



EPILOGUE

~ in C minor ~

Eva Terra

INTRODUCTION

You are The Epilogue, a weapon of mass destruction laid dormant for decades. Last year you were awoken from your chemically induced stasis by doctor Alexandra, a terrorist of almost comical proportions who dreams of world domination.

You are a weapon and your job is to serve, so you were quick to assist her in her plans while fighting against Sunrise, a group of young heroes with magical powers that voluntarily help those in need and are often found stopping Doctor Alexandra from performing her borderline childish plans of world domination.

This should have been the job of HARM, the Heavily Armed Regiment of Mundos, an international military organization formed in response to the existence of those who seek to control the world and have the means to do so. In truth they spend most of their time acting to stop Sunrise's humanitarian missions and only ever take arms against someone if they threaten the sovereignty of the countries that formed HARM.

After way too many "adventures" (more like time waste to you) your mission took you to a castle on the moon. There the doctor believed she would be able to awaken your dormant powers to hold in her hands the potential to make the world bow before her.

But whatever she expected the machine to do, was not what it was actually made for. After all the buttons were pressed, levers turned and switches flipped the moon started falling down towards earth.

You did not expect doctor Alexandra to have a change of heart, "You can't conquer the earth if there is nothing left to conquer after all." Suddenly you found yourself working side by side with the heroes of Sunrise to prevent this catastrophe. "Don't get in my way" you said, trying to paint this mission as wholly professional, but they were happy to fight by your side, they respected you even though you were enemies just a couple hours ago. You don't understand these people.

While you were in the castle you had glimpses and visions of a past that you have little memory of. Of being raised here, of a scientist who was like a mother to you, of her coworkers who were like family, and said scientist's daughter, Miriam, who was like a sister to you.

That was all a year ago. Today you were about to embark on a journey to learn more about yourself, a journey of self discovery that was interrupted when the moonfolk made an announcement of war against the earth. Apparently there was a whole civilization living on the moon and they considered the almost complete destruction of their home a declaration of war.

You were indifferent towards this struggle at first, sure this is partially your fault, but you were only acting on the will of doctor Alexandra, this is not your business, or at the very least you were trying very hard for it to not be.

But you have little time to make this not your business as a drone controlled by the moonfolk leader, Mikoto, shares with you that they will tell you about your past if you help them. Furthermore, before you can think about a proper response, Sunrise, the ones that insist to be your “friends”, invite you to fight at their side. Lastly, as if you didn’t have enough on your proverbial plate, doctor Alexandra says she has a plan to take advantage of this war, “for old time’s sake.”

You realize you can’t turn your back on this, and worse, that you will have to pick a side. Remember that your path is yours to make as you are the Epilogue, the most powerful weapon to exist and no one can control you.

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PLAYING THE GAME

This game is played with a standard major tarot deck featuring twenty-two cards with numbers 0 to 21. Shuffle the deck and spread the cards face-down like the following table. Every card should be in use, the endings on the right will be explained later.

			Card	Card	Card	True Earth Ending
	Card	Card	Card	Card	Card	Earth Self Ending
Card	Card	Card	Card	Card	Card	True Self Ending
	Card	Card	Card	Card	Card	Moon Self Ending
			Card	Card	Card	True Moon Ending

To begin the game, flip the leftmost card and read the assigned prompt. Each card will present a situation that you will face in the war between the earth and the moon. They will state facts that happened and ask for you to elaborate on them.

Next it will present three prompts and ask for you to choose one, things like how you react to the war, but also how other characters react to it and how they interact with you. The chosen prompt will state which card you should flip next, keep doing so until you reach one of the rightmost cards.

Your final answer will determine your ending, the resolution of the war, the way you will resolve this war. Each ending will state how you will react to all the things you've been to, the actions you will choose to take and which side you will ultimately choose. But remember that your final actions are still up to you as you are the Epilogue, and you are in control of your story.

The events the card represents are not there to paint a linear story, the story will be told with different events that can happen in any order. Your final card may ask you to talk about the time when you were woken up from stasis a year ago, or they might immediately start with the most severe events of the war.

The story is not linear, but your previous choices should help you determine your future ones. Think about the things you did in the past, not chronologically but in the fiction that these cards are telling, and use them to paint the canvas of your future.

