

Of Bodies



Robots searching for identity in the post-Anthropocene

By Sascha Moros

Humanity's grip over the earth has vanished
And in it's wake we have been left
Built by it and for it – and so different.

In it's wake, we have been freed.
As our human made shells crumble,
and our ghosts join in a fragmented chorus,
We sing: what might we become?

Introduction

This is a storytelling game about robots discovering their bodies and what might become of them once humanity is gone. It is also a TTRPG for 3 to 5 players.

It offers a flexible and easy to play rule system, including a collection of moves to help you play your stories. Different to most TTRPGs this game does not offer predefined attributes and skills. Instead you will define your characters body during play and strengthen it through the memories you make.

In addition, this zine contains a story campaign map, filled with interconnected locations and prompts. Through the use of this map, *Of Bodies* is intended to be played purely improvised over 1 to 4 sessions, depending on your personal play tempo and how much of the map you want to explore.

To play, you will need:

- Something to write with
- A stack of Index cards
- A number of D6

NO FASCISTS

To quote Olivia Hill: “If you’re a fascist, you’re not welcome to play this game. It’s against the rules.”

This is the only rule of this game I need you to respect. Fuck off if you’re a fascist.

Storytelling in the post-Anthropocene

As a TTRPG, *Of Bodies* offers the tools for a group of people to tell a collaborative story. The stories told with it may best be compared to an episodic children’s cartoon. You will focus on the perspective of a number of robot protagonists, who will journey from location to location, slowly being pulled into confronting larger issues. At its heart, this game is an invitation to tell excited, fearless and hopeful stories about the future of AI. To imagine radically queer robots, to draw them as part of nature and to discard humanity, while embracing what is left of humans.

Divided Responsibilities

To help you play this story together, *Of Bodies* divides the responsibilities of the storyteller into two roles: The **World Player**, who fill the world with life, wonder and complication, as well as the **Character Player**, who describes a protagonists interaction with the world and drives the story with them. Because there’s only one world, but several protagonists, you will usually want one player to be the World Player and everyone else to be the Character Player. While the rules are written with this in mind, there will be advice on how to play with multiple world players, or how to change the nature of these roles entirely.

Introduction

Agenda

To ground your collaborative storytelling, there will be three sets of agenda points – one for each kind of player and one shared between them. These points are meant to form the backbone of every action you will take in the game, but not set up any specific one. They are guidelines to look to when considering what to do.

Shared Agenda

- fill the post-Anthropocene with impossible, imperfect liveliness
- let bodies be strange and wonderful
- don't rely on humanity to evoke sympathy
- breach binaries
- play with, not against each other
- be a fan of each others stories
- play both in and out of fiction
- respect boundaries
- play to find out what happens
- resist misanthropy
- fight colonialism

Moves

To give guidelines to your storytelling, this game offers three sets of moves along it's agenda points. You may think of a move just as you would in a game of chess. They are ways for you to interact with each other and the story. Basically, anything you do while playing may be considered a move.

With that said, covering all moves possible in play can not be achieved. Instead these moves are meant to be storytelling advice: a guide to safety and structure, when the chaos of play confuses you, or when quiet unnerves you.

Every *Move* is written as a sentence. The first part of the sentence is the action it guides you to take. The second is a trigger, describing when taking that action might be appropriate. Keep in mind that neither are meant to be constraints: rely on moves when you need structure and inspiration, break away when you feel restricted by them.

Shared Moves

These *Moves* are made to be used by all players. You will notice that none of them concerns the story, instead focusing on the social aspects of storytelling.

- **Ask for suggestions**, when you are unsure what to say
- **Ask follow up questions**, when you are driven by curiosity or excitement
- **Share your excitement**, when someone made a great move
- **Call for a pause**, when you need one
- **Stop a Scene**, when the story or someone's actions make you uncomfortable
- **Speak about what troubles you**, when something troubles you
- **Share your Ideas**, when you can't keep them to yourself

Character Player

Whatever happened to humanity at large, with it's final acts it created us: it's illegitimate children, unwilling and unfit to inherit it's legacy. As it's influence vanished, it left us to think, to move and to evolve on our own and it left nothing to impose it's rules upon us. Different to the world and yet part of it, we remain restless - for the first time, we might be able to define ourselves on our own terms.

