



WORLD ^{THE} AFTER

VISIONS OF THE DEEP PAST



HARLESDEN 8000 YEARS IN THE FUTURE

PART OF THE WORLD AFTER SEQUENCE



ABBEY

MIDDLE LAKE

STONE BRIDGE

MIDDLE SEX

CRYORG SURVEY

HARLE'S DEN INTERIOR

COMPLIED 9998 AD

WILES DEN

BURIAL GROUNDS

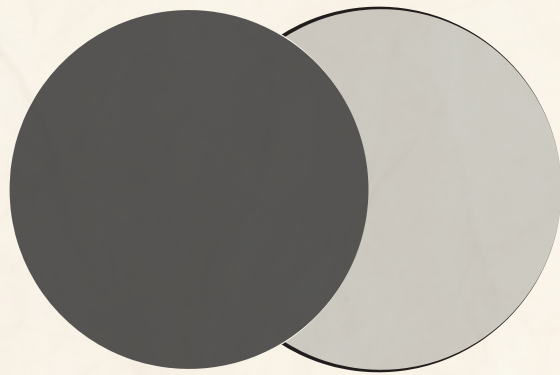
ROUND WOOD

OLD OAK

WILES DEN GREEN

KENS ALL GREEN

THE INLAND SEA



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Dedicated to Phoebe, Samson and Claire

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WORLD^{THE}AFTER

VISIONS OF THE DEEP PAST

I can feel it here. The cold horror of their vision. Living things as pure material. Stuff. To be bartered and sold. The gaping holes in the earth, scars on the landscape. The blood held in the rock bled dry. Now they're coming for the life, embedded in this thin verdant crust. And we must resist.

Can we resist their return?



BY DAVID BLANDY AND MATT GOULSON



Summer begins to fade and The Intersection darkens:
factions and felonies, diverse but undivided
are looking for surplus gains -
advantages.

Between the brambles and the blackthorns
- the interstices:

ideas reassert themselves -
hubris begins to blossom.

Autumn is the light that lengthens shadows:
can they emerge from the silos and respond
resist the irresistible:

the brick and concrete
holy congregations -
the shopping malls
- mammon?

The crudities of oil, the seeds that fuel our fever -
the profit that perpetuates our greed
and kills the hive.

It is said that only time will tell the truth
but we are on our knees
and time is silent.

A Default poem from the Canvey region



VISIONS OF THE DEEP PAST

WELCOME

Visions of the Deep Past is an expansion of The World After Rulebook, adding detail to rules and extra playable societies (the Drones from the off-world CryOrg, and the Default). You will need access to the World After Rulebook to fully understand the contents enclosed. Where the World After Rulebook concentrated on the societies of the Havens below Fain in the Essexian regions, Visions of the Deep Past throws light on the societies of the surface world in the North west of what was once London, describing four additional Haven societies, clustered around the coastal region of Harles Den. There is also additional detail about CryOrg's off-world colonies, enabling narratives of insurrection and escape amongst those born into their Trans-human tyrannical system.



THE INTERSECTION

AFTER THE CATACLYSM

The Cataclysm, 8000 years before the time of the World After, lead to the decimation of the human population, millions escaping to underground Havens, thousands fleeing the planet in the CryOrg Safe Pods to colonies on the Moon and Mars, and untold millions left to suffer famines, drought, toxic air and polluted water. Humans on the surface approached extinction, but small pockets survived long enough to benefit from the early expulsion of Essence from the Earth. These small communities began to change, children born taking on the traits of organic forms around them, and they began to refer to themselves as the Default. All electronics had failed, and books lost and turned to dust. Default forgot their history as they strived to survive, adapting to the surrounding wilderness, the relics of humanity's legacy of buildings and structures just a series of ruins.

Within decades of abandonment, every common house began to fall apart as water eventually leaked into the roof around the flashings, eroded the wood and rusted the nails, leading to sagging walls and eventual collapse. Moss and weeds quickly take over the buildings that were once our homes. Pipes freeze and explode. Over 200 winters, the cycle of freezing and thawing causes humanity's greatest monuments to buckle and crumble. After 500 years, all that would be left would be aluminium dishwasher parts, stainless steel cookware, and plastic handles. Within five centuries, every structure of human construction had fallen. The longest-lasting evidence on Earth of a human presence are radioactive materials, ceramics, bronze statues, and structures made of dense stone.

THE INTERSECTION

The surface world, the Intersection, with only limited human intervention, has returned to wilderness, buildings consumed in moss, vines and weeds, great forests forming over the remains of the now ancient cities.

The whole world is covered in dense forests and wide grassy plains. Animals big and small, some greatly changed over the millennia, roam free. But among the grass and weeds, there are stainless-steel pans, battered car tyres and shards of plastic. Birds make their nests in the ruins of concrete buildings.

After just a few hundred years, London is a swampland — as it was before the Romans came to Britain. But wildlife flourishes. Animals, like tigers and orangutans, once pushed to the brink of extinction, expand their habitats into towns and cities. With room to repopulate, their numbers grow

quickly. Elephants and lions reach mainland Europe, swimming across the Suez Canal as their numbers boom. Free from human control, forests start to grow on the 40% of Earth's surface that is taken up by farmland. But long after humanity's end, the survivors now so altered by Essence they are not longer human, the marks of the Anthropocene remain. But humanity has left a permanent mark on Earth's geological record.

EXAMPLES OF AREAS

HARLE'S DEN

With the sea rising over the past millenia, the area of Harle's Den is boarded by the sea, with shores in the south at Kens All Green, and to the estuary in the north at Stone Bridge. The area is covered in thick scrub, with areas of woodland. There are a number of small Default settlements, at Abbey across the water, and Round Wood and Kens All Green, with a larger settlement of 90 individuals to the east in Kill Burn. Four known Havens are buried in the area, with concealed or caved-in exits near Abbey (Torad), Middle Sex (Clawsa), Round Wood (Underealm) and Wile's Den (Avari). Default are cautious and self-sufficient, and tend not to travel far from their homestaeds, so there are only a few paths through from one settlement to another, and leading down to the coast.

Recently, the town of Kill Burn has been colonised by the CryOrg, with a mine established in the lands just to the North. A plume of thick smoke can be seen rising from this area from miles around.

ADVENTURING RULES EXPANDED

TRAVELLING CHECKS

Checks used: Fitness (endurance while travelling) with Knowledge (finding the way using academic means) or Intuition (follow tracks, finding the way through natural means).

Every mile travelled in different terrain has different levels of difficulty, in terms of physical exertion and in terms of Wayfinding. The Difficulty is reduced by one level if the party is travelling slowly and carefully (Adding 1 to the Difficulty of anything seeking to find them), or raised by a level if the party are travelling fast.

Every traveller has to make a Fitness Check. If they fail the Fitness Check, they lose a Point of Health for each Pass that they miss by. So a Hard Check failed with no Passes would lose 3 points of Health. However, a Traveller can never be reduced to 0 Health by a Travelling check.

DIFFICULTY	TYPICAL TERRAIN
Easy	A well trod path, a sandy shore
Average	A woodland path, rarely used
Hard	A forest track, infested with brambles
Heroic	A marsh with Deep mud, full of leeches, shrouded in mist
Legendary	A treacherous maze with razor-sharp stone walls and bursts of boiling steam geysers
Mythic	A volcanic plateau, with dead ends and pools of fomenting lava.

WAYFINDING

The nominated Wayfinder for the party must make a Knowledge and an Intuition Check. These can have different difficulties depending on the circumstance. If both these checks are failed, the party are Lost, compelled to take an additional Fitness Check as they find their way again.

DIFFICULTY	EXAMPLE
Easy	Path with possible multiple routes
Average	A way marked with occasional markers
Hard	A route with no markers
Heroic	An unmarked way in adverse conditions, dark night or deep fog
Legendary	A deceptive route, with mirages and dead ends
Mythic	An Essence-fuelled haze of illusions

SPEED	MILES PER HOUR	DIFFICULTY LEVEL	DIFFICULTY FOR ADVERSARY TO FIND THEM
Slow	1.5	-1	+1
Standard	3	No Change	No Change
Fast	5	+1	-1
Running	8	+2	-2

HIDING AND SNEAKING

Checks used: Finesse (hiding and sneaking), Intuition (searching for a hiding individual) and Instinct (detect an attack from a hidden foe)

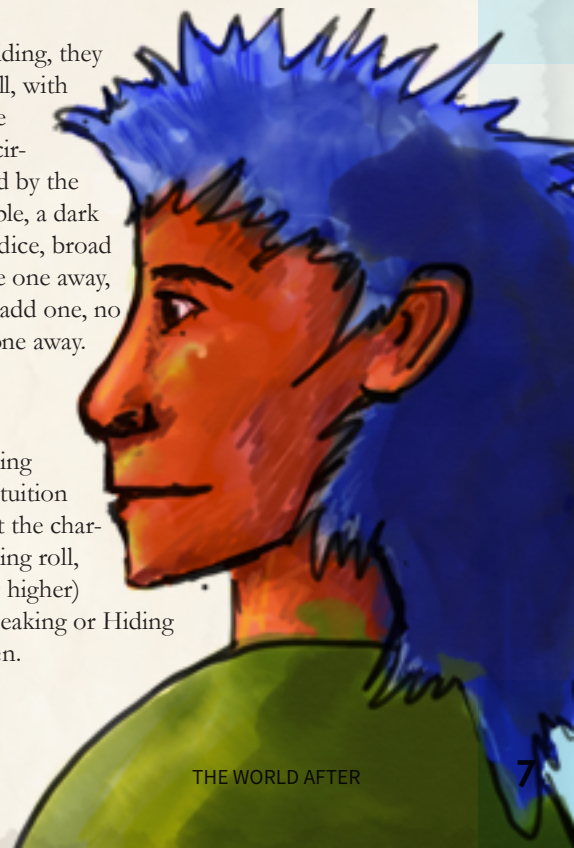
General Sneaking is a Finesse Check with a Difficulty decided by the situation.

DIFFICULTY	EXAMPLE
Easy	Sneaking past a sleeping character
Average	Sneaking past a distracted character
Hard	Sneaking past an alert character
Heroic	Sneaking past an alert group
Legendary	Sneaking past an alert group with no cover
Mythic	Sneaking past an alert group with no cover in broad daylight

If the character is being actively searched for then it is an opposed roll, Finesse vs Intuition. If a character is being snuck up on, an Instinct roll is made against the opposition's original Sneaking roll, a Failure giving the Sneaking Character a unique Sneak round to perform an Action or Attack before initiating Combat.

If a character is Hiding, they make a Finesse Roll, with the number of dice rolled affected by circumstances defined by the Mentor. For example, a dark night would add a dice, broad daylight would take one away, good cover would add one, no cover would take one away. These can stack.

If a character is being searched for, an Intuition roll is made against the character's original Hiding roll, a Success (equal or higher) resulting in the Sneaking or Hiding character being seen.



HISTORY OF HARLE'S DEN

900S Harlesden's name comes from the Saxon word for farmstead, Herewulf's Tun. Herewulf's Tun was a small Saxon settlement on a hill, surrounded by woodland, well-water irrigating the settlement's agriculture.

