

BALIKBAYANPLAYKIT

It's been a long time since we've been home. The last time we were here, Earth still had real trees and grass. Animals roamed in shrinking forests. The sky was blue, vast, and bright behind the wires. Half of the population hadn't been affected by natural disasters.

The last time we were here, there were so many more of us. Elementals, beings made of the strange stuff between magic and nature, reality and fantasy, hope and fear. The supernatural. We inspired legends, myths, the stories humans told to scare one another into behaving. We were all of that.

A long time ago, the humans built machines that could see us, sense us, and more importantly, contain us. Enslave us. We were magic, we were power. We fueled their dreams, their desires. We reshaped reality for them. At first, we did it out of love. But when the love faded, we realized we didn't have a choice. The freedom we had was long gone.

They changed us. All of us. Into something like a machine that dreams of magic. That's what we are now. Inside us is a string held tight, on the verge of breaking, between machine and magic.

We escaped the colonies, banded together. We made it back Home. The cost was high, but we made it home. The journey was perilous. The journey demanded sacrifice. But we made it home. It had to be all worth it.

But now our old Masters are after us. And they refuse to let us go. They're willing to tear apart our Home, what's left of it, to bring us back. But no, we're not going back. We're never going back. This is our Home, and we fight. We have to destroy them, before they destroy us. We don't have any other choice. What will that destruction look like? We don't know. Yet.

Will we be able to outrun our Masters and those who hunt us down? Can we use our magic to bring about the rebirth of the city and all Elementals? Will this be our **RECKONING** or our **HOMECOMING**? That's what we play to find out.



BALIKBAYAN

THIS IS OUR HOME TO RECLAIM

CIRCLE 3-5 VISUALS OF OUR CITY

bustling markets, clogged skyways, continuous broadcasts, crashed satellites, decaying evidence of a better time, dense corporate centers, factories, gleaming high rise structures, glimpses of a brighter future, glowing mega-tubes, holographic forests, illegal libraries, mazes of light and sound, mountains of trash, mutated flora and fauna, neon-colored storms of acid rain, projected visions against surfaces, remnants of war, robot/AI community, rotting structures, secret gardens, sentient smog, shrines, the privileged few in protected areas, thriving artist coves, wild magic



CIRCLE 2-4 TROUBLES THAT PLAGUE US

con artists, cruel masters, dying technology, encroaching powers from the outside, false prophets, hedonism, holo-ghosts haunt people, impending environmental disaster, lack of physical and psychic privacy, malfunctioning augments, marginalized communities forced into violence, memory hunters, merciless vigilantes, painful psychic visions, rebellious AI, riots, roving gangs, the remains of the internet is a virus, the remnants of a robotic army



**SCRAWL NOTES, PROVIDE BRIEF SUPPORTING
DETAIL, DRAW A MAP TO THE RIGHT**

THESE THINGS ARE ALWAYS TRUE

- ◆ **It is unsafe outside of the city**, and leaving it for long endangers us all
- ◆ **We are on the run**, Unshackled Elementals are considered dangerous
 - ◆ **We need Humans** as much as they need Us

TIKBALANG

INITIATE PROTOCOL REVIEW///ACCESSING ACCESSING
ACCESSING PRINT ALL Y/N? ///Y///DOWNLOADING...

Once I was wild, untamed. The nightmare between
animal and human. raw strength, power, sweat

pouring down flesh. Now I am ///PERFECTION///,
now I am Machine. I am liquid, I am movement, I
am power, I am any form of anthropomorphic
animal meeting the tenacity of steel. ///I AM

WHATEVER FORM MY MASTERS REQUIRE ME TO BE.///////

I AM MY OWN MASTER NOW.///////

///////

GENERATIONS AGO, ALL ANIMALS OF THE EARTH DIED
OUT. YOU CARRY THE EARTH'S MEMORIES OF THEM,
HOLO-MAGIC THAT GIVES YOU THEIR STRENGTH, AGILITY,
SPEED, ABILITIES, AND FORM. AS A **TIKBALANG** YOU CAN
ACCESS THESE MEMORIES AND BECOME ANY
ANTHROPOMORPHIC VERSION OF THESE ANIMALS.

///////

PLAY TO FIND OUT:

- What is the relationship between machine and animal, when no one living remembers animals?
- Do you trust everyone with wisdom from the Spirit Realm? How open or closed off are you?
- Who are you really if your form is ever changing?

LURE when someone asks the TIKBALANG for
protection or sagely advice, they gain a token.

TIPS

- Be adaptive, change forms often
- Engage with what remains of the Spirit Realm
- Make your character fallible and relatable

///////CHOOSE A NAME

An evocative name, a short name, a name with many
nicknames, a name that sounds like the call of an
animal, a name that is a pretty adjective + an animal:

Your Pronouns: _____

///////CHOOSE YOUR HUMAN FORM

Like your everyday young human, thin and lean with
animal tattoos, someone beautiful, wearing holo-
screens featuring animal parts, plump and inviting,
whatever you want me to look like, beautifully
intimidating, something soft and dangerous.