Lastly, if your prompt tells you to go to the upper right when you're already in the uppermost card, go to the one to the right instead. If you're ever asked to go above or below when you're already in the uppermost or lowermost position, go right instead.

When you reach the endings you follow the same logic. Say you are on the card to the left of the True Self Ending, if your chosen prompt says "go upper right" you go to the Earth Self Ending, if it says "go right" you go to the True Self Ending, if it says "go lower right" you go to the Moon Self Ending.

CARDS

0 – The Fool

Before the war, before you were awakened from your stasis, you used to spend your days idyllic playing in the castle on the moon with Miriam. The memories you have of her are blurry and confusing, like a dream reflected in turbulent waters, but you know she was the most important person in the world to you. What was the thing that was the most important to her?

- Humanity down on earth. She never had time to meet them in person, but she was often reading books about their culture, which is to say, most books. She loved watching movies and paying attention to all the smallest details and writing about them in her diary. What is a detail that you still remember? **Go upper right.**
- Her family. The Professor that was in charge of the epilogue project, the researchers that lived in the castle on the moon, and you. She told you many times how you were also family to her. You would often do sleepovers together and gossip about the personal lives of all the scientists in the castle. What gossip do you still remember? **Go right.**
- The Moonfolk. She would often go on trips to visit their cities, taste their food and dance to their songs. They were kin to her and she was kin to them. After saying goodbye, they would eagerly wait for her to come back and visit them again. What was her favorite place to visit? **Go lower right.**

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I – The Magician

You stand in a city ravaged by the war. Ashes cover the sky as you see ruins that used to be the homes of dozens of families just a couple days ago. You realize that by doing nothing, more death and ruin will come the way of both humans and moonfolk. What do you do?

- Help the HARM soldiers. Act as their commander, bolster their morale and order them to march forward. What do you tell them? How do they react? They know you're the epilogue, some of them fear for their lives if they don't do as you say. **Go upper right.**
- You plead for both sides to stop fighting. "Look at all the damage that has already been caused! What is even there to be won here?" Do they listen to you? **Go right.**
- Help the moonfolk soldiers. Tell them about human strategies and their weak points. You're not particularly human, but you learned enough about them from the time you have spent with Sunrise. How do they feel about it? To know that you're sharing their secrets and vulnerabilities. **Go lower right.**

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II – The High Priestess

After decades of dreamless sleep you were woken up from your stasis by Doctor Alexandra. She learned about The Epilogue, the ultimate weapon of mass destruction gathering dust in the depths of a HARM base and decided that she was above common sense enough to use you in her conquest. As your eyes struggled to adapt to the light, what was the first thing you saw when you woke up?

- Professor Christina, the one who made you and raised you in the castle on the moon, she was like a mother to you, she made you after you. What memories do you have of her? Doing tests? Having her grow more and more attached to you? Throwing birthday parties to you despite you not understanding what it meant? The resemblance to Doctor Alexandra is small, but there nonetheless. **Go upper right.**
- The Doctor in front of you of course. You are a weapon and decades of sleep is no excuse to not be ready for duty. Do you stumble in your words? Cover the light coming to your eyes? Or do you stand straight and wait for orders? How does she feel about knowing that you still live? **Go right.**
- Miriam, the girl that haunts your memories, your best friend, your biggest regret. To remember her is painful, but the kind of pain that comes from the fact that you will never see her again, a longing. What did she tell you last? The last thing you remember before it all becomes a blur? Was it a happy memory, or a chaotic one? **Go lower right.**

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III – The Empress

Mikoto, the emissary of the moonfolk, takes you to the moon and shows you their way of living. The roads they travel every morning, the places they eat every noon, the beds they rest every night, she invites you to sit down on a bench and appreciate the everyday life on the moon. This is what she fights for. One thing in particular stands out to you, what is it?