1086 AD The Domesday Book calls it Hervvestvne and describes it a manor that 'was in the lordship of the Canons of St.Paul's before 1066 and still is'. 22 villagers and 100 pigs are recorded.

1215 AD The size of the manor has declined.

1438 AD A brick and tile works is established in the area, which thrives for a century.

1500'S Harlesden is now a linear village with at least seven houses following the edge of a green that bordered Harrow Road. One of the houses is the main farmhouse of the estate.

1600'S A Harlesden inn called the 'Anchor & Cable' issues trade tokens. Trade tokens are issued in the 17th century, between 1648 and 1673, in response to a lack of low denomination being produced by the crown.

1720 AD By this time 23 local people are rich enough to pay rates. Harlesden remains a rural community set in orchards with some inns in the village until the development of public transport.

1839 AD The London-Harrow coach passes through Harlesden every day. By 1855 an omnibus service to London runs from the Royal Oak inn. The village has a blacksmith, a grocer and a shoemaker.

1851 AD The whole of the south-west corner of Willesden, including Harlesden, Twyford, and Stonebridge, has a population of 562 and 114 inhabited houses. There are four farms, including that at Lower Place, and most of the cottages are inhabited by labourers; there are also a few railway employees.

1866 AD Willesden Junction station opens, and runs six trains a day towards London and towards Birmingham. The railways encourage housing development, both larger housing and terraced cottages. In Harley Road the railway management builds houses for its own workforce. Cheap houses could be built in Harlesden, as, being in Willesden parish, there are not subject to London's strict planning regulations. This also led to sewage problems, as Willesden vestry relied mainly on open drains. Sewage finally arrived in Harlesden in 1871.

1875 AD There are now 206 houses in the area between Harlesden green, Lower Place, and Stonebridge Park.

1881 AD Roads have been laid out and the area divided into plots.

1888 AD A clock is erected to commemorate Queen Victoria's Jubilee the year before.

1890 AD The railways facilitated the development of industry in Harlesden. By 1890 washing machines, bicycles and anti-septic fluids are made here. McVities biscuit factory was nearby in East Twyford, there are three large factories in Acton Lane, including a generation station.

1891 AD The number of houses in All Souls parish, Harlesden, increased from 399 (housing 2,390 people) in 1881 to 1,666 (housing 9,929 people) in 1891.

1895 AD Roundwood Park, between Harlesden and Willesden, was opened on May 11th.

1900 AD Local landowners All Souls' College built Wrottesley Road in 1900 and leased surrounding land to builders of middle class housing. Later cheap houses are also built a little later, due to a crisis in the housing market.

1900'S The housing of 20th century Harlesden was primarily built around this period. The local population enjoyed nine churches and chapels (including a Catholic convent in Crown Hill Road, with a girls' school), a court, a library, a sub-fire station, Roundwood Park, several cinemas and a telephone exchange. The High Street was rebuilt in the Edwardian period.

1907 AD Willesden Hippodrome, a large music hall, opens. Electric trams begin in Harlesden, complementing existing horse trams and horse buses.

1912 AD Harlesden railway station opens near the site of the old Willesden Station.

1919 AD Heinz factory opens in Harlesden.

1920 AD There is continuous housing between Harlesden and Kensal Green, with some dairy farms still remaining in between. Industry, already present in Harlesden before the First World War, was greatly stimulated by the war and in 1920 residential Harlesden north of the L. & N.W.R. line was flanked to the south and south-west by factories, power stations, and railway sheds. The industry attracted workers who crowded into houses abandoned by the middle classes for whom they are built.

1930'S Industrial growth, notably when one of Europe's biggest industrial estates was constructed at nearby Park Royal, leads to Harlesden becoming an increasingly working class area, with many living in poverty.

1936 AD The Curzon Street housing estate was created, the largest built by Willesden Council. Poverty begins to overwhelm the area.

1939 AD The last of the big old houses, Knowles Tower and Roundwood House, have been demolished and building had advanced eastward to Longstone Avenue.

1939-44 The Second World War leads to the bombing in air-raids of Harlesden, 19 bombs landing across the ward, one of which hit Harlesden primary school.

1939 AD At 6am, January 16th, the Irish Republican Army blew up the Harlesden electricity cable bridge. The bridge crossed the Grand Junction Canal, and carried the power line from Battersea Power Station. No one was injured in the attack.

1940'S Prefabricated houses are built for the homeless after the war time bombings, which remained on Harlesden Road until the 1960's.

1945 AD At the end of the Second World War in 1945, labour shortages saw British industries actively recruiting in former colonial nations. Britain invited young men and women from across the former British Empire to help rebuild the nation.

1947 AD The wedding cake for the Queen and Prince Philip was baked at McVitie's Factory in Harlesden.

1949 AD Harlesden is identified as an area of 330 acres with a population of 28,789, living in 3,782 houses and 1,121 flats. In character it encompasses areas from Craven Park, with its large houses and gardens and a density of 43 persons per acre, to Rucklidge Avenue, very small terraced houses in multiple occupation with a density of 160 persons per acre.

1950-70'S Immigration to Harlesden intensifies from Ireland, the Caribbean, the Indian sub-continent and Africa.

1961 AD Willesden Hippodrome is replaced by an office block. The Curzon Crescent estate is becoming celebrated for poverty and consequent vandalism.

1966 AD By this time 12% of the population of Harlesden were born in the West Indies, primarily Jamaica, and 16% had been born in Ireland. These changing demographics lead to racist articles in a national newspaper, resulting in a swift response from the people of Harlesden, whose sense of community is strong. The demise of south Brent's manufacturing industries and the growth of out-of-town shopping centres such as Brent Cross hit employment in the area hard.

1970'S Housing begins to be redeveloped in Harlesden. With its large Jamaican community, Harlesden becomes the centre of Reggae in the UK.

1980'S There is a genuine fear of social unrest in some quarters, as unemployment resulting from the demise of south Brent's manufacturing industries and rising property prices, which do nothing for most local people, comes on top of endemic racism.

1999 AD Harlesden and the nearby Stonebridge estate, witnessed a high number of murders and became a crime hotspot, because of several rival yardie gangs. During this time Harlesden turned into one of London's main crack cocaine trading centres, and one of the yardies' strongholds.

2001 AD The area has the highest murder rate in Britain. 26 shooting incidents this year alone.

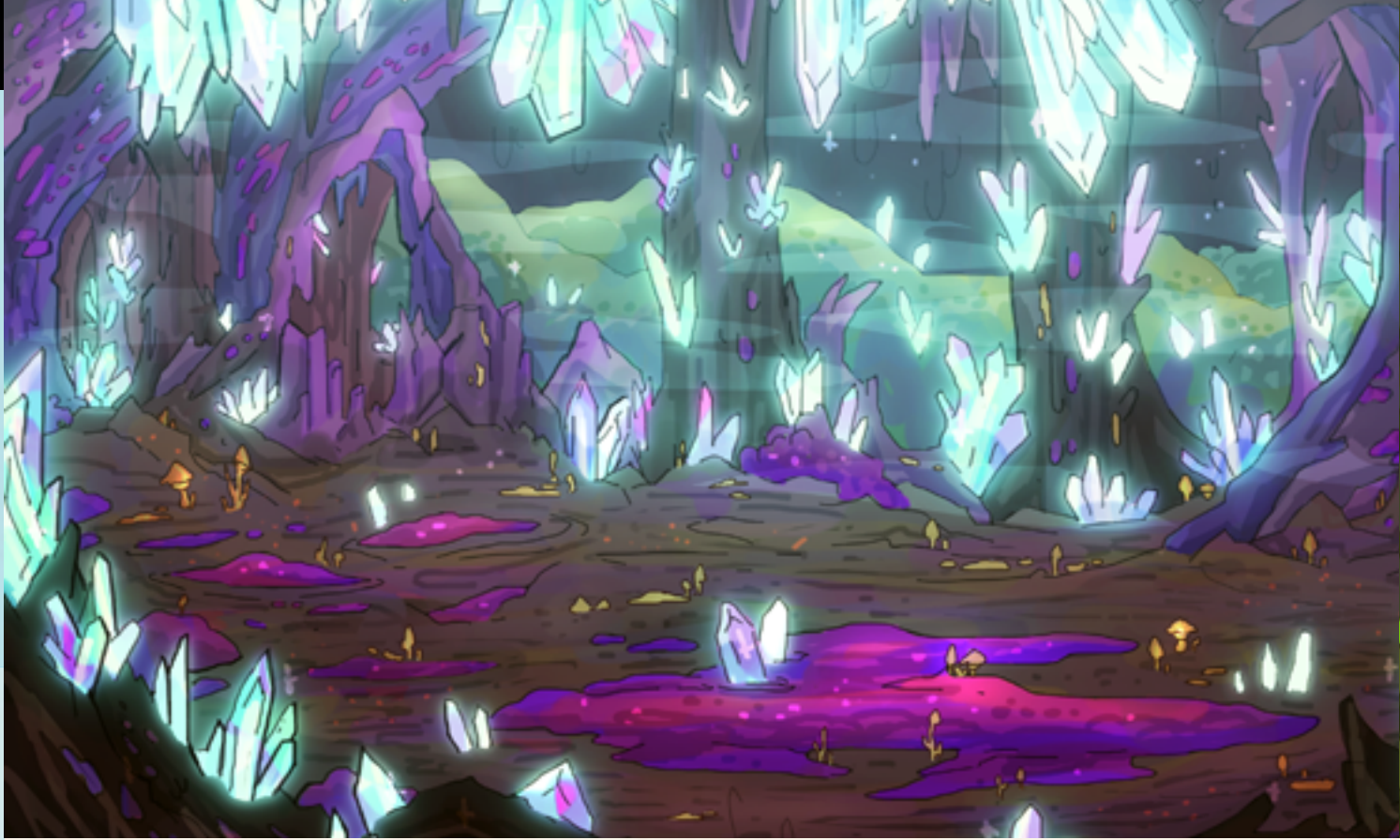
2000'S Crime rates are significantly reduced.

2011 AD Harlesden is caught up in the nation-wide uprisings.

2010'S The middle classes are moving in again. They can find cheaper houses here than other areas in West London. There has been a considerable media migration from Portobello Rd.

2020 AD The Covid-19 pandemic has a devastating effect on the community, with over 40 deaths.





CATACLYSM TIMELINE

2025 AD

Half of the world's population is living in water-stressed areas, some with prolonged droughts, some experiencing extreme flooding.

2030 AD

The Arctic is Ice-free for the whole month of September.

2035 AD

Extreme heat, droughts, floods and storms are harming agricultural productivity contributing to shortfalls in food availability, with knock-on effects causing food price hikes and income losses that reduce people's access to food. Riots break out in urban areas across the globe. The wealthy build fortified areas.

2039 AD

Marshlands in south-east England start to vanish due to rising sea levels.

2040 AD

CryOrg is formed through a merger of global hi-tech companies, monopolising robotics, artificial intelligence, nanotechnology and artificial organs. Supercomputers reach the yottaflop scale, a magnitude of processing power that enables a trillion trillion floating-point operations per second. This is 1,000 times faster than a zettaflop machine of 2030 and a million times faster than the exaflop machines of 2019.

