



Q&A IS READY

All my answers are below. Took a full day to go through all of them. The google doc is 26 pages long. Why do I do this to myself ? Anyways, enjoy. If you have follow up questions or want to discuss, do so below.

QUESTION: What does Gaelic look like ? Is it as dangerous, icy and cold as Britain ? Or is it warmer and safer ?

ANSWER: Gaelic is intentionally left as blank and for GM's to explore. We've been teasing the place in Black Atlantic through Soufiane's obsession with it, to give GM's a reason to travel there, but it's up to you what you want to do there. Wanna plant a secret RG base there? Do it. Wanna create an absurd Fomori-inspired Clan that rules the Peninsula and wages war against the Pictons? Here you go. Wanna drop a strange offshoot facility of the Spitalians there, that is studying Primer-phenomena? Be my guest.

QUESTION: What are your thoughts about integrating Palers characters in a group ? They are often pictured by new GMs as the worst cult to have in a party. What kinds of plot hook would you use to justify their presence ?

ANSWER: Chroniclers switch the light on. Palers switch the light off. They're both sides of the same coin. A Paler can be on par with any Chronicler in terms of Artefact Lore, or the use of Tech V+ objects. As a player character a Paler is deeply interwoven with the metaplot, sometimes even knows relevant features, that are unknown to the the entire party. Thus he can be more than useful in a story-heavy metaplot driven campaign. Outside of that, Palers are saboteurs: Does your party have beef with a Chronicler-nemesis? The Paler is your antidote. Being outsiders themselves, they're also having a far easier time getting along with other outcast factions such as Scrappers and Apocalyptics. Scrappers in general don't consider them worse than Chroniclers. But in any case, a Paler player should invest time into his motivation and plot his backstory out, to make him a fully enjoyable member of a party. The same can be said for any Cult really, but there are those, whom people normally have an easier time justifying. If you want a few random ideas, here we go: 1. The Paler

needs to be part of the group to cross the Alps. The party is his cover from the Hellvetic patrols. What he doesn't tell the group is that he knows a secret passage through one of the Hellvetic tunnels, which leads the party right into an adventure. 2. The Paler shares a common enemy with the group. A Shutter/Fuse/Scalar has given the party a hard time and now they are ready to take revenge. 3. The party is being influenced and played by a Sleeper, but the Paler is the only one capable of revealing the information, which garners him the trust of the group. 4. The Paler teams up with a platoon of Spitalians to destroy a sporefield and kill a Resident. Not because he cares, but because the goddamn field grew atop a secret bunker. 5. The Paler fell from grace and abandoned his people in favor of the outside world. He loves the air and the twitter of birds and never wants to return underground.

QUESTION: What are the kinds of clans we can imagine in Pollen ? Are they all nomadics and as tribal as the one we see in PP ? What are some examples of clans you have in mind for this region ?

ANSWER: Nomadic tribes are the most common, but you have settled areas across the landscape, which allow for more civilized tribes. Wroclaw is a city-state that has its own Clan, the Druschnikks who ally with the Piast, the ruler of Wroclaw.

The general question you need to ask yourself when designing Clans in that region is how they get along with the heavy Biokinetic and Sporebeast infestations in Pollen? Is the Clan breeding Psychonauts, worshipping or antagonizing them? Are they allies of the Spitalians, or independent? Do they ally with settled Clans, or are they self-sufficient? Do they trade Burn with the Apocalyptics of Pollen, or are they even falling under their sway? Do they convert to Anabaptism or harbor ancient traditions of their own?

QUESTION: Hey Marko ! How's it going for you and the SMV gang ?

What's your advices on playing an Anubian in a European setting, especially the priest side of the cult ?

ANSWER: The question is rather broad and you'd have to specify it. Every character is an individual first and a Cultist second. An Anubian specifically will have his own personal motivation to be in the land of the Crow. Is he looking for transcendence through killing or understanding Homo Degenesis? Is he there to be a religious judge and statue of morale for his African brothers? Is he there for ceremonial reasons or does he try to take on medical burdens? Did his Cult send him on a journey to find others like him, or is that maybe even part of his intrinsic motivation? Does he just follow along for the sake of adventure, or does he want to uncover a greater truth about his own Cult, that is being kept a secret from him? I think the most important questions you need to ask yourself are: What does your Character want, and what is he willing to sacrifice to achieve this goal.

QUESTION: In BA, we see the dark side of the Scourgers through one of the NPCs bio. What is the current state in Africa ? The region is so wild, I can't quite imagine that everything is going well everywhere and all Clans accepting the triumvirat's domination over it. Without even mentioning "The Road".

ANSWER: Of course there is conflict in the hinterland. The holy trinity between Neolibyans, Scourgers and Anubians is a picture of unity painted to impress the Crow, but you have tremendous upheaval and conflict that is generated among the many villages and tribes that dot the North African coastline. Leopards do their shady business sabotaging the work of the trader kings. Apocalypstics have settled into many of the major cities, building new nests and headquarters. Black Scrappers have their own

business going on, claiming allegiance with those Neolibyans who pay the best fees. And then you have the ruling Sheikhs infighting one another over territory, resources, concessions, fame and manpower. There is pressure applied on the chieftains of backward villages to modernize their infrastructure and adopt the traditions Tripol suggests. Chieftains need to beg for enormous loans at the Bank of Commerce to fund their modernizations, thus accumulating debt that cannot be paid off in the following three generations. Above all that you have the rise and fall of local powers; Raiders wrestling for the best trade routes; Great Hunters duelling over the greatest of trophies; Slave rebellions; AMSUMO units that were deployed centuries ago to stop the HIVE-migrants suddenly reawakening and running rampant. Africa is as exciting as you want it to be. The fact that three Cults work together to raise hell in Europe, doesn't mean things are all fine and dandy at home. Tripol is a cesspool of intrigue and high end economics, mixed with religion and military might. A highly explosive combination...

QUESTION: What about the rest of the world? What happened in America or Asia?

ANSWER: This question comes up a lot, and I'm gonna drive a nail through the coffin on this one. Degenesis was never intended to go to these places. There is something that happened there during the Eshaton, which will be partially be revealed during Modus Operandi, but it's pretty much the same info we've already given at the very beginning of Primal Punk.

