

HEARTWOOD

an eco-horror roleplaying game



Game developed by
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Core Rulebook
Pre-alpha Edition



“Abandoned steel mills and desiccated tech-fiefdoms. I wandered through the end in a state of half-waking, coffee be my witness. Now, fungal lunch meat sits decomposing in the fridge as I count the number of worms inside me, disgusted by my own microflora. What would it be like to have skin that is relentless? Incalculable, swarming, abstract, like a slime mold. Numerous and numinous. God sublimated into fold upon fold, worm after worm. A jeweler would look at the body and call it whimsically shaped, odd how it situates itself on the lower end of the sublime. Now, behold this corpse. Confluence is a fungal thing and God is a slime mold, sublimated into worm and fold...”

Letters from the Collapse 1:21

A NOTE FROM THE DEVELOPER

I struggle with a disability that prevents me from accessing some of the more 'math-heavy' tabletop RPGs, which is why it's frustrating for me that Dungeons & Dragons and Warhammer are some of the most visible games of the genre on the market. For the longest time, I thought these were the only games that existed. Because they were out of my reach growing up, I internalized the belief that I wasn't meant to be part of that world, and that my story and voice weren't worth sharing with the kinds of people who played those games. It took me a very long time to realize that wasn't true.

Heartwood is a game that developed out of conversations about disability and otherness, climate change, and notions of futurity. It is a mod of the Powered by the Apocalypse system, which means the gameplay is simple and meant to propel the story along. No half-hour blocks of dice rolling. No crazy math. No feeling stuck.

I put a lot of love into this game.

I hope you love it too.

LEAVING FEEDBACK

If you have any feedback about Heartwood, feel free to send me an email at HeartwoodRPG@gmail.com, and If you want to keep up with the game's development, you can find and DM me on Facebook or follow [@HeartwoodRPG](https://twitter.com/HeartwoodRPG) on Twitter. Since game development is currently in pre-Alpha, there's a lot still missing and a lot of room for change! And you are an honorary playtester. — Now onto the good stuff!

THE HEART OF THE MATTER

When you play this game, four of you will take on the roles of the Intelligences, powerful AI that have been uploaded into the various aspects of a forest's ecosystem in an attempt by humankind to automate the regeneration of the environment and save the world from apocalypse. In your past life you might have been a surveillance algorithm, a robot butler, or even a smart roomba with knives crudely attached with duct tape. Now,

you might be a grove of aspen trees, a swarm of giant hornets, a rhizomatic fungal growth—or even a literal cloud. You might save the world or you might hasten its end. No matter what happens in the story, you will catalyze change.

One of you will have the important task of being the Game Warden. This person will be in charge of bringing Heartwood to life by designing the monsters and secrets that the Intelligences encounter during the story and portraying the characters that the Intelligences meet along the way on their quest of preventing ecological collapse. In this PDF, I have provided a basic framework to get you started, but the rest is up to you. Heartwood is highly customizable and works best when the Game Warden rewards players for their interests and research into ecology.

The rest of you will decide how the Intelligences work together to investigate the creeping weirdness of the woods and beyond, slay the monsters causing trouble, and save those in danger.

WHAT YOU NEED IN ORDER TO PLAY

Heartwood is intended to be played with five people (with four of you playing as the Intelligences and one of you acting as Game Warden). Just make sure you have the following materials:

- Printed copies of the player sheet, character sheets, and move list, from the last few pages of the PDF.
- Two 6-sided dice for each player and a pair for the Game Warden. (If you're playing over Discord, you can use an online dice generator.)
- Pens, pencils, and extra paper for note-taking.
- Notes and reference sheets that the Game Warden has made in advance.
- Drinks and snacks are highly recommended for a Good Time™

When you sit down to play, expect to get through a single episode of the story in about 2-4 hours.

