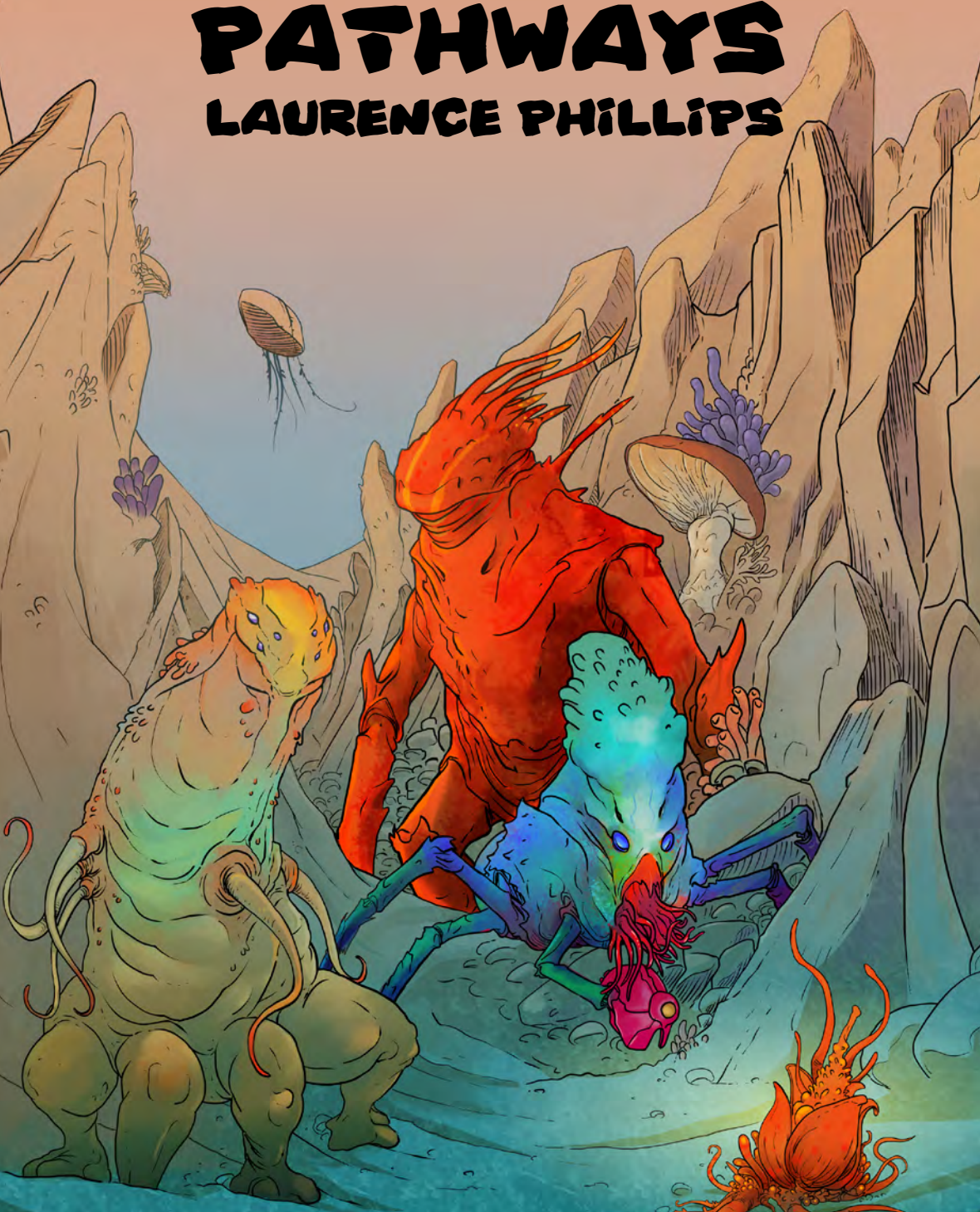


**WORLDS OF
LEGACY**

PRIMAL PATHWAYS

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Primal Pathways

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THIS IS NOT A COMPLETE GAME!

Primal Pathways is a supplement to
*Legacy: Life Among the Ruins 2nd
Edition*. You can pick up its basic rules at
ufopress.co.uk/legacyquick

or pick up the full rulebook, including
examples of play, GM advice and 24
post-apocalyptic playbooks at
ufopress.co.uk/legacy2e

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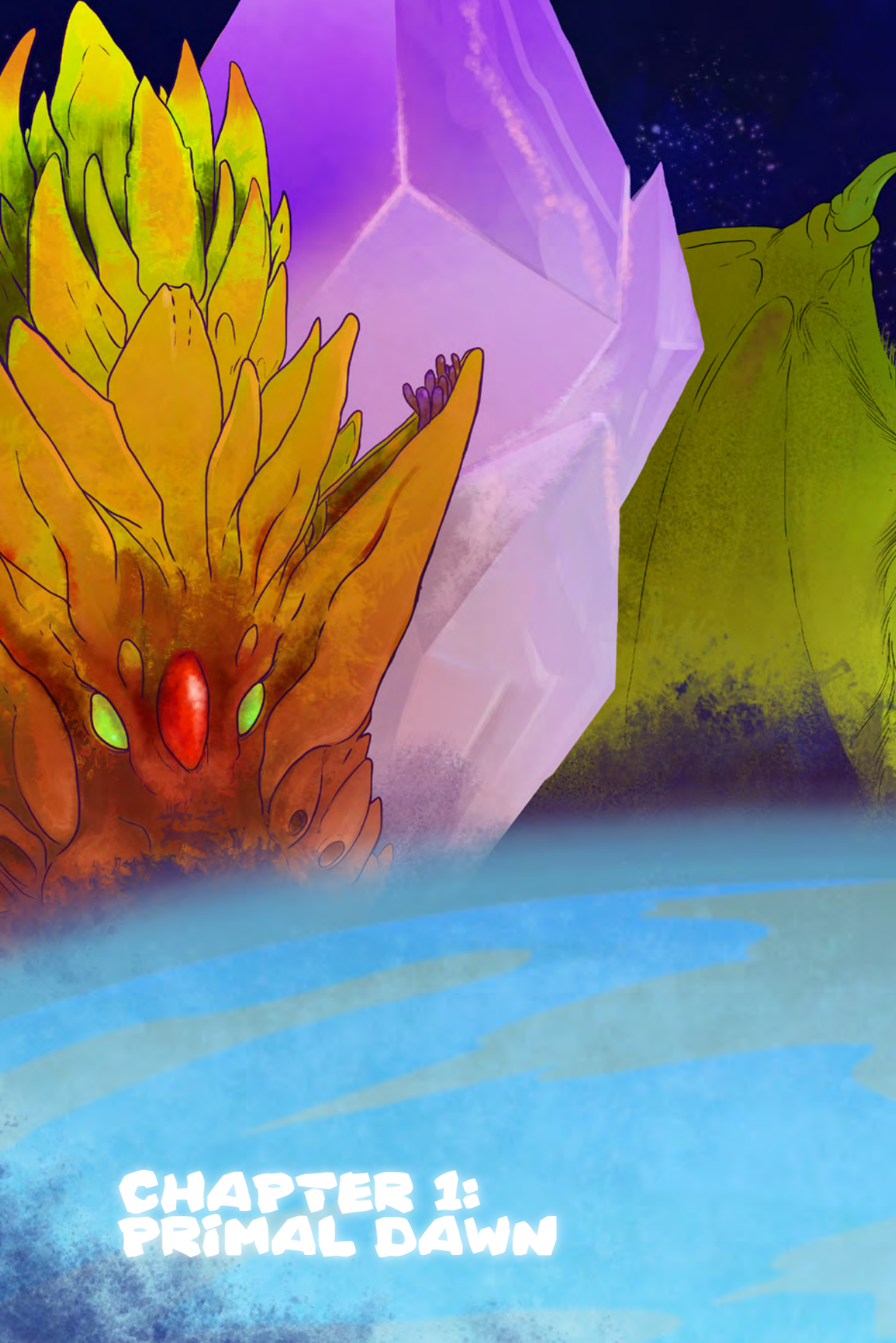
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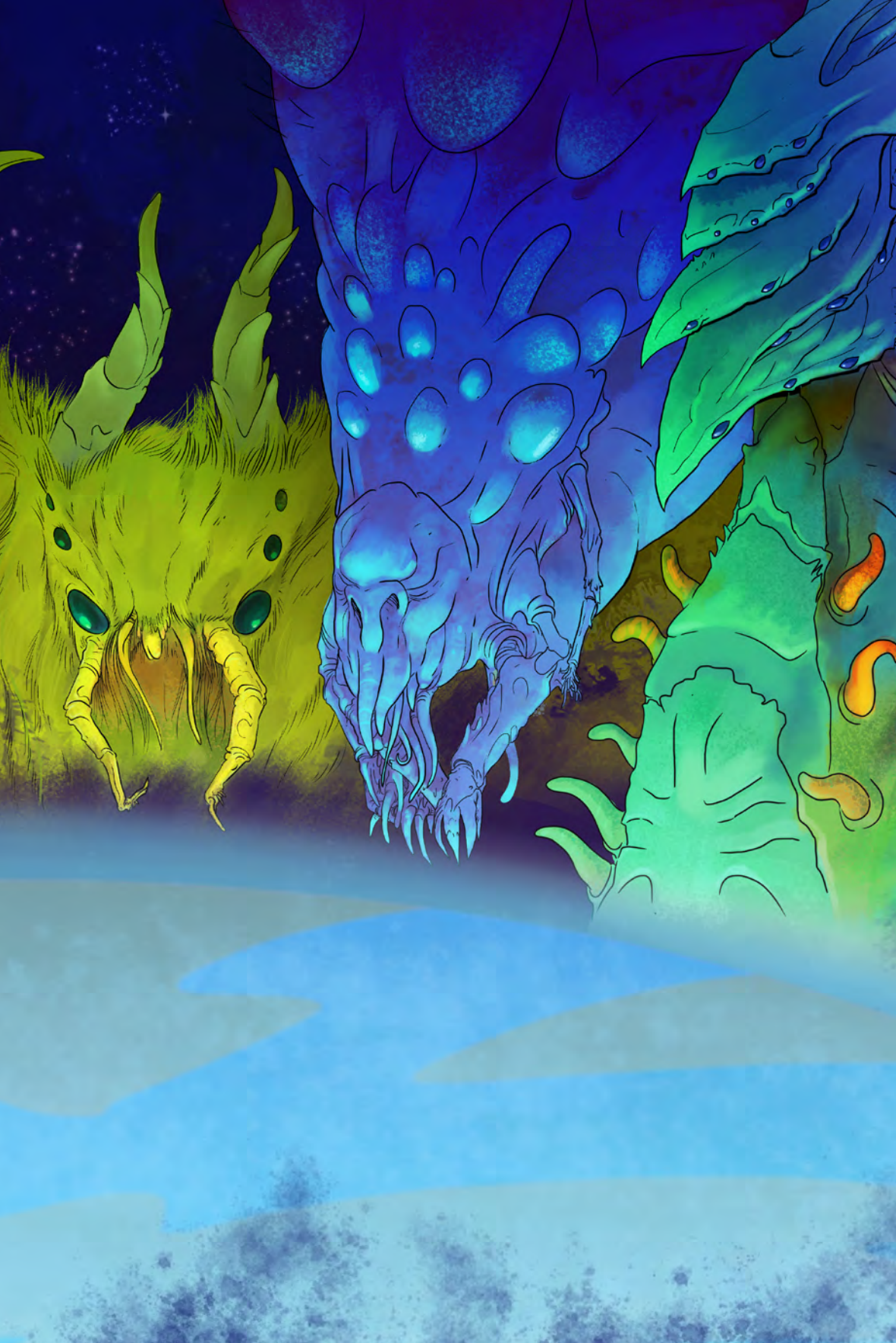
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CHAPTER 1: PRIMAL DAWN





In the beginning, there was the Primal Plane, a churning maelstrom of energy and power. A place without time where new strange creatures evolve, thrive and die within the space of a moment. Geography and biology constantly warps and changes. Predators consume, prey dies, plants grow and decay. For countless aeons the Primal Plane was nothing but a endless chaotic cycle of death and rebirth. Then the Guardians arose.

The Guardian's origins are unknown. It has been theorised that they were once lowly entities adrift in the storm of life that dominates the Primal Plane, and through force of will they imposed their own order on the chaos - but in truth there is no way of knowing.

Wherever they came from, the Guardians brought structure to the maelstrom. They portioned out their own corners of the Plane, and shaped these corners in their own image, according to their own way of life. In the timeless Plane they struggled, cooperated, made war, made peace, the formless and ever-changing nature of the Primal Plane preventing any one of them from gaining the upper hand for long. Until something changed.

A crack formed in their reality, a gap in the curtain. Through this gap they saw something new, a solid plane of consistent shape and flow. A place with linear time, where the topography of worlds stayed static for untold millennia and life gradually evolved in a logical, beautiful way.

Slowly, carefully, the Guardians ventured out into this new Material Plane and observed the worlds within it. On some worlds they found life, some of which had started to develop an intelligence of its own...but it was slow, oh so slow, and the temptation to guide and hasten this interminable process was strong indeed.

The Devourer was the first to succumb to temptation and make its mark on the Material Plane. It uplifted a species of carnivore on some wayward planet with some of its own power, vastly speeding up their evolution and enhancing their intelligence. Within a few generations, all life on the planet had been extinguished as the creatures consumed all life.

