



*The Steadfast
& the Rebellious*

A JAMMI JAM JAM GAME

by W.H. Arthur

This is Our Rebellion

(I.I) This is the revolution of our generation

The Steadfast and the Rebellious is a tabletop role-playing game and a storytelling game. It is a hack of REINCARNATION REDUX: Our Requiem by Jamila R. Nedjadi, written for Jammi Jam Jam.

You are all inhabitants of the city, and you have been living in false peace under the rule of the demon king. The last wall, which offered your city limited protection against the demon king, has fallen. Citizens are left with two choices; do everything the tyrant demands, or **resist**. Will we rise victorious against the demon king, or will our resistance be futile? We play to find out.

This game is intended to create a quick but rich prologue for characters who rise up against the demon king in a fantasy setting. It is possible to use this game to create a setting and characters for your preferred game about enclosed spaces and giant lizards.

To play this game, we will need 1-2 hours, 2-4 players, a deck of playing cards, a conducive space, index cards, writing materials and a copy of this game (digital or printed). One of the player is the **Facilitator**, who has read this document beforehand.

This is a game we play to have a good time, and we are committed to take care of and be kind to each other. Before we start, we establish what safety/support tools to use at the table, such as lines and veils, the x-card, script change, etc. For more on TTRPG safety/support tools, visit: bit.ly/2Ie2g4i



The Fellowship

Citizens who stand up against tyranny



This is Our Fellowship

(2.1) This is who we are

When we begin the game, each player pick a suit. Each suit can only be picked once.

♣-CLUB

The Club is a weapon. You confront problems head on. Your character class is **Fighter**. You are driven by your courage. *Enemy: Violence.*

♠-SPADE

The Spade is a tool. You approach problems with your skill and finesse. You character class is **Thief**. You are driven by your honour. *Enemy: Corruption.*

♦-DIAMOND

The Diamond represents clarity. You solve problems with your smarts and magic. You character class is **Mage**. You are driven by your desire for truth. *Enemy: Deception.*

♥-HEART

The Heart represents love. You address problems with your charisma and healing power. You character class is **Cleric**. You are driven by your compassion. *Enemy: Hatred.*

We take the deck of playing cards. Each person shuffle it and pass it on, until everyone at the table has shuffled the deck. It is then placed at the centre of the table where everyone can reach.



Discuss the genre of our story. Is our city set in western medieval fantasy, steampunk, cyberpunk, or a mixture of different genres? Although the class names like mage and cleric are rooted in western medieval fantasy, it is equally valid to play a techno-wizard or a space healer.

Once we have decided on the genre, ask the questions below. Anyone can propose answers to them, but only those accepted by the group are the truths of this world.

- **Where do we gather for our fellowship?** Is it the riverside tavern, where we drink and be merry? Or the abandoned warehouse, where we hold regular meetings? Or the church roof, where we admire the view and exchange stories?
- **What is a symbol of freedom in the city?** Is it the university, where ideas are freely exchanged? Or the town square, where opinions are freely expressed? Or the wedding registry, where people are free to love?
- **What was the last wall that protected the city from the demon king?** Is it an ancient treaty that is now void? Or benevolent leader that was assassinated? Or a literal wall that has fallen?

This is Our Fellowship

(2.2) This is what we are made of

The city is created, and each of us has an idea about their role. **We can now bring the characters to life.** Each player grabs an index card and write down the following about your character:

- Your **suit** and **class**
- Your **name** and/or your preferred nickname
- Your **pronouns**

Each of us **draw four cards** from the deck. We each play one card for our individual **history**, and two cards for our **bonds**. Each bond is between you and another member, and their suit does not have to match the card's. When a card is played, **read out the answer** and **elaborate**. We take turns playing one card at a time, so the spotlight is passed on and shared.
(For a two-player game, draw three cards and play only one for bonds.)

All the cards you **played** stay in front of you, and the card you choose not to play goes into a communal **discard pile** next to the deck.

The **court cards are treated as their own suit**, and we ignore the suits on them.