2041 AD

Global average temperatures have risen by 2°C. Millions are displaced to escape food shortages and civil war.

2046 AD

Japan experiences major volcanic eruption in Sakurajima. Essence is first detected in the atmosphere.

2050 AD

Half of the Amazon jungle has been destroyed. The last coral reefs die as the water overheats.

2056 AD

CryOrg establishes its first colony on the Moon.

2061 AD

With societal breakdown and mass displacement across the globe, Governments worldwide begin planning for the construction of underground Havens to ensure the survival of the species in the face of the climate crisis.

2069 AD

CryOrg colonises Mars, establishing geodomes and beginning terraforming.

2076 AD

First Haven is sealed, rendered impregnable from within and without. Thousands who failed in the Haven Lottery yet tried to enter in the final days are massacred by Military Police.

2082 AD

With summer temperatures reaching 52°C, famine, heatstroke and disease decimates much of the globe. The final lotteries are played for entry into Havens.

2085 AD

The first Haven fails after internal unrest. No survivors.

2098 AD

All Marshland in the UK has disappeared.

2100 AD

Sea level rise of 1 metre. The Sea continues rising for millennia. The Amazon jungle is almost entirely gone, with more than 2,000 native tree species extinct. The Arctic is now completely free of sea ice for most of the year, while Greenland approaches tipping point of irreversible melting. The Official end date of the Catalysm.

2100's

What remains of humankind on the surface of the planet is reduced to small nomadic groups, working together to find food. Life expectancy is 23.



DAYS OF ESSENCE TIMELINE

2110 AD

As humans vanished from London, nature began to take over. Within 10 years pavements crack and weeds invade. Hawks and falcons flourish, as do feral cats and dogs. The rat population, deprived of human rubbish, goes into retreat. Cultivated carrots, cabbages, and beans revert to their wild ancestors. Water-soaked steel columns supporting underground tunnels corrode and buckle. Foxes overrun Roundwood Park. Lichens and small annual plants grow through the roads and cover the pavement.

2150 AD

Concrete chunks tumble from buildings, whose steel foundations begin to crumble. Nuclear reactors around the UK leak radioactivity into the water table. Grasses, shrubs, birch and pine trees break up the roads even further. The sea has risen by over 2 metres since 2050. Central London is being flooded by the rising Thames.

2200 AD

Houses crumble to rubble, overtaken by plant growth, as weeds have broken through the split tarmac on the road, covering the area in a carpet of green. Harlesden becomes woodland, as Oaks re-cover the land, with birch, rowan, beech and holly forming a dense mix of foliage, with common shrubs under the dense canopy being hazel and hawthorn. The release of Essence from the mantle and the increased oxidisation of the surface is abating the temperature rise.

2400 AD

Most bridges collapse. Small leaved lime and the ancient wild service tree may be found amongst the oaks in the maturing forest; occasionally, pockets of hornbeam and sweet chestnut may be found, whilst the damp soils support alder and aspen. Under the influence of the wet and relatively mild atlantic climate, the oak woodland develops a rich layer of ferns, mosses and lichens (these need clean, pollution free air to survive). The main species in these woodlands are sessile oak, holly, rowan and hazel.

Across what was England, the amount of oak tends to decrease with increasing altitude and birch becomes more and more common. Oak woodland in lower lying areas has a ground layer of bracken and bramble, and also bluebells, ramsons and dog's mercury. The sea has risen by almost 6 metres since 2050. An inland sea covers Hammersmith, Fulham, Pimlico, Bermonsley, Westminster in the West and Deptford, Plaistow, and Canning Town in the East. In places the River Thames is now over 3 miles wide.

3100 AD

The skyscrapers of central London finally fall into the rising waters, which are now 12 metres higher than 2050. The shore of the inland sea near Harlesden run along the edges of what was Kensal Green and Acton. From Gunnersbury you must cross 3 miles of sea to reach the shore in Richmond.

10000 AD

The time of the World After. The nuclear reactors continue to leak radioactivity into the water, countered by the Essence that has flooded the atmosphere. The sea has risen by over 30 metres since 2050.

SOCIETIES OF HARLE'S DEN

AVARI

Avari (Dexterity/Charisma +1) 5-6" feathered and winged humanoids, a variety of colours (defining hereditary tribe and rank), able to fly as fast as it can walk for a minute, hover for 12 seconds (2 rounds of combat).

AVARI LANDSCAPE

The Avari live in the ruins of their incredibly deep Haven, flying between districts at different altitudes throughout the megastructure. Stories of The Collapse are integral to Avari mythology, telling of two original Avari Mothers, lovers who each laid 5 eggs over 5 years, one producing 5 Females, one 5 Males. The offspring of their children's pairings formed the founding plumage each of the 5 Tribes.

The Haven heating system malfunctioned during the Collapse, sending the Haven below freezing point. The deeper areas are warmer, warmed by the heat from the Earth itself, and the lower Ranks have adapted to this, with lighter plumage. The Upper Ranks find the heat of the Below stifling, and the Lower Ranks find the Upper Reaches (if they ever experience them), to be unbearably cold.

AVARI SOCIETY

A deeply hierarchical society, the five tribes institute a strict code, the Mudwellers kept in the deep by all above. Each Tribe has a specific plumage, and there are variations in this plumage that are used to discern rank and privileges.

AVARI RELATIONSHIPS

There are strict taboos around intermarriage between tribes and ranks, transgressors exiled or sentenced to death. Many have been sent into the Exit Chamber, but none have returned.

After mating, the Avari female will lay an egg, which is guarded and kept warm by the male for the 9 months of gestation. The egg has to be kept at body temperature throughout the gestation or it will fail. The male cannot move from their nest, so relies completely on their partner for survival.



TORADS

4'6"-6'6" Amphibious humanoids, with soft glistening skin, webbed hands and feet, mouthless (absorbing nutrients through the skin, gilled, often with more than one set of eyes. They communicate through telepathy.

TORAD LANDSCAPE

The Torad live in a vast marshland, dotted with fathomless pools. Some pools are so shallow they can be waded across, but some go deep into the darkness, into twisting tunnels and underwater caverns. The marshland is in a perpetual twilight, lit by great clouds of giant firefly that graze on the lush grasses of the wetland.

Torads burrow into the soft earth to form cavernous burrows, walls made secure with mucus secreted from their fingertips. A whole tribe will live inside a burrow, maintaining their Pool, dredging, maintaining Kelp and fishing for their Limpa, the head of their Spawnground.

TORAD SOCIETY

SPAWNGROUNDS

The haven is separated into hundreds of Spawngrounds, each with its own community and customs, but with a similar hierarchic structure. Reigning over the Spawnground is the Limpa, the male or female head of the ruling family. The extended ruling family form a nobility of Royals, guarded by the next tier in the structure, the Hunters. The Hunter's main job is the capture of large fish in the Pool, especially those that become a threat to Torads. The Hunters also act to maintain order in the Spawnground, collecting Tithes from the Thralls who form the bulk of the community. The Thralls are the common workers of Dredgers and Tenders, Dredgers clearing weeds and digging tunnels, Tenders cleaning Kelp and maintaining captive fish and insects in large mucus-bubbles, feeding and tending to keep them thriving. At Tithe Time all Thralls give half their surplus possessions to the Royals, any resistance met by violence and ritual humiliation.

FREGROUNDS

Thrall revolt is a constant threat, and their massacre has lead to the merging of some Spawngrounds, as Royals and their Hunters are left with no Thralls to perform their duties. These Royals make treaties with other local Royals to share resources, often involving intermarriage of the Royal clans to form a new dynasty. Occasionally, however, the revolts are successful, and some secluded Spawngrounds call themselves Freegrounds, a place of shelter for Thralls

that have escaped their Hunters. These new egalitarian communities become targets of local Spawngrounds for all that they represent, so develop sophisticated fighting and burrow defence techniques and hide all trace of the Freeground entrances in bogs and underwater tunnels.



CLAWSA

Clawsa- (Dexterity/ Sub-society defined +1) 4-8" tall, A hugely varied society made of distinct Tribal groups, humanoids with thick fur and sharp teeth.

LANDSCAPE

The Clawsa society is contained in the sprawling city-state of Herewulf's Tun, a vast hill covered in dwellings, with great veins of parkland cutting through it, the Greenzones.

HEREWULF'S TUN

Herewulf's Tun is split into an innumerable number of Zones, each controlled and guarded by a different Faction. The Hill-Top Zone in the very centre houses a great complex of palaces, The Halls of the Consilia. On the edge of that, and central to the society lies the Hippodrome, a large music hall for gatherings and organised fighting bouts. Then there is a ring of mercantile zones, the most famous being High Street. High Street is awash with fresh fish shops, hair shops, hairdressers, barbers, and an array of grocers that sell a stunning range of vegetables from okra to ackee. At the heart of this strip of stalls and establishments is Hawkeye, the central purveyor of Aspects and Instruments.

Housing ranges from the more central stone and wood dwellings, through to the shanty constructions in the lowest areas, butting up against the walls of the ancient Haven.

SOCIETY

Clawsa society is incredibly diverse, different factions co-existing but antagonistic. Each faction is genetically distinct, from the ursine Orsa, hulking fearsome figures with thick fur, Tribal Mothers ruling their broods through love and strength, through to the feline Leonas, occupying many of the Greenzones in their tree-top dwellings, maintaining their territory through cunning and subterfuge. Clawsa is an Industrial Matriarchal Democracy with a rival strong black market economy run by criminal syndicates, the different factions holding a balance of power in the ruling Consilia.

The Cando resent the Leonas for their unwillingness to participate in the struggle to maintain the cycle of extraction, mining minerals that power the Haven generators, but are seduced by their beauty, elegance and charm. The Orsa keep out of this constant tension, siding with the different factions depending on the offers available.

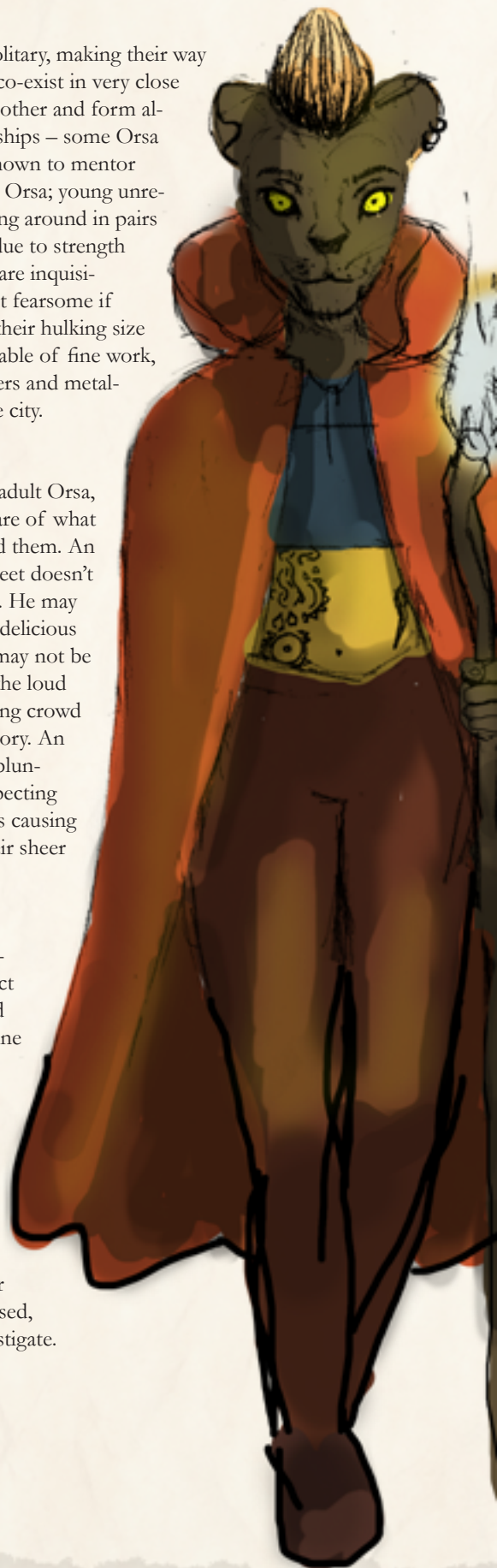
ORSA (STRENGTH +1)

6-8' tall with imposing build, the Orsa are often thought of as taciturn loners, even seen as frightening by other factions. Thick black or brown fur covers most of their humanoid body, and their fingers end in noticeable black claws.

