

POSTHUMAN SAGA

STORIES 1-70





Backstory

It had been called the Old World for centuries. At the start of the twenty-first century, though, Europe really began to feel old, its knees buckling under the burden of its past crimes and its long-lost imperial ambitions. The dynamic titan that had colonized the world was frail and spent, dwarfed by the new powers rising in the east, abandoned by its ailing offspring to the west and unable to cope with the needs of those fleeing war, famine and poverty in the countries it had abused and sucked dry to the south. But if there's one thing that thousands of years of lording it over the rest of the planet teaches you is: you're never too old for a comeback.

In 2020, Europe turned its back on the world with the signing of the Fortress Europe agreement. Land and sea borders with Africa and Asia were shut. Trade barriers were put up. Politicians across the continent spoke of "putting ourselves first," and of "regaining past glories." Anyone who'd ever cracked open a history book knew these past glories were built on the broken backs of the exploited, but, for many, the promise of a better future was bright enough to ignore its dark side.

In 2025, Europe, seeking a way to give itself an advantage on the global stage, legalised genetic experimentation on human subjects. Geneticists around the world flocked to the continent. There was a sense of a scientific revolution in the

air. Every week, headlines spoke of new radical advances in gene modification. It was only a matter of time before gene modification left the confines of research labs, and entered the commercial market. Corporations saw an opportunity, not only to gain a workforce with abilities beyond any the world had ever seen, but – more enticingly – to have employees who owed them their very body. Workers were offered expensive gene therapies at the corporation's expense – all they had to do was sign long-term contracts of service that, as time went on, stripped them of more and more of their basic rights.

With super-powered workers filling its factories and super-human soldiers marching in its armies, Europe was reinvigorated. The rules of the game had changed, and the rest of the world soon realized it had no choice but to adapt or be left behind. The genetic arms race was on.

In 2031, the Law of Humanity was ratified, making official what had already been clear for years: that mutants were no longer considered human. Citizens were forced to take the so-called Thorsleff test to determine if they were 'pure' or 'mutant.' Those deemed modified enough to be labelled as mutants soon lost their basic rights, and were treated as second class citizens. Waves of protests and riots ensued, but once again, there wasn't enough momentum to threaten governments and multi-national corporations.

This all changed when one disgruntled data-analyst mutant by the name of Edgar Hollow published his apocalyptic manifesto: *No Human*. Hollow positioned contemporary mutants as the forebears of enlightened children that represented the next stage of evolution in the Homo-Sapiens lineage: Homo Evolutis; the Evolved. There was only one way this evolution could happen, according to Hollow: Homo sapiens had to give way to Homo Evolutis.

Hollow proclaimed the beginning of a war that would tear the old world apart. From its ashes, he wrote, a new world would arise: a lush and regenerated Earth, a new Garden of Eden where the Evolved would live in harmony with each other and with all the life forms of nature. In this new world, there would be no need of electricity, no weapons, no vehicles, no heavy industry spewing toxins into the air and the water.

To mutants toiling away on factory floors, the message they read in *No Human* – as they pored over it secretly in the dormitories the corporations paid for out of their own salaries – was a ray of hope in the darkness. Efforts to ban the book were useless – within weeks, it was hard to find a mutant who had not read it. And it was even harder to find one who was not alight with the flame of its righteous anger.

In a matter of months, mutant armies had turned on their governments. Corporations were brought to their knees by an angry workforce that sought revenge for a decade of abuse and exploitation. The institutions, services and structures of entire countries collapsed so suddenly and irrevocably, it almost felt like they had never been there.

Civilisation as we know it imploded.

The Evolved inherited the earth.

...well, almost.



Introductory Story

Read aloud to the whole group before the first game...

Just over a year ago, you journeyed to the last bastion of organised human society in the area: the Fortress. The community there took you in and helped you hone the skills you need to contribute to its struggle for survival.