Fearing the destruction of all life on this new Plane and the domination of The Devourer, the other Guardians sought out favoured species. They sped up their species' evolution, granting them sentience and new biological traits. They even reshaped the terrain of the planets in which their favoured species dwelled, to encourage the way of life they laid out for them. Before long, many species treated the Guardians as gods, with all the veneration and fear that entailed. Others rejected the Guardian's gifts in fear of becoming their thralls, and lashed out at the Guardians' favoured.

As a pulled string can unravel a garment, the more the Guardians made their mark on the Material the more the veil between the two Planes became thin. Tears between the realities formed on many planets, spilling Primal entities, energy and artifacts into the Material. Though dangerous, these tears became a valuable resource as creatures used the crystallised Primal energy to create new artifacts, devices and weapons. They scavenged relics made by the denizens of the Primal Plane and conversed with them, trading and acquiring new knowledge, allies and enemies. Some even ventured into the Primal, though none have ever returned.

It is on one of these Material Plane planets that your story takes place. Each player controls one group of People touched by the Guardian's influence. As the game goes on your People will evolve and advance, building civilisations in the tradition of their Guardian.

RULES CHANGES

DESCENT OF SPECIES

When ages turn, players can gain evolutions as well as fortunes and trials. Each Guardian has their own tree of evolutions - each time you evolve, you pick a new evolution from among the options on the highest unmarked tier.

Each tree has 3 sets of 3 societal evolutions which mark advances in civilisation and give new needs and surpluses. At the start of the game each faction has lower stats than in base *Legacy* and only 2 Needs and 1 Surplus. As you advance down the tree, stats are raised and problems become more complex.

The main new move is called *Evolution*, rolled instead of *The Age Turns*:

EVOLUTION

When generations rise and fall and play skips forward in time, roll +Mood.

- On a 6 or less, choose two trials.
- On a 7-9, pick one: choose one trial and one fortune, or one trial and pick an evolution on the next tier.
- On a 10+, choose one: pick an evolution on the next tier, or choose two fortunes.

TRIALS

Starvation and poverty forced your People into raiding and thieving, and it pissed others off. Gain 3 Surpluses of your choice, but give 2-Treaty to two other People.

A plague ravaged your People, and no-one else could help. Afterwards, they promise aid in the future. Gain 3-Treaty split between any People you wish but take Need: Medicine.

Your People saved the Homeland from some great threat, whether invading armies or natural disaster, but at great cost to themselves. Gain +1 Reach and Surplus: Morale, but take Need: Recruits.

Something monstrous from the Primal Plane took a particular dislike to your People and has been hounding them ever since. Say some secret you've learned about it, gain 2 Primal Power from encounters with it, but take disadvantage on People moves against it.

Your People fell apart into feuding factions. The eventual victors are stronger, more unified, but lacking refinement. Gain +1 Grasp and Surplus: Leadership, but gain Need: Prestige.

Disaster scattered your People. You abandoned your holdings, but you know how to stay hidden better than ever. Gain +1 Sleight and Surplus: Scouts, but take Need: Land.

FORTUNES:

Your People spend their time brokering deals and making friends. If you erase 2 of your Surpluses on gifts and trades, you can gain 3-Treaty divided between other People how you wish.

Your People found a trove of artifacts from the Primal Plane. Say what they had formed around and gain 2 Primal Power from initial scavenging. However, decades of delving have left you isolated; gain Need: Trade.

Your People finds a windfall, either through their own cultivations or by absorbing smaller People. Gain 3 Surpluses of your choice, but it's left you bloated; gain Need: Morale.

Your People build a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and Surplus: Prestige, but take Need: Crops.

You go to war, whether for justice or spoils. Gain +1 Grasp and Surplus: Weaponry, but someone out there has a grudge. Take disadvantage on all Reach moves against them until they've been dealt with for good.

A series of messy public disagreements caused your People to fragment, but it was all planned. From their new homes, your exiles send you regular reports on their host's activities. Gain +1 Sleight and Surplus: Spies, but take Need: Recruits.

UPDATING THE MAP

Each player:

- Gives the broad story of their People through the Age.
- Describes how their evolution has changed their cosmetic appearance.
- Names a new custom they develop to remember this Age.
- Adds one new threat, opportunity or faction to the map.
- Adds/adjusts map elements to fit the Fortunes and Trials chosen.
- If their old character made it to the end of the past age, describe how their story ended and make a Relic with one of their items and one of their moves.

Each player then makes a new character, triggers a Role move of their choice, and play starts up again.

OTHER CHANGES

Data works much the same as in base *Legacy*, but is called Tales.

Tech is called “Primal Power”, and also works similarly, but rather than technology the players can find artifacts from the Primal Plane.

Devices are called Artifacts, and work similarly but with a Primal Magic flavour.

TRAITS

When you evolve, your Guardian tree may tell you to pick a new Trait, with each player's People starting with two Traits. Traits are permanent changes to how your People look and function, and cannot be removed. They can also expand the moves that your characters have access to, and give them extra harm boxes.



SOCIAL TIERS

When you hit a new tier of societal advancements in the Guardian tree your civilisation has advanced. There are three stages of civilisation advancement: Tribe, Realm and State. Here are what they broadly represent:

TRIBE

2-4 evolutions. Early civilisation. Weapons and tools will be made of wood, stone, bronze and iron. Automated contraptions will be rickety and simple in design. Main settlements will be mostly villages and small towns, warfare is conducted primarily by small bands of warriors.

REALM

5-7 evolutions. Analogous to the Middle Ages. Weapons and tool made of steel or finished lumber, with a higher level of craftsmanship and artistry. Main settlements are towns and small cities. Warfare is larger in scale, with the potential for siege warfare and large armies.

STATE

8+ evolutions. Modern and beyond. Weapons and tools are made of complex alloys and plastics. Settlements are large towns and cities. Warfare is large in scale, with automated weaponry and drones, and long range weapons of destruction.

Every time you evolve think about how your technology, society and way of life has advanced.

CREATING A SPECIES

In *Primal Pathways* your Guardian Playbook does not determine what your species is like - it determines your way of life.

Each player must therefore work out what sort of creatures make up the population of their People. Here are some things to consider as your group thinks about what their species is like:

What kind of creature is my species?

Possible answers: amphibian, insectoid, mammal, reptile, avian, ape. What traits of these types does my species exhibit?

What kind of environment does my species primarily live in? How does this affect what they look like? For example, a creature that lives in a snowy environment may have white fur.

What's my creature's main diet? Are they a omnivore, carnivore, herbivore etc.? Do they eat large prey/plants or insects/algae? How does this affect their biology? For example, a carnivore that hunts large prey will have larger teeth and claws.

How big is my species? Are they a hulking elephant-like herbivore, or a diminutive but aggressive carnivore? Note: shorter than 3 feet or taller than 10 feet will start to create roleplaying and mechanical issues, so avoid that.

Why did the Guardian pick my species? What traits appealed to them? This could be biological or behavioural.



CHAPTER 2: PLAYBOOKS





THE HUNTER

The Hunter favours those creatures that rally around the hunting horn, that seek out bigger and more dangerous adversaries, that live to amass trophies to enhance the glory of their line. While species favoured by The Hunter tend to be predatory carnivores, this is not exclusively the case. Any life-form that seeks greater and greater challenges in the name of naught but self-improvement can earn the favour of The Hunter, regardless of the nature of the challenge. The societies of species favoured by The Hunter tend to be organised around ideas of personal merit and glory, with those who have achieved the most impressive feats taking centre stage.

Blood

Sport

Honour

■ TAKE TWO TRAITS

■ HUNTING CAMPS

Gain:

Needs: Leadership, Medicine

Move: Persistence.

Pick two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Gain any Trait.

■ TRIAL BY COMBAT

Gain:

Needs: Population, Morale.

Move: Competitive Streak.

Pick two:

- Add a new tag to any Gear category.
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality..
- Gain any Trait
- Gain any Trait

■ WARRIOR CODE

Gain:

Needs: Food, Glory.

Move: Upstanding Reputation.

Pick two:

- Add a new tag to your Weapon or Outfit stockpile.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.
- Gain any Trait.

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ NOMADIC WARBANDS

Gain:

Needs: Land, Raw Materials

Move: Trophy Collector

Pick two:

- Add a new tag to any Gear category.
- Gain +1 Tale or +1 Relic at the start of each age.
- Gain any Trait.
- Gain any Trait.

■ TOURNAMENTS

Gain:

Needs: Art, Luxury.

Move: Raise the Bar.

Pick two:

- Add a new tag to any Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ CASTE SYSTEM

Gain:

Needs: Obligation, Trade.

Move: A Place for Everything

Pick two:

- Add a new tag to your Weapon or Outfit stockpile
- Add a new tag to your Weapon or Outfit stockpile
- Gain any Trait
- Gain any Trait.

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ MILITARY RULE

Gain:

Needs: Legitimacy, Victory.

Move: Surgical Strike.

Pick two:

- Add a new tag to your Weapon or Outfit stockpile
- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain any Trait.
- Gain any Trait.

■ SOCIAL BOUNTIES

Gain:

Needs: Transport, Engineering

Move: Life is a Game.

Pick two:

- Add a new tag to any Gear category.
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality..
- Gain any Trait.
- Gain any Trait.

■ IMPERIAL MONARCHY

Gain:

Needs: Justice, Allies.

Move: By Order of the Empire.

Pick two:

- Add a new tag to your Weapon or Outfit stockpile.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait.
- Gain any Trait.

PICK ONE:

- ADD A NEW TAG TO ANY GEAR CATEGORY.

- GAIN ANY TRAIT.

THIS TIER MAY BE TAKEN MULTIPLE TIMES.

Tribe

Realm

State



MAKING YOUR HUNTER

STATS

Choose one:

- Reach -1 Grasp 1 Sleight 0
- Reach 1 Grasp 0 Sleight -1
- Reach 0 Grasp -1 Sleight 1

LANDMARKS

Draw one from each on the map:

BIOMES

A dense pine forest, rich in prey and lumber.

A vast jungle inhabited by deadly predators.

A windswept tundra, rugged and harsh but rich in valuable minerals.

A THREAT

An ancient, massive warbeast.

A rival group of hunters who are carelessly driving the local fauna into extinction

An infestation which is devouring natural resources at an unnatural rate.

MANIFESTATIONS OF THE GUARDIAN

An arena dedicated to The Hunter, where beings of all kinds compete for their favour.

An area where powerful beasts from the Primal Plane occasionally manifest.

A camp established by a group of Primal Denizens dedicated to The Hunter.

HISTORY

Ask the other players:

Which one of you was our natural prey before we became favoured by the Guardians? Take 1-Treaty on each other.

Which one of you did we save from a terrible creature? Take 2-Treaty on them.

Which of you is our most resented rival? They take 2-Treaty on you.

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs:

Prey, Water, Scouts

PATHWAYS

BLOOD

The Hunt is a means to an end, and that end is a well-deserved kill. The Pathway of Blood is walked by those who do not let their foes live, and who trust in the leadership of their deadliest warriors.

SPORT

Life is a game, and the whole world is the arena. Followers of the Pathway of Sport revel in the thrill of competition, friendly or otherwise. Diplomacy, war, society; all are part of life's great game, and the victors get the spoils.

HONOUR

The Hunt, like all things, is meaningless without a code. The Pathway of Honour is followed by those that live according to a system of values, a Warrior's Code. Victory without honour hurts the victor more than the defeated, as it undermines that which civilisation is built upon.

MOVES

FAVoured OF THE HUNTER

When your People seek out and overcome a great challenge, you may petition a boon from The Hunter. Roll +Primal Power. On a 10+ The Hunter is impressed with your victory and grants you a boon. Gain a point of Primal Power or Tales, and reveal a new challenge on the map.

On a 7-9 The Hunter is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power or Tales.

On a miss The Hunter is unimpressed by your feat, and tasks you with a greater challenge.

TRIBE MOVES

PERSISTENCE

Each age designate a target. This target can be a person, a creature, or an object.

While taking actions to pursue this target, you have Advantage.

COMPETITIVE STREAK

Each age designate another player species. *When your actions put you in direct competition with them*, you have Advantage. If you win, gain 1 treaty on them.

UPSTANDING REPUTATION

When you demonstrate a great show of your honour to another species, take 1 treaty on them.

REALM MOVES

RAISE THE BAR

When you send a group of followers to perform a task outside of their speciality, roll +Quality. On a 10+ they do it, but choose one:

- They fall short in one particular aspect
- There'll be unfortunate consequences
- It cost them: their Quality drops by 1.

On a 7-9 they do it, but choose one:

- They fall short in many aspects - it's been done very badly.
- There'll be serious consequences.
- It exhausted them completely - their Quality drops to 0.

On a miss, something has gone seriously wrong. It's not done, and the followers quality drops by 1.

A PLACE FOR EVERYTHING...

Treat a Follower's Quality as 1 higher when using Under Orders, so long as they only have one specialisation.

TROPHY COLLECTOR

When you achieve a major victory against another player species, you take a trophy from them. Designate one of your opponent's Guardian moves - your trophy can be expended for a one-time use of this move.

STATE MOVES

LIFE IS A GAME

Once per age, you may set a task for another player species. If they achieve it, they gain 1-treaty on you. If they refuse or fail, you gain one treaty on them.

BY ORDER OF THE EMPIRE

When you roll +Mood, treat Mood values less than 0 as -1.