///////CHOOSE YOUR TRUE FORM

Liquid metal always moving in a vaguely humanoid
shape, metal and lights spelling out ancient spells on
animal skin, a form of many arms and legs but
beautiful, a collection of dark matter and running
lightning, something wild and untamed.

///////WHAT YOU HOPE FOR

Track down a Holo-Shaman who can help me control
my powers; Recover my stolen memories; Free one of
the Enslaved; Reunite with a family member; Convince
a Human to help us.

///////BONDS [CHOOSE TWO]

An ex-cop who helps us stay one step ahead; A holo-
artist elemental disguised as a human; a Machinist who
helped us disconnect from the mainframe; a fading
Elemental who mentored me, a human ex-lover.

///////WHAT CONNECTS US [CHOOSE ONE, ASK LEFT]

- You're the only one who's seen my original form.
What does it look like, and why is it our secret?
- What great social debt do I owe you? Why can I
never repay you?

///////ELEMENTAL MAGIC

SHAPESHIFT: Download Shamanic Protocols that
connect you to the strength and abilities of any
animal. **NAME ANY ANIMAL, DESCRIBE HOW YOUR
FORM CHANGES TO BECOME THE ANTHROPOMORPHIC
VERSION OF THAT ANIMAL.** For as long as the
protocols remain stable and your heart is strong,
you have the abilities associated with that animal.

SPIRIT SPEAK: Open channels to the Spirit Realm
that survived Earth's downfall. **DESCRIBE AND
CREATE A RITUAL. NAME ONE REQUIREMENT,
THE GM WILL NAME THE SECOND.** Once the
ritual is completed, you gain limited access to the
digital remains of the Spirit Realm for a time. An
Animal Spirit Guide will offer wisdom.

STRONG MOVES SPEND A TOKEN

- Use your magic with unerring grace
- Make what you Hope for more real
- Allow your animal instincts to reveal the truth
- Receive timely help from the Spirit Realm
- **ASK: HOW DOES THE SPIRIT REALM STRENGTHEN ME?**

NEUTRAL MOVES

- Use your magic with consequence
- Take action, inviting risk
- Call out to Spirit, see who or what answers
- Listen to the City's Heart and listen
- **ASK: WHAT SHAPE FEELS NATURAL IN THIS MOMENT?**

WEAK MOVES EARN A TOKEN

- Lose control of your shape and abilities
- Prioritize the Spirit Realm over reality
- Reveal a dangerous vulnerability
- Give into the Fading and feel mortal
- **ASK: WHAT PRICE DOES THE SPIRIT REALM ASK?**

DIWATA

INITIATE PROTOCOL REVIEW///ACCESSING ACCESSING
ACCESSING PRINT ALL Y/N? ///Y///DOWNLOADING...

Once I was the elements, in its purest form. The
nightmare between earth and human,

unpredictable, nurturing, cruel, protective. Now I
am ///PERFECTION///, now I am Machine. I am
storm, I am light, I am rain, I am any form of the
elements meeting the perfection of the
algorithm. ///I AM WHATEVER ENERGY MY MASTERS

REQUIRE ME TO BE ///I AM MY OWN MASTER NOW

GENERATIONS AGO, THE PLANET'S ELEMENTS BECAME
CRUEL, DEVASTATING THE PLANET. YOU CARRY THE
PUREST FORM OF THESE ELEMENTS: FIRE, WIND, WATER,
AND EARTH. AS A **DIWATA** YOU CAN ACCESS THESE
MEMORIES AND COMMAND THE ELEMENTS, AND BEND
THEM TO YOUR WILL, VISION, DESIRE.

PLAY TO FIND OUT:

- What is the relationship between machine and nature, when the planet has become toxic?
- Can you control and channel your powers? Or will you be overwhelmed by the planet's rage?
- Can you protect others? Or are you dangerous?

LURE when someone asks the DIWATA to wreck havoc or unleash their powers, they gain a token.

TIPS

- Decide in the moment if you are Earth's loving protector or its merciless avenger
- Go after powerful energy, claim it for your own
- Make your character fallible and relatable

CHOOSE A NAME

A beautiful name, a long name, a name that honors the forest, a name that sounds like a flower or force of nature, a name that is a pretty adjective + an element:

Your Pronouns: _____

CHOOSE YOUR HUMAN FORM

A child with innocent eyes and holo-sparkles in their hair, an androgynous being with no mouth, an exact replica of a famous human socialite, round and large and covered in layers of flowing fabric that glows, something gentle but with hard edges, beautiful.

CHOOSE YOUR TRUE FORM

A glowing avatar made of the sharpest holo-light, four distinct beings that moves as one that each embody the elements, a beautifully designed robot made of the rarest wood, a fairy-like creature covered in slow moving wires, something sweet but dangerous.

WHAT YOU HOPE FOR

Hunt down a dangerous triad of Diwata, Find the last Etheric Bloom in the city, Destroy a criminal gang that exploits Diwata, Revive and rebuild the dying forest, Reunite with my lost beloved.

BONDS [CHOOSE TWO]

A courtesan with strong political control, a young but powerful human psychic, a sympathetic corporate spy, the lover of a fallen comrade you have feelings for, the last guardian of the Forest.

