

# CREATING MONSTERS OF DIVISION

## GAME HANDOUT

The PCs are Omen-class monsters who work for the DIVISION. You are the only ones who can stand against other monsters, study the signs of the apocalypse, investigate mysteries with your powers of darkness, and fight the Harbingers of the apocalypse.

Making a character is done in steps:

- ☞ **Step 1: Choose a playbook** that inspires you. Pay special attention to their powers of darkness (unique supernatural abilities) and What the Darkness Demands of You (what tempts them to become a Harbinger).
- ☞ **Step 2: Bring your character to life**, using the prompts as inspiration. By the end of this you'll have a name, a physical description, an Origin, their powers of darkness, and an idea for how they may become a Harbinger of the apocalypse.
- ☞ **Step 3: Refine your abilities.** Choose one playbook move, and then either one DIVISION move or one Ruin move, depending on whether your organizational ties or your self-destructive tendencies are more central to the initial vision for your character.

When choosing DIVISION moves, pick one that another player hasn't chosen yet—no two PCs should have the same DIVISION move at the start of the first session.
- ☞ **Step 4: Introduce your character to the other players.** Focus on your origin and What the Darkness Demands of You. Tell everyone what impulse you've chosen for now, so the Keeper and other players can help you achieve that during play.
- ☞ **Step 5: Create your starting Bonds** with the other characters and What the Darkness Demands of You.

# SAFETY TOOLS

## GAME HANDOUT

### GREEN, YELLOW, AND RED

**Green, Yellow, and Red** is a safety tool that uses lists to remind players what subjects and themes we want to see in a game and what subjects and themes should be avoided. The lists can be modified at any time and can be referred to during play.

You'll need a way of writing down answers to some questions, to help guide play. As everyone in the group takes turns answering questions, write down the answers. This makes it easier to refer to later.

#### Green

What themes, stories, and ideas are we excited to explore?

#### Yellow

What themes, stories, and ideas do we want to see less of?

#### Red

What themes, stories, and ideas will we NOT see at all?

### How We Will Check In

**Agree on a means of checking in throughout the game.** Make it a habit to check in during play, during breaks, and after a game.

### STARS AND WISHES

To help the Keeper and players best align their desires and intentions, I recommend using **Stars & Wishes**, a tool created by Lu Quade. To use Stars & Wishes:

- ✿ At the end of the session, each player (including the Keeper) gives a **Star** to someone. This Star could highlight a cool narrative moment that took your breath away, a delightful bit of roleplay, a description that struck you, anything that gave you joy and excitement. If you have enough time, give several stars!
- ✿ Each person then describes a **Wish** they have. This is something they'd like to see happen in a future session. It could be a specific event you'd like for your character or someone else's, an NPC you'd like to see more of, an interaction or narrative moment you're hoping for, a move you want to try, and so on.
- ✿ The Keeper takes note of these Stars and Wishes, which will guide future sessions. Focusing on the Stars that people enjoyed and bringing more of the same, incorporating Wishes and helping them come true.

Experiment and tweak Stars & Wishes as much as you like, making it work best for your group! A strong feedback tool that celebrates and guides play will lead to an even more fun.

### OTHER SAFETY TOOLS

For more information on safety tools and their use, the TTRPG Safety Tool Kit <http://bit.ly/ttrpgsafetytoolkit> by Kienna Shaw and Lauren Bryant-Monk is an excellent resource. Different groups will need a different combination of safety tools. See what works best, and play with an open heart.

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

ORIGIN

LOOK

THE PROPHECY THAT HAUNTS YOU

### 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

### BONDS

WHO                      BOND RATING

### WHAT THE DARKNESS DEMANDS OF YOU

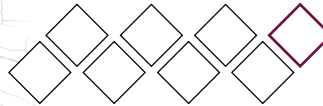
### REMEMBER TO...

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

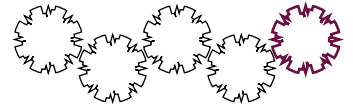
### BREAKING POINT (when you mark your last named condition)

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.

### 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

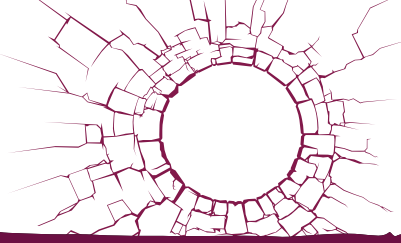
- Take a new Summoned move
- Take a new DIVISION move
- Take a move from another playbook
- Describe a new way to gain Darkness Tokens
- Take a new Power of Darkness from your playbook
- Change your playbook

### 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.

### CONDITIONS

- RAGING
- LOVELORN
- OBSESSED
- DESPAIRING
- 
-



I WEAR THE CRUEL CROWN OF PROPHECY  
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THE  
**SUMMONED**

PLAYSHEET

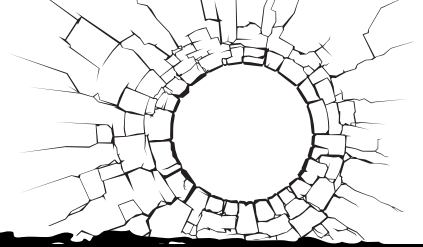
MOVES

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

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

# THE SUMMONED

I WEAR THE CRUEL CROWN OF PROPHECY  
I EMBODY THE PROMISE AND INEVITABILITY OF THE APOCALYPSE  
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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 *(choose 1)*

- a straightforward name
- a name that conveys strength and power
- a name that whispers of the world I come from
- a name I was given by accident
- a name I need to live up to one day

### YOUR LOOK *(choose 1-3)*

- a trench coat that hides most of my monstrous form
- eyes of the brightest gold
- shattered horns
- a holy item my adopted parent gave me
- a part of my body is a weapon I'll never use
- the mark of my love who I betrayed
- an empty and tarnished locket
- something that hints at my struggle to be human

### YOUR ORIGIN *(choose 1)*

- I was summoned from hell to be the final door to the apocalypse
- from the grasp of a cosmic horror that will remake us all
- from a nightmare realm that will crown me ruler of a broken world
- something else that describes the terrible world I came from and what it demands of this world

### WHAT IS THE PROPHECY THAT HAUNTS YOU? *(choose 1)*

- I gather my acolytes from the weak and oppressed and turn them into the most fearsome Harbingers
- I take every nightmare that haunts humanity and paint a beautifully broken world from their fears
- I lose all my memories and emotions in order to become the weapon I was created to be
- when I fall in love for the last time an ancient Door of Power will open in my heart and destroy the world
- something else I must defy at all cost to remain human

### YOUR POWERS OF DARKNESS *(choose 2)*

- Colossal Strength
- Emotion Amplification
- Supernatural Resistance
- Shadow Control
- Weapons from Elsewhere

### WHAT DOES THE DARKNESS DEMAND OF YOU? *(choose 2)*

- to push away those I need most
- to yearn for a love that can never be mine
- to betray those who love me most
- to despair as an immortal
- to fall in love with a Harbinger of the apocalypse
- to embrace and strengthen my prophecy
- something else that would break my heart and leave me empty

### 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)*

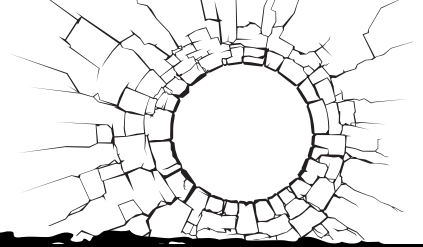
### WHEN PLAYING THE SUMMONED REMEMBER...

- ✦ 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.

Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a **DIVISION** Move (make sure everyone knows which one).

### 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:

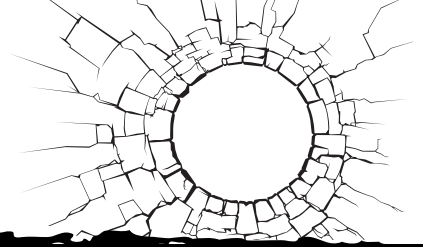
- ✦ Declare a new truth about your prophecy
- ✦ Reveal a crucial event that is going on outside of view
- ✦ Gain **1 Bond** with a PC or NPC that is central to the destiny you desire

**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.





## 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.

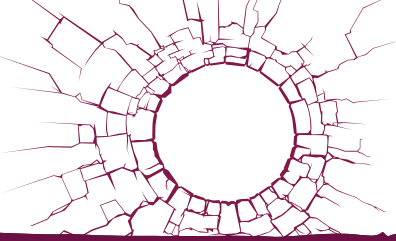
### Retire your Character and Become a Harbinger of the Apocalypse

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

PLAYSHEET

NAME

ORIGIN

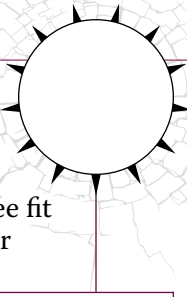
LOOK

WHAT COLLATERAL DAMAGE YOU LEAVE IN YOUR WAKE

**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**

**BONDS**

WHO                      BOND RATING

**WHAT THE DARKNESS DEMANDS OF YOU**

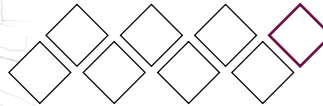
**REMEMBER TO...**

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

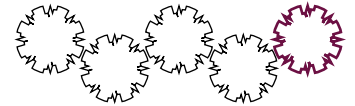
**BREAKING POINT** *(when you mark your last named condition)*

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.

**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

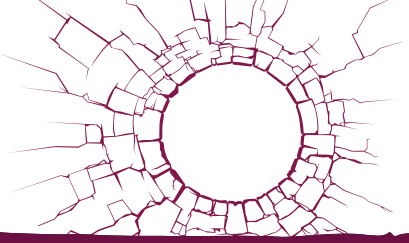
**RUIN ADVANCES**

- 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.

**CONDITIONS**

- REACTIVE
- VICIOUS
- OBSESSED
- DESPAIRING
- 
-





I MUST LEARN TO SHARE MY POWER, OR BE CONSUMED BY IT  
I EMBODY THE HOPE AND FEAR OF THE APOCALYPSE  
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MY HEART YEARNs TO DESTROY AND BE DESTROYED

### ■ 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)*

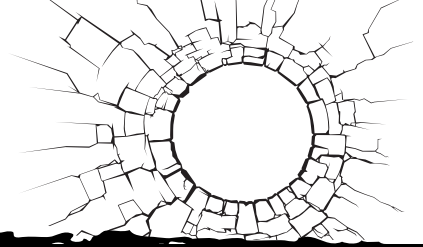
Your heart is a wild thing that surges along with your power, one day your heart will break and your power will consume you. But that day is not today.

