

I WEAR THE CRUEL CROWN OF PROPHECY
I EMBODY THE PROMISE AND INEVITABILITY OF THE APOCALYPSE
MY POWER IS BLUNT, AGGRESSIVE, AND DEMANDING
MY HEART YEARNs TO LOVE AND BE LOVED

THE SUMMONED

PLAYSHEET

VITALS

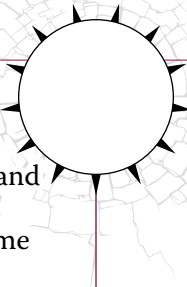
NAME **The Marquis** (she/her) ORIGIN Summoned from Hell to be the final door to the apocalypse LOOK Eyes of brightest gold, shattered horns, part of my body is a weapon I'll never use

THE PROPHECY THAT HAUNTS YOU
When the Marquis falls in love for the last time, an ancient Door of Power will open her heart and destroy the world.

DARKNESS

I GAIN 2-4 DARKNESS TOKENS WHEN I...

- ✱ Feel unloved or abandoned
- ✱ Overreact with violence
- ✱ Ask someone to give me their best shot and not hold back
- ✱ Ask someone to love me, and only ever me
- ✱ Embody a Condition that affects me



After a move, if you have 5+ tokens you are **TORN BETWEEN**:
Choose between *What the Darkness Demands of You* and your mission.

POWERS OF DARKNESS

Emotion Amplification
Because she bears a soul, the Marquis can seek out specific emotions and amplify them in a being or a crowd.

Shadow Control
The Marquis' family can twist the shadows into any shape they desire. The Marquis specializes in creating chains and guns to Unleash the Dark.

WHAT THE DARKNESS DEMANDS OF YOU

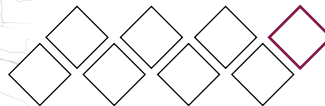
- To fall in love with a Harbinger of the Apocalypse
- Embrace and strengthen my prophecy

BONDS

WHO BOND RATING

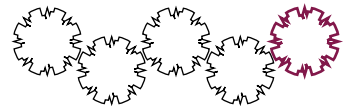
EXPERIENCE

(XP Advance at 8)



RUIN

(Ruin Advance at 5)



YOUR IMPULSE

At the start of every session, choose one to explore during play.

At the end of the session, answer the question—if yes, mark 1 XP OR 1 Ruin.

- ☐ Did you fight against the prophecy that haunts you?
- ☒ Did you learn something significant about your prophecy?
- ☐ Did you entangle another monster with your prophecy?
- ☐ Did you try to hold on to your humanity, to great consequence?
- ☐ Did you give into the power of prophecy and strengthen it?

END OF SESSION QUESTIONS

At the end of the session, answer all of these questions.

- ✱ Did you express your monstrous nature and/or express your humanity? If yes, mark 1 XP.
- ✱ Did you learn something significant about yourself and/or your impending ruin? If yes, mark 1 XP.
- ✱ Did you learn something significant about a fellow monster? If yes, mark 1 XP.
- ✱ Did you uncover at least a **Key** of the Apocalypse or attempt to Unlock Doom's Door? If no, mark 1 Ruin.

XP ADVANCES

- ☐ Take a new Summoned move
- ☐ Take a new DIVISION move
- ☐ Take a move from another playbook
 - ☐ Describe a new way to gain Darkness Tokens
 - ☐ Take a new Power of Darkness from your playbook
 - ☐ Change your playbook

RUIN ADVANCES

- ☐ Take a new Ruin Move
- ☐ Take Ruin Move from another playbook
- ☐ Permanently mark a Condition
- ☐ Gain a new Ruin Condition
- ☐ Retire your character. You become a Harbinger of the apocalypse.

REMEMBER TO...

- ✱ Define violence on your own terms
- ✱ Seek out love in all its forms
- ✱ Defy your Destiny


BREAKING POINT

(when you mark your last named condition)

You know that this world is not your own, and you will never belong here. The dream that is humanity can never belong to you. The darkness grips your heart and the world you were summoned from bleeds into this one. You are a beacon to what has been aching to reach this world. Describe what terrors are unleashed and how an aspect of your terrible prophecy comes to pass. The Keeper will tell you how the world is now wounded, warped by what you allowed to come through.

CONDITIONS

- ☐ RAGING
- ☐ LOVELORN
- ☐ OBSESSED
- ☐ DESPAIRING
- ☒
- ☒



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THE SUMMONED

PLAYSHEET

MOVES

☐ Sometimes, I Get Angry *(Starting Move)*

When you UNLEASH THE DARK through anger and violence, take 3 Darkness Tokens before doing so.

☐ Come On, Tough Guy

When you go up against a colossal and otherworldly opponent, tell everyone how you taunt them and keep their attention. Spend Darkness Tokens and roll.

ON AN 8-10 you've got 'em just where you want them. Choose two:

- ✦ You give your allies a golden opportunity, choose one ally to gain **1 Bond** with you
- ✦ Uncover a **Key** at great cost
- ✦ Inflict **2 Conditions** on them, but take one in return

ON AN 11+ you're locked in an intense battle and you cannot stop until your opponent is destroyed. Choose one from above, and you can only pull back if a player agrees to spend **1 Bond** to reach past your rage. If they don't spend the Bond, you cannot stop fighting until your opponent is destroyed.

ON A 7- your power overwhelms you, and you take on a colossal form as your prophecy comes to bear and leaves a permanent mark on you. The Keeper will tell you what happens next.

☐ The Prodigal Child Will Return *(Ruin Move)*

Your true parent or creator has reconnected with you, and they bear great power.

When you ask your true parent or creator for help, they will do as you ask if you give them the love they crave from you.

Tell them what you need, the Keeper will describe what form of loyalty or affection they require in return. Choose:

- ✦ Mark **1 Ruin**, they will do as you ask in exchange for your act of love. Describe how you please them.
- ✦ Mark **2 Ruin**, the Harbinger within you awakens and you force your parent to do what you want while hardening your heart. Describe how they are proud of the Harbinger you are becoming.

THE SUMMONED

CHARACTER CREATION OPTIONS

I WEAR THE CRUEL CROWN OF PROPHECY
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CHOOSE CHARACTER DETAILS

Fill out the first page of your playsheet with your choices from the lists below. You'll use the playsheet during play.

YOUR NAME

A name I need to live up to one day—The Marquis

As one of the two thousand princelings of the twelve hells, the Marquis (she/her) was given a title fitting of her station. It is a title that may be stripped from her, if she weakens her family's political power in the hell dimension.

YOUR LOOK

Eyes of the brightest gold, shattered horns, a part of my body is a weapon I'll never use

The Marquis has bright golden eyes that bear the summoning sigils required for her to stay moored to the earthly plane. The Marquis' horns were shattered on her last mission, and remain a sore point for her pride.

Instead of a right arm, the hellish noble has an eerily beautiful clockwork machine of demonic design. When activated, the arm turns into a gun and draws upon every soul in the vicinity, destroying them and remaking them into bullets. Unlike most nobles of hell, the Marquis actually bears a soul. Using the weapon would destroy her last remaining connections to her humanity.

YOUR ORIGIN

I was summoned from hell to be the final door to the apocalypse

The Marquis' family entered a pact with a secret society from the human world, promising them power in exchange for one thousand human souls. Over the decades, the souls were dutifully collected. After the 988th soul was captured, the Marquis was summoned to ensure the collection of the final 12 souls.

Once the final dozen are consumed by the Marquis' family, they will overthrow the Hell Court and claim earth for themselves. In order to weaken Earth, the family expects the Marquis to honor her duty to family, and sacrifice herself and become the final door to the apocalypse.

The Marquis has delayed collecting the final dozen souls. She has instead chosen to work with DIVISION, though she suspects that even this may all be part of her family's plans for her.

WHAT IS THE PROPHECY THAT HAUNTS YOU?

When the Marquis falls in love for the last time, an ancient Door of Power will open in her heart and destroy the world.

YOUR POWERS OF DARKNESS

- **Emotion Amplification**—Because she bears a soul, the Marquis can seek out specific emotions and amplify them in a being or a crowd.
- **Shadow Control**—The Marquis' family can twist the shadows into any shape they desire. The Marquis specializes in creating chains and guns to UNLEASH THE DARK.

WHAT DOES THE DARKNESS DEMAND OF YOU?

- To fall in love with a Harbinger of the apocalypse
- Embrace and strengthen my prophecy

STARTING BONDS

- * You were there when I was summoned: what makes you afraid of me? (Gain 1 Bond with them)
- * Why can't you tell me you love me? (Gain 2 Bonds with them)
- * Why am I tempted to give into What the Darkness Demands? (Gain 1 Bond with What the Darkness Demands of You)

WHEN PLAYING THE SUMMONED REMEMBER...

- * Define violence on your own terms
- * Seek out love in all its forms
- * Defy your Destiny



THE SUMMONED

CHARACTER CREATION OPTIONS

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PLAYBOOK MOVES

PLAYBOOK MOVES

The Summoned has their Starting Move **SOMETIMES, I GET ANGRY**. Other Playbooks cannot take this Starting Move as an advance.

☐ Sometimes, I Get Angry (Starting Move)

When you **UNLEASH THE DARK** through anger and violence, take 3 Darkness Tokens before doing so.

☐ Come On, Tough Guy

When you go up against a colossal and otherworldly opponent, tell everyone how you taunt them and keep their attention. Spend Darkness Tokens and roll.

ON AN 8-10 you've got 'em just where you want them. Choose two:

- ✦ You give your allies a golden opportunity, choose one ally to gain **1 Bond** with you
- ✦ Uncover a **Key** at great cost
- ✦ Inflict **2 Conditions** on them, but take one in return

ON AN 11+ you're locked in an intense battle and you cannot stop until your opponent is destroyed. Choose one from above, and you can only pull back if a player agrees to spend **1 Bond** to reach past your rage. If they don't spend the Bond, you cannot stop fighting until your opponent is destroyed.

ON A 7- your power overwhelms you, and you take on a colossal form as your prophecy comes to bear and leaves a permanent mark on you. The Keeper will tell you what happens next.

☐ Borrowed Power

Along the walls of the world beings of twisted power await your bidding.

When you **summon a creature from another world to help you**, spend Darkness Tokens and roll.

ON AN 8-10 the summoning wards hold and you have the upper hand for now. Choose one:

- ✦ The summoned creature is fire and rage, violence and storm. They will destroy a vulnerable target before the summoning unravels.
- ✦ The summoned creature will answer any one question truthfully, take **1 Bond** with What the Darkness Demands of You.
- ✦ The summoned creature will uncover a **Key** for you, at great cost to you. It shares an ominous warning before it fades away.

ON AN 11+ you barely have this creature under control, it will do as you command but the wards will shatter soon after. Choose:

- ✦ Choose one from above, but you have to exert your will and banish the creature before it can wreak havoc. Mark **1 Condition** or **1 Ruin**.
- ✦ Choose one from above, but the creature will escape into the world and be forever free of your control. Gain **1 Bond** with What the Darkness Demands of You.

ON A 7- something powerful and sinister hijacks the summoning, with no wards to control it. The forbidden comes through. The Keeper will tell you what happens next.

☐ We're Family Now

When someone spends a **Bond** with you to modify a roll by +1 or -1, they choose:

- ✦ The Bond instead grants +3 or a -3 bonus
- ✦ You gain a new Bond with them afterwards

☐ Everything For You, My Love

When you are about to mark your fifth box of **Ruin**, you may choose to declare your love for the first time, or describe how love has changed you. Tell everyone how you bare your heart for all to see, spend Darkness Tokens and roll.

ON AN 8-10 you hold back the Harbinger within you and your heart shines through. Erase your Ruin track and your love gains **1 Bond** with you.

ON AN 11+ you further entangle your beloved in your prophecy. If your beloved accepts your love and the burden of your prophecy, erase your Ruin track. If they respond otherwise, or not at all, take that as a sign of rejection. Erase **1 Ruin** and gain **1 Bond** with What the Darkness Demands of You.

ON A 7- the Harbinger is unleashed and turns on the one you love, the Keeper will tell you what happens next.

☐ Together We Are Destiny

When you seek to defy your prophecy, declare a new destiny. Ask each player if they will defy prophecy with you. Roll, adding +1 for each player who says yes, to a maximum of +3. You cannot spend Darkness Tokens on this roll.

ON AN 8-10 the prophecy weakens its hold on you for now, choose two:

- ✦ Declare a new truth about your prophecy
- ✦ Reveal a crucial event that is going on outside of view
- ✦ Gain **1 Bond** with a PC or NPC that is central to the destiny you desire

ON AN 11+ destiny and prophecy intertwine. Choose one from above and one from below.

- ✦ Declare a dark secret about who you love most, they gain **1 Bond** with What the Darkness Demands of You
- ✦ Reveal a sinister scheme that comes to fruition
- ✦ A part of your heart whispers that you can only delay the inevitable, mark **1 Ruin**

ON A 7- your prophecy reasserts itself and grows crueller, the Keeper will tell you what happens next.

