



# THE FACILITY

*A game for 3-6 players, by Joseph Breitreiter, ©2016*

*In the tattered remains of the future, a ragged band of hardened adventurers has travelled to a Facility built in the Ancient Days, before the Old World collapsed. Secreted in the depths of The Facility is the fabled Zero Device, an Old Tech Artifact of uncertain purpose but untold power. The adventurers will need to work together to face the dangers and challenges ahead, but each has a secret agenda which may prove to be the group's undoing. Will they reach the Zero Device? Will they uncover the true purpose of The Facility?*

# Preparing to Play

Actions you need to perform are in bold. Complete them before moving on.

**Select a starting player using whatever mechanism is commonly employed by your group.** When the game calls for each of the players to perform an activity in-turn, start with that player, then proceed clockwise.

**Each player, in turn, selects a Threat sheet.** A Threat represents something dangerous about the Facility. Each player is responsible for fleshing out their Threat and making it real in play. Ultimately, you define the Threat. There are no wrong answers.

**For each Threat in play, place the corresponding Secret Agendas card into a stack. Add the Honest agenda card and shuffle the stack. Each player, in turn:**

- **Draws the top two cards**
- **Secretly selects one of the two cards.** Do not select the Secret Agenda corresponding to your Threat sheet.
- **Returns the other card to the stack**
- **Shuffles the stack**
- **Passes the stack to the next player**

At the end of this process, you should have a single, unselected card. Place that card aside, face-down. Do not reveal it.

**Each player then selects one of the Secret Agendas printed on the card they selected.** Each Secret Agendas card has three agendas printed on the back. The Secret Agenda is the true reason you've come to The Facility. Drop hints all you want, but don't reveal it until you reach the Facility Core!

**Each player selects an Outsider character.** Outsider characters have a name, a short description, a cover story for their presence at The Facility, a special ability, and four pools of colored dice. When you use dice from a pool, the dice are discarded.

**Place the Status Tiles (Relaxed, Quiet, Fresh, Hunters) in the middle of the play space with the SAFE side up.** These represent how dangerous the Facility has become. As these cards flip over, it will become more difficult to overcome challenges.

**Set four dice aside (color doesn't matter).** Players will roll these dice when they are playing their Threat.

**Proceed to Day One - Morning**

# Day One - Morning

The Outsiders arrive at the outer entrance to The Facility. **Each player, in turn, announces their Outsider character's name, look, and cover story.**

**Each player, in turn, answers one of the following questions.** The questions are answered in order printed below, first to last. If there are more questions than players, some questions remain unanswered.

- What kind of terrain surrounds The Facility? Desert? Mountains? An abandoned city?
- There is a ring of buildings around the Facility Core. What do they look like? Decaying prefab buildings? Concrete bunkers? Ruined glass and steel towers?
- Are there any signs on the outskirts? What do they say? Are there logos or warning symbols on them? Is there graffiti or other makeshift warnings?
- How long has The Facility been abandoned? Decades? Generations? Centuries?
- How did the group find this place? Was there a map? Is the location well-known and feared? Did one of you guide the group there? Who is the guide?
- What is the nearest inhabited place? How big is it? What are the people like? How far away is it? Did the Outsiders stop there?

Once this is done, the Outsiders enter The Facility.

**Proceed to Day One - Facility Support**

# Day One - Facility Support

**Each player, in turn, frames a Threat scene.** That player is the Threat Player for that scene.

The Threat Player:

- Tells the other players where the group is and what is happening
- Creates a challenge for the scene
- Rolls the Threat dice to resolve the challenge
- Cannot contribute dice from their Outsider character

When you're the Threat Player, you're the adversary for the rest of the players.

Consult your Threat sheet for details on framing and resolving the Day 1 scene.

Once every player has finished a scene, the Outsiders arrive at the entrance to the Facility Core. It is nearly nightfall.

**Proceed to Day One - Making Camp**

# Day One - Making Camp

All the Outsiders arrive at the entrance to the Facility Core, even those who got separated in Facility Support.

**Each player, in turn, answers one of the following questions.** The questions are answered in order printed below, first to last. If there are more questions than players, some questions remain unanswered.

- What does the entrance to the Facility Core look like? A giant vault door? A cistern spiraling downward? Smashed glass doors? An overgrown courtyard?
- How does the interior of the Core feel? Cold and clinical? Harsh and utilitarian? Collapsing and dangerous? Pristine and inviting?
- Who built The Facility?
- What was the purpose of The Facility?
- What was life like for the inhabitants? Did they believe in the mission of The Facility? Just doing their job? Trapped?
- The last expedition here failed. What happened to them? Did any make it out alive?

