

A dramatic painting of a city during a revolution. The scene is dominated by large, cylindrical stone towers with crenellated tops. In the foreground, a crowd of people, some on horseback, are engaged in battle or a public demonstration. A central archway structure is visible, and the sky is filled with dark, swirling clouds, suggesting a storm or the chaos of war. The overall atmosphere is one of intense action and historical significance.

# RÉVOLUTION

A game of Belonging Outside Belonging

Written by Sam Zimmerman

*Antinoüs flétris, dandys à face glabre,  
Cadavres vernissés, lovelaces chenus,  
Le branle universel de la danse macabre  
Vous entraîne en des lieux qui ne sont pas connus!*  
- from Danse Macabre by Charles Baudelaire

*Withered Antinoi, dandies with smooth faces,  
Varnished corpses, hoary-haired Lovelaces,  
The universal swing of the danse macabre  
Sweeps you along into places unknown!*  
- Translated by William Aggeler

# RÉVOLUTION

Beta version 0.7

Written by Sam Zimmerman

Layout by Sam Zimmerman

Sensitivity Consultation by Luciella Elisabeth Scarlett and Helen Gould  
(Salt and Sage Books)

Cover Art - Prise de la Bastille by Bernard René Jourdan, m de Launay  
(1740-1789).

Map of Paris from [avanka.github.io/city-roads/](https://avanka.github.io/city-roads/)

# THE OVERVIEW

Révolution gives us politicians and detectives; mobs and weddings; cults and catholics; orphans rising to lead armies or command demons; the sounds of battle in the streets of Paris; the smell of gunpowder and alcohol; the feel of a knife in your back; asking "What do you do next?"

In Révolution you play as a powerful person in Paris during the French Revolution. You and your fellows are constantly fighting for prime position within the Parisian political landscape, even as that landscape crumbles around you.

**Content warnings:** violence, war, oppression, cult/demon magic, sex/intimacy, gaslighting, trauma, death of children, and torture.

# TONE AND INSPIRATION

**Movies & Television:** House of Cards, Scandal, Medici: Masters of Florence, The Dark Knight Rises

**Books:** Game of Thrones, Les Misérables, The Hunchback of Notre Dame, A Tale of Two Cities, Demons, The Picture of Dorian Grey, The Great Gatsby

**Video Games:** Assassin's Creed: Unity, Dishonored, We. The Revolution, Just Cause 3, Shadow of Mordor

**Theater:** Les Misérables, The Crucible, Julius Caesar, Faust, Hamlet

# PLAYER PRINCIPLES

We are powerful, capable people. Whether through our family, our wealth, our charisma, or our connections, we have influence over the whole of Paris.

We the characters are ambitious, greedy, backstabbing, vicious monsters. We the players are not. The in-game fiction may bleed into our real-world interactions. We should be aware of this and resolve issues before interactions get uncomfortable.

Success is not quick. We will take our time creating our story, getting all the pieces ready and setting up schemes before committing to action. We'll use our imaginations, ask each other interesting questions, and create an engaging conversation.

We should take risks, get into tough situations, and fight our way out tooth and nail. The stakes are high and the dangers are real. How will we overcome the hurdles? How will the dangers change us?

We should be a fan of everyone's characters, and not just our own. Everyone deserves a moment to shine, and we lift ourselves when we support the structure as a whole.

We are the main characters and should have the spotlight. Minor characters and NPCs exist to support our stories. Minor characters are a harmony; they add quality, color and emotion to support the melody.

Success is boring; our characters should fail. We should set up situations for other characters to succeed, and watch the struggle to fight our way back.

This is a game. We will have fun, but should take care of each other. We should take breaks when needed, support each other in our decisions, and make sure everyone is comfortable and happy during the game.

# GAME DESCRIPTION & REQUIRED ITEMS

## TO PLAY THIS GAME YOU WILL NEED:

- **3-5 players** (4 is optimal)
- **2-4 hours per session.** This game is best played over 3-6 session "seasons," though this will depend on your group's playstyle.
- **A tarot deck.** It must be at least based on the Rider Waite deck enough to have the correct card suits.
- **A print-out or online copy of the playbooks**
- **A strong sense of imagination and drive.** Because this game does not have a "game master" role, the story relies on everyone contributing significantly to the plot and setting. Individual character drives, ambition, and goals move the story forward.

## SAFETY TOOLS

This game, like many other games that deal with player vs player conflict, politics, demonic worship, sex, and backstabbing, may be disturbing or traumatizing for some people.

In order to make this game an enjoyable experience for all players, it is highly suggested that you play with a robust set of safety tools. It is recommended that you use all or most of the following tools while playing this game:

- Lines and Veils
- The X-Card
- Script Change
- The Open Door Policy

Depending on your play group, other safety tools may be more appropriate. You can read more about the above safety tools and other options at [goldenlassogames.com/tools](https://goldenlassogames.com/tools).

## STRUCTURE OF PLAY

When you first sit down to start a game, players should start by catching up with one another, getting some snacks and drinks, and settling down to spend time together. Once everyone is comfortable and settled around the table, the Facilitator or Storyteller should remind everyone of the safety tools in play and the tone of the session.

## GAME SETUP AND INTRODUCTION

If this is your first time sitting down to play this game as a group, you should decide together whether you are going to be playing with a Facilitator or a Storyteller. Once you have decided and assigned that role to someone, work through the Paris Worksheet together. This process should help everyone develop the world together, develop the story's backdrop, and brainstorm interesting story motivations and developments.

After working through the Paris Worksheet, each player should choose their character playbook and faction playbook. No two players can choose the same playbook for either their character or their faction. The players should discuss and collaborate while they fill out their character sheets. Try to play off of each other and develop characters that are naturally collaborative with each other. Fill out both playbooks and ask each other questions as appropriate. Once everyone has filled out their characters, begin play!

## PLAYING THE GAME

The Facilitator or Storyteller will help set up the first scene and help transition between scenes. Scenes should always include the influence of 2 factions. If a player's character is not involved in a scene, they may take on roles of NPCs or world elements if they wish to add color to the scene. Players should use their moves to help inform the fiction. Use these moves to change the direction of the plot. Make them sing; make each move punch above its weight.

The session should wrap up after 3-4 hours. Make sure that everyone is comfortable, and session debriefs such as Stars and Wishes are highly encouraged.

# GAME BASICS

## MOVES

As a player, you have access to three different kinds of moves that you can activate throughout a scene. These moves can be triggered any time you feel narratively appropriate, and can be interpreted however best fits the scene. The person activating the move has final say on its interpretation.

## WEAK MOVES

Weak moves are your primary method for drawing cards. Each time you activate one of these moves, you draw a tarot card from the deck. These moves should inherently put your character into a difficult situation, complicate your relationships, or make your character's life more interesting in some way. Lean into these moves, and encourage other players to take advantage of your character's moment of weakness.

## STRONG MOVES

Strong moves are how you spend the tarot cards you've been drawing. In order to activate a particular move, you must discard the appropriate tarot card from your hand. Major Arcana are considered "wild" (they can be used to activate any strong move) but bring with them an element of magic and risk. Strong moves allow you to take control of the scene. Use your move to press the advantage, and lean into the space that you've created.

## FACTION MOVES

Each faction has their own set of moves that do not interact with the tarot deck at all. These moves are more passive than the weak and strong moves. They represent the world around your players influencing you in some way, and can be thought of as the "GM" moves of this game. You can use faction moves at any time, even when you are not part of the current scene. After you use a faction move, you must ask "what do you do next?" If you are playing with a Storyteller, they will have more access to Faction Moves than the other players.

## TAROT CARDS

You should use the tarot cards in your hand as inspiration for your character actions. Lean into the imagery, emotions, and meanings of the cards during your narrations. You may refer to websites like [learntarot.com](http://learntarot.com) or to reference books, but first try to understand the meaning of the card on an intuitive level. Look at the imagery and ask yourself:

- How does the imagery make me feel?
- How do my cards complement or contradict each other?
- What symbols, items, designs, or icons are shown to me?
- What happens next in the image's scene? What just happened?

Even if you aren't sure what the card means, just start talking. Eventually the themes will become clear, and you can develop your understanding of the cards as play progresses.

