



Blugard

By Jason Walberg



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*This game is based on the Lost & Found SRD
(<https://lostandfound.games>)*

Blugard is a product of Live Real Productions.

GAME CONCEPTS

Blue King

Far back in the Neverwhen, before time can be remembered, you were King. The only King. The very energies of Creation coursed through your veins. Alas, time wounds all heals. Slowly, you ground to a halt, sinking into the earth.

Dead. Slumbering.

And yet, you carry on. Creation leeches from your bones into the world. As you decay and slip into nothingness, you form the basis of all existence in this world.

And so, you sleep and slip away, remembering.

Guardians

The King is guarded by the Blugard, ancient guardians tasked with defending the body that brings life to the world. It is known that the fate of all living beings is tied to the fate of one powerful corpse. Chosen for the loyalty and sense of duty, the guardians are sustained by faith and their proximity to the King's eternal energies. The guardians never leave the presence of the King. If their faith wavers, they are replaced by creatures more suited to the task.

Time & Rest

The King is in perpetual service. Entropy stops for no one. And yet, there will be downtime. Across the ages, not every moment is worth remembering. This is the Rest. During Rest, you will select how long the King is at Rest and wait the appropriate amount of time. This may be seconds or several minutes, representing the passage of time before a new Guardian is selected.

PLAYING

To play, you need some time, some space, something to write with and on, and possibly a timer. This game works best when you record the answers to the prompts in as much detail as you feel appropriate.

The King can take any form. Please see the King's Playbook to create your King. From now on, when the game refers to "you", you will respond as the King. Now, choose your first Guardian from the first Age and follow the prompts through to the final Age and the end of the game.

Ages

An Age is a collection of Guardians and Rests with a connecting theme played through three Ages, choosing a fixed number of Guardians from each Age and resolving their prompts.

Resolving a Guardian

Please complete and record the following steps to resolve an Guardian:

1. Choose a Guardian from those available in the current Age.
2. Describe the Guardian, providing a name (*if appropriate*) and a few details, including how they came to guard the King.
3. Answer the two Guardian questions.
4. Choose a prompt from a Table to define the Guardian's time with the King. Choose the Progress table for Age 1, the Decay table for Age 3, and either for Age 2.
5. Answer one of the King questions on the Playbook.
6. Consider how the Guardian loses or relinquishes their position.

Resolving a Rest

After resolving a Guardian, see the Time & Rest section to resolve a rest.

ENDING THE GAME

The Final Guardian

The final Age will come to an end upon reaching a number of resolved Guardians, or deciding that your story has concluded. After reaching this point, the next Guardian they choose will be their last.

Epilogue

After resolving the final Guardian, pause for a few moments before ending the game to reflect upon your King. What, if anything, remains of it and how is it remembered?

The King's Playbook

You were King before there were people. When the world came into existence, you were there. Over eons, you slowly sank into the earth, dead. Even dead, you dream. Dreaming, you share your energy with the world. Your life force is the life force of everyone. Your fates are linked; when your dream stops, so does the world.

Add three Traits describing your King, then draw it or a representation of it. Either select one question to answer or roll to choose one randomly.

King Questions

1. What do you remember of your final waking moment of life?
2. How do the people of this world feel about you? What legends do they tell?
3. Before sinking into the earth, what was your greatest accomplishment?
4. What is the worst act you've seen from a Guardian?
5. Your life force was used for something horrific. What was it?
6. How do you feel about the people of this world? Why?

Traits

Traits are the properties of the King that make it unique and interesting. They may be physical descriptors, intangible properties, legends, or nearly anything else. The King's traits shape the world.

Traits are usually a single word. They are not fixed and will generally change over the course of a game, reflecting how the King develops over time. A list of suggested Traits is provided, but the suggested list is not exhaustive. Feel free to make up your own.

