

M BRIMSTONE

a *game* about *ash* and *rising* from it

written by Jason A. Petrasko
© 2013, All Rights Reserved.

EVERYTHING IS GONE

That's right. Your phone, your car, your daily stop at your favorite place for coffee is gone. Taht is all she wrote for the world of man. Everything we had built was burned to the ground in a matter of days when the Dragons came. No one knows what hole they crawled out of, or where they came from at all. In the end we only knew that they were more than a match for us.

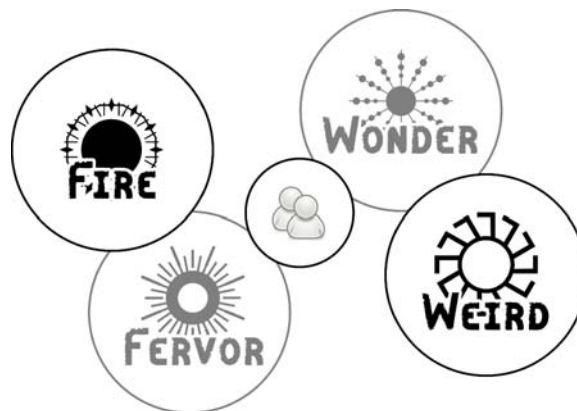
The world now is a place full of ash, the one thing the Dragons left the few that remained. From that point on humanity has survived by never flourished, living in a kind of twilight that never seems to break from dawn. Any attempt to rebuild cities larger than meager townships is met with swift destruction from the fire of those cursed beasts. People toil for their daily bread but never stop dreaming of the golden age now long gone.

However, the Dragons aren't the only force in the ruined world. They are just one of several, and while you will find all are dangerous, some can be bent to you needs.

Ok, so while the text of the game is going to explain all the rules, I'm a helping voice. When I appear I'm going to offer up advice and ideas to stoke your imagination and fuel your ambition. Just think of me as a spider hanging out by your ear, and if that freaks you out, all the better.

THE FORCES OF THE RUINED WORLD

While the Dragons are the most amazing spectacle in the ruined world, they aren't the only new force to shape it. You also won't hear people saying Dragon too much, in general they are just called the Fire. You are also going to encounter the Weird, the Fervor, and the Wonder. These forces are all connected, and can be placed in a diagram like so:



You can say humanity is in the middle and directly connected to Fervor and Wonder, but not Fire and Weird. **Fire** and **Weird** are natural forces of the universe. **Fervor** and **Wonder** are what happens when humans embrace these natural forces. That doesn't tell you much about them, but here are hard rules for what the natural forces mean when you encounter them in the ruined world:

- ◆ **Fire always arrests or ruins.**
The force of fire can only stop and destroy, nothing else. Dragons are the agents of Fire. When you see a Dragon you can fight it, but it is always going to stop or ruin.
- ◆ **Weird always transforms or obscures.**
The force of weird can only alter or hide, nothing else. Demons are the agents of Weird. When you see a Demon you can fight it, but it is always going to transform or obscure.

The forces of Fervor and Wonder are kept in the heart of man, so their rules are a little more personal in nature. You must follow these when people embrace either Fervor or Wonder (or both):

- ◆ **Fervor always empowers the body and inspires audacious plans.**
When a person embraces Fervor, they gain physical power but succumb to reckless and daring plans.
- ◆ **Wonder always empowers the mind and inspires doubt.**
When a person embraces Wonder, they gain mental power but succumb to doubt and distrust.

These rules are very important to keep in your mind. You will see them again and again in the rules, since they are the basis of the game in many ways. As you play, keep in mind that these are absolutes and can never be broken. Most rules in the game can be adjusted as you play, and you are expected to change them. Don't do that with these.

When the player in charge of the game (the Devil) decides your character embraces Fervor or Wonder, you'll be given a tough choice. They will never directly tell you what your character does, but they will make you choose between two interesting options.

NEW LEGENDS OF THE RUINED WORLD

This is a game about making stories. Not romance comedy love stories, but epic tales of battle and hardship. Its not that you can't have love or comedy, it just that all that rides above the backbone of blood, sweat, and tears. In this game you'll either take on the role of the Devil or a Hero. The Devil runs the world about the Heroes, and weaves a world full of darkness and wonder.