## WHY TAROT?

Tarot-reading and fortune telling with a deck of cards was an extremely popular pastime in revolutionary Paris. Cartomancy as a use for the tarot has been around since the 1750s, and was first popularized by the French pastor Antoine Court de Gébelin in 1781. With other occultists (such as Jean-Baptist Alliette and Arthur Edward Waite) picking up the trade through the 80s, and 90s, tarot reading became a popular method of divination amongst the upper classes in Parisian culture. If you had been playing a card game or sought a fortune telling during this time period, you likely would have been using a Marseilles style tarot deck.

## THE STORYTELLER OR THE FACILITATOR

Révolution can be played either with a Storyteller or with a Facilitator. These slightly different roles both serve to help make the game run smoothly, and each may be more appropriate for different game groups. Both the Storyteller and Facilitator roles are explained in the relevant sections below.

# POWER TRACK

Each character has a track of boxes called their Power Track. This track starts at zero, and you incrementally check boxes during play. The higher your power track at any given moment, the more effective "momentum" your character has and the more influential their faction is.

The primary way to earn points in your Power Track is by playing to your faction drives and relationships. Any time you end a scene you participated in (even as an NPC or Faction), ask yourself "Did I work toward fulfilling either of my Faction's Drives, or play to one of my Faction's Relationships?" If you answer yes, mark 1 point of Power on your track.

Alternatively, a player can check a box when another player Yields to them. Any time a player uses a Strong Move on another PC, that PC can choose to say "I Yield." Doing so does three things:

1. It immediately ends the scene as the strong move is taking place. Feel free to narrate the scene into a cliffhanger.
2. The player that used the strong move marks 1 power point
3. The player that yielded the scene takes the narrative control of the scene, and the scene's aftermath. At any point they can reintroduce their character and explain how they survived or mitigated the other player's move.

Players should feel free to Yield the scene at any point, especially if they are uncomfortable with the direction the scene is moving, they don't like the story that is being pressured onto their character, or they think that this is an opportune moment for a cliffhanger.

Example: Le Soldat uses their move "Kill Someone" on Le Chemiste. The player of Le Chemiste doesn't want their character to die, so instead she says "I yield" and the scene ends with a description of Le Soldat firing their gun at Le Chemiste. Le Soldat marks one power. When they start a new scene with those characters, Le Chemiste says "You didn't kill me, but you shot me in the shoulder and I'm badly hurt." Le Soldat agrees, and they then play out the scene of Le Chemiste fleeing through the streets.

At the end of the session, the player with the most Power activates one of their power moves. If there are multiple players tied for the most Power, whoever achieved their Power later in the session activates their move. The player that activated their move then resets their Power to zero. All other players maintain their Power into the next session.

# FACTIONS

When defining their character, each player will choose a Faction. When you choose your faction, that is the faction you will play with for the whole game. You should make your character a member of that Faction. You do not need to have all Factions in any one game, as having a different combination of Factions will create a different direction for the narrative.

Each Faction has a set of questions that their player is allowed to answer about the world. These questions define how their faction behaves and how they will interact with each other. The player that chose that faction gets to answer the questions, though they should work together with the other players to build a cohesive world.

A scene should always have at least two factions interested in the scene outcomes. They do not need to be in opposition, but there should be multiple factions in play. If you can't think of a second faction to be in a scene, ask around. Other players might have an idea for how their faction would be invested in the scene and join in.

## FACTION RELATIONSHIPS

The faction relationship chart is a simple way to keep track of the relationships between each faction. At any point, the group can agree to add, remove, or modify a relationship, but it must be a unanimous decision. The only times a player can add, remove, or modify a relationship without group consensus is at the start of play, or as the outcome of their Power move. There are two rules to keep in mind whenever you are adding a new relationship to the chart:

1. Relationship descriptions are always one sided. Adding a relationship to the "Le Sabre" section only defines how Le Sabre feels about another faction, not how the second faction feels about Le Sabre. Lean into the asymmetry and find out how the relationship evolves through play.
2. Relationships should be short, punchy, and direct. Don't try to explain why La Couronne wants to eradicate La Société, just keep it succinct and drive the point home.

## USING A PREMADE SCENARIO

In the back of the book there are a set of premade scenarios to help make playing the game on short notice easier. These scenarios provide you with a few pre-written characters, a couple problems for them to work through, and some prompting setting elements. You can use these scenarios when you're short on time, to cut some of the set-up to get right into the action, and to assist in accomplishing a satisfying single-session series.

When setting up a premade scenario:

- Read the introduction text aloud to the table.
- Work together to answer the provided questions.
- Pass the scenario around and have each person read one character in order. Once everyone has read out a character, ask each player to choose a character.
- Use the character description to fill out the picklists on your character sheet, then go around and ask your playbook's "Ask Left" and "Ask Right" questions.
- Decide on a player to be the first focal character, and proceed with play as normal.

# PLAYING WITH A STORYTELLER

The Storyteller role is an excellent option for veteran tabletop RPG players who are used to having a “Game Master” role in their games, or for tables who are very new to the hobby and need some extra assistance learning the ropes of GMless story games. The Storyteller in *Révolution* is also a player, but has a unique role in facilitating the game. As the Storyteller, you will not have a main character that you will build and play. Instead, you will take on the role of all of the NPCs and external forces that put pressure on the other players. The Storyteller’s role is as follows:

- **Help to flesh out characters during character creation.** Seek to pull drama out of the characters’ backstories. Ask evocative questions and give gentle nudges when players are stuck. Try and understand the relationships between characters and NPCs, and look for potential plot hooks in character stories.
- **Bring the world to life.** Provide evocative and gripping details, characters, and places. You have access to all of the faction moves at all times. Use them to show that the world around the characters is shifting and evolving as they play.
- **Provide the players with all the knowledge their characters would know.** The characters in your game may experience mystery, exploration, or revelation, but you should be honest with your players if their character would truly know something about the world. Use this as an opportunity to **bring the world to life**, and revel in the fantasy of the setting.
- **Ask questions and honor the answers.** Respect the autonomy of the other characters, and give them plenty of opportunities to impose their mark on the world. Use questions to draw information about them, and use that information to drive the narrative forward. Offer suggestions in the form of questions when the narrative gets stuck.
- **Be a fan of the characters and their story.** Don’t pre-plan a character’s arc. Don’t impose conditions without understanding the ramifications of your actions. Be harsh but fair, and use turmoil as an opportunity for the characters to claw their way out instead of a way to crush them down.

- **Wield your position responsibly.** As the Storyteller, the other players will generally respect your decisions and follow your lead. It can often be difficult to see your own mistakes from this position, and it is important to remember that you are only one of the players at the table. Be giving, be kind, and understanding of the other players.
- **Set expectations and calibrate the tone and flow of the story.** Have a discussion of tone and expectations before you start play, and use your position to help enforce those tone ideas. If something comes up that doesn’t match the expectations of play, question it. “Do we want to keep that in the game? It feels out of place,” is an excellent phrase that you should keep in your toolbox. This will help keep the narrative tight and cohesive.
- **Manage or delegate the out-of-fiction aspects of the game.** Make sure that everyone knows what time the session is. Make sure there are enough snacks and drinks to keep everyone comfortable. Keep track of the clock to ensure that players are getting enough breaks and that the session doesn’t run too long. If this ends up being too much work for you, feel free to delegate these duties to another player (or multiple players).
- **Remember to have fun!** This is a game, and you are one of the players in that game. If you are not having fun while being the Storyteller, then stop. Make the session as enjoyable for everyone (including yourself) as possible.

## NOTES ON MECHANICS WITH A STORYTELLER

When playing *Révolution* with a Storyteller:

1. Each other player still chooses a character and faction playbook. They still have access to the normal faction moves of their faction playbook.
2. The Storyteller gets a second copy of all faction playbooks (even those not picked by the other characters). You get to fill in the drives and motivations for the factions not chosen, and you have access to all of the faction moves from all of the playbooks.
3. Other players can still use their faction moves when not in the scene.

