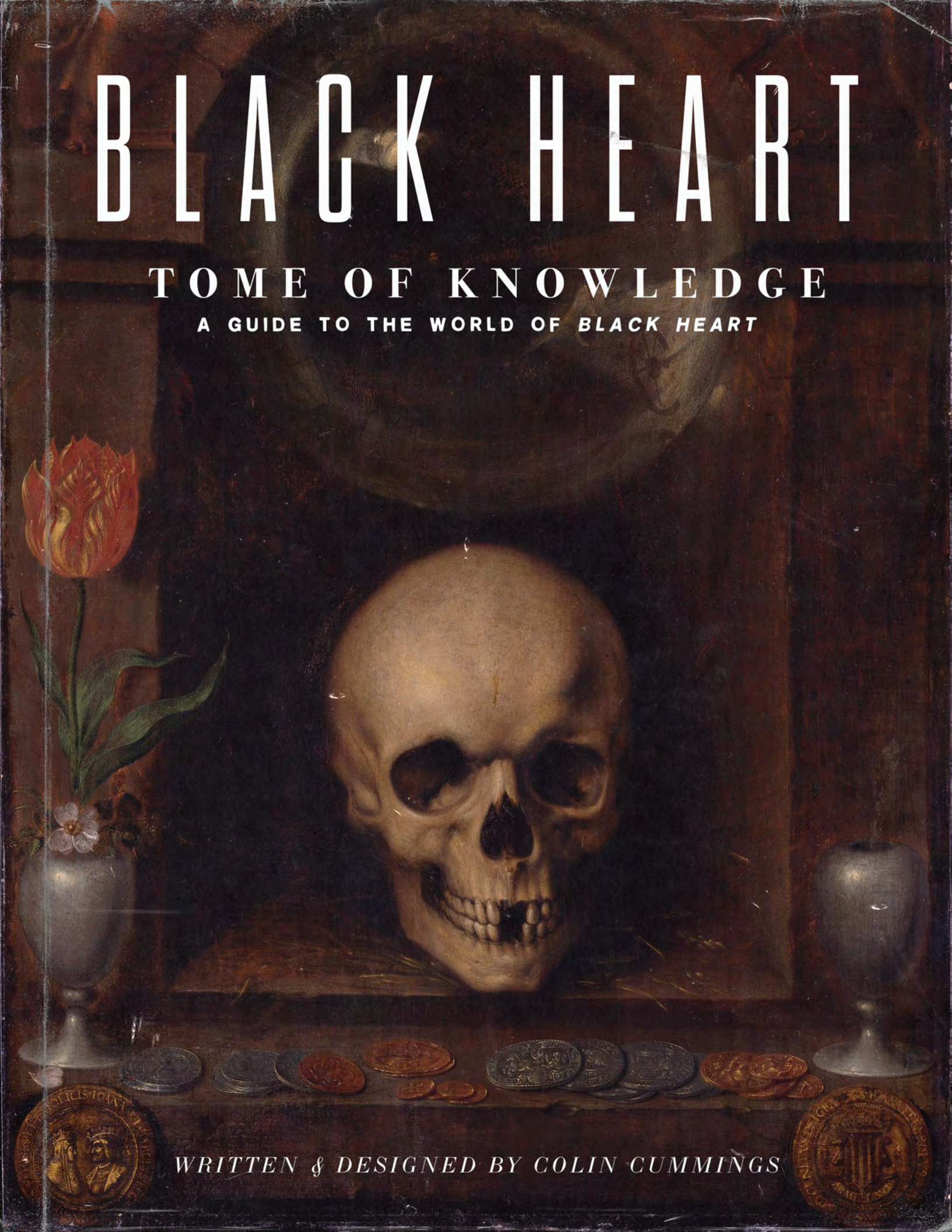


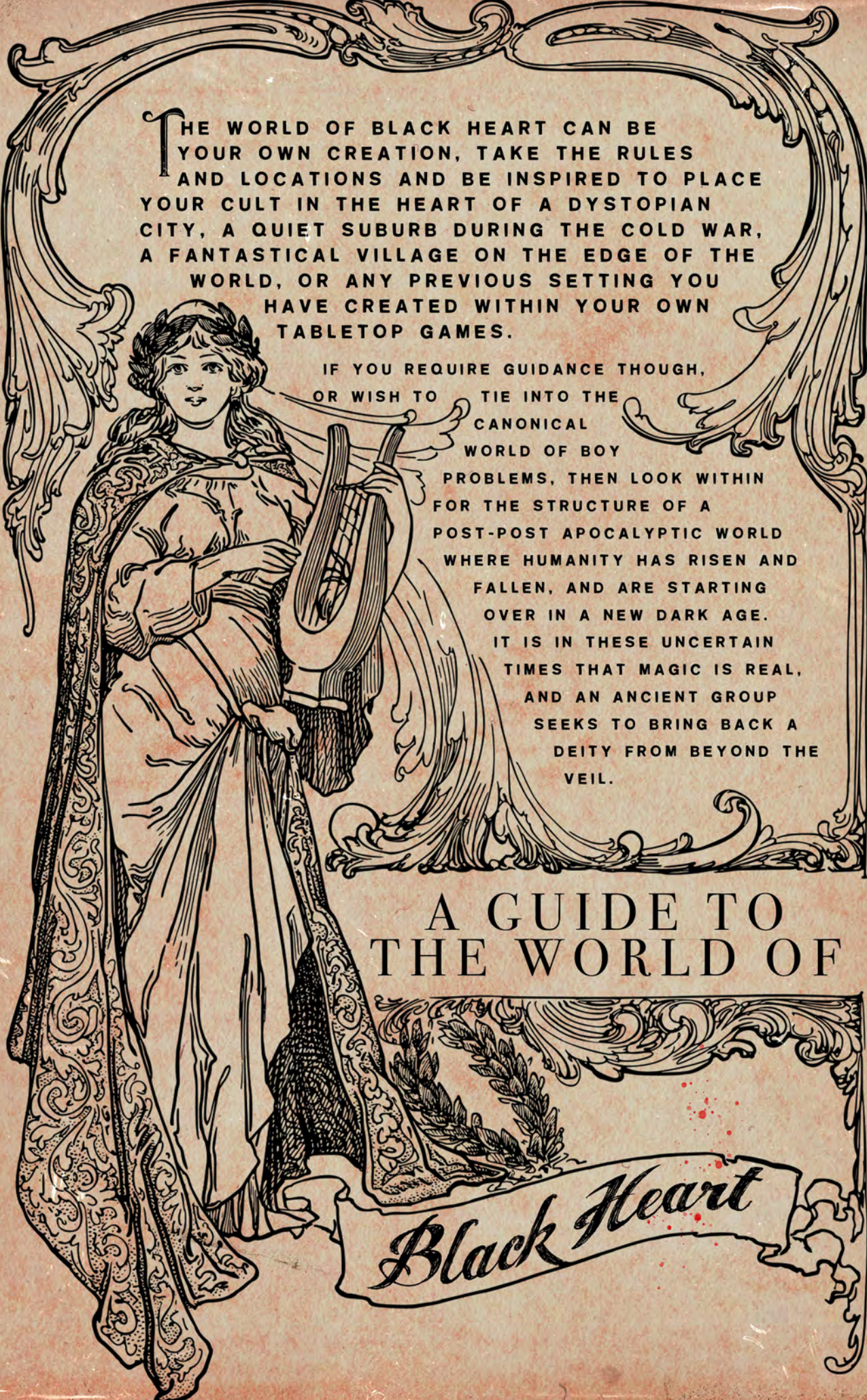
BLACK HEART

TOME OF KNOWLEDGE

A GUIDE TO THE WORLD OF BLACK HEART



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THE WORLD OF BLACK HEART CAN BE
YOUR OWN CREATION, TAKE THE RULES
AND LOCATIONS AND BE INSPIRED TO PLACE
YOUR CULT IN THE HEART OF A DYSTOPIAN
CITY, A QUIET SUBURB DURING THE COLD WAR,
A FANTASTICAL VILLAGE ON THE EDGE OF THE
WORLD, OR ANY PREVIOUS SETTING YOU
HAVE CREATED WITHIN YOUR OWN
TABLETOP GAMES.

IF YOU REQUIRE GUIDANCE THOUGH,
OR WISH TO TIE INTO THE
CANONICAL
WORLD OF BOY
PROBLEMS, THEN LOOK WITHIN
FOR THE STRUCTURE OF A
POST-POST APOCALYPTIC WORLD
WHERE HUMANITY HAS RISEN AND
FALLEN, AND ARE STARTING
OVER IN A NEW DARK AGE.
IT IS IN THESE UNCERTAIN
TIMES THAT MAGIC IS REAL,
AND AN ANCIENT GROUP
SEEKS TO BRING BACK A
DEITY FROM BEYOND THE