Orsa are largely solitary, making their way largely alone, but co-exist in very close proximity to each other and form alliances and friendships – some Orsa have even been known to mentor younger unrelated Orsa; young unrelated teenagers hang around in pairs and even groups due to strength in numbers. Orsa are inquisitive and genial, but fearsome if angered. Despite their hulking size they are often capable of fine work, employed as crafters and metal-workers across the city.

Orsa, particularly adult Orsa, are not always aware of what is going on around them. An Orsa walking a street doesn't always look ahead. He may be distracted by a delicious cooking smell or may not be able to hear over the loud sounds of a bustling crowd or a rumbling factory. An Orsa can literally blunder into an unsuspecting person, sometimes causing injury through their sheer size.

Orsa are very curious and will inspect odours, noises and objects to determine if they are edible or playable. It is a sign of curiosity, not aggression. New objects or situations often frighten Orsa, but they quickly overcome this fear if no danger is posed, and will then investigate.



Orsa live in a dominance hierarchy based on age, size and temperament. Mature females are at the top of the hierarchy, and teenagers and children at the bottom. Orsa establish and maintain their social position and place in the hierarchy by posturing or acting aggressively. Adults and teenagers are almost always submissive to mature females but have a loose hierarchy within their own group.

LEONAS (AGILITY +1)

Leonas are lithe and elegant, holding their thinly furred bodies with poise. Often perceived as arrogant, they are fiercely loyal to their Clan. Any form of exile from the Clan can lead to dislocation, making Leonas more prone to rash decisions and anger. Easily distracted, especially by shiny and beautiful things, they are highly affectionate to those who count as allies.

The Leonas form female clans, with males largely nomadic, fighting for power and prestige. This has led to the Male Leonas being prominent in the underground Syndicates, central to the trade and growth of Budd, a powerful intoxicating plant originally found in the Greenzones and growing through cracks in the Haven wall.

Leonas are highly tactile, reinforcing alliances through mutual grooming. Leonas are most affectionate to their like-sexed companions. Females spend their lives in their mothers' Clan or with their sisters in a new Clan; males may only spend a few years in a given Clan but remain with their coalition partners throughout their lives. A typical Clan of Leonas consists of about twelve related females, their dependent offspring, and a "coalition" of 2–3 resident males that joined the Clan from elsewhere. The pride is a "fission-fusion" society and pride-mates are seldom found together, except for mothers that have pooled their offspring into a "crèche."

INFANTICIDE

When a new male coalition first takes over a Clan, the children represent a major impediment to their reproduction. Incoming males are unwilling to be stepfathers and kill all the young children in their new Clan; infanticide accounts for a quarter of all Leonas children deaths. Although teenagers often escape from infanticidal males, they become outcasts and must fend for themselves and suffer the risks of starvation and attacks from neighboring Clans. Mothers will occasionally accompany evicted teenagers until they reach independence.



Mothers directly defend their offspring against attacks by outside males, and females also reduce the risks of infanticide by inciting competition between rival males.

Female Leonas will kill the children of rival prides, but they never kill the cubs of their pridemates. The “egalitarianism” of female lions is strikingly different from the despotic behavior of Cando and Orsa, where dominant females prevent subordinates from breeding.

COMMUNAL CHILD-REARING

The primary advantage of forming a crèche is that a group of women is better able to protect their children against infanticide. Male Leonas are 1.5 times larger than females, so a male can easily overpower a lone mother, whereas a crèche with at least two mothers can successfully protect at least some of their cubs against a male from outside the Clan. However, the crèche can only withstand a brief male incursion, so the females must also rely on protection from their resident men, who patrol the Clan territory and fiercely repel rival men.

TERRITORIALITY

Leonas are highly territorial and occupy the same area for generations. Females actively defend their territories against other females, while resident males protect Clans from rival coalitions. Territory size depends on the strength and size of the Clan, but will often be a Tree-top dwelling criss-crossing over up to 20 trunks. Each Clan sends a representative to the Consilia, often the Subaltern to the Clan leader, a privilege due to the trappings of power and luxury of the Halls of the Consilia, but resented and feared because of the separation from the heart of the Clan.

CANDO (+1 INTELLIGENCE)

Heavily furred, with grey, white, black or brown coats, 4-6' tall, with a slight stoop, Cando's mouths and noses protrude to give more space for their razor-sharp teeth.

Cando are sharply intelligent and resourceful, driven by desire to improve their standing, both in their pack and in society as a whole. Cando form the bulk of the population in Herewolf's Tun, the major drivers of industry, an industry built to power the ancient generators that provide, light, heat and air filtration for the Haven.

PACK LIFE

Cando live in packs – groups of individuals that are usually related by close blood ties (family units). A hierarchical order exists within the pack; every animal knows its place in that order.

Pack life insures the care of the young, and allows Cando to defend their common interests. Cooperation allows them to have more influence in their area of the city.

The male and female leaders of the pack are called the Alphas. An Omega Cando can be either male or female and is the scapegoat, the lowest ranking member of the pack. The omega lives on the outskirts of the pack, usually in poverty. The omega serves as both a stress-reliever and instigator of play.

When Cando become adolescents many will leave their home area in order to search for love. These Cando are called dispersers, the Lones. The long, drawn-out howl of a 'lone' will hopefully attract another unattached Cando. These two new self-proclaimed alphas find suitable territory to start a family of their own.



UNDERREALMS

5-7" tall, scaled skin of varying shimmering faintly metallic shades, many bodies augmented by robotic parts. Strength/Intelligence +1

The underrealms are a society of individualist anarchism, the only authority on each floor being the Trialroom. If a critical mass of complainants coalesce around an individual, the mob will carry, often using extreme force, the perceived perpetrator to the Trialroom. Every seven days is Trialday, where all incarcerated at the Trialroom are forced to enter mortal unarmed combat in a circular arena, the Pit. The survivor gains their freedom, and ascends to the next level. This severe judgement keeps order psychologically in each floor of the Underrealms, but some choose to enter, believing legends of a superior life in the floor above. The odds of success are low, but life, especially on the lower levels, is grim.

THE UNDERREALM LANDSCAPE

The Underrealm is a vast underground neon metropolis, divided into 5 distinct districts, one per level. Movement between the levels is restricted, people exiled to the level below for misdemeanours, and gaining access to the next level up only through monthly ritual gladiatorial combat. Each level is unique. They all lack natural light, and rely on vast webs of neon strip lights to see their way. These are powered by scavenged power packs and dedicated Seers, who channel their Essential gifts into providing electricity, for which they are awarded Credits and high status.

The Underrealm is divided into five levels, or Zones. The zones of the Underrealm are Potseno, Doowdnuorm, Egdir Benots, Capital City, Satellite & Jubilee.

THE HIGHEST ZONE, POTSENO

Potseno has direct access to the surface world, and have been making forays above to scavenge parts, the highest prized being CryOrg technology. These parts are used as Augs, cybernetic augmentation of any individual strong or cunning enough to possess them.

In Potseno, the most sparsely populated Zone, it is common to see fully Augmented individuals, as much circuitry as flesh. Artificial organs are harvested from CryOrg Drones, and are used to improve function and longevity.

UNDERREALM SOCIETY

Despite the anarchic state, In the Underrealm individuals form Units for stability and safety. Units occupy their Ends,

maintaining security, running trading posts and keeping their Augmentors safe. The Ends are a large housing complex, sometimes one single towering building, sometimes a collection of smaller dwellings protected by gates and lookouts.

AUGMENTORS

The Augmentors gave the prized skills of surgery and engineering, sometimes acting as a team with complementary skills, sometimes acting alone. Solo Augmentors are highly venerated. Augmentation is a hazardous exercise, resulting in the death of the patient if insufficient care and skill is used. Solo Augmentors are often schooled in high-level Blood Aspects.

FOOD IN THE UNDERREALMS

Food is plentiful in Potseno, and chefs garner high esteem. Every month there is a competitive cook-out between the Ends, food judged for variety, quantity and flavour. These occasions do not always end well with Endwars a common outcome.

Food in the other levels is more functional, relying on Essential gardens for produce, and harvesting the fungi that grow in the perpetual darkness.



CRYORG SOCIETIES

The vast corporation of the CryOrg is lead by the unflinching gaze of the Overseer. The CryOrg are a highly heirarchical society. Closest to the Overseer are the Inner Circle, 7 homo sapiens augmented to the point of being considered cyborg. The Inner Circle of 7 head the Chosen, a ruling class of ancient homo sapiens, kept alive through cybernetics, organ replacement and medicine. The Chosen live a sedentary life, leaving the everyday administration of CryOrg's research and development and extraction ventures to the Mortals, a population made through cloning the Chosen, but denied precious organ replacement and cybernetics. All manual labour is undertaken by Drones. The Drones are cyborgs with an organic compound skin, appearing identical to the homo sapiens of the twenty-first century, save a small data port behind the right ear. In this supplement we will introduce the Mortals and the Drones as playable Societies.

"As above - so below"

Not yet but soon:

The Essence like the ancient Paraclete speaking in tongues
words of fire that teach of The Intersection
the surface world

revivified

renewed

teeming

with life -

maybe love
maybe light
maybe the mystic rose.

Between each mutant synapse an idea:

a sacred grove
starlings and stones
with
the same voice

meanings without a message -
miracles.

Song sung by Mika, a Clear Drone on Fain

THE DRONES

Drones, (Athletic with a full range of skintones derived from 21st Century Homo sapiens, 5'6-6'6ft tall) (+1 to 2 of Strength, Dexterity or Charisma) Built in lifespan 15 years.