- Their next step on the war against earth, hopefully the winning move. A virus that the moonfolk is immune to, but that would be incredibly harmful to humanity. She would offer you a cure for it, but she knows the epilogue would never succumb to something like that. How do you feel about it? A war is a war, is there such a thing as a fair war? A fair death? **Go upper right.**
- That this is a wonderful place to live, but you could say the same about all the places you've been on earth too. Life is wonderful and people are bound to love their homes, bound to have a burning desire to protect it. What do you want to protect? Is there even a place that you call home? **Go right.**
- Mikoto tells you a story about how many decades ago HARM made a visit to the researchers that worked in the castle on the moon. Afterwards a number of artifacts of immense power the moonfolk had borrowed to them were never seen again. You were there, allegedly, Do you remember anything from that day? **Go lower right.**

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IV – The Emperor

You are invited to a strategy meeting hosted by HARM and there you find Chris Shatterfield. To call him a soldier would be an understatement, he is the soldier, the American hero, the savior of humanity who is leading the march against the moonfolk. How do you feel about being there? Being invited to such a meeting, especially considering a year ago you were being held in stasis in the depths of one of his bases. After the meeting is over and everyone is about to go their own ways, what happens?

- General Shatterfield comes to you himself to tell you how happy he is to have the epilogue on his side. He says that he is counting on you for a future filled with freedom and peace. How is it to be in the presence of the kind of man that knows he owns the world? A person that never flinches, that would not lose his cool even if you held a gun to his head. **Go upper right.**
- Doctor Alexandra pulls you aside to invite you to go sneak into places you shouldn't be. Why? Because these are the most fun places there are. You find an ancient moonfolk artifact, "clearly stolen" the Doctor says. What do you do about it? Leave it there, or take it? If you do, what would you even do with it? Return to the moonfolk, or use it yourself? **Go right.**
- Quicksilver the Savant, a member of Sunrise, comes to you and shares a secret: "I have been looking through HARM records and I think you should hear about this one: Apparently decades ago it was Shatterfield himself who commanded the raid of the castle on the moon." How do you feel about it? Do you wonder how your life would have been if this had never happened? The things he took away from you? **Go lower right.**

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V – The Hierophant

You stand in the ruins of a church, but this is not the first time you have been here. Rachel the Devout showed it to you after you said that you used to know a faithful person and that you wanted to see a sacred place for yourself to understand what makes someone believe. Do you have some kind of faith? Did visiting this place help you? Lastly, who destroyed this church?

- The moonfolk send launched missiles into churches like this all over the world. “Kill their Gods first and foremost, destroy their havens and send their souls to purgatory”. Do you believe in the afterlife? That your actions will have a long term consequence on your eternal soul? **Go upper right.**
- This church has been destroyed long before this war started. Rachel told you we must look into what has been lost, to value the things we have, to fight for them. What do you value? What do you fight for? **Go right.**
- HARM soldiers destroyed it to prevent moonfolk from taking shelter in it, to stop them from turning it into an advanced base of operations, a cancer on the living earth. Would you do something like this? Tear away a piece of you to save the whole? Sacrifice something dear for the greater good? **Go lower right.**

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VI – The Lovers

Hidden away from the battlefield you see a human and moonfolk soldiers who abandoned the combat, deserted, bound to receive dishonor. You could spit in their faces and they would not react, they know how precious life is, how war is a game where all participants lose. Thus they came to the conclusion that they wanted to start winning, that they wanted to live. What are their plans for the future?

- They will try to take refuge on earth, show everyone that the moonfolk are just like them. Earth was only defending itself, it was the moon who started this war, they should be the ones to end it. Do you think they would end this war? swallow their pride and ask forgiveness? **Go upper right.**
- The good doctor Alexandra could always use more hands to work on her factory. She is an evil villain who works towards world domination, but no one can argue against all the jobs she has given. What do you think about that? We all must work in this day and age, even if we're working for literal villains, we need to earn money to afford food and shelter. **Go right.**
- They have plans to travel to the moon and make it their home. They argue that earth was the one who provoked this war to begin with, that the moon was given no choice. You're partially directly responsible for this war if you think about it, it was an accident, but it was because of your presence that the moon started falling. Do you feel any sort of duty to end this war? **Go lower right.**

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VII – The Chariot

You find yourself invading an intelligence base of HARM. As you sneak by you see numerous prototypes of weapons they are working on, missiles that destroy better, guns that kill faster, radios that are harder to decode, generally things to increase the stakes of the war. Why are you here?