VEIL.

A GUIDE TO THE WORLD OF

Black Heart

AFTER THE (POSSIBLY MANY) EVENTS OF *BOY PROBLEMS*, OUR FUTURE CIVILIZATION HAS COLLAPSED AND HUMANITY HAS BEGUN TO REBUILD SOCIETY. MUCH OF OUR PREVIOUS KNOWLEDGE IS LOST AND OUR SOCIETY IS BACK TO A TIME SIMILAR TO THE LATE 1600S, SPECIFICALLY COLONIAL AMERICA. IT IS A PERIOD OF FEAR AND STUBBORNNESS IN THE FACE OF DISCOVERY. MOST OF OUR PREVIOUS ADVANCED SOCIETY IS BURIED AND LOST, BUT THERE ARE THOSE WHO SCAVENGE AND EXPERIMENT WITH WHAT THEY CAN FIND, AND REDISCOVER WHAT WE ONCE KNEW. THE POPULATION OF THE WORLD IS SCATTERED THROUGHOUT SMALLER SETTLEMENTS, AND THOUGH LARGER CITIES DO EXIST, THEY ARE USUALLY CENTRALIZED AROUND ARCHITECTURE RECLAIMED FROM OUR PAST. THERE IS NO SINGULAR UNIFIED GOVERNMENT AND INSTEAD, THERE ARE A VARIETY OF GROUPS AND ORGANIZATIONS THAT GUIDE THE POPULACE.