You are playing Heroes if you aren't the Devil. You aren't going to sit down to a game of Brimstone and tell the tale of some lowly farmer trying to manage his field from year to year. If you play a lowly farmer they won't be a lowly farmer for long, because either they or someone else detected the potential in them to become something special - a legend.

Each player that is taking on the role of Hero needs to pick a card from the deck of Twelve Legends. This card gives them their role in the game. The twelve Legends are as follows:

- ◆ **Maverick** [Fighter]
The maverick is a fighter that doesn't rely on strength or speed, but uses human ingenuity to succeed. You play a maverick if you want to show the forces of the world man can beat them without help. They have no affinities for any Forces, and earn more Glory in return.

- ◆ **Champion** [Fighter]
The champion has honed their body to a fine edge, embracing strength and speed to become a better warrior. You play a champion to beat back the forces of the world with pure might. They have an affinity for Fervor, letting them earn more Glory when embracing it.

- ◆ **Wizard** [Fighter]
The wizard has opened their mind to the Weird, embracing the enhanced mental powers to become a formidable opponent. You play a wizard to control the forces of the world through the wonder of a new age. They have an affinity for Wonder, letting them earn more Glory when embracing it.

- ◆ **Pioneer** [Leader]
The pioneer is a leader that relies only on themselves and dreams big enough to get everyone's attention. You play a pioneer to lead men into a brave new world where motivation equals success. They have no affinities for any Forces, and earn more Glory in return.

- ◆ **Luminary** [Leader]
The luminary is a paragon of speed and strength, but does not embrace war. Instead they inspire others to action through their amazing deeds. You play a luminary to lead others into a new world of your vision. They have an affinity for Fervor, letting them earn more Glory when embracing it.

- ◆ **Tycoon** [Leader]
The tycoon has worked with the forces of Weird in the world to earn a place above men, exploiting Wonder for power and profit. You play a tycoon to create a new world of men where you can stand on top. They have an affinity for Wonder, letting them earn more Glory when embracing it.

- ◆ **Engineer** [Artisan]
The engineer takes what is left of scrap copper and wire, building analog circuits from the ancient times. You play an engineer if you want to return technology to the world. They have no affinities for any Forces, and earn more Glory in return.

- ◆ **Smith** [Artisan]
The smith has honed their body into a heart of a forge, working metal and stone to force their vision onto the world. You play a smith to build a new beautiful world of castles and keeps like no one has ever seen. They have an affinity for Fervor, letting them earn more Glory when embracing it.

- ◆ **Enchanter** [Artisan]
The enchanter has not just talked with demons, they have learned from them. They use Wonder to enhance and amaze. You play an enchanter to create a new world of Wonder the likes of which has never been known. They have an affinity for Wonder, letting them earn more Glory when embracing it.

- ◆ **Merchant** [Maven]
The merchant doesn't dream of changing the world, just thriving in it by smart buying and selling of goods. You play a merchant to earn more financial success and secure your future in the ruined world. They have no affinities for any Forces, and earn more Glory in return.

◆ **Outlaw** [Maven]

The outlaw isn't a criminal per se, but an expert that has found something they love in the ruined world. You play an outlaw to further hone those skills and become a paragon in the ruined world. They have an affinity for Fervor, letting them earn more Glory when embracing it.

◆ **Oracle** [Maven]

The oracle can't see all futures, but they can get a glimpse of what is coming through the veil of the Wonder. You play an oracle to scheme and conspire to build a better future for yourself in the ruined world. They have an affinity for Wonder, letting them earn more Glory when embracing it.

At the core, there are four character types you can choose from and three variants of each. You choose to play a Fighter, a Leader, an Artisan, or a Maven. The first three want to do something about the ruin of the world, and the last simply wants to improve their fit into the current one.

Fighters want to change the world by fighting back the forces that destroy and ruin it.

Leaders want to lead humanity back into an age where the glory of society shines once more.

Artisans want to shape the world into their vision, creating their art to change the world.

Mavens want to improve themselves, securing their place in the ruined world of today.

You can't assume that Mavens are against the first three types, but instead usually they see them as a tool to be used in their own schemes. Generally they are smart enough to know that real change is unlikely and Fighters, Leaders, and Artisans generally fail at some point.