

The background of the cover is a dark, fiery, and chaotic scene of destruction. It appears to be the interior of a building that has been completely gutted, with twisted metal, falling debris, and intense orange and yellow flames. In the lower-left foreground, a lone figure in a light-colored, possibly metallic or armored suit is sitting on a pile of rubble, looking up towards the center of the image. The overall atmosphere is one of devastation and tragedy.

LEGACY

ECHOES OF THE FALL

JAMES ILES

LEGACY: ECHOES OF THE FALL

August 2015

By James Iles

Front cover by Tithi Luadthong

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Thanks to all my Kickstarter backers, without whom this document would not exist and who have been responsible for some of its best ideas!

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Game system is based on *Apocalypse World* by D. Vincent Baker





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INTRODUCTION

The Fall never stopped. The greatest of the cataclysms have burned themselves out, but storms, earthquakes and less visible aftershocks are still reverberating. Still, where there is danger there is always opportunity - each cataclysm unearths some miraculous new fragment of the World Before, free for the taking to anyone who can survive the journey.

To make the most of this opportunity you'll need more than the bravery to leave your family and safety behind. You'll need to know which of your family's assets are worth bringing along. You'll need to have the right skills for the job. You'll need to know how to evade the threats of the wasteland, and where to find safety. And finally, you'll have to know how to wield the powers of the World Before without destroying yourself or causing another Fall.

Echoes of the Fall gives you this information:

Chapter 1: Mutated Ways provides new playbooks to use in *Legacy*. There are two new families - The Cultivators of New Flesh splice agricultural techniques with occult science to create singular beasts and potent tonics, while the Enclave of Sworn Hunters remixes the Enclave of Fallen Lore to focus on the monsters created by the Fall instead of the technology of the World Before. There's also a new character - the Firebrand specialises in infiltrating other organisations, finding their weaknesses and burning them to the ground.

Chapter 2: The Fallen World acts as a guide to the wasteland, giving you a wide range of places to visit, hazards to skirt, and threats to avoid. Place them down in your own wasteland, or use them for inspiration in creating your own ruins.

Chapter 3: High Technology greatly expands on the Tech rules found in the core *Legacy* book, giving you rules for getting extra oomph out of your devices, recharging them when they run out of juice, and using them to make permanent changes to the world. It follows this up with an arsenal of new technological devices complete with powers to evoke from them.

Good luck in the wasteland!







MUTATED WAYS



CHAPTER 1: MUTATED WAYS

Like any Apocalypse Engine game, making playbooks for *Legacy* requires a strong but flexible concept - strong enough to stand apart from the other archetypes in the game but flexible enough that players can customise the playbook through their choices and make it their own. *Legacy* adds the additional wrinkle that the two playbook types operate on very different scales, and so you have to be careful when writing playbooks that Character moves operate at the local and/or immediate scales while Family moves take time to kick in but have long-lasting or far-reaching consequences. In early playtests of the game this was much less clear and lead to players feeling confused about who they were controlling, so while occasional moves can play with this it's an important rule to bear in mind.

The playbooks in this chapter each attempt to change up the core *Legacy* dynamic in some way or another. First up, the Enclave of Sworn Hunters are an example of how to modify a playbook to suit your game: based on the core Enclave of Forgotten Lore, they were altered to focus on the monsters created by the Fall rather than the technology of the World Before. While they keep their focus on knowledge, seeking and capturing new creatures gives them a very different tempo to unearthing and preserving devices, and the edits to Sufficiently Advanced and their Doctrines and Lifestyles attempt to bring this out.

The second playbook - the Cultivators of New Flesh - work very differently to standard families: none of their moves involve dice rolls or even Reach or Grasp, and instead they dive deep into the Surplus and Need economy. They can flexibly transmute one surplus into another and give other Families strong incentives to trade with them, while growing stronger every step of the way.

Finally, the Firebrand fills a niche in character playbooks by being devoted to undermining and sabotaging human opponents, compared to the single-target focus of the Hunter or the defensive concentration of the Sentinel. The Firebrand rewards patience, fomenting revolution, gathering evidence and planting explosives before bringing down their enemies in a glorious cataclysm.







THE ENCLAVE OF SWORN HUNTERS

Not every marvel of the World Before died in the Fall. Some found new life as Behemoths, titanic and wondrous beasts that stalk the land. Everyone else fears these marvels, but we see their promise - inside them lie the seeds of a new world.

The Enclave of Sword Hunters uses Reach to track word of Behemoths and make sure they are respected as hunters without compare.

CREATING THE SWORN HUNTERS

To create your Sworn Hunters, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach 2, Grasp -1, Tech 0, Mood -1 if you invite pilgrims to study the behemoths with you.

Reach 1, Grasp 0, Tech 0, Mood -1 if you only teach those who have already proved themselves in the hunt.

DOCTRINE

Choose one:

Building a More Resilient World: When a piece of dangerous technology is brought back to the Family, they can break it down into 2 Tech.

Uplifting Mankind's Remnants: If others heed your Family's advice on grand projects, they take +1 forward.

Use Every Part of the Behemoth: When you spend more than 1 Tech you get 1 back, but every time you encounter a new kind of behemoth you gain *Need: avarice*.

LIFESTYLE

Choose one:

Nomadic: your beasts of burden have been interbred with behemoths and have a single hidden ability - say what it is.

Dispersed: when you write to family in other settlements for insights, their advice gives you +1 forward.

Settled: when you encounter a behemoth in its natural habitat, you know its purpose and place in the ecosystem.





HISTORY

Pick two Surpluses:

- Defenses
- Operatives
- Knowledge
- Camaraderie
- Culture

Pick three Needs:

- Recruits
- Trade
- Motivation
- Leadership
- Barter Goods

Then, look at the other families:

One of them looks like civilization's best chance to regrow. They take 2-Treaty on you.

One family has seen the true power of your creations. Take 2-Treaty on each other.

TRADITIONS

Populace: Close-knit families passing secrets to their children, sages and those who seek their knowledge, blood-birthed duplicates, something else.

Style: Hidden within bulky environment suits, utilitarian clothes studded with strange implants, masks and leathers covered in sigils, something else.

Governance: Meritocratic academic bureaucracy, anarchic rule of the loudest and most interesting, hidebound council of elders, something else.

ALLIANCE MOVE

When you spend time and effort showing another group how to utilise or protect themselves from behemoths, gain 1-Treaty on them.

SWORN HUNTER MOVES

Sufficiently Advanced: Your Family has corralled one of the primal behemoths, immortal and miraculous. From this beast, you can extract materials to create one of the following:

- Medical treatments able to cure any ailment.
- A weapon that could slay any foe.
- Potent pheromones that can repel - or attract - any creature in a wide area.
- Armour that confers some special power (flight, echolocation, poison touch) in addition to 2-Armour.

The behemoth has 3-Essence. To activate it, roll +Essence spent (minimum 1). On a 10+ it works perfectly, exactly as desired. On a 7-9 it does what you wanted, but it's either out of action for the near future or there are weird anomalies (you choose). On a miss, it erupts with chaotic power and bizarre side effects.

Choose how Essence is regained:

- Wanderlust: 1 Power every few months, so long as the beast is given a few days of freedom.
- Domination: 1 Power per lesser behemoth fed to the primal beast.
- Mystic Sacrifice: 1 Power per named Family member or Player Character sacrificed.

An Eye for Details: Your Family sees hidden relevance in stories that others overlook. When they Read the Wind you can ask one extra question, anything you like.

Weird Science: When your Family uses materials from the behemoths to put together a device powerful enough to shape the local area for generations, say what they want it to do. The GM will give one to three of the following conditions:

- It'll take weeks/months/years to build.
- You'll need to erase a certain Surplus.
- It'll only work for a limited length of time before needing to recharge.
- It'll need regular feeding of a specific material.
- You'll have to sacrifice 1/2/3 Tech.