THE TWO MAJOR ORGANIZATIONS ARE THE **ANOINTED COVEN**, A GUILD CONSISTING OF WITCHES, SEERS, ORACLES, AND ALCHEMISTS WHO OPERATE WITHIN MOST SETTLEMENTS. THEY HAVE A CENTRALIZED LEADERSHIP LEAD BY THE **GRAND DIADEM** WHO OVERSEES THIS NETWORK. THEY ARE WARMLY WELCOMED IN ALL SETTLEMENTS, PROVIDING GUIDANCE, TAROT READINGS, BLESSINGS AND OTHER SERVICES. THEY WORK ALONGSIDE THE OTHER MAJOR GROUP, THE **CHURCH OF THE VENERATED**. THIS ORGANIZATION ALSO GENERALLY OPERATES WITHIN EACH SETTLEMENT, AND ALSO HAS CENTRALIZED LEADERSHIP, A COUNCIL KNOWN AS THE **VENERATED**. THIS CHURCH RESIDES WITHIN THE RECLAIMED BUILDINGS OF THE LAST AGE, SUCH AS CONVENIENCE STORES AND LAUNDROMATS AND TEACHES OF THE GOLDEN AGE HUMANITY ONCE HAD, AND THE CALAMITY THAT BROUGHT US DOWN: OUR DISCOVERY OF MAGIC.

BOTH GROUPS HAVE REACHED SOME PEACE AFTER YEARS OF STRIFE: DIFFERENCES IN THEIR IDEOLOGIES OF THE MAGIC THAT LIES BEYOND, ALSO KNOWN AS THE **VEIL**. THE CHURCH ONCE HAD A GROUP KNOWN AS THE INQUISITION THAT WOULD TRACK DOWN THOSE WHO TOUCHED THE VEIL AND WHAT LAY BEYOND. AFTER DECADES OF CONFLICT, THE COVEN AND CHURCH WOULD MAKE PEACE BY FINDING A NEUTRAL MIDDLE GROUND TO OPERATE UPON. THE COVEN WOULD AGREE TO ONLY PEEK INTO THE VEIL, AND NOT TO REACH, TO NOT OVEREXTEND THEMSELVES AND ENDANGER OTHERS BY DIVING INTO THE UNKNOWN. THE CHURCH WOULD DISBAND THE INQUISITION AND TEACH OF THE DANGERS OF WHAT LAY BEYOND, A COMPROMISE THAT BOTH SIDES HAVE STUCK TO, THOUGH THERE ARE RENEGADE FACTIONS OF BOTH THAT GO AGAINST THIS AGREEMENT. THE **CULT OF BLACK HEART**, IS ONE SUCH FACTION.

THE CULT HAS EXISTED FOR DECADES AND SURVIVED MANY ATTEMPTS TO ROOT IT OUT AND DESTROY IT. DESPITE MULTIPLE INQUISITIONS, RITUALS GONE WRONG, AND A FEW BETRAYALS, THE CULT CARRIES ON IN ITS GOAL TO BRING BACK A BEING THEY BELIEVE IS A GOD. A BEING WHO BROUGHT MAGIC TO HUMANITY IN THE FIRST PLACE. YOUR GROUP ARE MEMBERS OF THIS CULT, AND WHILE THEIR HISTORY WITH THE GROUP ARE THEIR OWN, THE CULT HAS EXISTED AND ATTEMPTED THIS VERY RITUAL MANY TIMES OVER. IT IS DANGEROUS HOWEVER, AS THE POWERS THEY PLAY WITH CAN BRING GREAT POWER, BUT ALSO GREAT DESTRUCTION.



THE
NIGHT
TERROR

THE WOODS ARE ANCIENT

IN THE DAYS BEFORE THE START OF THE STORY, MANY PLAYERS HAVE HEARD RUMOUR OF TRAVELLERS GOING MISSING IN THE WOODS. **THE HUNTER** (NPC OR PLAYER) BIDS OTHERS TO ASSIST THEM IN SEARCHING THE FOREST AROUND ARCADIA FOR A SOURCE OF THE TROUBLE. IT IS ONLY AFTER THE SUN BEGINS TO DIP LOW IN THE SKY AND THE SHADOWS OF THE TREES THEMSELVES SEEM TO REACH FOR THE CULTISTS THAT THEY STUMBLE UPON A GRISLY SCENE, A STAG DRAINED OF ITS BLOOD. THE PLAYERS FOLLOW A BLOOD TRAIL ONLY TO DISCOVER A LITTLE GIRL, NO MORE THAN 10 YEARS OF AGE AND WEARING ALL WHITE. SHE IS PALE AND HER BLONDE HAIR IS TINGED WITH SILVER. THEY ONLY GET A GLIMPSE OF HER BEFORE HAVING TO GIVE CHASE AS SHE DISAPPEARS AND REAPPEARS WITH INHUMAN SPEED, HER CHILD-LIKE GIGGLE ECHOING THROUGH BOTH THE WOODS AND THE CULTIST'S HEADS. SHE ALWAYS MANAGES TO GET AWAY BUT WITH THE RIGHT SUCCESS ROLLS FROM THE PLAYERS, THEY MAY LEARN MORE DETAILS ABOUT HER SUCH AS HER SKIN BEING TOO WHITE FOR HER TO BE STILL ALIVE, AND THE LACK OF FOOTPRINTS SHE LEAVES AS SHE GLIDES BETWEEN THE TREES.