THE SUMMONED

CHARACTER CREATION OPTIONS

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RUIN MOVES / ADVANCES

RUIN MOVES

☐ None Stand Before Me

You may at any time choose to kill an NPC who is vulnerable to you. Choose:

- ✦ Mark **1 Ruin**, kill the NPC and describe how you visibly change to become more like the loathsome Harbinger you will become. An aspect of them will come back in some shape or form to haunt you.
- ✦ Mark **2 Ruin**, kill the NPC and destroy their soul—they will never return. Describe the comforting lie you tell yourself.

☐ The Prodigal Child Will Return

Your true parent or creator has reconnected with you, and they bear great power.

When you ask your true parent or creator for help, they will do as you ask if you give them the love they crave from you.

Tell them what you need, the Keeper will describe what form of loyalty or affection they require in return. Choose:

- ✦ Mark **1 Ruin**, they will do as you ask in exchange for your act of love. Describe how you please them.
- ✦ Mark **2 Ruin**, the Harbinger within you awakens and you force your parent to do what you want while hardening your heart. Describe how they are proud of the Harbinger you are becoming.

☐ Heavy Is the Crown

You may always declare a Harbinger knows you and the terrible prophecy that awaits you. Describe what part they will play in your prophecy.

When you declare this, choose:

- ✦ Mark **1 Ruin**, they will immediately offer you something of great value, but will demand you show through action that you are ready to fulfill your prophecy.
- ✦ Mark **2 Ruin**, you force them to acknowledge your power and give way to you, for now. They will offer something of great value as a means of appeasing you.

☐ Humanity Was a Dream

When you would REVEAL YOUR HEART to a PC or an NPC who may become a Harbinger, you may instead choose to describe why you are destined to become a Harbinger and how this makes you afraid.

If you do, mark **1 Ruin** and the Harbinger within you stirs and reaches out to the other person, bringing your hearts far closer than any confession ever could. Choose two:

- ✦ Reveal a beautiful shared memory, you both gain **2 Bonds** with each other.
- ✦ Reveal a painful shared memory, you both mark XP.
- ✦ Promise that you will always protect the other, even if they become a Harbinger. You both clear **1 Condition**.

Then the Harbinger within you resonates with the Harbinger within them. If they mark **1 Ruin**, they choose one:

- ✦ Reveal a hope they have for you, you clear **1 Condition**.
- ✦ Talk about the good old times, to help you believe in the dream of your humanity. You both mark XP.
- ✦ They promise to never abandon you. They erase any number of Ruin marks you have, transferring those Ruin marks to their own track.

RUIN ADVANCES

Each Playbook has several options for a Ruin Advance.

☐ Take a New Ruin Move

Choose any new Ruin move from your own playbook. You may rewrite the premise of the move to better suit your character. The Ruin move should still work functionally the same, but the narrative can be adjusted to fit better.

☐ Take a Ruin Move From Another Playbook

You can choose any Ruin move from another playbook, incorporating those themes for your PC.

If a Ruin move from another playbook sounds like fun but you want to rework the themes a little to better suit your PC, you may rewrite the premise or reword triggers to better suit your own character. Consider your powers of darkness, origin, and so on.

☐ Permanently Mark a Condition

Choose **1 Condition** from your playbook, and permanently mark it. This means you cannot mark or clear this Condition again in the future. You can gain Darkness Tokens whenever you embody this Condition as normal.

This Ruin Advance communicates how you are losing your ability to control your powers of darkness, and how much easier it is for you to hit your Breaking Point.

☐ Gain a New Ruin Condition

This Ruin Condition is always marked and cannot be cleared like your regular playbook Conditions. You can gain Darkness Tokens whenever you embody this Ruin Condition, just like any other Condition.

When you take this Ruin Advance, choose from the emotions below to be your new Ruin Condition:

- | | | | |
|----------------------------------|----------------------------------|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Cruel | <input type="checkbox"/> Guilty | <input type="checkbox"/> Paranoid | <input type="checkbox"/> Ruthless |
| <input type="checkbox"/> Fragile | <input type="checkbox"/> Haunted | <input type="checkbox"/> Possessive | <input type="checkbox"/> Reckless |

A Ruin Condition reflects how much closer you are to becoming a Harbinger, and how that affects your emotions and actions.

☐ Retire your Character and Become a Harbinger of the Apocalypse

When you take this advance, your character chooses to pursue the ancient Doors of Power for themselves. They join the other Harbingers and work towards ushering in the apocalypse. The character may appear in future Mysteries and directly antagonize the PCs.

When all other Ruin Advances have been marked, you must take this one. However, you can choose to take this Ruin Advance at any time—this does not have to be the last advance you take.

When your character becomes a Harbinger, work with the Keeper to describe what this moment looks like. Is there a direct confrontation with someone from DIVISION before you storm off? Is there an actual conflict with high stakes? Do you disappear into the shadows, seeking out your own agenda?

Once you've retired this character, pick a new playbook and make a new character.



I MUST LEARN TO SHARE MY POWER, OR BE CONSUMED BY IT
I EMBODY THE HOPE AND FEAR OF THE APOCALYPSE
MY POWER IS EXPLOSIVE, UNCONTROLLABLE, AND ALIENATING
MY HEART YEARNS TO DESTROY AND BE DESTROYED

THE SURGE

PLAYSHEET

VITALS

NAME **Tiana** (they/them)

ORIGIN Someone I cared for sacrificed me to a greater power that I now embody

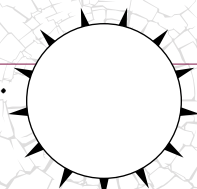
LOOK Anachronistic clothing and accessories, a collection of holy symbols, an item from someone who died by my power

WHAT COLLATERAL DAMAGE YOU LEAVE IN YOUR WAKE
My subconscious rewrites small aspects of reality for a short time

DARKNESS

I GAIN 2-4 DARKNESS TOKENS WHEN I...

- ✱ Feel overwhelmed or numb
- ✱ Give into my power and let it erase my will
- ✱ Ask someone to use my power as they see fit
- ✱ Ask someone to punish me for my power
- ✱ Embody a Condition that affects me



After a move, if you have 5+ tokens you are **TORN BETWEEN**:
Choose between What the Darkness Demands of You and your mission.

POWERS OF DARKNESS

Elemental Control

The fragment of the ancient Door of Power remains inside of Tiana—a spark, a flame. Tiana only has to ignite it with their mind in order to call upon the other elements. DIVISION has long assumed that there are other doors that Tiana can connect to, which explains the difficulty in controlling such power.

WHAT THE DARKNESS DEMANDS OF YOU

- To find a Scion to my power
- To never fall in love

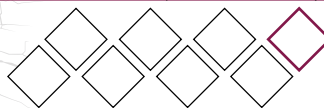
BONDS

WHO
Mesmer

BOND RATING

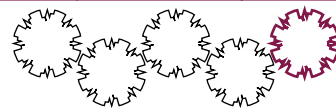
EXPERIENCE

(XP Advance at 8)



RUIN

(Ruin Advance at 5)



YOUR IMPULSE

At the start of every session, choose one to explore during play.

At the end of the session, answer the question—if yes, mark 1 XP OR 1 Ruin.

- ☒ Did you let go and cause collateral damage?
- ☐ Did you destroy something precious and beautiful?
- ☐ Did you use your power to provoke or entice another monster?
- ☐ Did you initiate a moment of intimacy with someone weaker than you?
- ☐ Did you bargain with a Harbinger and offer a part of your power to them?

END OF SESSION QUESTIONS

At the end of the session, answer all of these questions.

- ✱ Did you express your monstrous nature and/or express your humanity? If yes, mark 1 XP.
- ✱ Did you learn something significant about yourself and/or your impending ruin? If yes, mark 1 XP.
- ✱ Did you learn something significant about a fellow monster? If yes, mark 1 XP.
- ✱ Did you uncover at least one Key of the Apocalypse or attempt to Unlock Doom's Door? If no, mark 1 Ruin.

XP ADVANCES

- ☐ Take a new Surge move
- ☐ Take a new DIVISION move
- ☐ Take a move from another playbook
 - ☐ Describe a new way to gain Darkness Tokens
 - ☐ Take a new Power of Darkness from your playbook
 - ☐ Change your playbook

RUIN ADVANCES

- ☐ Take a new Ruin Move
- ☐ Take Ruin Move from another playbook
- ☐ Permanently mark a Condition
- ☐ Gain a new Ruin Condition
- ☐ Retire your character. You become a Harbinger of the apocalypse.

REMEMBER TO...

- ✱ Struggle to define yourself beyond your power
- ✱ Love others, knowing hurting them is easy
- ✱ Share the burden with others

BREAKING POINT

(when you mark your last named condition)

This world cannot contain you and all of your power. You can never create, never nurture—you can only break and destroy. It's time to remember that. It's time to let go, and let someone else take this burden. Describe how your power overwhelms you and the obscene amount of collateral damage you cause. The Keeper will tell you how a part of your power is taken by someone, how it molds and breaks them until they are a perfect vessel, ready to evolve.

CONDITIONS

- ☐ REACTIVE
- ☐ VICIOUS
- ☐ OBSESSED
- ☐ DESPAIRING
- ☒
- ☒

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THE SURGE

PLAYSHEET

MOVES

■ My Hands Around Your Heart *(starting move 1)*

Yours is a power that was never meant for you alone to bear.

At the start of each session, choose another PC to be your Heart and share the burden of your power with. Say why you hope they will save you from What the Darkness Demands.

When you share an intimate moment together, either of you can mark 1 Condition to reflect the nature of your relationship. Choose one:

- ✦ You each gain **1 Bond** with the other
- ✦ One of you gains a **Key** at great cost
- In addition, **when you hit your Breaking Point**, your Heart chooses:
 - ✦ They do nothing, allowing you to hit your Breaking Point. They clear all their Conditions.
 - ✦ They intervene, and describe how they hurt themselves to protect you. You clear all your Conditions, but they mark **1 Condition** or **1 Ruin**.

When your Heart hits their Breaking Point, you have the last option to intervene, but if you do nothing, your Conditions don't clear.

■ The Heart's Eclipse *(starting move 2)*

Your heart is a wild thing that surges along with your power, one day your heart will break and your power will consume you. But that day is not today.

Whenever you roll a miss, you can choose to have your power surge beyond your control, causing great collateral damage around you. Choose:

- ✦ Mark **2 Conditions**, describe how your emotions get the better of you and gain **1 Bond** with What the Darkness Demands of You. Treat the roll as if you had rolled an 11+ instead.
- ✦ A PC marks **2 Conditions** and gains **1 Bond** with you, they describe how they hurt themselves to help you. Treat the roll as if you had rolled an 8-10 instead.

■ I Am Your Destruction

You hold on to your power with an intensity that would break most souls—you are always a single breath from shattering under the pressure.

When you allow your power to surge and cause great collateral damage, ask the Keeper what catastrophic destruction you cause. Choose two:

- ✦ You permanently gain an aspect of the Harbinger's powers of darkness, the Keeper will tell you what it is. Mark **1 Ruin**.
- ✦ The power within you surges to give you visions of the past, present, or future. Uncover a **Key** and draw a line between that Key and a Facet on the Mystery Map. Declare an irrevocable truth about the Mystery.
- ✦ You protect the one person who matters most, gain **1 Bond** with them.
- ✦ You use the destruction to reshape your environment, creating a golden opportunity or a fleeting moment for an ally. Gain **1 Bond** with them.

■ Hero's Weapon *(DIVISION move)*

You impressed a hero who worked with DIVISION for a short time. They entrusted you with this weapon and its legacy.

Mesmer was a popstar of the 80s, and for a short time she was an Omen working with DIVISION. While chasing down a Harbinger, Tiana fell through a crack in time and resurfaced in 1983, and partnered up with Mesmer to capture the Harbinger. Before returning to the present, Mesmer gifted Tiana her krystal staff, an alien device that can channel the elements.

When Tiana returned to their time, they were devastated to learn that Mesmer had become a Harbinger. Tiana holds out hope that if they ever meet again, they might get through to Mesmer and help her recall the time of heroism and hope they shared.

When you take this move, answer at least one of the following questions:

- ✦ *Who was this hero, and how did you impress them?*
- ✦ *What tragedy befell this hero, and how do you uphold their legacy?*
- ✦ *How did this hero become a Harbinger, and why do you still hold out hope for them?*

When you take this move, create **1 Bond** with the hero.

When you use this weapon to protect someone, choose:

- ✦ Describe a flashback between you and the hero, gain **1 Bond** with them
- ✦ Describe how you embody or contradict their legacy, clear **1 Condition**
- ✦ Describe how the weapon is corrupted by What the Darkness Demands of You, gain 2-4 Darkness Tokens

You can describe using the weapon in the field, just as you would a power of darkness. There's always a risk that the weapon will become damaged or unusable until you return to DIVISION to have someone look at it.



Fill out the first page of your playsheet with your choices from the lists below. You'll use the playsheet during play.

YOUR NAME

A name someone else gave me to help me forget the past—Tiana

Tiana (they/them) was born with a different name, but we don't use that name anymore.

