

Plot Description for a Prose-Based Writing Game

Game Guide (Plot Description)

Nearly two centuries ago, a promise was made.

Work for the Magisters, work to the bone and never stray from the path of obedience—if you would do only this, if your family will devote its blood and vitality to the service of the Hex for five generations, your future children will find salvation.

They will be granted a piece of paradise, a better place than the hellhole moon you've been born to.

A piece of land and citizenship on Dirth.

This promise is known as the Fifth Generation Accord.

But no one, least of all the Magisters who made this promise, really expected so many of the dirty little Kirethians to pull it off.

There are plenty who didn't, of course. Every infraction along the way was recorded, saved for later political leverage—if your great grandfather didn't ingratiate themselves to the right superiors, later generations had limited ability to reinstate the bloodline's eligibility.

The Fifth Generation Accord is far from a perfect system, but it gave the people of Kireth hope for the last two hundred years and in a place as desperately broken and savage as Kireth, hope is a resource they could never afford to squander.

But now the fifth generation is coming of age. The Day of Claiming is on the horizon.

There are those who will do anything to stop it. The True Dirthians, the Magisters, the Oculi. There are others who seek to usurp the system altogether—some legally, some at gunpoint and through genetic theft.

For a select few, the first beats of the war drum have already started. They don't merely want to abolish the system, they want to destroy the people who safeguard it, but their power is limited, their network small. These masked dissenters are not revolutionaries, they are not social saviors sent to deliver the poor and hungry of Westerley from their misfortunes.

They are seeds of corruption that will soak the soil with blood long before they fruit redemption. Choose a side but know that there are no angels, no shining beacons.

No one gets to play the hero in this war.