The Outsiders bed down for the night and rest before completing their journey.

...

It is early morning, and everyone is fresh and ready for the day ahead. The Outsiders delve into the Facility Core.

**Proceed to Day Two - Facility Core**

# Day Two - Facility Core

**Each player, in turn, frames a second Threat scene.** That player is the Threat Player for that scene.

The Threat Player:

- Tells the other players where the group is and what is happening
- Creates a challenge for the scene
- Rolls the Threat dice to resolve the challenge
- Cannot contribute dice from their Outsider character

When you're the Threat Player, you're the adversary for the rest of the players.

Consult your Threat sheet for details on framing and resolving the Day 2 scene.

Once every player has finished a scene, the Outsiders arrive at the entrance to the Central Core.

*You are exhausted. You have no idea how long you've been down here. Day and night have no meaning in this place. The obvious thing to do is to stop. Stop and catch your breath, get your bearings, think about what you're about to do. Instead, you head inside.*

**Proceed to Day ? – The Central Core**

# Day ? – The Central Core

At last, the Outsiders arrive at the Central Core, where the Zero Device is located.

**Each player, in turn, answers one of the following questions.** The questions are answered in order printed below, first to last. If there are more questions than players, some questions remain unanswered.

- What does the Central Core look like? A cavernous concrete vault? A natural cave? A cramped maze of steel tunnels? A pristine biosphere with artificial lighting?
- Why was The Facility abandoned?
- What does the Zero Device look like? How big is it? Is it anchored in place? Is it mechanical? Biological? Pure radiant energy?
- What does the Zero Device do?
- Are you the first group here since The Facility was abandoned? If not, what happened to the last group? Were they responsible for one of the Threats?
- What is the purpose of the Central Core? Who knew the truth about it?

There is one final scene, in which the final fate of the device and the Outsiders is decided. The scene takes place in the Central Core. All Threats are resolved, so there is no GM. Instead there is one final challenge:

- **Players divide into factions of compatible interests. Each faction states their desired outcome.** There can be factions of one.
- **Players pick a skill (maneuver, analyze, smash, sneak), and explain how they're using it to help their faction. Players contribute all remaining dice for the associated skill.**
- **Everyone rolls! The faction with the highest single die roll wins.** If there's a tie, the faction with the most dice of the highest number wins. Still a tie? Throw out the top number.
- **The winning faction narrates the conclusion of the scene.**

**Finally, someone provides a short epilogue for The Facility and the Outsiders.** If an Outsider is dead, the player for the first Outsider to die narrates. Otherwise, the last player to answer a question in the Central Core narrates.

*fin*

SAFE

SAFE

Relaxed

Quiet

*You have all the time you need to carefully examine the features of The Facility.*

*You have not yet disturbed the dangers of The Facility.*

Flip to add pursuit and time constraints.

Flip to stir up the hornet's nest.

SAFE

SAFE

Fresh

Hunters

*Everyone is rested and ready for the challenges ahead.*

*If the denizens of The Facility aren't already scared of you, they should be.*

Flip to exhaust the group.

Flip to turn the tables.



# DANGER!

# DANGER!

## Discovered

*Your every move is being carefully monitored*

**No players can use Sneak (Black) dice**

Flip to get back in the shadows.

## Pursued

*The dangers of the facility press in from all directions!  
No time to waste!*

**No players can use Analyze (Green) dice**

Flip to get some breathing room.

# DANGER!

# DANGER!

## Hunted

*The inhabitants are far too dangerous. It would be  
suicide to attack them!*

**No players can use Smash (Copper) dice**

Flip to gain the upper hand.

## Exhausted

*It's taking everything you have just to keep moving  
forward.*

**No players can use Maneuver (White) dice**

Flip to catch your breath.



# Threat: Anytown, USA

The Citizens of this perfect, idyllic community are not quite human.

*A threat is a force that works to oppose and challenge the Outsiders. You are the player for this threat. It's up to you to define it and make it real in play. Most of the time, you'll focus on your Outsider character. However, twice during the game, you'll stop playing your Outsider and play this threat. The main game book will tell you when to do this.*

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## First Scene - Day 1

The scene takes place on the edges of The Facility, in support buildings, streets, or abandoned courtyards and plazas.

**Continuity** Briefly establish where the group is and how they got there.

**Color** Describe a bit about the location. Build on what other players have introduced.

**Challenge** Establish the Challenge for the scene. It should be something the group needs to deal with right now to move forward or survive. It should introduce your Threat and make it clear why the group needs to be worried about it.

Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**The Demagogue** - A leader of some sort is speaking to an assembled group of Citizens about threats to the community. Someone notices the Outsiders.

**Papers, Please** - The way forward is blocked by a checkpoint or queue.

**Home Invasion** - Fleeing a security patrol, the Outsiders stumble into an occupied home. They must convince (or force) the inhabitants to conceal them.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

- Each other player picks a skill (maneuver, analyze, smash, sneak), explains how they're using it, and how many dice they're contributing. If a player contributes no dice, they are not considered part of the winning or losing side.
- Grab all the dice in the Threat Pool. You roll these dice. Place them back in the pool when you're done.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top numbers and start the comparison process again.
- The winning side must flip one of the Status Tiles, if possible. You may only flip SAFE cards, the group may only flip DANGER cards.

The scene should end shortly after the Challenge is resolved.

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## Something Extra – Citizen Names

Giving each resident a name can help make them more sympathetic.

John  
Chip  
Arthur  
Harold  
Roy  
Theo

Helen  
Dorothy  
Ethel  
Rose  
Grace  
Clara

Jones  
Taylor  
Lewis  
Hall  
Wright  
King



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## Second Scene - Day 2

The scene takes place in the enclosed, labyrinthine depths of the Facility Core.

- Collaborator** Call out the name of your Threat. The player with the corresponding Secret Agenda now reveals the agenda. This scene is also important for that player, so work with them to set up the scene.
- Continuity** Briefly establish where the group is and how they got there.
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**Control Room** - The Central Core can be unlocked from here, but doing so will destroy the automated systems that support life in Anytown. The remnants of security have gathered to mount a defense.

**Citizen Assembly Bay** - The Outsiders discover the source of the Citizens. They can end the Anytown project or just push through, but the proto-Citizens will resist either way.

**Transaction** - One of the Citizens clearly knows a way inside the Facility Core. The Outsiders must convince (or force) the Citizen to help them.

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The scene should end shortly after the Challenge is resolved.



# Threat: Strain M3Z

A nano-engineered virus with astonishing capabilities.

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**Challenge** Establish the Challenge for the scene. It should be something the group needs to deal with right now to move forward or survive. It should introduce your Threat and make it clear why the group needs to be worried about it.

Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**Blockade** - The way forward is blocked by some obvious vector for the disease (humans, animals, aerosol)

**The Purifiers** - Another group has travelled here after their village was wiped out by the disease. They wish to burn all living matter in The Facility, including the Outsiders.

**Lockdown** - The Outsiders find themselves trapped with an obvious disease vector (as above). Safety protocols have secured all exits and will be sterilizing the area momentarily.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

- Each other player picks a skill (maneuver, analyze, smash, sneak), explains how they're using it, and how many dice they're contributing. If a player contributes no dice, they are not considered part of the winning or losing side.
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## Something Extra – Creepy Details

When adding color, throw in one or two for spice.

oozing  
sticky  
fibrous  
swirls of fine dust  
unreadable warning

rusting cisterns  
lab supplies  
buzzing/crawling insects  
thick and humid air  
rotting animal carcass

dusty charnel heaps  
makeshift hospital  
biowaste canisters  
a sweet smell  
can't stop coughing



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## Second Scene - Day 2

The scene takes place in the enclosed, labyrinthine depths of the Facility Core.

**Collaborator** Call out the name of your Threat. The player with the corresponding Secret Agenda now reveals the agenda. This scene is also important for that player, so work with them to set up the scene.

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**Lords of Decay** - The Outsiders come upon a ghoulish altar, piled high with the bodies of the stricken. Whoever (or whatever) has built this monstrosity wishes to add the Outsiders to the pile.

**Cleansing Flame** - The Outsiders come upon a control room. A countdown is ongoing. At zero, the Facility will be razed to prevent spread of the disease.

**Waffenfabrik** - This cavernous chamber houses an enormous stockpile of disease-spreading weaponry - perhaps missiles, engineered rats, human simulacra, etc).

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

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# Threat: crypto.zoo

Terrifying creatures prowl the grounds, creatures oddly unique to The Facility.

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**Tripwire** - The Outsiders trigger an alarm system, calling the attention of nearby creatures.

**Sleeping Beauty** - An exceptionally deadly specimen sleeps in a courtyard. The Outsiders need to get to the other side.