Tiana grew up in a remote village that was the heart of a dangerous cult. Tiana managed to escape as a teen, and spent many years on the road staying one step ahead of the cult that was determined to hunt them down. One day, DIVISION intervened, taking away the ancient Door of Power that the cult leader had in his possession. Determined to make the most out of their powers of darkness and the terrible way they procured them, Tiana joined DIVISION. The Omen was given a new name and a chance to leave their past behind.

YOUR LOOK

Anachronistic clothing and accessories, a collection of holy symbols, an item from someone who died by my power

Tiana is obsessed with the bright and garish pop 80s fashion and refuses to wear anything from any other decade. They wear dozens of colorful and cheap-looking bracelets, necklaces, and hair clips. But closer inspection will reveal DIVISION-certified holy symbols, all of which are used to dampen Tiana's powers so they can operate outside of DIVISION safely.

Tiana has one gorgeous piece of jewelry—a lovely locket that can no longer open. It belonged to their younger brother, who died in exchange for Tiana's powers.

YOUR ORIGIN

Someone I cared for sacrificed me to a greater power that I now embody

Tiana's mother wholly believed in the cult and the comforting faith it offered.

Tiana's older sister tried to escape with the other two siblings, but she was discovered and exiled from the village.

Tiana's mother became desperate to prove her loyalty to the cult. Using the fragment of an ancient Door of Power—in the form of fire that could never be quenched or put out—both Tiana's mother and the cult leader sacrificed both Tiana and their younger brother to the volatile energies of the door, allowing the flames to consume something only the door could perceive.

To this day, Tiana is not sure what the fire took from them. They only know what the door gave in return: a wild and dangerous connection to the elements of water, wind, fire, and earth.

Tiana never saw their younger brother again. Presumably, he was consumed wholly by the fire, but what if something else happened?

WHAT COLLATERAL DAMAGE DO YOU LEAVE IN YOUR WAKE?

My subconscious rewrites small aspects of reality for a short time

Tiana left the cult long ago, but a part of their mind still believes they haven't escaped. When Tiana loses control of their powers, their subconscious rewrites the faces and places around them. The people around them will wear the faces of the cultists, or their surroundings will look like the eerie village they escaped from.

YOUR POWERS OF DARKNESS

- **Elemental Control**—The fragment of the ancient Door of Power remains inside of Tiana—a spark, a flame. Tiana only has to ignite it with their mind in order to call upon the other elements. DIVISION has long assumed that there are other doors that Tiana can connect to, which explains the difficulty in controlling such power.

WHAT DOES THE DARKNESS DEMAND OF YOU?

- To find a Scion to my power
- To never fall in love

STARTING BONDS

- ✱ You were there when I truly let go. What did I destroy that belonged to you? Why are you grateful? (Gain 1 Bond with them)
- ✱ I love you, but you rejected me for my own sake. Why? (Gain 2 Bonds with them)
- ✱ Why am I tempted to give into What the Darkness Demands? (Gain 1 Bond with What the Darkness Demands of You)

WHEN PLAYING THE SURGE REMEMBER...

- ✱ Struggle to define yourself beyond your power
- ✱ Love others, knowing hurting them is easy
- ✱ Share the burden with others





PLAYBOOK MOVES

The Surge has the Starting Moves **MY HANDS AROUND YOUR HEART** and **THE HEART'S ECLIPSE**. Other Playbooks cannot take these Starting Moves as an advance.

■ My Hands Around Your Heart *(starting move 1)*

Yours is a power that was never meant for you alone to bear.

At the start of each session, choose another PC to be your Heart and share the burden of your power with. Say why you hope they will save you from What the Darkness Demands.

When you share an intimate moment together, either of you can mark 1 Condition to reflect the nature of your relationship. Choose one:

- ✦ You each gain 1 Bond with the other
- ✦ One of you gains a Key at great cost
- In addition, **when you hit your Breaking Point**, your Heart chooses:
 - ✦ They do nothing, allowing you to hit your Breaking Point. They clear all their Conditions.
 - ✦ They intervene, and describe how they hurt themselves to protect you. You clear all your Conditions, but they mark 1 Condition or 1 Ruin.

When your Heart hits their Breaking Point, you have the last option to intervene, but if you do nothing, your Conditions don't clear.

■ The Heart's Eclipse *(starting move 2)*

Your heart is a wild thing that surges along with your power, one day your heart will break and your power will consume you. But that day is not today.

Whenever you roll a miss, you can choose to have your power surge beyond your control, causing great collateral damage around you. Choose:

- ✦ Mark 2 Conditions, describe how your emotions get the better of you and gain 1 Bond with What the Darkness Demands of You. Treat the roll as if you had rolled an 11+ instead.
- ✦ A PC marks 2 Conditions and gains 1 Bond with you—they describe how they hurt themselves to help you. Treat the roll as if you had rolled an 8-10 instead.

□ My Darkness is Never Leashed

When you UNLEASH THE DARK, you can also choose one from below, even on a miss:

- ✦ Weaken them, for now
- ✦ Force them to retreat, for now
- ✦ Corrupt an aspect of their power, for now
- ✦ They will tell you more than they wanted to

■ I Am Your Destruction

You hold on to your power with an intensity that would break most souls—you are always a single breath from shattering under the pressure.

When you allow your power to surge and cause great collateral damage, ask the Keeper what catastrophic destruction you cause. Choose two:

- ✦ You permanently gain an aspect of the Harbinger's powers of darkness, the Keeper will tell you what it is. Mark 1 Ruin.
- ✦ The power within you surges to give you visions of the past, present, or future. Uncover a Key and draw a line between that Key and a Facet on the Mystery Map. Declare an irrevocable truth about the Mystery.
- ✦ You protect the one person who matters most, gain 1 Bond with them.
- ✦ You use the destruction to reshape your environment, creating a golden opportunity or a fleeting moment for an ally. Gain 1 Bond with them.

□ Like a Moth to the Flame

When you REVEAL YOUR HEART to someone, you may first tell them how you could destroy them. If you do, you choose one from below, even on a miss:

- ✦ You leave a permanent mark on their body or soul, marking them as yours. Gain 1 Bond with them.
- ✦ Ask them what part of them they wish you would destroy. They gain 1 Bond with you.
- ✦ Ask the Keeper what your darkness whispers about them. Gain 1 Bond with What the Darkness Demands of You.

□ My Little Monster

Your little monster is a constant reminder of what happens when you allow someone to get too close to you.

When you take this move, describe the person your little monster used to be and how they became twisted by your power. The Keeper will describe why they still love you.

Choose three basic moves and tell the Keeper how your little monster helps you with those moves.

Whenever your companion can help you, you add +1. If your companion ever gets hurt or is betrayed by you, mark Ruin.

If you release your little monster from their love of you, mark Ruin. Describe how you destroy them. They may return in one form or another, but for now they have found peace. Discard this move and choose a new one from your playbook.



RUIN MOVES

☐ Alpha and Omega

The burden of power can be carried between two, should fate choose to be so kind. When you take this move, declare a PC or NPC you are bound to by fate. If they agree, they declare what shared fate awaits you both. The two of you are connected always, sharing emotions, thoughts, and unable to stay away from each other for very long.

When you wish to deepen the connection between you two. Choose:

- ✱ Mark **1 Ruin** to have them appear by your side, defying logic or plausibility—though they may have suffered to do so.
- ✱ Mark **1 Ruin** to change a small but significant aspect of your shared fate, to bring it closer to ruin. If you do, immediately gain **1 Bond** with them and **1 Bond** with What the Darkness Demands of You.

☐ My Dark Patron

A Harbinger claims that they will help you, assuring you that they are working against the other Harbingers for their own agenda.

When you call upon your patron and tell them what you need, the Keeper will describe what you must do for them in return. Choose:

- ✱ Mark **1 Ruin** to agree to their terms, and describe how your dark patron becomes stronger.
- ✱ Mark **2 Ruin** to display your power to horrifying effect, instilling fear and respect in them. They give what you need without advancing their agenda, but you suspect this was part of their plans all along.

☐ This Is the Blood of My Covenant

You have created an unbreakable covenant with another Omen, in fervent and twisted hope that you can resist the abyss long enough to save each other.

When you take this move, declare which PC you create this covenant with. If they agree, both mark Ruin and bind your power together. They are now your Chosen.

When you create a sacred moment of communion with your Chosen, choose:

- ✱ Tell them how they matter more than any other. Destroy any number of Bonds you have to clear any number of Conditions your Chosen suffers from, destroying one for one.
- ✱ Whisper to the Harbinger within them and promise that you will fall to ruin first. Erase any number of Ruin marks your Chosen has, transferring their Ruin marks to your own track.
- ✱ Empower your Chosen beyond their reckoning. Mark **1 Ruin** to permanently grant them a new power of darkness that reflects an aspect of you—describe what it is.

☐ My Anointed One

You have found someone innocent—a perfect vessel. They are willing to embody your raw power and take your place for a time. Describe who they are and why they love you.

When you take this move, create your own personal Doomsday Clock with 12 ticks and name it *My Power Made Flesh*.

When you seek relief or comfort through your Anointed One, choose:

- ✱ Mark **1 Ruin**, and tick *My Power Made Flesh* once. Your Anointed One will bear a new scar. You become mundane, and can pass for a mortal. Clear your Conditions. But your powers will violently return to you at the worst possible time.
- ✱ Mark **2 Ruin**, and tick *My Power Made Flesh* twice. You and your Anointed One share a moment of intimacy, they will become more beautiful. Clear your Conditions and gain **1 Bond** with your Anointed One.

When the *My Power Made Flesh* clock fills, your Anointed One is fully corrupted and consumed by your power and surges into a horrifying new form. The current Mystery is set aside. In this moment, your Anointed One has become the next Harbinger of the apocalypse, emerging from an ancient Door of Power. They wear your power with a strength of will and purity of soul beyond what you were ever capable of. Give them a new name and title befitting the destroyer of worlds they have become.

You and the other PCs must deal with your Anointed One, one way or another. Once this apocalyptic threat is dealt with, decide if you will leave DIVISION or stay. If you leave, retire this character and create a new one. If you stay, clear the Doomsday Clock *My Power Made Flesh* and choose a new Anointed One.

RUIN ADVANCES

Each Playbook has several options for a Ruin Advance.

☐ Take a New Ruin Move

Choose any new Ruin move from your own playbook. You may rewrite the premise of the move to better suit your character. The Ruin move should still work functionally the same, but the narrative can be adjusted to fit better.

☐ Take a Ruin Move From Another Playbook

You can choose any Ruin move from another playbook, incorporating those themes for your PC.

If a **Ruin** move from another playbook sounds like fun but you want to rework the themes a little to better suit your PC, you may rewrite the premise or reword triggers to better suit your own character. Consider your powers of darkness, origin, and so on.

☐ Permanently Mark a Condition

Choose **1 Condition** from your playbook, and permanently mark it. This means you cannot mark or clear this Condition again in the future. You can gain Darkness Tokens whenever you embody this Condition as normal.

This Ruin Advance communicates how you are losing your ability to control your powers of darkness, and how much easier it is for you to hit your Breaking Point.

☐ Gain a New Ruin Condition

This Ruin Condition is always marked and cannot be cleared like your regular playbook Conditions. You can gain Darkness Tokens whenever you embody this Ruin Condition, just like any other Condition.

When you take this Ruin Advance, choose from the emotions below to be your new Ruin Condition:

- | | | |
|----------------------------------|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Cruel | <input type="checkbox"/> Haunted | <input type="checkbox"/> Ruthless |
| <input type="checkbox"/> Fragile | <input type="checkbox"/> Paranoid | <input type="checkbox"/> Reckless |
| <input type="checkbox"/> Guilty | <input type="checkbox"/> Possessive | |

A Ruin Condition reflects how much closer you are to becoming a Harbinger, and how that affects your emotions and actions.

☐ Retire your Character and Become a Harbinger of the Apocalypse

When you take this advance, your character chooses to pursue the ancient Doors of Power for themselves. They join the other Harbingers and work towards ushering in the apocalypse. The character may appear in future Mysteries and directly antagonize the PCs.

When all other Ruin Advances have been marked, you must take this one. However, you can choose to take this Ruin Advance at any time—this does not have to be the last advance you take.

When your character becomes a Harbinger, work with the Keeper to describe what this moment looks like. Is there a direct confrontation with someone from DIVISION before you storm off? Is there an actual conflict with high stakes? Do you disappear into the shadows, seeking out your own agenda?

Once you've retired this character, pick a new playbook and make a new character.

I HAVE A SPECIAL AND PERSONAL RELATIONSHIP WITH DEATH
I EMBODY THE COLDNESS AND END OF THE APOCALYPSE
MY POWER IS ENLIGHTENING, COLDLY LOGICAL, AND EPHEMERAL
MY HEART YEARNs TO GUIDE AND BE GUIDED

THE SHADE

PLAYSHEET

VITALS

NAME **Cara** (she/they)

ORIGIN I got too close to the truth and died, but death would not take me.

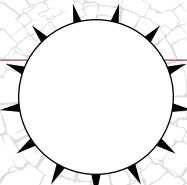
LOOK A vaporous body contained by a suit, an aura of strange glowing colors, a face that can never settle on anything real.