HOW DO YOU BECOME KNOWN AS THE FIGHTER?

♣**CLUB**: You are **renowned**. *Maybe you fought and won in the gladiatorial pit? Or you slain the troll that attacked the city?*

♠**SPADE**: You make **weapons** for fighting. *Who bought weapons from you?*

♦**DIAMOND**: You **teach** people to fight. *Who are your students?*

♥**HEART**: You are the **bodyguard** of someone important in the city. *Who are they?*

♠**COURT**: You were part of the **city guard**, and you left when they bowed to the demon king. *What do you miss about your old life?*

WHAT ARE YOUR BONDS WITH THE OTHERS IN THE FELLOWSHIP?

♣**CLUB**: They **fought** alongside you before. *What were you fighting for?*

♠**SPADE**: They **helped** you out of a tough spot. *What trouble were you in?*

♦**DIAMOND**: They **taught** you an important life lesson. *What was it?*

♥**HEART**: You offered them your **love**. *Ask if they had accepted it.*

♠**COURT**: They **bested** you in combat. *Did they win fair and square?*

HOW DO YOU BECOME KNOWN AS THE THIEF?

♣**CLUB**: You took **lives** as an assassin. *Did your victims deserve it?*

♠**SPADE**: You steal from the **rich** and give to the poor. *What was your biggest score?*

♦**DIAMOND**: You study and pick **locks**. *What was the most secure place you have broken into?*

♥**HEART**: You go around stealing and breaking **hearts**. *Whose heart did you regret breaking?*

♠**COURT**: You used to lead a **gang of thieves**, but they mutinied against you and joined the demon king. *Who lead the mutiny?*

WHAT ARE YOUR BONDS WITH THE OTHERS IN THE FELLOWSHIP?

♣**CLUB**: They **rescued** you when you were in trouble. *What sort of mess did you get yourself into?*

♠**SPADE**: They offered you true **friendship**. *What did they do?*

♦**DIAMOND**: They hired you for a **job**. *Did it go well?*

♥**HEART**: They stole your **heart**. *What makes them special?*

♠**COURT**: They **took** something of yours. *Did you get it back?*

This is Our Fellowship

(2.3) This is what we are made of

HOW DO YOU BECOME KNOWN AS THE **MAGE**?

♣**CLUB**: You play with **fire**. What did you burn down (figuratively or literally)?

♠**SPADE**: You invent magical gadgets as an **artificer**. What is your greatest invention?

♦**DIAMOND**: As a **scholar**, you study magic for the hell of it. Who funds your studies?

♥**HEART**: You can read and influence other people's **minds**. How do you stop the unwanted voices?

👑**COURT**: You come from a line of mages, and your **family** now serve the demon king. Do you hate them?

WHAT ARE YOUR **BONDS** WITH THE OTHERS IN THE FELLOWSHIP?

♣**CLUB**: They offered you **protection**. Why did they protect you, and from what?

♠**SPADE**: At first, you were **useful** to each other, but it evolved into something more. What happened?

♦**DIAMOND**: They went to the same **school** with you as a kid. What did you study together?

♥**HEART**: They fixed your broken **heart**. How?

👑**COURT**: They know the **secret** to your magic. Have they told anyone?

HOW DO YOU BECOME KNOWN AS THE **CLERIC**?

♣**CLUB**: You are an **exorcist**. Do you see them as rampaging horrors, or misguided ghosts that needs putting to rest?

♠**SPADE**: You offer **blessings**. To people? To items (e.g. holy water)? Are they effective?

♦**DIAMOND**: You run a successful church with many **followers**. Do you worry about your follower count?

♥**HEART**: You use your **healing magic** on the sick. Do you get anything out of it?

👑**COURT**: You belonged to a **religion** that is now a mouthpiece of the demon king. How do you come to terms with that?

WHAT ARE YOUR **BONDS** WITH THE OTHERS IN THE FELLOWSHIP?

♣**CLUB**: You helped with the **skeleton** in their closet. How?