**Overrun** - They're everywhere! Run for your lives!

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

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## Something Extra – Monstrous Color

When adding color, throw in one or two for spice.

musky smell  
being watched  
scrapes in concrete/metal  
gnawed/splintered bones  
a terrified survivor

leathery  
rubbery  
scaly  
translucent  
gelatinous

grafted  
augmented  
alien  
swarms  
it's in the water  
fresh blood



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## Second Scene - Day 2

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Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**Lair of the Beast** - The Outsiders discover the lair of the creatures, complete with evidence of remarkable mental sophistication (art, community, historical records, etc).

**Cryostorage** - There must be thousands of them down here, frozen and awaiting resuscitation.

**Brood Mother** - The path to the Facility Core takes the Outsiders right through the center of the hive.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

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# Threat: Prometheus

A godlike super-intelligence clings to life deep within The Facility.

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Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**A Proper Welcome** – The Outsiders trigger an automated visitor reception system. The system loudly welcomes them and plays a short movie about the construction of The Facility. The noise attracts unwanted attention.

**The Enrichment Center** - The Outsiders encounter a bizarre puzzle and grisly evidence that previous visitors failed to solve it properly.

**Robot Menace** - Security robots have been dispatched to kill or capture the Outsiders.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

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## Something Extra – Look Upon My Words, Ye Mighty

When adding color, throw in one or two for spice.

broken statues  
stately  
motion-triggered adverts  
Romanesque  
rusted ornate gates

a single, pristine statue  
faded murals  
cracked marble  
weathered inscription  
vanity museum

overgrown gardens  
veteran's memorial  
bas-relief  
images of workers, farms  
slogans





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**Eternity and Crumpets** - Prometheus proves to be a polite, elegant, and persistent host. The Outsiders are lavished with comfortable lodgings, but are not permitted to leave while Prometheus studies them.

**The Wizard** - The Outsiders come upon a sterile room containing a gaunt and withered human attached to a bewildering array of blinking and chirping medical devices. If anyone knows the location of the Zero Device, it's this person.

**Mother** - The Facility management AI tends to the needs of the last remaining inhabitants: a clutch of hungry monsters. Prometheus sends out clues and rumors to supply fresh meat.

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- Grab all the dice in the Threat Pool. You roll these dice. Place them back in the pool when you're done.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top numbers and start the comparison process again.
- The winning side must flip one of the Status Tiles, if possible. Your side may only flip SAFE cards, the group side may only flip DANGER cards. Participants in the winning group may choose to kill an Outsider character instead of flipping a card. The decision must be unanimous.

The scene should end shortly after the Challenge is resolved.



# Threat: Rust Tribe

A community has adapted to The Facility's unique environment.

*A threat is a force that works to oppose and challenge the Outsiders. You are the player for this threat. It's up to you to define it and make it real in play. Most of the time, you'll focus on your Outsider character. However, twice during the game, you'll stop playing your Outsider and play this threat. The main game book will tell you when to do this.*

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## First Scene - Day 1

The scene takes place on the edges of The Facility, in support buildings, streets, or abandoned courtyards and plazas.

**Continuity** Briefly establish where the group is and how they got there.

**Color** Describe a bit about the location. Build on what other players have introduced.

**Challenge** Establish the Challenge for the scene. It should be something the group needs to deal with right now to move forward or survive. It should introduce your Threat and make it clear why the group needs to be worried about it.

Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**The Trial** - The Outsiders have transgressed onto a sacred area. The tribe stands ready to deliver justice, but the Outsiders may speak to defend their actions.

**Snatch** - A member of the tribe takes a valuable item from the outsiders (a map, rations, a weapon) and leads them on a merry chase through dangerous terrain.

**Blood Feud** - The Outsiders come upon two groups from rival families. Both sides seek the aid of the Outsiders, and present their cases.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

- Each other player picks a skill (maneuver, analyze, smash, sneak), explains how they're using it, and how many dice they're contributing. If a player contributes no dice, they are not considered part of the winning or losing side.
- Grab all the dice in the Threat Pool. You roll these dice. Place them back in the pool when you're done.
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- The winning side must flip one of the Status Tiles, if possible. You may only flip SAFE cards, the group may only flip DANGER cards.

The scene should end shortly after the Challenge is resolved.

---

## Something Extra – Rust Tribe Names

Giving each resident a name can help make them more sympathetic.

Tin-Tin  
Skunk  
Crank  
Monk  
Fuse

Prim  
Shan  
Wise  
Sun  
Key

Fix-it  
Hatchet  
Wonk  
Doc  
Nutso



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---

## Second Scene - Day 2

The scene takes place in the enclosed, labyrinthine depths of the Facility Core.