Deep Knowledge: Your Family has a well-curated and extensive store of records on certain parts of behemoth lore. Choose two:

- The Birth and Death of Monsters
- Toxins, Fangs, Spines and Other Natural Defences
- The Migration Patterns, Habitats and Food Sources of Behemoths
- The Personality and Behaviour of Beasts
- Technological and Natural Means of Monster Deterrence

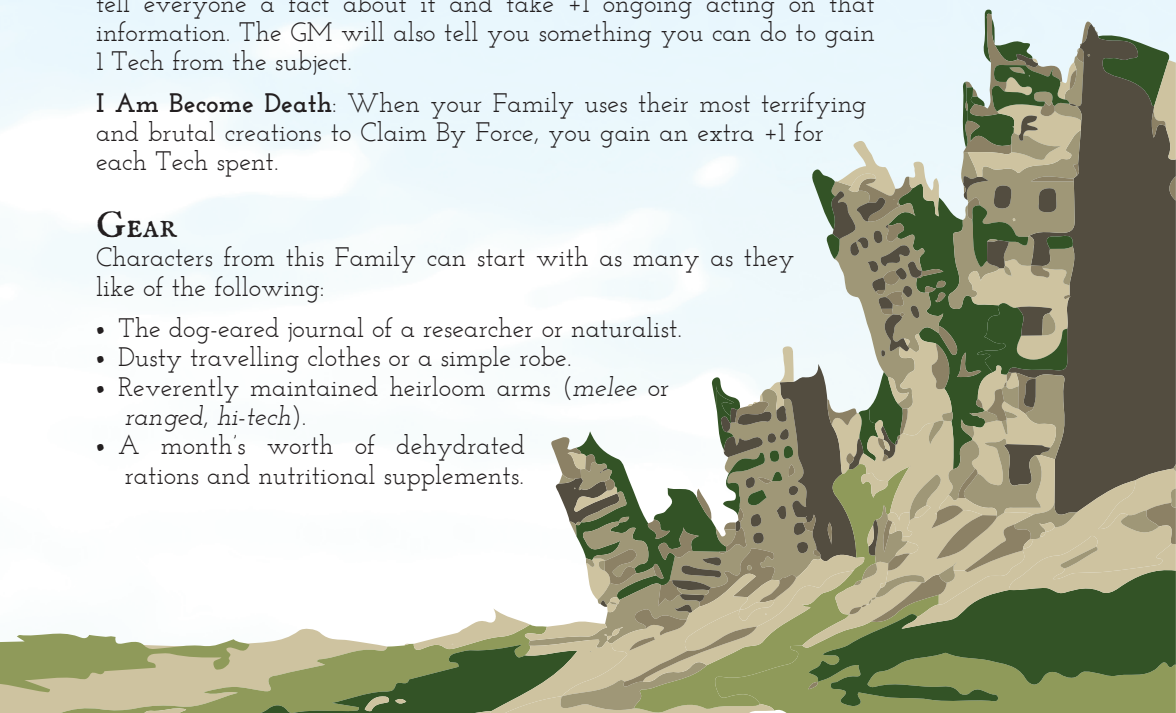
When your Character encounters a situation covered by this field, tell everyone a fact about it and take +1 ongoing acting on that information. The GM will also tell you something you can do to gain 1 Tech from the subject.

I Am Become Death: When your Family uses their most terrifying and brutal creations to Claim By Force, you gain an extra +1 for each Tech spent.

GEAR

Characters from this Family can start with as many as they like of the following:

- The dog-eared journal of a researcher or naturalist.
- Dusty travelling clothes or a simple robe.
- Reverently maintained heirloom arms (*melee* or *ranged, hi-tech*).
- A month's worth of dehydrated rations and nutritional supplements.





THE CULTIVATORS OF NEW FLESH

Mother Nature's a tough old girl, but she can be a little slow. Natural selection takes time, and with the insanity going on outside that's time we don't have. That's where our techniques come in. Life finds a way, but sometimes it needs a little helping hand.

The Cultivators of New Flesh don't rely especially on Reach or Grasp, instead gaining strength from their assets.

CREATING THE CULTIVATORS

To create your Cultivators, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Reach 2, Grasp -1, Tech 0, Mood -1 if you're a friendly and generous source of supplies.

Reach 1, Grasp 0, Tech 0, Mood -1 if you trade your goods away only sparingly.

DOCTRINE

Sculpting a New Humanity: When your family creates or domesticates a new organism, they permanently gain one of its minor or cosmetic traits.

The Horn of Plenty: Your family produces the most delicious food in the land, and anyone who eats it will highly value another opportunity to do so.

Nature's Acolytes: So long as your family members only consume the food and drink they've produced, they will not fall ill or be attacked by mundane wild animals.

LIFESTYLE

Nomadic: Your caravans have several hidden places they visit to retrieve new harvests. Each sanctuary can hide and support your family for months at a time.

Dispersed: Your family barter and borrow space in other's land for their cultivations, giving you up-to-date information on the state of other faction's food supply.

Settled: Your family's farms and facilities are extensive, and can work on the creation of multiple new Surpluses simultaneously.





HISTORY

Pick two Surpluses:

- Progress
- Land
- Trade Goods
- Recruits
- Contacts

Pick three Needs:

- Vengeance
- Defences
- Culture
- Transport
- Barter Medicine

Then, go around the other Families:

Everyone has a need for your products. Gain 1-Treaty on everyone.

Two Families supply you with resources vital for cultivation. Work out what they are and give those Families 1-Treaty on you.

TRADITIONS

Populace: atavistic renouncers of civilisation, carefully-managed bloodline, mutual corporation of tradesmen and ranchers, something else.

Style: bucolic and laconic, sterile and analytic, wild and unrestrained, something else.

Governance: feudal hierarchy of serfs and landowners, commune of innovators and eccentrics, a pantheon taking on nature's aspects, something else.

ALLIANCE MOVE

When your family gives someone the perfect resource to solve a problem, gain 1-Treaty on them.

CULTIVATOR MOVES

Take Culture and one other.

Culture: when your family spends a few months focusing on crafting a new product, sacrifice

- *Surplus: Progress* to create *Surplus: Drugs*.
- *Surplus: Land* to create *Surplus: Crops*.
- *Surplus: Trade Goods* to create *Surplus: Livestock*.

In addition, your character can take the cream of the crop. If you created:

- **Drugs:** gain 1 use of medicine that can heal 1 harm when applied.
- **Crops:** gain a month's worth of high-quality food that gives your character (and anyone that eats with them) -2 ongoing to Shake it Off.
- **Livestock:** gain a few exemplary examples of the bred animals. They count as a group of followers with Quality 1 and expertise appropriate to the animals being created - guarding, carrying, scouting, etc.

Recycling: when your character dissects the body of unnatural creature, they can extract organs and fluids worth 1-Tech. In addition, your family can sacrifice *Surplus: Drugs, Crops* or *Livestock* to activate *Culture* to

make one of the other two surpluses.

Evolutionary Leap: when you use Culture, your character can instead gain:

- **Drugs:** a weapon with tags *melee*, *inconspicuous*, and *hi-tech* or *non-lethal*, or drugs that place a dying person into suspended animation, delaying their Dead box's activation for an hour.
- **Crops:** 7 days' worth of food that toughens skin and sinew giving +1 Armour ongoing, or gives boundless energy and removes the need to sleep.
- **Livestock:** A group of animals with simian-level intelligence, quality 2, and one of the following areas of expertise:
 - Strength and Endurance.
 - Speed and Cunning.
 - Ferocity and Violence.

In addition, your family improves themselves over generations. Every time The Age Turns, gain one physical trait they've encountered sometime this Age (night vision, flight, photosynthesis, etc) with the GM providing a downside. Your family members will all exhibit that trait from then on.

Domestication: when a novel life form is brought back to your family's farm and reshaped to suit your needs, choose one:

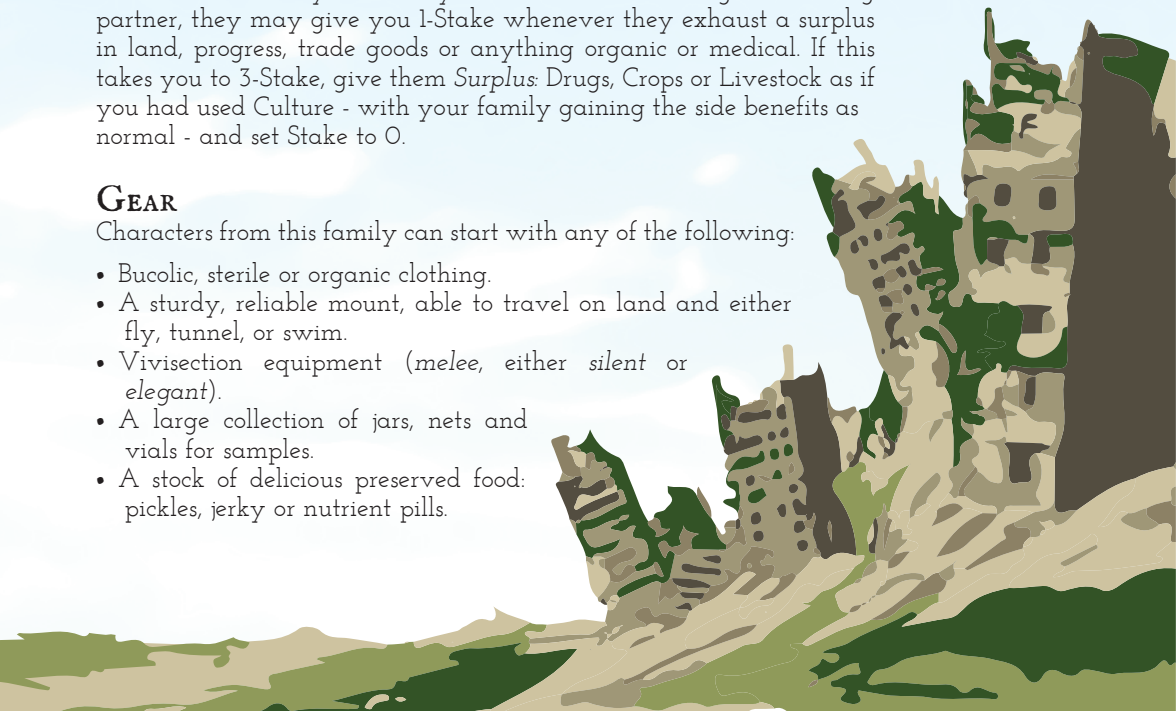
- Archive one of its traits - from now on you can add that trait to the crops and animals created by Culture, or have the drugs you create temporarily grant it to their users.
- Create a small breeding population of the organism, securely corralled.
- Create a way for your family to resist its abilities or avoid its dangers.