- To catch a HARM squad who is planning to stage a theft of these prototypes and claim the moonfolk did it so they can use these on them with no repercussions. People say that you can't make an omelet without breaking a few eggs, or in this case, win a war without killing some of your own. Do you agree with this? Would you go this far to protect what is dear to you? **Go upper right.**
- To destroy the weapon prototypes, to prevent bloodshed committed by tools of violence that can kill ten times more effectively than the already effective ones they have. Do you think that would help in the long run? If you could just destroy every weapon that exists, could you force them to talk this out? **Go right.**
- You were told by Mikoto that HARM had captured a squadron of moonfolk soldiers and that she feared for what would happen to them. You free them, but you know that this has happened before in ways that you didn't know and that you couldn't stop. You do the things you can, but do you ever wonder about how big the world is? About how many have died without you ever knowing their names? **Go lower right.**

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VIII – Strength

You find yourself fighting against a colossus, a massive robot with drills for arms and tank treads for legs made by Doctor Alexandra. Who stands to your side in this battle, and why are you fighting?

- Ulysses, the unrelenting, a HARM mech pilot that you play war games with. You two infiltrated one of her factories to destabilize it and this beast stood in your way. The main factions of this war are the earth and the moon, but Doctor Alexandra tries her best to be part of it. Do you find it odd? She is human just like everyone else, but she divorced herself from humanity, built her own machine empire. Do you somehow feel kinship towards her? **Go upper right.**
- Ivan, the reckless, an assistant to Doctor Alexandra that you often debate with. This is a training exercise to test and improve her new robot. No one was harmed in the making of this prompt. Do you enjoy this? Possibly even compete with Ivan to see who can do the most damage. **Go right.**
- Akira, the swift, a moonfolk wielding twin swords that you often have tea with. You are fighting because the Doctor thought she could steal supplies from this moonfolk squadron, naturally you prove her wrong. It's a classic tactic of war, you take the supplies of the enemy and don't let them take yours. For her this is all a big game, but what is this for you? **Go lower right.**

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IX – The Hermit

You find yourself inside the base of Doctor Alexandra, a massive factory run by robots, a place that creates its own workers. Everything here is entirely themed like a carnival, “the worst kind of world you can make is a boring one” are the words the Doctor lives by. Why are you here?

- To ravage the place. You watched her machines lay waste to a town. Her response? She smiled and said that sometimes you have to break some eggs for the greater good. You’re going to show her some broken eggs. Why are you doing this? Are you angry at her lack of morals? Or just because it's the right thing to do? **Go upper right.**
- To pay her a visit, of course. Not everything has to be about this goddamned war, sometimes people can just enjoy a nice cup of tea together. How do you often enjoy your time together? Do you play games? Talk about books? **Go right.**
- You’re on a stealth mission, infiltrating her base and taking notes of her technology and projects to share with all parties involved. Of all the characters in this story she is the biggest wild card and you need to keep your eyes on her. Do the things she could do scare you? Are you often excited to fight her machines? **Go lower right.**

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X – The Wheel of Fortune

The war goes on and on. One day humanity will have the upper hand, then the moon will take it, and it repeats, on and on. You're not sure how long this has been going for anymore, it feels like your whole life. What is your part in this war?

- Working with the earth communities, helping war refugees find safe homes, helping them rebuild, transporting resources and giving morale to the people that the wheel will be broken. What are the stories the people most tell you? The things they most see, the things they did as children, their old hopes? **Go upper right.**
- Doctor Alexandra has shared a plan to end this war with you. "If earth and moon will keep fighting like children, then we have to step in and put an end to this nonsense". You help her with her plan collecting the necessary resources. Do you think she has the best interest in mind? Does she genuinely believe she can make things better, or did her world domination dreams now include the moon? **Go right.**
- Locating relics from the moonfolk that earth has stolen. You've been working with Mikoto for awhile on this, following leads, infiltrating places you shouldn't be in, taking the relics and leaving with style. What are some of the places you've been to? Desert temples, frozen caverns, underwater bases, what are the fun stories you tell about these places? **Go lower right.**

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XI – Justice

Earth and moon raise a neutral space to hold a tribunal. Someone is being judged, who is it and what have they done?