**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.

# THE SURGE

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



## 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 *(choose 1)*

- a mundane name
- a name that conveys flood and fury
- a name that reminds me of the life I lost
- a name someone else gave me to help me forget the past
- a name I need to let go of one day

### YOUR LOOK *(choose 1-3)*

- anachronistic clothing and accessories
- a collection of holy symbols
- tattoos that respond to my emotions
- a keepsake from an ex-lover
- an ever burning cigarette
- an item from someone who died by my power
- obvious signs of how I control my desires
- something that hints at my struggle to be human

### YOUR ORIGIN *(choose 1)*

- I was born with these terrible powers as punishment for something unforgivable
- someone I cared for sacrificed me to a greater power that I now embody
- I was chosen to carry this terrible burden and destroy the human world
- something else that describes the sheer magnitude of the power forced upon me and how dangerous I am to others

### WHAT COLLATERAL DAMAGE DO YOU LEAVE IN YOUR WAKE? *(choose 1)*

- my powers of darkness infect those around me and leave permanent scars
- my subconscious rewrites small aspects of reality for a short time
- memories become distorted and break down in unpredictable ways
- whenever I lose control one of my doppelgangers appears in the world
- something else that reminds me I am dangerous to those I care for

### YOUR POWERS OF DARKNESS *(choose 1)*

- Elemental Control
- Cosmic Energies
- Demon Horde
- Body and Flesh Manipulation
- Angelic Fury and Beauty

### WHAT DOES THE DARKNESS DEMAND OF YOU? *(choose 2)*

- to be the downfall of those I care for
- to destroy everything around me for the slightest trespass
- to find a Scion to my power
- to never fall in love
- to serve the most powerful Harbinger of the apocalypse
- to erase humanity itself
- something else that would destroy all that I care for

### STARTING BONDS

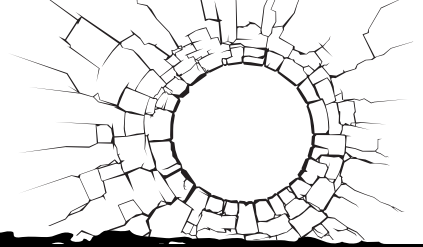
- \* You were there when I truly let go. What did I destroy that belonged to you? Why are you grateful? *(Gain 1 Bond with them)*
- \* I love you, but you rejected me for my own sake. Why? *(Gain 2 Bonds with them)*
- \* Why am I tempted to give into What the Darkness Demands? *(Gain 1 Bond with What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

### 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. Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a **DIVISION** Move (make sure everyone knows which one).

### WHEN PLAYING THE SURGE REMEMBER...

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



## 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

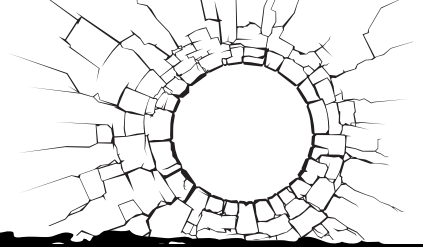
Your little monster is a constant reminder of what happens when you allow someone to get too close to you.

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.



THE MEMORIES OF OTHERS HELP ME HIDE ME FROM MY OWN PAST  
 I EMBODY THE DREAMS AND CRUELTY OF THE APOCALYPSE  
 MY POWER IS INQUISITIVE, EMOTIONAL, AND STRANGE  
 MY HEART YEARNS TO KNOW AND BE KNOWN

# THE FOUND

## PLAYSHEET

## VITALS

NAME

ORIGIN

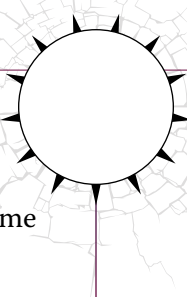
LOOK

WHAT HAS REPLACED MOST OF YOUR MEMORIES FROM BEFORE DIVISION

### DARKNESS

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

- ☛ Feel frustrated or scared
- ☛ React with uncertainty or cowardice
- ☛ Ask someone to listen to my wisdom
- ☛ Ask someone to open their emotions to 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

### BONDS

WHO                      BOND RATING

### WHAT THE DARKNESS DEMANDS OF YOU

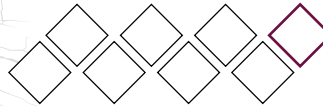
### REMEMBER TO...

- ☛ Seek to understand the minds and hearts around you
- ☛ Struggle to be brave and true
- ☛ Fear the truths hidden in your lost memories

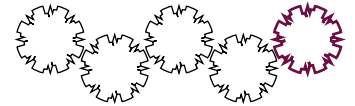
### BREAKING POINT (when you mark your last named condition)

**Time weighs heavily on you, and there is much you have allowed yourself to forget.** The puzzle box in your mind opens up, and there is no looking away from the truth.  
 Describe the terrible flashbacks that reveal your role in ushering in the apocalypse, and what this revelation drives you to do. The Keeper will add layers of heartbreak and despair to your memories. They will then reveal someone from your past determined to destroy you and all you hold dear. What clues do you see that reveal how close they are to tracking you down?

### 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 reclaim a fragment of your memories?
- Did you let go of one of your memories and replace it with a new one?
- Did you open your mind or heart to another monster?
- Did you act in a way that contradicts what you know of your past self?
- Did you use the emotions or memories of another to create a cruel advantage?

### 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 Found 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

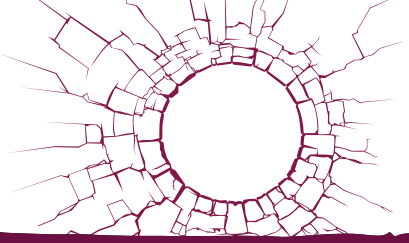
### RUIN ADVANCES

- 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.

### CONDITIONS

- UNREACHABLE
- DEFENSIVE
- INTROSPECTIVE
- OBSESSED
- 
-





THE MEMORIES OF OTHERS HELP ME HIDE ME FROM MY OWN PAST  
I EMBODY THE DREAMS AND CRUELTY OF THE APOCALYPSE  
MY POWER IS INQUISITIVE, EMOTIONAL, AND STRANGE  
MY HEART YEARNS TO KNOW AND BE KNOWN

THE  
**FOUND**

PLAYSHEET

MOVES

■ **You Can't Hide Your Heart from Me** *(starting move)*

You are sensitive to the surface thoughts and strongest feelings of those around you.

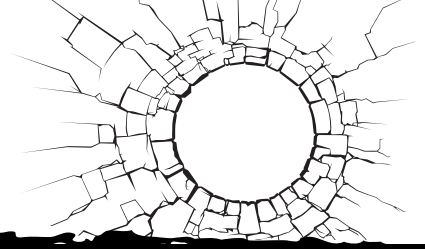
When you deepen your senses, spend Darkness Tokens and roll.

**ON AN 8-10** you sense more under the surface, ask two:

- \* What do you wish would happen?
- \* What are you hiding?
- \* What are you truly afraid of?
- \* Who or what do you love above all else?
- \* How can I make you trust me?
- \* What don't you realize you know? Draw a line between a **Key** and a Facet of the Mystery. Declare an irrevocable truth about the Mystery.

**ON AN 11+** their mind bleeds into yours, choose one above and they will choose one to ask you as well. The Keeper tells you how their heart is corrupted by your power, gain **1 Bond** with them.

**ON A 7-** the darkness within you takes hold and will break the mind and heart of who you were connecting to. The Keeper tells you what price you must pay to save them from the worst of your power.



## 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 *(choose 1)*

- a strange name
- a name that conveys the depth of the unknown
- a name that reminds me of the mystery that birthed me
- a name someone else gave me to mark an auspicious date
- a name I need to decide on one day

### WHEN PLAYING THE FOUND REMEMBER...

- ✦ Seek to understand the minds and hearts around you
- ✦ Struggle to be brave and true
- ✦ Fear the truths hidden in your lost memories

### YOUR LOOK *(choose 1-3)*

- a monstrous body that inspired horror movies
- a hypnotizing aura
- the smell of incense and flowers
- a terrifying mask that covers my beauty
- an ill-fitting costume
- scars from a time I cannot remember
- the coldest touch and warmest expression
- something that hints at my struggle to be human

### YOUR ORIGIN *(choose 1)*

- I was found in an ancient tomb and wear the face of a legend
- I was found in an abandoned facility that performed cruel experiments
- I was found in an alien world and brought back against my will
- something else that describes how time forgot me and why I can't remember who I am

### WHAT HAS REPLACED MOST OF YOUR MEMORIES FROM BEFORE DIVISION? *(choose 1)*

- waking dreams that corrupt or undermine my reality
- haunting shadows that mock me with distorted voices
- sharp memories of someone from another time and place
- a shivering sense of loss and a yawning abyss of nothingness
- something else that reminds me I must make new memories if I hope to outrun the past

### YOUR POWERS OF DARKNESS *(choose 2)*

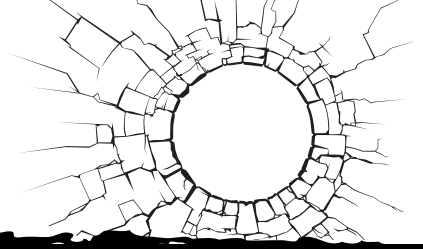
- Telekinesis
- Telepathy and Mind Blasts
- Ancient Weapons of Magic
- Creature Affinity
- Power Absorption

### WHAT DOES THE DARKNESS DEMAND OF YOU? *(choose 2)*

- to meet my cruel maker
- to destroy my friends before they destroy me
- to empower the Harbingers of the apocalypse
- to create an army of mindless puppets
- to open a permanent portal to a dark realm
- to hurt those who care for me
- something else that would make me truly alone

### STARTING BONDS

- ✦ You were there when I was found. Do you pity or admire me? *(Gain 1 Bond with them)*
- ✦ You love me, but I don't understand love. Why won't you give up on 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)*



## PLAYBOOK MOVES

*The Found* has their Starting Move **YOU CAN'T HIDE YOUR HEART FROM ME**. Other Playbooks cannot take this Starting Move as an advance. Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a **DIVISION** Move (make sure everyone knows which one).

### You Can't Hide Your Heart from Me *(starting move)*

You are sensitive to the surface thoughts and strongest feelings of those around you.

When you deepen your senses, spend Darkness Tokens and roll.

**ON AN 8-10** you sense more under the surface, ask two:

- ✦ What do you wish would happen?
- ✦ What are you hiding?
- ✦ What are you truly afraid of?
- ✦ Who or what do you love above all else?
- ✦ How can I make you trust me?
- ✦ What don't you realize you know? Draw a line between a **Key** and a Facet of the Mystery. Declare an irrevocable truth about the Mystery.

**ON AN 11+** their mind bleeds into yours, choose one above and they will choose one to ask you as well. The Keeper tells you how their heart is corrupted by your power, gain **1 Bond** with them.

**ON A 7-** the darkness within you takes hold and will break the mind and heart of who you were connecting to. The Keeper tells you what price you must pay to save them from the worst of your power.

### Walk with Me in Dreams

You have learned how to travel through the portals that connect all dreamers. Even locations, objects, and Harbingers dream.