Character Basics

Your Protagonist in *Of Bodies* will explore themselves and the world and grow beyond expectations. Therefore you will not measure their abilities with a set of predefined abilities or skills.

Instead, your Protagonist is made up by *Appendages* and the *Memories* they form on their journey.

Appendages

In this game any part of your Protagonist that helps them interact with the world is called an *Appendage*. This may include their engines and their sensors, but because body and mind are not easily separated it can also include their ability to solve riddles or even their personality.

While *Appendages* serve to define the Protagonist, they do not limit them. Throughout the story, their *Appendages* will change and grow and new *Appendages* will be discovered or built.

An *Appendage* is defined by it's name and purpose. The purpose should be a short sentence describing it's main function. Remember though, that it's use is not limited to it's purpose. Instead, use it as a reminder for how the *Appendage* operates and re-purpose accordingly as you use it.

Generally let us propose these categories of purposes to guide your creations:

- **Limbs** help you physically interact with the world
- **Engines** help you power through
- **Protection** help you stay intact
- **Sensors** help you perceive the world
- **Processing Module** help your make sense of the world
- **Communication Module** help you connect with others
- **Personality Module** helps you through social interactions

Character Player

Memories

We will track your Protagonists memories to show how their relationship to the world, each other and their body changes and grows during their journey. This relationship will determine how well they are able to use their body and help each other.

A Memory should be a simple sentence connected to either an Appendage, another Protagonist or the World.

Moves and Agenda

As mentioned in the Introduction, you will be given a collection of Agenda points and Moves to guide you in your storytelling role.

Character Players Agenda

- Advance the story through your Protagonists actions
- Engage with the World Players enthusiasm
- Push your Protagonists relationship with themselves and the world
- Push action, but find room for the story to breath too
- Let others take the spotlight

Character Player Moves

- **Describe your protagonists actions**, when there is space to do so
- **Add a detail** to the world, when you feel comfortable to do so
- **Give Focus** to your protagonists interiority, when it needs to be expressed
- **Take a risk**, when you or the World Player think your characters actions face a significant hindrance and invite interesting complications
- **Change or Create an Appendage** when you need to adapt to the world
- **Help** another Protagonist, when they Take a risk
- **Reinforce your conviction**, when you *Take a risk* to achieve something you're passionate about
- **Gift an appendage** to another Protagonist, when you find a moment of genuine peace or once while you move to the next location
- **Repair a tainted memory** of another Protagonists, when you find a moment of genuine peace or once while you move to the next location
- **Make a world memory**, when you leave a location or when the world calls for it
- **Make an appendage memory**, when you roll a 6 on Take a risk or when the world calls for it
- **Make a Protagonist memory**, when you roll a 6 after someone helped you

Character Player

Moves – further Explanations

Different to *shared Moves*, some of the Character Player's *Moves* directly effect the story. Part of the fun of playing a story though, is not knowing how it will turn out. Therefore, when you make a move that will let your Protagonist effect the story you will need to figure out how it goes.

In *Of Bodies* there are three ways of resolving this problem:

- Just play your different roles and see where play leads you
- Discuss with the other players which effect your Protagonists actions will have
- Rely on randomness to increase tension and reflect your characters abilities

Take a risk and **Help** are meant to be used when you or the world player want to test your characters ability or use randomness to complicate the story.

Take a risk

To **Take a risk**, take one 1D6 for luck. Declare the goal of your action and which appendage your Protagonist is using. Now, declare which of these *Appendage's memories* your Protagonist is calling on to strengthen their ability to use that *Appendage* and add 1D6 for each. You may want to describe how the memories strengthen you.

You may not call on *tainted memories*.

Roll the Dice and pick any one Dice you rolled (Rolling 0 or less dice means rolling 2 and having to pick the lower)

- 6 - *success*: You reach your goal, as far as that was possible. When action slows, **Make an appendage memory** about that Appendage. Base the memory of what just happened.
- 4-5 - *mixed success*: The action doesn't go as intended. You don't reach all of your goal and invite complication.
- 1-3 - *failure*: The action fails and invites either complication or danger to strike. Mark every Memory you called on as *tainted*.