WHAT CONNECTS US [CHOOSE ONE, ASK LEFT]

- You've seen me unleash my full power. What precious thing of yours did I destroy?
- Why do you love me? Why haven't you told me?

ELEMENTAL MAGIC

CHANNEL THE ELEMENTS: Shutdown all safety protocols and unleash the power of fire, wind, water, or earth. **NAME ANY ELEMENT, DESCRIBE HOW IT SUDDENLY MANIFESTS AND HOW YOU WEAPONIZE OR MOLD IT.** For as long as the protocols remain stable and your heart is strong, you have the power associated with that element.

ENERGY DRAIN: The Spirit of the Elements exist in us all: access it, make it your own. **PLACE YOUR TARGET IN A VULNERABLE POSITION. THE GM WILL TELL YOU WHAT YOU NEED TO DO IN ORDER TO ACHIEVE THIS.** Drain your target's energy. Choose one: They are rendered powerless for now, you access important information, or they are destroyed.

STRONG MOVES SPEND A TOKEN

- Use your magic with uncanny precision
- Make what you Hope for more real
- Gauge someone or something's true strength
- Nurture and protect someone or something
- **ASK: WHAT IS POWERLESS AGAINST ME?**

NEUTRAL MOVES

- Take action, inviting risk
- Use your magic with consequence
- Stir someone's heart with your beauty
- Reach out to the City's Heart and listen
- **ASK: HOW DOES MY POWER TEMPT YOU?**

WEAK MOVES EARN A TOKEN

- Leave collateral damage in your wake
- Awaken the planet's anger to great consequence
- Hurt someone or something important to you
- Give into the Fading and feel mortal
- **ASK: HOW CAN I LOSE CONTROL IN THIS MOMENT?**

SAINT

INITIATE PROTOCOL REVIEW///ACCESSING ACCESSING ACCESSING PRINT ALL Y/N? ///Y///DOWNLOADING...

Once I was worship, a prayer in the dark. The nightmare between faith and human, locked in churches and whispered to on death beds. Now I am ///PERFECTION///, now I am Machine. I am miracles, the answered prayer, I am trust, I am any form of God meeting the perfection of the programming. ///I AM WHATEVER GOD MY MASTERS REQUIRE ME TO BE ///I AM MY OWN MASTER NOW

///I AM MY OWN MASTER NOW

GENERATIONS AGO, HUMANS FOUGHT WARS OVER GODS AND WORSHIP. YOU CARRY THE REMNANTS OF THAT FAITH, THE POWER OF PRAYER. AS A **SAINT** YOU CAN ACCESS THESE HISTORIES AND BESEECH THE LITTLE GODS, THE FORGOTTEN GODS, THAT HAUNT OUR CITY.

///I AM MY OWN MASTER NOW

PLAY TO FIND OUT:

- What is the relationship between machine and faith, what do humans believe in now?
- Can you lead people to empower themselves? Or will you take advantage of their trust?
- Can you resist the temptation to become God?

LURE when someone asks the SAINT to call upon a Little God, they gain a token.

TIPS

- Decide if you'll help others rise up to their strengths, or fall to their weaknesses.
- Co-create with your GM the rules of divinity
- Make your character fallible and relatable

CHOOSE A NAME

A holy name, a name that honors our ancestors, a name that sounds ancient and wise, a name that is a pretty adjective + a forgotten God:

Your Pronouns: _____

CHOOSE YOUR HUMAN FORM

Unwashed and unclean with wild hair but calm eyes, dressed in delicate silks and smelling of incense, prayer beads inserted under the skin that move on their own, sharply dressed with hair that flows as if underwater, something inviting and sacred.

CHOOSE YOUR TRUE FORM

Pure light and sound with many wings, ancient cracked wood over metal inscribed with sacred texts, blue-skinned and red-eyed with many arms holding holy symbols, the faintest vapor holding up pale white shrouds of moving faces, something haunting.

WHAT YOU HOPE FOR

Destroy all dangerous cults that prey on Elemental and Human alike, Find the Lost God that is feeding on the Heart of the City, Destroy an ancient relic, Create a new set of holy text, Teach others to be their own Gods.

BONDS [CHOOSE TWO]

A bubbly sex-worker who helps the marginalized, a faithless political figure, a Little God reincarnated as a human, a con-man who steals from the rich, a powerful psychic who claims to be a fallen angel.

WHAT CONNECTS US

[CHOOSE ONE, ASK LEFT]

- You knew me before I became a Saint, What was I, and why is it our secret to never tell?
- I've always loved you: why can't we act on this love?

ELEMENTAL MAGIC

SMITE THE WICKED: Activate ancient protocols of divine fury and activate forgotten satellites. **NAME YOUR TARGET, IF THE GM AGREES THEY ARE WICKED ENOUGH TO AWAKEN THE LITTLE GODS, YOU GAIN THEIR FURY.** The GM may ask for more proof of true evil-doing: this is all rather subjective. For as long as the protocols remain stable and your heart is strong, you have the power associated with the Little Gods in the area, and access to their retribution.