When you seek out insight or wisdom in dreams, spend Darkness Tokens and roll.

**ON AN 8-10** you find exactly what you are looking for. Choose two:

- ✦ You unearth a secret
- ✦ You implant a suggestion that shifts reality
- ✦ You hide something in the dream
- ✦ You bring back something from the dream
- ✦ Declare an irrevocable truth about the Mystery that you learn from the Dream. Rewrite or add a Facet of the Mystery that reflects this truth.

**ON AN 11+** you come across something disturbing, choose one from above and one from below.

- ✦ You lose control of your powers in a terrible way, mark **1 Condition**
- ✦ You are in the grasp of something horrifying, mark **1 Ruin**
- ✦ You endanger someone, destroy **1 Bond** with them

**ON A 7-** the dream comes alive and leaks violently out into the world. The Keeper will tell you what happens next.

### A Man of a Thousand Faces

You have learned how to reflect the thoughts of memories of others, to help them see who they wish to see.

When you allow your form to fluctuate and take on the face of another, spend Darkness Tokens and roll.

**ON AN 8-10** the thoughts and memories come together in song and your form harmonizes with it, choose two:

- ✦ You look like one person who causes fear and easily intimidates others
- ✦ You look like a different person to different people, someone inconspicuous and easily underestimated
- ✦ The shape and form is stable and will last for as long as you can concentrate on maintaining it
- ✦ You gain the memories and thoughts of whoever you look like

**ON AN 11+** your own thoughts and memories are discordant and the song falters for a moment, choose one above and one below:

- ✦ One of your own memories must be sacrificed, destroy **1 Bond**
- ✦ You learn something disturbing through the thoughts and memory of another, mark **1 Condition**
- ✦ An aspect of your subconscious escapes into the mind of another, mark **1 Ruin**

**ON A 7-** a thought or memory bears the mark of a Harbinger, causing you to lose control of your form entirely. The Keeper will tell you what happens next.

### You Are Not Alone

When a PC is **TORN BETWEEN** and must make a choice, you may reach out to them psychically and tell them why they shouldn't be afraid.

Mark **1 Condition** and ask them, "How do I help you believe in yourself?" They no longer have to make a choice and find a moment of clarity and calm. In addition, both of you gain **1 Bond** with each other.

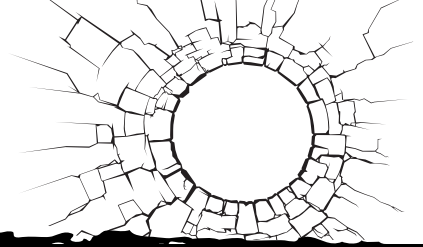
### The Truth Above All Else

When you **GRASP KEYS** alone while inviting danger, take 3 Darkness Tokens before doing so.

### It Was Just Me for A Long Time

You spent many years alone before you were found by **DIVISION**. You have learned the wisdom of solitude, the strength in loneliness. Unlike other PCs you may create a **Bond** with yourself.

When you choose the wisdom of solitude, tell everyone how you spend time alone. What do you do? How is it calming, fruitful, or insightful? Gain **1 Bond** with yourself. You may spend these Bonds with yourself as normal.



## RUIN MOVES

### Dark Puppet Strings

The darkness wants to be molded by you, and yearns for your control.

**When you take this move**, create a puppet made from the dark and twisted thoughts you have collected from others over the years. Describe two emotions it can feel and understand.

**When you seek to command your puppet mark 1 Ruin and choose one:**

- ✦ It protects you or someone else important to you
- ✦ It creates a cunning diversion
- ✦ It passes itself off as someone or something else for a time
- ✦ It mirrors one power of darkness from another PC, immediately using it to great effect

Once the task is completed, the puppet wishes to escape into the land of dreams. Choose:

- ✦ Allow it to escape, knowing that it will create others like itself and infect more dreams.
- ✦ Mark **1 Ruin** to leash it to you, for now. It will await your next command. The first time you do this, name it. It will see you as its parent.

### Where Do You End, Where Do I Begin?

You know that the heart is such a strong, but fragile thing.

**When you know the desire or emotional state of an NPC (or a PC, if invited)**, you may touch them and alter it. Mark 1 Ruin and choose two:

- ✦ Deepen it
- ✦ Bring it to the center
- ✦ Shift its target
- ✦ Lessen it
- ✦ Shift its nature
- ✦ Remove it for a time

As long as you remain in control of their desire or emotion, you feel what they are feeling. You may release your hold on their heart at any time.

### Let Sleeping Gods Lie

Somewhere in your memories lies the truth—you were once a terrible and vengeful cosmic being, destroyer of souls and worlds, before heroes forced you into slumber. What you are now is just a dream come to life, while the real you continues to sleep, yearning for a new age of destruction.

**When you take this move**, create your own personal Doomsday Clock with 12 ticks and name it *The Dream Ends*.

**When you reach out to your true self and take back some of your destructive cosmic power**, choose:

- ✦ Mark **1 Ruin** and tick *The Dream Ends* once. Cosmic dreams of terror bleed from you. The dreams cause horrifying hallucinations around you and the vulnerable are infected by corrupting nightmares. You cannot control who is harmed or the nature of their corruption.
- ✦ Mark **2 Ruin**, and tick *The Dream Ends* twice. You wield cosmic dreams of terror like the sharpest weapon—infect a specific vulnerable target with horrifying hallucinations and bring one of their nightmares to life. In addition, gain **1 Bond** with My True and Cosmic Form.

**When *The Dream Ends* clock fills**, you wake up and regain your True and Cosmic Form. Whatever the current Mystery is, it is set aside. In this moment, you become the next Harbinger of the apocalypse, emerging from an ancient Door of Power. You are whole, complete, but terrifying and beyond mortal comprehension. Give yourself a new name and title befitting the cosmic horror you are.

You are no longer part of DIVISION. The other PCs must deal with you, one way or another. Once your apocalyptic threat is dealt with, retire this character and create a new one.

### Crowned by Dream, Exalted by Nightmare

You have learned how to harness dreams and create great and terrible weapons from them.

**When you turn dreams into a dangerous weapon**, mark Ruin and choose one:

- ✦ **It is a physical weapon.** Others can interact with it and pick it up. It can be physically destroyed.
- ✦ **It is an emotional weapon.** Only you or someone you give it to can wield it. It can be emotionally disrupted.
- ✦ **It is a weapon of darkness.** Any monster or creature of darkness can use it and see it, but the mundane and mortals cannot.
- ✦ **It is a weapon of pure nightmare.** It has a will and mind of its own. It creates itself. It is powerful, unstoppable. It is exactly what you need. It only honors your commands for a time.

## 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



PLAYSHEET

VITALS

NAME

ORIGIN

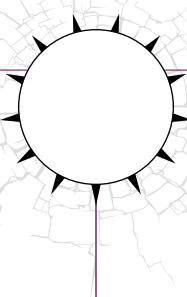
LOOK

WHAT FORM DEATH TAKES TO SPEAK TO YOU

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

BONDS

WHO                      BOND RATING

WHAT THE DARKNESS DEMANDS OF YOU

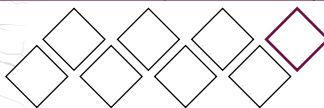
REMEMBER TO...

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

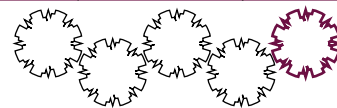
BREAKING POINT *(when you mark your last named condition)*

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.

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

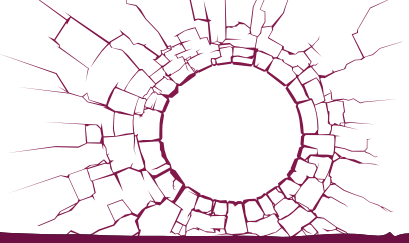
RUIN ADVANCES

- 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.

CONDITIONS

- LONELY
- DISTRACTED
- VICIOUS
- OBSESSED
- 
-





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**  
MOVES

PLAYSHEET

■ **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.

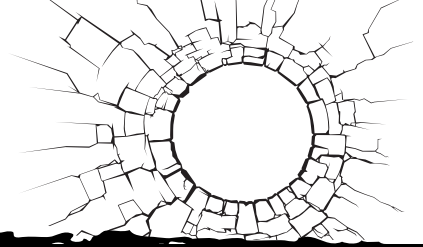
**ON AN 8-10** Death shows you exactly what happened here. In addition, you draw Death close to you, ask two that Death will answer:

- ✦ 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.



## 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

(choose 1)

- a traditional name that conveys knowledge and history
- a name that reminds me of the mortal life I once knew
- a name someone else doomed me with
- a title I need to reclaim one day

### WHEN PLAYING THE SHADE REMEMBER...

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

### YOUR LOOK

(choose 1-3)

- a vaporous body contained by a suit
- an aura of strange glowing colors
- the smell of books and dark wood
- a face that can never settle on anything real
- a symbol that proves my soul belongs to another
- a clipped accent or sing song voice
- a ghostly companion that never speaks
- something that hints at my struggle to be human

### YOUR ORIGIN

(choose 1)

- I was a famous medium who lost my body in a terrible accident
- I got too close to the truth and died—but death would not take me
- I have no memory of my previous life and have a radioactive body with a limited half-life
- something else that describes how I lost my form to death but hold on to my soul tightly

### WHAT FORM DOES DEATH TAKE TO SPEAK TO YOU?

(choose 1)

- they wear the faces of those I failed to protect
- they freeze time and possess someone near me speaking through them
- they are the whistling wind and pouring rain and speak in broken poetry
- they wait for me in reflective surfaces and look like me before my death
- something else that shows how much Death cares for me

### YOUR POWERS OF DARKNESS

(choose 2)

- Necromancy
- Let the Dead Speak
- Shadow Magic
- Supernatural Strength and Speed
- Machines Powered by Soul Magic

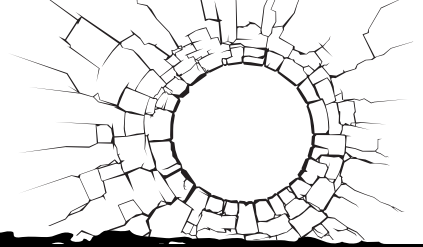
### WHAT DOES THE DARKNESS DEMAND OF YOU?

(choose 2)

- to fall in love with the destroyer of worlds
- to break the veil between the living and the dead
- to kill Death
- to consume every psychic in the world
- to destroy anything resembling friendship
- to reinvigorate an ancestral curse
- something else that would make me give up on my soul

### 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)



## PLAYBOOK MOVES

The Shade has their Starting Move **DEATH WALKED HERE**. Other Playbooks cannot take this Starting Move as an advance.

Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a **DIVISION** Move (make sure everyone knows which one).