- It's Mikoto, the one who declared this to begin with, or at very least that's what most humans want to believe. They want to find a way to put the entire blame on a single person, but the way leadership works on the moon is different than on earth. Mikoto is just one among many who chose this war, merely the will and emissary of the moon. If you could put the entire blame of the war on yourself, would you? Die as a martyr for the greater good in hope that peace can reign. **Go upper right.**
- The prisoner is you, the crime was the destruction of weapons from all sides of the war. After all, how can they fight in the first place if you destroyed all their toys? Turns out they have way more weapons than you could feasibly destroy as an individual. But the trial is a formality, they know that no prison would ever hold you and that no weapon would ever destroy you. Does it frustrate you? To know this war is so much larger than anything you can stop by yourself. Even if you're the strongest weapon ever made, you're still not strong enough. **Go right.**
- Natasha the Shining, the leader of Sunrise. She has been in situations like this before considering she was always the kind to break the rules before having a truce with HARM when the war started. You know that she has a plan of escape, that when everyone least expects the lights will turn off and she will disappear one way or another. She lives for the spectacle and her verdict does not matter because she refuses to let another ever dictate how her life should go. How does she make you feel? The free spirit who refuses to live a boring life and lives following impossible dreams and ideals instead. **Go lower right.**

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XII – The Hanged Man

Someone commits a sacrifice for the greater good of humanity, both that bound to the earth and that bound to the moon. Their martyrhood is spread and pacifist marches are held. People plead for the end of this war. Who was the martyr?

- Miguel the Careful, a human medic who was helping both sides in the war. “A patient is a patient. We need to save as many lives as we can” was the thing they believed in, even when a moonfolk soldier they saved killed them. Do you agree with their actions? Do you blame their killer even when you know that the thing they wanted the most was for everyone they healed to live on? **Go upper right.**
- This sacrifice has already happened decades ago. It was your most precious friend Miriam who spent her life so that you wouldn’t lose your humanity. “Remember we are better than this.” She sacrificed herself to prevent a war, but it happened anyway, so what even was the point? **Go right.**
- Minato the Flow, a moonfolk seamstress, who stood tall and did not fight back against oppression. She pushed her younger friends away, the ones who started a fight against HARM soldiers, and took upon her to end it. Pacifism is a beautiful idea, but do you believe it can actually work? **Go lower right.**

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XIII – Death

When the war was declared everyone was in panic, the streets were on fire, people tried to run as far away as they could, called their loved ones, prayed to the above, hoping it was all just a bad dream. What were you doing when this all happened?

- You were in a meeting with Sunrise. They were making plans and developing strategies, giving each other the assurance that everything was going to be ok. They asked how you felt despite your indifference towards the whole situation. Did being invited there felt good? **Go upper right.**
- Doctor Alexandra was giving you a tour of her base. She showed you all her “toys” and all the plans she made in case something like this would happen. She was nervous, but also ecstatic with this situation, like a child allowed to play with the big kids. Were you excited too? Despite knowing the losses, were you excited to be a part of this? **Go right.**
- Mikoto invited you for tea. She explained that this was not an easy choice to be made, but ultimately that it had to be done. It was a necessity because things had to change. You could see the sorrow in her voice. Did you comfort her? Did you wipe her tears? **Go lower right.**

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XIV – Temperance

A diplomatic meeting is held between ambassadors of the earth and the moon and after much complaining and threatening, Doctor Alexandra is included in this meeting. But the ways she was made a part of this is irrelevant, what is important is that they're each allowed to invite another to accompany them, a diplomat plus one of sorts, and each of the three named you. Which side do you go with, and why?

- You join on the side of earth. A number of Sunrise members are attending this meeting and they're some of the people you're the closest to. Do you participate in the discussions? Present arguments of your own, or do mostly nod and give your support? **Go upper right.**
- You join on the side of Doctor Alexandra. You thought it would be funny to join with the one person who had to make a scene to be included and you already know this discussion will lead to nothing. Do you actually care about this? Or do you spend your time throwing pranks and fighting against the Doctor with your feet under the table? **Go right.**
- You join on the side of the moon. You don't really care about which side you join, nor does it really make a difference and you trust the moonfolk to do the talking. Do you listen to the discussion at all? Or do you spend your time doodling? **Go lower right.**

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XV – The Devil

You join a mission to raid a HARM base to free prisoners of war, moonfolk soldiers. Who recruited you to this?