**Collaborator** Call out the name of your Threat. The player with the corresponding Secret Agenda now reveals the agenda. This scene is also important for that player, so work with them to set up the scene.

**Continuity** Briefly establish where the group is and how they got there.

**Color** Describe a bit about the location. Build on what other players have introduced.

**Challenge** Establish the Challenge for the scene. It should be something the group needs to deal with right now to move forward. It should also incorporate the just-revealed Secret Agenda. Finally, after this challenge, your Threat should be resolved in some meaningful way. The group should defeat, understand, or escape from the Threat in such a way that the Threat is no longer a pressing concern.

Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**The Face of God** - Deep within the Facility Core is the most holy place of the tribe, the shrine through which the gods speak.

**The Price of Wisdom** - A wise elder lives down here, far away from the tribe. The elder will reveal the way forward, but only for a price.

**The Forbidden** - Weary and with a company of tribal warriors in pursuit, the Outsiders must reach a passage through which the warriors are forbidden to pass.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

- Players can now choose to side with the Threat. Those players contribute their dice to you.
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The scene should end shortly after the Challenge is resolved.



# Threat: Solitary Tower Bravo

The Facility is a bunker, built to keep things out. Or maybe keep something in.

*A threat is a force that works to oppose and challenge the Outsiders. You are the player for this threat. It's up to you to define it and make it real in play. Most of the time, you'll focus on your Outsider character. However, twice during the game, you'll stop playing your Outsider and play this threat. The main game book will tell you when to do this.*

---

## First Scene - Day 1

The scene takes place on the edges of The Facility, in support buildings, streets, or abandoned courtyards and plazas.

**Continuity** Briefly establish where the group is and how they got there.

**Color** Describe a bit about the location. Build on what other players have introduced.

**Challenge** Establish the Challenge for the scene. It should be something the group needs to deal with right now to move forward or survive. It should introduce your Threat and make it clear why the group needs to be worried about it.

Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**Perimeter Contact** - An automated defense system, while battered and rusted, still presents a lethal threat.

**Silent Postern** - The main blast doors are impenetrable. A side door may provide a way in, provided it can be opened.

**Swift Descent** - The ventilation shafts seemed like an easy way in, until the walls and handholds started to crumble and collapse.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

- Each other player picks a skill (maneuver, analyze, smash, sneak), explains how they're using it, and how many dice they're contributing. If a player contributes no dice, they are not considered part of the winning or losing side.
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The scene should end shortly after the Challenge is resolved.

---

## Something Extra – Color of Corrosion

When adding color, throw in one or two for spice.

razor wire  
watchtowers  
rusting armored vehicles  
overhead conduits  
flooded  
manual override

creaking  
dusty skeletal remains  
shell casings  
abandoned checkpoints  
vault doors  
blocked-off roads

dripping water  
concrete  
rats  
rusted  
quiet



# Threat: Solitary Tower Bravo

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---

## Second Scene - Day 2

The scene takes place in the enclosed, labyrinthine depths of the Facility Core.

- Collaborator** Call out the name of your Threat. The player with the corresponding Secret Agenda now reveals the agenda. This scene is also important for that player, so work with them to set up the scene.
- Continuity** Briefly establish where the group is and how they got there.
- Color** Describe a bit about the location. Build on what other players have introduced.
- Challenge** Establish the Challenge for the scene. It should be something the group needs to deal with right now to move forward. It should also incorporate the just-revealed Secret Agenda. Finally, after this challenge, your Threat should be resolved in some meaningful way. The group should defeat, understand, or escape from the Threat in such a way that the Threat is no longer a pressing concern.

Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**Poison Sentinel** - An elaborate failsafe has been constructed to destroy The Facility if the Central Core is opened. It must be disabled for the expedition to proceed.

**Reliquary Vault** - In addition to a wealth of old-world treasures (books, gold, art?), the vault contains tools essential for safely transporting the Zero Device. To maintain a safe archival environment, the vault will self-seal and replace the air with an inert gas.

**Consuming Maw** - A narrow, rusted walkway separates the Outsiders from the way forward. Below the walkway is only darkness.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

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# Threat: Cult of the Sleeper

A crazed group believes the characters fulfill a prophecy.

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## First Scene - Day 1

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Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**Dance of the Witches** - A roving cult bacchanalia descends on the Outsiders. The revelers are ready to drink, fight, or possibly both.

**The Price of a Life** - A group of ritually-robed individuals approach the Outsiders. They have a ragged, terrified child in chains. They offer to trade the child for some choice piece of gear. Refusing the offer offends the cultists.