### 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.

### 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.

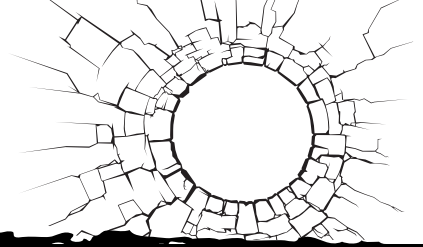
### Allow Me to Offer a Theory

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 YEARS TO COMFORT AND BE COMFORTED

# THE LAST VITALS

## PLAYSHEET

## VITALS

NAME

ORIGIN

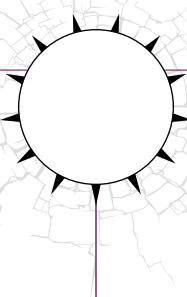
LOOK

WHAT TRAGEDY DESTROYED YOUR PEOPLE

### 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

### BONDS

WHO                      BOND RATING

### WHAT THE DARKNESS DEMANDS OF YOU

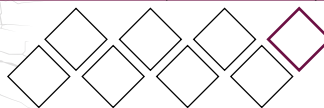
### REMEMBER TO...

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

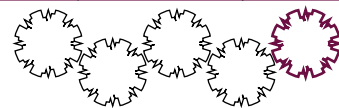
### BREAKING POINT (when you mark your last named condition)

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.

### 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

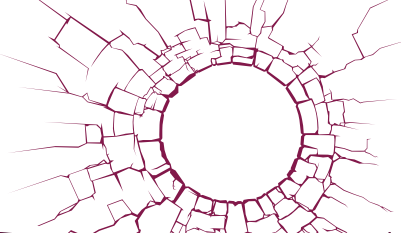
### RUIN ADVANCES

- 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.

### 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.

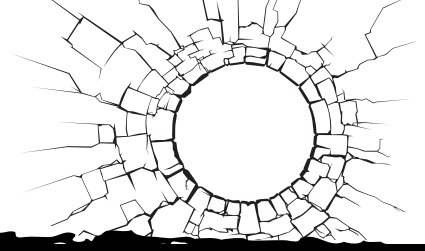
When you declare how the wisdom of your people may help in a situation, spend Darkness Tokens and roll.

**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.



## 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

(choose 1)

- a temporary name I've grown used to
- a name I stole from those who destroyed my people
- a painful name I can never let go of
- a name that I need to remember one day

### YOUR LOOK

(choose 1-3)

- an alien body that cannot be disguised
- eyes that contain a galaxy
- unique skin oils that glisten and shine
- a wound I will never allow to heal
- a symbol that represents everything that was taken from me
- a litany of strange questions I ask
- a strange pet who won't leave my side
- something that hints at my struggle to be human

### YOUR ORIGIN

(choose 1)

- I am a refugee from a destroyed planet
- my people owned this Earth before humans
- I am the last of an army that was sent here to destroy all
- something else that describes why there will never be another like me in all the Universe

### WHAT TRAGEDY DESTROYED YOUR PEOPLE?

(choose 1)

- through our own ignorance and pride—we destroyed ourselves
- we were manipulated into becoming Harbingers in a series of apocalypses
- the machine gods we built to rule the galaxy turned on us
- one of our own betrayed us when we were on the brink of destroying cosmic entities of evil
- something else that speaks to how ancient and vast the tragedy is and how it can happen again to others

### YOUR POWERS OF DARKNESS

(choose 2)

- Dimensional Phasing
- Flight and Speed
- Void Spells
- An Ancient Weapon of Destruction
- Time Distortion

### WHAT DOES THE DARKNESS DEMAND OF YOU?

(choose 2)

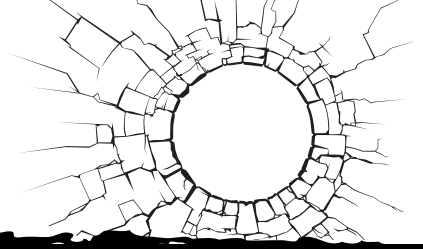
- to resurrect my people at the expense of humanity
- to awaken the leviathans in space
- to destroy all life on Earth
- to betray DIVISION
- to create a human vessel for a cursed god
- to betray those I love
- something else that would destroy all hope I bear

### 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.

Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a **DIVISION** Move (make sure everyone knows which one).

### 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'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.

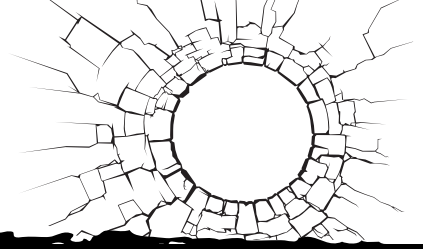
### You Are All I Have Left

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

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.

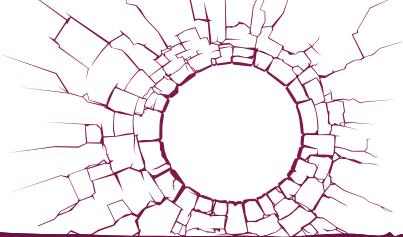
### Retire your Character and Become a Harbinger of the Apocalypse

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 AM A PALE REFLECTION OF THE GLORY I ONCE WAS  
 I EMBODY THE HUBRIS AND VOLATILITY OF THE APOCALYPSE  
 MY POWER IS FADED, CRACKED, AND DECEITFUL  
 MY HEART YEARS TO WORSHIP AND BE WORSHIPED

# THE FALLEN

## PLAYSHEET

## VITALS

NAME

ORIGIN

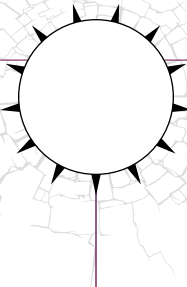
LOOK

THE GODS WHO TAUNT YOU

### DARKNESS

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

- ☛ Feel others are beneath me
- ☛ React with spite or arrogance
- ☛ Ask someone to worship me
- ☛ Ask someone to betray another
- ☛ 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

### BONDS

WHO                      BOND RATING

### WHAT THE DARKNESS DEMANDS OF YOU

### REMEMBER TO...

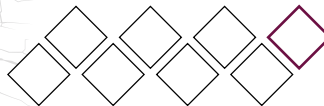
- ☛ Weave devastation with charm and guile
- ☛ Yearn for love and power equally
- ☛ Claw your way to even greater heights

### BREAKING POINT (when you mark your last named condition)

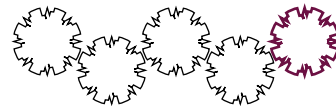
You were once beautiful and loved, perfect and beyond despair. You are gripped with how far you have fallen, how much of your glory was ripped away from you. You are unworthy of love, and your heart screams in anguish.

Describe how you use what little power you have left to bring you painfully close to your former divinity, and how it twists and consumes everything around you. The Keeper will tell you what horrors you birth and what twisted shadow of a god escapes quietly into the world.

### 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 bless the weak with the immeasurable glory of your presence?
- Did you taunt or seduce those who would seek to destroy you?
- Did you humiliate yourself for the intimacy you crave for?
- Did you tell the truth when you shouldn't have?
- Did you betray someone you love?

### 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 Fallen 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

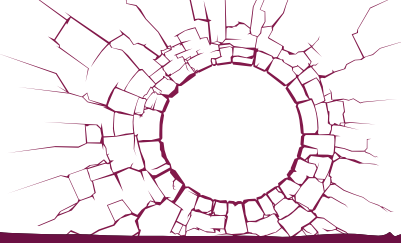
### RUIN ADVANCES

- 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.

### CONDITIONS

- LUSTFUL
- RAGING
- FORLORN
- OBSESSED
- 
-





I AM A PALE REFLECTION OF THE GLORY I ONCE WAS  
I EMBODY THE HUBRIS AND VOLATILITY OF THE APOCALYPSE  
MY POWER IS FADED, CRACKED, AND DECEITFUL  
MY HEART YEARNS TO WORSHIP AND BE WORSHIPED

# THE FALLEN

## PLAYSHEET

## MOVES

### ☐ **Call Me Master** *(starting move)*

No one can resist the call of your dark heart, not for long anyway.

When you declare how you mesmerize onlooking NPCs with your faded power, spend Darkness Tokens and roll.

**ON AN 8-10** you have claimed new worshipers. Choose two:

- ✦ They will fulfill a single command exactly as you wish
- ✦ They will grant you new powers temporarily, describe them
- ✦ They will create a place of worship and power in your name

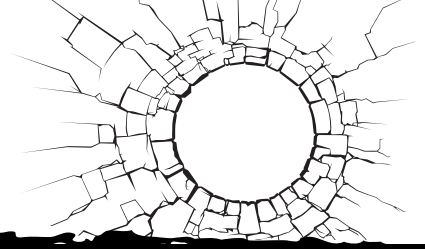
**ON AN 11+** you wonder if this is truly what you desire. Choose one from above and one from below:

- ✦ An old enemy takes notice and makes a move against you, mark **1 Condition**
- ✦ Your true self emerges for a moment, destroy **1 Bond**
- ✦ Receive a terrible vision of your future, mark **1 Ruin**

**ON A 7-** the song of your dark heart awakens a slumbering horror, the Keeper will tell you what dark and terrifying entity answers you call.

# THE FALLEN

I AM A PALE REFLECTION OF THE GLORY I ONCE WAS  
I EMBODY THE HUBRIS AND VOLATILITY OF THE APOCALYPSE  
MY POWER IS FADED, CRACKED, AND DECEITFUL  
MY HEART YEARNS TO WORSHIP AND BE WORSHIPED



## 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

(choose 1)

- a name god gave me with love
- a name I earned through fear and terror
- a name that can never be said out loud
- a name I need to give to someone else one day

### YOUR LOOK

(choose 1-3)

- a multitude of wings made of light and sound
- eyes that cover my entire body
- a cracked halo that bleeds
- limbs of a mythic creature
- a brand of a demon burned into my skin
- evidence of the god I once was
- mismatched clothing hastily thrown together
- something that hints at my struggle to be human

### YOUR ORIGIN

(choose 1)

- I was once a mighty god of this Earth but was killed by my worshipers
- I once claimed hell for my own but was betrayed
- I was an angelic creature destroyed by my jealous god
- something else that describes how far I have truly fallen and all I have lost

### WHO ARE THE GODS WHO TAUNT YOU?

(choose 1)

- those who I betrayed seek to destroy me once and for all
- ancient gods who have lost their power and ache for what is left of my divinity
- twisted gods I corrupted who are now monsters of myth and legend
- divine servants who grew in power as I have weakened
- something else that feeds my spite and sharpens my hubris

### YOUR POWERS OF DARKNESS

(choose 2)

- Soul Venom
- Fae Glamour
- Fear Manipulation
- Weapons of Light and Sound
- Many Forms of Mythic Animals

### WHAT DOES THE DARKNESS DEMAND OF YOU?

(choose 2)

- to kill all the gods
- to storm heaven
- to create dark churches in my name
- to make my fellow monsters my worshipers
- to fall in love with a monster who can destroy me
- to curse the one I love
- something else that would have me fall again from greater heights

### STARTING BONDS

- ✦ You made sure my fall was swift and terrible, why don't I hate you for it? (Gain 1 Bond with them)
- ✦ You long to worship me, your heart yearns for me. Why do I keep my distance from you? (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)

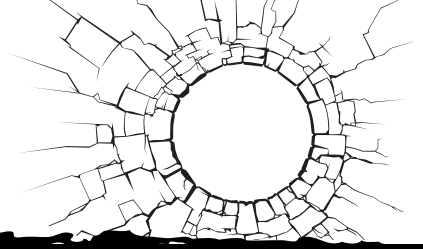
### PLAYBOOK MOVES

The Fallen has their Starting Move **CALL ME MASTER**. Other Playbooks cannot take this Starting Move as an advance.

Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a DIVISION Move (make sure everyone knows which one).

### WHEN PLAYING THE FALLEN REMEMBER...

- ✦ Weave devastation with charm and guile
- ✦ Yearn for love and power equally
- ✦ Claw your way to even greater heights



### Call Me Master *(starting move)*

No one can resist the call of your dark heart, not for long anyway.

When you declare how you mesmerize onlooking NPCs with your faded power, spend Darkness Tokens and roll.

**ON AN 8-10** you have claimed new worshipers. Choose two:

- ✦ They will fulfill a single command exactly as you wish
- ✦ They will grant you new powers temporarily, describe them
- ✦ They will create a place of worship and power in your name

**ON AN 11+** you wonder if this is truly what you desire. Choose one from above and one from below:

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- ✦ Receive a terrible vision of your future, mark **1 Ruin**

**ON A 7-** the song of your dark heart awakens a slumbering horror, the Keeper will tell you what dark and terrifying entity answers you call.

### Mother of Monsters

You have the ability to bring into the world terrifying monsters of beauty. Describe the process and what you wish to bring into the world. Spend Darkness Tokens and roll.

**ON AN 8-10** the child is perfect and obedient. It helps as you wish and sees you as a parent. Describe what dark powers it has.

**ON AN 11+** the child is perfect and rebellious. It does as you ask for now, but it sees you as its lesser. The Keeper describes what powers it has. Choose one:

- ✦ Mark **1 Condition** and describe how you convince them to worship you, for now
- ✦ Mark **1 Ruin** and birth another exactly like it
- ✦ Do nothing, but know that it will become an enemy

**ON A 7-** something has gone terribly wrong—the Keeper will tell you what happens next.

### Fleeting Divinity

You have a collection of beautiful relics that were created in worship of you, and small fragments of your lingering divinity are contained within them.

After any roll you make, you can expend one of these relics to modify the result by +1 or -1. Describe the relic that you hold, and what happens as the divinity is within cracks and fades. Does it leave behind ash and blood? Glass and tears?

Whatever happens, it has been used up forever. Mark **1 Condition**. You have at your disposal a vast supply of these beautiful relics, which may all be sacrificed at the cost of chipping away at your divinity.

### Honeyed Tongue and Clouded Minds

You have only survived in this wretched state because of your ability to lie and charm.

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

- ✦ A part of my lie becomes truth
- ✦ I learn a valuable secret
- ✦ They are tempted to worship me
- ✦ They will give me temporary shelter or protection

### You Loved Me Once

When you first encounter a named NPC or Faction, you may declare how they loved or worshiped you before your fall. Spend Darkness Tokens and roll.

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

**ON AN 8-10** you feel their heart open to you, choose one:

- ✦ They worship you still, gain **1 Bond** with them
- ✦ They have what you need, clear **1 Condition**
- ✦ The sight of them soothes your heart, erase **1 Ruin**

**ON AN 11+** they intoxicate you, choose one:

- ✦ Your fates are now linked in strange ways, gain **1 Bond** with them
- ✦ They can help you seek vengeance on who wronged you, mark **1 Ruin**

**ON A 7-** they serve those who forced your fall, their master makes a move against you immediately. The Keeper will tell you what happens next.

### The Lies That Serve Me

You learned through pain that secrets are a key aspect of survival. You may attempt to tap into your latent divinity to cloak reality with your lies for a time.

When you have a secret or truth you wish to conceal, describe what lie or distraction will replace it. Spend Darkness Tokens and roll.

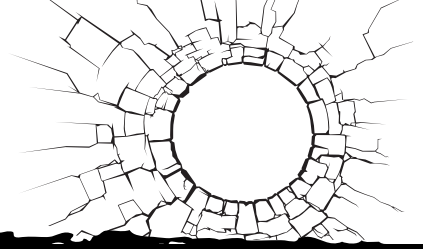
**ON AN 8-10** you encase the lie in what remains of your divinity. Choose one:

- ✦ The lie will last for as long as you wish it will
- ✦ The lie will hold up against any type of scrutiny
- ✦ The lie will not give birth to new lies beyond your control

**ON AN 11+** the lie grows more powerful than you intended and your divinity cracks further. Choose two from above, but choose one below:

- ✦ Your divinity corrupts further and the Harbinger within you stirs, mark **1 Ruin**
- ✦ Your heart buckles under the weight of the lie, mark **1 Condition**

**ON A 7-** you lose control of the lie and the spark of your divinity you used to create it. The Keeper will tell you what happens next, prepare for the worst.



## RUIN MOVES

### Tremble Before Me

Your words once swayed gods and broke the gates of heaven. When you speak in your true and ancient voice, all living mortals are driven to despair.

When you **UNLEASH THE DARK** and enforce your will socially or emotionally, you may choose to mark 1 Ruin. If you do, treat the move as if you rolled an 8-10 and choose four options instead of two.

### My Beloved Nemesis

The one who orchestrated your fall is out in the world, they thrive as they plot and scheme.

When you take this move, tell the Keeper what grand plans they have and what power they stole from you. Explain why you still care for them. Gain 1 Bond with them.

When you wish to connect to your nemesis, choose one:

- ✦ Mark 1 Ruin: Describe a flashback that features an intimate moment between you two. How does it fuel your desire for revenge? Or do you wish for something else? Clear 1 Condition and gain 1 Bond with your nemesis.
- ✦ Mark 2 Ruin: They will appear on the scene, defying logic or plausibility. They will mysteriously offer to help you, for now. Gain 1 Bond with them and 1 Bond with What the Darkness Demands of You.

### Desire Dressed as Faith

You know well that worship comes from desire, selfish and cruel.

When you touch a being, you may imbue them with an uncontrollable desire for someone or something. Choose:

- ✦ Mark 1 Ruin: They do nothing else but work towards making that desire real, though they are aware that it is false, and that you did this to them. The same desire will burn within you. When the desire fades, their heart is left with a permanent void. They will attempt to fill that void by worshipping you in strange ways.
- ✦ Mark 2 Ruin: The desire becomes permanent for both of you, and they will spread that desire in others. In addition, gain 1 Bond with What the Darkness Demands of You.

## 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.

### 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.

### Gain a New Ruin 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 |

This Ruin Condition is always marked and cannot be cleared like your regular playbook Conditions.

### I Will Rise Again

This is not the first time you have fallen. You will claw your way back up to glory and power, no matter the cost. You will do whatever it takes to rebuild what is lost, and you have a plan.

When you secretly work towards reclaiming your glory and power, mark 1 Ruin and choose one step of the plan below and strike it out. When you do, the Keeper will choose a consequence from the next list.

- ✦ Hide my presence and conceal my actions completely
- ✦ Create a place of power for myself
- ✦ Create a circle of loyal and powerful acolytes
- ✦ Gather an army that will serve me
- ✦ Bless my army with sacred weapons and armor
- ✦ Destroy the one weapon that can kill me
- ✦ Kill the one being who can stop me
- ✦ Prepare a new body or vessel to house me
- ✦ Remove my soul and hide it away
- ✦ Destroy my heart, that I may never be betrayed again

The Keeper describes the consequence you face for your growing power, they choose one.

- ✦ I know my memories of a PC or NPC will weaken my resolve, I must destroy all Bonds with them to no effect.
- ✦ A seed of doubt grows within me. I give a PC or NPC the means to weaken me.
- ✦ DIVISION learns of my plans and gains something similar to what I just achieved.
- ✦ A new Faction rises or grows more powerful, determined to destroy me. They will hound my every step and push back against my plan.

When all steps of the plan have been struck out, you have been reborn to your true glory and immeasurable power. In this moment, you become a Harbinger of the apocalypse, emerging from an ancient Door of Power. You inspire awe and fear as your divinity threatens to tear apart the world. A new Faction serves you to carry out your divine will. Give yourself and your Faction a new name and title befitting the god you are now.

You are no longer part of DIVISION. Describe how you disappear, and what you leave behind in DIVISION. Each PC gains 1 Bond with you and 1 Bond with your Faction. Retire this character and create a new one.

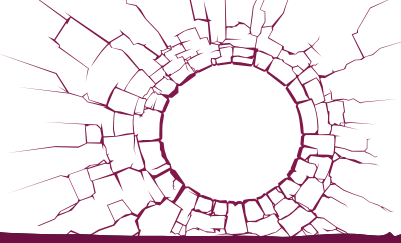
### Retire your Character and Become a Harbinger of the Apocalypse

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.



THERE IS AN ENDLESS HUNGER THAT RAVAGES MY BODY.  
I EMBODY THE MENACE AND EMPTINESS OF THE APOCALYPSE.  
MY POWER IS INTIMATE, TRANSFORMATIVE, AND HARROWING.  
MY HEART YEARNS TO CONSUME AND BE CONSUMED.

# THE HUNGRY

VITALS

## PLAYSHEET

NAME

ORIGIN

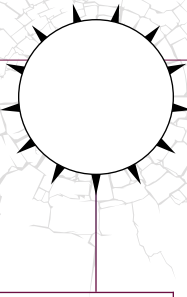
LOOK

WHAT I FEED ON AND WHAT REMNANTS I LEAVE BEHIND

### DARKNESS

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

- ☛ Feel a yearning for what I cannot have
- ☛ React with pettiness
- ☛ Ask someone to feed me a part of themselves
- ☛ Ask someone to give in to their hunger
- ☛ 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

### BONDS

WHO                      BOND RATING

### WHAT THE DARKNESS DEMANDS OF YOU

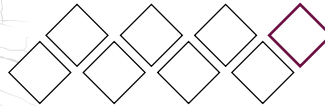
### REMEMBER TO...