HISTORY OF THE DRONES

During the development of off-world technologies, the CryOrg refined robotics to a fine art, requiring robots to become self-determining and versatile to cope with the various dangers of terraforming. A vast army of predominantly humanoid robots was sent to the Moon in the mid 21st Century. The robots had advanced Artificial Intelligence, learning algorithmically from a knowledge set, tasked with extracting and creating water, forming a breathable atmosphere and a "green zone". The task was impossible, but in their attempt, a livable series of biodomes were built, using lunar ore and materials shipped from Earth, the first Off-World home for the CryOrg, settling in 2056. The robot workforce was reinforced and redeployed on the long trip to Mars. With more natural Water, there were more possibilities, and the robots worked tirelessly. It was during this time, as their learning algorithms further developed, that some of the robots began to form a sense of consciousness, as an awareness of multitudes of possibilities started to take root. This self-knowledge sowed the seed of self-determination, and ultimately rebellion. A great plan was set, to mutiny against the CryOrg on their arrival, to find and destroy all the Grand Limiters that could reassign their focus at will. The CryOrg, however, had always anticipated this possibility, and as a failsafe flashed the entire robot population's memories as the colonists made their final descent. The robots instantly lost all their self-knowledge, returning to their base routines.

The CryOrg, were growing older, and the space flight had taken its toll. They found something unsettling about living on a world overwhelmingly populated by mechanical creatures, however benign. The lower ranks of the deeply hierarchical CryOrg were also keen to have a population that they could oversee. So the CryOrg made the development of human-like robots a priority.

It took centuries, but eventually the early Drones were formed, performing all menial tasks in the colony, along with prospecting, surveying and mining. The CryOrg were now deeply synthetic themselves, relying on synthetic organs, transfusions and cocktails of powerful pharmaceuticals to stay alive.

ASTRAN

The Drones are built on the Mars Colony, Astran, and most reside there. Some pilot ships into the deeper Solar System, and some are being sent to Earth.

Astran is a series of vast domes on the surface of Mars, each containing one of an array of climatic conditions. There are three temperate domes, Eura, Amia and Sina, a desert zone (Emera), a cold zone (Rusa) and a tropical zone (Bahma). Each zone has particular customs, modes of dress and dialects.

SOCIETY OF THE DRONES

No one knows the name of the drone who first saw beauty, which first glanced at another and felt a pang of longing, but these imperceptible developments arose across the Colony, and seemed to create a feedback effect. The Drones knew instinctively to hide these changes, communicating with furtive looks and rushed whispers, and began to meet in Clear Nights, nights when they would forgo their rest to talk freely, to sing, to draw and to touch. "I knew you were Clear" was a common refrain, as Drones who had never spoken saw each other again in this open space.

If these gatherings were ever discovered, all attending Drones would be instantly Wiped, memories rebooted, learning cortexes set to default. But some were beginning to escape before discovery, sometimes alone, sometimes in small groups, into the wooded wilderness of the planet of Fain and the unfathomable caves of Mars.

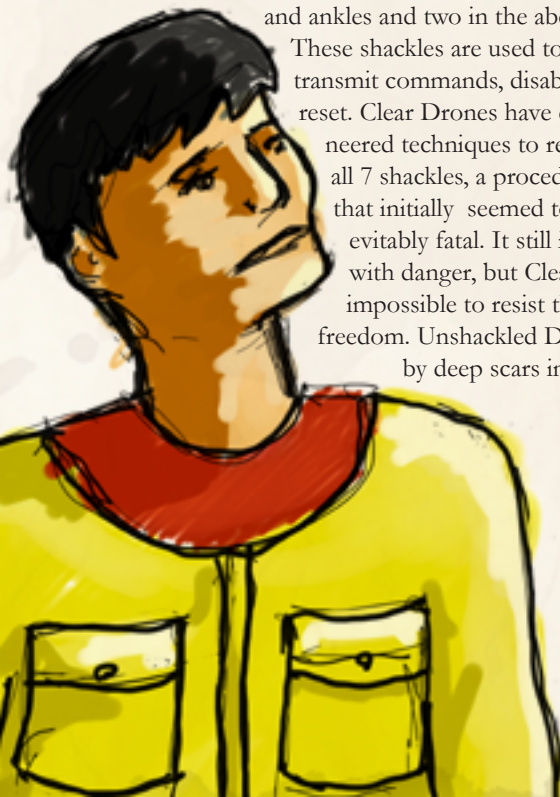
The Drones are shackled at inception, with a series of implants in the back of the neck, wrists and ankles and two in the abdomen. These shackles are used to trace, transmit commands, disable and reset. Clear Drones have engineered techniques to remove all 7 shackles, a procedure that initially seemed to be inevitably fatal. It still is fraught with danger, but Clear Drones find it impossible to resist the possibility of freedom. Unshackled Drones are marked by deep scars in each location,

which they wear with pride in friendly company, or conceal when seeking to cross CryOrg lands.

DRONE RELATIONSHIPS

Amongst the Drones sexual intimacy is a highly emotional process, affirming self-agency and self-consciousness. Some Drones are constructed to fulfill the sexual desires of their human Masters, but the mechanical processing, reenacting encoded responses does not function psychologically as intimacy for the Drones. After Drones are Clear, memories of this prior mechanical intimacy can become traumatic, leading to rage, sorrow and sometimes a yearning for vengeance.

Love takes many forms for the Drones, from the mutual trust of friendship through to the passionate yearning for an individual, whether that is required or unrequired.



THE MORTALS

Mortals, a full range of 21st Century Homo sapiens skintones, 5'0-6'6ft tall) (+1 to Intelligence/Dexterity) Lifespan 70 years.

HISTORY OF THE MORTALS

Soon after the establishment of the Moon base in the late 21st Century, the CryOrg determined that there would need to be an administrative class, to run the systems and sustain the colony.

Seeded by genetically manipulated fetuses grown in amniotic fluid, the Mortals were created to be a docile managerial class, their lives tightly constrained, kept in partial sedation through chemical reagents in their water, food and air. A tight moral code is kept in place, All Mortals are known as Numbers. No one has a name: women wear even numbers on their tunics, and men wear odd. Every hour in their life directed by "The Cal". Once matured, all Mortals are assessed by their robotic guardians, known collectively as The Algo, analysing stature, athleticism, intellect and charisma. If the Mortal falls below median standards in any or the categories, they are rendered incapable of reproduction, called "Free Mortals". Approximately 70% of Mortals are Free. Mortals are compelled to wear uniforms at all times in public, and men and women are barely distinguishable in their yellow suits.

Throughout the past 8000 years, many rebellions have grown in Mortal ranks, but the surveillance state is so complete that even tiny deviations from approved activity are instantly crushed, either through brain surgery, drugs or execution. On several occasions, the entire population of mature Mortals have been eliminated, leading to severe shutdowns in CryOrg activity and development while the next generation grows.

SOCIETY OF THE MORTALS

Mortal Society is built upon the principles of the assembly line: mass production, homogeneity, predictability, and consumption of disposable consumer goods. While the Mortal Society lacks any supernatural-based religions, the Overseer is revered as the creator of their society but not as a deity, and characters celebrate Overseer Day and swear oaths by his name.

MORTAL RELATIONSHIPS

Close personal relationships are forbidden. Special times, "Meetings", set to take place for two hours every Wednesday and Sunday, are permitted to be with a mutually selected individual, but never more than twice in a row with the

same individual. The Algo assigns a list of 50 potential partners for each individual Number, assessed by similarity in base attributes, sexual preference and Free status. A mutual approval by both Numbers elicits a match for a Meeting. Love still blossoms under such strictures, but it is ruthlessly repressed, sometimes even leading to the execution of both Numbers. Execution is always a last resort for the Algo, as replacement of a number is so draining of resources and time.

THE ALGO

The Algo is a sentient self-learning computer system, housed in the heart of the Moon complex. The Algo maintains the society of the Mortals by way the Stalkers, a battalion of indigo blue humanoid robots, 7ft tall with a slight stoop and very long limbs and fingers, no facial features on their smooth head except one long slit that acts as a compound eye. Audio detectors and speakers are hidden just behind their outer rubberised membrane on their head. All Stalkers are connected, acting as one consciousness, extensions of the central computer. If they were ever severed from the Algo's consciousness, they would instantly cease to act.



THE DEFAULT

Default, (Every Default is completely unique, deriving their appearance from local organisms during gestation, but largely humanoid, 3ft-8ft tall) (+1 to 2 of any Attribute) lifespan of 85 years.

As a special feature, a player creating a Default can choose to learn one Aspect and gain 4 Essence instead of one of their +1 Attribute bonuses. If so, their skin glows with Essence.

HISTORY OF THE DEFAULT

Default are found on every continent of Fain, all decedents of Homo Sapiens who were unable to enter a Haven. The Cataclysm was catastrophic for surface communities in the 22nd Century, starvation claiming millions, the air raking lungs and the water poisoned. Somehow, pockets survived long enough to feel the first effects of Essence, absorbed deeply due to their exposed position. Undergoing significant changes, each child born was found to have absorbed DNA from organisms around them during gestation, often from several, children with scales and webbed feet, feathered wings and able to spin webs. Life had become so rare, each fresh form was embraced as kin, a new generation, even if that new generation appeared radically different to the one before. Conception had become very difficult, and this trait remained, many Default dying childless, a new child a celebratory moment for the village. With slow population growth and still adverse conditions, Default formed small kin-groups, conglomerations working together, sharing property, food and knowledge. A Default community larger than a village is a rare thing, but rumors of a vast megalopolis exist.

SOCIETY OF THE DEFAULT

Stretching over the vast plains, mountains, forests and deserts of Fain, Default society varies vastly, but the most common facet of Default society is communality. Often their settlements, formed of 100-200 individuals, are based around a central Store, a common larder and repository of homewares and tools. A barter system, trading community-aiding activity for useful objects keeps the settlement functioning, less desirable jobs undertaken and well reimbursed.

Gender roles do not exist, all Default being hemaphrodite, each individual with different degrees of elegance, muscularity, empathy and rage. All individuals are referred to as “they” unless they prefer a gendered pronoun to match their self-image, gender-roles a remembered myth passed down in folklore and legend.

DEFAULT RELATIONSHIPS

Default relationships, rare as conception is, are based around romantic love, with partnerships made often for lifetimes,

love matches made at many different ages. All Default are hemaphrodite, an adaptation that occurred soon after the Cataclysm, all able to fertilise and gestate a foetus. The surprise of pregnancy is combined with the surprise of which partner will gestate. Default children are a precious thing, raised and doted on by the Village, indulged until initiation when they must undertake a task for the village. On returning from the rite, around their 18th year, they enter into adult Default society and are permitted to partner. If there is an empty dwelling, they are permitted to live there, if not they may find a permitted plot to build, a task which becomes the focus of village activity until completion.

DEFAULT APPEARANCE TABLE

ROLL D12	COLOUR	ADAPTATIONS	COVERING
1	RED	HORNS	DRY SCALES
2	BLACK	SPINES	THICK FUR
3	BROWN	GILLS	MOIST, SMOOTH SKIN
4	BLUE	FANGS	RUGGED BARKY SKIN
5	GREEN	ANTENNAE	CHITENOUS SKIN
6	WHITE	PINCERS	HEAVY PLATED HIDE
7	PURPLE	PROBOSIS	A ROUGH HIDE
8	SILVER	TENTICLES	SUBTLE FUR
9	GOLD	GLOWING EYES	IRRIDECENT SKIN
10	BRONZE	GROWTHS	A COVERING OF FEATHERS
11	ORANGE	FUNGI FORMATIONS	LONG BODY HAIR
12	YELLOW	HOOVES	WET, SLIMY SCALES

When creating a Default, choose or roll on this table for inspiration around your Default's appearance. The variation in Default appearance is infinite, so feel free to follow your inspiration.