Investment: once your family makes someone a regular trading partner, they may give you 1-Stake whenever they exhaust a surplus in land, progress, trade goods or anything organic or medical. If this takes you to 3-Stake, give them Surplus: Drugs, Crops or Livestock as if you had used Culture - with your family gaining the side benefits as normal - and set Stake to 0.

GEAR

Characters from this family can start with any of the following:

- Bucolic, sterile or organic clothing.
- A sturdy, reliable mount, able to travel on land and either fly, tunnel, or swim.
- Vivisection equipment (*melee*, either *silent* or *elegant*).
- A large collection of jars, nets and vials for samples.
- A stock of delicious preserved food: pickles, jerky or nutrient pills.





THE FIREBRAND

People thought the World Before would last forever. They thought its excesses were inevitable and that they were safe in their palaces. The Fall taught us different. Be careful as you build up your walls and raise yourself high - fire is coming.

The Firebrand uses Sway to gain allies and informants, and Force to bring down their enemies.

CREATING A FIREBRAND

To create your Firebrand, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Masculine, feminine, concealed, ambiguous

Burned face, handsome face, angular face, friendly face

Fiery eyes, dead eyes, passionate eyes, furtive eyes

Muscular body, bony body, compact body, graceful body

STATS

Choose one:

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

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

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



BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

I respect _____'s concern for others.

_____ has grown fat on the backs of other's labour.

_____ can teach me to understand this new world.

BASIC MOVES

You get all the basic moves (see pages 43-46).





FIREBRAND MOVES

Choose two:

Anarchist's Cookbook: when you have a few hours of time and access to volatile chemicals, you can put together 1-stock of explosives. 1-stock is sufficient to:

- Spread fire over a city block-sized area.
- Bring down a structure as big as a house.
- Be used as a weapon with tags *ranged, area, brutal*.

Using multiple stock at once will boost the potency accordingly.

Words of Revolution: when you spend time listening to the troubles of the oppressed and disenfranchised, roll **+Sway**. On a hit, choose one:

- You learn a secret weakness of the authorities.
- You learn ways to move through this area quickly and unseen.
- You learn the method the authorities depend on to maintain their control.

On a 10+ you are given access to a safe house you can use while you're in this area.

The Secret Army: when you spend a few days agitating for insurrection in an area where you don't have any followers, gain a group of followers of Quality 1 with one of the following areas of expertise:

- Spying
- Rioting
- Carrying Messages
- Sabotage

Additionally, you may give the followers advanced equipment - for every Tech you spend you may increase the quality of the followers by 1 (max 3) or give them another area of expertise from the list.

The followers will not leave the area, and will leave your service once the local authorities have been overthrown.

Social Stealth: when you blend in with a crowd (a dozen or more) you will not be recognisable and can hide anything that would make you appear remarkable.

Iconoclast: when you reveal a dark secret of an authority figure to the world, roll **+Sway**. On a 7-9 choose 1, on a 10+ choose 2:

- Their allies stop providing them support.
- Their followers start plotting revolution.
- Their enemies offer you aid.

GEAR

In addition to what you get from your Family, pick three:

- A thick, well-insulated coat (Armour 1, +1 vs fire)
- 3 smoke canisters that block out sight in a few metre's radius when used.
- A collapsible crossbow or easily-concealed knives (*melee or ranged, silent, inconspicuous*).
- Binoculars and a long-range microphone.
- The writings of philosophers and revolutionaries.

HARM

When you suffer Harm, check one box. To heal, spend a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

- Fearful
- Winded
- Bleeding (-1 Force)
- Feverish (-1 Sway)
- Dead

DEATH

When you mark off your Dead box, your death becomes a rallying point for those who see you as a martyr. Say who they are, and what your death inspires them to do.

Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

FIREBRAND ADVANCEMENT

When you successfully tear down an organisation, take an advance:

- Get +1 Steel
- Get +1 Force
- Get +1 Lore
- Get +1 Sway
- Get a new Firebrand move
- Get a new Firebrand move
- Get a move from another playbook

Each advance can only be taken once.







THE FALLEN WORLD



CHAPTER 2: THE FALLEN WORLD

The wasteland doesn't get a lot of focus in the main book of *Legacy*, but it's a highly important point of contrast to the fledgling civilisations being built by the game's Families. At the start of the game the Wasteland starts as soon as you step outside the Families' settlements and is full of unknown horrors and wonders, but as the game progresses explorers find hidden shelters to take refuge in, safe pathways to travel along and fantastic treasures to haul back to their homeland.

As the Ages roll on and the safe area around the player's homeland expands, new regions of the Wasteland are opened up to exploration. These new territories are a great source of new conflicts and opportunities to mix things up and give the new Age its own distinct story and tone.

The contents of your wasteland are going to vary hugely according to the World Before and Fall your group's game is using, but as in *Fallout* or *S.T.A.L.K.E.R.* it should contain as many wonders as it does horrors. There is great risk in the wasteland but also great opportunity, as it is only out there that survivors will find the technology and resources they need to give their families health, wealth and happiness.

In this chapter, you'll find a range of things to stock your wasteland with: locations, settlements, hazards and active threats. Each is more than scenery - they come with plot ideas, ways they can change over time, or custom moves.



LOCATIONS

THE BEACH OF WHISPERS

A plaza covered in fragments of red rock worn almost smooth. When whole the rocks held the minds of the dead, and the rocks still whisper fragmented thoughts and memories.

The rocks have moved since you last returned. Are they aggregating themselves, or is something moving them?

A scrap of writing indicates one of the savants of the World Before is immortalised here. Can you find enough of her fragments to tap into her genius?

A group of Cargo Cultists (Legacy p. 120) wearing the stones as pendants have started raiding the Homeland with alarming cunning and ingenuity.

THE HULK

A large vehicle, bleached and stripped of the wheels, propellers or tracks that allowed it to move. Its large flank - dozens of metres tall - is painted with faded but colourful icons, some looking like they were painted on it in the factory and others looking like they were scrawled on later.

Elsewhere in the wasteland someone finds an intact engine; is it possible to fix this wreck?

Among the scrawls are the encoded symbols of a legendary gang of scavengers - what secrets do the messages hold?

Investigating the wreck shows that it contained highly secure means of transporting people. Were they VIPs, prisoners or test subjects? Where did they go after the crash?

THE SPIKE

A pyramid of welded together girders and ladders that the daring can climb hundreds of metres up. The welds are expertly done and firmly secure, but it must have taken years to build. A steel platform can be seen at the top, but nobody's been willing to make the climb and see what's up there.

Thunderclouds form over out of a clear sky and start striking the spike with lightning. What's causing the lightning, and for what reason?

The lower levels are corroded, as if from caustic chemicals. And are those gas nozzles hidden in the surrounding ruins?

You find a second spike in the wasteland, hidden by the ruined skyline. You can see the first one from its summit - how many more are there?

THE GROTTO

A cave partly filled with purplish oily



water and home to foot-tall and inquisitive snails whose rasping tongues can erode stone. The water is potable but has strange psychoactive properties, filling the drinker's dreams with languages they don't understand and visions of alien landscapes.

Can the snails be domesticated?

What's giving the water its strange properties?

Will the dreams lead you to wondrous insights or delirious mania?

