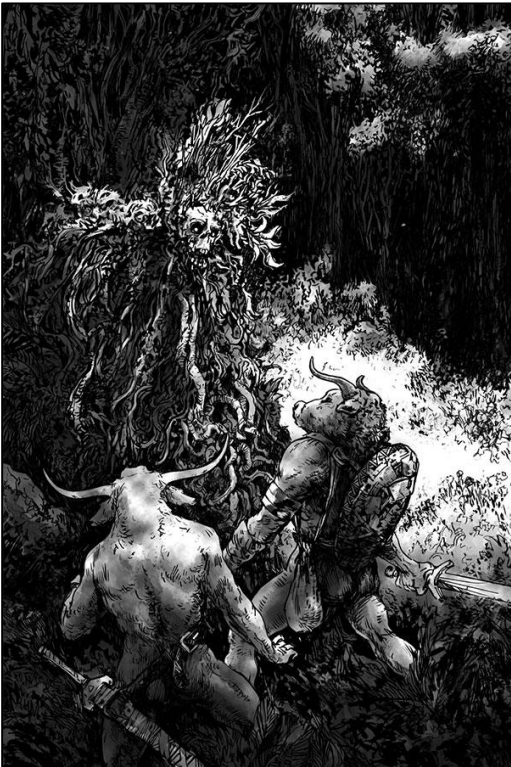
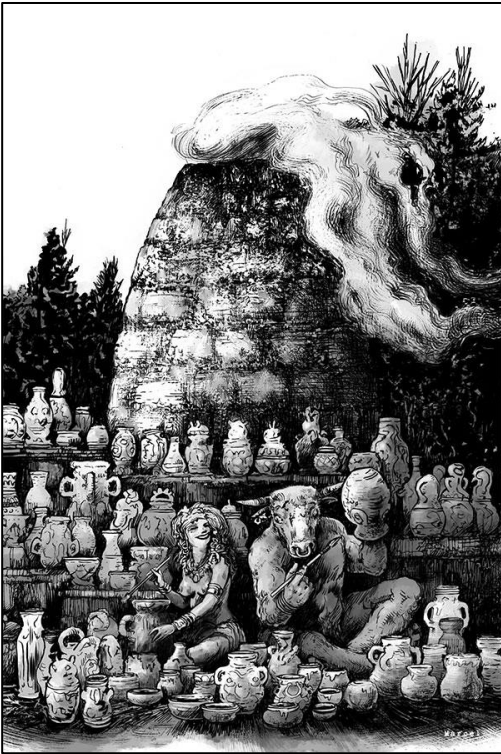


THE CLAY THAT WOKE



## Dégringolade

You live in the ruins of ancient human civilization scattered in small districted partially covered by a tropical jungle. The glorious old buildings are scrambling, and people repair it with clay instead of reconstructing them. Technology has been lost, such as the making of iron, replaced by bronze. This civilization was not centralized and was ruled by an elite class, the Empyrae, who were very highly developed culturally, collected taxes, adopted local laws and kept the jungle at the edge of their cities. This was before everything fell slowly in decay, and what lasts is a scattered city named Dégringolade. Today, Dégringolade is the shade of itself, but the cultural splendor of the previous Civilization was so high that bits of it survived in the memories and practices of today's residents, although formal social institutions does not exist anymore.

Generations ago, four Minotaurs have been found in the Vahdmriver who runs through the ruins and a specie was born of it. There are no female Minotaurs, and they reproduce with women, in secret love affairs. Minotaurs never really fitted in society and became an underclass, sharing the worst jobs with the most marginalized residents of the city. Minotaurs survive by doing those jobs that no one wants – hunting predatory around the city, farming rice paddies, etc. – et through the development of a shared philosophy of life called the Silence.

The Jungle is dense with a very high canopy, hiding fantastic and weird creatures and wildlife. This is a high trippy fantasy game. Some trees being older and higher than all the others and known to be sapient – those are called the Watchers, and rumors say that when they bloom again, civilization will enter in a new Age of Greatness.

## Making a character

It's easy: you choose a Minotaur playbook, which represents its core personality and social role in the Minotaur community. That's all: you don't choose a name or an occupation, just your Minotaur type. Your playbook gives you a certain number of *courage*, *mind*, *silence*, and *life* tokens, note these numbers in the relevant locations in your sheet:

- **Leader.** They have a large social network and favors individual friendships; they often face problematic responsibilities and share an intimate relationship with Philosophers.
  - *Tokens:* 3 courage, 3 mind, 3 silence, 1 life.
- **Philosopher.** They think about social and cultural issues in society and teaches and promote the principles of Silence. They often face extreme and violent injustice.
  - *Tokens:* 2 courage, 4 mind, 3 silence, 1 life.
- **Advocate.** They are concerned by the defense of individual interests of other Minotaurs and use their critical thought to help Minotaurs develop their real and hidden potential. Minotaurs often solicit them for advices about emotionally complex situations.
  - *Tokens:* 3 courage, 3 mind, 3 silence, 1 life.
- **Soldier.** They are guardians and executive forces in the Minotaur community. They are often invited to solve dangerous situation or menial tasks.
  - *Tokens:* 4 courage, 2 mind, 3 silence, 1 life.

There are other types of tokens (*name*, *gift*), which you can only gain through play. Each type of Minotaur refreshes their relevant token by doing certain things, written on the character sheet.