That doesn't mean you should not go there. If you plan a campaign of Neolibyans and Scrappers trying to get to America, be my guest. If you want to play Degenesis in Australia with Dingo-Mutants and crazy Aborigine-Occultists, do so. If you want to place Degenesis into a post-apocalyptic India and China, with a grotesque fusion of Dharma-inspired Cults – seriously go for it. I'd love to see what you come up with. But for the

ongoing story I'm trying to tell with the official publications, these places have no relevance to the plot. That doesn't mean I'm dismissing them as potentially great backdrops for campaigns, but that they're not part of the metastory that has been told so far and they won't be anytime soon.

QUESTION: I'm actually thinking about creating a "Appendix: Degeneration", the equivalent for Degeneration of the famous Appendix N, which gave food for the GM's minds in the first edition of D&D.

Just like the scraping-ships documentary you just shared, what are the unknown sources that could feed a mind of a Degeneration GM ? Yeah, to be more precise: the unknown movies, documentaries, bands, artists, that inspired you for the world-building and stories. What should we watch / listen to / read / etc to "complete" the Degeneration experience.

ANSWER: There are virtually countless books, music, games and films that inspired Degeneration to become what it is today. If I'd have to make a shortlist, here would be some of my favorite picks, to get you into the right mood to run the game:

FILMS: Conan, the Barbarian, MAD MAX, Dune. (These three movies are must see in combination to understand the primal, the post-apocalyptic and the sci-fi aspects that influenced the game)

Runners up: Van Diemen's Land, There Will Be Blood, Irreversible, Snowtown Murders, Altered States. These are inspirations for deep and disturbing psychological character studies.

BOOKS: All quiet on the Western Front, Gulag Archipelago, One Day in the Life of Ivan Denisovich, Ham on Rye, Tropic of Cancer (for literature)

Shadow of the Torturer, Dune, The Road (for fiction)

COMICS: From Hell, Niege, Le Sommeil du monstre, Akira

MUSIC: Too many to mention. Also, my taste

is quite broad. I enjoy Beyoncé as much as I like Rammstein

GAMES: Dark Earth, The Last of Us

QUESTION: Is Istanbul still inhabited and if yes what is the mood in the city and the ruling factions? If no, what's it like?

ANSWER: The same answer applies as given for Gaelik. I won't be able to dig into Istanbul and the remnants of Turkey anytime soon. Consider it a blank white spot on the map that you can fill up with your own ideas.

QUESTION: Within the Anabaptist cult the ascetic path is one of self-sacrifice and endurance, so I can easily picture an elysian becoming a sublime but I have more difficulties seeing one becoming an emissary, which aside from the emanations require some sort of personal ambition and somewhat martial mindset. What could bring a character from this branch on the emissary path?

ANSWER: Becoming an Emissary means that you carry the conviction of the Anabaptists in your heart, and you want to spread their word as far and as wide as possible. You are a person of pure faith, your words are both justice and hope for the people and further the Cults goals by bringing in new converts. An Ascetic can follow the path of an Emissary with ease. His lifestyle alone makes one a perfect missionary. Example: "Look, everything I own, I wear on my body. My brothers and sisters clothed me, and they fed me, so I could come to you with our promise of salvation. I lead a humble life of strife and hardship, one for which I am rewarded with the brotherhood of the Anabaptists. Our faith is unlike any other. You mean something to us from the moment you are touched by the Pneuma that lives in all things. You belong to us as soon as you can carry a spade and till a field. We are by your side, when we stand together against the

Demiurge – and we will cloth you and fed you, so you are never starving and never cold.”

For reference, Yasen himself in BA is quite the example of an ascetic Emissary.

The importance is to not underestimate the Ascetics, just because they're not the fighter class of the Cult. Many of them a sharp with words, can agitate crowds, are furious examples of self-sacrifice, and actively spread faith into regions other Cults struggle to penetrate with their influence.

QUESTION: What does an inner land afrikan city look like? Are there as influential as their coastal counterparts or do they suffer from a provincial stigma?

ANSWER: Africa thrives through its Coastal cities. They are the backbone of its wealth, power, expansion and progress. The cities in the hinterland simply can't compete. They lack the infrastructure, the trade routes, the influx of goods and plunder of artifacts that made the Coastal cities rich. There are several developed provinces, especially those who can lay claim to be the birthplace of a famous Neolibyan or villages who have brought forth heroic Scourger packs, but they're outclassed by the Coastline settlements.

QUESTION: To what point is a given Anubian aware of his position and role in the great scheme of things and how is this knowledge, if any, passed down to him?

ANSWER: He is aware of the importance of his role from the beginning. After his initiation he is travelling on a path of metamorphosis. However, only through the transformation he undertakes as he progresses, he will be able to see his destiny clearer. Every Anubian who achieves the rank of a Hogon is bound to leave for Cairo, where the final part of his journey awaits. And only when he gets closer to this last part of his existence, he understands the grander scope of things and the importance

of it all. I know this sounds mystical as fuck but I promise, more will be revealed very soon in both JUSTITIAN and MODUS OPERANDI.

QUESTION: I know I may get rebuked for this but here goes nothing: what the hell is happening in Cairo???

ANSWER: I don't want to spoil our future books, so I can't really give you the full info just yet. But I can tell you to keep your eyes peeled on the upcoming JUSTITIAN preview, which will drop some major hints at what's going on.

QUESTION: Marko, how are you, man? Needless to say your work is as fascinating as inspiring.

So, i would like to know what are your plans for southamerica? I particularly live in Colombia and well, this huge region of the world needs and deserves a whole sourcebook. Taking into account there is the amazon rainforest, that both pacifique and atlantic ocean surround the continent, and well, all the great mystic potencial in the zone, what are your plans for the region? Thanks, Marko!

ANSWER: You'll have to wait until the release of Modus Operandi to get more insight into what happened to your Continent.

QUESTION: Ok, important one for me: I'm trying to launch a campaign, where all the PC are characters from the same, new & little Apocalyptic flock. Their Nest is a boat, and they are trying to make themselves a name on the Mediterranean sea.

But I'm struggling to find inspiration for the coastal cities. What do you think ? What would be the basic hooks you would use yourself for this campaign ?

Can my Scrapper named White Whale "The

Fat" be canon in the universe ?

Important questions

ANSWER: I like the idea of a Nest on a boat. Always mobile, always somewhere else. That gives a lot of fodder for great dynamic campaigns. As for inspirations for Coastal cities:

3 major places where described in TKG and COTR, featuring Toulon, Montpellier and Perpignan. If you want to venture away from metropolises, there are smaller havens like Ducal to be discovered.