SURGICAL STRIKE

When you carry out a high-value assassination of a rival leader or cultural figure, expend a relevant Surplus and roll +Sleight. On a 10+, a major leader is killed, and the rival faction immediately invokes *Fall Into Crisis*. On a 7-9, the target is badly wounded, creating a temporary void in leadership; the faction must expend an appropriate resource to fill this void or fall into crisis at the end of the age. On a miss the assassination failed. This move can only be used once per age.



THE DEVOURER

The Devourer favours those creatures that consume without pity and remorse, consume to empower themselves and their rightful Guardian. While The Devourer appreciates predatory carnivores, a creature need not consume meat to be favoured by the Guardian - resources, culture, animals, magic...as long as they are fed to the churning wheels of progress, they are all the same. Societies dedicated to The Devourer tend to be more unified - there is the species, and there is the other. The other exists to fuel the species, and the species is united in that aim.

Swarm

Might

Industry

■ TAKE TWO TRAITS

■ GRAND MATRIARCH

Gain:

Needs: Food, Raw Materials

Moves: The Quality of Quantity

Pick two:

- Add a new tag to any Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ APEX PREDATOR

Gain:

Needs: Land, Prey.

Move: Aggressive Diplomacy.

Pick two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Gain any Trait
- Gain any Trait

■ TRADING PARTIES

Gain:

Needs: Warriors, Shelter.

Move: Barter Town.

Pick two:

- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain +1 Tale or +1 Relic at the start of each age.
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ HIVE SOCIETY

Gain:

Needs: Trade, Security

Move: Born to Serve

Pick two:

- Add a new tag to any Gear category.
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality..
- Gain any Trait
- Gain any Trait

■ COUNCIL OF WARLORDS

Gain:

Needs: Conquest, Order.

Move: Proper Use of Leverage

Pick two:

- Add a new tag to your Weapon or Outfit stockpile
- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain any Trait
- Gain any Trait

■ MERCHANT CLASS

Gain:

Needs: Connections, Infrastructure.

Move: Turn the Right Corner...

Pick two:

- Add a new tag to any Gear category
- Gain +1 Tale or +1 Relic at the start of each age.
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ COLLECTIVE CONSCIOUSNESS

Gain:

Needs: Allies, Rare Materials.

Move: We Are One.

Pick two:

- Add a new tag to any Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ MILITARY STATE

Gain:

Needs: Industry, Recruits

Move: With an Iron Fist

Pick two:

- Add a new tag to your Weapon or Outfit stockpile
- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain any Trait
- Gain any Trait

■ INDUSTRIAL CAPITALISM

Gain:

Needs: Energy, Artisans.

Move: Rebrand, Rebuild, Reclaim

Pick two:

- Add a new tag to any Gear category
- Gain +1 Tale or +1 Relic at the start of each age (stacks with similar effects)
- Gain any Trait
- Gain any Trait

PICK ONE:

- ADD A NEW TAG TO ANY GEAR CATEGORY.
- GAIN ANY TRAIT.

THIS TIER MAY BE TAKEN MULTIPLE TIMES.

Tribe

Realm

State



MAKING YOUR DEVOURER

STATS

Choose one:

- Reach -1 Grasp +2 Sleight -1
- Reach -1 Grasp +1 Sleight 0
- Reach -1 Grasp -1 Sleight 2

LANDMARKS

Draw one from each on the map:

BIOMES

A desert filled with subterranean tunnels.

A gigantic mountain with wide plateaus.

Savannah grassland filled with giant herds

A THREAT

Another species which is consuming the same resources you crave.

A deadly plague blighting a verdant area.

A dwindling resource that is vital to your species survival.

MANIFESTATIONS OF THE GUARDIAN

A gigantic hungry spirit which promises rewards to those who can sate its hunger.

A yawning portal to the Primal Plane, sucking in anything in its vicinity.

A camp of denizens from the Primal Plane, asking beings to bring them Primal relics.

HISTORY

Ask the other players:

Which of you previously repulsed our foray into your land? They take 2-treaty on you.

Which one of you almost went extinct when we consumed a vital resource? They take 2-treaty on you.

Which one of you shares our desire for a particular resource? You take 1-treaty on each other.

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

Population, Weapons, Rare materials

PATHWAYS

SWARM

Quantity has a quality all of its own, and for those that follow this path that quality is the essence of survival itself. War, politics, science - these can be conquered by sheer strength in numbers.

MIGHT

The fittest survive, and destroy the unfit. People that follow this pathway consume in order to swell their own personal power. Societies that refuse to consume their foes entirely, their culture, their art, their industry, will fall to those who do.

INDUSTRY

Why destroy an opponent in battle when you can own them? Those which follow this pathway consume to feed the fires of industry, and use their riches to economically dominate their adversaries and acquire their resources.

MOVES

FAVoured OF THE DEVOURER

When your People bolster their power by consuming a great resource or enemy, you may petition a boon from The Devourer. Roll +Primal Power.

On a 10+ The Devourer is impressed with your victory and grants you a boon. Gain a point of Primal Power or Tales, and reveal a new consumable resource on the map.

On a 7-9 The Devourer is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power or Tales.

On a miss The Devourer is unimpressed by your feat, and tasks you with a greater challenge.

TRIBE MOVES

THE QUALITY OF QUANTITY

Once per age, you can use Right Tool for the Job on a problem Surplus: Population would help with, without needing to have the Surplus or erase it.

AGGRESSIVE DIPLOMACY

When your target is physically weaker or smaller than you, gain advantage on **Claim by Force**. If you fail such a roll, this bonus does not apply for the rest of the age, as your aura of intimidation has been temporarily broken.

BARTER TOWN

At the start of each age you may designate an Gear tag that another player's People possesses. *When you Tool Up for the first time*, you may apply this tag to a single piece of equipment.

REALM MOVES

TURN THE RIGHT CORNER...

When you comb your market for goods and services, roll +Mood. On a 10+, choose one:

- You find some interesting information: get +1 Tales
- You procure supplies: your next Wasteland Survival roll has advantage.
- You hire useful aid. They're 1-Quality with a specialty of your choice.

On a 7-9, pick one of the above, and also one of:

- Your efforts cost you. You now owe a favour to some conniving merchant.
- The busy streets are a hunting ground for common thieves. You are robbed of one of your significant possessions.
- You pissed off the wrong creature. A merchant with shady connections now has a grudge against you.

On a miss, pick two from the second list.

BORN TO SERVE

During character creation, designate your character as either a Soldier or a Worker. Soldiers receive advantage when they trigger **Fiercely Assault**, Workers when they trigger **Wasteland Survival**.

PROPER APPLICATION OF LEVERAGE

When you successfully claim a major resource or conquer a strong adversary in battle, you may gain one treaty on another People of your choice.

STATE MOVES

WE ARE ONE

Members of your People can communicate instantly via their shared hive mind. Though extremely useful, species with a collective consciousness often become detached and seem to behave strangely to those outside their collective.

WITH AN IRON FIST

Your People is capable of mobilising military power extremely quickly and effectively. You always have advantage on **Claim by Force**. However, a military state does not suffer dissension lightly. When you roll **Hold Together** you always get Need: Recruits in addition to any other results as the military leadership purges their population of sedition by force.

REBRAND, REBUILD, RECLAIM

Even natural resources can be branded, commodified and controlled. *When the age turns*, any resources you have control of become part of your industrial complex. If one of such resources is taken from you, it still counts as your resource until the conqueror takes the time and effort to remove your influence.



THE BUILDER

The Builder values progress and growth most of all, and favours those creatures which use the world's natural resources to build great marvels. Wood and water, rock and stone, these are the tools of The Builder, whether you guide their natural growth or break them down and reform them. The Builder also favours those who master their craft, those who dedicated their lives to a single beautiful goal. The Builder is less concerned than the other Guardians by how its favoured behave towards others. Make war, make peace - it makes little difference. As long as the trees, buildings or walls grow tall and strong, it is satisfied.

Cultivation

Mastery

Defence

■ TAKE TWO TRAITS

■ NOMADIC PASTORALISM

Gain:

Needs: Land and Safety

Move: Crop Rotation

Pick Two:

- Gain a permanent tag in Domestication
- Gain a permanent tag in Domestication
- Gain any Trait
- Gain any Trait

■ LEXICOGRAPHY

Gain:

Needs: Food and Trade Goods

Move: Creatures of Letters

Pick Two:

- Add a new tag to any Gear category
- Gain +1 Tale or +1 Relic at the start of each age
- Gain any Trait
- Gain any Trait

■ WALLED CITIES

Gain:

Needs: Crops and Fresh Water

Move: The Best Offence

Pick Two:

- Gain a permanent tag in Mechanisation
- Gain a permanent tag in Mechanisation
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ AGARIAN COMMUNES

Gain:

Needs: Progress and Luxury

Move: Where Everybody Knows Your Name

Pick Two:

- Gain a permanent Outfit tag
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ CRAFT GUILDS

Gain:

Needs: Rare Materials and Leadership.

Move: Skill Beyond Compare.

Pick Two:

- Add a new tag to any Gear category
- Gain +1 Tale or +1 Relic at the start of each age
- Gain any Trait
- Gain any Trait

■ CITY-STATES

Gain:

Needs: Transport and Trade. **Move:** We Stand Alone

Pick Two:

- Gain a permanent tag in Armoury
- Gain a permanent tag in Mechanisation
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ CLASSLESS SOCIETY

Gain:

Needs: Weaponry and Justice

Move: Our Animal Brethren

Pick Two:

- Add a new tag to any Gear category
- Gain a permanent tag in Domestication
- Gain any Trait
- Gain any Trait

■ GREAT LIBRARY

Gain:

Needs: Spies and Scouts.

Move: Repository of Knowledge.

Pick Two:

- Add a new tag to any Gear category
- Gain +1 Tale or +1 Relic at the start of each age
- Gain any Trait
- Gain any Trait

■ METROPOLISES

Gain:

Needs: Energy and Artisans.

Move: Architects of the Future.

Pick Two:

- Add a new tag to any Gear category
- Add a new tag to any Gear category
- Gain any Trait
- Gain any Trait

PICK ONE:

- ADD A NEW TAG TO ANY GEAR CATEGORY.
- GAIN ANY TRAIT.

THIS TIER MAY BE TAKEN MULTIPLE TIMES.

Tribe

Realm

State



MAKING YOUR BUILDER

STATS

- Reach +2 Grasp -1 Sleight -1
- Reach -1 Grasp 0 Sleight +1
- Reach -1 Grasp +2 Sleight -1

LANDMARKS

Draw a sign of one from each category on the map:

BIOMES

A rocky area rich in rare materials, ripe for a quarry or mine

A wetlands area with overgrown wilderness and mineral-rich soil

A valley sparse in resources and natural life, but highly defensible

A THREAT

A huge active volcano

An area prone to strangely localised devastating earthquakes

A voracious swarm of insects bent on consuming crops

MANIFESTATIONS OF THE GUARDIAN

An abandoned, dilapidated temple to The Builder

A grandmaster craftsman from the Primal Plane

An area where a rift to the Primal Plane is causing uncontrolled growth of flora

HISTORY

Ask the other players:

Who did we help establish their first settlement? Take 1-treaty on them.

Who is jealous of our skill and craft? They take 1-treaty on you.

Who also demonstrates a desire to build and learn? Take 1-treaty on each other

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

Crop seeds, Lumber, Warriors

PATHWAYS

CULTIVATION

Growth and sustainability define this path. Those who follow this path gain joy and peace from the encouragement of new life, and revel in the simple pleasures of agriculture. Due to this peaceful way of life, however, they are often mistrustful of other beings.

MASTERY

The highest and most valuable in society are the most skilled. Creatures which follow the path of Mastery value those who dedicate their lives to the complete understanding of a skill or craft, and value those in society who possess the most complete mastery of their skills.

DEFENCE

The world is harsh and full of terrors, and creatures dedicated to the path of Defence dedicate themselves to fortification. Generally isolationist and suspicious, these creatures judge the world from behind their thick walls.

MOVES

FAVoured OF THE BUILDER

When your People complete a great feat of construction or growth, you may petition a boon from The Builder. Roll +Primal Power.

On a 10+ The Builder is impressed with your victory and grants you a boon. Gain a point of Primal Power or Tales, and reveal a new geological landmark on the map.

On a 7-9 The Builder is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power or Tales.

On a miss The Builder is unimpressed by your feat, and tasks you with a greater challenge.

TRIBE MOVES

CROP ROTATION

You may expend a Surplus to start a massive crop planting operation. At the start of the next age, gain Surplus: Food and Surplus: Trade Goods.

CREATURES OF LETTERS

When you roll Uncover Secrets, treat a roll of 7-9 as a roll of 10+.

THE BEST OFFENSE

At the start of each Age, any settlements or resources you control will have defensive walls built around them. Any attempts a rival makes to use *Claim by Force* against one of your settlements or resources will have disadvantage as long as your walls are standing.

REALM MOVES

WHERE EVERYBODY KNOWS YOUR NAME

If they have no followers, your characters may take a few days to gather support from their local community and gain followers of Quality 1 with one of the following specialisation: Agriculture, Crafting, Building.

SKILL BEYOND COMPARE

All Gear produced by your people can be given the tag Reliable. Gear with this tag will not break down or malfunctions even under hostile conditions.

WE STAND ALONE

If you spend Treaty to resist a *Call in a Debt*, no-one else can *Call in a Debt* on you for the rest of the session.

STATE MOVES

OUR ANIMAL BRETHREN

Your people have a special connection with non-sapient animals. *As long as beings in your society continue to treat animals with respect and love*, you

may communicate with non-sapient creatures. Your domesticated creatures are capable of following more complex commands (or requests, be polite!)