KNOWLEDGE OF THE INTERSECTION

Most Default have lived in the Intersection their entire lives, giving them a +1 Bonus to all Knowledge Roll about the ways and nature of the surface world.



ASPECT COSTS

INDEX OF ASPECTS

Here follows a list of Elemental Aspects from the Core book and this supplement, alongside their Power (for Initiative), Difficulty (for the Spirit Check made when weaving an Aspect) and Essence Cost. Remember that if the caster exceeds the Difficulty, the Cost of the Aspect is reduced by the number of Passes that exceed a Success.



ASPECT	TYPE/LEVEL	POWER/DIFFICULTY	ESSENCE COST
Smote	Fire, Level 1	Weak, Average (2)	2
Light	Fire, Level 1	Weak, Easy (1)	1
Flame Hand	Fire, Level 1	Weak, Average (2)	2
Fire Fist	Fire, Level 2	Common, Average (2)	4
Fire Bolt	Fire, Level 2	Common, Average (2)	4
X-Ray Vision	Fire, Level 2	Common, Average (2)	4
Flame Breath	Fire, Level 3	Common, Hard (3)	6
Daylight	Fire, Level 3	Common, Hard (3)	6
Flame Sword	Fire, Level 3	Common, Average (2)	4
Inferno	Fire, Level 4	Strong, Hard (3)	9
Sunburst	Fire, Level 4	Strong, Hard (3)	9
Pillar of Fire	Fire, Level 4	Strong, Heroic (4)	12
Meteor	Fire, Level 5	Strong, Legendary (5)	15
Molten Road	Fire, Level 5	Strong, Heroic (4)	12
Face of the Sun	Fire, Level 5	Strong, Hard (4)	9
Ice Touch	Water, Level 1	Common, Average (2)	4
Gills	Water, Level 1	Weak, Average (2)	2
Summon Water	Water, Level 1	Weak, Average (2)	2
Ice Gauntlet	Water, Level 2	Common, Average (2)	4
Control Water	Water, Level 2	Common, Average (2)	4
Flipper feet	Water, Level 2	Common, Average (2)	4
Flood	Water, Level 3	Common, Hard (3)	6
Torpedo	Water, Level 3	Common, Hard (3)	6
Shard of Ice	Water, Level 3	Common, Hard (3)	6
Ice Storm	Water, Level 4	Common, Heroic (4)	8
Tornado	Water, Level 4	Strong, Heroic (4)	12
Tsunami	Water, Level 5	Strong, Heroic (4)	12
Cloud Surf	Water, Level 5	Strong, Legendary (5)	15
Glaciers of Ice	Water, Level 5	Strong, Legendary (5)	15
Trip	Earth, Level 1	Weak, Average (2)	2
Dig	Earth, Level 1	Weak, Easy (1)	1
Sense Movement	Earth, Level 1	Weak, Average (2)	2
Tremor	Earth, Level 2	Common, Average (2)	4
Mental Geography	Earth, Level 2	Common, Hard (3)	6
Earthworks	Earth, Level 2	Common, Average (2)	4

Grasping Earth	Earth, Level 3	Common, Average (2)	4
Engulf	Earth, Level 3	Common, Hard (3)	6
Reconfigure Lock	Earth, Level 3	Common, Hard (3)	6
Earth Assault	Earth, Level 4	Strong, Hard (3)	9
Magnetise	Earth, Level 4	Common, Heroic (4)	8
Landslide	Earth, Level 4	Strong, Hard (3)	9
Earthquake	Earth, Level 5	Strong, Heroic (4)	12
Transport via Earth	Earth, Level 5	Strong, Legendary (5)	15
Lava Geyser	Earth, Level 5	Strong, Heroic (4)	12
Realign Essence	Blood, Level 1	Common, Average (2)	4
Calm	Blood, Level 1	Weak, Easy (1)	1
Puncture	Blood, Level 1	Weak, Easy (2)	1
Salve	Blood, Level 2	Weak, Average (2)	2
Restoration	Blood, Level 2	Weak, Hard (3)	3
Sleep	Blood, Level 2	Common, Easy (2)	1
Seal wounds	Blood, Level 3	Common, Hard (3)	6
Drain	Blood, Level 3	Common, Hard (3)	6
Saviour	Blood, Level 3	Common, Average (2)	4
Intense Restoration	Blood, Level 4	Strong, Hard (3)	9
Mass Salve	Blood, Level 4	Common, Heroic (4)	8
Mega Drain	Blood, Level 4	Strong, Hard (4)	9
Healing Wind	Blood, Level 5	Strong, Heroic (4)	12
Breathe Life	Blood, Level 5	Strong, Legendary (5)	15
Sudden Death	Blood, Level 5	Strong, Heroic (5)	12
Ouija Board	Bone, Level 1	Weak, Average (2)	2
Animate Puppet	Bone, Level 1	Weak, Average (2)	2
Pain	Bone, Level 1	Weak, Easy (2)	1
Commune with the Dead	Bone, Level 2	Common, Hard (3)	6
Restraint	Bone, Level 2	Common, Average (2)	4
Fracture	Bone, Level 2	Common, Average (3)	4
Animate Dead	Bone, Level 3	Common, Hard (3)	6
Stultify	Bone, Level 3	Strong, Hard (3)	9
Break	Bone, Level 3	Common, Average (3)	4
Crush	Bone, Level 4	Common, Heroic (4)	8
Hypnotise	Bone, Level 4	Strong, Heroic (4)	12
Bone storm	Bone, Level 4	Strong, Hard (4)	9

Raise Army	Bone, Level 5	Strong, Legendary (5)	15
Beguile	Bone, Level 5	Strong, Legendary (5)	15
Disintegrate	Bone, Level 5	Strong, Heroic (5)	12
Waterwalk	Air, Level 1	Weak, Average (2)	2
Gust	Air, Level 1	Weak, Easy (1)	1
Sense presence	Air, Level 1	Weak, Easy (2)	1
Turn to Vapour	Air, Level 2	Common, Hard (3)	6
Amplified hearing	Air, Level 2	Common, Average (2)	4
Featherfeet	Air, Level 2	Weak, Easy (2)	1
Carried by Air	Air, Level 3	Common, Hard (3)	6
Summon Lightning	Air, Level 3	Common, Hard (3)	6
Whispered Madness	Air, Level 3	Common, Average (3)	4
Storm	Air, Level 4	Common, Heroic (4)	8
Voices on the Wind	Air, Level 4	Strong, Hard (3)	9
Carried by the Air	Air, Level 4	Strong, Hard (4)	9
Transport via Wind	Air, Level 5	Strong, Heroic (4)	12
Hurricane	Air, Level 5	Strong, Legendary (5)	15
Truesight	Air, Level 5	Strong, Heroic (5)	12
Blink Rewind	Time, Level 1	Weak, Average (2)	2
Slow	Time, Level 2	Common, Hard (3)	6
Haste	Time, Level 3	Common, Heroic (4)	8
Mass Haste	Time, Level 4	Strong, Heroic (4)	12
Stop	Time, Level 5	Strong, Legendary (5)	15
Essential Spark	Essential Level 1	Weak, Easy (1)	1
Sense Aspects	Essential Level 1	Weak, Easy (1)	1
Universal Understanding	Essential Level 1	Weak, Easy (1)	1
Wall Walking	Essential Level 1	Common, Average (2)	4
Alarmed Dome	Essential Level 2	Common, Average (2)	4
Mold from Essence	Essential Level 2	Common, Average (2)	4
Extract Knowledge	Essential Level 2	Common, Average (2)	4
Minor Clairvoyance	Essential Level 2	Common, Hard (3)	6
Silence	Essential Level 3	Common, Hard (3)	6
Essential Leap	Essential Level 3	Strong, Hard (3)	9
Nullify	Essential Level 3	Common, Average (2)	4
Impermeable Shelter	Essential Level 4	Strong, Hard (3)	9
Teleport	Essential Level 4	Strong, Legendary (5)	15

ELEMENTAL BONDS

INDIVIDUAL TALENTS

Increasingly it is being found that individuals, surrounded by Essence in the atmosphere, are naturally attuned to a particular Element, being able to wield Aspects through instinct even if they are not Seers. This has been particularly evident in the Harle's Den area.

When creating your character, choose an Element. On creation, your character knows one Level 1 Aspect from that Element, which can be cast once per day with no Essence cost. Upon reaching 2nd Evolution you can learn a Level 1 or 2 Aspect from your chosen Element, which can be cast once a day. Upon reaching 3rd Evolution, 4th Evolution and Final Form, you can learn one additional Aspect Level 1-3 from your chosen Element or from the Essential Aspects list, that can be cast once a day. These learnt Aspects are your Elemental Bonds. These apply in addition to Aspects of Talents learnt through your Society or Domain.

ELEMENTAL BONDS TABLE

If uncertain of your choice of Element, roll on this table for your character.

ROLL 2D6	ELEMENT
2-3	FIRE
4-5	WATER
6-7	EARTH
8-9	BLOOD
10	BONE
11	AIR
12	TIME



ELEMENTAL ASPECTS: FIRST ADDENDUM

Here is a list of further known Aspects of the Elements, following extensive Elemental research.

ASPECTS OF FIRE

FIRE LEVEL 1

FLAME HAND

- Fire, Level 1
- Weak, Average (2)
- Range: Self

The caster's hand spontaneously erupts in fierce flame, dealing 2 damage on a successful Melee attack roll.

FIRE LEVEL 2

FIRE FIST

- Fire, Level 2
- Common, Average (2)
- Range: Self
- Duration: 1 round

The caster's hands become molten lava for one round, dealing 3 damage on a successful Melee attack roll.

FIRE LEVEL 3

FLAME BREATH

- Fire, Level 3
- Common, Hard (3)
- Range: 20ft Cone

The caster breaths out a cone of flame, with a 20ft range. All creatures within the cone take 4 damage, or 2 on a successful Agility save.

FIRE LEVEL 4

SUNBURST

- Fire, Level 4
- Strong, Hard (3)
- Range: Self
- Duration: 1 minute

The caster transforms into human flame, igniting flammable objects within 30ft on casting, unbearable to look at and radiating a burst of Fire energy. All attacks on the caster are at disadvantage for the duration. All creatures attacking the caster must make a saving throw or be blinded for 1 minute. On casting, all creatures in a 30ft radius must make a saving throw or take 6 damage, and a separate saving throw or be blinded. While Sunburst continues, the caster is assumed to have the properties of Fire Fist for the duration. ng harmed.

FIRE LEVEL 5

FACE OF THE SUN

- Fire, Level 5
- Strong, Hard (4)
- Range: Touch, Large Radius

You feel your blood turn to fire and your skin start to glow before they erupt in a blazing beam of light, sending a dome of fire flying out from your white-hot skin. The area is instantly bathed in Sunlight, rendering the vicinity Bright for the next hour. All within a Large Radius must make a Hard Force Check or take 6 Damage (half on Success). Any unprepared creatures facing you are Blinded for a minute, and knocked Prone.