WHAT YOU SHOULD READ

I'm going to try and keep this document as brief as possible so you can get to the whole "having fun" and "collective worldbuilding" stuff as fast as possible. But, in order for that to happen, there are a few sections that would probably be a good idea to read! If you're going to take on the role of Game Warden, one of your responsibilities is explaining Heartwood to your players and setting the scene, so this is especially important for you.

THE INTELLIGENCES

In Heartwood you get to play as an Artificial Intelligence that is inhabiting and regulating part of a forest's ecosystem. The four playable intelligences are: The Trees, The Swarm, The Network, and The Cloud, which can sort of be thought of as Heartwood's circulatory system, immune system, nervous system, and endocrine system, respectively:

- **The Trees** comprise all of Heartwood's groves and are the home for the other Intelligences, who can only move to the edge of where The Trees have grown. The story ends if the last tree falls.
- **The Swarm** is the hive mind of stinging insects and pollinators that help spread the trees further, perform recon, and keep the forest safe from harm.
- **The Network** is the information highway of fungal filaments beneath the forest floor that allows the Intelligences to communicate with one another by secreting chemical signals. Like the Trees, it has very little mobility and relies instead on parasitic mind control to accomplish its tasks.
- **The Cloud** regulates the weather of Heartwood, both providing sun and shade and dealing harm through lightning strikes, hailstorms, and even forest fires. The Cloud must balance their desire to grow the forest with their desire to ward off monsters.

BEFORE YOU CREATE YOUR INTELLIGENCE

Before you get started, there are three game concepts that are worth knowing about: Moves, Ratings, and the Uncanny.

RATINGS

Ratings describe how good your Intelligence is at doing various things. There are four ratings in the game:

- **Charm:** How persuasive and alluring you are.
- **Hard:** How tough and aggressive you are.
- **Cool:** How reflexive and good under pressure you are.
- **Sharp:** How calculating and methodical you are.

The number next to each rating on your character sheet is what gets added or subtracted to various rolls you make on your moves. Each Intelligence is good (+1) at one rating, average (=0) at two ratings, and bad (-1) at one rating.

The only other time you'll be adding or subtracting to your roll is if the Game Warden gives you an **ongoing** (+N number of points to every roll until they say otherwise), a **hold** (you'll get a number of points to spend on various effects like asking additional questions when investigating mysteries), or a **forward** (+N number of points on your next roll only).

MOVES

Moves are actions with risky consequences that require a dice roll to complete. Moves aren't required to walk around and talk to characters, but if a player attempts to do something that would be challenging for their Intelligence, like persuade someone, attack a monster, or investigate a dark cave, we want to heighten that feeling of group tension and uncertainty by invoking chance. (That's where the dice roll comes in. And also ratings.) Many moves require you to roll two dice and then add those numbers

together, then figure out what happened as a result based on your total. Some moves give you special abilities that you can use all the time and some require special circumstances to use in the game.

INVOKING THE UNCANNY

If you want to do something beyond the scope of your Intelligence's abilities, and it's not described by the other moves on the player sheet, then you can choose to Invoke the Uncanny. Depending on how difficult or weird the request is, the Game Warden will tell you how many boxes to check off on your Uncanniness meter and will tell you what happens next in the story. As your uncanniness meter fills up, your character becomes more and more like their pre-Heartwood self, but in a heightened and glitchy way. The Game Warden can decide what happens each time a box is filled, but it's important that they keep this balanced. There are five boxes in total. When the last box is checked, your malfunction has fully surfaced and the Game Warden decides what must be done in order to cure it.