REPOSITORY OF KNOWLEDGE

Your people have constructed a huge library, filled with information on every conceivable topic. *When you consult the library for information*, roll +Lore.

On a 7-9, pick one from the list below. On a 10+ pick one from the list and gain 1 Tale.

- Add a new feature from *Uncover Secrets* to the map
- Ask the GM a question from *Uncover Secrets*.
- Ask the GM a question from *Unearth Forgotten Lore* about a landmark, threat or rival people.

ARCHITECTS OF THE FUTURE

When you successfully complete a Wonder, you may immediately reclaim one of the requirements. In addition, when your preparations are attacked and the GM instructs you to remove a fulfilled requirement, you may roll +Grasp:

On a 10+, the requirement is protected by your tight security and careful backup plans. Do not remove the fulfilled requirement, but you cannot roll to protect this wonder again.

On a 7-9, you've learned from your mistakes. The requirement is removed, but any further attempts to derail your plans will have disadvantage.

On a miss, your attempts to protect your operations backfire horribly. Remove an additional fulfilled requirement.



THE PARASITE

The Parasite knows the value of others, and how to manipulate them in its favour. It favours those creatures who expertly utilise the work of others, whether through subtle diplomatic machinations or domination and slavery. The Parasite dislikes those creatures that waste potential by destroying and consuming, deeming them wasteful. Creatures that are favoured by The Parasite may not consider others with the same detached efficiency it does, but so long as they recognise the value of cooperation, exploitation or subjugation they will remain in the Guardian's good books.

Domination

Symbiosis

Subversion

■ TAKE TWO TRAITS

■ RAIDING BANDS

Gain:

Needs: Food and Land

Move: We Do Not Sow

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Gain any Trait.

■ PILGRIMS OF PEACE

Gain:

Needs: Defences and Leadership.

Move: Doves of Peace

Pick Two:

- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain a permanent Outfit tag
- Gain any Trait
- Gain any Trait

■ SCOUTING PARTIES

Gain:

Needs: Crops and Shelter

Move: Topographical Pioneers

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile
- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ FEUDALISM

Gain:

Needs: Artisans and Prestige

Move: Spoils of War

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Gain any Trait.

■ EMBASSIES

Gain:

Needs: Luxury and Transport

Move: You Are Spoiling Us

Pick Two:

- Add a new tag to any Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ ESPIONAGE

Gain:

Needs: Barter Goods and Trade

Move: Friends in High Places

Pick Two:

- Gain +1 Tale or +1 Relic at the start of each age
- Add a new tag to any Gear category
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ PUPPET STATES

Gain:

Needs: Weaponry and Recruits

Move: You Will Service Us

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Gain a new kind of Beast or Machine, or add a tag to an existing one.
- Gain any Trait.
- Gain any Trait.

■ INTERGOVERNMENTAL ORGANISATION

Gain:

Needs: Energy and Morale.

Move: International Player

Pick Two:

- Add a new tag to any Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ SURVEILLANCE NETWORK

Gain:

Needs: Justice and Rare Materials

Move: The Walls Have Eyes

Pick Two:

- Gain +1 Tale or +1 Relic at the start of each age
- Add a new tag to any Gear category
- Gain any Trait
- Gain any Trait

PICK ONE:

- ADD A NEW TAG TO ANY GEAR CATEGORY.
- GAIN ANY TRAIT.

THIS TIER MAY BE TAKEN MULTIPLE TIMES.

Tribe

Realm

State



MAKING YOUR PARASITE

STATS

- Reach -1 Grasp -1 Sleight 2
- Reach 1 Grasp -1 Sleight 0
- Reach 2 Grasp -1 Sleight -1

LANDMARKS

Draw one from each on the map:

BIOMES

A system of lakes, filled with aquatic life.

Wetlands, stalked by predators and choked with flora.

A long beach bordering on a huge ocean.

A THREAT

A water source which causes sickness in any who drink from it.

A massive subterranean hive of voracious predators.

A rival settlement, intent on the subjugation of others.

MANIFESTATIONS OF THE GUARDIAN

A settlement of Primal Plane denizens who exhibit psychic powers.

A valley where Primal Energy runs rampant, subtly changing those who enter.

A cult dedicated to worshipping a denizen of the Primal Plane.

HISTORY

Ask the other players:

Who feels that they were previously manipulated by us? They take 1-treaty on you

Who sees us as a great ally, dedicated to peace? You take 2-treaty on them

Who owes us a favour after we helped them with a problem? You take 1-treaty on them.

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

Shelter, Tame animals, Storytellers

PATHWAYS

DOMINATION

The host is to be used, then discarded. The creatures who follow this path subjugate their foes entirely, use them, then discard them. Vassals, slaves and unobtrusive coercion are the name of the game for these beings.

SYMBIOSIS

Turn your foes into allies, and you have no need for war. The beings who follow this path believe that by forming mutually beneficial relationships with others, they can increase their strengths and negate their weaknesses.

SUBVERSION

The best kind of ally is the kind who doesn't know that they are one. The beings which follow this pathway recognise that it's easier to manipulate others from afar than it is to conquer them and command them directly.

MOVES

FAVoured OF THE PARASITE

When your People achieves a great accomplishment through manipulation or cooperation, you may petition a boon from The Parasite. Roll +Primal Power.

On a 10+ The Parasite is impressed with your victory and grants you a boon: gain a point of Primal Power or Tales, and reveal a new settlement on the map.

On a 7-9 The Parasite is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power or Tales.

On a miss The Parasite is unimpressed by your feat, and tasks you with a greater challenge.

TRIBE MOVES

WE DO NOT SOW

When you attack an opposing player faction, you capture some of their technology or livestock. Designate one of their Gear tags after the attack. The next time you **Tool Up** you may use that tag as if it were your own.

DOVES OF PEACE

Your people have a reputation as peacemakers. *As long as your characters and faction abstain from physical violence,* you have advantage on **Conduct Diplomacy** and **Defuse** rolls which use Sway. Engaging in any act of violence removes this benefit until the start of the next age.

TOPOGRAPHICAL PIONEERS

When you send a group of followers to scout an area on the map, get advantage on **Uncover Secrets**. On a 10+, instead of choosing a second question or a map item from the list, you may add a valuable natural resource and a nearby threat to the map.

REALM MOVES

SPOILS OF WAR

The first time you Call in a Debt on a faction after winning a military victory against them, pick two options from the list instead of one.

YOU ARE SPOILING US

When you freely give a point of treaty to an opposing faction, roll +Reach.

On a 10+, they feel obligated to replicate your gesture. Gain 1 treaty on them and advantage the next time you **Conduct Diplomacy** with them.

On a 7-9, they send you a gift in recompense. They choose one of their Gear tags. The next time you **Tool Up** you may apply this tag to a single piece of Gear.

FRIENDS IN HIGH PLACES

When you roll a hit on Subterfuge, you may spend a point of Tales in order to choose another item from the list. *Whenever you roll a hit on Uncover Secrets,* you may ask another player a single question which they must answer truthfully (if not extensively, so pick your question carefully).

STATE MOVES

YOU WILL SERVICE US

When you conquer a non-player faction, you can invest a Surplus to turn them into vassals. Once per session you can **Call in a Debt** on them without spending Treaty. At the start of every age, roll +Reach for each of your vassals: On a 10+, your hold over them is strong. On a 7-9, your control is slipping. If you don't take measures to keep them in check by the age's end they break free.

On a miss they rise in open rebellion against you, stealing the invested Surplus.

INTERNATIONAL PLAYER

You have advantage on **Conduct Diplomacy** rolls made in the interests of securing world peace and global stability. Whenever a player faction performs an unjustified act of aggression, is shown to have performed an act of **Subterfuge**, or pressures another faction into acting against their best interests, gain 1 Treaty on them.

THE WALLS HAVE EYES

When you roll a hit on **Uncover Secrets** you may spend an extra point of Tales to ask another question or add an additional item from the list to the map. Whenever another player faction performs an act of **Subterfuge**, you are made aware of the full details of the incident and gain 1 Treaty on them.



THE OTHERWORLDLY

The Otherworldly is mostly uninterested in the petty squabbles and banal suffering of the Material Plane. The Material applies unnecessary limitations on the power of the Primal, and thus this Guardian favours those creatures that seek to transcend earthly restrictions. Whether they call it magic, spiritualism, or religion, societies that use the power of the Primal to survive and thrive earn the favour of The Otherworldly. Creatures which follow The Otherworldly tend to be forward thinking and inquisitive, but also detached from the struggles of others, perhaps even callous. To these beings, the Material Plane is a temporary home, and a frustratingly limited one at that.

Transcendence

Crusade

Unification

■ TAKE TWO TRAITS

■ RELIGIOUS CULTS

Gain:

Needs: Pilgrims and

Leadership

Move: Spiritual Link

Pick Two:

- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain a permanent Outfit tag
- Gain any Trait
- Gain any Trait

■ WARRIOR SAINTS

Gain:

Needs: Devotion and Glory.

Move: Blessed Weaponry

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait
- Gain any Trait

■ MISSIONARY SETTLEMENTS

Gain:

Needs: Crops and Defences.

Move: Heal With Love

Pick Two:

- Gain a new kind of Beast or Machine, or add a tag to an existing one
- Gain a permanent Outfit tag
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ CLERIC ACADEMIES

Gain:

Needs: Luxury and Transport

Move: Beings of the Cloth

Pick Two:

- Add a tag to a Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ THEOCRACY

Gain:

Needs: Tribute and Trade

Move: Existential Terror

Pick Two:

- Add a new tag to your Weapon or Outfit stockpile.
- Add a new tag to your Weapon or Outfit stockpile.
- Gain any Trait
- Gain any Trait

■ PRINTING

Gain:

Needs: Scholars and Engineers

Move: Word Travels Fast

Pick Two:

- Gain +1 Tale or +1 Relic at the start of each age
- Add a tag to a Gear category
- Gain any Trait
- Gain any Trait

■ GAIN +1 REACH, GRASP OR SLEIGHT.

■ GAIN A TRAIT.

■ TRANSCENDENCE

Gain:

Needs: Disciples and Morale

Move: Transcendence

Pick Two:

- Add a tag to a Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ WMDs

Gain:

Needs: Entertainment and Security.

Move: Mutually Assured Destruction

Pick Two:

- Add a tag to a Gear category
- Get a new group of followers at Quality 1 or add 1 to an existing group's Quality.
- Gain any Trait
- Gain any Trait

■ MASS MEDIA

Gain:

Needs: Alliances and Rare Materials

Move: Cultural Dominance.

Pick Two:

- Gain +1 Tale or +1 Relic at the start of each age
- Add a tag to a Gear category
- Gain any Trait
- Gain any Trait

PICK ONE:

- ADD A NEW TAG TO ANY GEAR CATEGORY.
- GAIN ANY TRAIT.

THIS TIER MAY BE TAKEN MULTIPLE TIMES.

Tribe

Realm

State



MAKING YOUR OTHERWORLDLY

STATS

- Reach +1 Grasp 0 Sleight -1
- Reach 0 Grasp +1 Sleight -1
- Reach -1 Grasp 0 Sleight +1

LANDMARKS

Draw one from each on the map:

BIOMES

A large and constantly mist-covered forest.

A system of crystalline caverns, resonating with strange echoed sounds.

A wide, long canyon with natural caves riven through the walls.

A THREAT

A settlement of your people who have angrily rejected the Guardian.

A feral beast which is stalking your people.

A towering obelisk to which your people are inexplicably drawn.

MANIFESTATIONS OF THE GUARDIAN

A trove of crystalline relics, inaccessible beyond a Primal Storm.

A forest of dead trees where the voices of Primal Spirits whisper, seduce and threaten.

A blasted ritual site where a group of beings may have ascended to the Primal Plane.

HISTORY

Ask the other players:

Who is similar to us in their piety and devotion to the Guardians? Take 1-treaty on each other.

Who has disrespected our Guardian? Take 2-treaty on them.

Who came to our defence when we were being attacked for our unusual beliefs? They take 2-treaty on you.

RESOURCES

Pick one Surplus and take the unchosen Surpluses as Needs.

Missionaries, Land, Primal Relics

PATHWAYS

TRANSCENDENCE

The material world is but passing fog, a stepping stone towards a higher purpose. Creatures on this path strive to transcend the petty squabbles of the natural order and join their Guardian in the Primal Plane: their purpose is to learn how.

CRUSADE

Violence, discord, competition - all these are unnecessary and wasteful. If others are unwilling to unite behind a worthy cause, the decision must be taken from them. Beings who follow this path believe that The Otherworldly is the only Guardian above petty materialism, and thus peace is dependent on all uniting under it, whether by choice or by force.

UNIFICATION

The Guardians compete and squabble, but think of what can be achieved if they work together! These beings primarily follow the The Otherworldly, but believe that The Guardians could unite if only their favoured species united on earth and respected each others Pathways.

MOVES

FAVoured OF THE OTHERWORLDLY

When your People have a powerful spiritual experience or perform a grand conversion, you may ask for a boon from The Otherworldly. Roll +Primal Power.

On a 10+ The Otherworldly is impressed with your victory and grants you a boon: gain a point of Primal Power or Tales, and reveal a new Primal entity on the map.

On a 7-9 The Otherworldly is not quite convinced, and requires an offering. Remove a Surplus to gain a point of Primal Power or Tales.

On a miss The Otherworldly is unimpressed by your feat, and tasks you with a greater challenge.