WHAT FORM DEATH TAKES TO SPEAK TO YOU
They wait for me in reflective surfaces and look like me before my death.

DARKNESS

I GAIN 2-4 DARKNESS TOKENS WHEN I...

- ✱ Feel ignored or unimportant
- ✱ React with cold reason and logic
- ✱ Ask someone to follow my instructions
- ✱ Ask someone to ignore their heart
- ✱ Embody a Condition that affects me



After a move, if you have 5+ tokens you are **TORN BETWEEN**:
Choose between What the Darkness Demands of You and your mission.

POWERS OF DARKNESS

Let the Dead Speak

Cara can sense spirits in the area, and channel them through her bones. The colors of her soul will change, taking on the emotions and weight of the channeled soul.

Shadow Magic

Cara is aware that the skeleton that anchors her soul has supernatural abilities it has taken from its previous victims. For now, Cara is only able to safely access shadow magic, and she uses it as a means of teleportation, scrying, defense, and attack.

WHAT THE DARKNESS DEMANDS OF YOU

- To fall in love with the destroyer of worlds
- To break the veil between the living and the dead

REMEMBER TO...

- ✱ Hold Death close
- ✱ Hide your heart behind logic
- ✱ Decide why you chose to keep on living

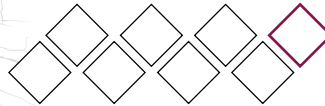
BONDS

WHO

BOND RATING

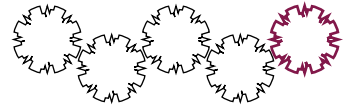
EXPERIENCE

(XP Advance at 8)



RUIN

(Ruin Advance at 5)



YOUR IMPULSE

At the start of every session, choose one to explore during play.

At the end of the session, answer the question—if yes, mark 1 XP OR 1 Ruin.

- ☐ Did you have an intimate or harrowing moment with Death?
- ☒ Did you go too far in search of the truth?
- ☐ Did you give into the temptation of the living and indulge in pleasure or vice?
- ☐ Did you prioritize DIVISION's interests over your fellow monsters?
- ☐ Did you find something or someone worth living for?

END OF SESSION QUESTIONS

At the end of the session, answer all of these questions.

- ✱ Did you express your monstrous nature and/or express your humanity? If yes, mark 1 XP.
- ✱ Did you learn something significant about yourself and/or your impending ruin? If yes, mark 1 XP.
- ✱ Did you learn something significant about a fellow monster? If yes, mark 1 XP.
- ✱ Did you uncover at least one Key of the Apocalypse or attempt to Unlock Doom's Door? If no, mark 1 Ruin.

XP ADVANCES

- ☐ Take a new Shade move
- ☐ Take a new DIVISION move
- ☐ Take a move from another playbook
 - ☐ Describe a new way to gain Darkness Tokens
 - ☐ Take a new Power of Darkness from your playbook
 - ☐ Change your playbook

RUIN ADVANCES

- ☐ Take a new Ruin Move
- ☐ Take Ruin Move from another playbook
- ☐ Permanently mark a Condition
- ☐ Gain a new Ruin Condition
- ☐ Retire your character. You become a Harbinger of the apocalypse.

BREAKING POINT

(when you mark your last named condition)

Your delusion shatters, and you are forced to look at the painful state of your hollow soul. Death has left its mark on you—you are a twisted and miserable thing that yearns for mutual destruction. There is no going back for you, there is only the inconceivable void of this pitiful existence.

Describe how the void in your soul pulls at and weakens the life force of everyone and everything around you, hurting the innocent and the weak. The Keeper will tell you how Death gains more power through you, and how something beautiful in the world dies as a result.

CONDITIONS

- ☐ LONELY
- ☐ DISTRACTED
- ☐ VICIOUS
- ☐ OBSESSED
- ☐
- ☐

I HAVE A SPECIAL AND PERSONAL RELATIONSHIP WITH DEATH
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MY POWER IS ENLIGHTENING, COLDLY LOGICAL, AND EPHEMERAL
MY HEART YEARNS TO GUIDE AND BE GUIDED

THE SHADE

PLAYSHEET

MOVES

☐ Death Walked Here *(starting move)*

Death reaches all places, and into the heart of all things.

When you seek to reconstruct events or learn something valuable in an area, spend Darkness Tokens and roll.

ON AN 8-10 Death shows you exactly what happened here. In addition, you draw Death close to you, ask two that Death will answer:

- ✦ What glimpse beyond these events can you show me?
- ✦ What important item or knowledge was taken from here?
- ✦ What evidence here will help my investigation?
- ✦ How can I use any of this as leverage?
- ✦ What draws Death close? Draw a line between a **Key** and a Facet of the Mystery. Declare an irrevocable truth about the Mystery.

ON AN 11+ the whispers of Death overwhelm you, choose one from above and one from below.

- ✦ Death lingers and holds you, mark **1 Condition**
- ✦ Death shows you what you do not wish to see, mark **Ruin**
- ✦ You bring someone else closer to Death, destroy **1 Bond** to no effect

ON A 7- the laws of the dead and dying are compromised somehow. The Keeper will tell you what happens next.

☐ Soul Like a Steel Trap

Your cold analytical skills help you devise the perfect plan.

When you study a tense situation, spend Darkness Tokens and roll.

ON AN 8-10 the plan starts to form, ask two:

- ✦ What do DIVISION files tell me about this?
- ✦ Which of our powers of darkness will be most effective?
- ✦ What weakness do I perceive?
- ✦ Who or what can help me?
- ✦ How could we best end this quickly?

ON AN 11+ ask one from above, but you come to a harrowing realization about the situation. The Keeper will ask you a difficult question that you must answer.

ON A 7- the Harbinger has prepared for this moment and a trap is sprung. Prepare for the worst.

☐ Ghostly Agent *(DIVISION move)*

DIVISION has a high mortality rate—the average agent survives only a few months on the job. Some of them love the work so much, they continue to work for DIVISION, even in death.

At some point in its strange past, the skeleton that Cara is attached to claimed the soul of a DIVISION agent. The agent can't remember much, as most of his memories have been eaten away and fed to the bones' strange rituals and spells. He simply goes by Agent Scott. Cara suspects the agent must have been working for DIVISION in the 60s, based on Agent Scott's manner and dress.

Agent Scott can dimly remember he was once a human who assisted Omens, and was a human handler that went out into the field. After many such human handlers, including Agent Scott, died consistently gruesome deaths, DIVISION changed handler protocols. But Agent Scott is still fiercely protective of all Omens under his care, including Cara.

When you call upon the Ghostly Agent for help, draw them to your darkness and open your heart to them. Spend Darkness Tokens and roll.

ON AN 8-10 they walk through the veil between the living and the dead, offering their aid. Choose two:

- ✦ Take their hand and travel through the veil, physically appearing anywhere that the veil of death can touch. To take another with you, mark **1 Condition**.
- ✦ Ask them what they have seen through the veil as they have watched your investigation. Uncover a **Key** at great cost.
- ✦ Whisper into their ear and reveal a secret that has burdened your heart. Gain **1 Bond** with the Ghostly Agent.
- ✦ Tell them how you have worked towards attending to their unfinished business, mark **1 XP**.

ON AN 11+ the Ghostly Agent has witnessed a terrible portent and they have come through the veil to warn you. Choose one from above, but prepare to heed the dire warning the Ghostly Agent gives you.

ON A 7- the Ghostly Agent tries to come through the veil but they are ensnared by something dangerous and otherworldly, the Keeper will tell you what happens next.

THE SHADE

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CHARACTER CREATION OPTIONS

CHOOSE CHARACTER DETAILS

Fill out the first page of your playsheet with your choices from the lists below. You'll use the playsheet during play.

YOUR NAME

A name that reminds me of the mortal life I once knew—Cara

Cara (she/they) was once a humble forensic scientist who loved her job. Unbeknownst to her, an ancient Door of Power was brought into her lab, in the form of skeletal remains found in an unmarked grave. Coming in contact with the skeleton marked the beginning of the end, and Cara only had a few days left as a mortal.

YOUR LOOK

A vaporous body contained by a suit, an aura of strange glowing colors, a face that can never settle on anything real

In what Cara will only call “the incident,” her physical body was destroyed. Cara still isn't sure how her soul remained intact, but she knows the skeleton must have had something to do with it. The skeleton is the only thing anchoring Cara, and she can now move the skeleton as if it were her own body.

DIVISION created a suit that safely contains the skeleton and what remains of Cara's soul. The soul can be seen by the naked eye as effervescent colors, with a vague and ever moving impression of Cara's face floating on the surface of the skull.

YOUR ORIGIN

I got too close to the truth and died, but death would not take me

In the last days of her mortal life, Cara swore she could hear the skeleton speaking to her in a voice that sounded almost familiar. The skeleton promised truth, secrets, knowledge, and the power to change reality. Cara refuses to describe in detail what happened next, only that she felt she had to take matters into her own hands and study the skeleton's strange relationship with death.

When pressed, and perhaps only when Cara is truly in a vulnerable and forthcoming state, she'll admit that she learned a harrowing portion of the truth. Cara was not the first curious soul the bones have claimed, and she will not be the last.

WHAT FORM DOES DEATH TAKE TO SPEAK TO YOU?

They wait for me in reflective surfaces and look like me before my death.

YOUR POWERS OF DARKNESS

- Let the Dead Speak—*Cara can sense spirits in the area, and channel them through her bones. The colors of her soul will change, taking on the emotions and weight of the channeled soul.*
- Shadow Magic—*Cara is aware that the skeleton that anchors her soul has supernatural abilities it has taken from its previous victims. For now, Cara is only able to safely access shadow magic, and she uses it as a means of teleportation, scrying, defense, and attack.*

WHAT DOES THE DARKNESS DEMAND OF YOU?

- *To fall in love with the destroyer of worlds*
- *To break the veil between the living and the dead*

STARTING BONDS

- * You were there when I died. How did witnessing my death transform our relationship? (*Gain 1 Bond with them*)
- * I love you, but I can't accept it. Why do you allow me to remain ignorant? (*Gain 2 Bonds with them*)
- * Why am I tempted to give into What the Darkness Demands? (*Gain 1 Bond with What the Darkness Demands of You*)

WHEN PLAYING THE SHADE REMEMBER...

- * Hold Death close
- * Hide your heart behind logic
- * Decide why you chose to keep on living





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ON A 7- the laws of the dead and dying are compromised somehow. The Keeper will tell you what happens next.

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Your cold analytical skills help you devise the perfect plan.

When you study a tense situation, spend Darkness Tokens and roll.

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- ✱ What do DIVISION files tell me about this?
- ✱ Which of our powers of darkness will be most effective?
- ✱ What weakness do I perceive?
- ✱ Who or what can help me?
- ✱ How could we best end this quickly?

ON AN 11+ ask one from above, but you come to a harrowing realization about the situation. The Keeper will ask you a difficult question that you must answer.

ON A 7- the Harbinger has prepared for this moment and a trap is sprung. Prepare for the worst.

☐ I'm the Expert Here!

When someone spends a Bond with you to receive the +1 or -1 bonus, they may ask for your expert advice. If they follow it, they may also choose one:

- ✱ They clear **1 Condition**
- ✱ You gain **1 Bond** on them
- ✱ They may change a detail or context about a **Key**

☐ Your Reputation Precedes You

When you first encounter a named NPC or Faction, you may declare that they have intimate ties with DIVISION. When you do so, spend Darkness Tokens and roll.

The Keeper will tell you something significant and valuable, even on a miss.

ON AN 8-10 you know much about them, choose one:

- ✱ You have a significant connection, gain **1 Bond** with them
- ✱ They trust you and/or DIVISION, clear **1 Condition**
- ✱ Declare how they can help escape your doom, erase **1 Ruin**

ON AN 11+ they are dangerous to you or DIVISION, the Keeper will say which. Choose one:

- ✱ You're drawn to them regardless of the danger, gain **1 Bond** with them
- ✱ They stir the Harbinger within you, mark **1 Ruin**

ON A 7- they have something on you. What terrible secret do they know about you?

☐ The Devil's Advocate

You have a mentor, someone ancient and terrifying who wears human skin. They tell you what you need to know, as long as you prove you are worth their care and interest.

At the start of each session, reflect on a moment with your mentor. Spend Darkness Tokens and roll.

ON AN 8-10 you flashback to a moment when your mentor was pleased with you. Their sinister riddles make sense of what is going on in the present. Choose two:

- ✱ They taught you that emotions only get in the way, clear **1 Condition**
- ✱ They taught you to recognize undercover DIVISION agents, name an NPC who is such an agent and gain **1 Bond** with them
- ✱ They taught you the cruel patterns of the apocalypse, declare an irrevocable truth about the Mystery—rewrite or add a Facet of the Mystery that reflects this truth.
- ✱ They revealed your destiny as a Harbinger, gain **1 Bond** with What the Darkness Demands of You
- ✱ They tested you ruthlessly, and without mercy. Mark **1 XP**

ON AN 11+ you flashback to a moment when your mentor expressed their disappointment. Choose one from above, but you must prove your worth. Choose one:

- ✱ Report back information on your fellow monsters, to sate the appetite of your mentor. Destroy **1 Bond** with a PC.
- ✱ You bargain with the Harbinger within you to gain power, mark **1 Ruin**.