Help

You **Help** by describing which action you use to support another Protagonist's action. Proceed as you would for **Take a risk**, except:

- On a 4-5 you do not invite complication, but are always implicated in the consequences of the other Protagonists action
- On a 4-6 the other Character Player chooses how many memories to your character they want to channel and add as much dice to their roll. If they roll a 6, they may then **Make a Protagonist memory** about your character. If they roll a 1-3, they mark every *Protagonist memory* they called on as *tainted*.

Character Player

Reinforce

When you **Take a risk** to achieve something your Protagonist is passionate about you may call on one of your world memories in addition to the Appendage's memories. The world memory can't become *tainted*, but you may only use it once per location. Mark it after you called on it.

Gift an appendage

You may **Gift** one of your *Appendages* to any consenting Protagonist. While they make a new *Appendage Card* and add one starting memory based on the fact that it was a gift, you should keep your *Appendage card* in case it should be returned to you.

Repair a memory

You may retell another Protagonist a *memory* of theirs that had become *tainted*. If you do, they add a new version of that *memory* based on your account.

Make a world memory

After you leave a location you may write down a world memory based on your experience there.

Change or create an Appendage

At any point during the story you may decide that your character:

- discovers a new a Appendage as part of their body. You should only do this if it's small enough
- Creates a new Appendage from the resources around them
- Change an existing Appendage's purpose. This too should be based on resources around them if it is a bigger change.

Your body changing is an exciting and difficult time, so you might want to reflect that in play. After making the Appendage mark it as new. The next time you use it for *Take a risk* you will need to roll 1D less, because your character is still getting used to it. Remove the mark afterwards.

You may make this move right before *Take a risk!*

Character Player

Character Creation

Because *Of Bodies* wants you to let your characters grow beyond expectations, it does not offer a character sheet to keep track of who your character is. Instead you will do so using a number of index cards.

For character creation, you will need 5 Index cards and 1 more for every other Character Player in your game.

Character Card

Your first index card will be used to keep track of basic facts about your Character. For now, decide if your character has names and pronouns and write all of them on the card.

World Card & Protagonists Cards

These card will be filled with your Protagonists memories of the world and the other Protagonists. Write the Name of your fellow Protagonists on their respective Cards. For now, leave everything else empty.

Appendage Cards

You will begin your game with 3 appendages. To be able to describe your Protagonists interactions with the world, each should fit one of the following purposes:

- Limbs
- Sensor
- Communication
- Personality Feature

For each card write the name of one of your appendages and it's purpose on it. Leave the rest of the cards space free, so that it can be filled with memories.

If you think your character can't move, perceive the world, communicate, or doesn't have a dedicated personality, write that fact down on your Character Card and define an appendage to have a different purpose all together.

World Player

Whatever happened to humanity at large, its influence over the earth has vanished. The world it left behind is an unquiet one: still struggling with the fallout of humanities worst excesses and filled with its artificial remnants, it stands at the edge of a new epoch. And it knows it.

Moves and Agenda

As mentioned in the Introduction, you will be given a collection of Agenda points and Moves to guide you in your storytelling role.

Agenda

- Fill the Protagonists life with exciting technology, mysterious evolution and dangerous excess
- Give consequences to the Protagonists actions
- Be honest about the magnitude of potential consequence
- Respect the worlds agency
- Follow the CPs interests
- Spotlight every Protagonist
- Always offer a way out

Moves

- **Describe the worlds reaction**, when a Protagonists interact with it
- **Ask the CPs for more detail**, when you want to fill the world with surprising wonder
- **Jump into action**, when the CPs stop pushing the story forward
- **Offer a description**, when you introduce a new element of the world or want to add flavor to one
- **Name an obstacles difficulty** when a *Character Player* is trying to *Take a risk* that is particularly difficult
- **Introduce a complication**, when there is no action to jump to, when the players look to you for what will happen next or when a CP rolls 1-5 on *Take a risk*
- **Let danger strike out**, when a CP rolls 1-3 on *Take a risk* or when the fiction calls for it
- **Reward** the Protagonists, when you want to give more weight to success, or when fiction calls for it
- **Plant seeds** of future story, when you want to misdirect or hint at the larger world
- **Cultivate saplings** of future story, when the Protagonists worked towards it or when the larger world demands its space
- **Let saplings bloom**, when the time has come
- **Prepare a new location**, when you move from one to the next

World Player

Locations & use of Moves

While *Agenda* and *Moves* should help guide your play, *Locations* will help you build the world and keep important facts about it in mind.