Outside of that you have the Nest of the Black flock. You have further Apocalyptic nests dotting the Mediterranean from the Peninsula of former Mallorca and Ibiza, to the Nests dotting the Western Coast of Purgare. All these make for heavy Pirate action, attacking Neolibyan transports, fights with Scourgers out on the open sea, Burn trade, Slave trade, etc.

You also have Rome under control of the Romano Clan, which could make for a great nemesis for your pirate flock.

Syracuse gives opportunity for making Scrapper allies and replenishing stocks.

Last but not least you could travel to the fishing villages of the Adriatic Delta and be caught up between Jehammedan and Anabaptist warfare right away.

That's still not worth a campaign? Throw in a Psychokinetic who keeps following your party's boat out on the sea, jolting lightning bolts at them while levitating through the air to catch up with their vessel.

Or throw in some grotesque Dushani plague of Jellyfish that clumps up around the boat and sings mesmerizing melodies, trying to crash the vessel into a rock formation.

Or, hell, if you wanna go all out Metaplot, drop your party at the shores of Crete and let them experience what it feels like to step on the island of a Marauder.

So yeah, the Mediterranean is dotted with places of interest. You have to just sort out your approach and ideas. As for your Scrapper character: Cool name. Haha. Don't know if I can make him canon, but will let you know in case that happens.

QUESTION: How are the Balkhans in terms of topography and climate ? A part of me has this vision of the south of the Balkhans being a very thick jungle, almost rainforest ? Or are the Balkhans a cold place like Pollen ?

ANSWER: The Balkhan is riddled by continental climate featuring devastatingly hot summers peaking at 40°Celsius and ridiculously harsh winters with snow towering meters high. Spring and Fall barely exist in this landscape. The topography is dotted with cliffs, canyons, unsurmountable mountain ranges, deep valleys, dense forests, and seemingly endless plains sparkling with poppy flowers. One Voivodate could be cut off from another by a crystal clear stream and only a handful of miles away, yet the terrain and vegetation would turn the crossing into a three day long journey. Whole communities have existed here, cut off from the outside world, with their very own rituals, world views and mythologies.

QUESTION: I've seen this topic discussed several times, but maybe you can give a rough answer. How many bunkers/dispensers are disposed all over Europe ? Not the exact number but in terms of scale ? Hundreds ? Thousand ?

ANSWER: The Palers always speak of the 44 bunkers. How many Sleepers have been put into Dispensers however is not disclosed. Also, if all of them were put into bunkers, or some Dispensers were stored in other facilities is speculative.

QUESTION: how do you approach writing a book like Justitian, expecially the changes for characters that have been established in the first edition? do you use the v1.0 characters as a draft or do you develop them from the ground up, keeping only the name from first edition?

ANSWER: Well, I reread all the old materials and I'm trying to update them based on a few basic guidelines:

Is the Material up to date with the Rebirth Edition?

Is the character featuring a useful plot hook that can be worthy of it's own adventure?

Is the character integrated enough into the society of Justitian, so he features a potential antagonist among the other NPC's to create additional tension?

Is he written in an exciting fashion, so the GM wants to use the character as an NPC?

Does the NPC feature a plot element that will help to expand the universe or the metaplot?

From this shortlist of questions I can easily navigate to a result that I'm comfortable with.

You have to remember, when we created Justitian v1.0, Degenesis itself wasn't nearly as fleshed out as it is today. Today, it's much easier to develop anchor points within the NPC descriptions and ground the characters in what's happening in the world surrounding them.

QUESTION: How often do you revise stuff? do you read stuff a couple of times after you have finished them to make sure you like them or do you consider stuff as finished as soon as you save the document?

ANSWER: All the time. I tend to write in several passes. The first pass consists of random sentences that don't make any sense to anyone but me. Sometimes it's just one particular line that I want to open a passage with, or one sentence that I want to end a passage with. The second pass consists of filling the gaps in between, to either get to the point I'm trying to make, or bridge one text fragment into another section. After that, a third pass is applied for fine tuning. In this pass I fix typos and logical errors, and do a general smoothing of the text. Sometimes I throw away entire sections because they don't fit the mood, or because they derail the original intent. After that I tend to reread at least one more time just to make sure I'm

not completely overlooking something. There are times when I ponder over one page for days on end, without finding the right words or mood, then suddenly I burst out 20-30 consecutive pages without a break.

QUESTION: When you're thinking of a new character, do you start with the art of the character and then decide and write their story/personality etc, or do you start with a written character and then illustrate them?

ANSWER: It depends and changes from book to book. I feel the most important aspect of a character is his name. So before I draw or write about one, I need to know what he is called. I feel like the essence of a character lies within his name, which is also one of the reasons why I research names for a very long time, before I'm fully confident.

For example, with King Oppolus I wanted a name that reflected his stature and chieftainhood, but also gave away some of his opulent lifestyle. The name sounded warm and comforting, yet strong and bold, so it featured all the personality aspects I tried to cover.

But to answer your question, I start both ways. Sometimes I draw a character first and other times I write him first. But the name is always the most important starting point.

QUESTION: Were you and Christian at all inspired by Vampire the Masquerade?

ANSWER: We were inspired by a lot of games, Vampire being one of them, but so were Shadowrun, Cthulhu and many other titles.

QUESTION: How would your dream Degenesis videogame be structured and play? Assume best case scenario in regards to everything, but a more practically-minded answer is of course also welcome.

ANSWER: I mean, there are virtually countless ways to translate Degenesis into a potential video game; from a plants vs zombies style Hellvetic Tower Defense game, to a slick X-Com Style turn based strategy game, to an endless open world MMO.

If I'd have to just go by my personal preference, I'd love to play Falberg in an Arkham City style game within the sprawling metropolis of Justitian, featuring an rich cast of characters, dense storyline, crossing multiple city levels and countless locations. As Falberg you'd be forced to make choices during the game to consume Burn, to unlock visions, to enter secret locations, to overcome certain enemies or to progress into select areas. Your spore infestation would grow consistently as the game progresses, which would slowly change your perception of the world around you. The game would then start to introduce its horror elements and skew your view of reality. Flies would arrange themselves in unnatural patterns and give you directions, you'd hear the noises of animals turning into human speech, your senses would overload with auras and pheromone patterns, or you would see the world around you dropping into Black and White.