TRIBE MOVES

SPIRITUAL LINK

Once per age, you may trigger *Favoured of The Otherworldly* without first having a powerful spiritual experience or succeeding in a great act of conversion.

BLESSED WEAPONRY

When you infuse your weapon with the power of your Guardian before battle, add +Primal Power to your first *Fiercely Assault* roll using it.

HEAL WITH LOVE

When your society takes action to rescue the threatened, heal the sick, aid the destitute, or any other selfless act, add +Primal Power to the roll. If your aid is successful, gain +1 Primal Power.

REALM MOVES

BEINGS OF THE CLOTH

Your characters can bring along a member of your clergy: either an educated scholar or a missionary. The former grants +1 Lore if they assist with a spiritual or archaeological problem, the latter grants +1 Sway when they help you convert or convince a sceptical audience. They can take harm for you: add a harm box to your sheet labelled with their name, if it's marked they are taken out.

EXISTENTIAL TERROR

When your leaders attempt to keep the populace in line through religious fear, roll +Sleight. On a hit, your people have been cowed into submission. Pick one:

- End the effects of *Fall Into Crisis*,
- Your faction cannot *Fall Into Crisis* until the start of the next age - erase a Need instead.

On a 7-9, the populace are resentful of the scaremongering, but obey. You cannot trigger *Flush With Resources* until the start of the next age. On a miss, the people rail against the theocracy. Gain Need: Stability.

WORD TRAVELS FAST

You may expend a Surplus to send missionaries and religious pamphlets to a chosen settlement. As long as the owners of the settlement take no action to expunge your teachings, any Sway or Sleight roll involving the settlement has advantage.

STATE MOVES

TRANSCENDENCE

Your people leave the mortal plane entirely, joining their Guardian in the Primal Plane. Your People are now Primal Entities. They may still traverse the physical plane, but must travel through Primal Rifts to get there, and must eventually return.

Characters from your People cannot die, but are banished back to the Primal Plane when heavily injured. Individuals from your People will find it increasingly difficult to relate to physical beings, and lose all concept of the passage of time.

MUTUALLY ASSURED DESTRUCTION

Your People possess a powerful weapon, capable of annihilating a huge area of land. As long as you possess this weapon, gain +1 Treaty on every other faction at the start of each age. You may expend this weapon to turn a very large section of the map into an uninhabitable wasteland. The weapon remains expended until after the second *Turning of the Age* following its use, you do not gain treaty until it returns.

CULTURAL DOMINANCE

Entertainment is your civilisations largest export. Your fashions are the world's fashions, your vices the world's vices. At the start of each age, other player factions may roll against a stat of their choice to resist your media's influence. You have advantage on any Reach or Sleight roll made against factions that fail this roll.



ANCIENT

Ancients are the oldest and wisest of the People. They've survived, and even thrived, in situations where others have fallen. For that reason they have earned a special respect in society, even if they are no longer capable of the same feats of heroism that they may have achieved in youth.

ANCIENT CREATION

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ *resents my continued presence and relevance. They think life is for the young, not for fossils.*

_____ *has shown respect for my experience and advice.*

_____ *'s people has a bad history with me and my people.*

GEAR

Add 1 Quality to your Followers when you Tool Up, or gain a new group.

ROLE MOVES

LEADER

Mark when you take overt control of your People. They'll bring concerns to you before opposing you.

AGENT

Mark when you become another leader's advisor. Say a topic they're humble in, GM says a topic they're over-confident in.

REBEL

Mark when you learn something that shakes up your view of the world. Say who you're hoping will give you answers.

OUTSIDER

Mark when you reveal your membership in a secret Faction. Say which other groups they've infiltrated.

ANCIENT MOVES

Choose one at character creation:

GRIZZLED VETERAN

You may not be able to fight like you used to, but you can still teach the youngsters a thing or two. When anyone in your group suffers harm, tell everyone about a time something similar happened to you. The first being that acts on this past experience has advantage on their roll.

CIVIC LEADER

You're a respected member of your community. When there's a problem you are among the first to be consulted, and you're often included in dealings with other beings. When you seek to advise or command those from another People, roll +Sway. On a 10+, they respect/fear you enough to hear you out and consider your words carefully. On a 7-9, they will hear you out, but without some expert diplomacy or other means of persuasion they may dismiss you as an irrelevant meddler. On a miss, they won't hear you out, and there may be resentment towards your interference.

KNOW AND APPLY

Your body may be weak, but your technique is as strong as ever. When you Fiercely Assault you may roll +Lore instead of +Force, provided your plan of attack is based in technique and knowledge, not brute force.

EVOLUTION MOVES

Gain access to these according to your traits. If any are unlocked, choose one at character creation:

O CAPTAIN, MY CAPTAIN

You're a leader and a mentor. Add 1 to a group of Follower's Quality when they start following you. If you spend a few days training and instructing them, restore a point of lost quality.

HARDENED WITH AGE

Your hide is leathery and your will is iron. You don't die easy. When you would check the Dead harm slot, roll +Steel. On a 10+, you shrug off the killing blow. You survive, but cross out one Harm Box - it is gone for good. If all your Harm Boxes are crossed out, you are dead, and there's no saving you. On a 7-9 you push through the pain and execute one last significant act before death, such as dealing a mortal blow to your attacker or sacrificing yourself to save your fellows.

LOYAL RETAINERS

Everywhere you go, you are followed by your trusted retinue. Pick two:

- Warrior: Get +1 Force when they fight at your command.
- Sage: Get +1 Lore when you listen to their advice.
- Courtier: Get +1 Sway when they sweet-talk your target.
- Ranger: Get +1 to Steel when you send them to scout ahead.

Write their names in the Loyal Retainer Harm slots. When you take harm, you can decide they suffer it instead. They're taken out.

To heal those slots, convince someone equally skilled to join you, or spend time healing them in a place of safety with access to a relevant surplus.

HARM BOXES

- Exhausted
- Head trauma (-1 Lore)
- Dead

If you have Loyal Retainer, you also have:

- Loyal Retainer 1
- Loyal Retainer 2

DEATH MOVE

When you mark off your Dead box, tell your companions who you name as your successor. Your nomination will be respected by all parties, at least initially.



CHOSEN

Often acting as shamans, clerics or advisors, Chosen have a close connection to their Guardian and manifest strange abilities and powers. Chosen tend to resemble their Guardian closely in appearance in personality, sometimes appearing strange and disconnected to others.

CHOSEN CREATION

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ has shown great disrespect towards my Guardian.

Although they follow a different Guardian,

_____ understands the value of mine.

_____ has given me cause to question the depth of my devotion.

GEAR

Add a free tag to your weapon or outfit when you Tool Up.

ROLE MOVES

LEADER: Mark when you lead your people in a show of devotion. The GM says how it's changed how they follow the Guardian.

AGENT: Mark when you cause another people to doubt their Guardian's Path. Say what they are doubting, the GM tells you how this impacts their way of life.

REBEL: Mark when you cause your People to question how they follow their Guardian. Say what the cult that splits off believes, and how they impact society.

OUTSIDER: Mark when you set off on a lone trial or pilgrimage. Name the boon you hope to gain from your Guardian, the GM tells you where you need to be heading.

CHOSEN MOVES

Choose one at character creation:

SMITE THE UNWORTHY

You are a righteous crusader for your cause. Acts of physical force which follow the traditions of your Guardian have advantage when you Fiercely Assault. Acts which run counter to your Guardian's way have disadvantage (for instance, a Chosen who follows The Devourer's path of Might would have advantage with a berserker frontal assault, but disadvantage with a sneaky ambush).

MISSIONARY

When you preach your philosophy and way of life to an unbeliever, roll +Sway. On a 10+, they are entranced by your words. They may not change their ways, but they will certainly approach your beliefs with a new found respect. On a 7-9, your words are considered but have also drawn the ire of a party hostile to your views. They may become an obstacle in future. On a miss, your words elicit outrage and hostility. The word is out, but people are not happy to hear it.

SCHOLAR OF THE PATHS

Your knowledge of the Guardians is deep. When doing research related to the Guardians, the Primal Plane, or the beings and relics which call that Plane home, roll +Lore. On a 10+, you may ask the GM two questions about the subject. The answer must be truthful, but it does not have to be helpful or even complete. On a 7-9, you may ask the GM one question.

EVOLUTION MOVES

Gain access to these according to your traits. If any are unlocked, choose one at character creation:

UNYIELDING DEVOTION

When your endurance and thresholds are tested you draw strength from your faith in the Guardian. When your physical or mental limits are tested, roll +Sway. On a 10+, you overcome your obstacles in an impressive display of devotion. Your feat impresses and shocks those who witness it. On a 7-9, you fail to overcome your obstacle completely, but you endure it longer than any could expect. Although unsuccessful, your efforts may earn the respect of those watching.

CULT OF PERSONALITY

Your faith and determination earns you followers wherever you may seek them. When you spend a few days preaching in an area where you have no followers, gain followers of Quality 1 with one speciality from: Preaching, Rioting, Spying or Building.

MAKING MIRACLES

Before rolling a move, you may expend a point of Primal Power or consume a Relic to perform a miracle appropriate to your Guardian and Pathway. As well as shocking onlookers, the miracle will give you advantage when rolling for the move.

HARM BOXES

- Enraged
- Concussed (-1 Sway)
- Dead

DEATH MOVE

When you mark off your Dead box, you become a centrepiece to a new sub-sect of Guardian devotees. Describe the sect of worshippers that rally around your legacy and how their beliefs and practises differs from the rest of your people.



EMISSARY

Emissaries are the diplomats and spies of your People. A varied lot, from austere agents of the state to swashbuckling scoundrels, they all share a charisma and a will to push the boundaries of society.

EMISSARY CREATION

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ made a fool of me in an important political meeting

_____ has some dirt on me that could damage my position

I helped _____ out of a tight spot when no one else would

GEAR

Add 1 Quality to your Followers when you Tool Up, or gain a new group.

ROLE MOVES

Pick one at character creation:

LEADER: Mark when you promise your People luxuries if they do what you say. You say how you've improved their lot already, GM says what they now expect from you.

AGENT: Mark when you're sent to bring peace between two groups. Say what grudge is keeping them apart.

REBEL: Mark when you seek allies to bring a corrupt leader down. Say a group who's suffering under them, GM says another group they're favouring.

OUTSIDER: Mark when you disclaim ties to build a greater alliance. Say why the larger threat needs everyone to band together to defeat it.

EMISSARY MOVES

Choose one:

SOCIAL CHAMELEON

When in dealings with other People, you may attempt to mimic their customs and mannerisms in order to endear yourself to them. When you do this, roll +Sway. On a 10+, you mimic their subtle mannerisms effortlessly. They are set at ease, and thus drawn to trust and consider your words more carefully. On a 7-9 you successfully identify their mannerisms, but something is lacking in the execution. They notice you affecting these mannerisms, and may appreciate it or resent it depending on the individual. On a miss you have veered into caricature and have caused irritation, and possibly even deep offence.

INTERSPECIES DIPLOMAT

When you try to bring many groups together to accomplish a goal, roll +Sway. On a hit they'll stick together long enough to see the job through. On a 10+ some will stick around afterwards to see what you have planned next.

EXPLOITING WEAKNESS

Secrets are funny, you can sell them as many times as you like, and you still own them. When you use someone's shameful or illicit secrets as leverage, the target can only pick one option on a 7-9, and can pick none at 10+.

EVOLUTION MOVES

Gain access to these according to your traits. If any are unlocked, choose one at character creation:

LIKE A DAIRY FARMER...

A duel is as much a matter of psychology as it is brawn. When engaged in a 1-on-1 fight, you may roll +Sway for Fiercely Assault instead of +Force, provided that

you utilise your gift of the gab in some way - intimidation, mockery and other such verbal sparring.

THE KINDNESS OF STRANGERS

There's an art to being pitiable, and it's a useful art at that. If required to check your Death harm box, you may roll +Sway. On a 10+, your opponent (if fighting a creature or being) or a bystander (if hurt by something environmental) takes pity on you. They spare or save your life, though what happens to you afterwards is up to them. On a 7-9, your entreaties cause hesitation. You may execute one last significant act before death (such as badly wounding/killing your opponent, or instructing a bystander to carry a final message).

MAGNETIC PERSONALITY

When you convince your People to undergo radical change, roll +Sway. On a hit, shift their Doctrine or Lifestyle to whatever you like or swap one People move for another. On a 7-9, they gain Need: morale. When passions cool, the populace begins to second-guess the wisdom of their decision.

HARM BOXES

- Disoriented
- Bleeding out (-1 Steel)
- Dead

DEATH MOVE

When you mark your Dead box, you may pass a letter to a companion. This letter can contain a piece of valuable information, a message which obligates the recipient to do something, a map to a secret treasure or location, or anything else important agreed with the GM.



MAGUS

The Magi have an academic fascination with the Primal Plane and its power. Magi seek out tears between the Planes, for relics to further their understanding and power, and for Primal Entities to parley with.

MAGUS CREATION

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Ask for a volunteer for at least one:

_____ *has a strange Primal resonance.*

_____ *Fate has something big in store for them.*

_____ *doubts my power and connection to the Primal Plane*

_____ *knows of a hidden place of Primal Power, but refuses to tell me any more.*

GEAR

When you Tool Up you may gain an Artifact without spending Primal Power.

ROLE MOVES

LEADER: Mark when you lead your people in a magical ritual. Say what the ritual seeks to achieve, the GM says what it costs to enact.

AGENT: Mark when you use your powers to uncover a great secret. Say what the secret is related to, and the GM will say what the consequences of the secret being uncovered are.