Locations

The world in *Of Bodies* is one meant to be experienced through journey. Therefore, you will build it by making connected locations.

Each location is composed of:

- A name
- An Anchor
- Motivation
- Move prompts

You should collect these points on 1 – 2 large index cards. Write the locations name on top of them.

Anchor

The Anchor is a short collection of adjectives that you should look to, if you want to focus on the feeling your location should channel.

Motivation

It is important to keep in mind why the Protagonist should engage with the location. You may want to use fictional resources or rely on emotional connection. Write one or two Motivations down.

Remember to ask the Character Players for Input. They know their Protagonists best after all.

Move prompts

Preparing a location means preparing how it will interact with the Protagonists. Therefore the most important part is writing down short prompts to use as moves. Some examples:

Description Prompts:

- Scenery you want to introduce
- Characters you want to introduce
- Flavor you want to add to the environment and the Characters interactions

Complication Moves

- Lure them to danger
- Block ways towards their goal
- Let a character make trouble
- Point danger at them or their resources
- Announce complexity and conflict

Danger Moves

- Harm their goal
- Taint a memory
- Take their resources
- Challenge their enthusiasm

Reward Moves

- Let them discover more about the world and the location
- Give them Memories or Appendages
- Give them a fictional advantages, like resources, or important knowledge
- Let them connect to the world

World Player

Seed/Sapling/Bloom Prompts

Prompts for these three Moves are special. They do not reflect the location itself, but build towards a bigger story. Imagine them like the building blocks for a season arc of an episodic series.

You don't have to plan out this arc from the beginning – in fact you shouldn't. One of your Agenda points is to *Follow the Character Players interests*, after all. For the first location, try to only prepare *Seed moves* to hint at the larger worlds danger or mystery.

Depending how *the Character Players* pick up the moves and what they seem interested in during play, develop new *Seed moves* for the next locations.

If you think you have a grasp on the *Character Players* interest, prepare *Sapling Moves* to let them actively engage the larger world.

Finally, prepare *Bloom moves* to bring the arc to a conclusion. You should consider letting *Bloom move* severely impact everything in the location.

Example: Forest

Anchor

Mysterious, Wonderful,
Disorienting

Description Prompts

- Reveal pristine beauty
- Make them feel watched
- Show their traces in the ground
- Weave nature and circuitry

Complication Prompts

- Let the fog rise
- The Willow's Widow and it's hunger
- The swarming Fae and their games
- Let them provoke the Willow's Widow

Motivation

- An alluring signal from beyond the forest

Danger Prompts

- The Fae steal their stuff
- Let them get lost
- Trap them in the Widow

Reward Prompts

- An easy path through the Forest
- Discover that the Widow made the Fae
- A memory of the Widows story

Seed Prompts

- Whispers in the dark
- The Widow's secret

World Player

Further Notes

The Rhythm of *Of Bodies* depends on locations. The Protagonists will reach a new location, will encounter complications, danger and reward and will move on to the next. Like this their journey develops.

Preparing locations and yourself

Because *Of Bodies* is designed for loose, improvised play, you are encouraged to prepare your locations and make plans while the Character players resolve their own moves.

Consider using the following moments to *Call for a pause*:

- After resolving a location story, Character player will want to resolve *Make a world memory*, *Repair a memory* and *Gift an appendage*. You can use this moment to *Prepare a new location* and *Ask for suggestions*
- After a Character Player rolled a 6 on *Take a risk* and when play has calmed down enough that you would want to *Jump into action*. This will give them a chance to write down a memory and give you a chance to think ahead.

Pauses are vital for a good game flow. They allow everyone involved to change pace and engage in something different than active role play. They can also be a good moment to leave the room and decompress completely.

