty on them.

BUILDING BRIDGES

When you and another Family or Faction perform a joint effort to improve the Homeland, spend 2-Treaty on each other, and add a connector (road, bridge, etc.), a feature (a fortress, a wall, a plantation, etc.), or another large scale construction to the map. Months may pass before these changes occur, according to the fiction.

TAMING THE LAND

When you and another Family or Faction work together to cleanse a Hostile Ground, spend 2-Tech each to turn the Ground (or a manageable part of it, at least) into regular terrain - effectively removing the Disadvantage there. It may take weeks for these changes to occur, according to the Fiction, and they last until the end of the next Age.

ASSETS

All your characters can be equipped with these:

- Sturdy automatic rifles (Ranged, Area).
- Scavenged military gear (Camo, Tough).
- Jeeps (Land, Durable).
- Sapper (Quality 1, Build Infrastructure).

INHERITANCE

Architect Characters get +1 to Lore or Steel. Quick Characters pick one:

- **Trench Warrior:** Given enough time you can build structures that will blunt the assault of much larger forces. Gain lasting Advantage to **Defuse** attacks there.
- **Topographical Technician:** When your character studies a terrain thoroughly, spend a point of Data and get lasting advantage on **Wasteland Survival**, **Forge a Path** and **Fiercely Assault** there.

PROF. ELI FRANCES, REBEL HISTORIAN

You believe in the Corps, perhaps more than anyone else. You just happen not to be like them - not a soldier, not an engineer, but a scholar. Your superiors put up a good show that they disapprove of your methods and your results. The only one who seems to believe in your work is you.

FORCE 0 LORE +2 STEEL +1 SWAY -1

LOOKS

Masculine, elderly, cold eyes, nothing but whispers, trekking gear.

ROLE: REBEL

When your family suffers persecution or violence, tell us about the forgotten tome holding an infectious message of resistance. The GM will tell us about the zealots it will inspire.

LIBRARY OF BABEL

Whenever you witness Data being gained or spent, you may quote a tome linking it to the subject. Every time you do so reveal one detail of the tome:

- Its baroque title.
- Its peculiar author.
- Its arcane topic.
- Its unique format.

For each you check off, gain 1-Wisdom. If you find the tome, swap Wisdom for Data 1-for-1.

KINGS AND LABYRINTHS

When another Character agrees to bring you a tome from Library of Babel, spend 1-Wisdom and give them an additional Role:

- **Finder:** Mark when you're the only hope of finding a legendary tome. Describe the dangerous or distant location it can be found. Lay hands on the tome to fulfil your role.
- **Retriever:** Mark when you're sent to retrieve a lost tome. Say who else will do anything to find the tome. Deliver the tome to fulfil your role.

If they fulfil this role, they add 1 to a stat or pick a new move. If they fail, their main Role suffers also.

BACKSTORY

Ask for a volunteer for at least one:

I was _____'s tutor.

If not for _____, I'd have died on that expedition.

_____ once stole a cursed book.

GEAR

- Scavenged military gear (Camo, Tough).
- Jeeps (Land, Durable).
- Corporal Joshua (Quality 1, Driving).
- Your Tome: Section IX: Small Island Defence, by Lt. Machida, an ancient warfare history fanatic - a cobbled together military manual clipped full of medieval portraits on warfare, sieges and fortifications.

HARM

- ☐ Dazed
- ☐ Confused (-1 Sway)
- ☐ Lost (-1 Steel)
- ☐ Blind (-1 Steel)
- ☐ Dead

DEATH

When you mark off your Dead box, your journey comes to an end. Your Family converts all your remaining Wisdom into Data for the next age, as your studies guide new researches.

THE MOVEMENT, THE SYNDICATE

STATS

Reach 0 Grasp 0 Sleight **+1**
Tech 0 Data 0 Mood 0

DOCTRINE: SOLIDARITY

When you pitch in to ease the suffering of a community in crisis, erase any of their Needs that you have as a Surplus.