As Falberg you'd be introduced into the world of Degenesis. You'd get to know the Cults and their interactions through Falberg's eyes, experiencing the story in full scope.

If the above would be impossible to finance, I'd be also happy with a stylized Monkey Island version of Degenesis. :)

QUESTION: With the previous Q&A, you have told us about the difficulties of Degenesis, we have all discussed of what can be made. Have you considering some of those ideas?

ANSWER: Yes, we're working on a plan behind the scenes and I can tell you that I'm confident that it will work for the benefit of the game. There are so many valuable supporters in this community who are helping out in their free time, I can't thank them enough. I hope early

2019 we'll be able to announce a new way of putting out material for Degenesis.

QUESTION: What about Hybrispania? The weather: What is the border between the jungle and the mild climate? Why many cities in Degenesis have their names changed but not in Hybrispania? Seville is controlled by Africa (on the map does not looks like)

ANSWER: Ha, cities had their names changed when the name itself didn't sound cool enough. Spanish names however sounded pretty dope to us, so we had no reason to change them.

The new World Map by Steffen Brand features much more topographical information between the jungle areas of Hybrispania and the mountainous regions. Check here: <https://www.artstation.com/artwork/wD84X>

QUESTION: Corredores has "sabias" (or wise girls). How these girls work? They have powers similar to pregnoctics? If i'm not wrong, that girl will know what her future holds. But knowing it and acting to change it, that future that she knew with 10 years old would vanish in infinite possibilities. Or what they know in their mind is changing according to their actions adapting to the new future generated by her actions?

ANSWER: They have glimpses into what the future holds in store for them, but it's not comparable to the clairvoyance of the Pregnoctics. These glimpses are like a hunch, an inspiration, the right step at the right time, or a lucky decision made in the heat of the moment. They're passive events and subconscious memories, but Sabias cannot actively tap into the knowledge that was revealed to them.

QUESTION: What about the society and technology before eshaton? Need more revelations. Any movies, series, comics... inspiration?

ANSWER: Modus Operandi features all of that.

QUESTION: What about one shot scenario and synopsis, have you in mind to do one book of it?

ANSWER: I don't have a concept for a book of one-shots. Each book we've published so far features an extensive section on the region and gives a multitude of ideas for GM's to explore through one-shots and scenarios themselves. But maybe I can give a few ideas for one shots set in Degeneration at a different Q&A, sometime in the near future.

QUESTION: What about pregnotics? Do they really time travels, or are just dreams produced by pregnotics?

ANSWER: A Pregnotic witnesses time differently than a normal human being. For a Pregnotic time is not a constant linear path but a multitude of possibilities that sprawls backwards and forwards. They're not physically travelling through time, but they're experiencing the flux of time with every inch of their being. A Pregnotic could foresee his own death playing out in multiple different ways, but that knowledge would help him to always stand in a spot where he can avoid being killed (Passive Defense Level 9000) In the same vein he could look backwards in time and distill memories that will be needed in the far future, and trap it within a seashell, for someone else to hear the echo of this distant past.

QUESTION: How Distorsion works between Madrid and Al-Andalus?

ANSWER: Reread Vega's Field Analysis in Black Atlantic. She explains clearly what's happening within an epochal Chakra symbol. Time manifests under different entropic conditions, the environment changes, the evolutionary conditions change and natural laws apply that don't seem to be part of this world. If you compare her findings to the number of Zigguraths that have been found in Franka, one can conclude that the Pheromancers have not completed their Chakra-Symbol yet. But if you consider what's happening within the Warpage, that leaves only one conclusion: The Pregnotics have already finished theirs.

QUESTION: The Homo Degeneration must consume their own chakra sepsis to keep their powers or is irrelevant and can consume sepsis from other territories?

ANSWER: Each Rapture controls its own plague, thus they can only call upon their own plague and only consume theirs. This is one of the reasons Homo Degeneration are bound to their territories. Their plague transports the spores that Homo Degeneration needs to activate his Phenomena.

This weakness, coupled with the fact that Psychonauts are infertile is possibly the only reason why humanity hasn't been overrun yet. But once the environment has been terraformed enough by the Primer, Homo Degeneration will finally be able to expand into previously unconquered territories.

QUESTION: Sometimes it feels like Spitalians kill fanatically anybody with the smallest contamination (cf. Frankan Passage South) but it also feels like many people can be contaminated even without consuming much Burn, and that Spitalians offer to heal these people with Ex (and they just can't massacre the whole world).

ANSWER: Well, even the Spitalians cannot just kill on sight, when they discover infections. If a village that was an important supply line for troops falls prey to spore infestation, the Spitalians will of course do what they can to treat the village and keep the supply line open. The situation changes dramatically in hostile territory. Also, the level of sporulation matters of course. Are the people infected? Carriers of the Seed? Leperos? Drones? Drones and Leperos are definitely calling for kill on sight responses, since common knowledge wants us to believe, those people cannot be saved for good. Doctor Vega challenged that theory however.

QUESTION: Do their reactions much depend of the place, of the contamination level, of who's in charge ? In which places are they the most radical and so feared ?

ANSWER: They are very much hated and feared in all uncivilized Clan territories, from southern Borca, to the Balkhans to Pollen, to pretty much anywhere, where they enforce their radical countermeasures and the people don't understand why they are being attacked. Imagine your village periodically being assaulted by black and white clad foreigners, who don't give reasons, but instead launch fire and brimstone. Spitalians cast mythological hatred upon themselves.

QUESTION: How do Chroniclers protect their Alcoves ? As the majority of people think they don't use lethal weapons, a lone Mediator in his Alcove would be much tempting to robb (as there are some artifacts and nice tech items) or to hold up to get informations from his database ? Do they hire bodyguards ? Do they use sophisticated defense means ?

ANSWER: Alcoves outside of the Protectorate or other civilized regions follow different regiments. Some are used as pre-screening

facilities to inform other Alcoves that an important trade is coming in. Others focus on buying scrap by the kilogram and then resell it in the region. Some places are guarded like pawn shops, with the Chronicler hiding behind steel bars. These places have automated defenses and alarm systems that can send a ping for help. Others can turn the sales floor under high voltage and fry any intruder. And then, robbing a Mediator might not be the biggest heist of all time either. You still need to crack his draft printer and then you only have access to his allowance, based on his score.