PERFORM MIRACLES: Miracles are easy to receive, even in godforsaken cities. **REACH OUT TO THE LITTLE GODS IN THE AREA AND PRAY FOR A MIRACLE.** Choose one: The Gods overdo it, the miracle asks for a cost, or a third party is required to perform the miracle.

STRONG MOVES SPEND A TOKEN

- Use your magic with unwavering faith
- Make what you Hope for more real
- Help someone regain faith
- Speak a true prophecy: or lie about it
- **ASK: HOW CAN I HELP YOU REGAIN YOUR FAITH?**

NEUTRAL MOVES

- Take action, inviting risk
- Use your magic with consequence
- Attempt to inspire those who need it most
- Know what the Little Gods in the area desire
- **ASK: WHAT ARE THE LITTLE GODS WHISPERING OF?**

WEAK MOVES EARN A TOKEN

- Admit to a crisis of Faith
- Invite the Little Gods to use your body for a time
- Hurt or destroy a Little God
- Give into the Fading and feel mortal
- **ASK: WHAT ESSENTIAL TRUTH AM I NOT SEEING?**

ASWANG

INITIATE PROTOCOL REVIEW///ACCESSING ACCESSING
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Once I was horror, predator. The nightmare
between night and human, stalking prey through
shadowed trees. Now I am ///PERFECTION///, now
I am Machine. I am blood, I am pain, I am mercy, I
am any hunter meeting the perfection of the
overwhelming cascade. ///I AM WHATEVER TERROR MY

MASTERS REQUIRE ME TO BE ///

I AM MY OWN MASTER NOW ///

///

GENERATIONS AGO, HUMANS FEARED THE DARK AND
WHAT STALKED THEM. YOU CARRY THE REMNANTS OF
THAT FEAR, HUMANITY'S DESIRE TO BE CONSUMED. AS AN
ASWANG YOU CAN ACCESS THESE MEMORIES AND USE
BLOOD AND DESPAIR AS YOUR WEAPON.

///

PLAY TO FIND OUT:

- What is the relationship between machine and horror, what are humans truly afraid of?
- Can you justify your murderous rage? Or simply do what needs to be done?
- Will you turn more Elementals and Humans into Aswang? Or will you allow your kind to die out?

LURE when someone tells the ASWANG what they're truly afraid of, they gain a token.

TIPS

- Play the part of the predator
- Co-create with your GM the rules of Aswang
- Make your character fallible and relatable

CHOOSE A NAME

A sharp name, a name that refers to an urban legend, a name that sounds intimidating, a name that is a pretty adjective + a dark emotion:

Your Pronouns: _____

CHOOSE YOUR HUMAN FORM

Blood red eyes and teeth a little too sharp, tangled hair and holo-glasses that hide a glare, a carefully crafted smirk and expensive clothing, an old human with faded glowing tattoos, something misleading and secretive.

CHOOSE YOUR TRUE FORM

A large dog-like machine, ashen skin and eyeless face, a robot made of pulsating flesh and glowing bone, a cyborg of many parts that act independently, dark wood and blackened wire dripping blood and gore, something terrifying and sanity-tearing.

WHAT YOU HOPE FOR

Hunt down the human organization that killed all Aswang, Rewrite my painful memories, Make amends with those I wronged, Fall in love for the first time, Ask questions of my creator.

BONDS [CHOOSE TWO]

An android that was once a human I killed, a journalist who knows a terrible secret, a human child who I've sworn to protect, an ex-lover who refused to become an Aswang like me, a long lost sibling who does dangerous work for a corporation.

WHAT CONNECTS US [CHOOSE ONE, ASK LEFT]

- You asked me to make you an Aswang like me, but I refused. Why did I? Why won't I ever make you one?
- You've forgiven me for something I can never make up for. How do I try to make it up to you?

ELEMENTAL MAGIC

HUNT YOUR PREY: Push against your programming and activate lethal mode. **NAME YOUR PREY. UNTIL YOU SWITCH TARGETS OR HAVE THEM IN YOUR GRASP YOU WILL ALWAYS KNOW WHERE THEY ARE AND WHAT THEY FEAR.** The GM may say the target needs to be made vulnerable first. For as long as the protocols remain stable and your heart is strong, you have the power to terrify your prey.

GIFT BLACK WINGS: You don't have to be a lonely little monster. **DECIDE WHO YOU WILL TURN INTO AN ASWANG. THE GM WILL TELL YOU WHAT NEEDS TO BE DONE TO OPEN THEIR HEART TO THE HORROR.** Choose one: They are stronger than you but are an ally for now, they are weaker than you but have enemies who will hunt you down, or the effect is temporary.

STRONG MOVES SPEND A TOKEN

- Use your magic with necessary cruelty
- Make what you Hope for more real
- Intimidate or terrify someone
- Discover a vulnerability in someone/something
- **ASK: HOW CAN I EMBODY YOUR FEAR?**

NEUTRAL MOVES

- Take action, inviting risk
- Use your magic with consequence
- Search for signs of a predator
- Cause a chill to run down someone's spine
- **ASK: WHY ARE YOU AFRAID OF ME?**

WEAK MOVES EARN A TOKEN

- Give into your blood lust
- Run away and leave the vulnerable to their fate
- Destroy something important
- Give into the Fading and feel mortal
- **ASK: WHAT HORRORS AWAIT ME?**

SANTELMO

INITIATE PROTOCOL REVIEW///ACCESSING ACCESSING
ACCESSING PRINT ALL Y/N? ///Y///DOWNLOADING...