**Sacred Ground** - A group of ash-covered cultists insist the Outsiders have trespassed on the Land of the Dead. To appease the spirits, one of the Outsiders must remain behind. Permanently.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

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The scene should end shortly after the Challenge is resolved.

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## Something Extra – Occult Paraphenalia

When adding color, throw in one or two for spice.

totems made of twisted bone and sinew  
original statues ritually mutilated/marked  
rock piles  
glassy or animated eyes  
ritual phrases (so wills the Sleeper)

windchimes  
distant laughter  
weird symbols  
ragged robes  
ritual scarring



# Threat: Cult of the Sleeper

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Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**God Among the Stars** - The walls are increasingly covered with weird writing. The passage opens upon a great, candlelit concrete dome, where cultists pray to a planetarium projector.

**The Lord of Blood** - The Outsiders are captured and brought before The Sleeper, a pale humanoid who intends to ritually eat them.

**Are You a God?** - The Outsiders find themselves boxed in by throngs of the faithful. They are convinced that the Outsiders are divine, and demand the Outsiders perform various miracles (healing the sick, purifying water, etc). They become irate if the new gods fail to deliver.

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# Threat: Project MK Grail

The Facility was the site of bizarre, crypto-occult mind-control experiments.

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## First Scene - Day 1

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**Challenge** Establish the Challenge for the scene. It should be something the group needs to deal with right now to move forward or survive. It should introduce your Threat and make it clear why the group needs to be worried about it.

Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**Against All Odds** - An armed patrol of The Even-Numbered come upon the Outsiders. The patrol is unable to decide whether the Outsiders are Even-Numbered (and thus allies), Odd-Numbered infiltrators (and thus mortal enemies) or an as-yet-unsorted mix of the two.

**The Experience Machine** - The walls of this chamber are covered in monitors. It may take a while, but eventually everyone discovers a monitor that they find intensely, overwhelmingly interesting. Terminal dehydration may take up to a week.

**Quatloo Fever** - The Outsiders discover a variety of machines which dispense small, triangular currency in exchange for completing simple cognitive tests (solving a maze, memorizing numbers, etc). The tokens can be used at other machines to dispense water and nutrition pellets. A ragged band of ruffians demand the Outsider's quatloos.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

- Each other player picks a skill (maneuver, analyze, smash, sneak), explains how they're using it, and how many dice they're contributing. If a player contributes no dice, they are not considered part of the winning or losing side.
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---

## Something Extra – Experimental Observations

When adding color, throw in one or two for spice.

cameras  
clean  
clinical  
colored path markers  
additional tests required

mazes  
minor side-effects  
cryptic symbols  
plastic plants  
how are you feeling?

soothing voice  
abstract art  
colored coveralls  
regimented schedule  
minimalist cells





# Threat: Project MK Grail

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## Second Scene - Day 2

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**Collaborator** Call out the name of your Threat. The player with the corresponding Secret Agenda now reveals the agenda. This scene is also important for that player, so work with them to set up the scene.

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Sometimes you'll draw a blank when it's your turn. Ask the group for ideas, or try one of these seeds:

**Cargo Cult** - The Outsiders find the central monitoring area. It's populated by a ragged band of former subjects who have promoted themselves to experimenters. They use incoherent jargon and obviously have no idea what they're doing.

**A Better World** - The Outsiders encounter a community of people who survive by conforming to the experiment's expectations. They are understandably concerned about the Outsiders disrupting the Facility.

**Human Subject Recruiting** - The Outsiders stumble upon an enormous, ghoulish prison where human subjects are bred from generation to generation. The prison guards respond violently to the intruders.

Play out the scene. You'll need to take on the role of any non-Outsiders, deciding what they do and say. The Outsiders cannot avoid the conflict; eventually, they'll need to face the Challenge. When they do:

- Players can now choose to side with the Threat. Those players contribute their dice to you.
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The scene should end shortly after the Challenge is resolved.

# Outsider: Nasim

## The Leader

**Look** - Dusty silks and ancient books of Old Tech lore

**Cover Story** - I am the recognized leader of this expedition, and have hand-picked the rest of you for your expertise. Our goal is dead simple: we go in, find and retrieve the Zero Device, and kill anything that gets in our way.



---

**Special Ability - Leadership:** Other players may give you dice. For every two dice given this way, you gain one extra die in the color of your choice.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device



*start with 4 green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 2 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 2 white dice*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet



*start with 2 copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: Dust

## The Expert

**Look** - Tattered robes and various bits of repurposed Old-World tech

**Cover Story** - My knowledge of the ancient world is unmatched, you know. My journals will be the de-facto reference for generations of scholars. I suppose I am one of the few people who could hope to understand The Facility.