AFTER THIS INITIAL HUNT, THE FOLLOWING NIGHT, THE HUNTER BIDS THE PLAYERS TO MEET THEM AT **THE TAVERN** TO MAKE INQUIRIES TOWARDS SOME OF THE LOCALS OR TRAVELLERS ABOUT THE GIRL THEY HAVE SEEN. THEY MANAGE TO GET MANY RUMOURS THROUGH THEIR LINE OF QUESTIONING BUT NO SOLID LEADS UNTIL THEY SPEAK WITH AN OLD WOMAN, TUCKED AWAY IN THE CORNER OF THE BUSTLING ESTABLISHMENT. SHE REVEALS THAT THE LITTLE GIRL ISN'T WHAT SHE APPEARS.

OVER 50 YEARS AGO, THE TOWN GATHERED TO CELEBRATE A WEDDING BETWEEN TWO LOCALS WHO WERE DESPERATELY IN LOVE. THEY HAD A SON AND DAUGHTER TOGETHER BEFORE THEY COULD OFFICIALLY MARRY, AND THE CHILDREN LOVED TO EXPLORE AND GET INTO TROUBLE. IT WAS DURING THE LATE NIGHT'S REVELRY THAT BOTH CHILDREN WOULD GO MISSING. THIS WAS NOT UNCOMMON FOR THEM, BUT PANIC SET IN AS MINUTES TURNED TO HOURS AND THE CHILDREN DID NOT RETURN, AND COULD NOT BE FOUND. THE VILLAGE WOULD SEARCH HIGH AND LOW FOR DAYS, MANY FOR WEEKS, BUT NEITHER CHILD RETURNED HOME.





THE NEWLYWEDS WOULD TAKE THIS SADNESS DIFFERENTLY--THE HUSBAND WOULD DIE, HEARTBROKEN, LEAVING BEHIND A WIDOW, GRIEVING FOR THE FAMILY SHE LOST. THEN ONE DAY THE MOTHER WOULD HERSELF PACK EVERYTHING UP AND LEAVE, SWEARING TO FIND HER MISSING CHILDREN. IT IS AT THIS STATEMENT THE OLD WOMAN SMILES TO HERSELF AND SAYS, "AND FIND THEM SHE DID." SHE LOOKS AT THE PLAYERS MORE CLEARLY NOW, ALMOST LIKE SHE HAS AWOKEN FROM A HAZE AND SAYS, "THE LITTLE GIRL IS A **NIGHT TERROR**, A CREATURE THAT THRIVES OFF DISORDER AND VIOLENCE, AND SHE HAS RETURNED." IT IS AT THIS MOMENT THAT A FIGURE BURSTS INTO THE INN, A FIGURE CLOAKED IN BLACK WITH A SWORD OF SILVER AT THEIR HIP: **AN INQUISITOR**.