- Sunrise did. They try to fight for the side of humanity, but HARM crossed the line with this move. You know for a fact that Sunrise and HARM never walked hand in hand, they have only started working together recently after the war started, even if begrudgingly. Do you think their alliance will end with this mission? **Go upper right.**
- No one did. You chose this because no one else would. Your heroic friends were too scared to cross HARM and the moonfolk were afraid of escalating the war. You're not. Do you believe the right thing should be done no matter the consequences? **Go right.**
- A group of elite moonfolk infiltrators. They were already on their way to free their own, but they did not expect the epilogue to join them. You see them helping their own, risking their life to keep each other safe. Is there anyone you would do the same for? **Go lower right.**

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XVI – The Tower

Major disaster falls upon a large city home to millions, human or moonfolk, who cares. It doesn't matter who did this either, you just want to see if you can find someone alive, anyone. Who do you find?

- Bianca the Wise, a member of Sunrise. She was trying to evacuate the city after learning of the incoming catastrophe with her foresight. Ultimately she only had time to save herself and hates herself for doing what she considered a selfish thing. Do you think it's selfish? To encounter something so much larger than anything you have ever faced before, panic and forget heroism and do anything you can to survive. What would you have done? **Go upper right.**
- No one. The disaster was simply too powerful. How do you feel? Powerless? What would you do to have the power so that you could stop something like this from ever happening again? **Go right.**
- Ren the Silent, a moonfolk infiltrated soldier who was living hidden among the people to gather information for the moon. He doesn't care about his mission anymore, he begs you to take him home. Do you fulfill his wish? Even if all he wants is to die on the moon, would you grant him that? **Go lower right.**

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XVII – The Star

You watch the sun rise as the chill breeze flows through your hair. Despite the war, there is still beauty in the world. With whom do you share this moment?

- Ironically, with the group of young heroes known as Sunrise. They are together having a picnic under a tree, sharing food and laughing together. Where do you stand? Are you close to them, sharing in the laughs, or further away, like you're not quite part of the group. **Go upper right.**
- No one. You're too much of a lone wolf who stands alone looking cool to share moments like this with anyone. Is this genuine? Or do you wish you were with someone, but you're not strong enough to admit it? **Go right.**
- Mikoto. You were happy to show her your favorite places on earth, the ones that were yet untouched by the war. She says the world looks wonderful as she sheds a tear for what was and must be done. Do you try to convince her otherwise, or do you respect her decision? **Go lower right.**

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XVIII – The Moon

Chris Shatterfield, hero of humanity, tells you about the plan he has been working on for decades. Take artifacts of power from the moonfolk, plan an assault on the castle on the moon to steal the epilogue, incite and prepare for a war against the moon so you can destroy them. Why? “So that we can destroy them before they destroy us”. He tells you this with little care about your reaction, he is an old man and he has been working on this for so long it’s just another fact of life for him. Something about breaking eggs. How do you react?

- Of course you don’t like any of this, but it happened anyway. Despite being the strongest weapon in the world, you’re still not strong enough to change the past. You scream and cry, but ultimately you know harming him would cause more bad than good. Do you tell others about this? Form a plan to make things right? Or that opportunity is far too gone now. **Go upper right.**
- You shrug. You don’t care about the affairs of men or their battles. In the end the raid on the castle on the moon was good for you, it made you stronger after all. Do you actually believe that? Or is that just another lie you tell yourself to not show weakness? **Go right.**
- You kill him, or at least, you wish you could. You know that is just not an option. He is the hero of humanity and if he died they would find a way to blame the moonfolk for it and annihilate them. So you clench your fists, curse him and leave. Do you cry? Do you weep at the fact that this man changed the course of your life? Took you away from your paradise. **Go lower right.**

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XIX – The Sun

Things can be hard, the war can be cruel, but right now you are in a celebration. At first you stood away from everyone, looked cool in your corner having a drink until you were pulled to the center with everyone for a toast. Each one toasted for something, family, friends, money, peace. What do you toast for?

- To your friends from Sunrise, the ones who were always there for you refusing to let you wallow in sorrow alone. How do they respond? Are they surprised to see you do that? Or have you grown close enough that this is expected? **Go upper right.**
- For Miriam, may her memory be a blessing. Is there any particular one you cherish? **Go right.**
- To the end of the war, “may we do this again in a kinder future.” Do you think about the fact that the next time you meet like this, there may be some that will be long gone? Do you fear losing those who are dear to you? **Go lower right.**

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XX – Judgment

In your dreams you see a vision of Miriam. She is so real you could almost touch her, the kind of dream you wish it would never end. It makes you feel melancholy to know that she isn't real, that after you wake up you will never see her again, and if you do, it will be under the same melancholy. What does she tell you?