- ☛ Struggle with the hunger
- ☛ Seek intimacy at every opportunity
- ☛ Confront the horror of a body you cannot control

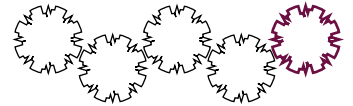
### BREAKING POINT (when you mark your last named condition)

Whatever was pure and good in you was fed to your hunger long ago, and now you are only emptiness and malice, a mockery of life and dignity. You are nothing but ache and pain, desperation and terror. You are only your hunger, you can only bring misery and suffering to others. Describe how your hunger ravages and cruelly transforms your body, how you lose control of the monster inside you and leave carnage and terror in your wake. The Keeper will tell you how your hunger infects and creates a multitude of monstrosities as hollow and soulless as you are.

### 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 surrender to the Hunger within you at the worst possible moment?
- Did you find a willing victim to sate your hunger?
- Did you infect another monster with hunger or desire?
- Did you protect someone pure and beautiful?
- Did you offer another kindness at great cost to yourself?

### 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 Hungry 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

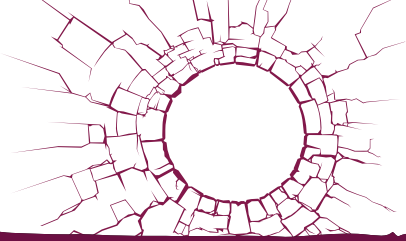
### RUIN ADVANCES

- 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.

### CONDITIONS

- RAGING
- LONELY
- LUSTFUL
- 
- 
- 
- 
-





THERE IS AN ENDLESS HUNGER THAT RAVAGES MY BODY.  
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MY POWER IS INTIMATE, TRANSFORMATIVE, AND HARROWING.  
MY HEART YEARNS TO CONSUME AND BE CONSUMED.

## ■ The Gnawing Edge of Hunger

When you surrender to the hunger within you, describe how your body transforms and what you feed on. Spend Darkness Tokens and roll.

**ON AN 8-10** you blunt the worst edges of your hunger and feed only as much as you need. Choose one:

- ✦ Describe how your form becomes more human, clear **1 Condition**
- ✦ Describe who you wish you could feed on instead, gain **1 Bond** with them
- ✦ Give into the euphoria of the feeding, describe how you feel and create or replace a **Hunger Condition** to reflect this.

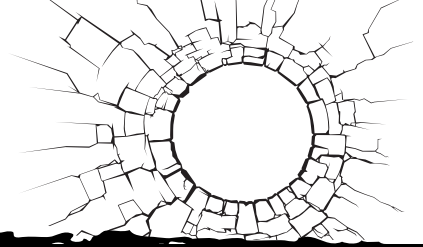
**ON AN 11+** your hunger grows deeper, edged with endless teeth as your humanity slips further away. Choose one:

- ✦ Ask the Keeper what the Harbinger within you screams for, gain **1 Bond** with What the Darkness Demand of You. If you give into the Harbinger, clear **1 Condition**.
- ✦ Give into the worst of your hunger and go too far, inviting chaos and terror. Name a new fear you have and create or replace a hunger Condition to reflect this.

**ON A 7-** you lose control of the hunger completely, the Keeper describes how your form twists into obscene and heartbreaking new shapes. Prepare for the worst

# THE HUNGRY

THERE IS AN ENDLESS HUNGER THAT RAVAGES MY BODY.  
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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 *(choose 1)*

- a dangerous name
- a name that conveys blood and pain
- a name lovingly given to me by my victims
- a name I carved out from history
- a name that will herald my destruction one day

### YOUR LOOK *(choose 1-3)*

- an unsettling grin that reveals nothing
- beautiful clothing that hides what I can never show
- long hair that moves of its own accord
- a multitude of eyes and teeth that I cannot fully control
- a scar from the one who loved me most
- evidence of the wild beast that hides and strains against my skin and bone
- a shattered collar that I will never take off
- something that hints at my struggle to be human

### YOUR ORIGIN *(choose 1)*

- I was cursed by the first of my kind and chosen to be their beloved scion
- I was driven by hubris and sorrow and consumed more arcane power than I could hope to control
- I should have died long ago, but survived by desperately feeding on and consuming others
- something else that describes the depth of my terrible hunger and why it can never be sated

### WHAT DO YOU FEED ON AND WHAT REMNANTS DO YOU LEAVE BEHIND? *(choose 1)*

- I feed on human flesh and blood—leaving behind more than hunger like me
- I feed on desire and hope—leaving behind an uncontrollable addiction to pleasure or pain
- I feed on memory and dream—leaving behind troublesome shades of the subconscious that escape into the world
- I feed on monsters and fear—leaving behind volatile curses
- I feed on magic and secrets—leaving behind fragile cracks in reality
- something else that describes how dangerous my hunger is and how it draws in terrifying scavengers

### YOUR POWERS OF DARKNESS *(choose 2)*

- Corrupting Touch
- Haunting Aura
- Transfiguration Through Pain
- Mystical Power I Stole From My Victims
- Weapons of Blood and Bone

### WHAT DOES THE DARKNESS DEMAND OF YOU? *(choose 2)*

- to create others as hungry as myself
- to consume what lies beyond doom's door
- to corrupt what is beautiful
- to love what can never be mine
- to be feasted upon by the most powerful Harbinger of the apocalypse
- to destroy the good in those I love and care for
- something else that would consume me and leave nothing of me

### STARTING BONDS

- ✦ You remember what I was like before my Hunger claimed me, why do you wish to protect others from me? *(Gain 1 Bond with them)*
- ✦ Your heart wishes to consume me, why do we bring out the worst in each other? *(Gain 2 Bonds with them)*
- ✦ Why am I tempted to give into What the Darkness Demands? *(Gain 1 Bond on What the Darkness Demands of You)*

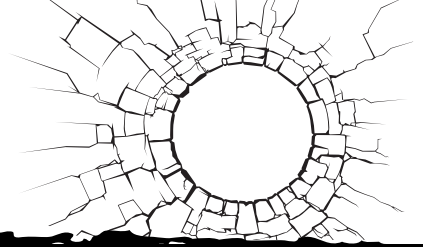
### WHEN PLAYING THE HUNGRY REMEMBER...

- ✦ Struggle with the Hunger
- ✦ Seek intimacy at every opportunity
- ✦ Confront the horror of a body you cannot control

# THE HUNGRY

## CHARACTER CREATION OPTIONS

THERE IS AN ENDLESS HUNGER THAT RAVAGES MY BODY.  
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## PLAYBOOK MOVES

### PLAYBOOK MOVES

The Hungry has their Starting Move **THE GNAWING EDGE OF HUNGER**. Other Playbooks cannot take this Starting Move as an advance. Choose one more Playbook Move, then choose either one of your Ruin Moves, or instead take a **DIVISION** Move (make sure everyone knows which one).

#### The Gnawing Edge of Hunger (starting move)

When you surrender to the Hunger within you, describe how your body transforms and what you feed on. Spend Darkness Tokens and roll.

**ON AN 8-10** you blunt the worst edges of your Hunger and feed on only as much as you need. Choose one:

- ✦ Describe how your form becomes more human, clear **1 Condition**
- ✦ Describe who you wish you could feed on instead, gain **1 Bond** with them
- ✦ Give into the euphoria of the feeding, describe how you feel and create or replace a **Hunger Condition** to reflect this.

**ON AN 11+** your Hunger grows deeper, edged with endless teeth as your humanity slips further away. Choose one:

- ✦ Ask the Keeper what the Harbinger within you screams for, gain **1 Bond** with What the Darkness Demands of You. If you give into the Harbinger, clear **1 Condition**.
- ✦ Give into the worst of your Hunger and go too far, inviting chaos and terror. Name a new fear you have and create or replace a **Hunger Condition** to reflect this.

**ON A 7-** you lose control of the Hunger completely, the Keeper describes how your form twists into obscene and heartbreaking new shapes. Prepare for the worst.

#### The Better to Eat You With, My Dear

When you reflect on the Keys uncovered thus far, you may feed on an aspect of a Key. The Keeper describes how your body violently changes in response. Mark **1 Condition** to reflect how the transformation makes you feel.

Choose two questions to ask the Keeper, they will answer honestly and in great detail:

- ✦ What do my eyes feast on that others have missed?
- ✦ What do my teeth tear away to reveal someone else's hunger?
- ✦ How do my claws break the Key to change it into a truer shape?
- ✦ How does my blood purify the Key and lead me to another?

#### Do Harbingers Dream of Monsters Like Me

You have acquired a taste of power that only a Harbinger can wield. Under your skin, carved into your bone, burrowing in your flesh, is what remains of the Harbingers you have consumed.

When you tear away at your skin to reveal what remains of a slumbering Harbinger, spend Darkness Tokens and roll.

**ON AN 8-10** your body ripples in perfect sync with what remains of the Harbinger's power. Choose what your body changes into, for now:

- ✦ A Harbinger of elemental strength and fury, immediately inflict **2 Conditions** on a target but take one in return
- ✦ A Harbinger of jagged shadows and haunting whispers, uncover a **Key** at great cost
- ✦ A Harbinger of ethereal and fleeting beauty, ask who is most captivated by you and gain **1 Bond** with them
- ✦ A Harbinger that mirrors your hidden desire and power. Create or replace a **Hunger Condition**

**ON AN 11+** another Harbinger within you seeks to re-form itself, tearing at your flesh and remaking it in their glory. Choose one from above and one from below:

- ✦ A Harbinger breaks free from the prison of your flesh, and escapes into the world carrying an infectious aspect of your hunger.
- ✦ Mark **1 Condition** or **1 Ruin** to allow the Harbinger to feed on you and force it to slumber again, and describe how your body twists into a horrifying new shape to reflect this.

**ON A 7-** a terrifying Harbinger within you awakens, one that you did not mean to call upon. They break you open, feed on your heart and mind, and toss you aside. The Keeper will tell you what happens next, prepare for the worst.

#### Gaze Into My Heart's Abyss

When you Reveal Your Heart to someone, you may show them how your hunger ravages and breaks you. If you do, you choose one from below, even on a miss:

- ✦ Whisper of how you wish to feed on them and leave nothing behind, gain **1 Bond** with them
- ✦ Ask them to reveal a vulnerability with you that they will share with no one else, if they do, they clear **1 Condition**
- ✦ Ask them why they hunger for you, create or replace a **Hunger Condition** that reflects their desire for you

#### Enthralled by You

The hunger inside of you yearns for the innocent, to transform mortal flesh into an endless void filled with teeth.

When you share an intimate moment with an NPC willing to become your thrall, ask them if they desire you. If they say yes, describe the feeding. Spend Darkness Tokens and roll.

**ON AN 8-10** they feed on you in turn, and the hunger within you infects them slowly leaving you euphoric. Choose one:

- ✦ They are beautiful and perfect, unlike you. They will not survive the hunger for long. Gain **1 Bond** with them and give them a single command. After they fulfill the command, they will soon perish.
- ✦ They are haunted and terrifying, like you. They will outlive you and can never be harmed by you. Gain **1 Bond** with What the Darkness Demands of You, they will spend the rest of their immortality working towards fulfilling What the Darkness Demands of You.