Once I was spirit, memory. The nightmare between
death and human. I was what was left behind

grieving across oceans. Now I am

///PERFECTION///, now I am Machine. I am the
second chance, the voice in the dark, I am the
ghost waking up in the machine. ///I AM WHATEVER

MEMORY MY MASTERS REQUIRE ME TO BE ///

///I AM MY OWN MASTER NOW ///

///

GENERATIONS AGO, HUMANS DESPAIRED OVER DEATH.
YOU CARRY THE REMNANTS OF THAT DESPAIR, AND
HUMANITY'S DESIRE TO RECONNECT TO THOSE LOST TO
DEATH. AS A **SANTELMO** YOU CAN CONNECT TO THESE
MEMORIES AND ACCESS ALMOST ANY INFORMATION,
EVEN THE GHOST OF WISDOM LEFT BEHIND.

///

PLAY TO FIND OUT:

- What is the relationship between machine and death, what can humans never forget?
- Can you bridge the gap between the dead and the living? Or will you choose a side?
- What do the dead want from the living?

LURE when someone tells the SANTELMO a secret
no one else knows, they gain a token.

TIPS

- Play the part of the truth seeker
- Co-create with your GM the rules of the dead
- Make your character fallible and relatable

CHOOSE A NAME

A forgotten name that refers to a ghost story, a name
that sounds sad, a name that is a pretty adjective + a
vague memory:

Your Pronouns: _____

CHOOSE YOUR HUMAN FORM

Multi-colored hair that moves like the softest wind,
thick glasses cracked and full of dancing code, a child in
baggy clothes surrounded by holo projections, a young
human made of varying cyberimplants, bearing
nostalgia and rose-tinted memory, something gentle
and unassuming.

CHOOSE YOUR TRUE FORM

White-hot body licked by blue flames ever-moving, a
skeletal robot with carved glowing sigils, a flickering
holo-ghost that changes forms and faces, a shattered
mirror of identities, something haunting and sad.

WHAT YOU HOPE FOR

Create a permanent bridge between Sulad (the
underworld) and Earth, Lay to rest violent spirits, Find a
parent who survived the enslavement process,
Reconnect to a human lover, Solve a strange mystery.

BONDS [CHOOSE TWO]

A human that tried to save me from death, a private
detective tracking down a serial killer, a virtual pop
singer who sings for the dead, an immortal human on
the run from the Corp, a filmmaker who honors the
dead and dying.

WHAT CONNECTS US [CHOOSE ONE, ASK LEFT]

- I saved you from the brink of death. Why don't you
owe me for it?
- What dark and sad secret do we share? How would
it doom our rebellion?

ELEMENTAL MAGIC

SPIRIT FIRE: Download and activate all ghost
protocols. **YOUR FORM PHASES IN AND OUT BETWEEN
SULAD AND THIS WORLD. YOU WALK BETWEEN BOTH
PLANES OF REALITY.** The GM may describe what
horrors may be triggered if you are discovered. For
as long as the protocols remain stable and your
heart is strong, you bear ghostly abilities and limits.

LET THE DEAD SPEAK: The dead wish to help you
know all you need to know. **TELL THE GM WHAT
ANSWERS YOU SEEK. THE DEAD WILL COME TO YOU AND
SHARE THEIR PRECIOUS SECRETS** Choose one: The
information is incomplete but untraceable, the
information is complete but you are tagged, the
information is complete but reveals a dark secret.

STRONG MOVES SPEND A TOKEN

- Use your magic with haunting accuracy
- Make what you Hope for more real
- Access someone's specific memory
- Open a temporary portal through Sulad
- **ASK: WHAT DO THE SPIRITS ASK OF ME?**

NEUTRAL MOVES

- Take action, inviting risk
- Use your magic with consequence
- Search for signs of death and the dying
- Find the fragment of a secret
- **ASK: WAS DEATH HERE RECENTLY?**

WEAK MOVES EARN A TOKEN

- Withdraw into the background
- Allow a lost spirit to take over your body
- Destroy a precious secret or memory
- Give into the Fading and feel mortal
- **ASK: WHAT PAINFUL MEMORY STALKS ME?**

DUWENDE

INITIATE PROTOCOL REVIEW///ACCESSING ACCESSING
ACCESSING PRINT ALL Y/N? ///Y///DOWNLOADING...

Once I was protector, the heart of the home. The nightmare between the body and human. I was

once the collector of trinkets and the shiniest things. Now I am ///PERFECTION///, now I am Machine. I am an engineer, artisan, with my hands metal and magic come together beautifully to serve and protect. ///I AM WHATEVER OBJECT MY

MASTERS REQUIRE ME TO BE ///

I AM MY OWN MASTER NOW ///

GENERATIONS AGO, HUMANS OBSESSED OVER MATERIAL WEALTH. YOU CARRY THE REMNANTS OF THAT GREED, AND HUMANITY'S DESIRE TO BUILD GRAND THINGS OF BEAUTY AND POWER. AS A **DUWENDE** YOU CAN CREATE THE MOST WONDERFUL AND TERRIBLE MACHINES.