♠**SPADE**: There is a **ritual** you perform together. What is it?

♦**DIAMOND**: They **confessed** their sin to you. Ask them what they confessed.

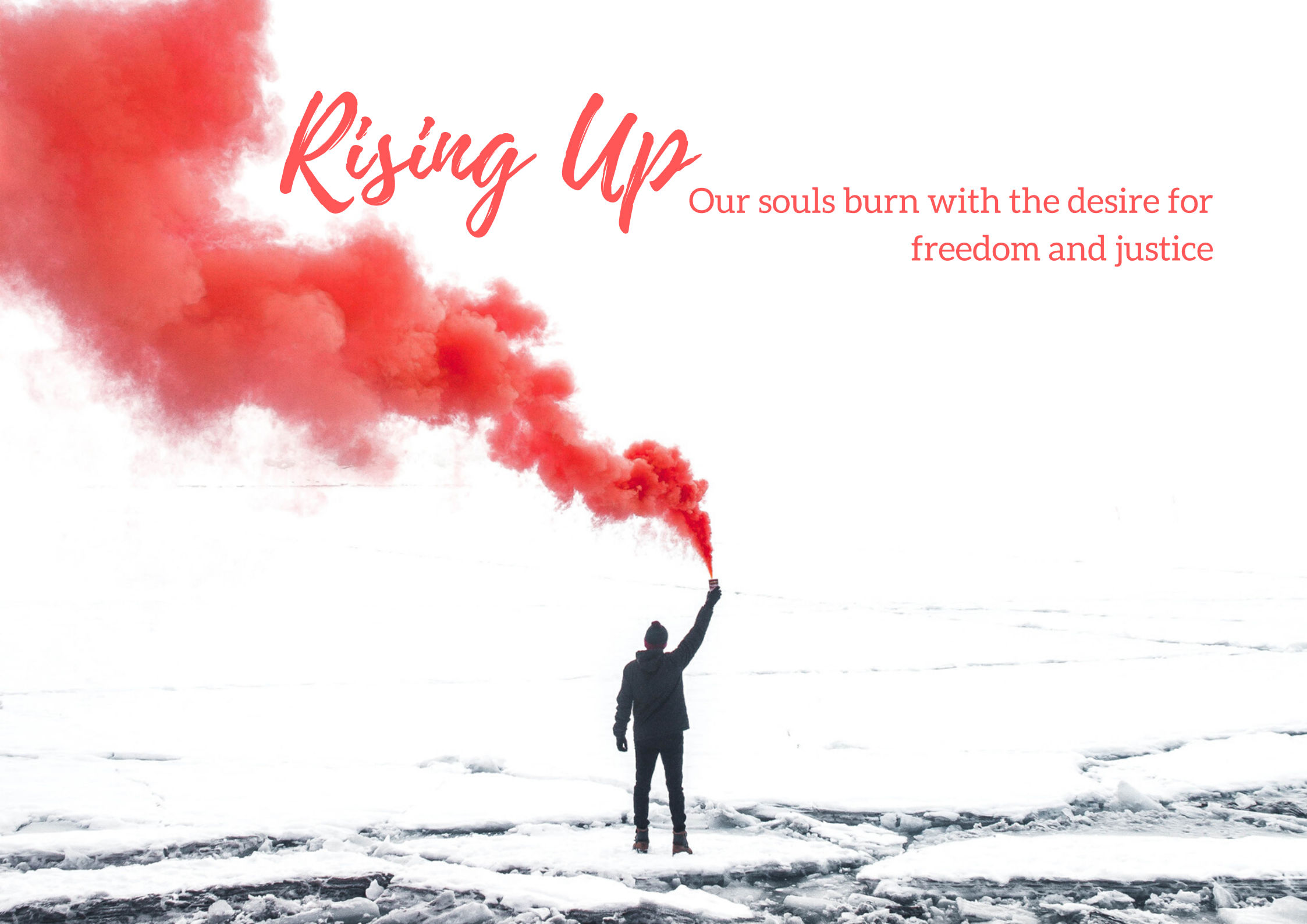
♥**HEART**: You brought them back to **life**. What did you trade for it?