In the Protectorate however, you can guarantee that the majority of Alcoves are protected by Judges and Jurymen. But here's a small plot hook for you: A paranoid Mediator on the edge of the Protectorate is fearing an incoming Scrapper heist from the Cartel. To protect himself he hires a local flock Apocalyptics, whom now extract protection money from of the Chronicler for helping him keep the Scrappers at bay. The Chronicler now skims his monthly Draft allowance and keeps the Apocalyptics friendly, but they mob him for more. Only the players can help the miserable SOB out, but if they deal with the Apocalyptics, they themselves will lure the Scrappers back in for their heist.

QUESTION: Hello. Can we have details about the Stream before the Eshaton?

ANSWER: There will be tons of information about the Stream in the upcoming MODUS OPERANDI.

QUESTION: Will any future books explore the world outside of Europe and Africa?

ANSWER: MODUS OPERANDI will feature the world outside of Europe and Africa. Just 500 earlier than you might like. :(

QUESTION: Many of the Cults higher ranks have political power far beyond the scope of a typical "ground level" adventuring party. What advice do you have for a GM who's players advance to the highest tiers of their Cults? Do you have plans for adventures for high level campaigns?

ANSWER: First off, congrats to any player becoming a Scrapper Legend, a Cave Bear, a Phoenix, or a Commando Prime. That's either achieved through an insane amount of hardship and play time, or through a very generous GM.

The highest ranks come with an enormous amount of respect and political power but also with a truckload of responsibilities. Players will eventually become settled with their characters. Adventuring and looting will become less of a daily undertaking, and the toll of managing of a section of their Cult will become the dominant downtime activity. That means the campaigns will focus around aligning with other high ranking members on the directions the Cult must follow, becoming a target for usurpers who'd love nothing more than to take the character's place in the hierarchy, and eventually leading to adventures circling around treachery, intrigue, riots, upheavals, suppressing rebellions, mobilizing troops and passing judgement. A good GM can turn such topics into a highly entertaining series of events and self motivated players can prosper here. However, a player who is dependent on his GM being proactive and telling an exciting story for him might feel bogged down by all the burdens of being a the top of his Cult, eventually losing fun playing the game. If you want to try what it would be like to play such a campaign, one of your players could impersonate Hamza during the events of the Killing Game and then be forced to rebuild Toulon after the Day of the Phoenix.

QUESTION: In what proportions has precisely been the fauna and flora affected by Primer/Discordance mutations ? Are mutant beasts and plants a very current of rather rare thing ? Do sporulated animals behave somewhat like Leperos humans ? Because as you stated you would not do any "bestiary" I do believe that many GMs would like to have a few guidelines for their own ideas)

ANSWER: Primer-Fauna are considered offshoots. The Primer is not interested in Flora and Fauna per se, he is interested in creating the perfect Homo Degeneration – one, that isn't restricted to territory, or by fertility. A bestiary doesn't make sense because the Primer isn't trying to create the perfect elephant, lion, winged horse or mantichore. The Primer will only influence the Flora and Fauna if it helps further its ultimate goal. The Discordance creatures cannot even be considered Primer-Fauna. They are happening as a result of Sporefields and Psychovores miscommunicating and are thus considered flawed results.

QUESTION: Hi Marko !

My first question is Sleepers Prophets. What are they, compared to other Sleepers? Are they Sleepers from different generations that became prophets or are they special Sleepers with special missions? Do they have an influence on other Cults?

ANSWER: Check Black Atlantic, side section: Helios. Sleeper Prophets are all part of Project Free Spirit. More on that in Modus Operandi.

QUESTION: We saw a lot of Transhuman Tech lately, like mechanic Arms, Jaws, Head devices and so on.

How common is this tech?

And to specify this, who gets access to this tech?

ANSWER: Free Spirit. Marauders. Fragments.

Needles. Commando Primes. Demagogues and Halos. Tech VI is a way to beef up your bosses, and surprise your players. I wouldn't make a habit out of it, as it is rare. I'd also stay away of giving players unlimited access to it, as it could be breaking the balance of the game and overinflate the power level. On the other hand, once your players run around with Tech VI equipment, you can bet your ass that other parties will covet their equipment and do all they can, do to get it into their dirty hands. You don't walk around parading your Free Spirit suit without asking for trouble.

QUESTION: What's the situation in Hybrispania? Was the whole region completely struck by civil war or there's something more?

ANSWER: Civil war is something that dominates the frontlines. It's jungle warfare and it's bloody as hell. However, the hinterland of Hybrispania is calmer. Jehammedans hold dominion over large areas. Spitalians study the Warpage and travel deep into the jungles where they try to unlock the secrets of the Pregnoctics, while supplying the Guerreros with medicine and paying them as trackers. Apocalyptic and Leopards make their own fortune supplying the rebel forces with arsenal they've stolen from the Neolibyan and Scrounger invaders. The Pyrenees are swarming with Palers. Several RG bunkers are supposed to lie hidden in the mountains. Supply tracks criss cross from Lisbon into the dark forests. Scrappers are searching for unknown caches in the North.

QUESTION: Is there still in some cultures or cults pilots of flying machines (helicopters / planes)?

ANSWER: The majority of planes that might have been in the air at some point came down with electrostatic impulses that fried the atmosphere, and pyroclastic blasts from

the Eshaton itself. The Hellvetics might have a few functioning helicopters stored away deep in the Alpine Fortress, waiting for the right mission to use them, but in general, flying machines have been out of order for a few hundred years. But if you need to have a Zeppelin, Doubledecker, Fighter jet in your campaign for flavor, be my guest. It's just not a thing in the official story.

QUESTION: How do you, in terms of roleplay, translate the "spending to earn renown" mechanic for the Neolybian?

I have a Neolyb player and I do want to play this mechanic beyond the simple monthly sum spending process, but I have a hard time figuring out how to do it from a practical standpoint without delving too much into micromanagement, something that would impede the other players' experience.

ANSWER: Well, the Rank's perk requires a bit of micromanagement, but it was also intended for that purpose of playstyle. A good ruler needs to spend his fortune amongst his people. A good trader needs to continuously invest cash, to not look like he is acting austere and sitting on his money. It's against the principle of a Neolibyan to sit on a pile of cash like Scrooge McDuck. Cash needs to constantly flow into new investments to generate more cash. If it's just sitting around it doesn't maximize profit, so the Neolibyan loses his reputation and is considered stingy, which in turn lowers his renown and makes it harder for him to get new credits. For your player, I'd recommend you urge him to constantly look for options to invest his money into to achieve profitable returns, 1-sponsoring Scrappers 2-equipping Scourgers 3-buying off Drafts to devalue the currency and later sell back at a higher price 4-buying property off for rent 5-loaning money to other Cults and then demanding insane interest rates, when they're due to pay 6-buying Artifacts just to deny them to Chroniclers, and then resell at a much higher price. Just a few ideas to implement it fluently at your table.

