

THE DAY MAGIC DIED

A Backstory Cards Setting Grid for use with your favorite RPG
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Magic has died and bureaucracy has taken hold of the known world. But something deeper and darker is growing and seeping into the world. And only the rare souls that can speak to spirits can see the truth to do anything about it.

Magic has died, and the Master Sorcerers with it. The bureaucrats of the Aegis Organization have risen to power in its absence, while upstart technomancers try to manifest a different kind of future. Meanwhile, the Apostles of Preservation scavenge and trade for the artifacts of the past. And the rare spirit speaker continues to try to quiet the voices and survive. But all things in this world have a darker side.

The bureaucrats tighten their hold on power and squeeze art out in favor of order. The technocrats give little thought to the impact of their inventions. The bits and pieces of artifacts that the apostles call the church of preservation, are leaking their leftover energies into a miasma that only the spirits can see.

INSPIRATIONS

Inspiration include stories with themes of bureaucratic coverups or creeping darkness. Movies include *The Awakening* or *I, Robot*, the BBC miniseries *Ultraviolet*, and the book *American Elsewhere* by Robert Jackson Bennett.

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INDIVIDUALS

- 1 Vici Ammon, Elder Sorcerer (dethroned)**
One of the few “Elder” Sorcerers to survive the death of magic, owing strictly to their youth relative to the other Elder Sorcerers. Vici still wields some degree of influence as their knowledge is unmatched by most libraries.
- 2 [A Spirit]**
Those who can speak to spirits have determined that each individual spirit’s bond to this world is directly related to its ability and desire to continue to affect the living world. *[When this is selected, name the spirit and describe its agenda with regards to how it wants to affect the world.]*
- 3 Eilion Bowe**
Loss of magic has brought the art of technomancy to the forefront and Eilion is a major advocate for the democratization of these tools to improve everyone’s lives. This attitude hasn’t won any friends with those who stand to gain from keeping it to themselves.

GROUPS

- 1 The Makers’ Guild**
A techno-political organization that has gained immensely from their early investments into understanding the technology and machines. The little victories they’d obtained while lobbying for laws in their favor have paid off in spades, and now they have an unsettling amount of leverage over the politics of the world.
- 2 The Apostles of Preservation**
A fringe orthodoxy that strictly holds views the paraphernalia of magic as something critical to preserved. They don’t seem to have much power now, but spirits are growing increasingly concerned about this group.
- 3 The Aegis’ Bureaucrats**
A shadowy omnipresence that both holds power and makes a big show of keeping track of threats to that power. *[When selected, describe the specific way you have been threatened by the bureaucracy.]*

PLACES

- 1 New Atlantis**
Far north in Canada, away from prying eyes, lies a city forged from magic. The Master Sorcerers had homes and laboratories there, and passed judgment on sorcerous transgressors in its Halls of Law. But without magic to support its unnatural construction, New Atlantis became ruins.
- 2 Royal Observatory in Greenwich**
Constructed long ago on a nexus of Primal Time, Greenwich has always held a surreal place in the already-strange world of magic. Today, it looms like a tombstone, a haunting memory of what once was.
- 3 The Sanctum of Preservation**
Dangerous items of power cannot be easier destroyed, so they’re secreted away in this other-dimensional vault hidden within a popular Portland coffeehouse. Without the Master Sorcerers’ warding magics, the technomancers now work to break the sanctum open and take all its secrets.

EVENTS

- 1 Signing of the Atramentous Treaty**
Before magic died, we all thought the war with the Unquiet Dead would never end. Then they proposed a truce with us. The Treaty that bound sorcerers from entering the Atramentous uninvited, and them from the Realms Mortal. Little did we know what disastrous implications that held.
- 2 The Day of Red Smoke**
Before that accursed treaty, a natural death was quiet, solemn; not full of screaming and torture as a new spirit is torn asunder. That day, Death became something truly horrifying.
- 3 The Ravaged Dawn**
Foolish magicians grasping at any hope of reclaiming their power committed an unspeakable ritual. They had the utmost confidence that the ritual would reawaken magic, and were willing to sacrifice others in that attempt. It succeeded... for a moment, before destroying the city. *[When selected, declare where the ritual took place.]*



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	INDIVIDUAL	GROUP	PLACE	EVENT
1	<i>Vici Ammon, Elder Sorcerer (dethroned)</i>	<i>The Makers' Guild</i>	<i>New Atlantis</i>	<i>Signing of the Atramentous Treaty</i>
2	<i>[A Spirit]</i>	<i>The Apostles of Preservation</i>	<i>Royal Observatory in Greenwich</i>	<i>The Day of Red Smoke</i>
3	<i>Elioon Bowe</i>	<i>The Aegis' Bureaucrats</i>	<i>The Sanctum of Preservation</i>	<i>The Ravaged Dawn</i>