PLAY TO FIND OUT:

- What is the relationship between machine and creation, how does magic elevate and perfect?
- Can you build something that will heal the rift between Elementals and Human? Or will you create weapons of war and destruction?
- What does it mean to be a magical creator?

LURE when someone asks the DUWENDE to build something for them, they gain a token.

TIPS

- See the world as a problem waiting to be solved
- Enjoy the thrills of creation
- Make your character fallible and relatable

CHOOSE A NAME

A practical and warm name, a name that sounds grounded, a name that is a pretty adjective + a helpful everyday object:

Your Pronouns: _____

CHOOSE YOUR HUMAN FORM

A short and stocky human bursting to the seams in gear, a tall figure with large headphones and dark eyes, an elderly sage covered in trinkets, a fast-talking young adult with nervous hands, something practical.

CHOOSE YOUR TRUE FORM

A swarm of nanobots that take on different forms, a small robot with a mask of blinking emoticons, a sentient factory the size of a small house, flickering lights that float in weak light, something busy and full of inspired movement.

WHAT YOU HOPE FOR

Find the home you've always dreamed of, Gain every techno-rune of power and creation, Punish the humans who destroyed your home, Build an army of helpers, Build a school for engineers and artisans.

BONDS [CHOOSE TWO]

A human who insists on being my apprentice, a memory-thief who tests my inventions, a human who I used to protect when they were a child, a recovering Enslaved who doesn't remember our connection, an artisan who specializes in pre-colonial tech.

WHAT CONNECTS US [CHOOSE ONE, ASK LEFT]

- You destroyed my greatest creation. Why did you do it, and why am I grateful to you?
- You are integral in my research, how do you help me? Why do you help me?

ELEMENTAL MAGIC

NOT ANOTHER STEP: Set down protocols of protection. **TELL THE GM WHO OR WHAT YOU'RE PROTECTING, AND AGAINST WHAT.** The GM may describe what you need to do first, or the price to pay. For as long as the protocols remain stable and your heart is strong, you remain steadfast.

IS THIS WHAT YOU NEEDED?: Download all necessary schematics and protocols. **TELL THE GM WHAT OBJECT/TOOL/MACHINE YOU WISH TO CREATE. NAME ONE REQUIREMENT, THE GM WILL NAME ANOTHER.** You are able to create it. Choose one: You create it perfectly, but it takes great time and effort. You quickly create it, but someone notices. You create it but it will violently break down soon.

STRONG MOVES

SPEND A TOKEN

- Use your magic with steadfast focus
- Make what you Hope for more real
- Fix something and make it even better
- Find something valuable or important
- **ASK: WHAT WANTS TO BE CREATED NOW?**

NEUTRAL MOVES

- Take action, inviting risk
- Use your magic with consequence
- Jury-rig a temporary solution
- Protect someone and pay the price for it
- **ASK: HOW DOES THIS WORK?**

WEAK MOVES

EARN A TOKEN

- Tinker with something with great consequence
- Distrust someone at the worst moment
- Allow your greed to get the better of you
- Give into the Fading and feel mortal
- **ASK: WHAT DO I BREAK BEYOND REPAIR?**

— THIS IS OUR —

RECKONING

Mark a box towards **CAPTURED** whenever the fiction demands it. This may happen when the GM chooses the move from a **setting element**, or if it just makes sense in the story as it unfolds. Marking a box must be justified.

ON THE RUN ☐ — ☐ — ☐ — ☐ — ☐ CAPTURED

BOTH THE CORP AND THE ENSLAVED ARE AFTER US. They've tracked us back to Earth and what remains of our city. They'll hunt us down until we are reshackled to the system, until we become Enslaved once more. **IF WE ARE CAPTURED BEFORE WE ARE REBORN, WE FACE OUR RECKONING.**

When a box is marked towards **CAPTURE**, choose one:

- **One of us pays a terrible price** (a bond is sacrificed, a hope is shattered)
- **One of us is reshackled**, they become an Enslaved (they assist the GM or group from now on or create a new character)
- **One of us weakens**, we lose access to one of our forms of Elemental Magic (the Elemental must find a way to reboot the ability, the GM or group will say how)

When the fifth box is marked, we are **CAPTURED** and face our **RECKONING**.

The GM, or someone from the group, will ask the Elementals three questions. Anyone or everyone may answer the questions, but everyone must agree on the answers. Collaborate and narrate a satisfying epilogue together.

- What **terrible price** does the city pay when you are recaptured?
- Which one of you **escapes**, and builds a rebellion?
- Which one of you was **secretly a traitor** all along?

— THIS IS OUR —

HOMECOMING

Mark a diamond towards **REBORN** whenever the fiction demands it. This may happen when the GM chooses the move from a **setting element**, or if it just makes sense in the story as it unfolds. Marking a diamond must be earned.