# PLAYING WITH A FACILITATOR

The Facilitator role is an excellent option for players experienced with GMless or story-driven games. The Facilitator role in *Révolution* is exactly the same as any other player, with a few additional responsibilities. You will build a character, choose a faction, and play your character as normal. The Facilitator's additional roles are:

- **Help new players learn the mechanics of the game.** Typically the Facilitator role goes to the player with the most knowledge of the system, and it is often the case that some players do not understand the rules and mechanics of the game. Be gentle and help these players with the mechanics. Remind people to use their moves, ask questions after each scene to progress their power track, and try and watch for people activating each others' lures. This role will typically be less necessary as the game progresses, but be prepared for a lot of work up-front to get the game running smoothly.
- **Coordinate the out-of-fiction aspects of the game.** Make sure that everyone knows what time the session is. Make sure there are enough snacks and drinks to keep everyone comfortable. Keep track of the clock to ensure that players are getting enough breaks and that the session doesn't run too long. If this ends up being too much work for you, feel free to delegate one or more of these duties to another player (or multiple players).
- **Encourage players to ask questions and lean into their characters.** Use questions to draw characters into the scene, and to draw information out of the world. Encourage the other players to do the same, and to have a smooth flow of information around the table. While our characters may be sneaky, lying bastards, we as players will be honest with each other.
- **Facilitate the transition between scenes.** Moving from one scene to the next can be tricky, and it is not always clear how to move forward. Make sure that people are gaining power after each scene, and then use the Setting the Scene questions to drive to the next scene.
- **Remember to have fun!** This is a game, and you are one of the players in that game. If you are not having fun while being the Storyteller, then stop. Make the session as enjoyable for everyone (including yourself) as possible.

## SETTING THE SCENE

A game of *Révolution* is broken up into discrete chunks of narrative called scenes. Each scene focuses on the action surrounding a specific place, time, activity, and/or person. Without a storyteller as part of your game, it is sometimes difficult to determine the direction for the next scene. To help facilitate this, the facilitator (or the group as a whole) should choose a player to be the Focal for a given scene. Typically it is appropriate to choose a player who has had the least screen time recently, or who has gone a significant period of time without being the Focal. The Focal should answer these questions in order to help determine the next scene:

1. First, is there something that is immediately threatening your character, or something that is burningly important to resolve in the next scene? If so, that's what the scene should focus on. Choose an appropriate person to set the scene, and ask the other players who will be playing NPCs or the setting during the scene.
2. If not, is there something your character wants to accomplish or someone (PC or NPC) that they wish to interact with? If so, the other player in the scene should frame the scene.
3. If not, do you want to trigger a scene by using a Weak Move, Strong Move, or Faction Move? You may also ask another character to use one of their Faction Moves on your character to set the scene. You should frame the scene and describe the effect of your move.
4. Finally, if no-one chose any of the other options, have one of the other players ask a question about your character's day to day life. Frame a scene that you think can answer the question.

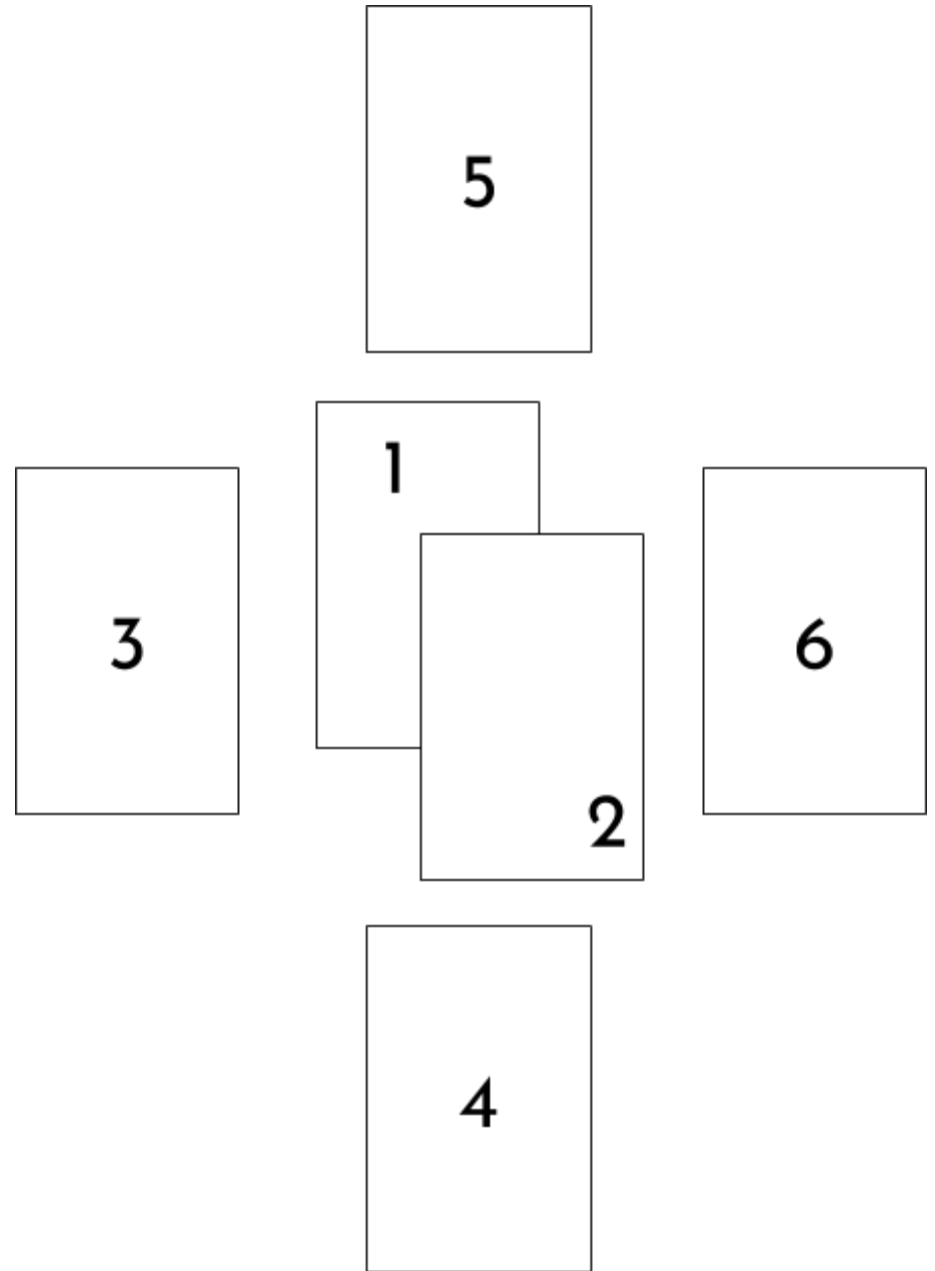
# MODIFIED CELTIC CROSS:

The tarot spread suggested for this game is a modified Celtic Cross, designed to represent a single, major political event that kicks off the story. Draw 6 cards and lay them out as shown above. The cards represent the following features of the event:

1. **The Situation:** Who is involved in the event? Who has the most to gain or lose? Write down their name.
2. **The Problem:** What changed the situation? What forced someone to action? Set the stakes.
3. **The Past:** What set up the situation? Who is truly at fault? Bring in the factions.
4. **The Conscious Decisions:** What did people decide to do? Why did they decide to do that? Design a conflict of interests.
5. **The Unconscious Decisions:** What were people forced to do? What did people do instinctually? Set up a moral dilemma.
6. **The Future:** How did the situation resolve? Who has the momentum? Give a faction or character the first scene.

Work together to interpret each card. You can use any methodology you want to read the cards; there are many resources online you can use to learn about the meanings of each card. You can also interpret the images for yourself by leaning into the themes, emotions, and motifs of each image.

At the end of the reading you will have worked together to establish an event. That event has just taken place. Now it is up to your characters to take advantage of the situation or control the fallout. Finish filling out the Paris worksheet and then make your characters.



