

# BURROWS & BLOODLINES

ARTEFACT



## 1. INTRODUCTION

When playing **ARTEFACT**, you might choose the following prompt while resting between **KEEPERS**:

*A colony of small creatures nest close to where you rest. You become obsessed with their daily routines and little politics watching generations pass. Describe them. Do you see their downfall or are you recovered by a Keeper?*

Instead of simply describing the creatures and their changing society, you can use this game to play out their history across generations while you wait.

## 2. SETUP

Answer these questions, using the suggestions below if desired:

- **WHAT KIND OF ENVIRONMENT IS THE COLONY SITUATED WITHIN?** *Is it a manmade or natural setting? What nook or cranny provides shelter for the colony?*
- **WHAT KIND OF CREATURES LIVE IN YOUR COLONY?** *They must be numerous and hierarchical in their organisation.*
- **WHAT RESOURCES DO THEY NEED TO SURVIVE?** *Write down one resource that is in abundance, and two that are scarcities.*

**ENVIRONMENTS:** Gnarled stump, riverside rocks, shallow cave, driftwood shore, mossy hollow, crumbling walls, suit of armour, monstrous skeleton, the item itself.

**CREATURES:** Mice, rats, hares, frogs, beetles, crabs, spiders, snakes, chipmunks, birds, lizards, cats, penguins, beetles, flies, scorpions,imps, jellies, goblins.

**RESOURCES:** Rice, wood, wine, warmth, copper, bones, fish, carrion, gold, armies, artisans, defences, weapons, secrecy, love, community, joy, freedom, knowledge, faith.

## 3. PLAYING THE GAME

We follow the development of the colony through the lens of the generations that pass. For each generation, follow these steps:

- 01 **CHOOSE A PROJECT.** *Each generation will have a defining PROJECT, a great effort to improve the colony. Choose or roll from the table overleaf, if desired.*
- 02 **DETERMINE THE OUTCOME.** *Roll a six-sided dice; 1-3 is a **BANE**, 4-6 is a **BOON**. Choose or roll from the corresponding table overleaf to get a prompt for the outcome.*
- 03 **ALTER RESOURCES.** *Make changes to the RESOURCES of your colony as instructed by the table.*
- 04 **CRAFT THE NARRATIVE.** *Using the PROJECT and **BOON/BANE** prompts together, consider the story of how the colony changes. The link between the prompts need not be obvious or direct. You may use the **NAME, TONE or SYMBOL** tables as inspiration.*
- 05 **DESCRIBE THE GENERATION.** *Write a single sentence to describe this generation. Use the format: [what they intended]; [what happened].*

## 4. ENDING THE GAME

Continue playing through generations and making changes to your colony until your wait is over.

You can either play in real-time while you wait, or play through one generation per minute of **REST**.

Either way, eventually a new **KEEPER** arrives and you are pulled away from the colony.

- **YOUR TIME WITH THE COLONY DRAWS TO A CLOSE.** *Do you believe their society is aspiring, thriving, declining or ruined?*

- **WHAT WILL BE YOUR DEFINING MEMORY OF THE COLONY?** *An ambitious enterprise, a calamitous mistake, a heroic individual, or something more esoteric and unusual?*

Thank you for playing!



## PROJECT

*A single, defining effort  
by the community*

- 01 Walls
- 02 Bridge
- 03 Tower
- 04 Aqueduct
- 05 Mines
- 06 Docks
- 07 Market
- 08 Library
- 09 Monument
- 10 Shrine
- 11 Farmlands
- 12 Exploration
- 13 Invention
- 14 Trade
- 15 Alliance
- 16 Quest
- 17 Invasion
- 18 Revolution
- 19 Ritual
- 20 Ascension

## BANE

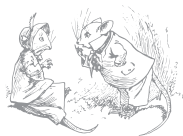
*Destroy an abundance  
or Introduce a scarcity*

- 01 Flooding
- 02 Earthquake
- 03 Famine
- 04 Blight
- 05 Plague
- 06 Blizzards
- 07 Fires
- 08 Infestation
- 09 Defenceless
- 10 Tragedy
- 11 Betrayal
- 12 War
- 13 Infighting
- 14 Enslavement
- 15 Tyranny
- 16 Collapse
- 17 Mutation
- 18 Cursed
- 19 Haunted
- 20 Unearthed

## BOON

*Create an abundance  
or Remove a scarcity*

- 01 Reclaimed
- 02 Reformed
- 03 Abundance
- 04 Fertile
- 05 Cleansed
- 06 Comfort
- 07 Regrowth
- 08 Symbiosis
- 09 Fortified
- 10 Memorial
- 11 Reparations
- 12 Peace
- 13 Unity
- 14 Freedom
- 15 Equality
- 16 Rebuilding
- 17 Acceptance
- 18 Blessed
- 19 Forgiven
- 20 Sealed



## NAME

*A handful of monikers,  
familiar or otherwise.*

- 01 Lycian
- 02 Tansy
- 03 Arven
- 04 Songbreeze
- 05 Thomas
- 06 Abigail
- 07 Jude
- 08 River
- 09 Midnight
- 10 Rand
- 11 Saxon
- 12 Chir
- 13 Srend
- 14 Phig
- 15 Staz
- 16 Ganpo
- 17 Chabs
- 18 Oglocs
- 19 Burf
- 20 Gneer

## TONE

*The briefest glimpse of a  
scene—use them as you will.*

- 01 Twirling fabric
- 02 Cooking steam
- 03 Second breakfast
- 04 Thick mud
- 05 Cracking skin
- 06 Low chanting
- 07 Distant pipes
- 08 Rowdy crowds
- 09 Fervid whispers
- 10 Rolling thunder
- 11 Divine visions
- 12 Hacking coughs
- 13 Tense meeting
- 14 Hiding, fearful
- 15 Ancient scrolls
- 16 Ripe fruit
- 17 Gushing water
- 18 Alchemicals
- 19 Magical duel
- 20 Clashing hordes

## SYMBOL

*Sigils, emblems, banners,  
crests, seals, signs.*

- 01 Ankh
- 02 Arrow
- 03 Sun
- 04 Circles
- 05 Cross
- 06 Eye
- 07 Pentagonagram
- 08 Stave
- 09 Turret
- 10 Snake
- 11 Tree
- 12 Star
- 13 Dragon
- 14 Bird
- 15 Wreath
- 16 Waves
- 17 Swords
- 18 Shield
- 19 Flower
- 20 Skull