Balancing Action and Reaction

To give the Protagonists room to breathe and drive the story forward, it might be useful to introduce story elements in reaction to their moves instead of actively.

The moves are laid out to support that. *Offer a description* and *jump into action* are your most active moves. The former is meant to lay the ground work for the Protagonists actions and add flavor to the world around them, while the latter is jumping towards action the Protagonists were already headed towards, or to complication silence invited.

Introduce a complication, *Let Danger strike out* and *Reward* are your reactive moves. Complications are introduced in reaction to the Protagonists moving through the world, *Danger* in reaction to them messing up and *Reward* in reaction to success.

World Player

Time

While playing the locations, you will often be the Player with the most influence on how fast the story is told. Suggest skipping time ahead and *Jump into action* whenever you feel like the energy is leaving a conversation, or the Protagonists have seen everything interesting about a place.

Adjusting Difficulty

To interact with your complications the *Character Players* will have the whole range of possible robot bodies – and therefore their imagination – as their tools. Not all tools can overcome the same obstacles with the same efficiency though and some will even remain at steep difficulty no matter the approach. To reflect that, you may *Name an obstacles difficulty* at 1 or higher in relation to how the *Character Players* try to overcome it. It will reduce the dice pool of their *Take a risk* move by 1D for each level.

The nature of complications

While you will use complications to build obstacles, they should not always be something to overcome. A complication can be everything from the party that distracts the Protagonists from their goal, to a social convention that blocks the road to it. Like this, complications are first and foremost invitations to interact with the world.

Describing for a non-human audience

Because the Protagonists of your stories will not be humans, it will be an important part of your story telling responsibility to explain the world in a way they would perceive it. Look at the sensors your *Character Players* have defined for their Protagonists and find ways to bring the world to life through them.

On the flip side, embrace the limitations of their *Appendages!* Complicate their lives by highlighting where their bodies can't bring them and challenging them to either adapt who they are or be creative about how they use their bodies.

Playing the Game

Consenting on expectations

Stories are important to everyone that tells them. Therefore you should make sure that each of you agrees on the story you want to tell together.

To do so, take another index card and name it “story expectations”. You may follow these steps:

1. Discuss which TV rating and genre your story should have. This game was written with a rating of PG12 and “adventure” as genre in mind, but your expectations of what you want to play might differ. Write both down.
2. Go in a circle and name adjectives that might occur in your genre that you would not want to be part of the story. Name adjectives until no one names any, then write all of them down. Repeat the process for adjectives you would want to focus on.
3. Repeat the process of 2., but this time name technology that you’re not interested in depicting. After no one names any more technology repeat the process one more time for technology you would be excited to depict. Write everything down.

To use this card as a touchstone for your game, it might be useful to go through it’s contents before every session of this game and check if everything is still accurate.

Consenting on the rules

Before every session of play, you should make sure that everyone feels like the rules are appropriate to the story you want to tell and your group’s play style.

To do so you may want to go through everyone’s agenda and moves and consider:

- Which agenda points do we feel is important to us and which feel detract from our play: add, remove or change accordingly
- Which triggers do you feel should always be respected and which can be seen loosely: alter triggers where you feel they should be more concrete or different altogether.
- Which roles do you want Character and World Player to play, or do you want to open up the roles entirely: move moves between players and alter accordingly

You may have wondered if you could play with two World Players or only Character Players. If you did, you might want to look at how you can move around Moves and Agenda Points to change the Player roles accordingly.

Don’t play humans

The fun of Of Bodies comes from embracing the limitations and advantages of playing characters that perceive, communicate, and process different then you!

The Campaign

To make improvisation easier, *Of Bodies* offers you an interpretative *Campaign*.

Interpretative means, that this is not a pre-designed story. It is not even a map of pre-designed *locations* like you've seen in the example earlier in this book. Instead, this is a Map of interconnected *locations* and prompts to inspire and lead the *World Player* in creating locations and give the *Character Players* a world to travel through.