LIFESTYLE: SETTLED

You are embedded into the Homeland's largest settlement, and your opinion there carries great weight among the masses.

TRADITIONS

Populace: A ragtag band of survivors.

Style: Purposefully nondescript and uniform.

Governance: A true town square democracy.

RESOURCES

Surpluses: Morale, Recruits.

Needs: Justice, Safety.

MOVES

ALLIANCE MOVE

Whenever a family or faction's common people suffer needlessly, gain 1-Treaty on them.

MIGHTY RENEGADES

It doesn't matter that you are everyday people - together you will change the course of history. *When you acquire two of Surplus: Recruits, Morale and/or Leadership, you gain whichever one you don't already have.*

GUERRILLA RADIO

When you broadcast your message far and wide, spend 2-Treaty on anyone with Surplus: Recruits to gain Surplus: Spies or Scouts, located right there in their midst.

ASSETS

All your characters can be equipped with these:

- Sawed off shotguns (Ranged, Brutal.)
- Nondescript clothing (Utility, Camo.)
- Broadcasting van (Land, Comms).
- Agitators (Quality 2, Provocation and Infiltration).

INHERITANCE

Syndicate Characters get **+1** to Sway or Steel. Quick Characters pick one:

- **The Rage:** When you voice your message of discontent in a loud and public fashion, you will attract the oppressed to witness your performance. Beware the Authorities though, for they'll come too.
- **The Soul:** When you refrain your revolutionary colleagues from excessive force or collateral damage, support to the cause swells across all social levels.

BLEEDING EAGLE, THE OUTSIDER ENVOY

You didn't get the memo saying the revolution's ideals are no longer in demand. You remind your peers of their own painful obsolescence. No surprise you ended up ostracised and discredited at every turn. Still, you love them - as they truly are, if not as this.

FORCE 1 LORE -1 STEEL 1 SWAY 1

LOOKS

Ambiguous gender, striking face, piercing eyes, angular body.

OUTSIDER

When you disclaim Family ties to build a greater alliance, say why the larger threat needs everyone to band together to defeat it.

WASTELAND SAVANT

*Whenever you roll **Wasteland Survival** to travel a route you've used before, you always get to pick one of the 10+ options even if you roll a 9 or lower.*

FRAGILE ALLIANCE

*When you try to bring many groups together to accomplish a goal, roll **+Sway**. On a hit they'll stick together long enough to see the job through. On a 10+ some will stick around afterwards to see what you have planned next.*

BACKSTORY

Ask for a volunteer for at least one:

_____ *showed me their family's secrets in confidence.*

_____ *will make a good bodyguard.*

I suspect _____ is stealing my secrets for their family.

GEAR

- Sawed off shotguns (Ranged, Brutal).
- Nondescript clothing (Utility, Camo).
- Broadcasting van (Land, Durable, Comms).
- Agitators (Quality 2, Provocation & Infiltration).

HARM

- ☐ Cosmetic Wounds
- ☐ Angry
- ☐ Shell-shocked (-1 Steel)
- ☐ Bleeding (-1 Force)
- ☐ Dead

DEATH MOVE

Even when you mark your Dead box, you have one more deal to complete. Hand one companion a message or sigil to deliver, and say what the recipient will be obliged to do if they do so.

THE CASTRUM PRESENCE, THE REFUGEES

STATS

Momentum 0	Balance +1
Tech 0	Data 0

DOCTRINE: FATE SHAPERS

When any Character reaches their Coda, gain 1 Momentum.

LIFESTYLE: SETTLED

Your entry point in the present was an everlasting bastion from the past, that will still stand proudly in the far future. *When you build a Wonder here*, it needs one less requirement.

TRADITIONS

Populace: End times veterans physically sent to the past.

Style: Dour military uniformity.

Governance: The interpretation of hidden messages left in the past by future control.