# PARIS WORKSHEET

Choose from each of the following lists

## CHOOSE A YEAR AND THE PRIMARY FACTION

- **1787 - The Calm Before the Storm.** Civil unrest is bubbling on the streets of Paris. The workers are uneasy, food is growing scarce, and the royalty sees nothing of the trouble festering around them. The Crown is the primary faction.
- **1790 - A Political Renaissance.** On the floor of the Estate chambers, a choir of voices are sowing the seeds of revolution. Political schemers take advantage of the rising tensions outside to push their own agendas. The Rebellion is the primary faction.
- **1791 - The War Against the Crown.** Fired bullets and cannon shots ring throughout the streets. War has come to Paris, and everyone is in the firing line. The Pitchfork is the primary faction.
- **1793 - The Jacobins Seize Power.** After the downfall of the monarchy, France was left in chaos. Away from prying eyes, a select few scheme to amass power and form their own government. The Society is the primary faction.
- **1794 - The Reign of Terror.** The courts reign supreme as young and old, rich and poor, are brought to "justice" before the feet of the committee. The Sword is the primary faction

## CHOOSE WHO CONTROLS THE MAGIC

- **The upper class** uses magic as a weapon. Their learned spells are used to force the proletariat back into line and solidify their power.
- **A cult** of an ancient god performs rites and rituals in their hidden temples. Their servants spread the effects of the magic out into the streets of Paris.
- **Demons and jinn** make frequent trips to the streets of Paris. Those who successfully bind them to their will can ask for spells and wishes in return for their release.
- **The Church** has access to a litany of religious rituals and ancient artifacts, and it uses the magic of these items to control the political landscape of Paris.
- **No one** can control the darkness that spreads through the catacombs. All we can do is lock our doors at night and pray we are not dragged into the shadows.

## LABEL YOUR CITY

A basic map of Paris is provided for you to start working from. Work with the group to identify key features of the city. Think of adding the following things:

- Where Most Folks Work (a factory, a market square, a hospital, a barracks)
- Home or Hangout of a Notable Resident (an official, an elder, a clergyman, an entertainer)
- HQ or area of influence of a Faction (look to the Faction sheets, and think of where they might operate from)
- Landmark/Defining Place (a park, a square, a church, a historical statue, a jail, entrances to the catacombs, a slum)
- Public Gathering Hangout (a theater, a café, the guillotines, a salon, a restaurant)

## INSTIGATING EVENT

When you reach this point in the worksheet, the table should work together to define an in-fiction event that happened just before the start of the game. The event should: clearly define some faction relationships, pit two players or factions against each other, and give someone a clear direction for the first scene. If you need inspiration, the table can perform a Tarot reading using the modified Celtic Cross. See the Modified Celtic Cross section.

## FACTION RELATIONSHIPS

Each player should add one relationship to their faction on the Faction Relationships sheet. These can be alliances, rivalries, cease-fires, temporary pacts, turf wars, or any other relationship that seems appropriate.

## BUILD THE REST OF YOUR CHARACTERS

At this point, you should start to build your characters and your factions. Each player should first pick a faction they are interested in exploring, and then choose a playbook that fits the character design they want to play. Fill out the playbooks as you see fit, then get ready to play!

1 Notre Dame de Paris

2 La Bastille

3 Le Louvre

4 Le Palais Royal

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

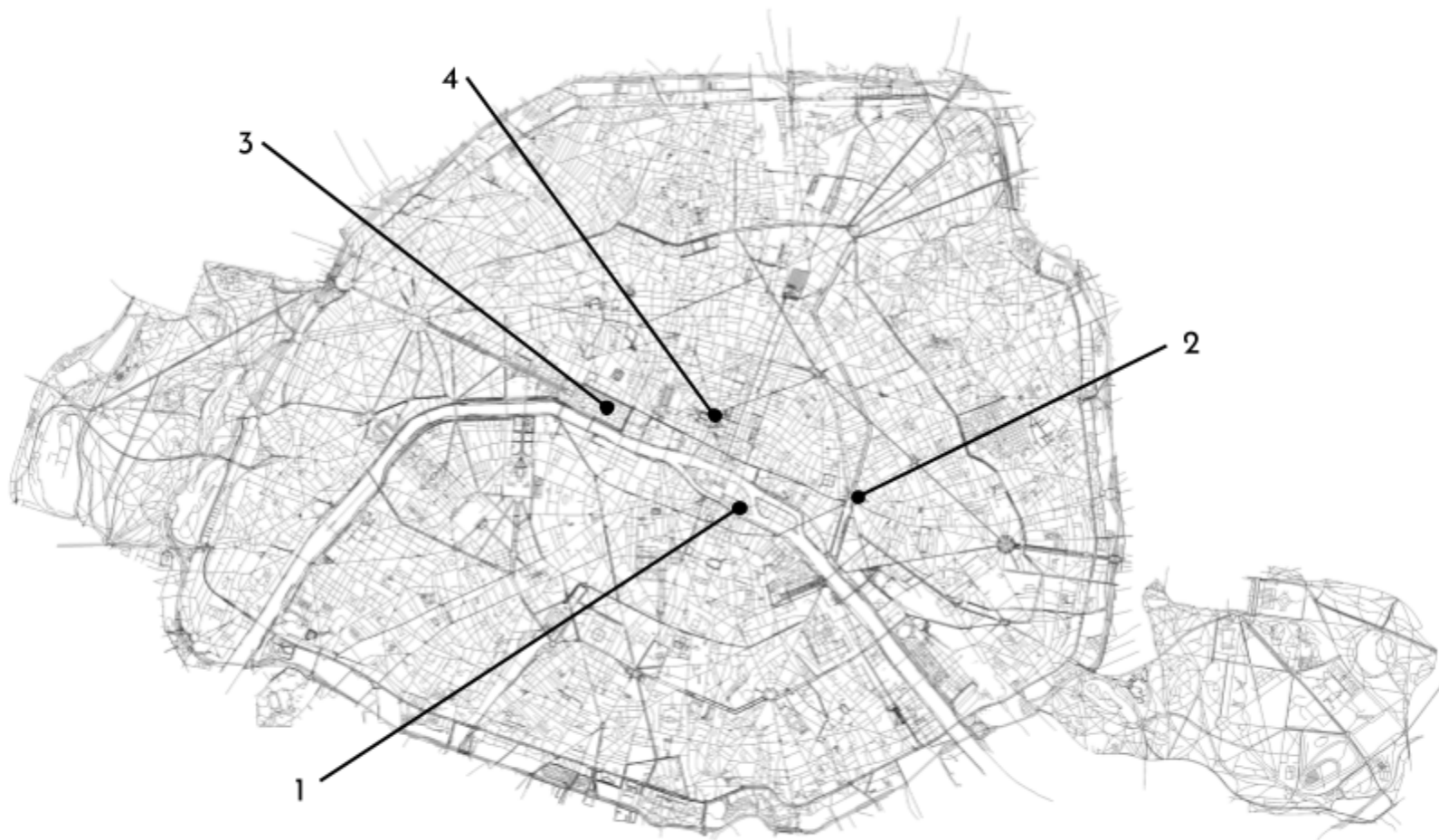
8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

11 \_\_\_\_\_

12 \_\_\_\_\_



# L'ARTISTE

## THE ARTIST

Success is not measured in francs or wealth. It's not measured in studios or galleries. Success is measured in hearts and minds, and I am more successful than any other in Paris.

Every session decide: How is your character involved in the last Event? What do they do next?

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### CHOOSE A NAME

Aureore, Dominique, Genevive, Léon, Oliviane, Remi, Silvestre, Viole, or another name that fits your outlook.

### CHOOSE A LOOK & AN OUTLOOK

clever hands, fidgety hands, dextrous hands, strong hands, loving hands, calloused hands

Philosophical, creative, thrill-seeking, lonely, scattered, naïve

### CHOOSE 3 ARTS YOU PRACTICE

music, painting, dance, picking pockets, flattery, gambling, fencing stolen goods, sculpture, sex, poetry, storytelling, sleight of hand, theater

### CHOOSE 2 CONTACTS FROM OUTSIDE PARIS

Foreign politician, pirate/brigand captain, well-known musician, influential philosopher, passionate heir/heirress, wealthy merchant, vicious cutthroat, antisocial author, drunken actor

### CHOOSE 2 RELATIONSHIPS

Your father thinks you're a failure, the baker loves hearing your stories, the baron/baroness loves you(r work), your true love is engaged to your sister, your daughter won't speak with you, the preacher thinks you're a heathen

### CHOOSE ONE TO ASK RIGHT

- What art truly moved you, and who else witnessed it?
- Why do you avoid intimacy, and who was the last person that you were intimate with?
- Who drove you away, and why do you want to forgive them?

### CHOOSE ONE TO ASK LEFT

- Why do you love me, and why haven't you told me?
- When did you spurn me and what was my revenge?
- Which piece of my art is your favorite?

### TIPS

- Bring people and their emotions together
- Make your character unreliable
- Explore the tension between personal emotions and social expectations

### PLAY TO FIND OUT

Will you abandon your art to save yourself?