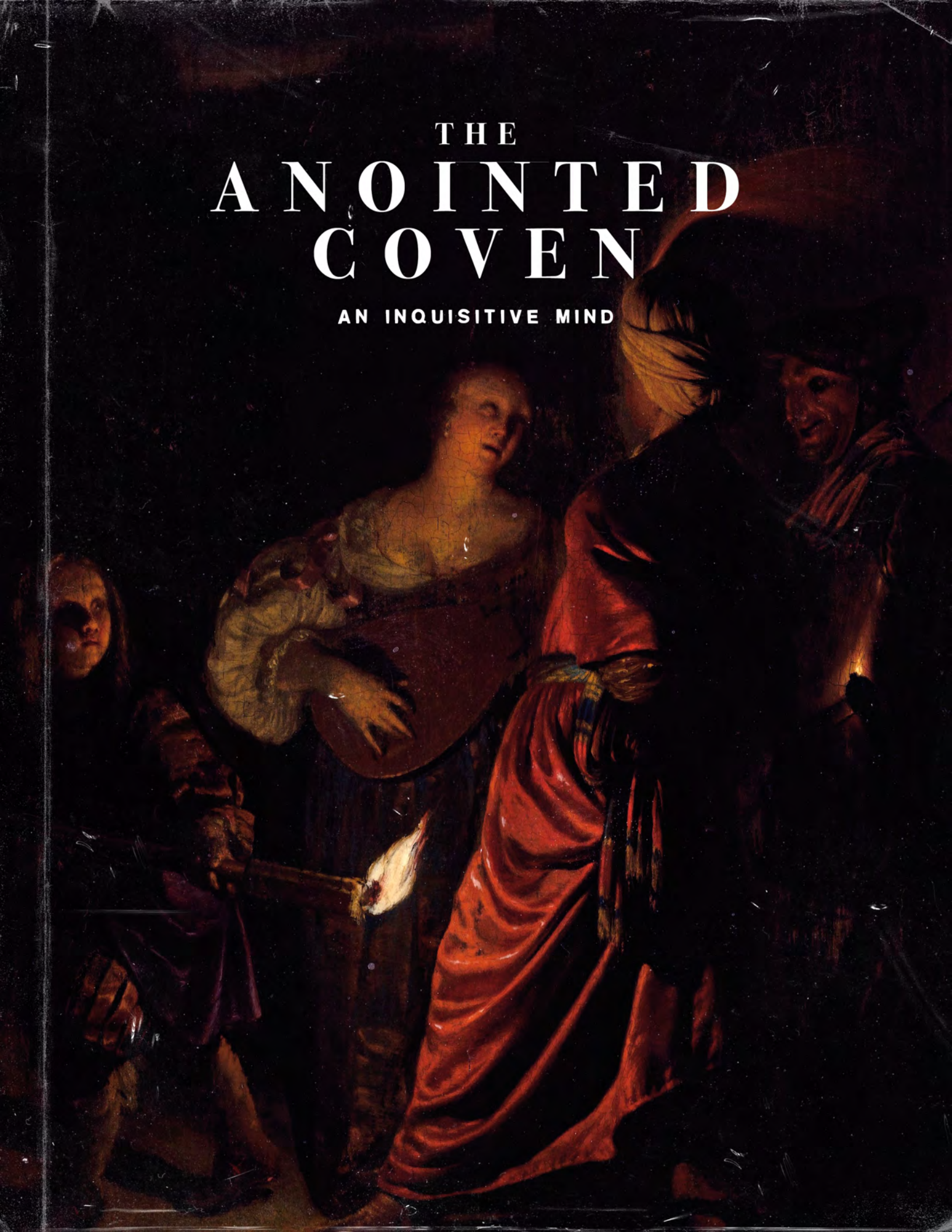
IN THIS COMMOTION THE OLD WOMAN SEEMS TO VANISH, AND NOW THE INQUISITOR APPROACHES THE PLAYERS (WITH THE HUNTER IF THE PLAYER ISN'T ONE), AND ASKS TO QUESTION THEM. THE INQUISITOR HAS ARRIVED IN ARCADIA AS THEIR PARTNER DISAPPEARED IN THIS AREA INVESTIGATING THE NIGHT TERROR. THE PLAYERS WILL HAVE TO EXPERTLY HANDLE THE INQUISITOR'S LINE OF QUESTIONING, OBSCURING THEIR OWN CULT GOALS WHILE ALSO DECIDING IF THEY WANT TO ALLY THEMSELVES WITH THIS DANGEROUS INDIVIDUAL. INQUISITORS ARE CUNNING, POWERFUL, AND CAN UNRAVEL THEIR SUMMONING PLANS, BUT ALSO PROVE TO BE A USEFUL ALLY IF THEY TOE THE LINE CAREFULLY.

FROM HERE, IT BECOMES A HUNT AND MURDER MYSTERY AS A VILLAGER TURNS UP DEAD (ONE OF THE CULTISTS' FRIENDS OR FAMILY), AND THE INQUISITOR'S OWN PARTNER IS ALSO FOUND DRAINED OF THEIR BLOOD. THE PLAYERS MUST ALSO DEAL WITH MULTIPLE RUN-INS WITH THE NIGHT TERROR, NARROWLY ESCAPING AND POTENTIALLY WOUNDING THE TARGET OF THEIR INVESTIGATION AS THE DAYS PASS AND CLUES ARE FOLLOWED UP ON. SOMEWHERE DURING THEIR SEARCH, THE PLAYERS LEARN THAT THE OLD WOMAN FROM THE TAVERN IS **THE MOTHER** FROM THE TALE, AND SHE HAS BEEN TURNED HERSELF, BY CHOICE, INTO A NIGHT TERROR. THE DAUGHTER SEEN AT FIRST IS ACTUALLY A **PRIME TERROR**, AN ADOPTED DAUGHTER (THE PLAYERS CAN LEARN THIS FROM TOWN RECORDS OR OTHER METHODS OF INVESTIGATION) WHO MURDERED/TURNED HER OWN BROTHER AND HAS HAUNTED THESE WOODS FOR CENTURIES. DESPITE HER APPEARANCE, SHE IS CENTURIES OLD AND A FORMIDABLE FOE.