RESOURCES

Surpluses: Prestige, Spies.

Needs: Energy, Progress, Rare Materials.

MOVES

ALLIANCE MOVE

When another Family or Faction activates their Alliance move on you, gain 1-Treaty on them.

WRESTLE WITH DREAMS

You remember the past that ultimately led to the End Game. However, your presence here now blurs the possible outcomes and spawns unforeseen scenarios.

Pick one theme per Family, per Age: Glory, Ruin or Upheaval. You and the Family owner both write a future scene of theirs fitting the theme on cards and keep them secret. There are three possible outcomes:

Your future comes to pass: gain 2-Treaty on them and 1-Momentum. History will not repeat itself!

Their future comes to pass: bring your mutual Treaty balance to 0. Their choice if this means someone losing or gaining Treaties. Your actions amount to nothing.

Neither comes to pass in this Age: lose 1-Momentum. They get Disadvantage on the next Turning of Ages. Your hopes falter!

Go beyond the obvious: if the visions match it counts as “their future comes to pass”.

TIME SLIPPING AWAY

Whenever someone rolls two 1s, you show up at the critical moment to intervene and avert disaster. Gain 1-Treaty on them and roll **Lend Aid** now, with fleeting Advantage.

Whenever someone rolls two 6s, you show up at the critical moment to witness their success and reap 2-Tech or 1 Momentum, your choice.

ASSETS

All your characters:

- Always act faster than their foes: their weapons gain the Area tag.
- Know their foe’s every move: their outfit gains the Mantle tag.

INHERITANCE

Refugees characters gain an extra move of their Playbook. Quick characters pick one:

If You Want to Live: You always have an escape route ready to flee from lethal threats. Take 1-Harm for each person you lead to safety.

You Are My Madness: There is ample evidence of your presence in some critical point further in the past, which attracts scientists and researchers to you like moths to the flame. You have no memory of these past actions... yet.

REGIS, THE REBEL SAINT

You understand the importance for hierarchy. But you won't follow senseless orders, and you won't sit idly watching the world burn. Damn their plans.

FORCE +1 LORE 0 STEEL +2 SWAY -1

LOOKS

Masculine, breathing mask, fierce eyes, rugged body.

ROLE: REBEL

Your people have cut ties to the Black Shield. Tell us of the disaster that will hit them. Leave at once to provide them much needed aid.

COURAGE TO CONQUER

When you assess the risks of a disaster, roll +Steel. On a 7-9 ask 1, on a 10+ ask 2:

- What is the safest way to approach this disaster?
- How can I save the most lives?
- What hidden danger has yet come to pass?

Roll with fleeing advantage when acting on this information.

STRENGTH TO BEAR

When disaster befalls your allies, you can show up right where you are needed the most, in the nick of time.

BOUND TO PROTECT

As long as you never refuse aid to disaster victims, roll +Steel on Find Common Ground and Familiar Face.

BACKSTORY

Ask for a volunteer for at least one:

_____ is the one who rescued me from myself. I owe them everything.

I saved _____ and their closest family from disaster.

_____ still blames me for the way the disaster turned out.

GEAR

- A Device to detect and diagnose injuries and diseases.
- Act faster than your foes, gaining the Area tag.
- Know their every move, gaining the Mantle tag.

HARM

- ☐ Stoically silent
- ☐ Laboured breath
- ☐ Badly bruised
- ☐ Internal bleeding (-1 Force)
- ☐ Dead

DEATH MOVE

When any Character marks off the Dead box, they won't die as long as the Saint actively keeps them alive. If you mark off your Dead box in the process, you won't die until your charge is delivered from harm.

FOR THE GM FACTIONS

Burning Down Babylon benefits from a lean Faction roster, to keep the story focused.