When does your false affection turn real?

How do you make real friendships amongst the chaos?

### BARGAIN

Other players can draw a card when they:

- Offer you a place to perform your art
- Share a moment of intimacy or frank connection with you
- Introduce you to a powerful person

### STRONG MOVES - PLAY A CARD

- Major Arcana - Any strong move (tap into your faction's magic)
- Swords - Stand your ground and defend yourself
- Cups - Trap, trick, or lure someone into a position of weakness
- Wands - Overhear something important
- Pentacles - Create something beautiful and terrible
- Any - Discover how someone is vulnerable and act on the answer.

### WEAK MOVES - DRAW A CARD

- Insult someone's sensibilities or morals
- Refuse to compromise at significant cost
- Give in to your frustrations or hopelessness
- Fall in love with a client
- Reveal something to the wrong person
- Fail to properly communicate your intentions

### AT ANY POINT ASK

- Discard a card and ask: *Who or what do you secretly desire?*
- Draw a card and ask: *Why do you spurn me?*

### POWER



When you end the session with the most power, choose one and reset your Power to 0. After you describe the effect, add a new faction relationship.

- Trick someone into a moment of weakness. What do they reveal to you?
- Your art has swayed someone to your view. What do they do to impress you?
- Reveal a connection with a powerful person. How does their influence lift up your position?

# LE CHIMISTE

## THE CHEMIST

The reagents, powders and tonics of modern science are the greatest power known to man. Forget money or politics or banks. With a well mixed drop in the right cup, I can change the course of history forever.

Every session decide: How is your character involved in the last Event? What do they do next?

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### CHOOSE A NAME

Anne, Camille, Charles, Claude, Emanuel, Irène, Jean, Marie, or another name that fits your outlook.

### CHOOSE A LOOK & AN OUTLOOK

Wizened face, handsome face, bookish face, brooding face, aged face, frazzled face, young face

Crotchety, academic, pompous, wily, peculiar

### CHOOSE 2 THINGS YOU HAVE IN

#### GREAT SUPPLY

Illicit drugs, advice, medicines, secrets, deadly poisons, explosive mixtures, books and knowledge, caustic acids, hallucinogens

### CHOOSE WHAT YOU'VE WITNESSED

A man's skin melt from his face, four talking crows, a man survive his own beheading, a secret ritual, a father's betrayal, a woman give birth to a demon, a political murder.

### CHOOSE 2 RELATIONSHIPS

The bishop partakes of your wares, your estranged spouse knows your secrets, your assistant seeks to supplant you, the local detective is in your pocket, the grocer calls you a devil, a rival alchemist seeks your downfall.

### CHOOSE ONE TO ASK RIGHT

- What act was your greatest shame, and who witnessed it?
- What is your greatest secret, and who did you confide in?
- How do you feel about your superior, and who do you confide this in?

### CHOOSE ONE TO ASK LEFT

- What substance do you purchase from me?
- What secret have I learned from you?
- What did we experience together, and why will it forever bind us?

### TIPS

- Make deals and strike bargains, but make sure you get the better end.
- Feed other people's addictions and temptations.
- Make your character ambitious and flawed.

### PLAY TO FIND OUT

Do you succumb to your own concoctions?

Are you a tool to be used by your clients, or do you forge your own path?

Do you accept your solitude, or seek out intimacy despite the risks?

### BARGAINS

Other players can draw a card when they:

- Give you secret information willingly
- Volunteer as one of your experiments
- Revel in their addiction to one of your substances

### STRONG MOVES - PLAY A CARD

- Major Arcana - Any strong move (tap into your faction's magic)
- Swords - Destroy something violently
- Cups - Discover a secret of the city
- Wands - Accept an offer of intimacy or seek out intimacy on your own
- Pentacles - Retrieve an item you need from your laboratory or office
- Any - Discover how someone is vulnerable and act on the answer

### WEAK MOVES - DRAW A CARD

- Provoke the suspicion of your peers.
- Fail spectacularly to complete one of your experiments.
- Succumb to greed or envy.
- Hurt someone you care about.
- Reject someone's intimacy.
- Underestimate someone's power, and pay the price.

### YOU CAN ALWAYS ASK

- Discard a card to ask: *What secret do I hold over you?*
- Draw a card and ask: *How do I disgust you?*

### POWER



When you end the session with the most power, choose one and reset your Power to 0. After you describe the scene, add a new faction relationship.

- Poison any person, group, event, or relationship. How do you keep it secret?
- Show your power through destruction. Who fears you now?
- Reveal the falseness of another player's knowledge. How does this revelation benefit you?

# LE DIPLOMATE

## THE DIPLOMAT

You want to know how I got where I am today? I assure you that you don't, it will only taint your view of me. I don't doubt that I've betrayed a few people in the past, but I've changed! You can trust me now, I promise.

Every session decide: How is your character involved in the last Event? What do they do next?

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### CHOOSE A NAME

Aimée, Armande, Charlotte, Gaspard, Jeanne, Jean-Baptiste, Louise-Élizabeth, Rodolphe or another name that fits your outlook.

### CHOOSE A LOOK & AN OUTLOOK

Welcoming arms, shackled arms, scarred arms, muscled arms, missing arm(s), robed arms

Desperate, unknowable, oppressed, aggressive, confident, passionate

### CHOOSE ONE THAT YOU LACK BUT DESIRE AND ONE THAT YOU HAVE IN ABUNDANCE

Dreams, connections, lovers, weapons, education, pets, artifacts, children, secrets, training, wealth

### CHOOSE SOMETHING THAT GETS IN YOUR WAY

A rival, your gender, your sins, your best friend, your hobbies, your past, a demon, human nature, your name, the law, a debt, your conscience

### CHOOSE 2 RELATIONSHIPS

Your marriage is failing, the blacksmith panders to your whims, a courtesan seeks your attention, a policeman is your best friend, a priest knows your secrets, two thugs are out for your head

### CHOOSE ONE TO ASK RIGHT

- What deal did you walk back on, and who is coming to collect?
- When did you put your ambition above your family?
- Who loves you and why don't you love them back?

### CHOOSE ONE TO ASK LEFT

- When did we strike a deal, and how did I screw you over?
- What did I provide for you when you needed it most?
- When did my dealings get you into trouble, and when did they save your life?

### TIPS

- Know everyone and know their weaknesses
- Make your character driven and overconfident
- Know your goals and work to achieve them

### PLAY TO FIND OUT

What deal pushes you too far?

What relationships get sacrificed for your ambition?

Do you work together in your time of need?

### BARGAIN

Other players can draw a card when they:

- Learn of your capabilities and fear them
- Earn your respect through devious machinations
- Give you something for a promise

### STRONG MOVES - PLAY A CARD

- Major Arcana - Any strong move (tap into your faction's magic)
- Swords - Trap someone, either physically or morally
- Cups - Speak frankly and make a true connection
- Wands - Know someone's secret
- Pentacles - Have something that someone else wants
- Any - Discover how someone is vulnerable and act on the answer.

### WEAK MOVES - DRAW A CARD

- Accept the bad end of a deal
- Offer a promise to someone extremely dangerous
- Put someone else above yourself
- Honor a debt you owe
- Be harsher than you intended
- Give in to your emotions and destroy something

### YOU CAN ALWAYS ASK

- Draw a card and ask: *How is my hinderance getting in the way right now?*
- Discard a card and ask: *Who is willing to make a deal with me?*

### POWER



When you end the session with the most power, choose one and reset your Power to 0. After you describe the effect, add a new faction relationship.

- Use your influence to destroy something. How do you cause a public spectacle?
- Use a law or loophole to trap someone. Who helps you and what did you pay them?

- Fall in love with the wrong person. What do you each have as leverage in the relationship?

# LE PARLEUR

## THE SPEAKER

The lords in their houses may scoff at what I say, but we are not them. Look around and see the fire in your eyes; the same burning passion that lives in my heart. Hear the words I have spoken and let them kindle the flames.

Every session decide: How is your character involved in the last Event? What do they do next?

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### CHOOSE A NAME

Arnoux, Elanore, François, Léa, Philippe, Priscille, Sabine, Vidal, or another name that fits your outlook.