REBEL: Mark when you use your power to damage a corrupt power. The GM will say how they react to this damage.

OUTSIDER: Mark when you have a powerful experience related to the Primal Plane. State a truth about the nature of the Primal Plane or its denizens.

MAGUS MOVES

PLACE OF POWER

When you engage in a ritual to invoke the Primal Power of a significant location, roll +Lore. On a 10+, some powerful Primal Spirit or Denizen representative of the geography appears to lend you aid. Be warned however that these beings have their own agendas as well. On a 7-9, you gain new insight into the land and the power it holds. Ask the GM two questions about the surrounding area.

MATING RITUALS

When you engage in a ritual to affect the mind of others, roll +Sway. On a 10+ you have temporarily entranced your target. They will do whatever they can to aid you for a limited time, but they will remember what you made them do. On a 7-9 you have improved their disposition towards you somewhat, provided they have no knowledge of the ritual you cast. If they do, this effect is negated.

UNLIMITED POWER

When you engage in a ritual to harness elemental forces against your enemies, roll +Lore. On a 10+, your target takes Harm appropriate to the element harnessed (usually 1 to 4). On a 7-9, both you and your target take harm. On a miss, only you take harm.

EVOLUTION MOVES

Gain access to these according to your traits. If any are unlocked, choose one at character creation:

MIND OVER MATTER

When you take harm, roll +Lore. On a 10+, you overcome the pain through force of will. You may ignore any stat and roleplay penalties caused by checking the harm box. On a 7-9 you still take the stat penalty, but ignore the roleplaying effects.

SHOCK AND AWE

Your power wreaks havoc on the superstitious mind. When you use your power to impersonate a Primal Entity, roll +Sway. On a 10+, your impressionable target is completely convinced that you are not of this world. On a 7-9, they are sceptical but curious, be careful what you say.

LEY OF THE LAND

You feel the energy of the land, and have deep knowledge of the natural world. When you navigate to somewhere you've been before with Survival, roll +Lore rather than +Steel

HARM BOXES

- Drained
- Shell-shocked (-1 Lore)
- Dead

DEATH MOVE

When you mark your Dead box, your spirit passes into one of your possessions and becomes a new Artifact. Describe the artifact and its main function. Alongside that function, your spirit may be consulted for advice by rolling Unleash Power (with all the potential side effects that involves).



RANGER

Rangers are explorers, scouts and hunters. They often live apart from their People in the wilds, observing nature and stalking their enemies.

RANGER CREATION

STATS

Choose one and add any Trait bonuses:

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

BACKSTORY

Choose one:

_____ *messed up one of my hunts.*

_____ *shows potential, and may be worth taking under my wing.*

_____ *and I share a bond, despite our people's animosity.*

GEAR

Add a tag to a beast or machine when you Tool Up, or gain a new one if your people have none.

ROLE MOVES

LEADER: Mark when you lead an expedition. Say what your objective is, the GM says a clue to achieving it.

AGENT: Mark when you scout out your opposition. Ask the GM a question about your adversary.

REBEL: Mark when you investigate a personal grudge. Say where you might find allies.

OUTSIDER: Mark when you work with beings your people are on bad terms with. Say what proof you have that your people are mistaken about them.

RANGER MOVES

MARKED FOR DEATH

Once per age you may designate an individual being or creature as your Quarry. While tracking this being you have Advantage on rolling Forge a Path and Wasteland Survival. Also, when rolling Fiercely Assault against your Quarry you may pick an extra effect from the character list on a 7-9.

FLEET OF FOOT

When you sneak through cover, nothing that hadn't already spotted you will notice you. If you would be revealed, the GM will warn you in time to hide. Even when you attack, there'll be a period of confusion for you to exploit.

PIONEER

Your prey is not a living being, but the great unknown. Whenever you roll Wasteland Survival to travel a route you've used before, you always get to pick one of the 10+ options even if you roll a 9 or lower.

EVOLUTION MOVES

Gain access to these according to your traits. If any are unlocked, choose one at character creation:

LEYLINE AFFINITY

You have developed limited magical skills, and are in tune with the land itself. When you meditate to sense the energy of the land, roll +Steel. On a 10+, the GM gives you a rough outline of the major landmarks in your vicinity, including any potential threats. On a 7-9, you have attuned to the terrain. When you Forge a Path in this area you may roll +Steel instead of +Force.

FANG AND BONE

You reject the pointless knick-knacks of lesser hunters. As long as you're only using your own natural forces to eliminate your targets, when rolling Fiercely Assault you always "inflict savage, terrifying harm" in addition to any other effects. This does not apply on a miss, or if any weapons, tools, traps or armour are used in your assault.

TRICKS OF THE TRADE

Only hunters who lack finesse and skill bother getting their hands bloody. As long as you're only using your traps and tools to eliminate your targets, when rolling Fiercely Assault you always "scavenge something valuable" in addition to any other effects. This does not apply on a miss, or if you need to use your natural abilities in your attack.

HARM BOXES

- Blood-soaked
- Hamstrung (-1 Steel)
- Dead

DEATH MOVE

When you mark off your Dead box you may either deal a fatal blow against the being or creature that killed you, or impart to your companions the location of a great hidden treasure.



WARRIOR

Warriors are the backbone of your people's military strength. Whether a rank-and-file trooper or a individualistic hero out for glory, Warriors are proud, forceful and mighty.

WARRIOR CREATION

STATS

Choose one and add any Trait bonuses:

Force +1 Lore -1 Steel -1 Sway +1

Force +1 Lore 0 Steel 0 Sway -1

Force +1 Lore -1 Steel 0 Sway 0

BACKSTORY

Ask for a volunteer for at least one:

_____ is an impressive fighter, I long to face them in combat.

Like it or not, I owe a life debt to _____

_____ fights dirty, and I resent them for it.

GEAR

Add a tag to your weapon or outfit when you Tool Up.

ROLE MOVES

LEADER: Mark when you lead your people in battle. Say how you'll defeat your enemies, the GM says how the plan goes.

AGENT: Mark when you raid a major rival. Say what you take from them, the GM will say what the consequences might be.

REBEL: Mark when you kill someone you weren't meant to. Say what you took from them that might prove you were right to do it.

OUTSIDER: Mark when you seek your death in combat. Say who or what would be a worthy foe, and how you want to fall.

WARRIOR MOVES

AS HARD AS STONE

When you stand in defence of a person, place or thing, roll +Steel. On a 7-9, pick one. On a 10+, pick two.

- No harm comes to the thing you defend.
- You deflect blows raining down on you harmlessly away.
- You force the danger back and away.

GREY MATTER

You may analyse your opponents fighting style in order to gain an advantage over them. *When you study an opponent,* roll +Lore. On a 10+, pick two, on a 7-9, pick one.

- You've predicted their movements accurately. You may make the GM's choice when you Fiercely Assault against them.
- You've studied the limitations of their weaponry. Hold 1. You may spend this hold to destroy your opponent's weapon while fighting them.
- They struggle to deal with a certain kind of attack. The GM designates a weapon tag. As long as you're using a weapon with that tag, you have advantage on Fiercely Assault.

HIT AND RUN

Float like a butterfly, sting like a bee. *When you launch a surprise attack,* the GM may not pick "You take harm appropriate to the enemy" for *Fiercely Assault*. Once the enemy is alerted this no longer applies.

EVOLUTION MOVES

Gain access to these according to your traits. If any are unlocked, choose one at character creation:

JUGGERNAUT

You have +1 Armour, and when outnumbered by overwhelming forces you gain an extra +1 Armour.

STRENGTH OF THE GUARDIAN

Based on your Guardian, you now have one of the following effects:

Hunter: *Once you have wounded a target,* you gain advantage on any efforts made to track them.

Devourer: *Once you have defeated a foe,* you may consume part of their person to restore any checked Harm Boxes.

Builder: Weapons of war you have personally constructed gain 1 extra tag.

Parasite: You gain advantage when you capitalise on the actions of another in combat.

Otherworldly: You have advantage when fighting Primal Entities.

BERSERKER

You can't be slowed down when the battle rage is upon you. While in combat, ignore all effects of checking harm boxes until the encounter is over. This includes Dead.

HARM BOXES

- Weary
- Gangrenous (-1 Force)
- Dead

DEATH MOVE

When you mark off your Dead box you may use the last of your strength to demolish an obstacle, be it a breathing foe or an inanimate object.



CHAPTER 3: TRAITS AND GEAR





TRAITS

PASSIVE

WINGS

Your creatures have developed wings, and is thus capable of flight.

MUSCLED FLANKS

Your creatures have highly muscled legs, and can thus run at high speeds and jump impressive distances.

NIMBLE LIMBS

Your creatures have an advanced sense of balance and a wiry strength, they can climb almost any surface and rarely lose their footing.

RAPID TUNNELLER

Your creatures are able to burrow through soft earth at the same pace as they move on land. Harder earth or rocky ground takes longer to dig through.

POWERFUL SWIMMER

Your creatures are able to swim through still liquid as fast as they move on land. Swimming through liquid with strong currents is slower and more treacherous.

EXTREME STAMINA

Your creatures almost never gets tired, unless wounded. They do not need to stop while travelling to rest, though they still require food and water.

SPINNERETS

Your creatures can produce a strong, silken thread. This can be used to create nets, webs, ropes and shelters. It is however highly flammable.

CEMENT GLANDS

Your creatures can produce a viscous, adhesive liquid that dries solid. This liquid can be used to build structures, but it melts into useless goo after a day.

GENETIC MEMORY

All future characters may pick one extra Move at character creation. This trait may be taken twice.

PHEROMONES

Unlock the following Evolution Moves: Loyal Retainers (Ancient), Cult of Personality (Chosen), and The Kindness of Strangers (Emissary). These moves become available for future characters to pick during character generation.

ENLARGED CRANIA

Unlock the following Evolution Moves: Making Miracles (Chosen), Mind Over Matter (Magus), and Tricks of the Trade (Ranger). These moves become available for future characters to pick during character generation.

SURVIVAL INSTINCT

Unlock the following Evolution Moves: Hardened With Age (Ancient), Unyielding Devotion (Chosen), and Juggernaut (Warrior). These moves become available for future characters to pick during character generation.

NEURAL LEY RECEPTORS

Unlock the following Evolution Moves: Leyline Affinity (Ranger), Strength of the Guardian (Warrior), and Ley of the Land (Magus). These moves become available for future characters to pick during character generation.

DISPLAYS OF DOMINANCE

Unlock the following Evolution Moves: Fang and Bone (Ranger), Berserker (Warrior), and Magnetic Personality (Emissary). These moves become available for future characters to pick during character generation.

COMBAT PSYCHOLOGY

Unlock the following Evolution Moves: Shock and Awe (Magus), Like a Dairy Farmer... (Emissary), and O Captain, My Captain (Ancient). These moves become available for future characters to pick during character generation.

OFFENSIVE

BARBED CLAWS

Your creatures have deadly claws or talons, with the Melee and Brutal tags.

VENOM SAC

Your creatures can spit a venomous liquid. This attack has the tags Ranged and Silent.

NEUROTOXIC FANGS

The fangs of your creatures hold a dangerous neurotoxin which can paralyse opponents. Attacks with the fangs have the tags Melee and Non-lethal.

PIERCING SHRIEK

Your creatures can create an ear-damaging noise. Attacks of this kind have the tags Ranged and Aberrant.

NEEDLE BARRAGE

Your creatures are studded with razor sharp needles which can be fired in a deadly volley. Attacks of this kind have the tags Ranged and Area.

RETRACTABLE CLAWS

Your creatures can retract their natural weaponry. Their claws have the Melee and Hidden tags.

PIERCING BLADE

Your creatures have a sharp chitinous or bony natural weapon. This has the Melee and Elegant tags.

OVERSIZED PINCER

Your creatures have a gigantic pincer with crushing force, though it is somewhat unwieldy. This has the Melee, Brutal and Unreliable tags.

DEFENSIVE

AUTOTOMY

Your creatures can remove a particular area of its body, provided it is not a vital area. All characters have an extra harm box labelled "Amputated (-1 Steel)".

BOOSTED ADRENALINE

When in a corner a dangerous cocktail of hormones floods your creatures' system. All future characters have an extra harm box labelled "Chemical haze (-1 Lore)".

ARMOURED

Your creatures have thick scales, a tough exoskeleton, or a leathery hide. They have +1 armour against physical harm. This trait may be taken twice.

SHELL

Your creatures have a thick shell they can retract into. While retracted they have +3 armour against physical harm, but cannot take any actions.

INTIMIDATING DISPLAY

Your creatures' anatomy is impressive and flashy. They are instantly recognisable, and easily intimidate the weak-willed.

CAMOUFLAGE

You blend in with the environment. If you stay still you'll be overlooked.

REGENERATION

Your creatures heal very quickly. *Shake It Off* and *Professional Care* take significantly less time to resolve.

RADIORESISTANCE

Your creatures can withstand high levels of radiation. They are immune to harm caused by high levels of radiation.

WEATHER PROOFED

Your creatures can survive extreme environments. They are immune to harm caused by very high or very low temperatures (pick one).

HARDY STOMACH

Your creatures are resistant to poisons, corrosion, venom and infection. Gain +3 armour against harm from these sources.



GEAR

Primal Pathways starts with much less gear available to your People than Families in *Legacy* have access to. You'll have basic melee and ranged weapons, whatever you get from your starting Traits, and whatever you use your surpluses to pick in Tool Up, augmented by your character's gear bonus.