THE KIOSK

An automated kiosk that still responds to button presses, although its stores are long gone and now it only dispenses bones, leaf mould and the occasional irate squirrel.

A red light can be seen flashing within the vegetation. Pushing through, the light is labelled 'RESUPPLY REQUESTED'.

The back of the kiosk hides several tubes marked 'INTAKE'. Material poured down the tubes is transmuted into products to be purchased - although buying it might be a problem.

A creature has taken up residence inside the kiosk like a hermit crab, its secretions warping and reshaping the kiosk as it makes itself at home.

SETTLEMENTS

THE FIRE CHURCH

A small, close-knit family who spend their time huddled around a carefully maintained fire fed from an underground reservoir of fuel. They claim the fire keeps them warm and safe from monsters, though whether that's superstition or truth is unclear.

The youngest member of the family starts tapping the fuel reservoir, and begins selling it to other settlements without their family's knowledge.

As the characters leave the family's elder presses a torch into their hands, and begs them to keep the torch lit as they travel.

The characters arrive to find the family are dying - poisoned, maybe, or infected. Even so they refuse to leave to get aid. Do the characters bring help to them, drag them away from the fire, or leave them to die?

THE SKY NET

A web of ropes and cables strung out between ruined skyscrapers with wooden platforms lashed to them. Occasionally they lower platforms down on ropes to bring in traders and recruits, but once recruits have become adapted to scuttling around on the ropes they never touch the ground again.

The inhabitants are experts at navigating ruins and bridging gaps, but even if they agree to help their vow to never touch the ground is devoutly maintained.

A more militant sect breaks away from the Sky Net, using dangling nooses to forcibly conscript those walking the streets below.

The secret religion of the Sky Net finally bears fruit as they make contact with the lights in the sky. Every night the lights grow brighter over the rapturous devotees below.

THE JUGGERNAUT

A heavily armoured train inching its way through the wasteland a few metres a day, its inhabitants constantly laying down new track as they tear it up from behind. They claim the engine is perfectly efficient and inexhaustible, but they leave the landscape blighted and withered behind them.

A cult has finally found a holy relic in the wasteland, but it's too heavy to transport by normal means. Can the Juggernaut's crew be convinced to haul it?

Maybe the Juggernaut's crew don't know or care about the effect their passage has on the land they travel across, but the raiders and scavengers that follow in their wake certainly do.

Panic breaks out as a landslide blocks the train's path. The crew reveal that the blight spreads independently of its motion, and if they don't keep travelling the blight will spread to cover everything.

THE FLOTILLA

A fleet of a dozen boats sail together along the waterways of the wasteland, lashed together for protection against the ravages of beasts and elements. Most boats have been put together after the Fall, but the central vessel is a surviving remnant from before, its gleaming hull free of rust and moss and its decks hiding ancient forces.

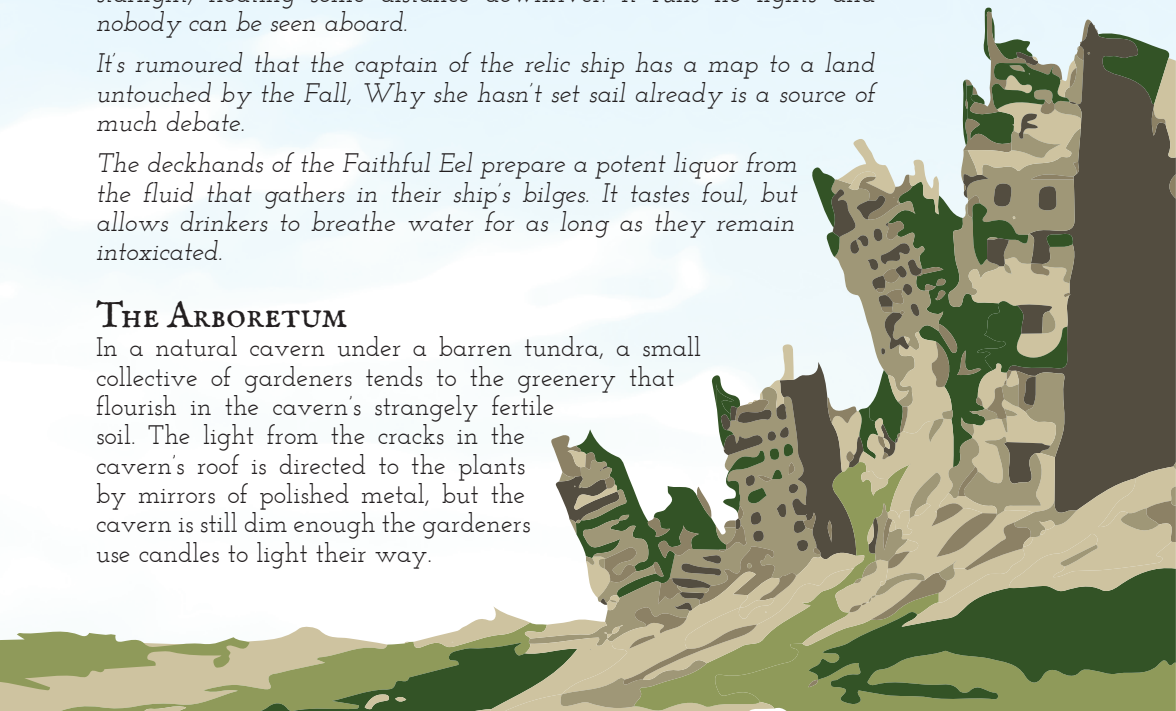
On certain nights a thirteenth boat can be seen illuminated in the starlight, floating some distance downriver. It runs no lights and nobody can be seen aboard.

It's rumoured that the captain of the relic ship has a map to a land untouched by the Fall. Why she hasn't set sail already is a source of much debate.

The deckhands of the Faithful Eel prepare a potent liquor from the fluid that gathers in their ship's bilges. It tastes foul, but allows drinkers to breathe water for as long as they remain intoxicated.

THE ARBORETUM

In a natural cavern under a barren tundra, a small collective of gardeners tends to the greenery that flourish in the cavern's strangely fertile soil. The light from the cracks in the cavern's roof is directed to the plants by mirrors of polished metal, but the cavern is still dim enough the gardeners use candles to light their way.





Every spring the gardeners leave the cavern to stay with allies elsewhere. in the wasteland. The garden's plants apparently exude deadly pollen over this period, but while the Arboretum is unattended who knows what might happen to its treasures and creatures?

One of the gardeners, wrapped up in a monklike habit, is revealed to be a sentient, humanoid machine. Some gardeners, with a zealous devotion to the organic, start plotting the machine monk's destruction.

In the centre of the Arboretum is a tall willow tree, its fronds waving in the wind. As they wave their rustling hints at a lilting song - a song that remains in listener's heads, intruding into their thoughts at unpredictable moments and filling them with a potentially dangerous tranquility.

HAZARDS

THE NEST

A nest of hundreds of small, emerald spiders. They will devour anything living that comes near, but not for food; the victim is reconstituted in another nest elsewhere in the wasteland, still alive though traumatised.

When you offer yourself up to the spiders, roll +Steel. On a 10+ you reform in another nest much closer to your destination. On a 7-9, as a 10+ but choose two: the nest you reform at is safe/you're physically unchanged/there's no lingering hallucinations or arachnophobia.

The spiders burst out of a hidden nest under a settlement, devouring all the occupants. Where were they taken?

A scholar makes it their life's work to understand the connection between nests, and promises great rewards for captured spiders.

THE FACTORY

An automated plant designed to mass-produce the machinery of the World Before. The supply of materials to the plant has long dried up, but the automated machinery is hungry to continue building. Covered by rust and overgrowth, they may still leap into life and snatch unwary travellers up to be mangled according to ancient blueprints.

There's a master list of plans deep within the factory - if extracted they could be a huge boon to your family's engineers.

The factory's stock yard contains hundreds of products heaped up in piles of malfunctioning machines. The goods on the surface are corrupted, misshapen things, but at the heart of the heap are flawless devices from before the Fall.

The mutation of the master patterns has produced something akin to new life - creatures that scuttle out of the factory on steel limbs searching for raw material to bring back to the plant.

MISTROCK

Scattered through the wasteland, veins of a greenish-grey stone bulging slightly out of the ground. When inert like this they can easily pass

beneath notice, but any impact above a light tap starts a chain reaction within the stone causing them to vaporise, rising as billowing coppery-green clouds. The threat comes from the cloud's tendency to resolidify almost immediately, petrifying in midair and trapping anyone caught within.

An explorer was caught in a mistrock vein as they were returning from looting a ruin. Can you retrieve their treasure without succumbing yourself?