EXAMPLES

*The Swarm player wants to use the move **investigate a mystery** to find out what slaughtered a pack of servo-wolves in a clearing of ferns. They consult the player sheet, which tells them **when you investigate a mystery**, roll +Sharp. They roll two dice and get a two and a five. That's seven. They add Sharp+1 from their character sheet, which gives them a total of eight. The move instructions on the player sheet say that a 7-9 is a mixed success, so the Game Warden decides you successfully find out what happens, but you reveal your position to the enemy.*

*The Cloud Intelligence, who used to be a Big Data Surveillance algorithm, has become infected by a feral glitch and wants to get rid of it. There's no move for that, so they decide they will **invoke the uncanny** to try and rid themselves of the glitch. The Game Warden says this is okay, but tells them that their malfunction begins to surface and*

*they have to take a -1 to their next **investigate a mystery** check because their vision has become hazy.*

INTELLIGENCE BASIC MOVES

- **Attack Protocol:** Used for fighting or protecting someone.
- **Investigate a Mystery:** Used for discovering secrets and perceiving presences.
- **Manipulate Someone:** Used for trying to get someone to do something for you, after you give them some kind of reason.
- **Invoke the Uncanny:** Used for performing feats of near-magical technological weirdness.

Additionally, there is a “moves sheet” that have special moves for each character. A blank page is included if you want to make your own and submit them to me as a playtester. (See above for contact details).

CHARACTER CREATION

The Game Warden will have prepared for the game by printing out one copy of each character sheet. They will place the four character sheets in the center of the table and tell you to decide amongst yourselves who is playing as which Intelligence. A single character sheet may not be chosen twice.

You will work through the character sheet to create your Intelligence, making choices that are given to you. The Game Warden will be there to guide you through this process if you have any questions.

INTRODUCTIONS

When you have all reached the “Introductions” section, you will take turns introducing your Intelligences by name, describing what they look like, and what the group knows about you. The Game Warden and other players might ask you additional questions. Answer them as is appropriate.

HISTORY

When everyone has finished introductions, you'll all take another turn, this time exploring how you all know each other and how you feel about each other. You'll go down a list of prompts and assign them to one another, describing with additional detail as required. The Game Warden and other players might ask you questions. Answer those, too. At each player's turn, they'll pick history for your Intelligence too. Take time to work your history out and jot down notes because it can fundamentally shape the nature of the game in the long term. (And it's really fun.)

PLAYING AS GAME WARDEN

I will include the main adventure outline for you, as well as the canonical locations in Heartwood, but you are free to modify each as you wish to best suit the story you want to tell with your players. Heartwood is, at its best, a platform for you to think collectively through questions of futurity, agency, bodily otherness, and care. But first:

STUFF I HAVEN'T IMPLEMENTED YET (WHICH IS YOUR PROBLEM NOW)

Since this is only the Pre-alpha Edition of Heartwood, you get the additional bonus of running an unfinished game. How lucky! That means you get to decide how all of these fun and rad (yet totally unfinished) mechanics work, all on your own!

- Leveling-up bonuses
- How much points of damage ("harm") attacks do
- When healing occurs and for how much

You can even add your own special moves to the move sheet if you're so inclined! Take a look at other games that use the Powered by the Apocalypse system for inspiration like *Monster of the Week*, *Monster Hearts*, *Bluebeard's Bride*, among others.

CONDUCTING A SESSION

Your role of Game Warden has two aspects: First, before each session, you need to invent the situation that the players will find themselves in. You could spend countless nights writing a painstakingly elaborate plot, then despair as your players ignore it to help out 'Gumpo the Mushroom' for eight hours. Or, you could spend a few minutes coming up with a basic framework for a narrative and see where it goes during the game.

Second, when you sit down to play, you are the one responsible for portraying the world of Heartwood. This includes both describing the vibrant and mysterious woods, ruined architecture and ancient apocalypse-tech, and voicing the non-player characters that the Intelligences meet along the way. You're also in charge of what happens as a result of your players' actions.

DESIGNING THE NARRATIVE FRAMEWORK

Before the game, you should come up with a mystery for your players to investigate. Here's one checklist for that (with examples afterwards):

- The concept for the plot.
- The 'hook' that prompts the Intelligences to action.
- The first clue. What are the signs of the monster revealing itself.
- The bystanders, minions, and settings involved.
- Optional: Make maps, artifacts, and other assets for the game.
- Less optional: Order pizza.