---

**Special Ability – Expert Advice:** After challenge dice are rolled, you may choose to re-roll all green dice. You must re-roll all dice, and you re-roll dice contributed by any player.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device



*start with 6 green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 3 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 1 white die*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet

*start with no copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
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The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: Domino

## The Observer

**Look** - City clothes, a practiced smile, and a quick wit

**Cover Story** - I am the right hand of Unger, the warlord who commands Hightown. Unger claims The Facility as part of his realm. I am to travel with you, to insure you do not damage or steal any of my lord's rightful property.



---

**Special Ability - Leverage:** If Domino is killed, you may gift any number of your remaining dice to other players.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device



*start with 3 green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 4 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 1 white die*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet



*start with 2 copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
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The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: mouse

## The Shadow

**Look** - Ragged clothes, bare feet, quick fingers and bright eyes.

**Cover Story** - I may look like a little slip of a thing, but I'm quick on my feet and wiser than you'd think. I started following the group in the last outpost. Eventually, you invited me into your camp. I earn my keep by cleaning and gathering firewood.



---

**Special Ability – Eye for Secrets:** You can look at any other player's Secret Agenda card at any time.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device



*start with 2 green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 6 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 2 white dice*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet

*start with no copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: Tiny

## The Muscle

**Look** - Hulking giant, bristling with weapons and makeshift armor

**Cover Story** - You weak people needed somebody to smash heads. Everybody knows Tiny is the best head-smasher in town.



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**Special Ability – Appetite for Destruction:** If you ever have zero Smash dice, immediately gain 1 Smash die. You're never too injured or exhausted to Smash a bit more.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device

*start with no green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard

*start with no black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 3 white dice*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet



*start with 7 copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: Winter

## The Bodyguard

**Look** - Simple and functional clothes and a well-worn weapon

**Cover Story** - I have spent long years on the road, seeking always to challenge myself and perfect my technique. The group needed a veteran mercenary who was discrete and adaptable. My reputation made me an easy choice.



---

**Special Ability – Shifting Loyalties:** Once per game, you can change sides immediately after Challenge dice are rolled. Keep your original roll.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device

*start with no green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 3 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 3 white dice*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet



*start with 4 copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: Bran

## The Guide

**Look** - Worn leather clothes, bags heavy with tools, gear, maps, and diagrams.

**Cover Story** - I'm a seasoned explorer, and you smart folks have employed me as your guide. I've been in and out of places like this my whole life. Just follow my lead. Don't wander off. And for god's sake, don't touch anything.



---

**Special Ability – No Big Deal:** You may choose to ignore the effects of the Status Cards when selecting dice for a Challenge.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device



*start with 2 green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 2 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 4 white dice*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet



*start with 2 copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.



# Outsider: Rakshasa

## The Bandit Leader

**Look** - A riot of colors, jangling shiny oddments, and unshakable confidence.

**Cover Story** - A lesser bandit would have robbed the group and been done with it. Ah, but Rakshasa is a bandit with vision. Rakshasa demanded to come along, yes? In exchange for a fair portion of the treasure, Rakshasa will provide you with seasoned leadership and expert advice.



**Special Ability – Vindictive:** When your side loses a Challenge, you may select one die belonging to any player. That player discards that die.

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device

*start with no green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 3 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 5 white dice*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet



*start with 2 copper dice*

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: Sawbones

## The Doctor

**Look** - Half-shaman, half-medic. Patched-together coveralls with dozens of pockets

**Cover Story** - Bodies? Oh goodness, they're such fragile, fragile little things. A little poke and all the fluids drip out. Bend them too far and they don't bend back, do they? Fortunately, you have selected the finest doctor in the region to accompany you.



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**Special Ability – First Aid:** When you reach **Day One - Making Camp**, you can patch up minor injuries. For each other Outsider, you may choose to discard one Analyze die. If you do discard a die, that Outsider gains two dice in the color or colors of their choice.

---

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device



*start with 5 green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 2 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 1 white die*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet



*start with 2 copper dice*

---

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

# Outsider: Preta

## The Enigma

**Look** - Faceless, obscured by layers of baggy, ill-fitting clothing and robes

**Cover Story** - I am an outcast, accursed. People cross the street to avoid me, and make the Sign of Warding when I gaze upon them. But you see, I know more about the Facility than any living person should. It is insane to trust me. But more insane to dare the Facility without me.