ON A 7- you receive a dire warning or difficult orders from your mentor, the Keeper will tell you what happens next.

☐ Allow Me to Offer a Theory

When another PC is GRASPING KEYS, ask if they desire your expertise. If they do, work together to describe how you correct their method or line of reasoning. They roll as normal but in addition:

ON AN 8-10 any PC may add or change a detail of the Key the Keeper offers

ON AN 11+ the Keeper will provide a golden opportunity to avoid the worst of the consequences

HOWEVER, ON A 7- all the consequences of the roll affect you rather than the player who rolled, including the option to mark **1 Ruin** in order to uncover a **Key**.



RUIN MOVES

☐ You Can't Escape the Truth

Your hard earned knowledge can be used as a weapon, and you have learned how to sharpen the truth to its finest edge.

You may at any time reveal a dark and terrible secret of an NPC (or a PC, if invited) in a scene. Choose:

- ✱ Mark **1 Ruin**, you speak softly and the truth hurts. They decide: give up something valuable in order to stay and fight, or preserve their own safety by fleeing or surrendering.
- ✱ Mark **2 Ruin**, you speak in edges and cut mercilessly. They decide: they accept your words and do as you wish for now, or they offer you another truth at great cost to themselves.

☐ Death Broke Me First

When a PC is about to mark their final Condition and hit their Breaking Point, ask if they wish for you to intervene. If they agree, you summon Death to their side. You do not have to physically be present in the scene to be able to do so.

When Death comes, they ask you for something in return for their assistance. Choose:

- ✱ Mark **1 Ruin**, and describe how Death will bridle their torment. The PC erases **2 Conditions**. Describe how you appease and honor Death as they requested.
- ✱ Mark **2 Ruin**, the Harbinger within you awakens and you force Death to serve you without honoring their request. The PC erases **2 Conditions**. In addition, describe how Death noticeably marks you as a Harbinger.

☐ Death Always Leads to Life

You intimately understand that Death and Life are connected to all things.

When a person, object, or location is on the verge of death or decay, you may choose to hold Death hostage and demand Life bargain with you.

When you hold Death hostage, choose:

- ✱ Mark **1 Ruin**, and the ebb and flow of Life will reveal itself to you. You hold back Death for a time, the Keeper will tell you what Life demands in return.
- ✱ Mark **2 Ruin** and shatter a part of your undying soul, the shard will imbue the person, object, or location instead. Death cannot touch them without your express permission.

☐ The Corridor of Doors

You have been with DIVISION long enough that they trusted you with a secret. Over the years, DIVISION has managed to collect ancient doors of power, and placed them within a metaphysical space of highly volatile energy. Each door exists within a fluctuating state of *open* and *not open*, *locked* and *unlocked*.

Only the most powerful in DIVISION know that the Harbinger within you can access these doors. They watch you with great interest.

When you allow the Harbinger within you to access the Corridor of Doors, unlock a door:

- ✱ The Door of the Spider Lord, of webs and cunning, of patience and guile
- ✱ The Door of the Veiled One, of spite and rage, of whisper and blade
- ✱ The Door of the Scaled Princess, of serpent and monsoon, of thunder and flood
- ✱ The Door of the Black Prince, of plague and despair, of swarm and ichor
- ✱ The Door of the Twin Moons, of gravity and stars, of darkness and void
- ✱ The Door of the Broken Mother, of oaths and strength, of war and conquest
- ✱ The Door of the Blood Queen, of pain and torture, of love and hate

When you have unlocked a door, choose:

- ✱ Mark **1 Ruin**, whatever is behind the door is unleashed. You cannot completely control what happens next, but you are given a fleeting opportunity to bargain with whatever comes through. The door will disappear from the corridor, and reappear somewhere in the world. Cross it out from the list. When the corridor of doors is empty, lose access to this move and choose another.
- ✱ Mark **2 Ruin**, whatever is behind the door acknowledges your power and control, and sees you for the fearsome Harbinger you will become. They will obey your commands for a time, before returning to the corridor of doors.

RUIN ADVANCES

*Each Playbook has several options for a **Ruin Advance**.*

☐ Take a New Ruin Move

Choose any new Ruin move from your own playbook. You may rewrite the premise of the move to better suit your character. The Ruin move should still work functionally the same, but the narrative can be adjusted to fit better.

☐ Take a Ruin Move From Another Playbook

You can choose any Ruin move from another playbook, incorporating those themes for your PC.

If a **Ruin** move from another playbook sounds like fun but you want to rework the themes a little to better suit your PC, you may rewrite the premise or reword triggers to better suit your own character. Consider your powers of darkness, origin, and so on.

☐ Permanently Mark a Condition

Choose **1 Condition** from your playbook, and permanently mark it. This means you cannot mark or clear this Condition again in the future. You can gain Darkness Tokens whenever you embody this Condition as normal.

This Ruin Advance communicates how you are losing your ability to control your powers of darkness, and how much easier it is for you to hit your Breaking Point.

☐ Gain a New Ruin Condition

This Ruin Condition is always marked and cannot be cleared like your regular playbook Conditions. You can gain Darkness Tokens whenever you embody this Ruin Condition, just like any other Condition.

When you take this Ruin Advance, choose from the emotions below to be your new Ruin Condition:

- | | | |
|----------------------------------|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Cruel | <input type="checkbox"/> Haunted | <input type="checkbox"/> Ruthless |
| <input type="checkbox"/> Fragile | <input type="checkbox"/> Paranoid | <input type="checkbox"/> Reckless |
| <input type="checkbox"/> Guilty | <input type="checkbox"/> Possessive | |

A Ruin Condition reflects how much closer you are to becoming a Harbinger, and how that affects your emotions and actions.

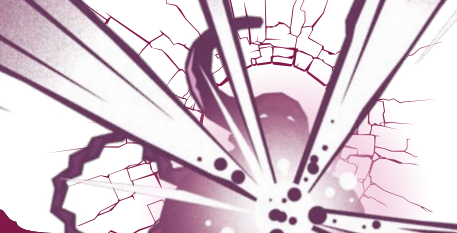
☐ Retire your Character and Become a Harbinger of the Apocalypse

When you take this advance, your character chooses to pursue the ancient Doors of Power for themselves. They join the other Harbingers and work towards ushering in the apocalypse. The character may appear in future Mysteries and directly antagonize the PCs.

When all other Ruin Advances have been marked, you must take this one. However, you can choose to take this Ruin Advance at any time—this does not have to be the last advance you take.

When your character becomes a Harbinger, work with the Keeper to describe what this moment looks like. Is there a direct confrontation with someone from DIVISION before you storm off? Is there an actual conflict with high stakes? Do you disappear into the shadows, seeking out your own agenda?

Once you've retired this character, pick a new playbook and make a new character.



I HAVE BEEN FORGED AND STRENGTHENED THROUGH TRAGEDY
I EMBODY THE GRIEF AND PEACE OF THE APOCALYPSE
MY POWER IS REFLECTIVE, SORROWFUL, AND HOPEFUL
MY HEART YEARNs TO COMFORT AND BE COMFORTED

THE
LAST

PLAYSHEET

VITALS

NAME **Astra** (he/they/none)

ORIGIN I am a refugee from a destroyed planet

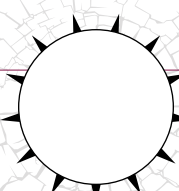
LOOK An alien body that cannot be disguised, eyes that contain a galaxy, a wound I will never allow to heal.

WHAT TRAGEDY DESTROYED YOUR PEOPLE
We were manipulated into becoming Harbingers of a series of apocalypses

DARKNESS

I GAIN 2-4 DARKNESS TOKENS WHEN I...

- ✱ Feel lonely or rejected
- ✱ React with doubt or confusion
- ✱ Ask someone to tell me of their past
- ✱ Ask someone to doubt their future
- ✱ Embody a Condition that affects me



After a move, if you have 5+ tokens you are **TORN BETWEEN**:
Choose between What the Darkness Demands of You and your mission.

POWERS OF DARKNESS

Dimensional Phasing

Astra can phase in and out of several bands of reality, giving him the ability to phase through solid matter and briefly visit other planes of existence.

Time Distortion

Astra's escape-ship traveled through several space anomalies, and therepeated exposure has given him limited time manipulation. Astra can slow down, speed up, rewind, and forward time. But the results are not always predictable.

WHAT THE DARKNESS DEMANDS OF YOU

- To resurrect my people at the expense of humanity
- To awaken the leviathans in space

REMEMBER TO...

- ✱ Leave your heart in the past
- ✱ Find others to create a future with
- ✱ Hold tightly to the double-edged nature of grief

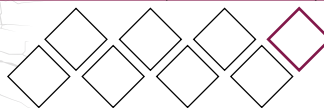
BONDS

WHO

BOND RATING

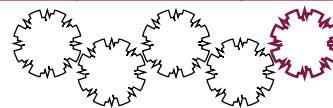
EXPERIENCE

(XP Advance at 8)



RUIN

(Ruin Advance at 5)



YOUR IMPULSE

At the start of every session, choose one to explore during play.

At the end of the session, answer the question—if yes, mark 1 XP OR 1 Ruin.

- ☒ Did you share a story of your people and what you lost?
- ☐ Did you seek solitude and turn away from hope for the future?
- ☐ Did you allow yourself to find hope in the arms of another monster?
- ☐ Did you compromise the beliefs and traditions of your people for the sake of someone else?
- ☐ Did you find an innocent target for your grief, despair, or fear?

END OF SESSION QUESTIONS

At the end of the session, answer all of these questions.

- ✱ Did you express your monstrous nature and/or express your humanity? If yes, mark 1 XP.
- ✱ Did you learn something significant about yourself and/or your impending ruin? If yes, mark 1 XP.
- ✱ Did you learn something significant about a fellow monster? If yes, mark 1 XP.
- ✱ Did you uncover at least one Key of the Apocalypse or attempt to Unlock Doom's Door? If no, mark 1 Ruin.

XP ADVANCES

- ☐ Take a new Last move
- ☐ Take a new DIVISION move
- ☐ Take a move from another playbook
 - ☐ Describe a new way to gain Darkness Tokens
 - ☐ Take a new Power of Darkness from your playbook
 - ☐ Change your playbook

RUIN ADVANCES

- ☐ Take a new Ruin Move
- ☐ Take Ruin Move from another playbook
- ☐ Permanently mark a Condition
- ☐ Gain a new Ruin Condition
- ☐ Retire your character. You become a Harbinger of the apocalypse.

BREAKING POINT

(when you mark your last named condition)

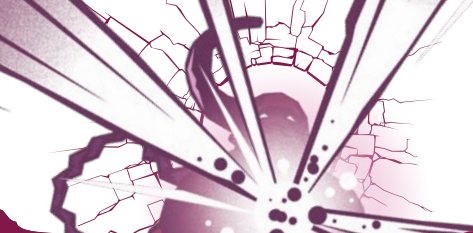
You've barely been able to keep the grief and anger at bay. It rises in you now, you feel time wither away as you relive the trauma and heartbreak. Your guilt turns you into a weapon.

Describe how you will make everyone and everything around you pay for what happened to your people, and how you go too far. The Keeper will tell you how the faintest hope surfaces before you destroy it, and who walks away to perpetuate this cycle of violence and pain.

CONDITIONS

- ☐ CORNERED
- ☐ DISTANT
- ☐ MERCILESS
- ☐ DESPAIRING





I HAVE BEEN FORGED AND STRENGTHENED THROUGH TRAGEDY
I EMBODY THE GRIEF AND PEACE OF THE APOCALYPSE
MY POWER IS REFLECTIVE, SORROWFUL, AND HOPEFUL
MY HEART YEARS TO COMFORT AND BE COMFORTED

THE
LAST

PLAYSHEET

MOVES

☐ Ashes to Ashes *(starting move)*

You are the last of your kind, there will never be another.

When you declare how the wisdom of your people may help in a situation, spend Darkness Tokens and roll.

ON AN 8-10 your wisdom shines brightly in the dark, choose two.

- ✦ **Recall ancient knowledge.** Ask the Keeper any question, they will answer it honestly and with great detail.
- ✦ **Awaken latent abilities within.** Choose another Power of Darkness from another playbook, you have access to it, for now.
- ✦ **Recognize the signs of portent hanging over your fellow monsters.** Each PC gains one Darkness Token.
- ✦ **See a fractured memory in the face of another monster.** Declare what that memory is and gain **1 Bond** with that PC or NPC.

ON AN 11+ the dark of your despair threatens to consume you, choose one from above. The Keeper will describe how an aspect of your people's tragedy will be repeated, in spite of or because of your actions.

ON A 7- the ashes of your people demand fire and retribution. The Keeper will tell you what happens next.

☐ Harrowing Beauty

Sometimes, your mask of humanity slips.

When you peel away at the mask of humanity, you may mark 1 Condition to tear away your mask and reveal the true alien horror you are.