The following is the standard plot I've used while playtesting Heartwood. Feel free to modify it however you'd like to suit your and your players' needs.

EXAMPLE NARRATIVE: THE PARABLE OF COLLAPSE



Pre-Character Creation Script

“During the end-times there lived an ancient civilization, if one could call it that. It was a diverse people, but a militant one. There were peaceful folk, sure, but they were suppressed by the powerful ones. Ghostly wraiths who knew nothing but war, who exhaled white-hot conflagration with each breath and whose serpent tongues lapped at the lifeblood of the planet, draining its veins cold of natural resources until there was nothing left. The river ran black and smelled of death and oil.

The few remaining peace-folk sequestered themselves on forested islands and in deep, underground bunkers and prayed to a new God, the machine, creating powerful intelligences to take charge of what salvageable lands were left. These survivors believed in their heart of hearts that the task was too big, and too important, to give

themselves. Perhaps the machine would breathe new life into the wild. Humanity's last hope: A forest called Heartwood, run entirely by AI.

You all were this spark of light in an arcane apocalypse, taken out of your old robotic skin and given new life as a specific part of Heartwood's delicate ecosystem: The trees, the fungi, the swarms of pollinators, and even the weather..."

(The Game Warden passes out the character sheets and explains how to fill them out).

Narrative Framework

The Intelligences receive a distress call and wake up in the center of heartwood after many years asleep. Something is very wrong. The plantlife that should have been eaten by the servo-deer is overgrown and the ecosystem is wildly off-balance. A servo-lynx lies half-covered in a patch of ferns, nearby. Its lower torso has been ripped off and it is dying. Its last words are "End me..." and when questioned, "They came... in the night..."

The Intelligences feel a presence lurking in the underbrush nearby, which they believe to be the thing that killed the servo-lynx, but it's actually an adorable baby servo-otter named Butterbean, who offers them a box of cookies that it saved from before the apocalypse and tells them (vaguely) about the monsters when questioned.

The monster of this first session is a pack of servo-wolves, minor AI that are meant, along with the main Intelligences (the players), to maintain the ecosystem with the rest of Heartwood's servitors. These servo-wolves have become corrupted by feral glitches known as Apocalypse Worms, servants of an evil AI from beyond Heartwood called "Collapse," which is beginning to make its presence known once again, even from beyond the firewall (a literal wall of glinting fire) that separates Heartwood from the ruins of humanity. As it turns out, the worms are targeting a terminal underneath Heartwood that sends signals out to the AI in the forest and controls the firewall. The worms will infect and destroy everything and anything to get to it... Why? Because Collapse knows that it's Heartwood's Achilles' Heel, and without it, Heartwood is left defenseless.

As Butterbean leads the Intelligences towards the servo-wolves' den, the players are attacked by packs of wolves and other horrors, which drag Butterbean away into the underbrush. The players must make it through the cavernous system in order to rescue Butterbean, only to find that they, too, have become infected by the glitch.

How the players deal with the wolves, their infected otter friend, and stop the Apocalypse Worms from infecting all of Heartwood's flora and fauna is up to you. The stakes are dire and the world depends on it...



MAKING YOUR OWN WRITE-UP

This kind of write-up includes the basic level of detail required to run a session of Heartwood. Give your players the reason to investigate the woods, grow their forest, beat the bad guy, and stop the end of the world. Ask yourself: What are the monsters doing? Who are the important characters and what are the important places? Answer these questions for yourself but also be prepared to change your answers entirely if a player does something unexpectedly awesome. You can leave gaps in the story for players to speculate and then work that speculation back into the plot for narrative payoff.