### CHOOSE A LOOK & AN OUTLOOK

Silk-wrapped feet, quick feet, steady feet, cloven feet, calloused feet, slender feet, feet missing toes

Fiery, Hopeful, Skeptical, Longing, Rational, Bombastic, Mourning

### CHOOSE 3 AREAS OF KNOWLEDGE

The scriptures, the language of law, tactics, gossip and rumors, poetry, local politics, reliquaries and idols, medicine, foreign politics, crime, local geography, theater

### CHOOSE YOUR GREATEST

#### TEMPTATION

ultimate knowledge, fame and honor, proving yourself superior to your rivals, the lusts of the body, wealth and influence, despair and self-loathing

### CHOOSE 2 RELATIONSHIPS

Your lover is devoted to you, the apothecary is desperate for your patronage, your siblings have ostracized you, your spouse has lost interest in you, your florist is secretly in love with you, your son's profession disgusts you

### CHOOSE ONE TO ASK RIGHT

- When did you seek forgiveness, and who did you confide in?
- What tempts you, and who provides it?
- Who did you abandon, and where are they now?

### CHOOSE ONE TO ASK LEFT

- When and why did you seek advice from me?
- Which of your friends is a disciple of mine?
- What debt must I uphold for you?

### TIPS

- Make yourself needed in your community.
- Leverage your connections and those around you.
- Make your character imperfect and aspiring.

### PLAY TO FIND OUT

How does your message spread? Who does it reach?

What drives you to drop your facade?

When do you give in to your temptation?

### BARGAIN

Other players can draw a card when they:

- **Look to you for advice or guidance**
- **Fear you for your passion, knowledge, or influence**
- **Sacrifice something of themselves on your behalf**

### STRONG MOVES - PLAY A CARD

- Major Arcana - Any strong move (tap into your faction's magic)
- Cups - Gain someone's unearned trust
- Swords - Incite someone else to violence
- Pentacles - Reveal a mysterious item of unknown origin
- Wands - Use your learning to provide guidance and answers
- Any - Discover how someone is vulnerable and act on the answer

### WEAK MOVES - DRAW A CARD

- Admit wrongdoing and ask for forgiveness
- React with rigid dogmatism
- Reject a moment of intimacy
- Get entangled in forces far more powerful than you
- Isolate yourself
- Chase away a follower with your actions

### AT ANY POINT ASK

- Discard a card and ask: *What wounds could I heal for you?*
- Draw a card and ask: *Why don't you trust me?*

### POWER



When you end the session with the most power, choose one and reset your Power to 0. After you describe the effect, add a new faction relationship.

- Lead a group, crowd, room, or mob to action. What do they do and how far do they go?
- Sacrifice yourself or of yourself for those around you. How does your martyrdom affect the populous?
- Give in to your temptation. What do you do and who finds out?

# LE SOLDAT

## THE SOLDIER

I know how to kill a man in forty-seven different ways. What, you thought I was going to start with something else? After all the horror I've seen, how to kill someone is the only thing I really know anymore.

Every session decide: How is your character involved in the last Event? What do they do next?

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### CHOOSE A NAME

Desiree, Eugène, Louis, Margot, Olivier, Rachelle, Toulouse, Valérie, or another name that fits your outlook.

### CHOOSE A LOOK & AN OUTLOOK

Sunken eyes, missing eye, watery eyes, distant eyes, hard eyes, fiery eyes, longing eyes

Withdrawn, overbearing, hopeful, brash, cocky, uncaring

### CHOOSE 3 WEAPONS YOU ARE AN EXPERT WITH

Musket, charm, pike, rifle, saber, pitchfork, insults, pistol, sword, reputation, dagger, fists, spear, club

### WHAT STILL HAUNTS YOU?

the love you abandoned, the horror you were commanded to enact, the innocents that you killed, the magic you witnessed, the child you lost, the fires you set

### CHOOSE 2 RELATIONSHIPS

Your spouse rejects you, your children seek to emulate you, your priest condescends at you, your true love married another while you were away, your barber is your best friend, your parents resent you coming home

### CHOOSE ONE TO ASK RIGHT

- What was your hardest battle, and who was your opponent?
- Why are you afraid, and who knows your fear?
- What do you long for, and who took it from you?

### CHOOSE ONE TO ASK LEFT

- Who did you know that died next to me in the war?
- When did you need my protection?
- When did we clash blades and how did it end?

### TIPS

- Be direct, blunt, and straightforward.
- Never give an inch; fight tooth and nail for what is yours.
- Make your character sympathetic.

### PLAY TO FIND OUT

How do you overcome your previous trauma?

What collateral damage do you cause in your destruction?

Who do you open up to in your time of need?

### BARGAIN

**Other players can draw a card when they:**

- **Fight with your interests in mind**
- **Come to you for protection**
- **Ask you to damage something or someone**

### STRONG MOVES - PLAY A CARD

- Major Arcana - Any strong move (tap into your faction's magic)
- Swords - Kill someone quickly and efficiently
- Cups - Forgive someone who wronged you
- Wands - Fall in or out of love
- Pentacles - Hide someone or something
- Any - Discover how someone is vulnerable and act on the answer

### WEAK MOVES - DRAW A CARD

- Give in to your vices
- React to normal situations with war-time actions
- Demand the truth at an inopportune moment
- Fail to react at a crucial time
- Take the blame for a political scheme
- Lash out at someone or something you care about

### YOU CAN ALWAYS ASK

- Discard a card and ask: *What danger can I prevent?*
- Draw a card and ask: *How did I damage this relationship?*

### POWER



When you end the session with the most power, choose one and reset your Power to 0. After you describe the effect, add a new faction relationship.

- Threaten, blackmail, or extort someone. What true information do you learn? What false information do they try to give you?
- Someone pledges their fealty to you. What did you do to earn their loyalty?
- Destroy something with collateral damage. Who gets hurt in the violence?

# LA COURONNE - THE CROWN

A Faction

*While you may no longer wear the Crown of Charlemagne, you still feel its weight and power on your brow. You are of an ancient family, influential and wealthy, and you might be the last of that line.*

## CIRCLE 2 MOTIVATIONS

Decadence, Survival, Power, Nostalgia, Opulence, Cruelty, Fear, Wealth

## ANSWER THESE QUESTIONS

- How does the crown maintain its power?
- Who directs the crown?
- What external connection is giving the crown power?
- Is the Crown's magic ancient (e.g. family heirlooms or religious relics) or scientific (e.g. physiker's potions and alchemical tinctures)?

**LURE: WHEN SOMEONE OBEYS A COMMAND FROM THE CROWN, THEY DRAW A CARD.**

## TIPS

- Answer to no one. You are ordained to be the ruler, so show it.
- Throw your weight around. Show how powerful you are and make everyone scared.
- Seize power, no matter how small or petty.

## MOVES

- Tempt someone with power, wealth, or influence.
- Reveal an external threat to the city.
- Introduce a lavish, unique, rare, or specialized item.
- Demonstrate how much someone has to gain.
- Subtly remind them of their lowly station.

After every move, ask "What do you do?"

## SOURCES

[A]s soon as we had the opportunity to meet Her Majesty the Queen, we should thank her for buying the necklace. But we never had the opportunity to meet her. We waited until July, when the Prince asked us to come to his house. He told us that the necklace was too expensive for the Queen. Her Majesty had the intention to give it back to us, unless we considered lowering its price to 200,000 livres...

*A letter to Marie Antoinette from the jewellers Bohmer and Bassanges concerning the "Diamond Necklace affair," 1786.*

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Louis XV, at his death, bequeathed to the French monarchy a number of legacies which, after a lapse of 18 years, were doomed to overturn and destroy it to its very foundation.

The Count d'Artois led so licentious a life as to draw on himself, before his misfortunes, the contempt of every Frenchman who had any regard for decency and public decorum.

*Historical and political memoirs of the reign of Lewis XVI. from his marriage to his death, founded on a variety of authentic documents ... and on the secret papers discovered, after the 10th of August, 1792, in the closets of the king at Versailles and the Tuileries, by Jean-Louis Soulavie, 1802*

# LE PIÉTINÉ - THE TRODDEN

A Faction

*Beggars, servants, farmers, and slaves. There are always those who society has ground into the dirt. With the chaos of the rebellion all around you, this may be an opportunity for you to seize power for yourself.*

## CIRCLE 2 MOTIVATIONS

Food, Shelter, Survival, Magic, Riches, Companionship, Protection

## ANSWER THESE QUESTIONS

- How does your network of spies communicate?
- Who directs the trodden?
- Who is the primary contact in the government?
- Is the Trodden's magic stolen (e.g. pilfered artifacts or borrowed phrases) or secret (e.g. thieves' cant and secret phrases)?