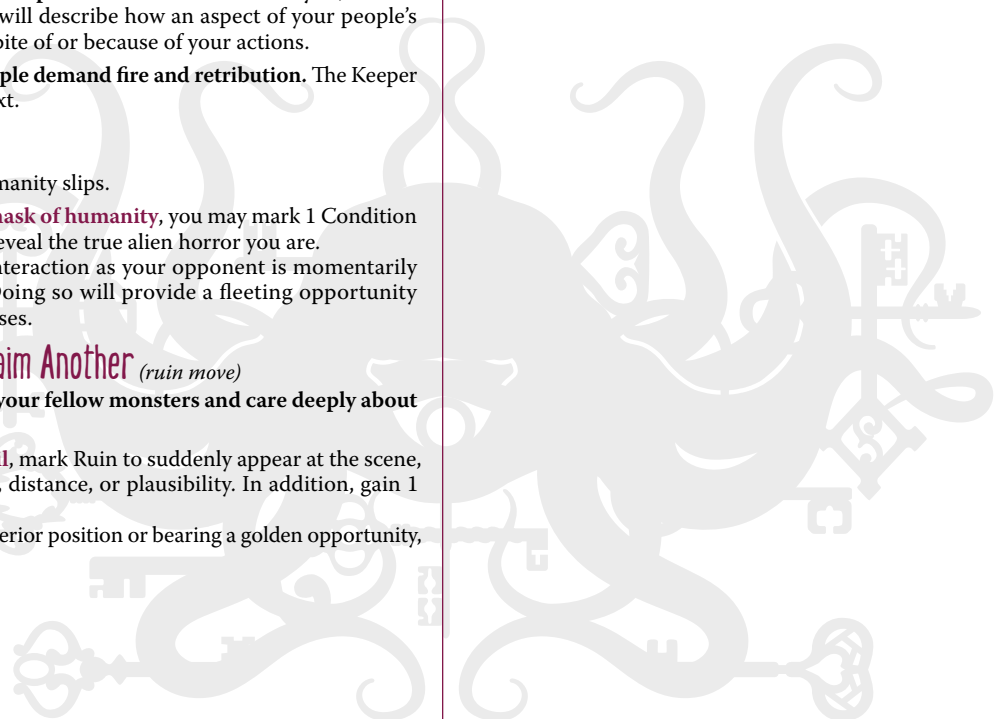
This will end an attack or interaction as your opponent is momentarily stunned by the revelation. Doing so will provide a fleeting opportunity before they come to their senses.

☐ Tragedy Will Not Claim Another *(ruin move)*

You have grown attached to your fellow monsters and care deeply about their fates.

When a PC or NPC is in peril, mark Ruin to suddenly appear at the scene, ignoring usual limits of time, distance, or plausibility. In addition, gain 1 Bond with them.

If you wish to appear in a superior position or bearing a golden opportunity, mark Ruin a second time.



YOUR NAME

A name I stole from those who destroyed my people—Astra

Astra (hey/they/none) was born to be a vessel of the gods. Astra was born with no name, and on his planet the vessels were named after the conquerors who barred the path to the gods: the Astra.

Astra was but a child when the temple priestess spirited him away, placing him in an escape-ship and sending him to earth. To this day, Astra is not sure why the priestess saved him, and none of the other children.

YOUR LOOK

An alien body that cannot be disguised, eyes that contain a galaxy, a wound I will never allow to heal

Astra stands close to nine feet tall and his seven eyes are filled with the endless stars of the galaxy he left behind. A halo-like bone grows from his temples and from under sheer flesh the lights of his thoughts flicker and glow.

When the temple priestess stole Astra from the sacred pools, they were chased by both warriors and god-drones. The priestess was lethally wounded, and with the last of their strength they ensured Astra could escape.

Astra fell into the star-sleep in order to survive the journey to Earth, but when he awoke, the same wounds of the temple priestess suffered from pulsed across his chest. To honor the sacrifice, Astra has never allowed the wound to heal nor solved the mystery of how it came to be.

YOUR ORIGIN

I am a refugee from a destroyed planet

When Astra arrived on Earth, he was taken in by DIVISION and raised among the other monstrous orphans. It took many years and a significant amount of DIVISION's resources to track down Astra's home planet.

All that was left was space debris. The few psychic fragments that DIVISION's instruments and personnel could make sense of told a clear story: the planet was torn apart by war, which triggered an environmental cataclysm.

WHAT TRAGEDY DESTROYED YOUR PEOPLE?

We were manipulated into becoming Harbingers of a series of apocalypses

Over the years, Astra has learned that very few of his people made it off the planet, but all who did became Harbingers. Each one orchestrated an apocalypse that destroyed an entire galaxy.

Astra does not know how his peaceful planet became the seeds of such destruction, but he is determined to stop the cycle of violence.

YOUR POWERS OF DARKNESS

- **Dimensional Phasing**—Astra can phase in and out of several bands of reality, giving him the ability to phase through solid matter and briefly visit other planes of existence.
- **Time Distortion**—Astra's escape-ship travelled through several space anomalies, and the repeated exposure has given him limited time manipulation. Astra can slow down, speed up, rewind, and forward time. But the results are not always predictable.

WHAT DOES THE DARKNESS DEMAND OF YOU?

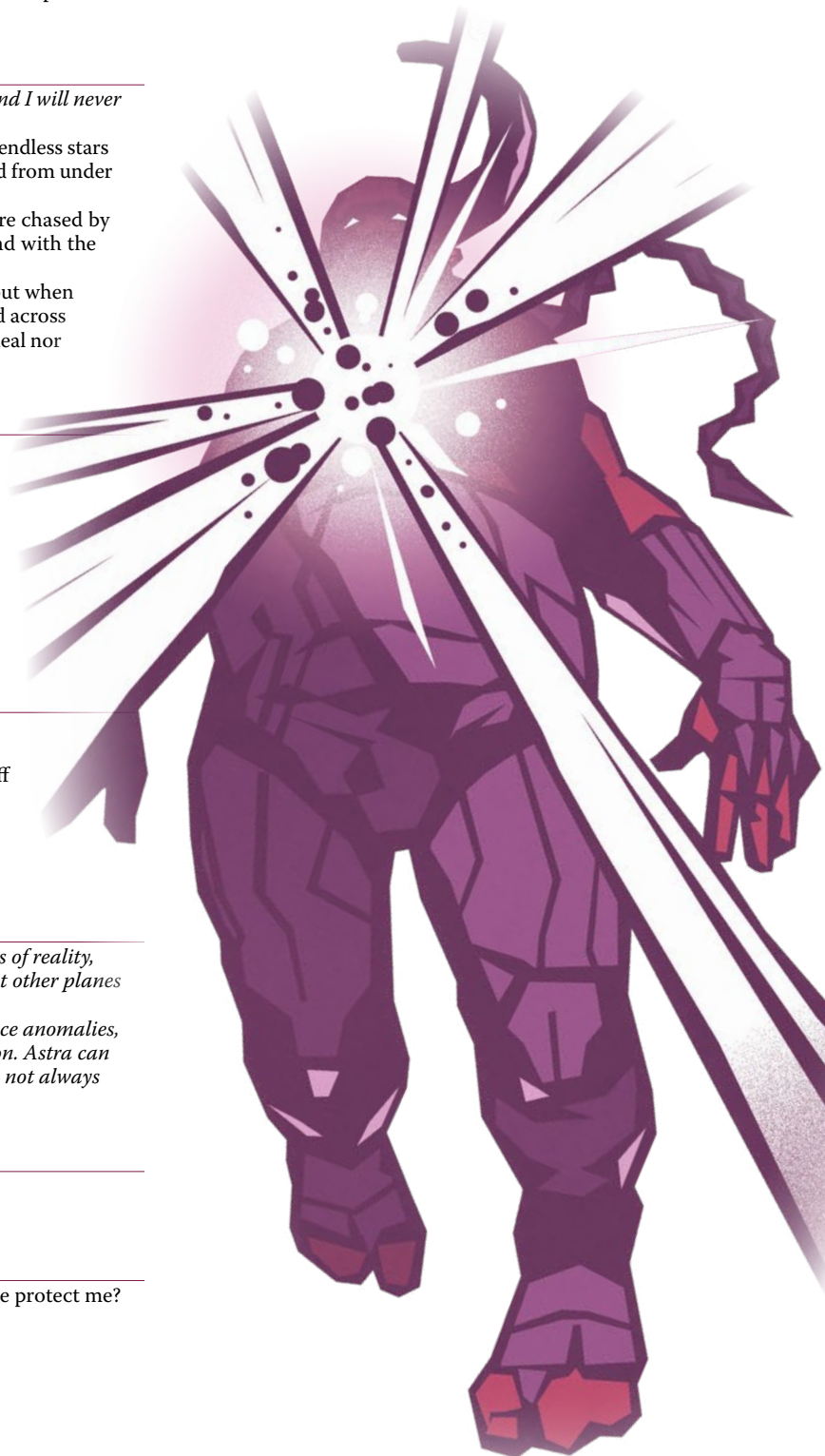
- *To resurrect my people at the expense of humanity*
- *To awaken the leviathans in space*

STARTING BONDS

- ✱ You know of another like me. How does keeping this secret from me protect me?
(Gain 1 Bond with them)
- ✱ We loved each other, once. Why do we keep hurting each other?
(Gain 2 Bonds with them)
- ✱ Why am I tempted to give into What the Darkness Demands?
(Gain 1 Bond with What the Darkness Demands of You)

WHEN PLAYING THE LAST REMEMBER...

- ✱ Leave your heart in the past
- ✱ Find others to create a future with
- ✱ Hold tightly to the double-edged nature of grief





PLAYBOOK MOVES

The Last has their Starting Move **ASHES TO ASHES**. Other Playbooks cannot take this Starting Move as an advance.

☐ Ashes to Ashes (starting move)

You are the last of your kind, there will never be another.

When you declare how the wisdom of your people may help in a situation, spend Darkness Tokens and roll.

ON AN 8-10 your wisdom shines brightly in the dark, choose two.

- ✱ **Recall ancient knowledge.** Ask the Keeper any question, they will answer it honestly and with great detail.
- ✱ **Awaken latent abilities within.** Choose another Power of Darkness from another playbook, you have access to it, for now.
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ON A 7- the ashes of your people demand fire and retribution. The Keeper will tell you what happens next.

☐ Harrowing Beauty

Sometimes, your mask of humanity slips.

When you peel away at the mask of humanity, you may mark 1 Condition to tear away your mask and reveal the true alien horror you are.

This will end an attack or interaction as your opponent is momentarily stunned by the revelation. Doing so will provide a fleeting opportunity before they come to their senses.

☐ Tragedy's Long Shadow

You will do whatever it takes to avoid the tragedy that befell your people.

When you're in a tense situation and see the echoes of that tragedy, tell the Keeper what you fear will happen, spend Darkness Tokens and roll.

ON AN 8-10 you know exactly how your friends can avoid the worst of what is to happen. Each PC around you gains **1 Bond** with you.

ON AN 11+ you realize you must carry this burden alone. Add +1 to every move to avoid impending disaster as long as you are acting alone.

ON A 7- it is worse than you feared, the Keeper will tell you what happens next.

☐ Reshaped by Despair

When you choose to UNLEASH THE DARK, describe how your form changes through violence and beauty, causing those around you to despair. When you do, you may choose one from the following options, even on a miss:

- ✱ I uncover a **Key** at great cost
- ✱ I gain their affection and admiration
- ✱ I gain their fear and loathing
- ✱ I see into their soul and declare what I find there

☐ A Flickering Hope

At the start of each session, describe a memory you have of your people. Choose to speak with love, sorrow, or both. Say what you hope for, spend Darkness Tokens and roll.

ON AN 8-10, your memory grants you an epiphany. Choose two:

- ✱ Describe how a fellow monster reminds you of someone from your past, gain **1 Bond** with them
- ✱ Describe how the tragedy of your people haunts you, gain **1 Bond** with What the Darkness Demands of You
- ✱ Describe the long overture of the apocalypse and how it claimed your people, uncover a **Key**.

ON AN 11+ your memory turns dark, choose one from above and the Keeper will describe a sign of terrible things to come or a significant complication.

ON A 7- your hold on the memory falters. The Keeper tells you what price you will have to pay to save your memories from the Harbingers' grasp.

☐ You Are All I Have Left

You are the last, but there is an echo of the past that will never leave your side. Choose one:

- ✱ a small machine that holds the soul of a loved one
- ✱ a specter who can only be seen by you
- ✱ a homunculus who looks exactly like someone you betrayed
- ✱ something that reminds you of what you lost and will never have again.

Gain **1 Bond** with the echo.

When you spend time alone with the echo, gain 1 Bond with it. Tell everyone else at the table how your time together is spent. How is it lonely, sad, or moving?



RUIN MOVES

☒ Tragedy Will Not Claim Another

You have grown attached to your fellow monsters and care deeply about their fates.

When a PC or NPC is in peril, mark Ruin to suddenly appear at the scene, ignoring usual limits of time, distance, or plausibility. In addition, gain 1 Bond with them.

If you wish to appear in a superior position or bearing a golden opportunity, mark Ruin a second time.