**ON AN 11+** the hunger corrupts them and breaks them, reforming their shape into the seed of a Harbinger. Choose one:

- ✦ You hide the true nature of who they are and protect them. Before they vanish, they give you a **Key** at great cost. When they return, they will be a Harbinger seeking an ancient Door of Power.
- ✦ You turn them over to **DIVISION**, where the rest of your failed thralls are imprisoned. Gain **1 Bond** with **DIVISION** and mark **1 Condition** that reflects how this makes you feel.

**ON A 7-** something within your would-be thrall seduces the hunger, and they gain more power than you were ready to give. The Keeper describes what happens next. Prepare for the worst.

#### I Remember the Taste of You

You've fed upon countless victims, and their remnants merged inside you to become a unique consciousness. This alien horror living under your skin will one day consume you in turn.

When you first encounter a named NPC or Faction, you may declare that the remnants within you recognize them. 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**, the remnants whisper many secrets, choose one:

- ✦ You once fed on them, gain **1 Bond** with them
- ✦ The sight of them calms the hunger within you, clear **1 Condition**
- ✦ They may one day consume you, erase **1 Ruin**

**ON AN 11+** the sight of them drives the remnants within you into a frenzy, choose one:

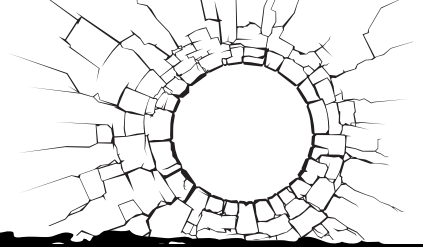
- ✦ You offer them a part of you to feed on, gain **1 Bond** with them
- ✦ They will one day kill the hunger within you, mark **1 Ruin**

**ON A 7-** they know about the remnants within you and the power of your hunger. They will immediately place you in a vulnerable position, the Keeper will tell you what happens next.

# THE HUNGRY

## CHARACTER CREATION OPTIONS

THERE IS AN ENDLESS HUNGER THAT RAVAGES MY BODY.  
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## RUIN MOVES / ADVANCES

### RUIN MOVES

#### The Story of You Carved into My Flesh

When you share an intimate moment with a PC, ask them if you may feed on the Harbinger within them. If they say yes, describe the feeding and choose:

- ✦ Mark **1 Ruin**, unleash the hunger for a single moment and leave behind loving scars on them. You clear **1 Condition** and they gain **1 Bond** with What the Darkness Demands.
- ✦ Mark **2 Ruin**, and tear away at your skin and bone until you reveal a new aspect of your monstrosity to them. Ask the PC if the beast under your skin entices, horrifies, or both. Create a new **Hunger Condition** that reflects how you make them feel. They clear all their Conditions.

#### Your Ruin on My Lips

When you share an intimate moment with a PC, ask them if they will shed their skin for a moment to show you the Harbinger they may one day become.

If they do, you feast upon their Ruin. Erase any number of Ruin marks they have, transferring their Ruin marks to your own track.

If you share What the Darkness Demands of You and how it tempts you, they may choose to feed off your Ruin instead.

#### The Purity of My Reflection

Imprisoned within DIVISION is your reflection, purified by your hunger. They were once a person, long ago. But now they only mirror the worst aspects of you, showing on their skin what horror lies beneath the surface of you.

When you share an intimate moment with your reflection, describe how their body has changed to show what you hide from all others. The Keeper will describe why they still love you. Choose:

- ✦ Mark **1 Ruin**, allow your reflection to feed on you. They will lovingly sift through your memories and fears. Ask the Keeper a question and they will answer it honestly and with great detail. In addition, gain **1 Bond** with your reflection.
- ✦ Mark **2 Ruin** and feed on your reflection with reckless abandon. Describe how they become more grotesque as you become more beautiful. Gain a new Power of Darkness permanently. In addition, gain **1 Bond** with What the Darkness Demands of You.

#### Until Only Hunger Remains

You and the hunger know each other intimately—it has broken and remade you again and again over the years, leaving behind your insides changed and yearning. You know that the hunger is reshaping you to fulfill its greatest desire.

When you take this move, create your own personal Doomsday Clock with 4 ticks and name it **Only Hunger Remains**.

When you are about to hit your **Breaking Point**, you can choose to give into desperation and feed on yourself instead, allowing the hunger within to grow stronger. Mark 1 Ruin and tick **Only Hunger Remains** once. Clear all your Conditions and choose three new unmarked **Hunger Conditions** from the list below:

- Ravenous     Brutal     Volatile
- Twisted     Despairing

When the **Only Hunger Remains** clock fills, you are finally consumed by your hunger. Whatever the current Mystery is, it is set aside. In this moment, you become the next Harbinger of the apocalypse, emerging from an ancient Door of Power. Your bones and flesh have been reshaped to reflect the truth of who you are, displaying the exquisite pain and torture you subjected your victims to. Give yourself a new name and title befitting the grotesque horror you are.

You are no longer part of DIVISION. The other PCs must deal with you, one way or another. Once your apocalyptic threat is dealt with, retire this character and create a new 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"/> 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.



# DIVISION

## CHARACTER CREATION OPTIONS

DIVISION MOVES 1/31

### □ 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

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

## PLAYER HANDOUT

## 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.

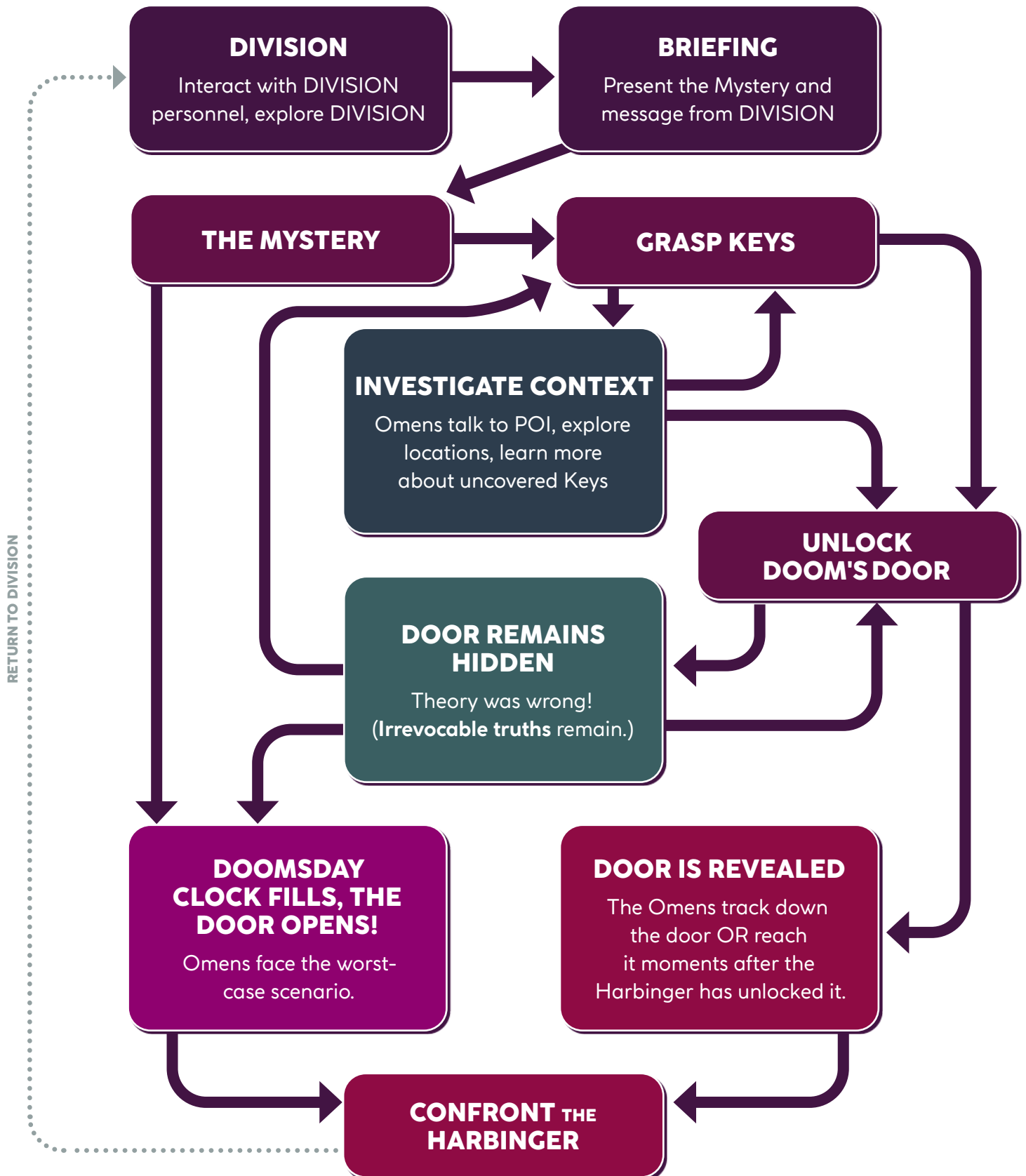
**ON AN 8-10** you have tracked down Doom's Door. You know exactly where it is and how to unlock it. In addition, the Keeper will present an opportunity to protect what matters most, take down the Harbinger, or otherwise drive back the apocalypse.

**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.

# THE FLOW OF THE MYSTERY

GAME HANDOUT





# KEEPER'S PRINCIPLES & MOVES

KEEPER'S HANDOUT

KEEPER'S PRINCIPLES & MOVES [1/1]

## KEEPER PRINCIPLES

As a Keeper, the first thing to keep in mind are the **PRINCIPLES**. This is a general set of guidelines to help you create the right atmosphere for the game:

- ☞ Keep the Mystery strange, foreboding, and personal
- ☞ Play to find out what happens
- ☞ Don't worry about not having the answers
- ☞ Offer ruin and hope in equal measure
- ☞ Offer dangerous opportunities
- ☞ Show the monstrosity of the world
- ☞ Be a fan of the Omens
- ☞ Keep it emotional, put relationships first
- ☞ Uphold the Rule of Cool
- ☞ Make DIVISION a complex home
- ☞ Hint at the Harbinger they may become
- ☞ Remind them that the world does not accept them

## KEEPER MOVES

To bring the principles to life and help guide the story forward in interesting ways, you have your Keeper moves:

- ☞ Reveal a sinister sign of things to come
- ☞ Hint at off-screen horrors
- ☞ Cut away to a Harbinger's plans
- ☞ Introduce an enigmatic character
- ☞ Deepen a relationship
- ☞ Inflict a Condition
- ☞ Impose Ruin
- ☞ Tick the Doomsday Clock
- ☞ Complicate a theory
- ☞ Separate the monsters
- ☞ Endanger the monsters
- ☞ Say *What the Darkness Demands of You*
- ☞ Introduce a hard choice
- ☞ Intervene through a Faction

## END OF SESSION QUESTIONS

At the end of the session, each player should 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**.