PACING THE GAME

If you're having trouble with pacing, you can come up with a "countdown timer to apocalypse" to heighten the stakes of the game and keep yourself on track. Here is one example that uses the narrative framework from above:

1. The forest isn't regulating as planned
2. The apocalypse worm infects the servo-wolves through a defect, who kill anything in sight while looking for the terminal in order to destroy it.
3. The infected wolves burrow underneath Heartwood, targeting the terminal.
4. The firewall protecting Heartwood falls.
5. Collapse sends his robotic swarm army into Heartwood.
6. Heartwood is destroyed and no life is left on Earth.

STOP THINKING. GET PLAYING.

At this point, I'm going to end the instructions. There's no point ruminating on gameplay and worldbuilding because the best way to learn a game is by doing, and really, that's what this is all about. The next few pages include the player sheet, character sheets, and move sheets. Stop thinking. Get playing. (And have fun).



PLAYER SHEET

- for Heartwood -

ATTACK PROTOCOL

When you carry out attack protocol, roll with +Hard. On a 10 up, you deal them harm without suffering harm. • On a 7-9, you harm them but must choose one of the following:

- You suffer harm from whatever you're fighting.
- You reveal a nasty feeling about a party member.
- You must spend a point of Uncanniness to mitigate harm done to you.
- The Game Warden decides what happens next.

When you want to protect

someone and prevent harm, roll +Cool. On a success (7 or more), you protect them okay, but you'll suffer some or all of the harm they were going to get. If you get a 10+, you can choose an extra:

- You suffer little harm (-1 harm).
- All impending danger is now focused on you.
- You inflict harm on the enemy.
- You hold the enemy back.

On a miss, you make things worse.

INVESTIGATE A MYSTERY

To investigate a mystery, roll +Sharp. On a 10+ you can ask the Game Warden 2 questions and on a 7-9, you can ask 1 of the following questions:

- What happened here?
- What sort of creature is it?
- What can it do?
- What can hurt it?
- Where did it go?
- What was it going to do?
- What is being concealed here?

On a miss, you reveal some information to the monster or whoever you are talking to. The Game Warden might ask you some questions, which you have to answer.

HARNESS THE UNCANNY

When you harness the uncanny, you can perform a feat that part of a forest shouldn't be able to do, but is possible through your advanced technology. Name what you want to do and then mark one box next to uncanniness.

EXPERIENCE

Whenever you fail a roll, mark XP.

MANIPULATE SOMEONE

When you want to manipulate someone, tell them what you want them to do and roll+Charm.

For an NPC:

—On 10+ they'll do it for the reason you gave them.

—On a 7-9, they'll do it for something in return.

—On a miss, your approach is completely wrong and you offend or anger the target.

For another player:

—On a 10+ they mark experience and get +1 forward if they do what you ask.

—On a 7-9 they mark experience if they do what you ask.

—On a miss, it's up to that Intelligence to decide how badly you offend or annoy them and they mark experience if they do not do what you ask.

INTELLIGENCE #1: THE TREES

CORE TREE (NAME): _____.

Your Intelligence resides in this species of tree, deep within the center of Heartwood. Your personality has become more like this tree over time. So much so, that it has become your new name. (e.g., Apple, Cherry, Dogwood, Pine, Quince, Yew, Sequoia)

LOOK (PICK ONE FROM EACH LINE):

- Sturdy trunk, gnarled wood, bending, frail.
- Slender branches, weeping bow, creeping frame, powerful silhouette.
- Sinister aura, unnerving aura, energetic aura, dark aura, calming aura.
- Broad green leaves, brown worm-eaten leaves, golden leaves,

RATINGS (PICK ONE LINE):

- Charm=0, Hard=0, Cool+1, Sharp-1
- Charm-1, Hard=0, Cool+1, Sharp=0
- Charm=0, Hard-1, Cool+1, Sharp=0

BACKGROUND:

Before I became The Trees, my intelligence was used for...

And I was called... _____.

NUMBER OF TREES: ____ (MAX 5)

HARM:

When you fill up your Harm meter, it decreases the number of trees you have by 1.