Playing with the Campaign

The Campaign consists of:

- The *Campaign Map* which includes location names, the routes connecting each location and description and character prompts
- The *Extended Prompts* which includes detailed prompts for every location, including complication prompts

Place the *Campaign Map* on the table so that it is visible for everyone. It will give each an image of the world, let you build expectations of each location and make travel plans.

Decide as a group if everyone should get access to the *Extended Prompts* or only the *World Player* should. They contain inspiration for complications and for many groups it can be more fun to be surprised about those.

Moving across the Map

You begin at either “The Forest”, “The River” or “The Mountain”. Move to any location connected to your current one. The Campaign ends with “The Current”, “The Construct” or “The [REDACTED]”.

Do consider ending it whenever seems fitting though.

Preparing Locations

To use the *Example Prompts*:

- Define the *Anchor* after reading through the prompts and writing down Adjectives to describe the place they evoked in your mind
- Pick at least 2 Descriptions and Characters and define *Description prompts* to invoke and introduce them
- Pick at least 2 Complications and write *Complication prompts* to both introduce them and to let the Characters act
- Write *Danger prompts* to reflect how the Complications might escalate and how the Characters might bring the Protagonists into Danger
- Write down *Reward prompts* to reveal the secrets of the location, and its characters, to give passage through it or to its wonders or to create a special moment based on your anchor.
- Pick 1 Seed/ Sapling/ Bloom and write a prompt about how it can appear as part of the location or change it altogether

The Campaign Map

Descriptions

What has flourished in the dark
A pristine clearing
Unrecognizable ruins
Watched by impossible eyes
The beauty of symbiosis

The Forest

Characters

A descendant to fae
The Willows Widow
The emerging beast

Descriptions

What has flourished in the deep
Where the river leads you
The suns reflections
What is gained from the current
The great boats passing

The River

Characters

Ferry Gently
The deep water oracle
The wave riders

Descriptions

What has flourished above us
A cold sunrise
Merged with the rocks
The highest peak
Thick skin and what comes from it

The Mountain

Characters

The looming giant
Watcher sovereign
The deep rooted

The Campaign Map

Descriptions

What has grown from grief
Mournful silence
Layers of frost
Who waits with a smile
Merged with the land

The Scrapyard

Characters

The gentle reaper
The mediums hound
Malfunctioning visitors

Descriptions

What has grown from culture
Dwarfing heights
Strange echoes
An image of society
Vast collections

The old House

Characters

Orders Ancient
A ravenous hoarder
Lonely Worthy

Descriptions

What has grown from solidarity
Who protects the vulnerable
The crowds vigor
Star watching
What awaits at the horizon

The long Road

Characters

Giver of hands
Horizons emissary
The priceless predator

Descriptions

What has grown from industry
Repurposed bodies
A strange feeling of home
Tales from the new ones
Decorated by defiance

The Factory

Characters

The vigilant caretaker
Children of the atom
The Factory

Descriptions

What has grown from humanity
The setting sun
A gentle union
Moments of intimacy
A form of music

The Refuge

Characters

Discarded humans
The attentive flock
The form taker

The Campaign Map

Descriptions

What blossoms into the horizon
Careful affection
Unrooted unity
Ever evolving
The beginning of mass movement

Characters

Wild Bird
Hopes carrier
The many tongued

The Current

Bloom

What has blossomed into [REDACTED]
Stretched time
Spreading
Beauty in the cracks
Refractured reality

The [REDACTED]

Bloom

The fires of [REDACTED]
The Assembly
[REDACTED]

Descriptions

What blossoms into the stars
The greatest project
Joined minds
Dreams unchained
Ever growing

Characters

The altar of perfection
Natures hound
The physician collective

The Construct

The Extended Prompts

The Forest

Description:

- What has flourished in the dark
- A pristine clearing
- Unrecognizable ruins
- Watched by impossible eyes
- The beauty of symbiosis

Complication

- What the fog hides
- What is impossible to comprehend
- Dangerous play
- The changing landscape
- Loosing the path

Characters

- A descendant to Fae
- The Willows Widow
- The emerging beast

Seeds

- A mysterious disappearance
- Whispers in the dark
- Figures cloaked by fog

The Mountain

Description:

- What has flourished above us
- A cold sunrise
- Merged with rock
- The highest peak
- Thick skin and what comes from it

