

# THE TARTARUS SITE

**ENGINEERING**  
**RARE MATERIALS**  
**PROGRESS**  
**LEADERSHIP**  
**HOLD THE THREAT IN PLACE**

*"This place is not a place of honor...no highly esteemed deed is commemorated here... nothing valued is here."*

Imagine something so powerful and evil it could taint and kill the whole homeland. It can't be destroyed, but maybe it can be contained?

## PERMANENT BONUS

Most important: the threat is contained and not causing further harm.

The Owner draws the Tartarus Site on the map and its surrounding Hostile Ground, and describes the dangers they pose.

## TRIALS

- **Tainted Land:** There was no way to stop the poison seeping into the land around the Site. The Owner tells how quickly the Hostile Grounds are growing. Every age, any Family or Faction bordering the Site gains Need: Land or Freshwater. This can only be stopped by a Seeker, who **unlocks** Surplus: Crops if successful.
- **The Doomsday Cult:** There will always those who ignore warnings and defences to live off ruins and misery. The Owner tells us what these cultists revere. Every Age, any Family or Faction bordering the Site gains Need: Safety or Trade. This can only be stopped by a Sentinel, who **unlocks** Surplus: Prestige if successful.
- **Pilgrimage:** There are those who come from far and wide to worship the salvation brought by the Site. The Owner draws on the map the routes pilgrims take and the slums they now inhabit. Every age any Family or Faction bordering the Site gains Need: Energy or Luxury. This can only be stopped by an Elder, who **unlocks** Surplus: Recruits if successful.
- **Grave Robbers:** There are those who lust for the perceived riches the Site might contain. The Owner tells us about the lowlife behind this vilified gang. Every Age, any Family or Faction bordering the Site gains Need: Rare Materials or Defenses. This can only be stopped by a Hunter, who **unlocks** Surplus: Trade if successful.
- **Cursed Lineage:** The twisted forces contained by the Site mutated some of your people into wretches who banded together for mutual protection... and bloody revenge. The Owner tells us about the powers this lineage now wields. Every Age, your Family gains Need: Medicine or Justice. This can only be stopped by a Promethean, who **unlocks** Surplus: Progress if successful.
- **Exodus:** The memories of the horror won't leave you: your only choice is to leave it behind. The Owner tells us about their destination and the trials they face on their journey. Every Age, your Family gains Need: Morale or Recruits. This can only be stopped by an Envoy, who **unlocks** Surplus: Leadership if successful.

To succeed in a quest, a Character of the indicated playbook must fulfill two Role conditions with the specific goal of solving the problem. When it's solved, everyone affected by the linked Needs erases them and gains the **unlocked** Surplus.

## FORTUNES

- **The Fortress:** your Family has sworn to stand watch over the Site as long as needed. Draw your fortress overlooking the Site. Name 3 Surpluses that will always be available to whoever holds the fort, and the Owner names a Surplus that must be erased each age in order to maintain it.
- **The Engineering Crew:** Some of your people worked side by side with the Owner to build the site. Start the next age as the Survivor, the Seeker or the Elder, picking an extra move when building them. Others can start with an extra move as one of the other two Characters if they give you 2-Treaty.
- **The Groundskeepers:** Your Family formed an order to maintain the Site and fend off invaders who might breach it. Start the next age as the Hunter, the Reaver or the Scavenger, picking an extra move when building them. Others can start with an extra move as one of the other two Characters if they give you 2-Treaty.
- **The Quest:** It's not over! The Threat might return, and you and your people must finish what the Owner has started. Start the next age as the Remnant, the Sentinel or the Promethean. If you manage to fulfill all four Roles you may neutralize the Threat once and for all. Gain 2-Treaty from every Family and Faction across the Homeland if successful.
- **The Prophecy:** From your Family came a vision of how to heal the land. Name 4 Roles distributed between at least two, and no more than four, different Character playbooks. If at any point those roles are all marked, the characters can erase the Hostile Grounds and place 3 Surpluses of your choice there.
- **A Shadow of the Past:** You can feel it calling you and your people. You are certain it can be tamed and used for the greater good. State a Wonder that if completed will unleash the Threat once again into the Homeland - though in a different form to how it was sealed. As you start work on the Wonder, visions will lead your Family to 3 of the Surpluses needed to complete it.