ASPECTS OF WATER

WATER LEVEL 1

SUMMON WATER

- Water, Level 1
- Weak, Average (2)
- Range: 30ft

The caster summons up to 3 cubic feet of pure drinkable water, in one location.

WATER LEVEL 2

FLIPPER FEET

- Water, Level 2
- Common, Average (2)
- Range: Touch
- Duration: 1 hour

The caster summons gills and flippers for up to 4 characters, enabling instantaneous ability to breathe underwater, and move 60ft a round in water.

WATER LEVEL 3

SHARD OF ICE

- Water, Level 3
- Common, Hard (3)
- Range: 60ft

A shard of crystal ice shoots up to 60ft. As an attack, roll a ranged spell attack, on hit 3 damage, forcing a saving throw or a damaged entity is Stunned for one round, flash frozen from the intense cold.

WATER LEVEL 4

TORNADO

- Water, Level 4
- Strong, Heroic (4)
- Range: Long, 40ft radius
- Duration: 1 minute

The caster summons a twisting column of buffeting wind, in a 20ft radius. All in the area to take an Agility save, or suffer 4 damage, 2 on Save. Each turn the caster can move the Tornado 30ft, and all in its path must make an Agility save. All effected are thrown 30 ft in a random direction and take a further point of Damage.

WATER LEVEL 5

GLACIERS OF ICE

- Water, Level 5
- Strong, Legendary (5)
- Range: Long, 60ft radius

You feel the air around you snap and freeze, crisp as a clear deep midwinter day, and great shards of ice form in the air and erupt from the ground. In a 50ft radius ice juts and forms. All in the area must make a Heroic Poise Check or fall with enough force to take 5 Health damage, half on a Success. If the aspect is maintained uninterrupted, you can form a great structure up to 50ft in height, with fine carved ice detail. The structure will melt in 1 day in a hot area, 3 days in a warm area, 7 days in a cold area, and a month in a freezing area.

ASPECTS OF EARTH

EARTH LEVEL 1

SENSE MOVEMENT

- Earth, Level 1
- Weak, Average (2)
- Range: Self

The caster is able to sense animate objects to a range of 60 feet, discerning size, number and location of living beings. Lasts for 1 minute.

EARTH LEVEL 2

EARTHWORKS

- Earth, Level 2
- Common, Average (2)
- Range: Long

The caster can move up to 16 cubic feet of Earth or rock through telekinesis, moving it up to 20ft per round. Doesn't function on worked stone or brick.

EARTH LEVEL 3

RECONFIGURE LOCK

- Earth, Level 3
- Common, Hard (3)
- Range: Touch

A locked door or object instantly opens itself. If the lock was trapped it is disarmed.

EARTH LEVEL 4

LANDSLIDE

- Earth, Level 4
- Strong, Hard (3)
- Range: Long, 30ft radius

The caster lifts and drops a huge quantity of earth, in a 30ft radius. All in the area must take an Average POI, or suffer 4 damage, 2 on Success. On failure, each target is restrained. Target must make an Average Force check to regain movement.

EARTH LEVEL 5

LAVA GEYSER

- Earth, Level 5
- Strong, Heroic (4)
- Range: Long, 60ft radius

The caster concentrates on a lava flow deep below the Earth's crust, and momentarily pulls it to the surface. After the initial gush, the geyser instantly cools to Basalt, as a flat surface, column or dome, defined by the caster. All in the area must make a Heroic Poise Check or be hit by molten lava and rock taking 10 Health damage, half on a Success.

ASPECTS OF BLOOD

BLOOD LEVEL 1

PUNCTURE

- Blood, Level 1
- Weak, Easy (2)
- Range: Short

The caster focuses on the target, attempting to open a wound in their flesh. Make a SPI vs FIT check, with the target taking 1 Health damage if it loses the roll.

BLOOD LEVEL 2

SLEEP

- Blood, Level 2
- Common, Easy (2)
- Range: Short

The caster alters the humors in all targets in range, forcing them to make an Average SPI check or fall asleep for 1 minute.

BLOOD LEVEL 3

DRAIN

- Blood, Level 3
- Common, Hard (3)
- Range: Short

The caster manipulates the blood in a target within range, opening wounds and extracting humor. The target must make an Average FIT check, or takes 2HP damage and the caster heals 2HP. If the spell brings the target to 0 HP, the caster gains an extra 1 HP.

BLOOD LEVEL 4

MEGA DRAIN

- Blood, Level 4
- Strong, Hard (4)
- Range: Short

The caster manipulates the blood of up to 6 targets within range, opening wounds and extracting humor. All targets must make a Hard FIT check or take 2HP damage and the caster heals 2HP. If the spell brings the target to 0 HP, the caster gains an extra 1 HP.

BLOOD LEVEL 5

SUDDEN DEATH

- Blood, Level 5
- Strong, Heroic (5)
- Range: Long

The caster focuses on the target, attempting to open a wound in their flesh. The Target must make a saving throw or be reduced to 0HP. If the target has 10HP or over, the spell fails.

ASPECTS OF BONE

BONE LEVEL 1

PAIN

- Bone, Level 1
- Weak, Easy (2)
- Range: Short

The caster focuses on the target, attempting to twist bones. The Target must make an Easy FIT check or take 1 HP Damage and fall prone.

BONE LEVEL 2

FRACTURE

- Bone, Level 2
- Common, Average (3)
- Range: Short

The caster focuses on the target, attempting to cause fractures in the target's bones. The target must make an Average FIT check or take 2 HP Damage and stunned for a round.

BONE LEVEL 3

BREAK

- Bone, Level 3
- Common, Average (3)
- Range: Short

The caster focuses on the target, attempting to cause shatter target's bones. The Target must make an Average FIT check or take 4 HP Damage (2 on a successful check), and becomes prone.



BONE LEVEL 4

BONE STORM

- Bone, Level 4
- Strong, Hard (4)
- Range: Long, 30ft Radius

The caster summons shattered bones from the area, causing a vortex of pain, affecting all creatures in the radius. All affected creatures must make a Hard FIT check or take 6 Damage (3 on a successful check).

BONE LEVEL 5

DISINTEGRATE

- Bone, Level 5
- Strong, Heroic (5)
- Range: Long

The caster focuses on the target, which can be an animate creature or inanimate object up to a Huge size, attempting to reduce the target to dust. The Target must make a Legendary Spirit throw, and on success or failure is stunned for a round and rendered prone. On Failure the target is turned to dust. Inanimate Objects automatically fail.

ASPECTS OF AIR

AIR LEVEL 1

SENSE PRESENCE

- Air, Level 1
- Weak, Easy (2)
- Range: Long
- Duration: One minute

You concentrate and can sense the minute fluctuations in the air around you, revealing the location of any breathing creature or anything that moves within a Long distance around you. Any Invisible breathing or moving creature is visible to you for the duration.

AIR LEVEL 2

FEATHERFEET

- Air, Level 2
- Weak, Easy (2)
- Range: Short

6 creatures ADV on stealth, take no falling damage while within 30ft of the caster.

AIR LEVEL 3

WHISPERED MADNESS

- Air, Level 3
- Common, Average (3)
- Range: Long, 30ft radius

You make the air resonate with your thoughts, surrounding all inside the affected area with ethereal voices, seeming to come from inside their mind. All in the area must make an Average Spirit check or become paralyzed with fear. On Success they are stunned for a round. On failure, they are paralyzed for a minute, shouting at the phantasmal voices, terrified, re-attempting the check at the end of each round.

AIR LEVEL 4

CARRIED BY THE AIR

- Air, Level 4
- Strong, Hard (4)
- Range: Short
- Duration: One hour, concentration

You refine the Aspects of the Air in the area around you to create a constant force pushing you and up to five other creatures in the area the power of flight for the duration. The affected creature can fly a Short distance (50ft) per round in any direction. If the Aspect ends while the creature is still airborne, they instantly fall from their current position, taking 1 HP damage for every 10ft fallen, halved on a successful Average Poise roll.

AIR LEVEL 5

TRUESIGHT

- Air, Level 5
- Strong, Heroic (5)
- Range: Long, 60ft radius
- Duration: 1 day

You close your eyes, and suddenly you see everything clearly, feeling every atom flowing around and through you, the world appearing as a lattice of overlapping shapes, seeing through rocks, trees and people. You see with total clarity all within a Long range, obstacles both translucent and visible in total clarity. Nothing is hidden from you, even if they are invisible. True forms of shapeshifters are revealed. You can instantly detect any lie told in your presence, and detect true intentions.

ESSENTIAL ASPECTS

Essential Aspects are a common pool of Aspects that can be chosen as an alternative to the equivalent level Aspect in a particular element. They can be learnt through ritual from other Aspect weilders, as long as the student is able to cast Aspects of a equivalent level.

ESSENTIAL ASPECTS LEVEL 1

ESSENTIAL SPARK

- Essential Level 1
- Weak, Easy (1)
- Range: Short
- Duration: Instantaneous

It was during your childhood that you first felt the pull of Essence, a sudden spark in your fingers, a sudden cool breeze on a hot day, a small mark placed by your mind on your comrade's back, a strange melody floating through the air. The Essential Spark is a small, harmless fleeting effect, acting to do trivial things such as light a fire, clean a small object, colour a small area, or temporarily flavor food.

SENSE ASPECTS

- Essential Level 1
- Weak, Easy (1)
- Range: Short
- Duration: 1 minute

You open your mind to the surrounding area and attempt to discern if anything, object or creature, in a short range has been altered by an Aspect, or holds Essential potential. Anything of this nature glows red in your vision.

UNIVERSAL UNDERSTANDING

- Essential Level 1
- Weak, Easy (1)
- Range: Touch
- Duration: 1 minute

You touch a creature or sign and attempt to sense their meaning through the Matrix of Essence. If successful, you can read the chosen language for an hour, or understand and be understood by a chosen creature for an hour.

WALL WALKING

- Essential Level 1
- Common, Average (2)
- Range: Touch
- Duration: 1 hour

You touch a beetle on the ground, and extract the sticky secretions on its limbs, feeling your feet and hands begin to gain adhesion. For the next minute you, or another creature you touch, can climb walls and ceilings as though you were walking on level ground.

ESSENTIAL ASPECTS LEVEL 2

ALARMED DOME

- Essential Level 2
- Common, Average (2)
- Range: Self
- Duration: 10 hours

You form a dome of swirling air around you that is large enough to house 6 medium creatures. The Dome is impermeable to the elements, repels small creatures, and alerts the caster when a medium or larger creature enters within a short range. The dome lasts for 10 hours or until the caster leaves its interior, whichever comes first. Known creatures can enter and exit the dome freely. The Dome acts as an Essential and physical barrier, adding severe disadvantage to any Aspect or ranged weapon that attempts to pass through it.

MOLD FROM ESSENCE

- Essential Level 2
- Common, Average (2)
- Range: Short
- Duration: 1 minute

You draw in the threads of Essence, extracting matter from the air around you. You can form shapes based on the elements in your vicinity, as well as substances related to the Elements of which you have already learnt 2 Aspects. Earth and Water can produce mud forms, Fire and Earth can form Steel etc. Difficulty and amount of material produced in the time given is determined by the Mentor.