👑**COURT**: They helped you in your **crisis of faith**. What caused it and how did they help?



Rising Up

Our souls burn with the desire for
freedom and justice



Rising Up

(3.1) The righteous rage that binds us together

In the next part of our story, we ask: **What incited our characters to revolt? What are our weapons against the demon king? And what are our greatest obstacles?**

We each **draw four cards to rise up and fight back!** We play a card to **answer** each of the three **questions**, and discard the unused one. **Follow the same rules as the last part.**

{ THE INCITATION }

IF YOU ARE THE FIGHTER:

♣ **CLUB:** Citizens are being hurt by the minions of the demon king. *How does that make you angry?*

👑 **COURT:** You learned of the demon king's plan to attack the citizens. *How did you respond?*

♠ / ♦ / ♥ **OTHERS:** Someone you love was murdered by the regime. *Who was it and were you there?*

IF YOU ARE THE THIEF:

♠ **SPADE:** The city's officials are being paid off by the demon king. *What atrocities did they allow to happen?*

👑 **COURT:** You were offered good money to steal for the regime. *Why did you refuse?*

♣ / ♦ / ♥ **OTHERS:** Someone you once respected is now on the demon king's payroll. *Who are they?*

IF YOU ARE THE MAGE:

♦ **DIAMOND:** The regime has denied killings of citizens. *How do you know it is not true?*

👑 **COURT:** Government propaganda claims that citizens welcomed the demon king with open arms. *What actually happened?*

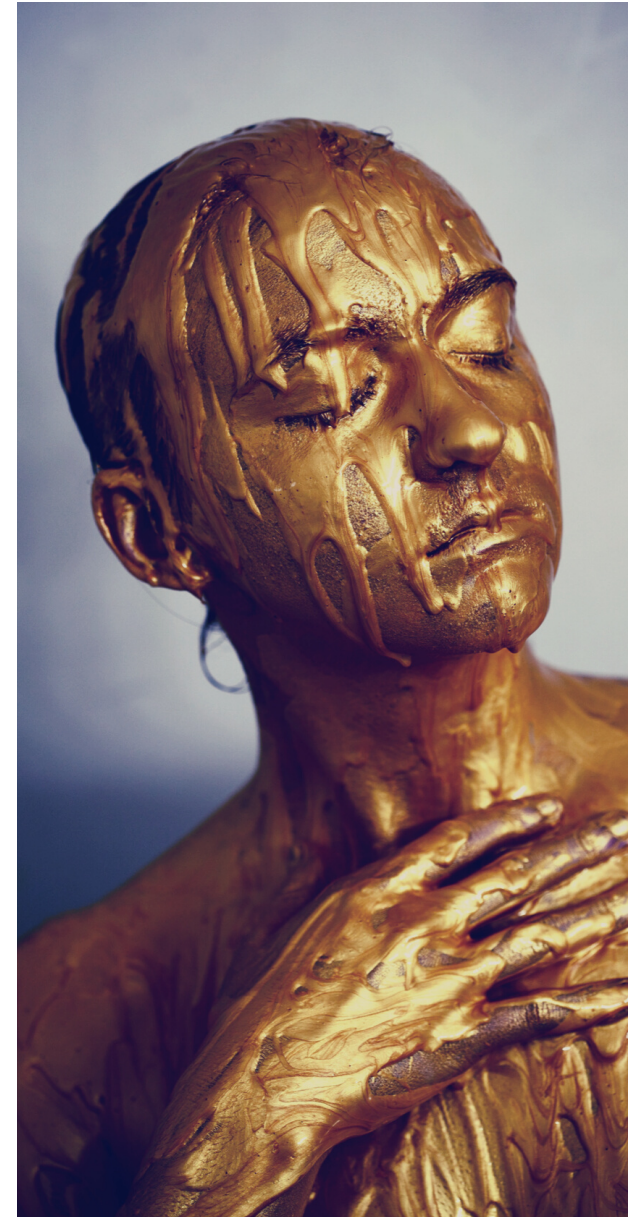
♠ / ♣ / ♥ **OTHERS:** You spoke the truth, and were accused of crimes you didn't commit. *What are you accused of?*