**LURE: WHEN SOMEONE IGNORES ONE OF THE TRODDEN, THEY DRAW A CARD.**

## TIPS

- Hide yourself, and learn secrets from the shadows.
- Hold leaders accountable to promises they didn't make.
- Lean into your hunger, your desire, and your ambition.

## MOVES

- Reveal a secret that shouldn't have been made public.
- Remind someone how far they have to fall.
- Put someone in a bad spot.
- Drag someone into the mud with you.
- Tempt someone with freedom, depravity, or sinfulness.

After every move, ask "What do you do?"

## SOURCES

It was hardly possible even for those who knew how, to find money, when there wasn't any. The number of poor people increased incredibly because the continuing rains of the previous year, 1708, had been very bad and had damaged the grain crops. . . . The poor of the countryside were destitute of any aid, no longer possessing a cabbage or a leek in their gardens, so they crowded into the cities to take part in the liberalities of the inhabitants, which were very considerable, at least in Nantes—for I cannot speak of other cities.

*Jeffry Kaplow, ed., France on the Eve of Revolution: A Book of Readings (New York: John Wiley & Sons, 1971), 9-12.*

# LA RÉBELLION - THE REBELLION

A Faction

*We are the ones who dare to unite France against her enemies. Too long have the royals oppressed the working man. Too long have they lined their pockets with the results of the laborer's sweat and tears. We will bring them to heel as the dogs they are.*

## CIRCLE 2 MOTIVATIONS

Revolution, Utopia, Upheaval, Chaos, Equality, Liberty, Justice, Bloodlust, Morality

## ANSWER THESE QUESTIONS

- What has brought the people together?
- Who directs the rebellion?
- When did the riots go too far?
- Is the Rebellion's magic communal (e.g. massive rituals and chanting) or cooperative (e.g. requesting the aid of other spirits)?

**LURE: WHEN SOMEONE WORKS WITH YOU IN COMMON CAUSE, THEY DRAW A CARD.**

## TIPS

- Ideas can spread like a disease and turn a city to its whims. Play off of other player's actions and turn their plans against them.
- Call for change, even when change is impossible.
- Force people to react to violence.

## MOVES

- Destroy, barricade, or block off a structure, street, or area.
- Cause a mob, march, demonstration, or crowd.
- Spread a rumor or ostracize someone.
- Remind someone of how much they need other people.
- Surround someone with their enemies.

After every move, ask "What do you do?"

## SOURCES

Good people of France! You can become the premier country in the world. You have started the most beautiful revolution in the history of mankind, and it is up to you to take it to its end. Continue to go to public places, assemble often, unburden yourselves of your boring and monotonous drudgery, and consecrate your leisure time and your days of rest to the discussion of the nation's interest and the examination of your leaders' conduct.

- *Révolutions de Paris*, no. 68 (23 October 1790), 116.

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I recollect that I finished with these words, "The infamous police are here. Ah, well, let them watch me, let them observe me carefully. Yes, it is I who call my brothers to liberty!" And, lifting a pistol, "At least, they shall not take me alive, and I shall know how to die gloriously. Only one misfortune can touch me - that of seeing France become enslaved."

*Camille Desmoulins: A Biography*, by Violet Methley, 1915

# LE SABRE - THE SWORD

A Faction

*Keeping order in a time of chaos is just as difficult as you expect. You are the law keepers, the soldiers, the army raised to fight back the tides of chaos. Whether you are policemen, trained soldiers, or the judge and executioner, you are the barrier that keeps anarchy at bay.*

## CIRCLE 2 MOTIVATIONS

Justice, Honor, Retribution, Power, Fear, Bloodlust, Discipline, Order, Nostalgia

## ANSWER THESE QUESTIONS

- What freedoms have the people given up in exchange for safety?
- Who directs the swords?
- What secret weapon do the swords keep hidden?
- Is the Sword's magic restrictive (e.g. magic trapping alloys) or prophetic (e.g. oracles, diviners, and sages)?

**LURE: WHEN SOMEONE COMES TO YOU FOR VENGEANCE, THEY DRAW A CARD.**

## TIPS

- Shut down insurrection with an iron fist.
- Blame those who cannot defend themselves.
- A hanging is more interesting than a courtroom. Skip the debates and go straight to the consequences.

## MOVES

- Arrest someone.
- Place a bounty on someone.
- Force someone to answer hard questions.
- Crush someone with obligations.
- Back someone into a corner, literally or figuratively.

After every move, ask "What do you do?"

## SOURCES

What is the goal for which we strive? A peaceful enjoyment of liberty and equality, the rule of that eternal justice whose laws are engraved, not upon marble or stone but in the hearts of all men. We wish an order of things where all low and cruel passions are enchained by the laws, all beneficent and generous feelings aroused; where ambition is the desire to merit glory and to serve one's fatherland; where distinctions are born only of equality itself.

*Maximilien Robespierre addresses the National Convention, May 7, 1794.*

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This trial, therefore, will be interminably long. Besides, it should be asked: why should we have witnesses? The Convention, the whole of France, accuses these men. Proofs of their crimes are evident and everyone is convinced that they are guilty. The Tribunal can do nothing by itself - it is obliged to follow the law. It rests with the Convention to do away with all the formalities which impede its work.

*Letter by Antoine Fouquier-Tinville appearing in Le Moniteur Universel, Oct. 30 1793.*

# LA SOCIÉTÉ - THE SOCIETY

A Faction

*Beneath the streets of Paris, nestled into an almost forgotten corner of the catacombs, a secret society plans their next move. A move that will make their members the most powerful people in the world.*

## CIRCLE 2 MOTIVATIONS

Power, Money, Religion, Lore, Tradition, Corruption, Family, Magic

## ANSWER THESE QUESTIONS

- What powers does the society wield?
- Who directs the society?
- What keeps the society hidden?
- Is the Society's magic inherent (e.g. vampirism or lycanthropy) or bargained for (e.g. demonic rituals or captured djinn)?

**LURE: WHEN SOMEONE GRANTS YOU KNOWLEDGE OR ACCESS, THEY DRAW A CARD.**

## TIPS

- Work in the shadows. Don't reveal your plans to the other players until it's too late.
- Take over prominent NPCs. Reveal their involvement after they've become ingrained in the story.
- Let the whispers of your movements be dismissed as rumor and conjecture.

## MOVES

- Reveal a hidden plot or scheme.
- Put two characters alone together.
- Kill an NPC off screen.
- Hint at an unwelcome future.
- Ensnare someone, unwittingly, in the machinations of power.

After every move, ask "What do you do?"

## SOURCES

Ankerstroem was an emissary, and was at Paris at the beginning of the Revolution. He was initiated by Condorcet into some of the French mysteries. As soon as it was known by the public papers that Gustavus was desirous of heading the forces of the Allied Powers, Ankerstroem quitted Paris and returned to Stockholm. In a few weeks after, Gustavus fell a victim to liberty and equality, and the bust of Ankerstroem was placed on the Pandemonium of Paris.