QUESTION: Will we dive deeper into the Hellvetics' secrets, lore and territory eventually?

ANSWER: As the books progress I'm slowly revealing more and more about all the Cults. But that has to happen at appropriate times and when it fits the region. ITB and TKG already featured a bunch of in depth Hellvetic lore and I hope to expand upon this as time goes on. I have to cover so much ground however, that it's difficult to tell you when and how that will happen.

QUESTION: This is somewhat Borca related, but I don't believe it infringes the rules of this Q&A, if it does then please forget what I asked ^^

You showed us the NPCs you're preparing for the Justitian release. Will their respective backgrounds and the city's lore in book 1 be time neutral or will they take into account the events of BA, namely will they be after 2597?

ANSWER: Justitian plays in early 2598, roughly six months after the events of Black Atlantic, so the plot of that book will continue to unfold in Justitian and impact the characters and the overall situation there. The first refugee tracks fleeing from Briton through the Gauntlet arrive in Bassham, Pictons are spotted in Protectorate territory, and the Chroniclers are up in arms over what happened in Aquitaine. News of the bloom of Leviathanics have reached the Spital, and so forth... You can expect quite a bit of impact from recent events to unfold throughout Justitian.

QUESTION: 1. What are the Cult's secrets ranks for the Anubian ? //2. What's in Cairo ?

ANSWER:
You've been chosen and initiated into your Cult. Thoughts and feelings that appeared

strange to you growing up, now have a sudden meaning.

You are a living vessel of rebirth. Your body channels energies in free flow. You are meant to guide others to spiritual enlightenment and lead by example. You see the darkness harrowing from the imperfection of Homo Degenesis. You understand their pain and you need to end their suffering.

You know that the Jackal came to your people to guide them on their journey through death and rebirth. You know that there are others like you out there that need to be found and saved, so they can undergo their own journey in due time.

You understand the Prophecy of the Jackal and its meaning for your Cult. You understand how the Ba spoiled countless generations and led humanity away from achieving its ultimate goal.

You understand that all final answers lie in Cairo and that you must undergo the final transformation.

You know what the Crown is.

QUESTION: what's it like working with The Sexiest Producer in the game. Must be like living in a dream world.

And also : How DOES he stay in such great shape?

ANSWER: He likes to stand and walk a lot. He's fidgety like an average house fly, so he probably burns more calories during any given day at work, than anyone running marathons in their free time. He's also stuck in the 90's in terms of his music taste, so that probably keeps him quite fresh. And not only is he sexy, he's also an endless connoisseur of good food. And he needs to rub it into your nose constantly, lest you dare to forget :)

QUESTION: The Alpine fortress: how much does it extend outside the Alps borders?

ANSWER: The Alpine fortress is the Headquarters of the Hellvetics located in the Swiss Alps. It doesn't extend beyond the borders of the Alps. The Territorial Regions I-IV however cover a vast area of tunnel networks, bridges, road systems, passage ways, listening posts, radio towers, watchtowers, frontline bunkers, control stations, customs terminals, supply depots, and so forth. The entire area of Hellvetic influence covers Southern Borca, Southeast Franka, Northern Purgare and reaches into the Northern Balkhans.

QUESTION: Scrapper radio: in In Thy Blood, scrapper radio between Lucatore and Cathedral City are cited. How many commons they are, and related infrastructures.

ANSWER: Scrapper radio network is just one of the many means of communication that we introduced to showcase how communities communicate across long distances. But by far it's not the only means. You'll have similar ways of communication used by Chroniclers, Spitalians and Hellvetics. Other Cults use gyrfalcons, carrier pigeons, flare rifles, messengers, outriders, letters, static Streammail, and so forth. As a rule of thumb, any settlement with a Tech Level of III or higher will use some form of outside communication. The availability is restricted to whoever controls that particular message system, and not all communities are connected to one another either. It's predominantly single line connections, that need to be routed from one stop to the next. Long distance communication across all of Europe still takes a few days. If the Spitalians at the Spore Wall need a supply drop, they connect to Danzig, Danzig connects to Osman, Osman to Territorial Region IV, TR IV to the Alpine Fortress, and finally the Alpine Fortress to the Spital.

QUESTION: Afrika: all of the people from Africa look black. They are super cool, but I would expect a significant quantity of north african people (berber, arabs...)

ANSWER: OK, if you feel like you want to introduce majorities, minorities, berbers, arabs, please do so at your own flavor. We have specifically avoided real world connections to cultures and groups existing today, to avoid triggering or offending anyone. The same applies for our approach to religion in Degenesis. We decided that it is the best to avoid such topics or we'll instantly be targeted for proposing any sort of ideological or political agenda. Honestly, there is nothing more annoying than random people trying to read between the lines and accusing you of omitting a culture on purpose, or showing a particular culture too prominently, or not representing a religion in the correct way. To sum it up. Borcans are not Germans, Frankans are not French, Hybrispaniards are not Spanish, Pollners are not Polish, Purgans are not Italians, Balkhani are not Slavs and Africans are not North Africans. The Cultures of Degenesis are inspired by the history and people that have inhabited Europe and Africa for centuries, but their culture and background is entirely unique to the story and setting. They are fantastical interpretations, not accurate representations. If you feel the game is lacking in areas of representation and you'd like more subcultures, modern majorities and minorities to be featured, please do so at your own liking. I will however continue to avoid such subjects in future books altogether.

QUESTION: Anabaptists emanations: how do they work? They are genuine visions? Does Cassandra is the only one able to foresee her enemy's mind or more than an Anabaptist feels powerful, actually (or at least very close to be actually) supernatural visions?

ANSWER: Emanations are a flavor element of the game. They are either genuine visions

under the influence of Burn, or made up visions under the influence of deceit. You can claim them at your own liking. Some Anabaptists are feeling touched by divine Pneuma and have faith guiding their foresight, some are simply making up stories to gain respect, some are claiming to have Emanations to instruct those around them through allegory, others have crystal clear visions because they inhale too many drugs. The Cult of Anabaptists features a broad range of individuals. What is a lie and what is a true vision is documented and examined by the Council of Emanations.