IF YOU ARE THE CLERIC:

♥ **HEART:** The city guards are rounding up groups that do not conform to the empire's ideal. *Who are they?*

👑 **COURT:** Citizens injured by city guards and mobsters are coming to you for healing. *How does that make you feel?*

♠ / ♣ / ♦ **OTHERS:** Religions, other than the worship of the demon king, are outlawed. *How was your place of worship desecrated?*



Rising Up

(3.2) We raise our arms and revolt

{ OUR WEAPONS }

IF YOU ARE THE FIGHTER:

♣ **CLUB:** Your weapon is passed down from generation to generation. Describe your weapon and its legacy.

👑 **COURT:** Your weapon comes with a legend and prophecy for its wielder. What are they and how did you get the weapon?

♠/♦/♥ **OTHERS:** It is a sentient weapon. What does it whisper to your ears?

IF YOU ARE THE THIEF:

♠ **SPADE:** Your weapon can only be wielded by the honourable. What is its story?

👑 **COURT:** You have got a set of magical tools that can get you into anywhere. How did you acquire it?

♣/♦/♥ **OTHERS:** Your charm and wit. How do they get you out of trouble?

IF YOU ARE THE MAGE:

♦ **DIAMOND:** A mighty and powerful spell. What are its effects?

👑 **COURT:** A familiar that fights by your side. Was it bound to you via servitude or friendship?

♠/♣/♥ **OTHERS:** A violent and chaotic spell. What is the collateral damage so far?

IF YOU ARE THE CLERIC:

♥ **HEART:** You possess powerful healing magic. Does the power originate from yourself, or a higher being?

👑 **COURT:** Your faith takes a physical form that can be used to attack your enemies. What does it look like?

♠/♣/♦ **OTHERS:** Your prayers and blessings. How do they help your allies?

{ OBSTACLES WE FACE }

IF YOU ARE THE FIGHTER:

♣ **CLUB:** A dragon that breathes hellfire. What is its weakness?

👑 **COURT:** A medusa that turns citizens into stone statues. Name someone you know who was petrified. Is the process reversible?

♠/♦/♥ **OTHERS:** Leader of the city guard. Why do the citizens fear them?

IF YOU ARE THE THIEF:

♠ **SPADE:** An assassin of the regime. Who are you trying to protect from assassination?

👑 **COURT:** A vampire. Aside from blood, what else are they stealing from the citizens?

♣/♦/♥ **OTHERS:** Current head of the thieves guild. What happened to the once honourable organisation?

IF YOU ARE THE MAGE:

♦ **DIAMOND:** An amoral wizard. Why do you disagree with their methods?

👑 **COURT:** An elemental. Which element does it embody?

♠/♣/♥ **OTHERS:** Angry mobs. What lies does the regime make them believe?

IF YOU ARE THE CLERIC:

♥ **HEART:** An evil undead. Why does it hate the living?

👑 **COURT:** A minor demon. What is its domain?

♠/♣/♦ **OTHERS:** Cultists who worship the demon king. What makes them dangerous?



Rising Up

(3.3) Dawn has arrived, and a new day has just begun

The horrible night of battle was over, and the light of dawn pierced through the darkness. You are alive, for now.

Did we win? What happens next?