Now you're a seasoned member of the Resistance – an organised military force whose leadership is based within the Fortress. They're the last hope for an organised defence against the mutants in the region, and they need your help. You're being sent out beyond the defensive perimeter of the Resistance's network of outposts, into the mutant-controlled Wilds beyond. There are communities of humans surviving out there that the Fortress has lost contact with: your mission is to make the trek to get in touch with one of them, to bring them back into the fold and expand the Resistance's hold on the region.

That's not the only job that needs to be done. As more survivors join the fold every week, the Fortress is expanding. Big structural projects are underway, and hardware is desperately needed. So you've also been tasked with scouting out sites the Resistance can scavenge for parts and materials. The Fortress will send out a convoy of trucks to carry back what they need, so you should try to find closely-grouped clusters of useful stuff so as to make the journey fuel-efficient.

You've come a long way from being a lost survivor staggering into the safety of the Fortress' stacked-container walls. There's a steady stream of wanderers just like you making their way through its gates every week, and in this brave new world, only the fittest survive: if you don't prove your worth to the community, you're not going to be welcome indefinitely at the Fortress. It's time to prove yourself, and give back to the Resistance.



1 - No Human

The chant echoes out of the belly of the old warehouse. "No human! No human!" Through a crack in the walls you see dozens of mutants standing before a scrap-metal altar. A spindly-limbed mutant holds up a dog-eared book. "Edgar Hollow has given us the word on which we shall build a new world! A world free of the evil of humanity! A posthuman world!" You don't notice the patrolling guards until they pounce on you and throw you in front of the priestess.

"Look at you! The time of mutation is upon you and upon us all. And yet, you work for the Resistance, You would slaughter us all if you could."

A. **Take a mind challenge. Success on 3. Major success on 4.**

* B. **If you have a TACTLESS follower... Your companion loudly orders the filthy mutants to know their place and not to adopt that tone of voice with you. You can feel the atmosphere grow darker with every word. Take a mind challenge. Success on 4. Major success on 5.**

A.

✔4+ You give an impassioned speech to explain that they have it all wrong about the Fortress that it's trying to build a better world beyond the petty enmity of human and mutant. To your surprise, they buy it. +1XP. +2 morale.

✔3 You say the cycle of violence can only be broken if one side shows forgiveness. Your words sway them, and they let you go. +1XP.

✔0-2 You say that mutants have only their own actions to blame for the Fortress's enmity. This doesn't go down too well. Before you're cast out, a syringe is jabbed into your arm. "Let's see how well you like being one of us." *Suffer 1 mutation.*

B.

✔5+ You hurriedly push your companion aside and give an impassioned speech about the Fortress, saying that it's trying to build a better world beyond the petty enmity of human and mutant. To your surprise, they buy it. +1XP. +2 morale.

✔4 You hurriedly push your companion aside and say that the cycle of violence can only be broken if one side shows forgiveness. Your words sway them, and they let you go. +1XP.

✔0-3 You agree with your companion and say that mutants have only their own actions to blame for the Fortress's enmity. This doesn't go down too well. Before you're cast out, a

syringe is jabbed into your arm. "Let's see how well you like being one of us." *Suffer 1 mutation.*

2 - The Chanters' Cave

The mouth of the cave is marked with strange symbols. You can't make out any of them, but the words 'No Human' scrawled on the ground below your feet are clear enough. A deep, low hum emanates from the darkness within. You are strangely drawn to the cave.

A. **You venture into the cave. Take a mind challenge. Success on 4. Major success on 5.**

B. **You leave.**

A.

The hum grows deeper as you walk, until you can feel it in your bones. You arrive at a smoky chamber where a circle of mutants chant a strange incantation. Curtains of lank black hair drape over bone-pale faces, and their mouths barely move. In the middle of the circle stands a human figure, bound and unconscious. You feel their thoughts begin to scrape at the surface of your consciousness.