QUESTION: Spoiler but I have to ask it: why only Neva had her problem with her child? Shouldn't be many other anabaptists children with Vikal same condition? This should alarm the Spitalians, right?

ANSWER: Who said she is the only one? Also, spore infestation doesn't automatically lead to a Homo Degeneration being born all the time. Chances are that the Primer cannot dock onto an embryo and kickstart its genetic imprint, thus the child ends up being just a regular Homo Sapiens. Chances are that other Homo Degeneration were born, but no family wanted to have such a child and so they drowned it in the next river. Neva's tragedy lies in her love for Vikal. She tried to convince herself that she can somehow save him, and in the end was even willing to let it all go to hell, if she cannot find a cure for her son. You could also argue that the first versions of Abacus' Oil wasn't the refined version of the later years, which blocked the Chakra communication entirely – thus the spores inside her body might have still been able to transmit her genetic composition into the Collective.

QUESTION: Last one: how I should actively use Primal or Focus? Or do they works only for generatin Ego points?

ANSWER: Primal and Focus are key element

to how a character solves a given problem, task or conflict. Is your character Jason Bourne or Wolverine? Ask yourself that question and you'll get the answer right away. Focus characters look at problems with cold blooded logic, analyze the situation and take the shortest and most efficient path to success. Primal characters rely on their instincts, go with their head through the wall, or trust their guts to flee, when there is no other choice. Ideally, players should play their character based on their choice of either Primal or Focus and use it deliberately to describe how their characters interact with the world around them. In game terms, you can use Primal and Focus excessively in combination rolls. For example: A Focus driven character needs to intimidate someone; roll combination INT+Focus and PSY+Dominate to freeze the person in shock during the intimidation attempt. For a Primal driven character roll combination INS+Primal and PSY+Dominate to make the person flee from the intimidation. Makes sense?

QUESTION: about the Killing Game: Were Callisto and Sabata in love? I felt the connection during the brief time we met them

ANSWER: If you want to interpret it like that...

QUESTION: How to make fighting in a vehicle interesting in degeneration?

ANSWER: Well, there isn't much room for a fight within a Scourger buggy or burnt out car wreck, so it's gonna come down to choking, physically overpowering the enemy, pushing him behind the back seat, potentially stabbing him between the ribs. I'd assign some penalties to the encounter due to the close quarter conditions and the lack of room to apply kinetic force. It'll probably go down in some sort of asphyxiation for the victim... Ohhh, you meant how to make a vehicle fight interesting? Well, son, I hereby offer you some

inspiration. Watch Mad Max: Fury Road. It's a great movie. Good luck bribing the Neolibyan who has to get you the Petro.

QUESTION: Are there other primer-species hidden in the world? We got the Leviathans in BA, will there be more?

ANSWER: You mean different Raptures? Count down. Six were revealed so far.

QUESTION: Two reasons why Dinar are better than Draft?

They're both currencies. They have similar value to different people. It's like asking for two reasons why the US-Dollar is better than the Euro.

QUESTION: How would you set up a Campaign inside and around a Surge-Tank?

ANSWER: A whole campaign? Whew, that might get boring after a while. If you're looking for an adventure or a one-shot, check out Rising Ravens. If you're looking for inspiration, reread the Zuberi/Neven story in Primal Punk.

QUESTION: Give us some hooks for a Flayer-Bad-Guy!/Why should we care about the Flayers?

ANSWER: Scirocco from IN THY BLOOD aint good enough? Flayers are perfect instigators of religious altercations, they are intellectual arsonists who propose a faith and commitment to their religion that outclasses the empty promises of the Anabaptists. They're the epitome of piousness, in their madness, willing to sacrifice their skin, blood and even sever body parts to showcase their ultimate devotion to God. As such, they're

able to mobilize mobs to their protection and their martyrdom is an inspiration to those who are looking for a higher purpose. The more hardcore a religion is, the more devotion its followers showcase. A Flayer villain won't face you with an axe or a gun. He'll whip you to bloody hell, while you're pinned to the ground by a dozen surrounding farmers, who believe he is the embodiment of a prophet or messiah.

QUESTION: What is the Sign on p96 of Primal Punk? I suspect something similar to Black Atlantic.

ANSWER: Everything exists for a reason. If you follow our design logic, we've hinted at things from the beginning, and slowly reveal them step by step.

QUESTION: Whats the secret from Jehammeds-Solar-Navigation-Device?

ANSWER: Want me to spoil future books for you? Here we go. Spoiled.

QUESTION: Give us two cool sounding names for Pregnoctics!

ANSWER:

1. Parado
2. Orbita

QUESTION: Whats your absolute Favorite thing in the Degenesis-World?

ANSWER: The fans. Oh wait! About the world? The things I haven't been able to showcase yet. :)

QUESTION: How many members of RG are still alive and how many are not totally crazy?

ANSWER: The RG had thousands upon thousands of human assets. Which members are we talking about specifically?

QUESTION: Is there any kind of Anabaptist presence in Hybrispania at the official level?

ANSWER: The Anabaptists have not taken foothold in Hybrispania yet. The presence of Jehammedans is too overwhelming. The Guerrero's are too busy fighting turf wars to care about converting to the Cult. And the Africans don't care for three dots tattooed on a forehead.

QUESTION: The white slaves of Africans in Europe are respected by the cults?

ANSWER: Why would any Cult specifically respect a random slave of any African? They're barely respecting the Africans and vice versa.

QUESTION: Why is Bayonne not at the same place as it is nowadays ?

ANSWER: It's based on the most recent archeological findings. The first settlement of Bayonne is completely accurate with our positioning of the locale, in what has become the Rhône-Delta.

QUESTION: Who is the Icebreaker ?

ANSWER: He's the guy that you want to invite to your party, so nobody feels awkward, silent and stares at their feet all night.

QUESTION: In the last Q&A, Marko said something about ITB and the kid who found Scirocco's ear becoming an important antagonist in the future. Can he explain that a little bit more?