☐ I Carry the Hope of my People

You are determined to embody the beauty and terror of your people, no matter the cost. You will be beautiful, and all will look upon you with despair.

When you reach deep into your ancestral memory and embody the paragon of your people, choose:

- ✦ Mark **1 Ruin**, describe how your form changes for a time, and temporarily gain another power of darkness from any playbook. In addition, gain **1 Bond** with What the Darkness Demands of You.
- ✦ Mark **2 Ruin**, describe how your form changes forever, revealing more of the Harbinger you may become. Permanently gain another power of darkness from any playbook.

☐ Reaching Beyond Time and Space

You once had friends who stood and fought with you, long ago, in the light of better days. They were powerful, brave, and full of hope. They loved you enough to promise that oblivion could not hold them forever. But calling them comes at great cost to you.

When you break the sacred laws of time and space to reach one of these friends, mark 1 Ruin and choose one from below. Describe how your friend and their power come through for a time, they are even more powerful than you remember them being. Their time is short on this plane of existence.

- ✦ a space-witch who died sacrificing themselves for you
- ✦ a shadowy creature of fear who hid their heart of gold
- ✦ an invincible warrior who died of heartbreak
- ✦ a being of pure elemental magic who gave you the last of their power
- ✦ a heroic leader with a dark past
- ✦ or someone who was seen as a hero to you and your people

When your friend leaves, cross them from the list. The oblivion will claim them again, corrupting their soul forever and turning them into a Harbinger.

You may mark **1 Ruin** again to offer oblivion a part of your soul instead, allowing your friend to finally find peace in the next world.

☐ Tower of Isolation

Hidden away on Earth is a fortress that was meant for your people. Now, there is no one else but you.

When you take this move, choose two features of this place:

- ✦ An aide or assistant
- ✦ interdimensional portals
- ✦ a containment system
- ✦ an oracle of knowledge and secrets
- ✦ the weapons of a great enemy
- ✦ mementos and artifacts of your people
- ✦ catacombs and all that remains of your people
- ✦ a sleeping god who should never awaken
- ✦ something else that hints at the long history lost forever to time and its treasures I must now guard with honor

When you call upon the resources of your fortress to immediately solve a problem or address a challenge, say what you want to happen. The Keeper will tell you how your people expect you to use these resources lawfully through honor and duty. Choose:

- ✦ Mark **1 Ruin**, call upon your limited resources and honor your people as tradition demands. The Keeper will describe how your fortress weakens, as more of your people's legacy fades.
- ✦ Mark **2 Ruin**, ignore the traditions of your people and use your resources as you wish, feeding the Harbinger within you. In addition, gain one more feature for the tower as you learn about the secrets your people kept from you.

RUIN ADVANCES

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Choose any new Ruin move from your own playbook. You may rewrite the premise of the move to better suit your character. The Ruin move should still work functionally the same, but the narrative can be adjusted to fit better.

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When you take this Ruin Advance, choose from the emotions below to be your new Ruin Condition:

- | | | |
|---|--|--|
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| <input checked="" type="checkbox"/> Fragile | <input checked="" type="checkbox"/> Paranoid | <input checked="" type="checkbox"/> Reckless |
| <input checked="" type="checkbox"/> Guilty | <input checked="" type="checkbox"/> Possessive | |

A Ruin Condition reflects how much closer you are to becoming a Harbinger, and how that affects your emotions and actions.

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Once you've retired this character, pick a new playbook and make a new character.

DIVISION

CHARACTER CREATION OPTIONS

DIVISION MOVES 11/31

□ Dream Future Review Protocols

For as long as you remember, you've had strange and prophetic dreams. DIVISION suspects that you were once a time traveller in an alternate reality, but you have lost the ability to move through time. DIVISION has the equipment and personnel available to help record and analyze useful information from the dreams, often leading to breakthroughs during an investigation.

When you take this move, answer at least one of the following questions:

- ✱ *What recurring elements are present in every dream you have?*
- ✱ *Who or what only exists in your dreams? What do they want from you?*
- ✱ *Why are you worried about the dreams stopping one day?*

At the start of each session, tell the Keeper what kind of dreams you have. Spend Darkness Tokens and roll.

ON AN 8-10 the experts are able to parse your dreams effectively, and you uncover a **Key**. In addition, the Keeper describes someone who features prominently in the dream, gain **1 Bond** with them.

ON AN 11+ the experts reveal a living nightmare hiding within your subconscious, but you uncover a **Key**. The Keeper describes the nightmare you catch a glimpse of before it escapes into the real world. Declare an irrevocable truth about the Mystery that you learn from the nightmare. Rewrite or add a Facet of the Mystery that reflects this.

ON A 7- you dream of a broken future that was erased from the timeline by a future you that no longer exists. The Keeper describes the dream and the harrowing future. A part of that future will become real and infect this reality.

□ Fae Liaison

DIVISION formed an uneasy alliance with one of the royal courts of the fae, and you were assigned to work with a liaison. They are now invested in your fate, for better or for worse.

When you take this move, answer at least one of the following questions:

- ✱ *Who is this fae, and why do they love you?*
- ✱ *How did they permanently complicate your life in a misguided attempt to help you?*
- ✱ *How did they help you understand What the Darkness Demands of You?*

When you call upon the Fae Liaison for help, tell the Keeper how large a favor you're offering the fae in exchange, on a scale of 1-3. The Keeper will describe a fae creature and its power with an intensity equal to the scale of the favor. Roll, and add the level of favor you promised.

ON AN 8-10 the fae recognizes you as one beloved and chosen by fae magic. Choose a number of actions equal to the scale of the favor you promised. In addition, gain **1 Bond** with your fae liaison.

- ✱ The fae reaches out and uses their magic to recolor your memories. Clear **1 Condition**.
- ✱ The fae creates a temporary magical disguise for you and one other, describe what it is.
- ✱ The fae offers a glimpse into the dreams of someone you care for, gain **1 Bond** with them.
- ✱ The fae will give you one weapon, item, or secret that will help you face your next challenge.

ON AN 11+ the Harbinger within you responds to the fae's magic, and awakens for a moment. Choose a number of actions equal to the scale of the favor you promised. In addition, gain **1 Bond** with What the Darkness Demands of You.

- ✱ Force the fae to absorb all nearby magic and give it to you. Clear **1 Condition**.
- ✱ Force the fae to swear their loyalty to you, for now. Gain **1 Bond** with them.
- ✱ Compel the fae to help you work towards What the Darkness Demands of You. Mark **1 XP**.
- ✱ Demand that the fae peer into the future and describe how you may gain more power for yourself. Mark **1 Ruin**.

ON A 7- something terrifying and sinister takes notice of the fae and their magic, and they come to claim their prize. The Keeper will tell you what happens next.

□ The Forbidden Archives

DIVISION has within its facilities a maze of libraries and tomes bursting with knowledge. You found a section of the library that very few know about. Some books are so dangerous, they are bound by chains and spell-tech.

When you take this move, answer at least one of the following questions:

- ✱ *Who is the Head Librarian and what esoteric rule do they demand everyone follows?*
- ✱ *What creature lies waiting in the restricted and forbidden archives?*
- ✱ *Which book have you read, against DIVISION's strict orders?*

When you reveal that you brought one of the forbidden books with you, spend Darkness Tokens and roll.

ON AN 8-10 the chains bend and the spell-tech weakens, the book recognizes you as its master. Choose two:

- ✱ The book opens to a page and reveals a welcome truth. Choose any PC (including yourself), they clear **1 Condition**.
- ✱ Name a target. The book will consume them and hold them within its pages, for now.
- ✱ The book eerily describes current events in exacting detail and offers a revelation. Uncover a **Key** at great cost.
- ✱ The author of the book exists in a wretched form between death and life. Ask for their advice—they're always happy to hear from you. Gain **1 Bond** with them.

ON AN 11+ the chains break and the spell-tech unravels, the book is free to do as it likes. Choose one from above, and one from below:

- ✱ Allow the book to change its form and escape into the world, wreaking havoc as it likes
- ✱ Mark **1 Condition** or **1 Ruin** to strengthen the chains and spell-tech, binding the book to you once again

ON A 7- something or someone has tampered with the book, it opens and something terrible and harrowing uses it as a portal to come through. The Keeper will tell you what happens next.

□ Ghostly Agent

DIVISION has a high mortality rate—the average agent survives only a few months on the job. Some of them love the work so much, they continue to work for DIVISION, even in death.

When you take this move, answer at least one of the following questions:

- ✱ *Why do you mean so much to the Ghostly Agent?*
- ✱ *What strange or mysterious death befell them?*
- ✱ *What unfinished business do you try to attend to for them?*

When you call upon the Ghostly Agent for help, draw them to your darkness and open your heart to them. Spend Darkness Tokens and roll.

ON AN 8-10 they walk through the veil between the living and the dead, offering their aid. Choose two:

- ✱ Take their hand and travel through the veil, physically appearing anywhere that the veil of death can touch. To take another with you, mark **1 Condition**.
- ✱ Ask them what they have seen through the veil as they have watched your investigation. Uncover a **Key** at great cost.
- ✱ Whisper into their ear and reveal a secret that has burdened your heart. Gain **1 Bond** with the Ghostly Agent.
- ✱ Tell them how you have worked towards attending to their unfinished business, mark **1 XP**.

ON AN 11+ the Ghostly Agent has witnessed a terrible portent and they have come through the veil to warn you. Choose one from above, but prepare to heed the dire warning the Ghostly Agent gives you.

ON A 7- the Ghostly Agent tries to come through the veil but they are ensnared by something dangerous and otherworldly, the Keeper will tell you what happens next.

DIVISION

CHARACTER CREATION OPTIONS

DIVISION MOVES [2/31]

■ Hero's Weapon

You impressed a hero who worked with DIVISION for a short time. They entrusted you with this weapon and its legacy.

When you take this move, answer at least one of the following questions:

- ✦ *Who was this hero, and how did you impress them?*
- ✦ *What tragedy befell this hero, and how do you uphold their legacy?*
- ✦ *How did this hero become a Harbinger, and why do you still hold out hope for them?*

When you take this move, create 1 Bond with the hero. **When you use this weapon to protect someone**, choose:

- ✦ Describe a flashback between you and the hero, gain **1 Bond** with them
- ✦ Describe how you embody or contradict their legacy, clear **1 Condition**
- ✦ Describe how the weapon is corrupted by What the Darkness Demands of You, gain 2-4 Darkness Tokens

You can describe using the weapon in the field, just as you would a power of darkness. There's always a risk that the weapon will become damaged or unusable until you return to DIVISION to have someone look at it.

□ Holy Symbol Arsenal

DIVISION curates a collection of certified holy symbols and assigns them to agents as needed. You have shown a divine resonance with a number of holy symbols, but the priest-technicians warn you that using the arsenal may be dangerous to a monster like you.

When you take this move, answer at least one of the following questions:

- ✦ *What's the story behind the holy symbol you procured for this collection?*
- ✦ *What holy symbol affects you negatively, and which agent is it assigned to?*
- ✦ *Which of the holy symbols must you never use, no matter the circumstances?*

When you dampen your powers of darkness in order to use the holy symbol arsenal tell the Keeper how much you open yourself to the divine energies of the arsenal, on a scale of 1-3. The Keeper describes a divine vision and its effects with an intensity equal to your divine vulnerability. Roll, and add your level of divine vulnerability.

ON AN 8-10 the darkness and divine energies synchronize to activate the **Hymn of the Righteous**. Choose a number of actions equal to your divine vulnerability. In addition, gain **1 Bond** with the divine entity that aids you.

- ✦ Bind a target and render them helpless, for now
- ✦ Protect a mind, heart, or soul from possession or attack
- ✦ Create an area of divine protection—it will hold for now
- ✦ Create a temporary divine weapon, and gift it to the worthy. Gain **1 Bond** with them.

ON AN 11+ the divine energies turn dangerous and the Harbinger within you takes control. Choose a number of actions equal to your divine vulnerability. In addition, gain **1 Bond** with What the Darkness Demands of You.

- ✦ Mutilate a target and render them weak, for now
- ✦ Call upon dark entities to take up residence in a mind, heart, or soul of your choosing
- ✦ Create an area of wild and destructive energies—it will expand in time
- ✦ Create a weapon of darkness, use it to immediately destroy your enemies. Mark **1 Ruin**.

ON A 7- something or someone has corrupted the holy symbol arsenal, the Keeper will tell you what happens next.

□ Monster Celebrity

While most Omens operate in secret and must hide who they are, you are a celebrity and have become famous enough to earn honorary human status. Being "one of the good ones" is a novelty to humanity, though, and they hold you to impossible expectations.

When you take this move, answer at least one of the following questions:

- ✦ *How is your public persona drastically different from who you are?*
- ✦ *What does the public expect and demand from you at all times?*
- ✦ *What must you hide about yourself from the public at all cost?*

When you take this move, create 1 Bond with the public. **When you hide who you are to be what the public wants you to be**, choose:

- ✦ Describe how you compromise yourself in a significant way to please the public, gain **1 Bond** with them
- ✦ Describe how a fan reaches out to you to remind you why your work at DIVISION is important, clear **1 Condition**
- ✦ Describe how your fear and spite towards the public grows, gain 2-4 Darkness Tokens

It is easy for your actions to tarnish your celebrity status and fragile reputation. The Keeper will tell you what the public demands to regain their trust and support.