If a character gets to add a free tag to their Gear, they're limited to tags unlocked by their Guardian's current stage of evolution.

ARMOURY

Weapons from your family stockpile have 1 to 3 tags. As described in **Fiercely Assault**, these tags act as permissions - they tell you what circumstances your weapon is effective in, and what the consequences for using it may be.

All families can take weapons with one of these tags:

Melee - useful against targets within arm's reach.

Ranged - useful against targets outside arm's reach and out to a few hundred metres.

As you reach new stages of evolution you'll have the option of adding more tags to your stockpile. When you **Tool Up**, you can get weapons with up to 3 of the stockpile tags, plus any free tags from your character.

TRIBE TAGS

Many - If you lose or use up the weapon, you have others to hand. Weapons breaking or running out of ammo usually happens as a result of a GM reaction.

Hidden - you can carry this weapon without being seen as a danger.

Non-lethal - it incapacitates and won't deal lasting harm.

Unreliable - sometime it gets spectacular results, sometimes it fails spectacularly.

Silent - the weapon doesn't draw attention to you when used.

REALM TAGS

Area - affects a wide area when used, enabling you to take on groups that outnumber you.

Brutal - devastates its targets and leaves collateral damage.

Elegant - it's flashy in use and can bypass simple defences.

Far - useful against targets hundreds of metres away but still within line of sight.

STATE TAGS

Aberrant - uses something other than kinetic force to hurt your enemies - sound waves, radiation, psionics etc.

OUTFIT

The basic clothing of your people doesn't have any particular rules benefit. As you reach new stages of evolution, you'll have the option to add more tags to your stockpile: when you Tool Up, you can get outfits with up to 3 of the stockpile tags, plus any free tags from your character.

TRIBE TAGS

Tough - Negates disadvantage stemming from physical impacts – hail, landslide, suppressing fire, etc. Get +1 Armour when these deal harm to you.

Camo - You blend in with the natural environment; if you stay still you'll be overlooked.

Regal - The outfit's impressive and flashy. Everyone who sees it knows who you are and the people you hail from.

Utility - The outfit is unremarkable and simple, but can be easily repaired.

REALM TAGS

Mobile - Grapples, light construction and built in climbing tools similar make it much easier to get around wearing this gear.

Aberrant Shielding - Negates disadvantage stemming from radiation, magical force and stranger things besides. Get +1 Armour when these deal harm to you.

Sealed - Negates disadvantage stemming from a lack of air, ambient infection, poison or corrosion. Get +1 Armour when these deal harm to you.

Thermo - Negates disadvantage stemming from freezing and/or scorching temperatures. Get +1 Armour when these deal harm to you.

STATE TAGS

Powered - Motors in joints remove any encumbrance from the outfit, and let you carry heavy loads indefinitely.

Comms - Integrated comms let you send and receive audio, and limited digital data.

Mantle - High-tech defences provide 1 Armour to you and anyone within arm's reach when activated.

Implanted - The outfit is hooked into your biology and can perform immediate diagnostics. Erase this to heal a single harm level.



BEASTS

Through the power of the Guardians, the art of animal husbandry has no limits. With the correct application of Primal magic, the flesh of beasts are but clay to be moulded by a skilled artisan.

Beasts have two harm boxes:

- Wounded (disadvantage when using the beast in moves)
- Dead

When you get a new beast, it'll start with one of these three tags:

Mount - This beast is built for riding. Less obedient and intelligent than other animals, but a good way to get from point A to point B.

Pet - A faithful companion. Likely to follow instructions, but generally smaller and less imposing than other beasts and cannot be ridden.

Livestock - A beast raised to produce a commodity of some kind: meat, milk, leather, wool or eggs, etc. Unlikely to follow commands, but a valuable trade resource and can be eaten in a pinch.

And also one of the following tags:

Land/Water/Air - The beast can travel freely in the indicated environment.

As you evolve, you'll add more tags to your beasts, or create new beasts.

TRIBE TAGS

Swift - Pets move quickly and can avoid danger. Mounts give +1 to Steel when you *Defuse* by manoeuvring out of danger.

Tough - The beast gets another harm box (Spooked).

Mighty - This beast is very powerful. Beasts give +1 Force when you Forge a Path or Fiercely Assault with them.

REALM TAGS

Pack Animal - This beast can carry a lot of equipment or resources.

Transport - This beast can carry a dozen passengers. Can only be taken by Mounts or Livestock.

Armoured - This beast is naturally tough or is fitted with armour. The beast gets the Sundered harm box.

Fine Breeding - This beast is particularly well bred and fine. Worth more in trades, and provides +1 Sway when you use your status as leverage.

Nurturing - Characters resting with this animal don't need a Surplus to get Professional Care.

Natural weapons - The beast has some kind of devastating natural weapon such as tusks, claws or spines. Using the beast to Fiercely Assault grants the tag Brutal.

Utility - This beast has a useful ability that serves a practical function. Examples include: digging through soil or rock, a highly developed sense of smell that makes tracking easier, a compulsion to gather natural resources and crops, or a homing sense that facilitates sending messages.

STATE TAGS

Space - This beast can survive in a vacuum and can travel freely in a space environment.

Internal Compartments - This beast has been shaped to manifest natural passenger compartments. The beast protects passengers from the outside. Without this, passengers must rely on their own Outfits.

Projectile Launcher - This beast has a orifice that can launch projectiles at high speed. A projectile launched with this weapon has the tag Area

Enhanced Intelligence - These beasts are not sentient, but they are highly intuitive and capable of following complex commands.

MACHINES

The vale between the Primal plane and the Material plane can be thin, and can even in tear in places. These tears leak Primal Energy, which crystallise on the Material plane into beautiful gems. It did not take long for the beings of the Material to start using these crystals as a source of energy in machines of their own invention.

Machines have two harm boxes:

- **Dinged** (disadvantage when used in actions)
- **Broken** (cannot be used)

When you get a new machine, it'll start with one of these tags:

Vehicle - A device used to take individuals and goods from point A to point B. Piloted directly by a being, unless tags indicate otherwise.

Drone - Mobile servitors with the ability to perform simple tasks. Prone to misinterpreting complex requests. Cannot be piloted directly.

And also one of the following tags:

Land/Water/Air - The machine can travel freely in the indicated environment.

As you evolve, you'll add more tags to your machines, or create new machines.

TRIBE TAGS

Robust - Built to last. This machine gets another harm box (Scuffed)

Overclocked - Drones move quickly to escape danger. Vehicles give +1 Steel when you defuse by manoeuvring out of danger.

Powerful - This machine is built to destroy. These machines give +1 Force when you Forge a Path or Fiercely Assault with them (tag: melee).

REALM TAGS

Transport - Can carry up to 10 passengers. Vehicles only.

Reinforced - Features additional or thicker armour. Gains the harm box Breached.

Cargo Vehicle - These machines can carry a lot of equipment or resources.

Elite Craftsmanship - This machine is particularly well built and fine. Worth more in trades, and provides +1 Sway when you try to use your social status as leverage.

Med bay - Characters resting in this vehicle don't need a Surplus to get Professional Care.

Mounted weapons - The machine has some kind of devastating close-range weaponry mounted on its hull. Using the machine to Fiercely Assault grants the tag Brutal.

Utility - Machines with this tag can be used to perform a useful practical function. Drones with this tag bet an extra, more complex utility on top of their other capabilities. Some examples of possible functions: drilling through hard surfaces, analysing the composition of substances, automatic harvesting of crops, repairing other machinery, acting as a communication hub.

STATE TAGS

Space - This machine can travel freely in a space environment.

Canopy - This machine has an enclosed compartment which protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

Turret - This machine has a turret mount on its hull. A ranged weapon mounted there has the *area* tag, usable by the Drone or the Vehicle's pilot.

AI - This machine is sentient. Highly intelligent, but may have its own personality and priorities.

CHAPTER 4: NEW WONDERS







THE GRAND TEMPLE

Once the Guardians were honoured with paltry offerings of food and valuables, laid out on makeshift altars cobbled together from whatever materials were to hand. But no longer. Now, your Guardian has a house worthy of their majesty. A grand cathedral of epic proportion, complete with fine art, a devoted clergy and a competent security force. This is no normal place of worship, but almost a city unto itself.

REQUIREMENTS

Artisans, Engineering, Luxury, Building Materials, Leadership

PERMANENT BONUS

Whoever controls the Grand Temple may, at any time, expend a surplus to trigger their Favoured of the Guardian move.

TRIALS

Civil Unrest: Though a cause for celebration for many, the construction of the Great Temple has caused considerable unrest. Perhaps they resent the lavish use of precious resources, or take issue with the Guardian to which the Temple is dedicated - regardless of reason, your people have taken to the streets in protest. The Owner tells you the cause for the unrest, and chooses two of your Surpluses to be erased.

Walk of Faith: Inspired by the creation of such a wondrous structure, devoted cults among your people are undertaking pilgrimages to the Grand Temple, carrying tributes. The Owner places a pilgrim settlement on the map near the Grand Temple, and transfers one of your surpluses to themselves. You transfer one of your surpluses to the new settlement.

Wrath of the Guardian: Your Guardian is angered by a temple being raised in another Guardian's honour. A Primal Entity appears in your territory to communicate this dissatisfaction. Your next Favoured of the the Guardian roll has disadvantage. In addition, transfer all of your Primal Power to The Owner (if any).

Religious Strife: Your high ranking clergy and magi are bombarding your people's leadership with complaints, demanding to see a similar demonstration of Guardian devotion. Say what the clergy or magi are demanding of your leadership. You have -1 Reach for the next age, and must immediately Hold Together to quell the political storm.

Trade Crisis: The process of construction and the new cultural landmark has caused a shift in trade and migration. Transfer up to three of the Owner's Needs to you, and take 1-Treaty on the owner for each Need you take. Describe the shortages or financial problems that caused this to happen, and how they have effected your people.

Corruption: Moral purity and piety do not necessarily go hand-in-hand. A robust black market has arisen around the Grand Temple, trading in all kinds of artifacts and resources (mostly stolen). The Black Market is a new minor faction that is not visible on the map. Transfer to it either two of your Surpluses or one Surplus and 3 Primal Power.

FORTUNES

Healing Order: An order of devotees from your people have set up a makeshift hospital in one of the unused corners of the Great Temple. Describe the motives of the healing order and the Owner explains why they tolerate their presence. With your permission, People or factions can get Professional Care from the order without needing a Surplus. If you charge the owner, they gain 1-Treaty on you and may take 1 point of Primal Power from you.

Walls Have Eyes: The crowds of pilgrims and worshippers provide a fitting cover for any covert operation. The Owner describes which wing of the Temple has been compromised by your spies, and how the Temple guard have reacted to the security breach. Gain Spies as a Surplus. Gain 1-Treaty on or take 1 Tales from any player who does not also have Surplus: Spies.

The Pilgrim's Road: Between your lands and the Grand Temple a new road has been formed by the busy feet of countless devoted pilgrims. Camps and small settlements have sprung up along this busy road. Draw a road on the map between one of your settlements and the Grand Temple. Place the following Surpluses at different points on the road: Recruits, Trade, Barter Goods. Whoever seizes them will gain an extra Surplus of the Owner's choice, which they share with you and the Owner.

Guardian's Power: Your People have adopted some of the practices of the Grand Temple's Guardian. The owner explains what concept from their beliefs your people have adopted. You gain one of the Owner's Guardian Moves for the next age.

Monastic Order: Inspired by the foundation of the Great Temple, a house of faith and teaching has been established in your lands. Describe the beliefs and principles of this monastic order. As long as you control the Monastery, Gain and Share Surplus: Knowledge or Faith.

Elite Academy: One of your people, who had departed to study at the Grand Temple, has returned with a steely determination to lead your People. The Owner describes how the individual's experiences at the Grand Temple influenced their worldview. Gain Surplus: Leadership, the Owner gains 2-Treaty on you as the individual has an affection for their lands and people.



THE PRIMAL GATE

Visiting the Primal Plane is usually harder than just popping into a handy portal. Primal Rifts are unstable and temporary, and often incredibly dangerous. There are no guarantees. However, with the hard work and dedication of your top engineers, scientists and magi, the impossible is now possible. Your people have constructed a permanent, stable and safe rift to the Primal Plane.

REQUIREMENTS

Energy, Engineering, Primal Artifacts, Rare Materials, five points of Primal Power

PERMANENT BONUS

Add the Primal Gate to the map. It can be used to travel to the Primal Plane at will as long as you control it. Other players who wish to use it must have your permission, and you gain 1-Treaty on them when they do. In addition, at the start of each age a powerful Primal entity appears outside the portal.

TRIALS

Plague Bearer: A Primal entity carrying some sort of otherworldly virus has slipped through the Primal Gate and onto your land. Describe the symptoms, and the Owner describes which Guardian the entity follows and its motives for crossing the Gate. Gain the Needs: Medicine and Recruits. If the Owner donates to you any of your Needs now you must give them 3 Treaty.

Diplomatic Restructuring: The construction of such a vital device has caused a great deal of uncertainty and chaos in the upper echelons of your diplomatic and political system. The Owner describes how your leadership are reacting to the new political paradigm. You and the Owner remove all Treaty you have one each other.

Primal Storm: A maelstrom of Primal energy has been unleashed on your land. Designate where the storm was strongest, and the Owner describes the extent of the damage. You and a neighbour Faction erase a Surplus and gain a Need of the Owner's choice.

Primal Rush: The race is on to exploit the new Primal Gate. If you fail to use the Primal Gate this age gain Need: Morale and Need: Motivation. If you use the Gate but fail to gain a resource from the Primal Plane, gain Need: Recruits.