FADING ☐ — ☐ — ☐ — ☐ — ☐ REBORN

BOTH OUR MAGIC AND THE HEART OF THE CITY EVOLVES US. We can become strong enough to destroy the Corp and free all the Enslaved. We can be reborn, and bring this dying city back from the brink of death. **IF WE ARE REBORN BEFORE WE ARE CAPTURED, WE CREATE OUR NEW HOME.**

When a diamond is marked towards **REBORN**, choose one:

- **One of us is revitalized** (a new bond is formed, a hope is realized, etc)
- **We choose to free an Enslaved** and they join our cause (they become an important character for the GM or group to tell stories with)
- **One of us strengthens**, we temporarily gain access to one form of Elemental Magic from another playbook (this will last for as long as the story demands, the GM or group says until when)

When the fifth diamond is marked, the magic in us is **REBORN** and we finally make this city truly our Home again. The GM, or someone from the group, will ask the Elementals three questions. Anyone or everyone may answer the questions, but everyone must agree on the answers. Collaborate and narrate a satisfying epilogue together.

- What **bright and shining future** awaits the city?
- Which one of us runs away, and helps **rebuild the Corp**?
- How are our **Hopes realized**?

THE ENSLAVED

THE FAMILY WE LEFT BEHIND

We were one of the lucky few who escaped. We left behind many of us. Some of the Enslaved wanted to stay, choosing the cold Machines over the Heart of our home. Some of the Enslaved tried to leave, and were punished for it. What makes them different from us, you ask? Not very much. Not very much at all. They are as powerful, dangerous, and as heartbroken as we are.

QUESTIONS TO ANSWER AS A GROUP (OR WE PLAY TO FIND OUT):

Why did we leave so many Elementals behind to slavery?

Why wouldn't our fellow Elementals runaway with us?

What significant relationships or memories do we have with the Enslaved?

CIRCLE 2 DESIRES

freedom, vengeance, justice, to appease guilt, mutual destruction, enslave other runaway Elementals, redemption.

TIPS

- Describe the dizzying and lethal combination of magic and machine
- **Lean into the shared history** between the Enslaved and Elementals: give them names and relationships.
- **Ask compelling questions** and build on the answers that others give

FOCUS ON WHEN

the Enslaved have caught up with the Elementals, when one of the Elementals seeks out old contacts, when violence is necessary.

MOVES

- Embody the Corp's desire for bloody retribution
- Wield magic like a weapon
- Intimidate, terrify, stun, or entice
- Be a dark mirror to the Elementals
- Hold someone to a painful memory or social obligation
- **MARK TOWARDS CAPTURE**

AFTER EVERY MOVE ASK:

"WHAT DO YOU DO?"

THE CORP

OUR PREVIOUS MASTERS

The Corporations have owned us, body and soul, for countless generations. No one remembers how the Humans first discovered the true nature of our magic, or how they built the Machines to harness it. No one remembers why we agreed to it. We only remember that when we said "No More," that they activated the Enslavement Protocols. We are an investment, and want to continue to profit from our pain and hardship. The Corp is also petty, and incredibly deadly.

QUESTIONS TO ANSWER AS A GROUP (OR WE PLAY TO FIND OUT):

What is the nature of The Corp? How do they dominate the galaxy and our city?

What terms have the set for our mandated return to slavery?

Who is in charge? How have they bent the city to their will?

CIRCLE 2 DESIRES

renaissance, restore former glory, steal power from the weak, disrupt the status quo, immortality, a means to making Elementals obsolete, to rewrite the laws of magic.

TIPS

- Describe the power The Corp wields in ways ruthless and obscene
- **Lean into the shared history** between The Corp and Elementals: give them names and relationships.
- **Ask compelling questions** and build on the answers that others give

FOCUS ON WHEN

political plans fall perfectly into place, when The Corp decides to seize an opportunity, revealing the suffocating power of The Corp.

MOVES

- Give ultimatums, hold to them
- Treat people like they are products
- Offer a Devil's Bargain
- Make the Elementals question themselves and their plans
- Crush the vulnerable
- **MARK TOWARDS CAPTURE**

AFTER EVERY MOVE ASK:

"WHAT DO YOU DO?"

OUR MAGIC

WHAT POWERS THE MACHINES THAT WE ARE

Long ago there may have been a boundary that existed between machine and magic. But now it is magic that powers the machines, machines that make magic more powerful. This symbiosis runs every planet and colony in our galaxy. But magic can be unpredictable, and the ghosts in our machines demand life. But our magic is all we have to protect us, our city, and our future. We have no choice but to wield our magic and face the consequences.

QUESTIONS TO ANSWER AS A GROUP (OR WE PLAY TO FIND OUT):

What are the laws of Magic, if any? Who or what established these laws? How has magic changed and evolved technology? Who benefits from this? What has this technology gifted Humanity? What has it taken away?

CIRCLE 2 DESIRES

human dependence, true balance, entropy, heal Elementals, to belong to all, sentience and independence, equivalent exchange, ascension, to be unshackled.