## Starting position

A Minotaur doesn't choose its conditions of living and its job, but his social role will influence the type of job he will find. The GM will provide a starting occupation and situation for every Minotaur.

A Minotaur doesn't start with a name, but he may be given one by other Minotaurs under specific circumstances, defined by the rules (p.93). Breaking silence and certain **Krater Outcomes** may win you **Name** tokens, which will get you a name.

## Silence

The principles of Silence are written in your sheet: Be courageous. Act with wisdom. Work for justice and the social good. Do not use the name of women. Do not want. Do not express your emotions.

If you break silence in play, you will lose a silence token. It's not a "gotcha" game, so in the first sessions I will ask you if you did it on purpose, then I'll stop warning you. At some point, you will *want* to break silence on purpose.

When a Minotaur doesn't have Silence tokens anymore, he enters in a frenetic rage that makes him run toward the Jungle, where he will find peace. This attracts every Minotaurs around in the same rage, and human residents will do everything they can to avoid involuntary casualties, including killing the uncontrolled Minotaurs.

## The rules

When you do something and that you face opposition, and the result is uncertain, we call this an **inflexion**. There are four types of **inflexions**:

- Dangerous situations.
- Violent situations.
- Supernatural encounters with sapient entities who have their own motivations.
- Interpersonal disagreement with NPC about what to do next (not opinions).

You try to overthrow those **inflexions** by following this procedure:

1. Determine which Minotaurs are part of the situation.
2. The GM puts specific tokens representing the opposition in the **Krater**.
3. The Minotaur can add tokens from his personal reserve. Those tokens represent the player's expectations of the results, not what the Minotaur does in the fiction.
4. Any other Minotaur player can offer one or more tokens to the concerned Minotaur.
5. The **Krater** is shaken, and 4 tokens are drawn, representing the results.
6. The players look for the relevant combination of token in the **Menu of Krater Outcomes**.
7. The tokens are discarded, and the player keeps every **courage, mind, silence, gift, life, and name** tokens he has drawn.
8. The GM and the Minotaur describe how it happens under constrains of the Outcomes. It may be very fast in a single move or longer with shift of locations and time passing, whatever makes sense.

## The Tokens and advices for how to use them (from the Book)



These are my courage tokens. As icons they look like 🗡️. They help me succeed physically and dramatically in the face of threats and dangerous opposition. My archetype tells me how I get more of them when I've run low.



These are my mind tokens. As icons they look like 🧠. They help me achieve clever successes against threats and opposition. My archetype tells me how I get more of them when I've run low.



These are my name tokens. As icons they look like 📜. They give me stature in society, and I can spend them to help gamemaster characters in their efforts, or to shift unfavorable outcomes onto them if I discredit myself. My archetype tells me how I get more 📜 when I've run low.



These are my silence tokens. As icons they look like 🗣️. They help me understand the world and change how other characters think. I lose them when I break silence, the minotaur code of life conduct. I get more 🗣️ when I'm in the jungle.



These are my gift tokens. As icons they look like 📦. They represent unusually useful objects or abilities I might possess, and can be treated as other types of tokens to give me options and control over outcomes. I may get more 📦 from encounters with Voices or if one of my useful objects or abilities is lost, destroyed, or expires before I return from the jungle.



This is my life token. As an icon it looks like ❤️. It can help me succeed physically and dramatically in the face of threats and dangerous opposition, but if I lose it I might die. I get my ❤️ back when the jungle comes for me in the Dégringolade, or the Dégringolade comes for me in the jungle.



These are the gamemaster's no tokens. As icons they look like 🛑. They represent adversity in situations that won't cause me physical harm.



These are the gamemaster's skull tokens. As icons they look like 🦴. They represent adversity in situations that may cause me physical harm.



These tokens represent the Red, Bright, and Still Voices, supernatural entities in the jungle that are known to take an interest in minotaurs. As icons they look alike: 🗣️.



Here's some beginning advice on what to put into the Krater.

In a dangerous situation you want your minotaur to overcome try putting in two or three 🗡️ or two or three 🧠. Alternately you could put in your 🗡️, along with one or two other tokens that you'd hope to not draw, but if you don't draw your 🗡️ your minotaur will be at risk of dying in the future.

In a social conflict you want your minotaur to overcome put in two or three 🗣️. If you're comfortable with your minotaur maybe coming to a compromise with the opposition put in one or two 🗣️. If you want to maybe change your opposition's mind about something put in a 🗣️ and a 🧠. If you'd rather learn things about the world or the current situation put in just a few 🗣️.

In any situation, or if a situation seems uncertain, like it could easily get violent but you're not sure, you could try for an outcome where the likely threat or opposition doesn't even materialize by putting in two or three 🗡️ and one or two 🗣️.

If you think you're in the presence of a Voice, put in a 🗣️ or two and you could get the gift of a unique object or power.

And if you have a 🗡️ token it works like a limited wild if you draw it, making it easier to get some of the other outcomes. But probably don't put in more than one of them.



Author Photo by  
Errant Knight  
Photography

Paul Czege is an artful and iconoclastic designer of roleplaying and storytelling games, a game content innovator, and community builder. He has been awarded the prestigious Diana Jones Award for Gaming Excellence, the Indie RPG of the Year Award, and the Out of the Box "Best Sui Generis RPG" award. His game *My Life with Master* is profiled in *Hobby Games: The 100 Best*, and has been licensed and translated into multiple languages. He is an occasional guest and panelist at game gatherings internationally.