*Proofs of a conspiracy against all the religions and governments of Europe, carried on in the secret meetings of Free Masons, Illuminati, and reading societies, by John Robison, 1789.*

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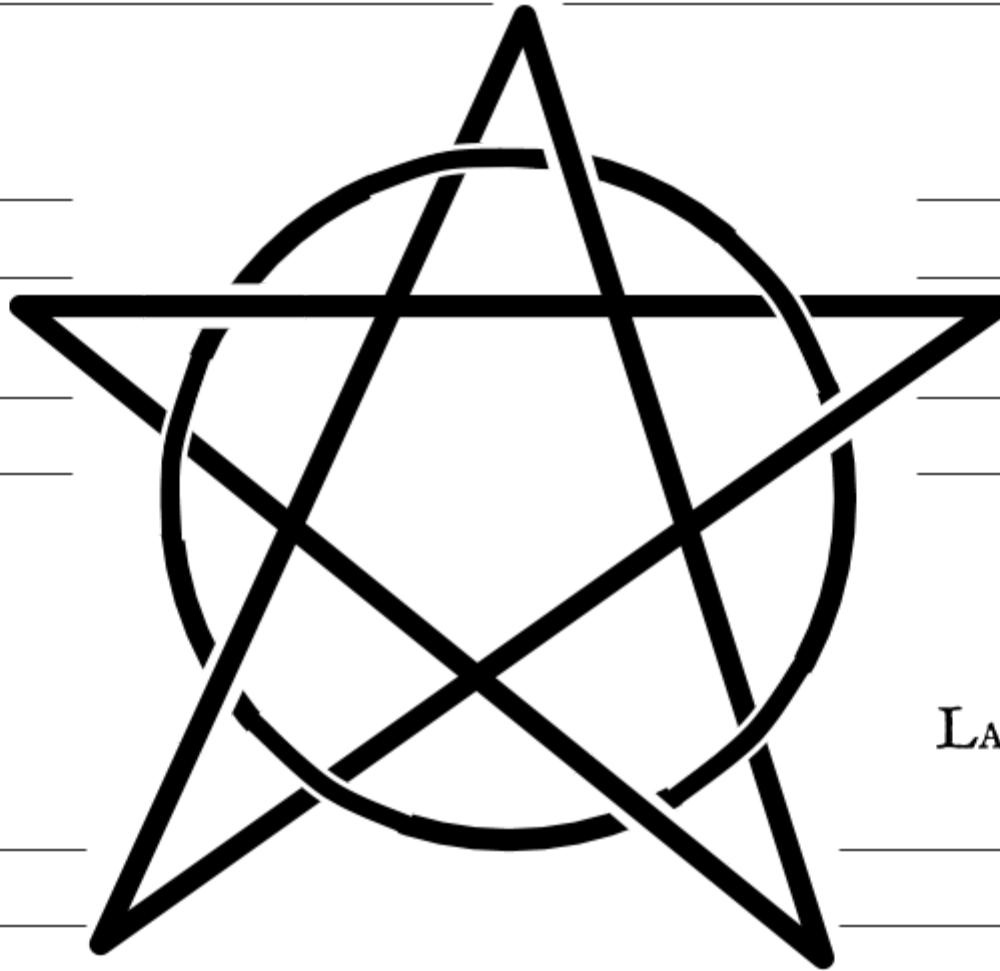
This third sect, known by the name of Illuminés, coalesced with the Sophisters conspiring against Christ, coalesced with the Sophisters who, with the Occult Masons, conspired against both Christ and kings. It was the coalition of the adepts of *impiety*, of the adepts of *rebellion*, and the adepts of *anarchy*, which formed the Club of Jacobins. Under this name, common to the triple sect (originating from the name of the order, whose convent they had seized upon to hold their sittings,) we shall see the adepts following up their triple conspiracy against God, the King, and Society. Such was the origin, such the progress of that sect, since become so dreadfully famous under the name of Jacobin.

*Memoirs Illustrating the History of Jacobinism, by Abbé Barruel, tr. Robert Clifford*

LA COURONNE

LA SOCIÉTÉ

LE PIÉTINÉ



LE SABRE

LA RÉBELLION

# THE NOXIOUS MIASMA

A STARTING SCENARIO BY SAM ZIMMERMAN

*When the war ended, corpses by the thousands lined the streets of Paris. As the rotting fumes escape from the bodies of the dead, a foul miasma has settled over large districts of the city. When people's skin began to melt away and their minds were lost to a dark hunger, the new administration finally evacuated the corrupted districts and imposed a district-wide quarantine. Now thousands of people have been redistributed within the city, and tensions are rising against the newly formed Committee of Public Safety.*

This scenario takes place in 1794 at the height of the reign of terror. The noxious miasma is a byproduct of dark magics used during the revolution, and the corruption is spreading throughout the city. As a group, choose:

- Where has the corruption taken hold? Cross off regions of the map that have been lost.
- Where is the new seat of power? The Committee of Public Safety is operating as the new government, and they need a council chamber.
- Where have the guillotines been set up? Public executions are a daily occurrence and the world needs to see what happens to those who resist.

## CHARACTERS

### **OLIVIANE BLANCHET (SHE/HER) - THE ARTIST/THE TRODDEN**

A displaced urchin, Oliviane is struggling to find a niche in this new, crowded Paris. Where she used to be able to scrape a decent living from picking people's pockets along the Paris docks, her options have been cut short. Now she is desperate, and willing to take on riskier assignments to make ends meet.

Oliviane has fidgety hands, and a scattered outlook. She is an expert at the arts of picking pockets, flattery, and storytelling. She is well acquainted with a pirate captain at the docks who she drinks with regularly, and a wealthy merchant she can fence her wares to. Oliviane's true love is engaged to marry her sister, and the local baker loves hearing Oliviane's stories and tales. The Trodden seeks survival and protection, and uses Charles Allard as an extension of their spy network within the government.

### **CHARLES ALLARD (THEY/THEM) - THE CHEMIST/THE SWORD**

Charles is the chief detective of the General Police Bureau, and has been tasked with enforcing the will of the Committee on the restless population. As he reports directly to Robespierre, Charles is constantly in the spotlight and has difficulty acting against the will of the Bureau. Despite this scrutiny, Charles believes that he can harness the power of the Miasma to become a tool of the GPB.

Charles has a young face, and an academic outlook. They have an incredible abundance of secrets and caustic acids, and Charles witnessed a man's skin melt from his face in front of them. Charles has a younger assistant that seeks to supplant them, and their estranged partner is the only one who knows the depth of Charles' secrets. The Sword work toward retribution and power, and the people have given up their privacy in exchange for protection from the Miasma.

### **JEAN-BAPTISTE DE TALLEYRAND-PÉRIGORD (HE/HIM) THE SOLDIER/THE CROWN**

A disenfranchised noble in hiding, Jean-Baptiste is doing everything he can to avoid attention. He was a colonel in the French Royal Army during the American Revolutionary War, and returned home to be cast out as a royalist and a sympathizer to King Louis. The Miasma seems to be constantly chasing Jean-Baptiste, forcing him to find new and cleverer hiding places each time.

Jean-Baptiste has sunken eyes and a withdrawn outlook. From his military training, he is still an expert marksman, fencer, and pugilist. He still bears the scars of the dark magic he witnessed during the revolution. Jean-Baptiste's true love was married to another while he was fighting in America, and his priest is eternally condescending and infuriating. The Crown seeks nostalgia and survival, and there are still many military connections that Jean-Baptiste can leverage from his time in the army.

### **AIMÉE FOURNIER (SHE/HER) - THE DIPLOMAT/THE SOCIETY**

Aimée is a member of the Committee of Public Safety, and sincerely believes in the work that the Committee is doing. Unknownst to most of her colleagues, Aimée is a member of the Cult of Illumination, which provided the majority of the needed dark magics to win the revolution in the first place.

Aimée is missing her left arm and has a passionate outlook. She has an abundance of magical artifacts that she has no understanding of, but she lacks the connections necessary to move up within the ranks of the Committee. Her best friend Jean-Baptiste always manages to get in her way (whether he means to or not). Aimée's marriage is falling apart from her devotion to work, and she has made enough enemies among the population that two thugs are after her head. The Society yearns for Power and Magic, and the true power of the society is kept hidden by the cult of personality rising around Robespierre.

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If you are interested in helping playtest this game, I am always looking for feedback. Please send your feedback and the names of all of the players to:

[TyphosGames.Info@gmail.com](mailto:TyphosGames.Info@gmail.com)

You might find your name in a future version of this game, so check back when you see updates!

This game is based on the Belonging Outside Belonging framework developed by Avery Alder and Benjamin Rosenbaum.

## OTHER GAME INSPIRATION:

- *Dread* by Epidiah Ravachol
- *The Sword, The Crown, and the Unspeakable Power* by Todd Nicholas and Thomas J.
- *Venture* by Riley Rethal
- *Hot Guys Making Out* by Ben Lehman
- *Balikbayan* and *Stories of Love in Manilla* by Jamila R. Nedjadi
- *Blightburg* by Mikko Karttunen
- *Trophy - Dark* by Jesse Ross
- *Blades in the Dark* by John Harper
- *Archipelago* by Matthijs Holter
- *Dance of the Damned* by Andrew Peregrine
- *Hit the Streets: Defend the Block* by Richard Rogers
- *Flotsam: Adrift amongst the stars* by Joshua Fox