□ Orphanage Visit

DIVISION has an orphanage and a professional set of caretakers dedicated to raising young monsters that have the potential to become Omens. You yourself grew up in this way here and/or spent time as a caretaker.

When you take this move, answer at least one of the following questions:

- ✦ *Who is the lead caretaker of the Orphanage? What strong history do you share together?*
- ✦ *Which young monster are you most attached to? What high hopes do you have for them?*
- ✦ *Why are you worried about the continued operations of the orphanage?*

When you have enough time between or during investigations, you may visit the orphanage with at least one other PC or NPC. If you do, each of you describes how you care for the young monsters.

If they're a PC, you each erase one mark of Ruin. If they're an NPC, you gain **2 Bonds** with them.

When visiting the orphanage, you may discover something that hints at the plans of a Harbinger or witness a terrible portent of what may come to pass. Describe what you find, and the Keeper will tell you its significance and hint at the Harbinger's plans.

□ Partly Cursed Weapon

DIVISION has a collection of cursed artifacts. On a previous mission, your soul bonded with a partly cursed weapon. Partly isn't all that bad, right?

When you take this move, answer at least one of the following questions:

- ✦ *What kind of weapon is this, and what memories does it hold?*
- ✦ *How does the partial curse manifest?*
- ✦ *What does the weapon long for?*

When you take this move, create 1 Bond with the weapon. **When you open your heart to the weapon and let it speak directly to you**, choose:

- ✦ Describe how the weapon communicates what it desires from you, gain **1 Bond**
- ✦ Describe how you fulfilled a desire of the weapon, clear **1 Condition**
- ✦ Describe how the curse grows stronger, gain 2-4 Darkness Tokens

You can describe using the weapon in the field, just as you would a power of darkness. There's always a risk that the weapon will become damaged or unusable until you return to DIVISION to have someone look at it.

DIVISION

CHARACTER CREATION OPTIONS

DIVISION MOVES [3/31]

□ The Peacemaker

There are many **Factions** that watch every move DIVISION makes. A tense web exists between numerous Factions, all vying for power, information, and access to the doors of ancient power. You have been chosen to represent DIVISION's interests and work closely with one Faction in particular, but will the relationship compromise you one day?

When you take this move, ask your Keeper which Factions are in play (*Factions*, page 317) and choose which one you have a relationship with. Answer at least one of the following questions:

- ✦ *Who is the Faction's representative that you work most closely with? Why is your relationship complex?*
- ✦ *Why did you leave the Faction and start working for DIVISION instead?*
- ✦ *What secrets of the Faction will you never reveal to DIVISION?*

When you reach out to a Faction's representative for help, tell the Keeper how large a favor you're willing to offer the Faction in exchange, on a scale of 1-3. The Keeper describes how much the Faction can help you, equal to the scale of the favor. Roll, and add the level of favor you promised.

ON AN 8-10 the Faction will help as you ask, choose a number of actions based on the scale of the favor you promised. In addition, gain **1 Bond** with the Faction.

- ✦ The Faction sends additional resources to assist you, describe what it is.
- ✦ The Faction offers valuable information, uncover **a Key** at great cost.
- ✦ The Faction will follow your orders for a time. Gain access to one Faction move, for now.

ON AN 11+ the Faction agrees to help, but they actively seek to compromise DIVISION and awaken the Harbinger within you. Choose a number of actions based on the scale of the favor you promised. In addition, gain **1 Bond** with What the Darkness Demands of You.

- ✦ Give the Faction an irreplaceable DIVISION resource. Clear **1 Condition**.
- ✦ Give the Faction invaluable information about DIVISION that will one day be used against them. Uncover **a Key** and draw a line between that Key and a Facet on the Mystery Map. Declare an irrevocable truth about the Mystery.
- ✦ Allow the Faction to work towards What the Darkness Demands of You. Mark **1 XP**.

ON A 7- the Faction is caught up in something truly dangerous that will compromise your investigation. The Keeper will tell you what happens next.

□ Psychic Invokers

DIVISION has a number of psychics attuned to an agent, sending visions directly into the mind of that agent across vast distances. This connection operates within marginally safe parameters, at a high level of risk DIVISION finds acceptable.

When you take this move, answer at least one of the following questions:

- ✦ *Who is the psychic invoker you have a good working relationship with? What is their specialty?*
- ✦ *Who is a psychic invoker you don't always get along with? Why do you put up with them anyway?*
- ✦ *Who was the former psychic invoker whose telepathic powers burnt out while connected to you? How do you care for them?*

When you increase your psychic vulnerability to receive information, tell the Keeper how much you open your mind to the psychic invocation, on a scale of 1-3. The Keeper describes a vision and its effects with an intensity equal to your psychic vulnerability. Roll, and add your level of psychic vulnerability.

ON AN 8-10 the connection between you and the psychic invoker registers within safe parameters. Choose a number of questions from the list below equal to your psychic vulnerability, and the psychic invoker will show you the answers in great detail. In addition, gain **1 Bond** with the psychic invoker.

- ✦ What past event is directly affecting this investigation?
- ✦ What lie was born recently?
- ✦ What will most likely happen in the future based on current probabilities?
- ✦ What truth has been hidden? Declare an irrevocable truth based on this one. Rewrite or add a Facet of the Mystery that reflects this truth.

ON AN 11+ you and the psychic invoker fail to sync safely and the Harbinger within you forces the psychic invoker to become a temporary channel. Choose a number of questions equal to your scale of vulnerability—the Keeper reveals what the Harbinger you may become shows you. In addition, gain **1 Bond** with What the Darkness Demands of You.

- ✦ Who can't I trust?
- ✦ What will happen if the Harbinger unlocks the door and claims ascension?
- ✦ How can the psychic invoker help me become a Harbinger?
- ✦ What will happen if I take the door of ancient power for myself? Uncover **a Key** and draw a line between that Key and a Facet on the Mystery Map. Declare an irrevocable truth about the Mystery.

ON A 7- something or someone has hijacked the connection between you and the psychic invoker, the Keeper will tell you what happens next.

□ Subcontractor

DIVISION works with various experts in the field and has a number of regular subcontractors. During an investigation, you may call DIVISION to request an expert subcontractor. It's hard to get good and reliable help in a pinch.

When you take this move, answer at least one of the following questions:

- ✦ *Who is the subcontractor that none of you have met, but all of you fear?*
- ✦ *What terrible fate befell the last subcontractor who was sent into the field?*
- ✦ *Who is the head of operational security at DIVISION who is called in when a subcontractor compromises DIVISION?*

When you call DIVISION and ask them to send someone over, tell them who you need. Ask another player to choose from the list below and describe the subcontractor:

- ✦ **MONSTROUS:** The expert subcontractor shows up immediately, but they are also an Omen. Just like you, their Harbinger can tempt them from within, and they may fall victim to apocalyptic ruin.
- ✦ **REMOTE:** The expert subcontractor can't make it in time. Without being directly at the scene, they can only give you partial information, or a possible lead to go on.
- ✦ **SHADY:** The subcontractor is not exactly an expert, and they may not always provide reliable information or have the best scruples. But they show up immediately and offer a good lead to start with.

BASIC MOVES

PLAYER HANDOUT

OUR DOOM SPRINGS ETERNAL
OUR DEFIANCE IGNITES THE STORM
IT IS THE END OF DAYS

BASIC MOVES [1/1]

All PCs have access to the basic moves. These moves focus on what a monstrous agent of DIVISION will be doing as they investigate, interact with other characters, and learn more about the mystery.

The basic moves in *Apocalypse Keys* are:

- ✱ **Unleash the Dark:** Use your powers of darkness to manipulate, intimidate, or harm another
- ✱ **Power Through Darkness:** Defy the limits of your supernatural powers
- ✱ **Reveal Your Heart:** Reach out to someone and be vulnerable
- ✱ **Torn Between:** Choose between giving into your monstrous nature or hold on to your humanity that is denied to you
- ✱ **Grasp Keys:** Uncover a Key and come closer to solving the Mystery
- ✱ **Unlock Doom's Door:** Declare the nature of the ancient Door of Power and act against the Harbinger

UNLEASH THE DARK

When you unleash the dark within you to enforce your will on someone (physically, socially, or emotionally), spend Darkness Tokens and roll.

ON AN 8-10 you wield the darkness with control and ease, choose two:

- ✱ Get past their defenses and inflict a Condition
- ✱ Get what you want from them
- ✱ Avoid reprisals, harm, or cost
- ✱ Gain the upper hand, for now
- ✱ Expose a weakness or flaw
- ✱ Confuse them for some time

ON AN 11+ your control falters and you go too far. Choose one, but the Keeper describes an unintended consequence.

ON A 7- you have greatly underestimated them, the Keeper will describe the desperate position you find yourself in.

POWER THROUGH DARKNESS

When you push the limits of your supernatural powers, straining to do the extraordinary or avert imminent danger, spend Darkness Tokens and roll.

ON AN 8-10 you use your powers with great precision and effect, changing the situation before you. Additionally, the Keeper may offer you reprieve, a golden opportunity, or a **Bond** with someone.

ON AN 11+ you are on the edge of disaster. Choose one: mark a **Condition** to exert better control of your powers, or let the Keeper tell you how the situation is not under your control.

ON A 7- the Keeper will offer you something connected to What the Darkness Demands of You. Whether or not you take it, prepare for the worst.

REVEAL YOUR HEART

When you reveal your heart and try to sincerely connect to someone, spend Darkness Tokens and roll.

ON AN 8-10 your heart reaches theirs, choose one. If they are a PC and they choose to deepen the connection further, they choose one too.

- ✱ You grow closer, gain one Bond on them
- ✱ They soothe your heart, clear one Condition
- ✱ They taught you something important, mark XP
- ✱ They gave you hope, clear one mark of Ruin

ON AN 11+ you have a moment of closeness but also weakness. Ask each other, "How do I scare you at this moment?" After you both answer, you each choose one:

- ✱ Tell them how fearful you have become of them, on a scale from 0 to 4. That becomes the number of Darkness Tokens that they now have.
- ✱ Gain a Bond with What the Darkness Demands of You.

ON A 7- something interrupts or undermines the moment—a dire warning, consequence, or an aspect of the Mystery itself. The Keeper will tell you what happens next.

THE BASIC MOVES IN ACTION:

- ✱ The Omens **Grasp Keys** to try to figure out what the ancient Door of Power is, how to open it, and what lies beyond it.
- ✱ This will usually lead to complications, resulting in PCs having to **Unleash the Dark** or **Power Through Darkness** to confront antagonists or overcome challenges.
- ✱ In doing so, a PC may find themselves **Torn Between** what they must do and What the Darkness Demands. To keep going, an Omen must **Reveal Their Heart**, seeking comfort and support in moments of intimacy and sincerity.
- ✱ Finally, when the PCs feel like they can use all the Keys uncovered thus far, they may attempt to **Unlock Doom's Door**. Will their theory be correct, or will the Doomsday Clock tick forward?

TORN BETWEEN

When you are torn between your monstrous nature and your human heart, or when you are tempted by What the Darkness Demands of You, make a choice:

- ✱ Let your monstrous nature show and describe the damage your outburst causes, mark one Ruin.
- ✱ Describe how you diminish your power and conform to the pressures of humanity and lose all Darkness Tokens.
- ✱ Spend a Bond with someone. Describe how they, directly or inadvertently, help you regain control.

GRASP KEYS

When you search for a clue, investigate the signs of the apocalypse, or use your powers of darkness to gather information, describe how you are doing so. Spend Darkness Tokens and roll.

ON AN 8-10 you uncover a **Key**, the Keeper will tell you what it is.

ON AN 11+ you uncover a **Key**, but there's a significant complication, cost, or fall out, the Keeper will tell you what it is.

ON A 7- you find more than you were ready for. You may choose to mark Ruin to uncover a **Key**, but in doing so, the Keeper will reveal how you come closer to becoming a Harbinger.

UNLOCK DOOM'S DOOR

When you are ready to declare what the door is and how to unlock it, say what you believe it to be. Connect the Keys to the Facets of the Mystery, revealing the Harbinger. Roll, and add the number of connected Keys minus the Mystery's complexity. This roll is not affected by Darkness Tokens, Bonds, or any other move.

ON AN 8-10 you have tracked down Doom's Door. You know exactly where it is and how to unlock it. In addition, the Keeper will present an opportunity to protect what matters most, take down the Harbinger, or otherwise drive back the apocalypse.

ON AN 11+ you reach the door moments after the Harbinger has unlocked it. They've begun to harness the power on the other side of the door, but there is still time to stop them. The Keeper will tell you what sacrifice or risk you will need to endure to interrupt their ascension.

ON A 7- the door remains hidden, the theory was the wrong one. Every PC marks one Ruin. In addition, precious time is lost, and the Doomsday Clock ticks forward. If this fills the Doomsday Clock, the Harbinger has claimed the power of the door, and the PCs will face the worst possible circumstances.