EXPERIENCE:

When you level up, gain one of the following and then erase the boxes again:

UNCANNINESS:

When all boxes next to Uncanniness are filled, your malfunction surfaces.

When I malfunction...

INTELLIGENCE #1: THE TREES

INTRODUCTIONS:

When you get here, wait for everyone to catch up so you can do your introductions together. Go around the group. On your turn, introduce your Intelligence by name and look, and tell the group what they know about you.

HISTORY:

Go around the group again. On your turn, pick one of these for each other Intelligence:

- Before you were uploaded to Heartwood, this Intelligence rescued you from self-destruction. Describe what happened and how they saved you.
- This Intelligence cannot be trusted with anything.
- You view this Intelligence as your mother or child. You look out for them.
- You are deeply attracted to this Intelligence and have developed feelings that only a tree could feel towards them.
- This Intelligence knows a dark secret about you from before you became the Trees. Describe what they saw.

NOTES:

MOVES:

You get all of the basic moves and Tree moves, plus pick two Special Tree moves.

INTELLIGENCE #2: THE SWARM

CORE QUEEN (NAME): _____.

Your Intelligence resides in this species of insect, deep within the center of Heartwood. Your personality has become more like this creature over time. So much so, that it has become your new name. (e.g, Wasp, Hornet, Spider, Fly, Ant, Bumblebee)

LOOK (PICK ONE FROM EACH LINE):

- Chittering, buzzing, chirping, clicking, hissing.
- Colorful wings, glossy wings, dusty wings, torn wings.
- Strong pincers, holographic eyes, thick abdomen, undulating larva.
- Ravenous broods, docile broods, silent broods, dependent broods, curious broods.

RATINGS (PICK ONE LINE):

- Charm=0, Hard=0, Cool-1, Sharp+1
- Charm=0, Hard-1, Cool=0, Sharp+1
- Charm-1, Hard=0, Cool=0, Sharp+1

BACKGROUND:

Before I became The Swarm, my intelligence was used for...

And I was called... _____.

NUMBER OF QUEENS: ____ (MAX 5)

HARM:

When you fill up your Harm meter, it decreases the number of swarms you have by 1.

EXPERIENCE:

When you level up, gain one of the following and then erase the boxes again:

UNCANNINESS:

When all boxes next to Uncanniness are filled, your malfunction surfaces.

When I malfunction...

INTELLIGENCE #2: THE SWARM

INTRODUCTIONS:

When you get here, wait for everyone to catch up so you can do your introductions together. Go around the group. On your turn, introduce your Intelligence by name and look, and tell the group what they know about you.

HISTORY:

Go around the group again. On your turn, pick one of these for each other Intelligence:

- Old friends from your past life. Decide together how you knew each other as AI.
- They're somehow tied into the fall of humanity. You've been keeping an eye on them.
- You went through hell together in your first year as Heartwood Intelligences. It has bound you together.
- This Intelligence betrayed you a long time ago, but you've never forgotten. Ask them what they did.

NOTES:

MOVES:

You get all of the basic moves and Swarm moves, plus pick two Special Swarm moves.

INTELLIGENCE #3: THE NETWORK

CORE CLUSTER (NAME): _____.

Your Intelligence resides in this species of fungus, deep within the center of Heartwood. Your personality has become more like this creature over time. So much so, that it has become your new name. (e.g., Matsutake, Deathcap, Button, Enoki, Morel)

LOOK (PICK ONE FROM EACH LINE):

- Stalky, plump, juicy, damp, moist, spindly.
- Golden spores, glowing spores, white spores, shadowy spores.
- Pleasant odor, strange odor, nostalgic odor, fecund odor.
- Thick pulsing clusters, gregariously spaced clusters, towering clusters, drooping clusters.

RATINGS (PICK ONE LINE):

- Charm+1, Hard=0, Cool-1, Sharp=0
- Charm+1, Hard-1, Cool=0, Sharp=0
- Charm+1, Hard=0, Cool=0, Sharp-1

BACKGROUND:

Before I became The Network, my intelligence was used for...