Daring medics swear by the healing properties of mistrock vapour, claiming the gas pulls toxins and impurities out of patient's bodies as it solidifies. It's risky but may be worth it for a miracle cure.

Digging a new mine results in disaster as a mistrock vein sublimates into gas and blocks off the shaft. There are trapped miners down there - can players find a way to get them out without flooding the whole area with mistrock?

PSYCHOGEOGRAPHY

In some places the world has grown thin, its ontological inertia worn away by the stresses of the apocalypse. Such that it doesn't have a set form. Instead, these regions flex and reform according to the subconscious thoughts of those that travel through them. Travellers homeward bound can be trapped in an unreal version of their home, unwilling to risk leaving their friends and family behind; those fleeing conquerors may hear their cavalry's hooves on the wind no matter where they turn. The strong-willed can make a comfortable life for themselves in psychogeography, but even they must always remember how to escape.

Inner demons start becoming a risk to life and limb when a survivor of terrible traumas becomes trapped in a stretch of psychogeography that's the main route between two settlements.

The terrain remains in the forms it adopts for a short time after being removed from the psychogeography. A creative mind could make a fortune forming luxuries out of the psychogeography and quickly transporting them to wealthy buyers.

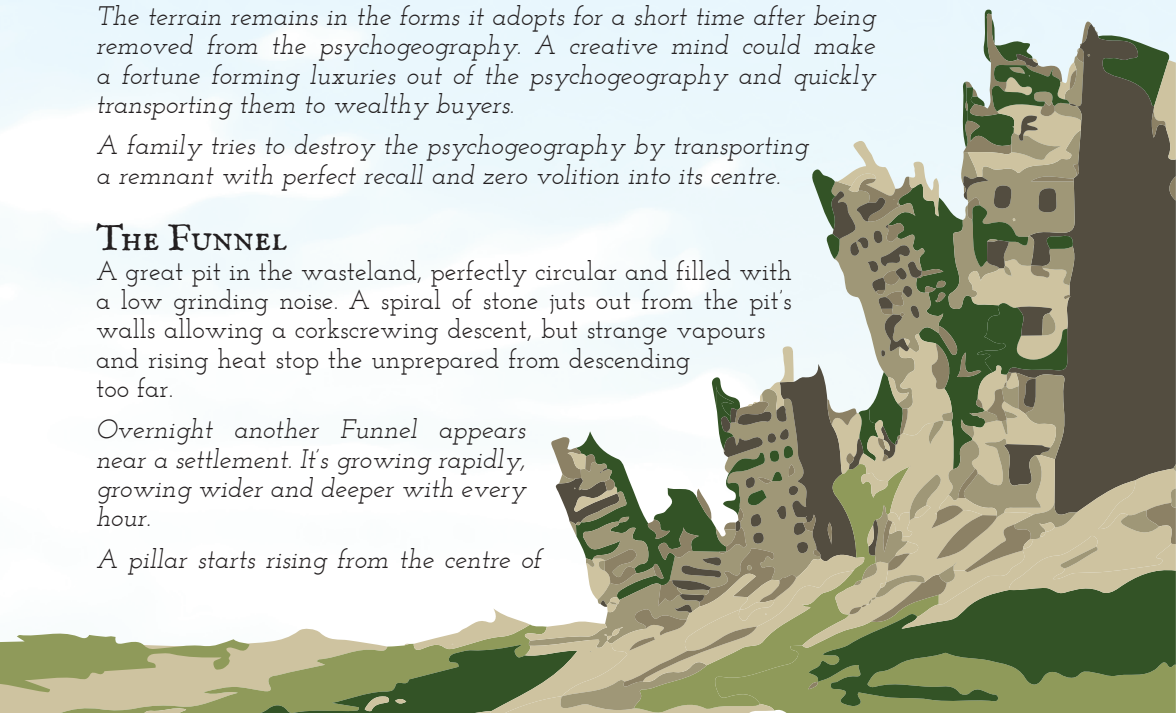
A family tries to destroy the psychogeography by transporting a remnant with perfect recall and zero volition into its centre.

THE FUNNEL

A great pit in the wasteland, perfectly circular and filled with a low grinding noise. A spiral of stone juts out from the pit's walls allowing a corkscrewing descent, but strange vapours and rising heat stop the unprepared from descending too far.

Overnight another Funnel appears near a settlement. It's growing rapidly, growing wider and deeper with every hour.

A pillar starts rising from the centre of





the Funnel, and appears to be designed for habitation - there are doors, windows, and seemingly working lights.

A glinting vein of metal or gems is spotted near the base of the funnel - enough riches to catapult a family to dominance if they can put together a successful expedition.

THREATS

IMMOBILISERS

Harm: 2 on foot / 4 in vehicles

Maybe they were lucky in their choice of hiding place, or daring enough to go hunting in the wasteland while other survivors were still hiding. Either way, the gang now known as the Immobilisers gained access to a great advantage they have made core to their ideology - a pre-Fall transportation network, still functional enough to take the Immobilisers anywhere they needed to go. The trouble came when others wanted to use the network, and were brutally dissuaded from doing so. Some have started opposing their tyranny by smuggling those people too poor to pay around the network, but it's at constant risk of discovery and destruction at the hands of the Immobiliser's vicious machines.

Moves:

- Demand an extravagant gesture of submission.
- Assert a self-justifying philosophy and back it up with menacing force.
- Outrun or outflank their opponents.

THE IVORY HUNTER

Harm: 3

Plenty of predators leave their hunting ground and lair scattered with the bones of their victims, but the Ivory Hunter has found a particular use for these remains. Resembling a eyeless dog wrapped in fine ropes, the Ivory Hunter is naturally blind but possessed of a preternatural ability to sense sound and vibration. By uncoiling one of those tendrils and sending it under the ground to attach to a bone in an acoustically optimum spot it can track prey as they move through its territory. Once it's confident of success it strikes, lashing out with whiplike tendrils and bones swung with crushing force to knock prey off their feet before lunging in to finish them off with its teeth. Each victim eaten is more raw materials for the Ivory Hunter to use, their charnel territory expanding until their overconfidence leads to their deaths.

Moves:

- Tangle prey up with tendrils.
- Stun or knock back someone with a hurled bone.
- Rattle bones at a distance to distract and separate prey.

WARPIEND

Harm: 2

Most of the time the Fall was a drawn out process, a label applied after the fact to describe a civilisation-wide cataclysm. Sometime, however, it was sudden, local, and terrifyingly motivated. Warphiends are the twisting fires of the Fall, animate and sentient. Though rare, they stalk the land leaving a trail of mutation and destruction in their wake as they spread their gifts of metamorphosis to everything they touch. Their bodies are constantly shifting and disposable, but the core of the Warphiend - the fire or rock or meat in which they arose - remains at their centre. Destroy that and you have a chance of stopping the fiend's endless rampage. Even when the wounds it causes heal, however, the changes wrought by the Warphiend remain. The healing process is more about finding an accommodation with the body's new shape than it is about returning to a previous arrangement.

Moves:

- Twist flesh and matter with a touch.
- Adapt its form to suit the situation.
- Force wings, limbs, tendrils or some other atavism onto a victim.

