

Enlightenment and Entropy

A city of twisting angles and dark spires.

Of pigs who walk as men and philosophers who live in fi th

Of repressive lawmen and clockwork simulacra.

Of alchemists and anarchists

Of architect princes whose designs warp reality itself.

Introduction

What is the game about?

Mostly: People and Cities. What brings them alive and drags them down.

A setting rich RPG, where celebrating and developing the setting and its relationship to the characters is enmeshed in the rules.

Players create characters that defi e how the setting is perceived and what about the setting is important. Players action defi e the settings destiny...which force will win out and why?

Characters encounter situations in the cosmic battle between enlightenment and entropy, the fi al days of the city may be here, and your character is woven so tightly to the fabric of events that their experiences taint the world around them. Sometimes it taints you back.

As characters change, so do the parts of the city they are tied to. Since the character and the neighbourhood of the city are linked via geomantic forces, as one changes so the effects cascade...

City Neighbourhoods (With starting traits)

The Spire: tradition+, decay-

A towering edifi e of rotting beams and hunched gargoyles, once home to the emperors of the antecedant empire, now the home of the Regent and his bureaucracy.

Chantry Row: piety+, betrayal-

Here the temples of the lost gods lie empty.

The Shambles: industry+, poverty-

A shanty fi led with the amassed detritus of the city's industry. Small workshops cling to the side of the streets and petty crime is never far away.

Artificers Quarter: Wisdom+, insanity-

Here, where the fi est minds of the enlightenment play, great wonders are constructed and

Needless Alley: Tolerance+, Weariness-

Those who want to be forgotten congregate here. Mercenaries down on their luck, anarchists hunted by the law,

The Meld : Otherness+, Mutation-

A twisted landscape, walled from the rest of the city when an artifi e r device

malfunctioned. Now used as a dumping ground for the mis-shapen experiments of the Chirurgeons guild.

Lodestone: Vibrance+, Secretive-

Cloie by the city's docks is the massive chunk of dark crystal and the headquarters of the navigator guild and its preternatural pathfinders.

The Crescent: Beauty+, Haughty-

More to come...

[unsure]Cross off areas not in play (limit to players in game?)

Arcana

What is your archetype from the Geomantic Tarot. Pick 2 negative and 1 positive trait that are associated with it.

Examples:

The Wanderer: change+, death-, pain-

The Green Man: life+, ennui-, blood-

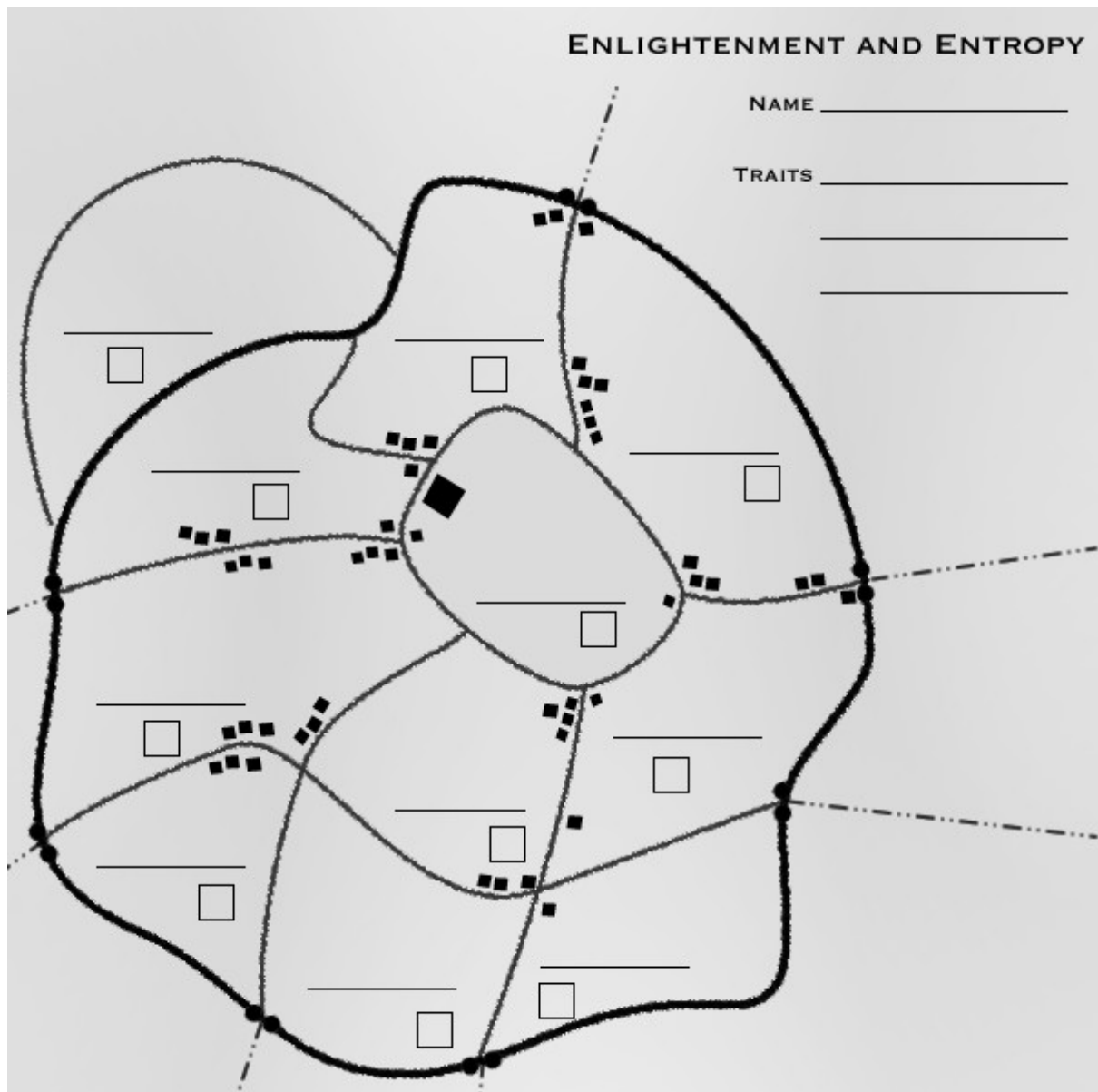
The Twin Gods: Camaraderie+, dependence-, betrayal-

The Chained Man:

The Captain:

More to come

Chargen



Cityplan [see hasty mockup] / Attributes

Take turns to assign each of these to a neighbourhood and value.

Heart - Heart is strength through passion and empathy

Iron - Solid or brittle? Iron is strength through fighting and enduring

Entropy - Oppression, madness, decay

Enlightenment - Freedom, personal will and inspiration

Split 7 points between them, max 4. Entropy starts at 1 (your entropy neighbourhood must be another player's other stat).

Scenes

Scenes set up what's important in the city and let us affect it.

Antagonist Scene

Define an antagonist's personality via a cut scene, and give him a trait and up his value. They should threaten a region and a protagonist. You play current antagonist of player opposite?

Vignette Scene

Show some everyday activity in the city, pick two city areas. When the scene is over move values tied to one up and one down.

Ex: Shambles thief run down by Spire arbitrators and hung in the square. Shambles -, Spire +

Strife Scene

Something happens to a neighbourhood and a character is involved.

Location (must be one of your areas) + Character Trait at risk (nothing to risk, risk gaining a point of entropy)

*eg. scene about my pain in the shambles
eg. scene about entropy in the spire*

How are you going to resolve it? (pick one each of HI and PS)

eg. I confront him bitterly (heart+entropy)

Roll. [not sure what yet...] (antagonist rolls value)

Not happy? You can use this locations / characters traits for bonus /penalty dice

Failure - loss of risked trait (or gaining entropy), **decrement location value**

Success - Move a trait on an involved party, **increment location value**

Entropy Tells

When entropy hits 3 and each level afterwards, describe a manifestation of your own or the city's taint.

Enlightened Attitudes

One player per strife scene can gift enlightenment points to aid another's conflicts

End Game

If a conflict could bring an enlightenment or entropy trait to 8, it's endgame for the character or the city location in question...

Is this city endgame too?