THE BLACK SHIELD

*“Those who have crossed
With direct eyes, to death’s other Kingdom
Remember us—if at all—not as lost
Violent souls, but only
As the hollow men
The stuffed men.”*

– *The Hollow Men*, T.S. Eliot

We were the rough men and women ready to do violence so the rich and powerful could sleep soundly. Funny that they and their fine and beautiful things have fallen, while we remained. Perhaps we were meant for this world after all...

ALLIANCE MOVE

When you show a group that you have the power to bring them pain, ruin or glory, gain 1-Treaty on them.

SURPLUSES

Weaponry: The Elite dissuaded the unwashed masses from daring to rise against them for generations. This arsenal has much to do with it. And now the Black Shield are free to do what they want with it. Players roll **Claim by Force** with Disadvantage against them.

Defences: Thousands died in vain storming your corporate headquarters. Invaders must sacrifice a relevant Surplus to roll a Family move against them.

Recruits and Transport: The Black Shield never had the numbers of the unwashed masses, but a professional’s training and iron will meant one soldier would match dozens of them. Whoever rolls and fails against you gains Need: Safety.

NEEDS

Trade and Barter Goods: Their fortification is safe, but not autonomous. If their scavengers and raiders are kept in check they might well starve.

FACES

FIRST LIEUTENANT BRUCE ARMSTRONG, THE PROPHET.

“No man could lead the Shield through the hell they have been and keep them in line as they did. No chain of command or force of personality. No one!”

Bruce was a low-ranking mechanic who started to listen to the same voices his leaders bow to. Now the rank and file secretly respect his vision as much as their orders.

COLONEL ALABASTER BLUE, THE TRAITOR

“I’m a hell of a soldier, perhaps the best one in the Shield. Still, I want more. What about a life, for starters? One without orders and all these drills? We’re not talking luxury, just a little comfort... freedom, maybe a family.”

Alabaster steals shamelessly from the Shield, because deep inside he knows their time is past and the people have had enough.

DEPUTY CHIEF SAMSON HARDINGS, THE LEADER

“Don’t worry... I will be handling you all necessary intel in the morning. Let’s deploy the troops south of the contested zone for now. Trust me, they can handle it”

Samson ‘leads’ by obeying the Tactical Recursive and Autonomous Intelligence Network. Nobody knows when it became sentient. In fact, Samson believes its opinions and directives are still issued by a living programmer somewhere. Either way, few outside high command suspect the true reasons behind his impeccable logistics and tactics... and most vicious operations.

THE UNIVERSAL CHURCH

*"Between the idea
And the reality
Between the motion
And the act
Falls the Shadow
For Thine is the Kingdom"*

- *The Hollow Men*, T.S. Eliot

What has all their knowledge ever done to us but brought loss and suffering? They made the world sick and poisoned our souls with want and a questioning spirit. And for what? For toys that now lie broken across the plains? For sophistication that formed a depraved and weak generation? Look at them and tell me they are not haughty! Tell me they don't deserve to die for their lies. Say their books won't make a fine, fine funeral pyre.

Meek is the soul of good, humble men. That's why we accept our burden - to kept them meek and humble.

ALLIANCE MOVE

Start with 2-Treaty on every Family & Faction, given the historical influence of the Church over the Homeland population. When the Multitudes suffer due to or as a side effect of changes and progress the Church gains 2-Treaty on each and every responsible Family.

SURPLUSES

Prestige & Morale: Like it or not, the creed appeals to the descendants of a people who were left with the scraps of the World Before's progress and culture. Whoever tries to decry the Church as an evil force or openly attack it must **Hold Together**.

Recruits: The faithful are everywhere, or will be once truth is bent and facts obscured. Whenever someone **Claims by Force**, the Church gains 2-Treaty on them as victims of collateral damage.

Spies: The ignorant and the fearful will talk to the Church if they ever see signs of the hubris of progress. When the Church **Calls in a Debt** to take Surplus: Progress, Science or Engineering, the target can't chose to **Hold Together**.