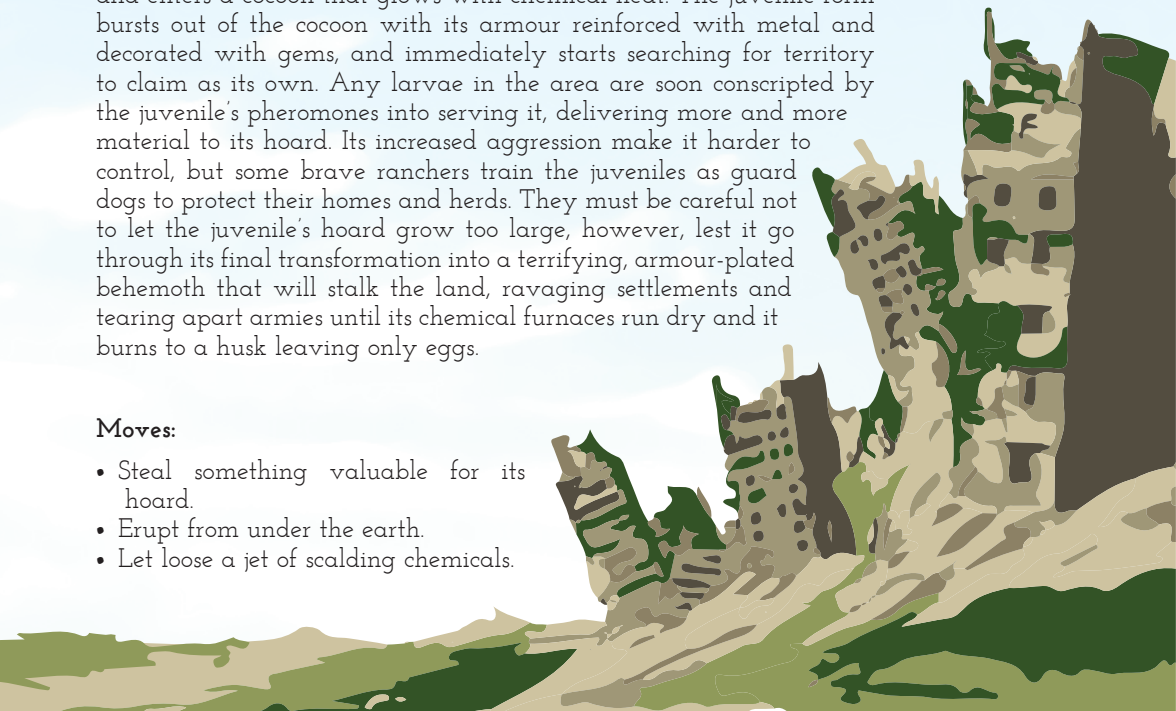
DRUDGE

Harm: 1 for larvae; 2 for juveniles; 4 for adults

The life cycle of a drudge makes them extremely useful to those willing to take the risk of their eventual madness. They hatch from eggs a foot tall, their larval form blind, soft-shelled centipede-like creatures. They worm their way through the ground seeking out chunks of ore and gems in the earth, fertilising the soil in their wake. Once a larval drudge has enough material collected in its trove it consumes it all and enters a cocoon that glows with chemical heat. The juvenile form bursts out of the cocoon with its armour reinforced with metal and decorated with gems, and immediately starts searching for territory to claim as its own. Any larvae in the area are soon conscripted by the juvenile's pheromones into serving it, delivering more and more material to its hoard. Its increased aggression make it harder to control, but some brave ranchers train the juveniles as guard dogs to protect their homes and herds. They must be careful not to let the juvenile's hoard grow too large, however, lest it go through its final transformation into a terrifying, armour-plated behemoth that will stalk the land, ravaging settlements and tearing apart armies until its chemical furnaces run dry and it burns to a husk leaving only eggs.

Moves:

- Steal something valuable for its hoard.
- Erupt from under the earth.
- Let loose a jet of scalding chemicals.





QUALIA

Harm: 2 (Imaginary, armour-piercing*)

In certain places the World Before was saturated with technology, the air buzzing with miniscule devices ready to service people's every need. The sloth of those before the Fall was such that these devices were built to respond to their thoughts alone, coalescing images and figures out of the air itself in response to the thoughts of their masters. One such image, twisted and energised by the Fall, found itself with a desire to persist after its progenitor's attention went elsewhere, and commandeered the invisible machinery to carve glyphs in the surrounding stone. Each glyph is a kind of egg, perfectly calculated to hatch a copy of the image in a viewer's mind. Once this Qualia is summoned it appears out of the air and sets about doing everything it can to keep the victim near, keep them aware of it, and prolong its own existence. Over time it's learned crude control over the bits of machinery that read visitor's mind state, letting it even inflict wounds through feedback. Victims have only a few options: try to push it from their minds, try to leave its territory, or make their own images to fight it off with.

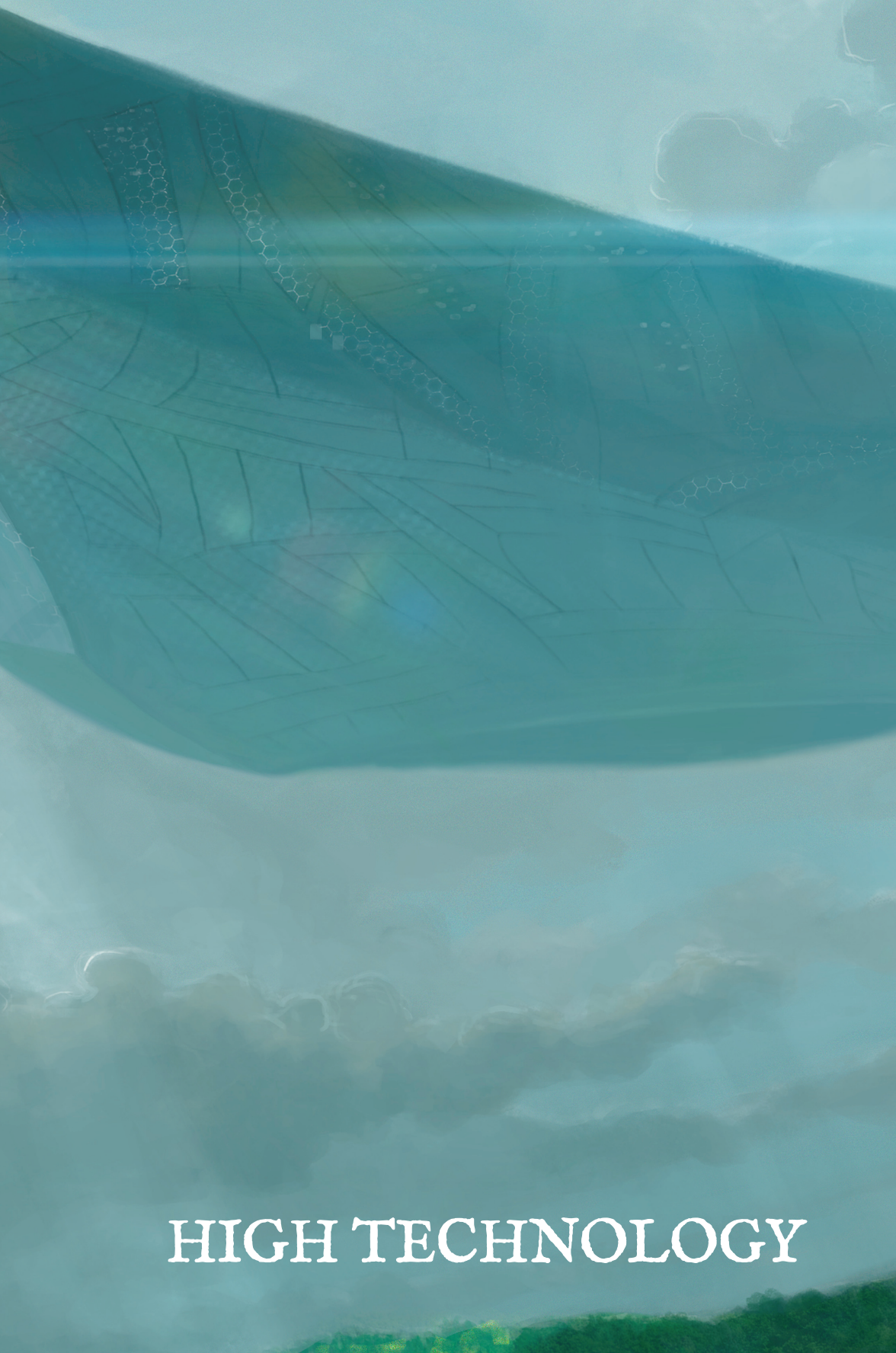
Moves:

- Offer to build an illusory paradise if they only stay.
- Lash out with unreal weapons.
- Punish inattention with intense headaches.

* *The damage Qualia cause ignores armour but is only in the mind, making it easier for the strong-willed to recover. Subtract your Steel from your roll when you try to Shake It Off.*







HIGH TECHNOLOGY



CHAPTER 3: HIGH TECHNOLOGY

Though the World Before was destroyed fragments remain, scattered through the Wasteland. They may be the sole functioning part of some massive machinery, a eerily pulsing gadget lying at the centre of a space-twisting anomaly, or an unassuming black glass oblong lying curiously undamaged among the rubble. There is great power in these trinkets - overwhelming power that can jump-start a new golden age or scorch the land with unbridled destruction.

Each piece of tech has a unique but finite power, capable of miracles but running on borrowed time untethered from the infrastructure that kept them fuelled and mended. Their potency and fragility are both really important to *Legacy* - by having powers far in advance of character's contemporary gear they remind the players how amazing the World Before was, but by only having limited use left they underline that that time is past. These devices are refugees from a lost age, and the shape this era's technology will take is in the player's hands.