## THE SUMMONED

- ☞ Bring their prophecy to bear
- ☞ Introduce a violent antagonist
- ☞ Show them love they can never have

## THE SURGE

- ☞ Show them the consequences of collateral damage
- ☞ Create a problem they can solve by giving into their destructive power
- ☞ Threaten someone they have a Bond with

## THE FOUND

- ☞ Describe the psychic and emotional landscape
- ☞ Offer a fragment of a memory
- ☞ Reveal the undeniable truth of what their past self did

## THE SHADE

- ☞ Describe how Death's presence complicates the scene
- ☞ Have Death mark someone they care for
- ☞ Introduce a problem only they can solve

## THE LAST

- ☞ Confront them with the depth of their loss
- ☞ Show the inescapable cycle of tragedy
- ☞ Contradict the history and legacy of their people

## THE FALLEN

- ☞ Confront them with a divine rival or enemy
- ☞ Offer a worshiper who will go too far
- ☞ Remind them of how far they have fallen

## THE HUNGRY

- ☞ Haunt them with the remnants of their Hunger
- ☞ Offer temporary reprieve that will later sharpen the Hunger
- ☞ Describe how the Hunger twists their body into horrifying shapes



# THE FIRST SESSION

KEEPER'S HANDOUT

THE FIRST SESSION [1/1]

The first session is focused on players creating their characters (*Making Characters*, page 85), a few essential details about DIVISION, and meeting some of the personnel who work there. If time permits and the players are interested, the Keeper may introduce the basic premise of the Mystery that the agents have been asked to investigate.

As the Keeper you are there to give them the very basics of the premise of *Apocalypse Keys*, help players create a character, answer any questions they may have, and take notes.

## FIRST SESSION GUIDE

Here's a guide to help you facilitate the first session:

**PREP BEFOREHAND** Read the essential parts of the game. You don't need to have memorized everything, but do take note of important sections such as *The Core Rules* (page 15), *The Basic Moves* (page 37), the *Principles* (page 168), and the *Keeper Moves* (page 175). You can always read the rest of the book after you've run the first session and have a better idea of what to expect when running the game.

**PREP BEFOREHAND** Gather what you need.

- ✦ At least two six-sided dice, but two dice per player would be best.
- ✦ A copy of the playbooks
- ✦ A copy of the basic moves, preferably one per player
- ✦ The Mystery Map, for everyone's reference
- ✦ The Mystery Codex, for your reference
- ✦ Writing materials, for when you take notes
- ✦ If you're playing online, check out the resources section of the *Apocalypse Keys* page on Evil Hat's website, or pop on over to Roll20 to see their offerings there

**5-10 MIN** **Player and Keeper check-in.** If you're playing with people for the first time, have each person introduce themselves by giving their name and pronouns. Check in and ask why they're playing *Apocalypse Keys* or what they're excited for.

**3-5 MIN** **Go over the CATS (Concept, Aim, Tone, and Subject Matter) of *Apocalypse Keys*.** Make sure your players all have a common set of expectations, and they understand the premise and themes of the game. When you introduce the CATS, it's an open discussion. Adjust based on the preferences of everyone at the table. You can find the CATS document for *Apocalypse Keys* at <http://bit.ly/AKCATS>. You should create your own copy of the CATS document and make any changes to reflect your style of facilitating the game.

**5-10 MIN** **Discuss safety tools.** You can use Green, Yellow, Red on page 12. You are also encouraged to use any other safety tools that best suit your group. The TTRPG Safety Toolkit by Kienna Shaw and Lauren Bryant-Monk, which you can find at <http://bit.ly/ttrpgsafetytoolkit>, is an excellent guide.

**40-70 MIN** **Create Characters.** Refer to page 85 for guidance.

**5-10 MIN** **Take a break.** This is a good time to get up, stretch your legs, and check in with everyone.

**10-15 MIN** **Build DIVISION together.** Just establish enough to start the session with, you can learn more about DIVISION as you play the game. Ask any of the following questions, or make up your own. Make sure that each player takes a turn creating an aspect of DIVISION.

- ✦ *Where is DIVISION located? Are there many branches or just this one?*
- ✦ *What about DIVISION is mundane?*
- ✦ *What about DIVISION is strange?*
- ✦ *How are the monstrous agents, like you, treated differently than the human agents? How does this show in DIVISION structure?*
- ✦ *What's your favorite area of DIVISION?*
- ✦ *What area is off-limits, even to you?*

**10-15 MIN** **Play out a day in DIVISION.** Stick to short vignettes or moments for each character. This helps a player take on their character and feel them out. Play any NPCs, any personnel who work at DIVISION. Remember that there are very few monsters, most of the personnel will be human or human passing. When you're ready, have them gather in one space and interact with each other. Here are some prompts you can ask as a Keeper:

- ✦ *What's the first thing you do when you wake up?*
- ✦ *What is a mundane ritual that you look forward to?*
- ✦ *Why are you still recovering from the last investigation?*
- ✦ *Someone important wants to speak to you, what do you think it's about?*
- ✦ *There's one human agent who's taken a liking to you. How do you spend time together?*
- ✦ *There's a monstrous agent who has been forcibly retired. Why are you asked to check in on them?*
- ✦ *Something broke down again, why do they ask you to come in and fix it?*
- ✦ *There's an agent in training, why are you there to help out as a mentor?*

**10-15 MIN** **Introduce the Mystery.** You may create an NPC who assigns missions to the PCs and briefly answers any preliminary questions they may have. But stress that the PCs will only learn anything significant once they're out in the field and they meet their contact.

**5-10 MIN** **Take another break!** It's a good idea to take a break every 1-1.5 hours during a session.

**20-30 MIN** **Begin the Mystery.** You may follow the section *Beginning the Mystery* (page 195). Play for as long as you like, but the first session is best played in 3-5 hours total. It's okay for players to just get a taste of the Mystery and jump into it next time.

**5-10 MIN** If it feels applicable, go over the **END OF SESSION** move (page 164) and answer the question associated with their impulse, but feel free to save this for the second session onwards.

**5-10 MIN** **Check in with your players and wind down.** This is a good time to use a tool or process like **Stars & Wishes**. This should only take a few minutes, but it's essential to gauge interest and reflect on the game so far. Ask each player to describe their Stars, aspects of the game or moments they enjoyed. Then ask each player to describe their Wishes, what they're looking forward to in the next game or what they wish went differently. Your enjoyment of the game matters too, so share your own Stars & Wishes.

**2 MIN** **Take some quick notes that you can come back to and expand on later.** Focus on notable NPCs, important context of the Mystery, hanging story threads, and unanswered questions. **3-7 MINS** **Review the state of the Mystery.** Remind everyone briefly what the premise and inciting incident of the Mystery is, and then review what the Facets are and any Keys that have been uncovered thus far.

- ✦ *If you're playing face to face, make sure the **Mystery Map** is within easy reach of everyone. If playing online, remind everyone where they can look to keep track of Keys and Facets.*

**3-7 MINS** **Ask driving questions.** Once the Mystery is fresh in everyone's minds, ask pointed questions that help the players think out loud and decide where they want to drive the investigation next. Here are some driving questions you can ask as a Keeper:

- ✦ *Who do you think is the Harbinger?*
- ✦ *What do you think the ancient Door of Power is?*
- ✦ *Which person of interest or NPC do you want to interact with?*
- ✦ *Which location do you want to revisit or visit for the first time?*
- ✦ *What lingering questions do you have? What threads do you want to follow? Where do you think they'll lead?*

# FURTHER SESSIONS

KEEPER'S HANDOUT

FURTHER SESSIONS [1/1]

## THE SECOND SESSION ONWARDS

From the second session, the monsters will investigate the mystery, hold back the apocalypse, and dance precariously between power and ruin. Here's a general guide to help facilitate future sessions:

**5-10 MIN** **Check In and Safety Tool Review.** Check in on how everyone is doing. From there, go over the safety tools you used in the last session and ask if anyone would like to tweak anything or change tools entirely.

- ✦ *Remind people that they can reach out to you in private if they're not comfortable discussing sensitive topics with the group. Every session, describe each tool briefly as a reminder, and go over any topics that are off limits and shouldn't show up in the session.*

**3-7 MINS** **Character review.** Ask the players if they'd like to change any aspect of their character. Each player then chooses what impulse their character will explore for the session.

- ✦ *Do they want to change What the Darkness Demands of You? Add or change a detail about their origin? Do they want to swap out a move or Advance for something else? Do they want to change their impulse?*

**3-7 MINS** **Review the state of the Mystery.** Remind everyone briefly what the premise and inciting incident of the Mystery is, and then review what the Facets are and any Keys that have been uncovered thus far.

- ✦ *If you're playing face to face, make sure the **Mystery Map** is within easy reach of everyone. If playing online, remind everyone where they can look to keep track of Keys and Facets.*

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- ✦ *Which person of interest or NPC do you want to interact with?*
- ✦ *Which location do you want to revisit or visit for the first time?*
- ✦ *What lingering questions do you have? What threads do you want to follow? Where do you think they'll lead?*

**2-3 HOURS** **Dive back into the Mystery.** Most of the session will have the players interact with people of interest, **GRASP KEYS**, and handle the ticks of the **Doomsday Clock**.

- ✦ *Remember to take 5-10 min breaks every so often, so players have a chance to take care of themselves, grab something to drink or eat, and so on.*
- ✦ *If players wish to **UNLOCK DOOM'S DOOR** towards the end of the session, have them trigger the move and set up what happens. But save the confrontation for the next session, assuming they have grasped the truth or filled up the Doomsday Clock!*

**5-10 MINS** **End of Session.** Go over the **END OF SESSION** and **impulse** questions, players will mark XP and Ruin as appropriate.

**5-10 MINS** **Check in with your players and wind down.** Take notes and go through everyone's Stars & Wishes or your Green, Yellow and Red list.

## NOT ENOUGH TIME FOR AN APOCALYPSE?

You may be just about ready to **UNLOCK DOOM'S DOOR**, but you're coming close to the end of the session. If you have fewer than 30 minutes left, confronting the Harbinger and dealing with the ancient Door of Power might feel rushed and unsatisfying.

A better way of handling this is to be clear with your players before everyone agrees on a theory. Let them know that together everyone will craft a theory and a PC will attempt to **UNLOCK DOOM'S DOOR**, but you'll wrap up the session right after the results of the move are revealed. It'll be an exciting cliff hanger, and something to look forward to in the next session.

If your group is only playing one session of *Apocalypse Keys*, you can choose to end on an ominous cliffhanger that leaves players wanting more, or have the final climactic showdown be a lightning fast event—decided by a few dice rolls. Observe where your players' energy levels are at, and make the call that feels right in the moment