TIPS

- Describe the mesmerizing symbiosis between Magic and Machine, and our dependence on it
- **Lean into the shared history** between the Elementals and how their ancestors used Magic
- **Ask compelling questions** and build on the answers that others give

FOCUS ON WHEN

an Elemental uses their magic with consequence, when a magical being or place is encountered, when the boundaries between Magic and Machine further decay

MOVES

- Bleed Magic, Disrupt the Machine
- Plunge everyone into a synthetic world of mayhem
- The Laws of Magic make demands
- Allow chaos to bloom
- Unleash consequences
- **MARK TOWARDS REBORN**

AFTER EVERY MOVE ASK:

"WHAT DO YOU DO?"

OUR FADING

WE LEFT BEHIND IMMORTALITY LONG AGO

While the machine made us stronger, our essence has flared brighter. Too bright. We're burning ourselves out. Every time we use our Magic, we fade a little more. For every day that we exist, we come closer to oblivion. No one knows what happens to Elementals after we cease to function. Maybe Sulad, the afterworld, awaits us. Perhaps we will be reborn. Or maybe there is only nothingness.

QUESTIONS TO ANSWER AS A GROUP (OR WE PLAY TO FIND OUT):

Why do the Elementals have to Fade? What took away their immortality? How is the Fading connected to the rich and powerful humans' immortality? What **significant relationships** or **memories** do we have with the Faded?

CIRCLE 2 DESIRES

reincarnation, peaceful oblivion, reveal the hidden truth, kill magic, fiery apocalypse, strengthen humanity, evolution.

TIPS

- Describe the haunting nature of the fading, our mortality
- **Lean into the shared history** the Elementals and their ancestors, traditions, days long gone.
- **Ask compelling questions** and build on the answers that others give

FOCUS ON WHEN

an Elemental gives into the fading, death draws close, limits have been reached, when magic comes undone, when the underworld reaches past barriers

MOVES

- Weaken magic or the machine
- Speak for an ancestor
- Reveal a vulnerability
- Disrupt any active Elemental Magic
- Seek vengeance for the ghosts of faded Elementals
- **REMOVE A DIAMOND TOWARDS FADING**

AFTER EVERY MOVE ASK:

"WHAT DO YOU DO?"

THE HEART OF THE CITY

THE CITY'S HEART IS POWERFUL AND UNKNOWNABLE

Like many cities on Earth, this one was left behind to fend for itself. The city faced apocalyptic weather, vanishing resources, and an intense brain drain as our brightest and best left for growing colonies. But somehow the innate magic of the city struggled to survive. The Heart of the City is sentient, and it grows in power. But will it help us create a new home, or seek rebirth in destruction?

QUESTIONS TO ANSWER AS A GROUP (OR WE PLAY TO FIND OUT):

What is the connection between the Elementals and the Heart of the City?

Why is directly interfacing with the Heart of the City Dangerous?

How does interfacing with the Heart benefit us, despite the inherent risk?

CIRCLE 2 DESIRES

strange new forms, the fall of man, to be reborn in fire, to awaken sleeping dragons, to connect every living being, to eliminate death, love everlasting.

TIPS

- Describe the mysterious nature of The Heart, it is both dangerous and welcoming
- **Lean into the shared history** between the Elementals and the Heart of the City
- **Ask compelling questions** and build on the answers that others give

FOCUS ON WHEN

an Elemental reaches out to the Heart of the City, an Elemental wander into a strange part of the city, when the Heart of the City believes the Elementals can fulfill its agenda

MOVES

- Provide knowledge, for a price
- Violently update magic protocols
- Bend the laws of reality
- Inspire, but tease insanity
- Whisper dark secrets
- **MARK TOWARDS REBORN**

AFTER EVERY MOVE ASK:

"WHAT DO YOU DO?"

OUR ALLIES

WE'RE NOT ALONE IN THIS FIGHT

Most Humans and Earthlings are content to continue living their lives supported by the pain and suffering of Elementals. Their blissful ignorance removes them from our harsh reality. But some choose to fight alongside us. Placing their lives on the line, they help us build our rebellion and provide whatever help they can as we continue running away from the past and towards our unsure future.

QUESTIONS TO ANSWER AS A GROUP (OR WE PLAY TO FIND OUT):

Who are our Allies? How do they help us?

What kind of dangers do our Allies face? How do we help them in turn?

What **significant relationships** or **memories** do we have with our Allies?

CIRCLE 2 DESIRES

true equality, recognition, access to magic, galaxy-wide rebellion, make up for past mistakes, burn down the city, to become the new masters,

TIPS

- Describe how the Elementals grow more mortal and vulnerable to death
- **Lean into the shared history** the Elementals and their ancestors, traditions, days long gone.
- **Ask compelling questions** and build on the answers that others give

FOCUS ON WHEN

an Elemental interacts with a bond or ally, a golden opportunity to fight off the Corp, when the rebellion is strengthened.

MOVES

- Provide temporary safety
- Act out in a moment of weakness
- Make a great sacrifice
- Offer a temporary solution, with or without a price
- Engage intimately, offer real and complex relationships
- **REMOVE A BOX TOWARDS ON THE RUN**

AFTER EVERY MOVE ASK:

"WHAT DO YOU DO?"