NEEDS

Energy & Medicine: The Church falters under serious environmental aggression, as its people lack the means to avoid or mitigate its effects. Those who provide support at the right moment can destroy many of their Surpluses.

FACES

BROTHER SOLITUDE, THE TRAITOR

"It's a simple choice, in fact: to risk the excesses of the past anew or murder a single influential person?"

Solitude doesn't believe in second chances. If he can he'll murder any scientist or researcher right here, right now. Consequences be damned!

SISTER AURORA, THE PROPHET

"Technology made life so much easier! Without it you must cooperate twice as hard and work even harder"

Aurora is the best face of the Church, tending its huge communal farms and rudimentary hospitals. She doesn't deal in violence - there is simply too much to be done already!

FATHER EBENEZER, THE AGENT

"Where have they all gone, the overthrown elite? Do you think they would stand and fight to the last man? That they didn't have the means to build a retreat? Ask yourself, what would you be doing in all those long years of exile if you were them? Scary, right?"

Ebenezer acts in the shadows, funnelling all stolen technology and knowledge to unseen masters. Tech and knowledge that doesn't burn, anyway.

FRONTS: MOB RULE

There is ample evidence the world was better once, but no real acceptance it ended. The Homeland lies in terrible disrepair, ruined, but not exactly in ruin. And there are people everywhere, crammed and penned and piled up wherever they can fit. To describe these peculiar challenges, we present you a few fronts, described by:

Reveal. A way to introduce it to your game as a GM reaction.

Reactions. Problems the threat causes as it grows. Remember, these are used when someone rolls a 6-, or when everyone looks to you to say what happens next.

Resolution. Ways players can deal with the threat.

Fallout. What the threat will do if it isn't stopped. Activate this if you've checked all three Reactions and it makes sense in the fiction.

THE RIOTS

Without law or rule, the fickle mob may violently ignite at any moment.

REVEAL

A distant roar of so many indignant voices. There is always broken glass somewhere; if things get nasty, fire... and blood.

REACTIONS

Separate them: When the mob comes it's hard to stand your ground. A gripped hand lost in the chaos may never be found again.

Take away their stuff: Everything left unprotected in the open can be vandalized.

Tell them the consequences and ask: The mob might have good reasons to riot, but it will always lose control. What will you do when the inevitable crackdown threatens good people who have simply had enough?

Deal Harm (1 in the whole area, 3 if confronted): Enraged people want simply to smash the object of their hatred and be heard, not a fight. But if you stand in their way...

RESOLUTION

A Riot can be dispersed at once by brute force or slowly by denying it adequate targets. Don't believe anyone saying leaders and their words can stop it or even slow it down!

FALLOUT

The Riots grow in strength as they rage unopposed and fires spread everywhere, hitting settlements and communities once thought safe and peaceful.

THE LOOTING

We want it all. And we want it now.

REVEAL

Where did all these people come from?! Mothers and fathers and their children, scurrying excitedly around. The fighter or criminals among them steal with practiced ease, but vigilant eyes.

REACTIONS

Erase a Surplus: No matter what happens, all parties involved lose Surplus: Justice.

Take away their stuff: Looters will find ways to carry uncanny volumes at surprising speed. Gain the Need; Barter Goods.

Put someone in a spot: Worse than looting, the mob is destroying much more valuable things. Are you going for lethal force?

Tell them the consequences and ask:

If you violently defuse a sacking, people later approach either covered in shame or simmering and badly veiled hatred, requesting their wounded or killed back.

RESOLUTION

Unlike the Riot, the threat of violence is sufficient to defuse the ransacking.

FALLOUT

Everything valuable has been either destroyed or taken. The community now lives in shame and denial of their actions, heavy with guilt.

THE PLAGUE

The countless destitute can find bullets much more readily than food or medicine.

REVEAL

Someone is violently sick somewhere public, while quiet and desperate loved ones try to minimize how far gone the victim really is. Before long, one can clearly hear the nightly sobbing and crying in usually quiet neighbourhoods.