✔5+ The chanter's thoughts assault your mind, but you manage to contain them within the circle of your own certainties. At their core, you sense the lost consciousness of their human captive, and you try to draw it out into safety. Without knowing how, you find yourself back outside, along with the chanters' captive. Your mind feels...expanded. +2XP. +1 follower.

✔4 The chanter's thoughts assault your mind, but you manage to keep them in check, to observe them, to learn from them. Without knowing how, you find yourself back at the mouth of the cave. Your mind feels...expanded. +2XP. +1 morale.

✔0-3 The chanters crack your mind open like a walnut. Before you pass out, you feel their thoughts planting themselves in your head, changing pathways and twisting them into new connections. You wake up at the mouth of the cave, but your head doesn't feel the same. *Suffer 1 mutation.*

B.

You leave, but even after you're miles from the cave, the hum still echoes in your head. -2 morale.

3 - Get a Lobe of This

He towers before you, blocking the path ahead – a wall of mutant flesh, a tiny little head above a hulking mass of muscle. Hanging around his neck are a set of necklaces, each made of dozens of human ears. He points a finger the size of a hot-dog sausage at you. “No fight. No hurt you. Give ear and we friends.”



If you have a VIOLENT follower...

A. Before you can do anything, the follower has thrown himself at the mutant, screaming his guts out. You have no choice but to try getting them out of the fight in one piece. **Take a speed challenge. Success on 4.**

If you do not have a VIOLENT follower...

B. You agree to give him a slice of ear.

C. You lunge at the ear collector. **Take a speed challenge. Success on 4.**

A.

✔4+ It's more likely the unexpected nature of the impact than anything else, but as you slam into him, he loses his balance and falls to the ground. You and the follower manage to make your escape while he's still struggling to get up. **+2 XP. Recover 1 boost.**

✔0-3 You run at the mutant, but it's like running into a brick wall. You bounce off him and slam into the dirt. Holding up the follower with one hand, the mutant lifts you off the ground with the other. His filthy fingernails dig into your skull before you manage to aim a solid kick in his groin. Howling in pain, he drops the two of you, and you run off before he recovers himself. **Suffer 1 mutation.**

B.

You don't much like the idea of cutting your ear off, but you like the idea of fighting this living mountain even less. You take hold of a knife and manage to power through the pain. He seems particularly pleased with your ear and immediately hooks it onto one of his necklaces. **-2 health.**

C.

✔4+ It's more likely the unexpected nature of the impact than anything else, but as you slam into him, he loses his balance and falls to the ground. You manage to make your escape while he's still struggling to get up. **+2 XP. Recover 1 boost.**

✔0-3 It's like running into a brick wall. You bounce off him and slam into the dirt. Entirely unfazed, he grabs you by the leg and takes a savage bite out of it. You manage to kick him in the teeth and run off. **Suffer 1 mutation.**

4 - Starmen

You watch a ball of fire cross the sky. It unfurls a parachute and touches down some distance from where you are. You make your way there and find a trio of astronauts emerging from a banged-up escape pod. Turns out they're the crew of the Orbitus Rex Space Station, and they're ridden out the whole mutant crisis, too scared to come back to Earth. Now their supplies have run out and they're here, unarmed and unused to the Earth's gravity. They offer to fix an item that needs repairing if you'll help them get somewhere safe.

A. You agree to be their escort. **This costs 1 food or 1 fatigue.**

B. You leave them to fend for themselves.

A.

They keep up their end of the bargain and put their tech skills to use on your equipment. Then it's your turn to do your part. It's a long, hard slog to the nearest friendly community, and by the time you part ways with the astronauts and return to your own journey, you're exhausted. **-1 food or suffer 1 fatigue. Either draw a melee weapon card and use it as a mod on a melee weapon in your inventory with a free mod slot OR draw 1 equipment.**

(Additional) If you have a CLEVER follower...