**Special Ability – Body Snatcher:** Whenever another Outsider dies, immediately gain 3 dice in the color or colors of your choice.

### Analyze - Green

*Understand and manipulate old tech*

- Open a locked door
- Orient using maps or signs
- Identify the weak spot of a device



*start with 4 green dice*

### Sneak - Black

*Get somewhere without being detected*

- Bypass a motion detector
- Avoid a security patrol
- Steal a keycard



*start with 4 black dice*

### Maneuver - White

*Overcome obstacles using athleticism and agility*

- Free run through difficult terrain
- Climb a wall or building
- Safely navigate unstable structures



*start with 2 white dice*

### Smash - Copper

*Hurt people and break things*

- Crush a robot sentry
- Kick down a door
- Rip open a locked cabinet

*start with 0 copper dice*

## Challenge Rules

On Day 2, you can side with the Threat. If you contribute no dice, you are not considered part of the winning or losing side.

- Pick a skill (maneuver, analyze, smash, sneak), explain how you're using it to help your side, and pick how many dice you're contributing. You discard those dice after the challenge.
- Everyone rolls! The side with the highest single die roll wins. If there's a tie, the side with the most dice of the highest number wins. Still a tie? Throw out the top number.

The winning side must flip one of the Status Cards, if possible. On Day 2, the winning group may choose to kill a character instead of flipping a card.

## Anytown, USA

### **Doppelganger**

At some point, probably during the night of Day One, you were replaced with a convincingly-similar android for unknown purposes.

### **Immigrant**

You have decided to live among the simulacra, in their sterile but safe world. You just need to be accepted by them.

### **Probe**

You are the most human-like android ever built at the factory. You have returned to report the results of your mission.

## Strain M3Z

### **Plaguebearer**

You don't know why The Old Man wants a stable disease sample, but he pays well, so you'll get him one.

### **Infected**

You've sacrificed everything you have to get here. If there's a cure for your illness, it's inside The Facility.

### **Doctor**

You could work miracles with the Zero Device. You just need to make sure some idiot doesn't smash it.

## Project MK Grail

### **Victim**

After what they did to you, you swore you'd never come back here. But here you are.

### **Cargo Cultist**

No one even remembers why we keep The Experiment running. You just know that it always needs new subjects.

### **Mad Scientist**

It's taken years of research and dozens of false leads. Now you're finally here, the one place you'll have the freedom and tools to perform your work

## Prometheus

### **Luddite**

The thinking machines brought about the apocalypse. They must never be allowed to come to power again.

### **High Programmer**

The holy words of Kernighan and Ritchie have been handed down over generations. At last, you will type the incantations on a real keyboard.

### **Old School**

You are one of the people who built The Facility, preserved however people get preserved here.

## crypto.zoo

### **Procurer**

It lets your family live. You bring it meat. Simple enough.

### **Big Game Hunter**

You've hunted anything that moves, but never something as dangerous as this. You'll be a legend.

### **Dr. Jekyll**

This group looks tough. Maybe they'll be the ones to put your demons to rest and punish you for all the terrible things you've done.

## Solitary Tower Bravo

### **Con Artist**

This will be the third group you've led to an early death. Gets a little easier each time.

### **Murderer**

You have a score to settle with one of the other PCs. In a place like this, well, accidents happen all the time.

### **Unbalanced**

It could be God. Or the chip they put in your head. Anyway, the voice tells you to do things. If you don't listen, the headaches come



Secret Agenda



Secret Agenda



Secret Agenda



Secret Agenda



Secret Agenda



Secret Agenda

## Honest

You have no secret agenda. You're actually here to help the group, and your goal is just what is on your character sheet.

Your companions seem a bit off, and prone to erratic behavior. You want to defuse conflict and keep everyone focused on finding the Zero Device and getting out alive.

Reveal this on Day 2, when a Threat is announced with no corresponding Secret Agenda.

## Rust Tribe

### **Outcast**

You were cast out by the inhabitants of The Facility. You have returned to settle things.

### **Warlord**

The inhabitants would make the perfect army. You just need to prove that you are a strong leader.

### **Rescuer**

Someone you care for has come to live with the inhabitants. You need to get them out. Whether they want to leave or not.

## Cult of the Sleeper

### **Chosen One**

Whatever the prophesy is, you're certain you're the one who fulfills it.

### **Convert**

The cult is right. They make sense. Why don't the others see it? It's so clear now.

### **Obedient**

You have brought them here, just like the master asked.



Secret Agenda



Secret Agenda



Secret Agenda



Secret Agenda



Secret Agenda



Secret Agenda