TECH IN PLAY

Tech enters player's hands through two main routes: as a treasure encountered when travelling through the wasteland, and as an extra reward created through the use of moves like *Fiercely Assault*, *Dominion* or *Deep Knowledge*. The advice in the main book's GM chapter is that GMs give out between 2 and 5 Tech a session, depending on what the players are getting up to. I'd additionally suggest GMs keep an eye on how much Tech Families are keeping stockpiled, simply because of its effect on the mechanics of the game; adding even a single point of Tech to a roll boosts your odds of rolling a 7+ or of rolling a 10+ by at least 10%, and so even a character's weakest stat can create almost certain success with enough tech spent. Giving out too much technology can undermine the distinctions created by different playbook's strengths and weaknesses, and so should be avoided.

While the core book has some playbook-specific ways to spend tech (healing people with the *Seeker's Curative Admixture*, for example), most Tech spent is going to through the *Jury-Rigging* move. While it's basic it's also very effective - see above. With this move, the technology is merely augmenting the character's own abilities and should mostly manifest in more impressive narration of the move's results, and if the roll comes up a failure the GM's moves in response should emphasise the tech's power rather than having it fizzle out.

Remember that *Legacy's* moves work on longer time scales than most games', so the side effects of misused tech can have impressive and wide-ranging effects without causing too much disruption.

Ambitious characters might want to use Tech to give them new options instead of augmenting their existing abilities, and while it's very risky it's certainly possible. To unlock the secrets of Tech, try this move:

JAILBREAK

When you dismantle a piece of Tech in order to understand it fully, erase 1 Tech and roll **+Lore**. On a hit you unseal this device's potential; work with the GM to write 2-3 moves the device will let you perform, with each use using one of its three charges.

Also give the device an Ambiance - some way it affects the surrounding area positively and negatively. Once a device runs out of charges, it cannot be recharged - only its Ambiance continues running.

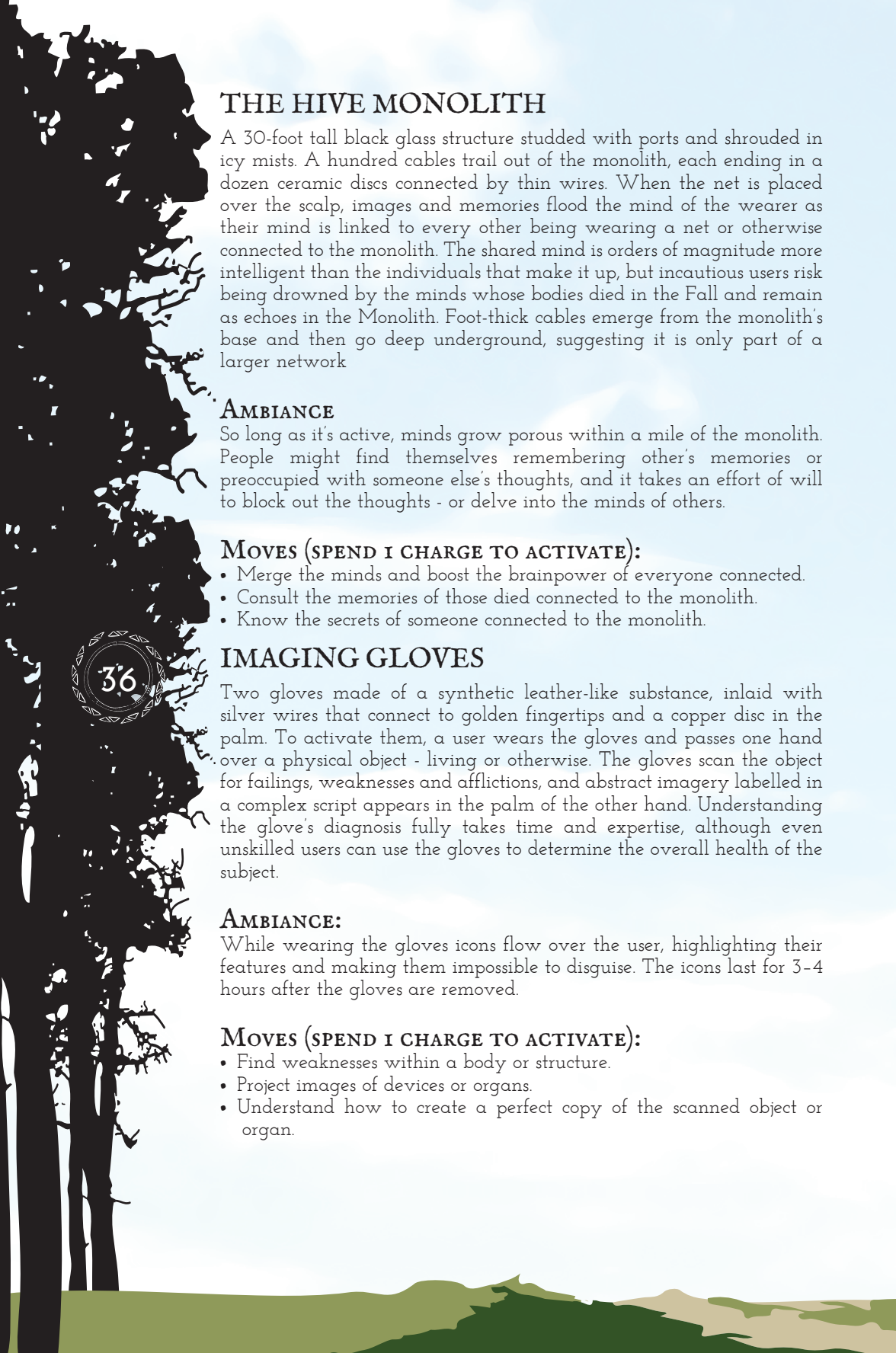
On a 10+ pick one:

- The device has one more charge.
- The Ambiance is entirely benevolent.
- The device can be recharged by spending 2 Tech per charge.

Note: This move and the Advanced Tech rules on Legacy p. 45 are mutually exclusive. Choose which one you're using when you start a game.

The following pages detail 10 different devices wrote up for this system; use them for inspiration or put them straight into your games!





THE HIVE MONOLITH

A 30-foot tall black glass structure studded with ports and shrouded in icy mists. A hundred cables trail out of the monolith, each ending in a dozen ceramic discs connected by thin wires. When the net is placed over the scalp, images and memories flood the mind of the wearer as their mind is linked to every other being wearing a net or otherwise connected to the monolith. The shared mind is orders of magnitude more intelligent than the individuals that make it up, but incautious users risk being drowned by the minds whose bodies died in the Fall and remain as echoes in the Monolith. Foot-thick cables emerge from the monolith's base and then go deep underground, suggesting it is only part of a larger network

AMBIANCE

So long as it's active, minds grow porous within a mile of the monolith. People might find themselves remembering other's memories or preoccupied with someone else's thoughts, and it takes an effort of will to block out the thoughts - or delve into the minds of others.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Merge the minds and boost the brainpower of everyone connected.
- Consult the memories of those died connected to the monolith.
- Know the secrets of someone connected to the monolith.

IMAGING GLOVES

Two gloves made of a synthetic leather-like substance, inlaid with silver wires that connect to golden fingertips and a copper disc in the palm. To activate them, a user wears the gloves and passes one hand over a physical object - living or otherwise. The gloves scan the object for failings, weaknesses and afflictions, and abstract imagery labelled in a complex script appears in the palm of the other hand. Understanding the glove's diagnosis fully takes time and expertise, although even unskilled users can use the gloves to determine the overall health of the subject.

AMBIANCE:

While wearing the gloves icons flow over the user, highlighting their features and making them impossible to disguise. The icons last for 3-4 hours after the gloves are removed.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Find weaknesses within a body or structure.
- Project images of devices or organs.
- Understand how to create a perfect copy of the scanned object or organ.

THE ARCHIVE

A three inch wide black oblong, secured in a net of leather straps suitable for fastening to a forearm. When tapped in a particular rhythm the screen lights up with a dozen colourful icons, but only one is functional: a picture of a box filled with writing, which fills the screen with short messages from thousands of different people. Most only talk about the mystifying lives of the World Before, but the Archive has a search feature that allows users to search for messages about a specific place, topic or item. The messages are often vague or more concerned with the writer's life, but they can offer valuable insight about the World Before.

AMBIANCE:

So long as this device has charges it will occasionally ring a loud alarm - sometimes warning of dangerous environmental conditions, but other times a scheduled alert from a long-obsolete agenda.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Interface with pre-Fall technology as if you were an authorised user.
- Play back a pre-Fall log relating to an area, device to topic you're interacting with.

THE VITA-SCAN 3000

A blocky handheld device made out of rugged plastic, this device scans the nearby area for threats to health. It can accurately detect bacteria, fungi, parasites and all other kinds of pathogens within a distance of a few hundred yards, although its output has an annoying habit of putting a long pause between a percentage change and stating whether that's a chance of living or dying. Once detected, the device's data banks will try to give the user all relevant information on the disease, although the advice is definitely aimed towards an absolute novice.