IF IT CAN BE RESOLVED, THE VILLAGE WILL BE A MUCH SAFER PLACE FOR THE FUTURE AND THE INQUISITION MAY TURN A BLIND EYE TO THE CULT, THIS TIME. FAILURE MAY RESULT IN A MUCH DIFFERENT POST-GAME CONCLUSION FOR THE CHARACTERS AND ARCADIA, AS THE NIGHT TERROR(S) CONTINUE TO STALK THE WOODS AND THE INQUISITION MAY HAVE TO RETURN IN FORCE.

THE AN OINTED COVEN

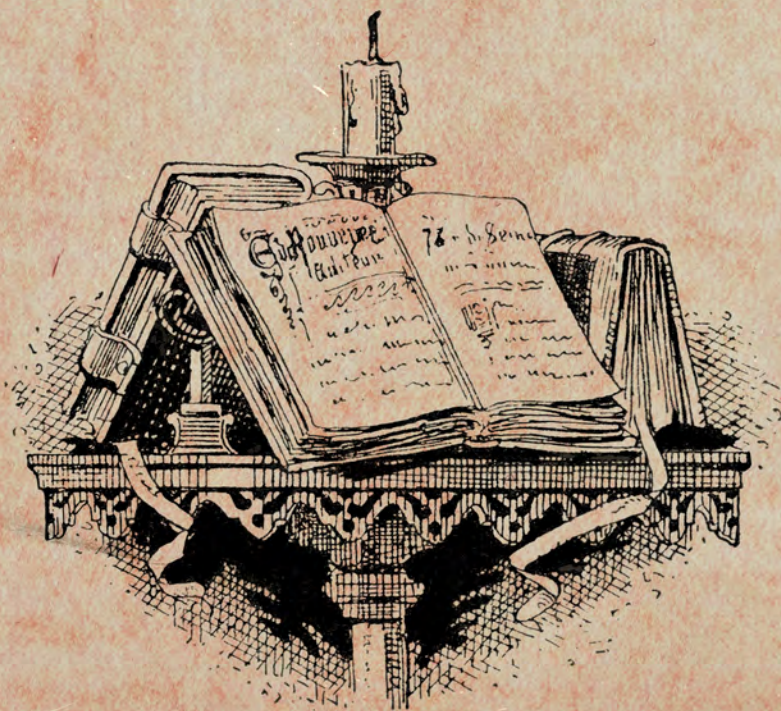
AN INQUISITIVE MIND



THE APPOINTED **WITCH OF ARCADIA** HAS A TASK FOR THE CULTISTS. (IF A PLAYER IS THE WITCH, THIS IS THE FORMER WITCH FOR THE TOWN, A RETIRED PREDECESSOR) DUE TO POLITICS, THE WITCH OF THE TOWN KNOWS OF THE CULT AND THEIR ROOTS, BUT HAS TO REMAIN NEUTRAL. THERE IS A MATTER, HOWEVER, THAT LEADS TO THEM TO LEAVE A NOTE AS A SECRET MESSAGE IN THE CULT'S MEETING PLACE, SIGNALING FOR ASSISTANCE.

THE CULT'S MEMBERS KNOW THAT **THE COVEN** HAS BEEN A SILENT ALLY TO THE CULT'S METHODS FOR YEARS AND VISITS THEM TO FOLLOW UP ON THEIR REQUEST. IT IS AT THIS FIRST MEETING THAT THE WITCH, SURROUNDED BY MAGICAL PARAPHERNALIA AND OCCULT ACCOUTREMENTS, ADDRESSES THE PLAYERS AND TELLS THEM THAT THERE ARE POINTS OF POWER (RANDOMLY CHOSEN LOCATIONS) AROUND ARCADIA WHERE THE VEIL IS WEAKENING TOO QUICKLY, AND CAUSE TERRIBLE DISTURBANCES AND STRANGE OCCURRENCES THAT WILL TURN THE VILLAGE AGAINST ALL MAGIC. THEY ASK FOR THE CULT'S HELP IN PERFORMING A RITUAL TO HELP SLOW THIS VEIL DECAY, TO KEEP BOTH REALMS MORE SEPARATE. AT THIS TIME THEY MAY EVEN PERFORM A TAROT READING FOR THE PLAYERS, ALTERING AND OBSCURING CERTAINS FACTS TO GUIDE THE PLAYERS INTO HELPING.

THERE ARE THREE POINTS (OR FEWER IN A SHORTER GAME) AROUND TOWN WHERE THE VEIL HAS WEAKENED, AND THE PLAYERS WILL THEN HAVE TO VISIT THESE SPOTS WITH THE WITCH TO SOLVE WHATEVER WEIRD OCCURRENCE IS ALTERING REALITY, AND PERFORM THE RITUAL TO HELP SEAL THIS TEAR IN THE VEIL. THE SPECIFICS OF THESE ARE UP TO YOU, THE GAME MASTER, BUT THE CONCLUSION IS THE SAME IF THE PLAYERS DON'T DISCOVER THE WITCH'S TREACHERY. THE RITUALS THEY ARE PERFORMING ARE ACTUALLY WEAKENING THE VEIL FURTHER AND ARE FREEING A **DEMIGOD** LONG IMPRISONED.