REACTIONS

Reveal an unwelcome truth: It is spreading much faster and further than expected. What can be done to halt its advance?

Put someone in a spot: A recurrent NPC is infected and condemns their community. Can they be saved or is it simply too dangerous to breach quarantine?

Offer an opportunity, with or without a cost:

A whole community lies dead or dying, and there is one vulnerable person left there. Should they be rescued, and at what cost? How come that this last survivor managed to last so long?

Add a Need: Medicine and/or Recruits, depending on how prepared and healthy their people are.

RESOLUTION

Either treat the Plague, using Surplus: Science, Progress or Medicine as the Right Tool for the Job. Or else contain it from spreading and let it run its course.

FALLOUT

Unmourned corpses littering the streets feed hordes of vermin, which in turn spread more virulent diseases. Whole sectors of the Homeland end up as haunted and vacant ruins. Trade collapses (everyone takes Need: Trade and Culture).

THE FAMINE

There is simply not enough for us all.

REVEAL

Maybe there isn't any rain, or heat or cold kills plants and livestock. Sooner than most believe, rations fail to arrive in some poor and unimportant place. Next thing you know, people start killing for whatever remains.

REACTIONS:

Add a Need: Crops, then Medicine, and finally Recruits.

Offer an opportunity, with or without a cost: If they manage to offer support and mitigate the worst of Famine, they might win the victim's undying support.

Tell them the consequences and ask:

There isn't enough for everyone, and at some point they will have to choose who they will allow to starve. Friend, foe, family... someone will suffer, and the survivors will never forget.

RESOLUTION

Either people endure a brutal rationing until the weather comes around, or new, more efficient practices and techniques are put in place.

FALLOUT

People turn their back to the Homeland, heading deep into the Wastelands looking for somewhere, anywhere better than here. Those who remain risk falling to cannibalism, or way or another.

BABYLON'S SOULS

Look around this picked carcass of a city - it's hard not to feel hopeless in Babylon Burnt, right? Still, it falls upon the players' Families & Characters to fight for and uphold Hope, Cooperation and Tradition. And if they ever forget that, the GM must guide them, remind them of why they are fighting, and bring them back on track. These people can do exactly that.

THE MOVEMENT

Lucy Canary: The voice of VAMO-N05 FM, she plays old, old songs that always seem to fit the situation in roundabout ways. In between them she growls the latest news of the Homeland, expressing (or moulding?) public opinion.

Reagan: A conspiracy theorist who runs a shelter for the "victims of psychic warfare". They will receive and treat the traumatized and insane of all Families with the same respect and care.

MC Stone: The teacher behind a centre of arts and learning for the youth. Do you want to know what is happening in the streets? Shoot! The MC has heard of it for sure.

THE CORPS

Chaplain Rosso: The elderly preserver of Corps's traditions. He codified the Cold Iron Oath and the Calling Ritual - binding all Engineers to their duties and providing them with a moral compass.

Pioneer Bruno: A foreign soldier who travelled for days on the Wastelands to join the Corps. Hopelessly optimistic, he will guide people anywhere, as long as they abide by his trail rules.

Master Sussa: A reputed leader who has brought together Engineers on several

occasions to clear the land and build outposts... just to vacate the works and have it occupied by refugees and homeless victims.

THE PRESENCE

Icon Hal: People recognize this enigma more for their calming voice than for gender, age or face. They hunt for and collect mementos of the world Before, and seem to know everything there is know about these treasures.

Exemplar Lucius: If the Castrum is ever attacked they will have to face Lucius. He believes the bastion will soon be properly secured. Then he plans to coordinate the different forces of the Homeland to withstand any assault.

Paragon D'Avilla: D'Avilla will not let prophets of fear and hatred have their way. The paragon's fiery speeches bring together people from all walks of life to join the fight for the future. It helps a lot that they are perhaps the most beautiful face in all the Homeland.