Haunted: Since the Gate opened, your people have been complaining of strange spectres and echoing shrieks. Designate an area on the map where this strange phenomenon is particularly terrifying. Hold Together, and on a miss lose 1 Grasp during the next age. Gain Need: Morale.

Toxic Runoff: Some of the rare and dangerous materials used in the construction of the Gate have had unpleasant side-effects. Describe the damage that has been done, be it to the environment or to your people's health. Take 2 Needs of the Owner's choice and 1 Surplus of your choice.

FORTUNES

Existential Revelation: The Gate is an undeniable monument to the reality of the Primal Plane. The reaction to this from the general populace is mixed, to say the least. Distribute Morale as a Surplus or Need (your choice) to Factions of the Owner's choice. You and the Owner gain +1 Reach.

Warbeasts: A strange beast from the Primal Plane settles in your territory. Describe it and how your people use it. Gain Surplus: Transport and Weapons. Your vehicles and weapons can have 4 tags instead of 3, so long as the beast lives in your holdings.

Monolith: After the opening of the gate, a massive monolith forged out of obsidian crystal burst forth from the earth, resonating power at a frightening level. Those who stand near it understand something more of the universe and its workings. Add the monolith to the map. Whoever controls the monolith receives 2 Primal Power and Surplus: Progress at the beginning of every age.

Latent Energy: The open portal has affected the amount of latent Primal energy in the atmosphere, in certain places it can be felt physically, like an intense static in the air. Place three locations on the map where Primal energy is particularly strong, and describe how the regions have been physically and spiritually effected by the energy concentration. Inside these areas, Unleash Power rolls gain advantage and Power Up can be used for free. Remove the location from the map after it is used for one of these purposes.

Pocket Dimension: One of your magi detected a stable pocket in the Primal Plane containing great resources. You and the Owner take 2 Primal Power each. Name 3 Surpluses that can be found in the pocket, the Owner describes the geography of the pocket and what dangers must be faced to claim them.

Tourist Boom: Your lands have become something of a tourist attraction for lesser Primal entities. Add a settlement to your lands where a group of Primal entities have taken up residence. The Owner describes who they are and why they've come. Take the Surpluses: Barter Goods and Prestige.

A NEW AWAKENING

The creatures of the Material Plane have come together and undertaken a ritual of incredible size and power, a petition to the Guardians to elevate others. As once the Guardians bestowed the gifts of sentience and common language to your People, so too your efforts have convinced them to raise up new species.

This wonder functions differently from the others. Rather than the personal project of a single faction, this wonder is a collective undertaking. Any player may contribute a surplus to the project, and once it is completed it has no owner. Therefore, it has no Trials and Fortunes and nobody is required to roll once it is complete.

REQUIREMENTS


Surpluses equal to the number of players x 3 (e.g. fifteen in a five player game). Keep a note of which Surpluses have been donated and by who.

PERMANENT BONUS

The player who has contributed the most Surpluses to this wonder adds a new faction to the map, a species that has been newly awakened by the Guardians.

They describe the species and their culture, as well as what Guardian they follow. They then pick any number of the Surpluses they donated to the wonder and transfer it to the new faction, then pick an equal number of Needs of their choice. They also gain Treaty with the new faction equal to the number of Surpluses/Needs picked.

Once this is done, the player who contributed the second most Surpluses does the same, and then the player who contributed the third most.

A vertical, stylized illustration of a floating island. The island is a dark, jagged rock formation with a small village of dark, rustic houses and a church with a tall spire. A small waterfall flows down the side of the island. In the background, a large, white, multi-decked sailing ship with many windows is visible, floating in the sky. The sky is a pale, hazy blue. The overall style is painterly and atmospheric.

CHAPTER 5: ADVICE AND HACKS





RUNNING THE GAME

The main *Legacy* rulebook offers an excellent core philosophy for running the system. For the most part the Agenda, Principles and Reactions detailed in the Running the Game chapter of *Legacy* also apply to *Primal Pathways*. However, *Primal Pathways* is its own beast, and should be played a bit differently from a normal game of *Legacy*. This chapter offers some additional items to the *Legacy* philosophy that more specifically address the *Primal Pathways* setting.

AGENDA

SET YOUR OWN TIMESCALE

In this setting the time between Ages, the time it takes for your player's People to evolve, is left deliberately ambiguous. While in *Primal Pathways*, evolution is a supernatural process (it's guided and much faster than in real life), adjusting the timescale also determines how much you wish to focus on this aspect. Longer gaps between ages (millennia) will make evolution more gradual, reduce the characters' awareness of the process and thus make them less aware of the Guardians. Shorter gaps between ages (centuries or even decades) will mean the evolution is more rapid and visible, and will make the Guardians an undeniable fact of life.

THE GUARDIANS ARE UNKNOWNABLE

Though player characters can communicate with the Guardians and other denizens of the Primal Plane, they should never be fully understood. They are alien entities with their own obscure agendas. This ambiguity and alien quality is essential to the setting.

ADD COMPLEXITY AS THE GAME PROGRESSES

At the beginning of the game, your players' priorities and objectives should be more basic. Finding food or shelter, seizing land, building settlements etc. Keep these early ages short and deadly. Survival is the goal. As the game goes on and the civilisations develop, add complexity. Introduce political intrigue, more intricate objectives for the players, and internal strife to factions. Use the early exchanges between People to inform the later political rivalries and alliances.

PRINCIPLES

LIFE IS CHEAP

Evolution, even when it's assisted by otherworldly entities, can be a bloody process. In the early stages of the game especially, basic survival should be a continuous challenge. Don't be unfair, but don't be afraid to be brutal.

MYTH TRUMPS HISTORY

In *Primal Pathways* the scope of the game is different from base *Legacy*. Players start in a pre-historic state, and build a civilisation from scratch. Incorporate the events and characters of the early ages into the mythology of the world, have the myths evolve and change until the actual events are barely recognisable.

CULTURE EVOLVES TOO

Technological and physical change is inevitably going to elicit societal and cultural change. Think about how cultures adapt customs as time goes on. Something that once had great meaning might become a charming cultural touchstone - such as how Halloween remains a cultural event long after the more spiritual elements have become irrelevant.

THINK BEYOND HUMANITY

It can be tempting to humanise the various strange creatures that occupy the *Primal Pathways* setting - it certainly makes them easier to write stories for. But try and think beyond that, and consider how an intelligent species might think if it were utterly separated from human experience. For instance: how would a reptile or an insect approach the concept of family? How would a member of a collective consciousness behave around individuals? How would a creature with a very long or very short lifespan conceive death? How would a very large or very small creature look at the world?

DIFFERENT PEOPLE CAN WORK TOGETHER

The Guardians represent ways of life that often directly conflict with each other. The Devourer's philosophy is not at all compatible with The Parasite. However, their followers are not slaves to the Guardian's will: they have their own agendas and outlooks on the world. It's not at all out of place for Devourer followers to work with Parasite followers.

CHARACTERS ARE MORE THAN THEIR SPECIES

With so much of this book being focused on the new mechanics of creating and evolving a species, it can be easy to lose sight of the individual characters. But make no mistake, the NPCs and PCs of *Primal Pathways* should be no less well-realised than they are in base *Legacy*.

KEEP THE WORLD MYSTERIOUS

Even in the later stages of the game, where civilisation develops to a modern level, keep parts of the world dark and mysterious. Keep escalating mystical threats as societies develop to ensure that civilisation is never in complete control.

REACTIONS

The existing Reactions in the *Legacy* rulebook don't require much embellishment, except that any reference to 'the world before' or 'the Fall' should be adapted to refer to the Primal Plane, and the artifacts and structures that emerge from it.





A GUIDE TO THE PRIMAL PLANE

Many of the details of the Primal Plane and the Guardians, their origins, their motives, their ultimate goals, are deliberately left vague. This is partly to keep things mysterious for players, but also to allow the GM to fill in some blanks for themselves (if they want to). Are the Guardians malevolent, benevolent or passive? Are they gods, aliens, inter-dimensional beings? Do they seek to conquer the physical plane, or are they barely aware of its existence? Are the lesser beings from the Primal Plane unwilling slaves to the Guardians or devoted worshippers? It's not necessary to answer all (or any) of these questions, and the answers need not be consistent between the different Guardians, but they can be good story motivators to keep in mind when building your *Primal Pathways* world.

Beings from the Primal Plane are single minded and tend to be very loyal to their Guardian. They're interested in the Material Plane and want to be involved by making deals with, helping or hindering its residents. Most also take on a physical form appropriate to their Guardian when they enter the Material (though the Otherworldly do so less often). Keep their personalities consistent to their way of life. The Parasite and its servants are likely to be manipulative and calculating, mindful of the lives of others only as long as they benefit them. They'll behave this way even to their chosen species.

Players can undertake rituals to contact the Guardians directly (requiring investment of Surpluses, Relics and Primal Power). If they manage it keep the Guardians aloof and vague - they're not exactly conversationalists. Boons the Guardians can grant can be almost anything, but try to avoid removing the agency of other players or erasing their

achievements. Guardians also aren't in the habit of handing things out for free - if they help directly, make sure the cost of their help is proportional, and they're probably not going to appreciate being contacted for something petty.

The player characters can visit the Primal Plane, but their impressions of it are unlikely to be very useful. It's mostly a swirling, formless maelstrom, with pockets of stability where the Guardians have left their mark. The more stable areas will generally reflect appropriate natural environments (a wide plain for The Hunter, a dank cave for The Parasite etc.), but they won't be temporally or spatially consistent. Extended amounts of time in the Primal Plane will lead to confusion, mental unrest, and eventually insanity. Without the guidance of a Primal entity, those who venture into the Primal Plane will more than likely be lost in the chaos, doomed to a grisly fate.

Energy from the Primal Plane is the world's primary energy source. The machines, factories and societies of your players will most likely be based around the crystals formed by Primal Rifts. For this reason, harnessing the Primal Plane should never be easy or straightforward - compare it to harnessing nuclear energy, it's dangerous and complicated.

HACKING THE GAME

CREATING GUARDIANS

Guardians are the core element to *Primal Pathways*. They define how player species and characters build their society and how they behave towards their environments, peers and enemies. Each Guardian is designed to represent a certain method of survival used by living beings, and tries to logically follow how a society based on that method would develop. The Guardians detailed in this book are by no means exhaustive, of course. There are many survival techniques in the natural world, too many to count, and so there's endless potential for new Guardians. If you'd like to create your own Guardian, consider the following.

STATS

The same rules apply here that are listed in the main *Legacy* book, with some important caveats. Most importantly, while the core *Legacy* playbook stats tend to add up to 1, *Primal Pathways* playbooks add up to 0. The reason for this is that in *Primal Pathways*, players start from a weaker position and enhance their stats as they evolve.

GUARDIAN THEMING

Your Guardian needs a strong theme, ideally one that reflects a particular way of life, even if that way of life is idealised. In real life, for instance, the difference between The Hunter and The Devourer is quite small. Real-life carnivores don't tend to be preoccupied with the 'thrill of the hunt' or sport. Our beings aren't dumb animals though, they have intelligence, so applying anthropomorphising elements (like honour, sport, and malevolence) is perfectly reasonable and a good way to separate Guardians from each other.

Follow through with how this way of life would influence a developing society. Also think about how your Guardian might physically manifest, and what its servant entities and environment in the Primal Plane might look like.

LANDMARKS

When crafting biomes, try and include a threat, a significant geographical landmark (a mountain, a swamp, a forest etc.), and a Primal element (a Primal Rift, a cave of Primal Crystals etc.). Be imaginative, and focus on including options that give your players' world a distinct flavour. "A swamp" is boring, but "a mist covered quagmire filled with ghostly echoes and strange shapes" is interesting. Just keep in mind what kind of environments best reflect your Guardian's way of life, and what kind of things your Guardian would consider threats.

EVOLUTION TREES

This is by far the weightiest part of creating a new Guardian. Firstly you need three branches, each one of which represent a facet of your Guardian's way of life. Secondly, each tier of each branch needs the following: a new move, two new needs, new tags, new traits, and/or any other bonuses you feel would be appropriate. In the book, the bonuses are limited to a select few options, but don't feel limited by those.

The advice for creating new moves in the core rulebook work perfectly well for creating the moves for these evolution trees, but keep in mind the way of life your Guardian represents and how its moves are evoking that lifestyle.

CREATING CHARACTER PLAYBOOKS

The advice in the core rulebook for creating new character playbooks also applies here, with some caveats. Like with Guardian playbooks, character stat arrays in *Primal Pathways* add up to 0 rather than 1 (for the same reasons as with Guardian playbooks). Characters in *Primal Pathways* also start with three harm boxes rather than four. Along with the core character moves, *Primal Pathways* character playbooks also have 'Evolution Moves', which are unlocked by taking the relevant Traits. When creating Evolution Moves, remember to create a new Trait for it (or add it to an existing trait).

CREATING TRAITS

Traits are an important component to the player species evolving, both physically and in the story. Offensive traits should present either a natural weapon that provides additional weapon tags, or a new way of approaching combat. Passive traits generally either provide enhanced movement or new natural abilities. Defensive abilities should add resistances to environmental dangers, physical harm in combat, or adding extra abilities that can be used to protect the species. Ensure that your new traits don't override or negate other Traits - it's never fun playing a game of evolutionary rock-paper-scissors. The main priority should be introducing abilities that enhance the fiction as well as the species and create interesting story-telling opportunities.