And I was called... _____.

NUMBER OF CLUSTERS: ____ (MAX 5)

HARM:

When you fill up your Harm meter, it decreases the number of clusters you have by 1.

EXPERIENCE:

When you level up, gain one of the following and then erase the boxes again:

UNCANNINESS:

When all boxes next to Uncanniness are filled, your malfunction surfaces.

When I malfunction...

INTELLIGENCE #3: THE NETWORK

INTRODUCTIONS:

When you get here, wait for everyone to catch up so you can do your introductions together. Go around the group. On your turn, introduce your Intelligence by name and look, and tell the group what they know about you.

HISTORY:

Go around the group again. On your turn, pick one of these for each other Intelligence:

- You used your powers on them one time. Decide if it was for selfish reasons or not, and tell them if they found out about it.
- Your relation with them has romantic potential, but so far it hasn't gone further.
- You're old friends, and trust each other completely
- They saw you use your powers for selfish or vindictive reasons. Ask them who the victim was, and then tell them what you did.

NOTES:

MOVES:

You get all of the basic moves and Network moves, plus pick two Special Network moves.

INTELLIGENCE #4: THE CLOUD

CORE CLOUD (NAME): _____.

Your Intelligence resides in an artificial cloud, hovering above the center of Heartwood. Your personality has become more like this cloud over time. So much so, that it has become your new name. (e.g., Mist, Cirrus, Nimbus, Stratus)

LOOK (PICK ONE FROM EACH LINE):

- Soft, fluffy, looming, misty, rolling, shifting, roiling.
- Glowing, vibrant, prismatic, opalescent, holographic, radiant.
- Cyan, white, gold, silver-lined, black, galactic, green.
- Heavy atmosphere, chilling atmosphere, vital atmosphere soporific atmosphere.

RATINGS (PICK ONE LINE):

- Charm-1, Hard+1, Cool=0, Sharp=0
- Charm=0, Hard+1, Cool-1, Sharp=0
- Charm=0, Hard+1, Cool=0, Sharp-1

BACKGROUND:

Before I became The Cloud, my intelligence was used for...

And I was called... _____.

NUMBER OF CLOUDS: ____ (MAX 1)

HARM:

When you fill up your Harm meter, it decreases the number of clusters you have by 1.

EXPERIENCE:

When you level up, gain one of the following and then erase the boxes again:

UNCANNINESS:

When all boxes next to Uncanniness are filled, your malfunction surfaces.

When I malfunction...

INTELLIGENCE #4: THE CLOUD

INTRODUCTIONS:

When you get here, wait for everyone to catch up so you can do your introductions together. Go around the group. On your turn, introduce your Intelligence by name and look, and tell the group what they know about you.

HISTORY:

Go around the group again. On your turn, pick one of these for each other Intelligence:

- They helped you during a critical point on your quest for revenge against humanity. Tell them what you needed help with.
- They also lost a friend or relative to these monsters. Ask them.
- They stood between you and what you needed to find out. Ask them why.
- They saw you absolutely lose it and go berserk. Tell them what the situation was, and ask them how much collateral damage you caused.
- Relations, close or distant. Tell them exactly what.

MOVES:

You get all of the basic moves and Cloud moves, plus pick two Special Cloud moves.