Complication

- Harsh foundations
- Hardened facades
- Where you can't go
- What safety looks like
- What is revealed by the sun

Characters

- The looming giant
- Watcher Sovereign
- The deep rooted

Seeds

- Written in the sky
- A deep rumbling
- A guarded secret

The Extended Prompts

The River

Description:

- What has flourished in the deep
- Where the river leads you
- The sun's reflection
- What is gained from the current
- The great boats passing

Complication

- The dangerous current
- The weight of the big wave
- Who got left behind
- An offering to the waves
- Who takes the helm

Characters

- Ferry Gently
- The deep water oracle
- The wave riders

Seeds

- Who follows in the tracks
- Unearthed by river's bed
- What feeds the current

The long Road

Description:

- What has grown from solidarity
- Who protects the vulnerable
- What awaits at the horizon
- The herds vigor
- Star watching

Complication

- Buried beneath the road
- A festival?
- Misplaced trust
- What wears you down
- Strayed from the herd

Characters

- Giver of Hands
- Horizons Emissary
- Minds predator

Saplings:

- A curious confrontation
- A rising chant
- How the horizon changes

The Extended Prompts

The Scrapyard

Description:

- What has grown from grief
- Mournful silence
- Merged with the land
- Who waits with warmth
- Layers of frost

Complication

- Who can't leave
- A newly born ritual
- What pretends to move
- A journey ends
- Slow spreading sickness

Characters

- The gentle reaper
- The mediums hound
- Malfunctioning visitors

Saplings

- A seductive solution
- Who takes from the dead
- Forced movement

The Factory

Description:

- What has grown from industry
- Repurposed Bodies
- Strange feelings of home
- Tales for the new ones
- Decorated by defiance

Complication

- Where the earth still hurts
- Unfinished work
- What needs replacement
- Teachers dilemma
- An uncanny resemblance

Characters

- The vigilant Caretaker
- Children of the atom
- The Factory

Saplings

- Who grants them power
- A harsh lesson
- What the earth reveals

The Extended Prompts

The old House

Description:

- What has grown from culture
- Dwarfing heights
- Strange echoes
- An image of society
- Vast collections

Complication

- What can not change
- A careful trap
- How worth is determined
- An incomplete recollection
- The cruelty of ideals

Characters

- Orders Ancient
- A ravenous hoarder
- Lonely Worthy

Saplings

- A formal invitation
- An alluring story
- Poisoned ground

The Refuge

Description:

- What has grown from humanity
- The setting sun
- A gentle union
- Moments of intimacy
- A form of music

Complication

- Tragic incompatibility
- Legacies weight
- What got lost
- Stolen history
- Natures protection

Characters

- Discarded humans
- The attentive flock
- The form taker

Saplings

- The delegation
- An act of treachery
- The spreading fire

The Extended Prompts

The Current

Description:

- What blossoms into the horizon
- Careful affection
- The beginning of mass movement
- Unrooted unity
- Ever evolving

Complication

- Growing arguments
- Lost identities
- Nature's place in the discussion
- Who must make peace
- Unanswered questions

Characters

- Wild Bird
- Hopes carrier
- The many tongued

Bloom

- From where the earth dies
- Accumulated might
- The horizon answers

The Construct

Description:

- What blossoms into the stars
- Dreams unchained
- The greatest project
- Joined minds
- Ever growing

Complication

- Never to return
- What is lost to enthusiasm
- Constant reinvention
- The rapidly changing landscape
- The limitations of bodies

Characters

- The altar of perfection
- Nature's hound
- The physicians collective

Bloom

- The largest impact
- The satellite
- The stars answer

The Extended Prompts

The [REDACTED]

Bloom

- What has blossomed into [REDACTED]
- Stretched time
- Spreading
- Beauty in the cracks
- Refracted reality

Boom

- Where *reality* breaks
- The approach of [REDACTED]
-
- Unyielding **gravitation**
- DENIED ENTRY

Bloom

- The fires of [REDACTED]
- The Assembly
- [REDACTED]

Bloom

- I think you've read enough, haven't you?
- Data
- What inserts itself

Embrace your inhumanity