AMBIANCE:

When powered, the Vita-Scan 3000 constantly puffs out gusts of particles as part of the scanning process. The particles affect people weirdly, making them feel alert and awake but also easily distracted and a little paranoid.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Perform a broad sweep of the surrounding area and identify all sources of disease.
- Get in-depth information on a specified pathogen.



A large, dark silhouette of a tree with many branches and leaves occupies the left side of the page. In the middle of the tree's trunk, there is a circular icon with a decorative border and the number '38' in the center.

MIND PATCH

A plastic and steel triangle about 2" across, its base covered in electrodes and rubber suckers. Pressed once it glows blue, pressed twice it glows red. Unimpressive, perhaps, but the true effects only show when the patch is placed on someone's temple. There, it uses electrical pulses to stimulate the brain in ways that briefly magnify its power to superhuman levels. When it's blue the mind becomes detached, analytical and capable of comprehending grand patterns in a single thought. When it's red the mind is filled with passion and drive, capable of ignoring physical discomforts and pushing the body beyond its limits in pursuit of its goal. Such tinkering is dangerous, however, and can cause trauma to an unprepared mind.

AMBIANCE:

The electrical pulses the device emits affect more than the mind. After the first use the user's hair starts moulting, completely falling out within two hours. After the second use, their flesh takes on a waxy, almost translucent hue. After the third use, they start experiencing intermittent migraines and headaches. These symptoms fade after a week, the user's health coming back more robust than before.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Ignore pain and injury for an hour.
- Use a leap of logic to deduce some truth about the current situation - a hidden connection, a good next step, etc.
- Send the wearer into a homicidal rage.

CRYOGEL

A metal cylinder about 3' deep and 2' wide, filled with a faintly glowing green gel. The gel takes in ambient heat and converts it to light, producing a luminescence about as illuminating as a moonless night. The gel has two main functions: keeping items shoved into the gel at a constant 2°C, and unobtrusively marking areas for night-time navigation. In a pinch the gel's antiseptic properties make it adequate for sealing wounds, although the chill can cause its own problems.

AMBIANCE:

While the gel's active it affects the area around it in contrast to its own powers. The air becomes slightly but uncomfortably warmer, and other light sources become thinner and harder to see with.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Keep something from spoiling indefinitely.
- Paint a subtle, permanent glow on a wall or floor.
- Seal a wound and prevent it from getting infected.

CRASH PORTAL

A spitting, fizzing wrought metal archway about three metres tall, covered in copper coils and sparking wires. When power is forced through the archway a falling sensation pulses out as the archway drags everything nearby towards it. The world bends and suddenly the archway's centre is filled with a whirling vortex of electric sparks. Anything that passes through the vortex doesn't appear on the other side, but instead appears miles away, sparking with electricity but otherwise none the worse for wear. The destination can be altered by winding and unwinding wire around the portal's arch, but it's not an exact science.

AMBIANCE:

While the portal is powered any metallic object within a few dozen yards gains a nimbus of energy around its edges that makes them impossibly sharp and hard to handle. The effect only lasts a few hours once they leave the Portals' vicinity.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Disrupt all electricity in a 10 mile radius.
- Teleport something person-sized or smaller anywhere within 10 miles.
- Teleport something into something else, tearing a rift in reality.

IRON SLAVE

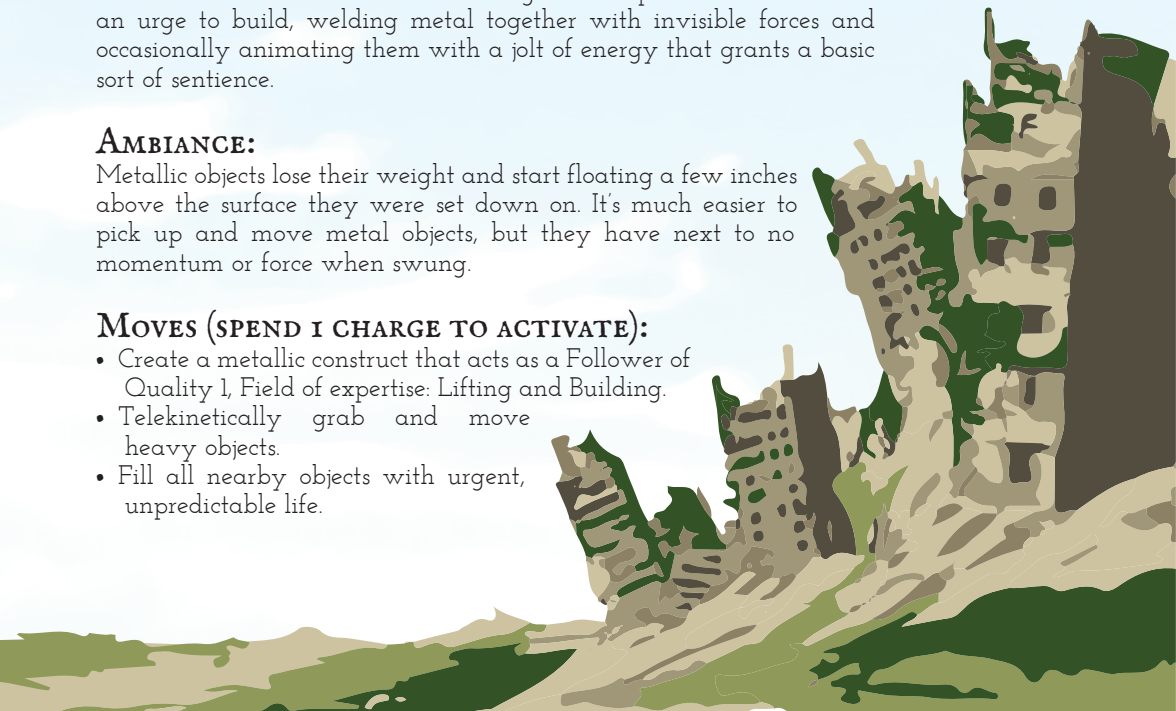
A smooth metal sphere ringed with narrow notches that glow with blue lights. As soon as the device is powered the different sections of the sphere begin rotating independently and the device rises into the air, buoyed by a cushion of magnetic forces. The sphere uses extrusions of magnetic power as limbs, using them to rifle through metallic objects and select out those that suit its designs. The sphere seems to have an urge to build, welding metal together with invisible forces and occasionally animating them with a jolt of energy that grants a basic sort of sentience.

AMBIANCE:

Metallic objects lose their weight and start floating a few inches above the surface they were set down on. It's much easier to pick up and move metal objects, but they have next to no momentum or force when swung.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Create a metallic construct that acts as a Follower of Quality 1, Field of expertise: Lifting and Building.
- Telekinetically grab and move heavy objects.
- Fill all nearby objects with urgent, unpredictable life.





THE TETHER

Appearing as a purple-green lump of some putty-like substance, the Tether activates when a particular combination of chemicals and sugars is injected into it. It springs into life, throwing itself towards the nearest person and coiling around one of their arms like an affectionate snake. It bonds to the skin, making removal a slow and painful process, but also stretches and coils according to the host's will. It's remarkably resilient and elastic, able to throw one end of itself across long gaps, hold tight, and support multiple human body weights of load. At rest the Tether flexes and flicks in idle motions - the host's subconscious thoughts or motions of its own?

· **AMBIANCE:**

While the Tether is energised the world around you starts conforming to a spiral pattern. Dust swirls in the air just so. Debris falls in that particular pattern. Hair starts falling out, leaving only a coil of coiffure.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Pull yourself to something far away.
- Yank something out of someone's hands.
- Keep a tight grip on something.

THE TAGGER

A snub-nosed pistol of stainless steel, the tagger silently and painlessly fires darts the size of a pea into a target. As soon as the dart hits it dissolves into anaesthetic chemicals and tiny machinery that swim through an organic target and install themselves at key points in its biology. Once something has been tagged, the pistol can unfold along hidden hinges to form a flat screen upon which biometric information about the target is displayed. With a press, the readout switches to display what the subject is seeing and hearing, allowing remote spying and scouting.

· **AMBIANCE:**

The tagger radiates a somewhat unwholesome aura, causing animals to be wary or fearful around the target and making people feel there's something creepy about the Tagger's holder.

MOVES (SPEND 1 CHARGE TO ACTIVATE):

- Tag an organic creature without them noticing.
 - Display up-to-date information on the target's physiological state.
 - Spy on the target's local area.
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