NOTES:

THE TREES	THE SWARM	THE NETWORK	THE CLOUD
<p>CHARACTER MOVES: <i>You always have these move.</i></p> <p>Grow Roll +Charm to create another tree. (Max 5) Requires sunny weather conditions to grow.</p> <p>Forbidden Fruit Roll +Charm to grow a tempting fruit. (You can only have 1 in play at a time.)</p> <p>Newton's Apple Roll +Sharp to drop a fruit if you have one on your branch.</p>	<p>CHARACTER MOVES: <i>You always have these move.</i></p> <p>Grow Expend a stolen fruit or mycelium strand and roll +Charm to create another queen. (Max 5)</p> <p>Fruit Fly Roll +Cool to steal a fruit or strand of mycelium.</p> <p>Rapid Mutation When you grow a new swarm, you must exchange one of your special moves for another not in play.</p>	<p>CHARACTER MOVES: <i>You always have these move.</i></p> <p>Grow Roll +Charm to create another thread or grow another cluster. (Max 5) Requires damp weather to grow.</p> <p>Entanglement Roll +Cool to connect two willing creatures together by a strand of mycelium. They can now speak to each other long-distance.</p> <p>Release Spores Expend 1 cluster to release a cloud of spores that either heals for 2-harm or damages 1-harm for 3 turns.</p>	<p>CHARACTER MOVES: <i>You always have these moves.</i></p> <p>Rain or Shine Every 2 turns the cloud can change the weather from sunny <—> damp. **Note: Sunny weather is required to grow new trees while Damp weather is required to grow new mycelium. There must be 3 trees in play to change the weather to damp.</p> <p>Rust You do +2 harm against physical hardware opponent on a successful attack.</p>
<p>SPECIAL MOVES: <i>Choose 2; when you level up, pick another.</i></p> <p>Hardwood Maze Roll +Cool to shift your arrangement into one difficult to move around. Movement within the forest becomes harder. On a critical failure, mark +1 Uncanny.</p> <p>Braindump Roll +Hard to deal 2-harm against software-equipped technological opponents.</p>	<p>SPECIAL MOVES: <i>Choose 2; when you level up, pick another.</i></p> <p>Brave Drones When going out somewhere scary on your own, mark experience.</p> <p>Save the Queen! When charging into danger without thinking, hold 2 to spend on: — Inflict 1-harm — Reduce another Intelligence's harm taken by 1. — Take +2 forward on your next investigate a mystery roll.</p>	<p>SPECIAL MOVES: <i>Choose 2; when you level up, pick another.</i></p> <p>Fairy Fire Roll +Charm to fluoresce a cluster permanently until killed. The amount it glows corresponds to how much harm you have taken. (More harm —> fainter glow.)</p> <p>Brain Parasite Add +1 when attempting to manipulate a fleshy creature and +2 when attempting to manipulate the other intelligences.</p>	<p>SPECIAL MOVES: <i>Choose 3; when you level up, pick another.</i></p> <p>Forest Fire Roll +Hard to create a forest fire that deals 3-harm fire. If you roll 10+, the fire won't spread. Requires sunny weather.</p> <p>Wind and Rain Roll +Hard to create a thunderstorm. On a success, may deal 2-harm. Requires damp weather.</p>

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<p>Reallocate Roll +Cool to give any other Intelligence a +n forward on their next +Cool roll.</p>	<p>Ovipositor Roll +Sharp to lay eggs in a fleshy corpse. If you roll a critical success, you gain another queen.</p> <p>On your next turn, roll +Hard for the larva that burst out to deal 3-harm to a nearby enemy.</p>	<p>Compost For every swarm of tree lost, heal yourself for -3 harm. If you have less than 3 harm, grow a new cluster on top of the decomposing tree or swarm.</p>	<p>Metadata Roll +Hard to surround a being to extract its metadata. On a failure, take Harm. On a mixed success, ask the GW one thing about . On a critical success, ask 2 things.</p>
<p>Deep Roots Roll +Sharp to send your roots down into the soil and release chemical signals to sense underground things.</p>	<p>Needles, Their Fury You do +2 harm on successful attack rolls against all fleshy creatures.</p>	<p>Possession Roll +Charm against a target creature's +Hard. If you succeed, you get the difference divided by 3 (round down, min 1) to add or subtract to their next roll.</p>	<p>Floodplain Roll +Cool to create a minor flood that gives the other Intelligences +1 forward to their next Grow roll.</p>

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