THE WITCH HAS FALLEN IN LOVE WITH THIS DEMIGOD, AFTER REACHING TOO FAR INTO THE VEIL AND LEARNING OF THEIR EXISTENCE. THIS CAN EITHER BE A CONSCIOUS CHOICE, OR THE DEMIGOD (NAMED FOR ANOTHER POP ICON) HAS CONNED AND POSSIBLY EVEN POSSESSED THE WITCH. THE WITCH COULD BE TURNING ON THE CULT FOR THEIR LOVER, OR MAY BE TRICKED THEMSELVES INTO BETRAYING THE CULT OF BLACK HEART. THE DEMIGOD MAY EVEN WARN THE WITCH OF THE CULT'S TRUE INTENTIONS, AND THEY MAY BE PERSUADED TO SEE THE CULT'S GOAL AS EVIL. (WHICH, IT SORT OF IS.)

IF THE PLAYER'S WORK OUT THE WITCH'S TRUE PLAN BEFORE IT COMES TO FRUITION, THEY MAY BE ABLE TO DEFEAT THE DEMIGOD BEFORE IT IS RELEASED, AND CAN FREE OR PERSUADE THE WITCH FROM THEIR ORIGINAL PATH, OR HAVE TO DEFEAT THEM TO TRULY PROTECT ARCADIA. (IF THIS ROUTE IS TAKEN AND THE WITCH IS KILLED, THIS CAN HAVE DANGEROUS POLITICAL CONSEQUENCES IN THE EPILOGUE). HOWEVER, IF THE PLAYERS FAIL TO DISCOVER THIS DECEPTION, THEY MAY FACE A DEMIGOD BEFORE OR EVEN IN THE FINAL RITUAL, FURTHER COMPLICATING THEIR ALREADY IMMENSE TASK OF SUMMONING THE GOD. THE DEMIGOD CAN BE A POWERFUL ENEMY, OR EVEN AN UNLIKELY ALLY, BUT THEIR PRESENCE WILL STRONGLY AFFECT THE GAME'S EPILOGUE EITHER WAY.



THE
BLACKSMITH'S
CALLING

THE SONG THEY SING

THE LOCAL **BLACKSMITH** (IF A PLAYER IS THE BLACKSMITH, IT IS THEIR MENTOR) SEEKS HELP FROM ONE OR MORE OF THE PLAYERS AT THE START OF THE GAME. THEY HAVE A PREVIOUS RELATIONSHIP AND HE MUST CONFIDE IN THEM. AFTER VISITING HIM AND GAINING HIS TRUST, THE BLACKSMITH REVEALS HE BELIEVES HE IS BEING HAUNTED BY THE GHOST OF HIS BROTHER. HIS BROTHER DIED MANY YEARS AGO FROM A TRAGIC ACCIDENT AND NOW AT NIGHT, THE BLACKSMITH CAN HEAR HIS CRIES. THEY ECHO IN HIS HEAD AND SEEM TO BE COMING FROM THE **CATACOMBS** BELOW THE LOCAL **CHURCH**.



THE PLAYERS JOIN THE BLACKSMITH IN JOURNEYING BELOW THE CHURCH AND INTO THE DARK CATACOMBS THAT HOLD MANY OF THE TOWN'S DEAD. THE LOCAL CHURCH IS A FORGOTTEN SUBWAY STATION AND THE CATACOMBS ARE THE SERVICE AND TRAIN TUNNELS RUNNING UNDERNEATH IT, RECLAIMED AS A REPOSITORY FOR THE DARK SECRETS OF ARCADIA (THE PLAYERS MAY COME ACROSS A TROVE OF WRITINGS THAT HINT AT THE CULT'S HISTORY AND PROVIDE INSIGHT ON THEIR FINAL SUMMONING RITUAL). WHILE DESCENDING BELOW, YOUR PLAYERS MAY FACE SOME PHYSICAL OBSTACLES AND ALSO CONTEND WITH THE TEMPERATURE DROPPING RAPIDLY, LEAVING THEM TO SHIVER AND DEAL WITH A BITING COLD THAT SEEMS TO PUSH THEM TO ABANDON THEIR QUEST.

EVENTUALLY, THE PLAYERS WILL EMERGE INTO A LARGER CHAMBER THAT IS BATHED IN AN EERIE BLUE GLOW. AT THE CENTER OF THE ROOM IS A SPECTRAL BEING, A HALF-MATERIALIZED GHOSTLY SHAPE THAT RESEMBLES THE BLACKSMITH'S BROTHER, BUT HORRIBLY DECAYED AND POSSESSED. THE BLACKSMITH, LOSING GRIP ON HIS LARGE MAUL AND HIS OWN RESOLVE, COLLAPSES BEFORE HIS BROTHER, UNABLE TO ACT. IT IS AT THIS MOMENT THAT THE PLAYERS HAVE A CHOICE. THEY CAN TALK TO THE BLACKSMITH AND INQUIRE AS TO THE PAST OF THE SIBLING RELATIONSHIP, THEY CAN CHOOSE TO FACE AND TALK OR ATTACK THE BROTHER, OR THEY CAN BACK OUT AND LEAVE THE BLACKSMITH TO DEAL WITH HIS BROTHER, OR VICE VERSA.