THE MILITIA

The Caernkeeper: Someone must keep these killers in line as they wait for a trial that may never come - these days there are no standing courts, no living judges. Still, the Caernkeeper keeps them locked and fed, waiting for the day of their reckoning and delivering two-fisted justice when challenged.

Anna Clara: Anna is the Militia's doctor, even if she spends the vast majority of her energies tending for the victims instead of the lawgivers. The militia understands, even if her absence costs them dearly as months and years of poorly treated injuries pile up.

Marcus Tall: Every victim has a vote, and each can propose a new law. Marcus travels, negotiates, explains and starts all over again when someone's fear robs them of their senses. As tough as it is, his life's work is almost done...

THREATS

In the dark alleys, makeshift homes pile one upon another like a fungal growth. Humankind replaced beasts in an ecosystem of vermin, scavengers... and predators. While one can still find decency and candour, stories of horrifying violence for the lowliest reasons are the norm - ultimate squalor does that to people. Are they too far gone for the players to remind them of different ways?

Each of these threats has custom reactions. You can use these as well as your normal reactions when the threat's in play.

DEATH SQUADS

These gangs work on street level, imposing swift justice and collecting protection money. They start as a coalition of volunteers, not unlike the Militia, but years of secrecy and brutality tend to twist them in a veritable death cult.

Never expect a standoff or protracted battle with these guys. They always come out of nowhere and strike with overwhelming force, unless you get the drop on them during one of their ceremonies.

Reactions: Deal 3 Harm, jeopardize Characters' contacts and wards.

THE INQUISITION

A flash mob gathered to destroy a research centre, a stash of books or martyr a scholar. They do the Universal Church's dirtiest jobs on their own initiative, thus with total deniability - common people digging their future's own grave with fire.

Nobody among them quite knows why, but traditionally they use flame throwers and Molotov cocktails to erase the stain of perilous knowledge.

Reactions: Deal 2 Harm, but always unleash a Disaster on the battlefield.

THE DARKEST HEART

This villain is not just a serial killer; in this day and age ritualized murder has become a cultural practice. Better to say the killer is a serial mass murderer, who opts for victims with little to no blame, and methods of utmost cruelty.

Reactions: Bomb a school, then let people gather in rescue and bomb the rescuers... as a distraction! What you really want is one specific victim and, obviously, to never be caught. Deal 4 Harm and always have a backup plan.

THE FIRST SCENE

Action takes place around the Monument described by the Militia player. Make sure to add the constant flow of people and the countless notes, pictures and marked maps, ancient and new, that cover its walls. Ask Regis to describe the first hints of the incoming disaster that will hit Black Shield and add these elements to this scene: a smoking generator in one corner, or the persistent wind pronouncing a storm.

There, Black Shield's First Lieutenant Bruce Armstrong will approach them requesting the Professor's help to retrieve a Tome, one that holds the key to stop a much larger threat.

TOME DETAILS

Title: Synaesthetic Report on Subject Stargher

Author: Dr. Deane, LCMHC.

Format: A book of clippings, with memory units and a neural VR stimulator.

Topic: On the nature and profiling of serial killers.

Rose has heard rumours of a vicious predator on the loose. Ask her to describe the appalling details of these crimes that set them apart from the routine bloodshed. The Professor knows of Corps members who have been killed in the past following Rose's description - ask him for how long this has been going on. Also, request the Professor to activate Kings & Labyrinths and name a Finder and Retriever. Finally, this is the best moment to activate the Presence's **Wrestle with Dreams**.

THE HUNT IS ON!

Use Brother Solitude liberally as the avatar of Hard Moves, in addition to any and all dangers they have suggested for the Tome quest. It's important they start to feel the Universal Church as a looming pressure.

ACT I

Starts with the First Scene and ends when the Tome is recovered. If irrevocably lost, make them work for the information that Black Shield has an alternate version of it. (It should work as a heads up that something is not what it seems).