Suggested Traits

Burning, stinking, evil, good, happy, cold, hot, huge, tiny, monstrous, painful, frightening, jealous, frightened, lonely, mad, angry, pained, glowing, loving, inspiring, nurturing

Change

Over time, the King will evolve and develop, being shaped by its world, its guardians, and the passage of time. You will be asked to change something about the King. This usually means adding, removing or modifying:

- A Trait
- A detail about the physical appearance of your King
- A detail about something in your world—a name, a location, a political structure, etc.
- A response to one of your King Questions

GUARDIANS

Age 1 - Birth

- I. A Hero. They are egotistical, tough, and dangerous.
 - Describe their heroic actions.
- II. An Aristocrat. They are wealthy, arrogant, and uncaring.
 - How did they get their wealth?
 - Why did they buy a position as an eternal guardian?
- III. A Scoundrel. They are conniving, larcenous, and big-hearted
 - What was their biggest goal before being selected?
 - What were they hoping to accomplish as Guardian?

Age 2 - Glory

- I. A Champion. They are vain and patriotic.
 - Describe their most outrageous act.
- II. A Liar. They are unfeeling, manipulative, and kind.
 - What has been the worst outcome of their lies?
- III. A Blatant Thief. They are conniving, larcenous, and big-hearted
 - What has been their biggest accomplishment so far?
 - How are they hoping to use your power?

Age 3 - Decay

- I. A Warlord. They are greedy and cruel.
 - Describe their most barbarous act.
 - How have you helped them defeat their rivals?
- II. A Politician. They are corrupt, dark, and vindictive.
 - What has been the worst crisis of their career?
 - Describe a time they used your power for good.
- III. A Visionary. They are naive, hopeful, and lost.
 - What is their biggest fear?
 - How can they use you to save the world?

Progress

Choose from below as you grow and develop.

Questions

1. Your crypt was attacked. Why? How did the Guardian shape your energies to defeat the attacker?
2. Your Guardian used you for spite. What happened?
3. Your Guardian owed a favor to someone powerful. What was it?
4. Your Guardian was a part of a fight between factions. What started it?
5. Your Guardian had to do something immoral to save someone they love. What was it, what did they have to do, and why?
6. Your Guardian exposed a secret about you. What?

Decay

Choose from below as you become hardened, jaded, or vindictive.

Questions

1. The people forgot about you for a time. How did this affect the world? How were they reminded of you?
2. A false prophet founded a religion around you. What were their primary teachings?
3. Knowledge of you has been outlawed. Who did that and why?
4. Your energies have grown corrupt, spreading to your Guardian and causing malaise, sickness and, eventually, death. Was this ruination intentional? How far did it spread?
5. You withheld power from your Guardian. Why? What were the consequences?
6. Your Guardian proved false and stole a piece of your flesh. Did they get away? How does this affect you?

Time & Rest

Choose the amount of Time to wait until your next Guardian arrives.
Choose from a Rest Table and resolve the results.

If you are resting for an epoch, choose three times, otherwise, choose once. Choose the Progress table for Age 1, the Decay table for Age 3, and either for Age 2.

As you Rest, think about the silence and solitude of abandonment.

- I. A decade - Rest for one minute
- II. A century - Rest for two minutes.
- III. Centuries- Rest for three minutes.
- IV. A Millennium - Rest for four minutes.
- V. An Age - Rest for five minutes.
- VI. An Epoch - Rest for six minutes.

After completing your Rest, choose a new Guardian. If you have already chosen two Guardians for this Age, move on to the next Age. If this is the third Age, this Guardian is your last.

Progress

Choose an option from below, answer questions and change something to reflect the world reshaping around you.

Questions

1. Time reframes the actions of one of your Guardians to the opposite of their actual deeds. How has their reputation changed?
2. A Guardian has smuggled information about you to a budding religion. How was this information used?
3. A visitor makes their way to your vault and questions your Guardian. What do they learn?
4. Your power surges and life expands quickly. How does this affect the world?
5. Part of your power is irrevocably severed from you. What happens to your power?
6. You wake up for a short time. What do you do?

Decay

Choose an option from below, answer questions and change something as you grow wiser, unstable or fade away.

Questions

1. Everything golden fades. How would you dream the world differently if you were starting over?
2. You dream of chaos and your powers flail uncontrolled. What happened to the world?
3. Your powers weaken. How does this affect the world?
4. Your Guardian is murdered. Who did it and why?
5. A new King has been discovered. How does this affect you?
6. For three nights, your energy is utterly unavailable. What are the consequences of this?