BY TALKING TO EITHER BLACKSMITH OR THE BROTHER, THE PLAYERS LEARN THAT SOMEONE TEMPTED BOTH BROTHERS WHEN THEY WERE MUCH YOUNGER. FROM THE BROTHER HOWEVER, THE PLAYERS LEARN A CRUCIAL DETAIL, THAT IT WASN'T A MORTAL WHO TEMPTED THEM BUT A SIREN, A VEIL BEING WHO THRIVES ON CONFLICT OF ANY NATURE. UNDER THE EFFECT OF THE SIREN'S MAGIC, THEY CAME TO BLOWS TO FIGHT FOR THE SIREN'S AFFECTION. THE BLACKSMITH WOULD ACCIDENTALLY MURDER HIS BROTHER IN THIS CONFLICT. THE BROTHER DOES NOT BLAME THE BLACKSMITH AS THERE WERE DARK MAGICS AT WORK, WHILE THE BLACKSMITH FEARS HIS BROTHER'S RETRIBUTION AND SEEKS TO DESTROY HIM.

THE PLAYERS CAN END THE BROTHER'S CURSE HERE AND LEARN ONLY A HINT OF THE SIREN, LEAVING THIS THREAT TO EMERGE AT AN INOPPORTUNE TIME AND SURPRISE THE PLAYERS. THE PLAYERS CAN TALK AND SOLVE THIS PROBLEM WITHOUT ANY VIOLENCE, REPAIRING THE RELATIONSHIP BETWEEN THE BROTHERS AND LEADING THE BLACKSMITH TO ASSIST THE PLAYER IN HUNTING DOWN THE SIREN. THEY ALSO CAN LEAVE THIS PROBLEM BEHIND, LEAVING THE BLACKSMITH BEHIND TO AN UNKNOWN FATE AND LEARNING NOTHING OF THE SIREN.

IT IS AFTER THIS ENCOUNTER THAT THE PLAYERS MUST CONTEND WITH THE SIREN. IT COULD BE DISGUISED AS ANOTHER TOWNSPERSON, OR IT COULD BE HIDING ELSEWHERE FROM THE CULT. THE SIREN COULD ALSO BE A BENEVOLENT OR MALEVOLENT FORCE, WHERE THE TEMPTING OF THE BROTHERS WAS AN HONEST MISTAKE, OR A CREATURE TOYING WITH MORTALS, PUSHING HUMANS INTO THEIR PREDESTINED FATES, OR THE START OF SOMETHING EVEN MORE SINISTER.

THE SIREN THREATENS THE STABILITY OF BOTH TOWN AND THE QUICKLY WEAKENING LINE BETWEEN THE VEIL AND THE CULTIST'S WORLD. AS A MAGICAL BEING ITSELF, IT MAY ALSO OFFER INSIGHT INTO THE RITUAL. IT MUST BE DEALT WITH.



IN CONCLUSION...

THESE THREE TALES ARE BLUEPRINTS FOR YOUR OWN STORIES AND LEGENDS TO WEAVE INTO BLACK HEART. THE GAME CAN VENTURE INTO MANY DIRECTIONS AND DRAW INSPIRATION FOR BOTH SETTING AND ADVENTURE FROM A VARIETY OF SOURCES. THIS GAME MAY ALSO PROVE A POWERFUL SIDE TALE TO YOUR OWN MAINLINE TABLETOP ADVENTURES, ALLOWING YOUR CREW A BRIEF SIDE STORY INBETWEEN GRAND CAMPAIGNS. IT ALSO FORMS THE HEART OF A UNIVERSE BEING CREATED IN CONJUNCTION WITH BOY PROBLEMS AND WARM BLOOD, A WORLD OF TECHNOLOGY FALLING AND BIRTHING A WORLD OF MAGIC ALL FROM THE ONE TRUE GOD, CARLY RAE JEPSEN.

WHETHER IT IS BATTLING THE MONSTERS FROM BEYOND THE VEIL, HACKING YOUR WAY THROUGH SOPHISTICATED COMPUTER SYSTEMS IN A FUTURE METROPOLIS, OR ANY OTHER SETTING AND PROBLEM YOU CONJURE UP: BLACK HEART'S RULES GIVE YOU A BLUEPRINT TO CREATE YOUR OWN CULT AND HAVE ITS MEMBERS SEIZE POWER BACK FROM SOCIETY. THE DUAL WORLDS OF BOY PROBLEMS AND BLACK HEART ARE PAINTED WITH BROAD STROKES, TO ALLOW FOR YOUR STORIES TO TAKE ROOT AND BLOOM.