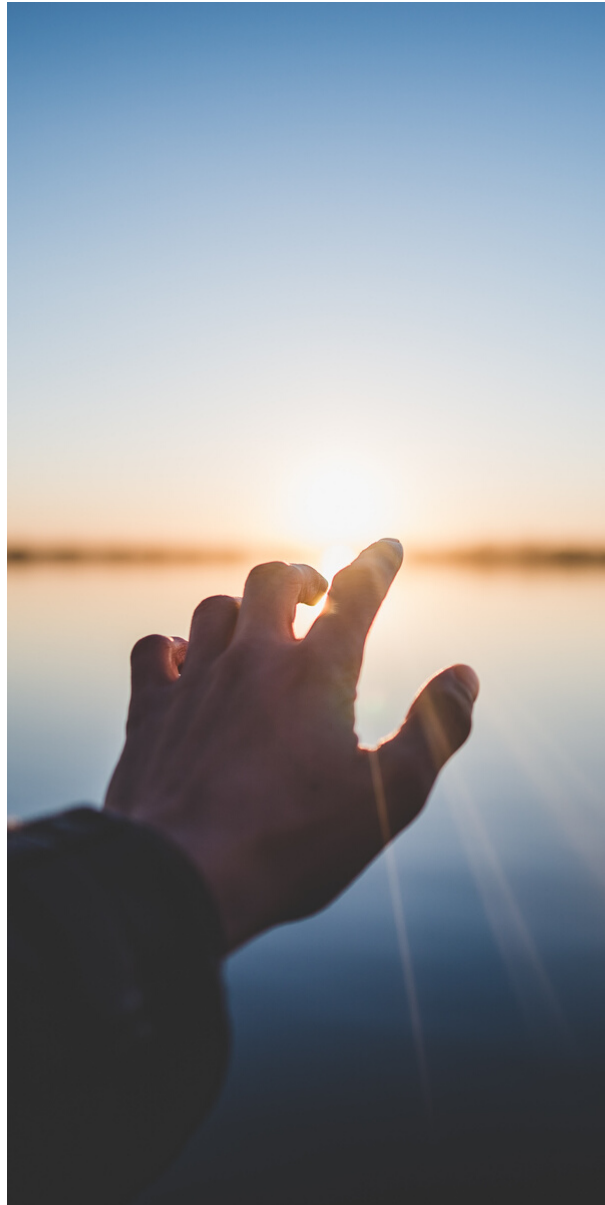
One by one, you draw cards to determine the result of your battle.

By default, you draw one card. Go around the table and ask if the other players had you back during the battle. Draw an extra card for each "yes".

(For a two-player game, you draw two extra cards if you are supported by the other player.)

If you decide not to support anyone, you can draw two extra cards. (To pick this option, you cannot have already supported someone else in their turn, and you cannot support anyone afterwards.) You still draw extra cards if the other players decide to support you.

You choose a single card from the new hand you drew, and consult the next column for your **fate**.



- **If you play a number card of your own suit:**
 - You overcame the obstacle. The demon king's grip on the city has loosen, but the revolution goes on. *Do you feel weary or triumphant?*
- **If you play a court card of any suit:**
 - You emerged victorious, but at a cost. *Describe what you have lost.*
- **If you play a number card of a different suit:**
 - You suffered a terrible defeat. You are battered and broken. *Do you have the will to fight on?*

{ EPILOGUE }

When the dust settles, we take a few moments to gather our thoughts. As a group, we ask the following questions:

How do we see each other? Have things changed after the start of our rebellion?

How does the demon king respond? What nefarious plan is he putting in motion?

How does the rest of the city view us?

{ Credits }

Thank **you** for reading and supporting this game!

In addition, thanks **Maria Mison**, **Kazumi Chin**, **babblegumsam** and **Jamila R. Nedjadi** for hosting *Jammi Jam Jam*!

A huge thanks to my patrons **Joseph "Laijth" Lai** and **Legendary Aced** for their support!

I would also like to thank the **TTRPG community** on itch.io, Twitter and Discord.

This game is written as a tribute to people all over the world who dare to stand up against oppressive regimes and unjust authorities. (I don't claim to do this topic justice, and I struggle to balance the heavy theme and the more lighthearted fantasy setting.) I would like to thank to brave souls for making the world a better place, no matter how hopeless it may seem.

This is a hack of Jamila R. Nedjadi's REINCARNATION REDUX: Our Requiem, and license under **Creative Commons Attribution-ShareAlike 4.0 International (CC BY-SA 4.0)**:
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