During the journey, your companion engages the astronauts in a long conversation. At points, it gets too technical for you to follow, but you are still able to learn much that is useful. **+2XP.**

B.

You turn away and let them find their Earth-feet on their own, but you can't help wondering about their fate afterwards. **-1 morale.**

5 - Empty Nest

You hear children's cries and follow them to an abandoned building. You find a gang of half-starved kids – they're all skin and bone beneath the filth. You realize, with a shock, that these are your kids. How could you have forgotten all about them and left them here alone? Your heart overflows with guilt and shame and your eyes fill with tears.

A. *Take a mind challenge. Success on 4.*

* B. *If you have a CARING follower... Take a mind challenge. Success on 3.*

A.

✓4+ You spend a day taking care of your children. But there's a part of you that doesn't feel at ease. You hold on to the certainty that you never had any children, and you see the illusion for what it is. You sense the lurking Whisperer hiding in the shadows, digging into your thoughts. You free yourself of its hold and the illusion vanishes. +2XP. +1 morale.

✓0-3 You spend a day taking care of your children. You go to sleep happy and content – but then you wake up in the morning, cold, alone and in full knowledge that you never had any children. Some Whisperer has had their way with you. -1 morale.

B.

✓3+ The follower offers a hand and together you spend a day taking care of the children. It's a bonding experience, and you both feel good about yourselves. But you don't quite feel at ease. You hold on to the certainty that you never had any children, and you see the illusion for what it is. You sense the lurking Whisperer hiding in the shadows, digging into your thoughts. You free yourself of its hold and the illusion vanishes. +2XP. +1 morale.

✓0-2 The follower offers a hand and together you spend a day taking care of the children. It's a bonding experience, and you go to sleep happy and content – but then you wake up in the morning, cold, alone and in full knowledge that you never had any children. Some Whisperer has had their way with you! -1 morale.



6 - Cosmic Horror

The sky above you turns blood-red. With every step, it grows darker and darker until the buildings around you are only half-glimpsed masses in the dark. Out of the corner of your eye, you catch them twisting out of shape, becoming teeth in a gigantic mouth that's closing shut around you. In the bleeding sky, the sun has become the vast flaming eye of the beast that is consuming you. It looks into you, and in its gaze you are nothing.

A. *Take a mind challenge. Success on 4. Major success on 5.*

* B. *If you have an INSIGHTFUL follower... Take a mind challenge. Success on 3. Major success on 4.*

A.

✓5+ You resist your mind's urge to snap into pieces. You impress upon yourself the memory of the road you were on and where you were going, your name. Deep in the beast's eye you see a frail mutant, who flinches from your gaze. She turns away and the illusion is shattered. You've understood much about the shape of her mind - and about yours. +1XP. *You may discard any mutation card currently in play. If you do not have any mutation cards, take a Mutation token and place it on your character board. Next time you would suffer a mutation, discard the mutation token instead.*

✓4 You resist your mind's urge to snap into pieces. You impress upon yourself the memory of the road you were on and where you were going. You convince yourself of the solidity of that reality, and hold on to it until the illusion fades away around you. Whatever unseen psychic it was who engaged you in this battle of wills – you've won. +1XP. +2 morale.

✓0-3 Your mind snaps into pieces and you feel yourself burn away in the gaze of that flaming eye. The beast's vast mouth closes around you and you lose yourself in total darkness. You return to consciousness some time later – at least, most of your mind does. Some of it is gone forever. -1 morale. -1XP (if you are at 0XP, -1 additional morale).

B.

✓4+ The follower's gaze is steady and does not flinch. You follow the straight path of that gaze. Deep in the beast's eye you see a frail mutant. She withers away from your look and the illusion is shattered. You've understood much about the shape of her mind - and about yours. +1XP. *You may discard any mutation card currently in play. If you do not have any mutation cards, take a mutation token and place it on your character board. Next time you would suffer a mutation, discard the mutation token instead.*