ACT II

When the Tome is used to investigate, the Homeland's most vicious killer...

- Is an exceptional individual. The Movement tells us how.
- Is a celebrated member of the Movement. The Presence tells us why.
- Has been noticed (but not identified) by the Militia. They tell us what shocks them the most in these crimes.
- Has targeted the Corps above all others. They tell us what motivates the killer.

This Act can become a political nightmare as the Movement realizes the monster in its midst. Unleash the Riots Front if the identity (and the extent of their crimes) ever becomes widely known. Deputy Chief Samson Hardings will secretly put all Black Shield's resources to keep the killer alive and free. It should become a Family & Faction matter now!

At the climax the Killer should be stalking Sister Aurora either at the Hospital or the Farms. Make them work hard to keep her alive, but kill her only if they fail miserably. On the other hand, make sure to destroy the Hospital or the Farms during the chase and confrontation.

ACT III

For starters, unleash either The Plagues or The Famine, due to Sister Aurora's destroyed project. They should tinge all scenes and scenarios during this act. Also, Sister Aurora starts this Act too wounded, physically or psychologically, to care for her remaining work. Let it start to fail without her, if Characters take no action unleash the other Front (Famine or Plague). They should either pick up the care for the work themselves or invest in healing the Sister.

Parallel to all that, Black Shield's Colonel Alabaster Blue will approach the party with rumours of a plot to murder the Leader of the Corps (the one prompted in Recent History) and cover it up as the Killer's actions. They must: a) extract and protect Alabaster, b) find evidences on the plot, c) stop it, d) effectively denounce the plot. Ideally, link the disaster predicted by Regis as a background element for the most dramatic moment, or else unleash The Riots again.

CONCLUSION

By the end of Act III it should be clear that both Factions will fight to protect this wretched status quo and usher in the dreaded Presence's future. It calls for immediate action, but anything harsh and poorly planned will backlash horrendously.

Here's some key questions to answer in your conclusion:

- Will Rose be able to stop the Darkest Heart? Will this be justice?
- Can Regis prevent the disasters of the Presence's future?
- Can Bleeding Eagle bring hope to the city's population?
- Can the Professor get the Corps to save the City's vital infrastructure, or is it better to let it all crumble?

GENERAL GUIDANCE

Here's some guiding lights to keep in mind as you play:

The Professor's presence will make sure that there will always be a new Tome to retrieve, and soon enough the Church will blacklist him. Assassination and lynching attempts will soon follow.

Meanwhile, prompt Regis to evoke all manner of disasters, vividly describing the decaying city and furious weather.

The key, however, lies with Bleeding Eagle, who can unite improbable parties into a single force to defeat one horrible threat... but which one?

Rose? What about Rose? This is a murder story! She is the law woman. It is her show. A mature player can evoke all kinds of terrifying tales of loss and sacrifice and gender related violence, both in the past (thanks to the Survivor's **Memento**) and during play (as the Militia's **Laying Down the Law** suggests).

As the story gains momentum, Families' and Characters' action and goals tend to align. After a Family has made a roll, you can drop Characters from all Families involved into a scene that depicts the move's results first hand. This way, you can add weight and drama to the consequences of their actions.

LOOKING AHEAD

Finally, keep close tabs on any proto-Factions created by the players' actions. You will need them to populate politically the coming ages. One way this scenario differs from all others presented so far is the vast remaining population - they are just completely disorganized. There are plenty of opportunities for new communities, factions and settlements to coalesce under the right stimulus. Finally, the age should turn once Act III is resolved, even if both Factions remain in play. Let them mature and grow.

Burning Down Babylon may look too grim for a book that deals on hope and life and tradition. Still, these Families, these Characters, have a solid chance of changing this ravaged land and its long suffering people's lives for the best. There, in play and in the consequences of their action, lies the true message of hope. Play, and find out what happens.