ANSWER: My original plan was to write a book following the events of ITB with a few years of delay. The title was NOX AETERNA and I developed a synopsis for it. It was supposed to shed light on the open ends of the campaign, follow Barghest journey and Vikal, as he is blossoming into a full Psychokinetic, reveal more backstory about the Seed, along with Fernex and Verena's quest to uncover its secret. The blue eyed kid would become Vivantes, Scirocco's successor and new leader of the Flayers. The earlobe he picked up would be the holy relic of this new Flayer procession under Vivantes' banner.

Unfortunately I had to abandon the project, as I simply don't see any reasonable way to ever finish all of this work and still keep the main story moving forward. It sucks to put projects like these on indefinite hiatus, cause I would have loved to explore Purgare a lot more.

QUESTION: What about Barghest and Vikal? Where are them now?

ANSWER: Southern Purgare, probably entering Nox' territory to prepare for Vikal's metamorphosis.

QUESTION: To what extent is there a functioning road network? How much is transported by trucks or are most things transferred by horse and cart?

ANSWER: Besides the main arteries and trade routes that are fortified and lead from one civilized area to another, there is no road network per se. Goods are transported by cart, horse, and any other means of transportation that requires manual labor. Occasionally you will find goods transported in Surge tanks, if

they can reach a particular area. But no, there aren't any trucks driving around that deliver stuff from one place to another. I think the illustrations show that clearly.

QUESTION: Question from one of my players : about the Spitalians, in PP it is said that they defend the Hippocrates' oath with strength. Is the oath the same as it is today or has it evolved? Aside from the obvious candidates for elimination like an Aberrant, a Leperos or a burn addict, in regards to the rules of the Spital, can a Spitalian deliberately try to murder a healthy person just because said person is blocking his path or because he wants to? Or does he need a proper reason to commit such an act?

ANSWER: The hippocratic oath of the Spitalians differs from the modern day equivalent quite a bit. It's of course adapted to the hostile environment that the Spitalians face daily. But one cannot forget that the Spitalians consider themselves as the "Protectors of Humanity". Thus, they will do whatever is in their power to heal society. They are doctors after all. They won't murder and execute healthy people standing in their way. Why would they? Especially in civilized areas they won't even wield that sort of executorial power. In the Protectorate, they're not above the law established by the Judges. Only in the Spital, Arnsberg and Newcrest solely the laws of the Cult apply, and even there, what would be the purpose of Spitalians turning into murder hobs?

QUESTION: Regarding Degeneration, are you happy with its financial success/ popularity? I'm a big fan of the product itself but I always worry that it might not be meeting your expectations and holding SMV back.

ANSWER: Unfortunately I can't say that Degeneration is popular or even a financial success. We've never broken even on our

costs and each book is very demanding to produce.

Nevertheless, I don't think it is holding us back. I feel we're getting support from an incredible and highly talented community of fans. The books have never looked better, and the quality of the material produced has never been higher. I'm more than proud of what we've accomplished with the very few people involved. I consider Degeneration a labor of love and a niche product in a niche market.

QUESTION: There have been mention of traders from China (don't remember which book), will future books ever cover or involve other regions of the world aside from Europe and Africa be it in the form of campaigns or just characters?

ANSWER: The 13 barges that arrived on the Frankan Coast in 2305 were already touched upon in Black Atlantic. Part of these refugees moved into Saint-Brieuc or across Briton, and their ancestors laid the foundations for what would become the Salt Wolves, Mud Crabs and Trash Whales. Another group moved eastwards, settled in the area of Justitien and became the Clan of the Steel Masters, whom today run the Steel Monolith in the center of the city – the largest weapon manufactory of the Judges. They are considered the backbone of the Judges' power, forging all the arsenals available to the Cult. More on them and their several of their members in the upcoming Justitien book.

QUESTION: The Horned Nine group is said to have Hellvetics included, are these just mercs hired from Hellvetica or do the two groups share some history that has led to their involvement.

ANSWER: There will be more development on the Horned Nine (Eight) as the books progress and their backstory will eventually be revealed. Justitien definitely features new

information on this particular group.

QUESTION: Regarding Clanners, the last rank of chief seems to indicate that the player would have to remain behind with their clan in order to manage it properly. In a past campaign I had run, my group had decided to retire the character to being an NPC that we would use as an ally if we ever returned to the region. Do you have any alternatives you could offer, not just for clanners but the other ranks that require the character to be stationary such as the Registrar for Spitalians and the like.

ANSWER: All final Cult/Clan Ranks will require characters to become more sedentary. Part of reaching immense control and power within a Cult always lead to more management on the players side of things, and will focus less around receiving orders. Once you become a top dog, who should be giving you new tasks anyway? Only proactive players will be able to enjoy that kind of playstyle however, because it requires them to self start their own operations, and bark orders on their own.

Alternatives would always lead to claiming new territory, setting up new headquarters, expansion, conquest, political upheaval etc., but I doubt it will be heroic quests. Even a Dumisai sends his Moyo onto a hero's journey, he doesn't go by himself.

QUESTION: How do you describe a travel in the discordance From Tripol to Cairo or in Bedain/Corpse ?

ANSWER: Travelling through the Discordance Zone doesn't mean you'll witness one event after another. Discordance events are fleeting and temporary. A membrane-like jellyfish construct would crystalize above water for a few minutes, only to atomize seconds later. Algae would settle across a reef in a brief instant, transforming the underwater colors into iridescent purple, sending hypnotizing

water ripples across the waves above. A seabird dive bombing to capture a fish could turn up moments later, engulfed by meandering transparent tentacles that suck the color pigment out the birds feathers.

A school of fish would be seen standing dead still underneath the water surface, electric flashes jumping from fish to fish as if there was a current flowing through the entire school. Shrimp could become visible on the surface of the water, forming asymmetric mandalas that change their pattern from one moment to the next. Enough ideas?

QUESTION: What is your favorite City in all Degenesis and why ?

ANSWER: I really liked the mood in Brest. The place felt alive in a very special way. The heavy fog banks coming in from the roadstead, Pioneer Road, L'arc with its bars and guesthouses, the fish market, the seagulls, the compound of the dog breeders, the furriers, along with the layout of the surrounding landscape just gave a formidable flair and backdrop for the BA campaign. There was something genuinely unique about the location for a post-apocalyptic setting, and I felt that all the elements of the city played well together. Justitian would be a close second. The capital of the Judges will offer endless possibilities to player groups and features all Cults present in one city. But I've known Justitian for many years at this point, so it doesn't have the same charm for me that Brest had, when I developed it earlier this year.