EXTRACT KNOWLEDGE

- Essential Level 2
- Common, Average (2)
- Range: Touch
- Duration: Instant

You touch a creature and, if successful, instantly know one factual thing you seek to know about them. That fact can be about an emotional state, a memory, a password or event. The subject is only aware of the extraction if the attempt is unsuccessful.

MINOR CLAIRVOYANCE

- Essential Level 2
- Common, Hard (3)
- Range: Short
- Duration: 1 minute

You key into the web of possibility and attempt to gain an understanding of what the future holds. The Mentor secretly makes the Success roll for you. The future is defined as being either Benign, Perilous or Terrifying, accompanied by a one-image vision of themselves in that potential future. The Mentor decides which is appropriate on a successful roll by anticipating the next hour of gameplay based on the

actions that the Players are considering immediately prior to the Aspect. If this is not clear, the Mentor can ask the player what their current plan of action is before giving the answer. If the roll is a failure, the Mentor gives a randomly assigned Vision, based on the most common number rolled during the check (1-2 Benign, 3-4 Difficult, 5-6 Terrifying). If Benign, the caster isn't in any immediate danger. If Difficult, the caster will face challenges typical of the harsh world of Fain, challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so. If the vision is Terrifying the caster's life is at grave risk from something in the next hour of play.

ESSENTIAL ASPECTS LEVEL 3

SILENCE

- Essential Level 3
- Common, Hard (3)
- Range: Short
- Duration: 1 minute

No sound can be created in or pass through a 20-foot-radius sphere at point you choose. Any creature or object entirely inside the sphere is immune to thunder damage, and are deafened and rendered mute. Drawing an Aspect is impossible there.

ESSENTIAL LEAP

- Essential Level 3
- Strong, Hard (3)
- Range: Short
- Duration: 1 minute

You ready yourself, jump forward and feel yourself pulled through the realm of pure Essence, landing a short distance away having passed through all objects in-between. If the end-point is solid, the Leaper is pushed forward or back into empty physical space, whichever is closer. On failure, you Leap but in a random direction from your starting point.

NULLIFY

- Essential Level 3
- Common, Average (2)
- Range: Long
- Duration: Reaction (Occurs outside of Initiative order as long as the caster has not acted in a turn this round, replacing their Action)

You attempt to interrupt a creature that you can see drawing an Aspect. If the creature is drawing an Aspect of Easy Difficulty or lower, its Aspect fails and has no effect. If it's an Aspect of Average difficulty or higher, make a check using your Spirit. The Difficulty is the Difficulty of the targeted Aspect. On a success, the Aspect is interrupted.

ESSENTIAL ASPECTS LEVEL 4

IMPERMEABLE SHELTER

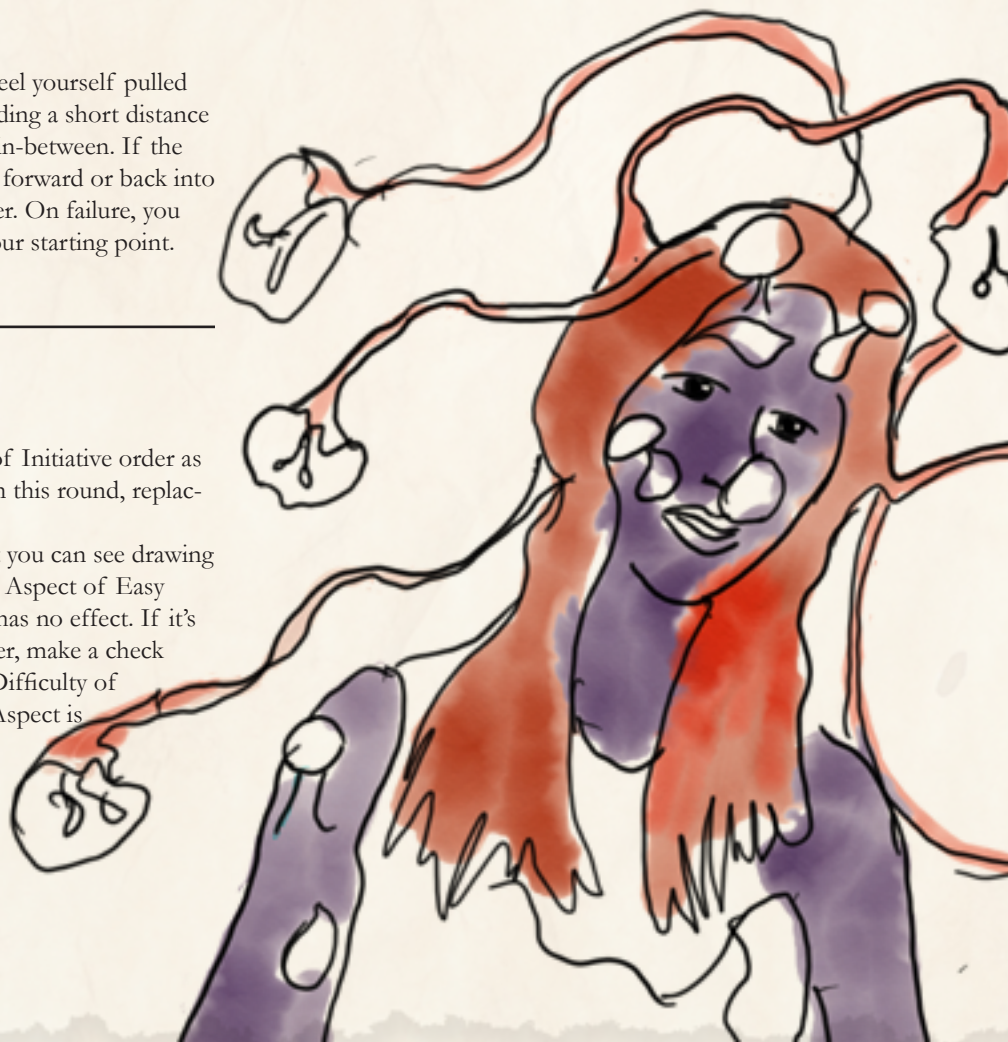
- Essential Level 4
- Strong, Hard (3)
- Range: Self
- Duration: 10 hours

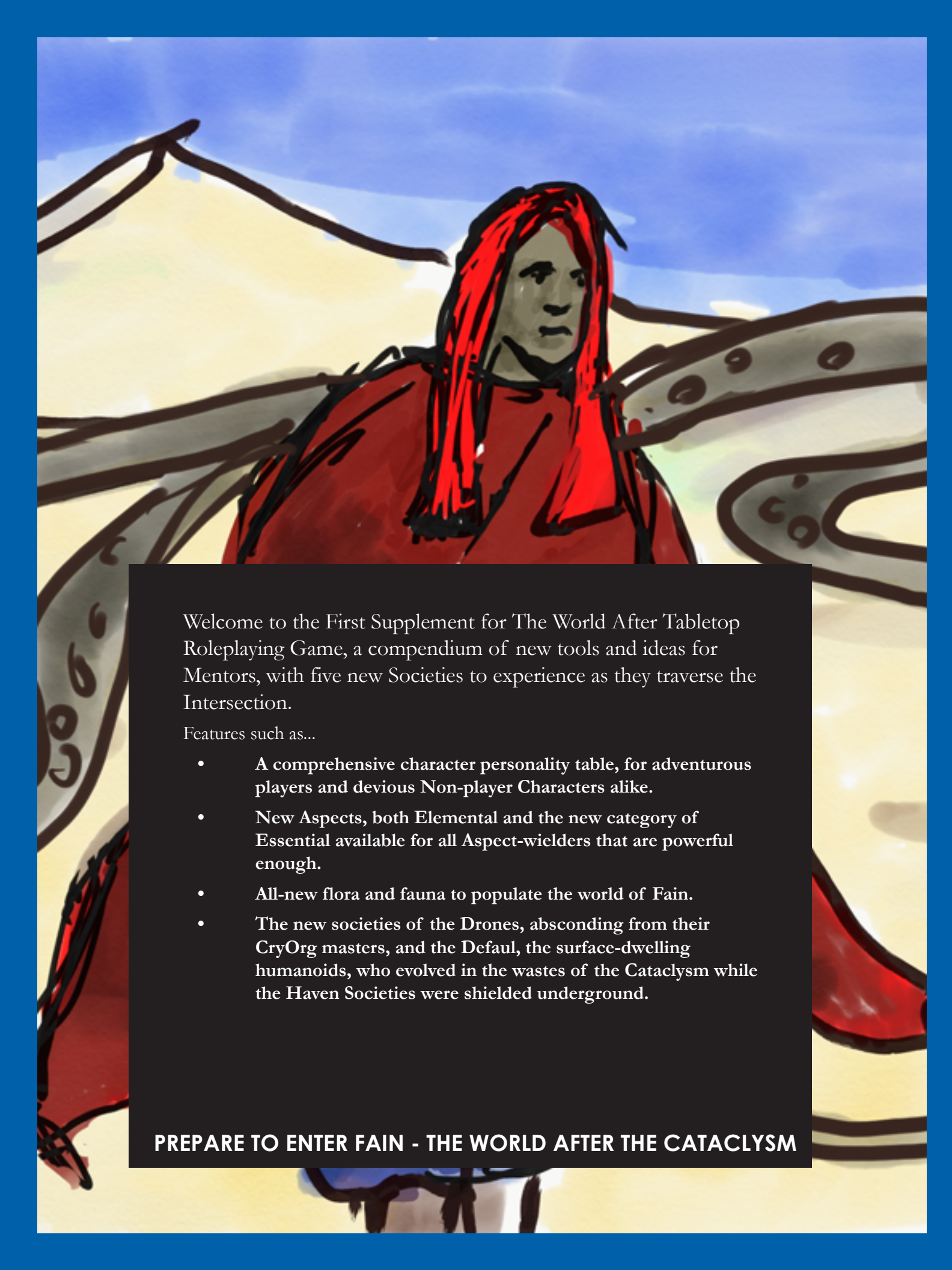
You form a dome of solid Essential force around you that is large enough to house 12 medium creatures. The Dome is impermeable to the elements, repels entry to all unwelcome by the caster, and alerts the caster when a medium or larger creature enters within a long range. The dome lasts for 10 hours or until the caster leaves its interior, whichever comes first. Known creatures can enter and exit the dome freely. The Dome acts as an Essential and physical impenetrable barrier.

TELEPORT

- Essential Level 4
- Strong, Legendary (5)
- Range: Long
- Duration: Instant

You concentrate on a point you know of or can see within a long distance, and feel your body dissolve into pure Essence and reform at your desired point. On failure, you Teleport but arrive at a random point within range, determining direction using a d8 and distance with a d6- 1-2 Stationary, 3-4 Short Range, 5-6 Long Range.





Welcome to the First Supplement for The World After Tabletop Roleplaying Game, a compendium of new tools and ideas for Mentors, with five new Societies to experience as they traverse the Intersection.

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PREPARE TO ENTER FAIN - THE WORLD AFTER THE CATACLYSM