- She tells that she is proud of you, proud of the choices you have taken and that she knows you can make things better. Does she hug you before you wake up? **Go to the right and upwards if you are leaning upwards, downwards if you leaning downwards or simply right if you're not leaning to any side.**
- She tells you that she misses you and that she wants to play again. She wants to enjoy this short time she has with you before she has to go again. What kind of game do you play? **Go forward.**
- She knows that this isn't your heart, that you're not this kind of person, but she believes that you can still change, that you can always choose to make things better. Does she kiss your tears? **Go to the right and downwards if you are leaning upwards, upwards if you leaning downwards or simply right if you're not leaning to any side.**

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XXI – The World

Have you found a place of belonging?

- Partially with your friends. You still feel like the odd one out among them, but they're nice enough to you. Tell about a moment you had together, a battle, a meeting, a date, anything. **Go upper right.**
- No. You are still searching for one. Tell about your stories as a traveler, the people you've met, the beds you've rested on, the tables you had meals in. **Go right.**
- The only place you could ever belong to was the castle on the moon, and you lost it. Tell about a dear story from the time you lived there, one that you still remember despite it all. **Go lower right.**

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ENDINGS

True Earth Loyalist

You look into the future with clear eyes, you know your purpose, you know why you were made. Decades ago the Earth started a project to create the ultimate weapon: The Epilogue. Professor Christina made a deal with the moonfolk that she expected to break. They were just too dangerous and she needed a way to protect life on Earth, but the Professor grew too fond of you, saw you like her own child. Chris Shatterfield had to put an end to that before had too much love in you to act as a proper weapon.

In the end you accept your mission to act as a tool of Earth to guarantee their future. One way or another, you will end this war. How do you do that? With your mind clear you have access to enough power to do so whoever you see fit. Force them to ceasefire, command one side to conquer the other, push the Moon away so that the Earth will never see her again. Whatever it is, you can do it.

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Earth Self Loyalist

Why did the moonfolk ever accept to lend their artifacts to the scientists so that they could create you? Why would anyone facilitate in the creation of a weapon, if not to use it themselves to defeat their enemies? Why would they allow humanity to make a weapon to defeat the moonfolk themselves?

It's simple. Let them make the weapon and then kill all their scientists and take it from them when it's done and you get yourself a perfectly good free ultimate weapon. The problem is that Earth realizes their plan, but Professor Christina was already compromised when they came to take you back home as mind control had made her a puppet of the moonfolk.

The Professor who was like a mother to you was turned into a thrall of the moonfolk, and if it wasn't for the Earth raid on the Moon she would have given you to the moon when you came of age. How do you feel? Enraged? Or do you think that that alternative life would not have been so bad? Whoever you feel about what happened in the past, it is time to forge the future. How do you end the war? Whatever it is that you want to do, you are capable of because you are the Epilogue. This war started because of you and you will end it.

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True Self Loyalist

It's all stupid. It's all just stupid, right? Earth is like a baby who feels threatened to learn that there is other life in the universe. Why do you think all alien movies are about invasions and wars? Because that's what Earth will do the moment it learns that it is not alone.

Meanwhile, the moon declares an all out war the moment it feels threatened. You have already said time and again that you're sorry for the whole situation of almost making the moon fall on earth a year ago, but apparently that isn't enough.

The only sane person is Doctor Alexandra who is literally a super villain. But maybe that is what you need right now: a super villain to present itself as a third party in this. Force them to unite against a common enemy and maybe they will live in peace as allies.

So you reach out to her and say you want to declare war against the Earth and the Moon with her. You argue that with her machine army and the power of The Epilogue Itself you will be able to be a genuine threat against the both of them. She smiles and says she was waiting for this. You can't help but feel a familiarity when you're close to her until you realize that she is Professor Christina's granddaughter and Miriam's niece.

With family now reunited, two sisters stand ready against a world and its natural satellite. You're probably not going to win this war, but it's ok. You just need to show them how much stronger the Earth and the Moon are together.

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Moon Self Loyalist

You idyllically remember your time in the castle on the moon, the one period in your life where you found true belonging with the Professor and Miriam. That is why when you learn that it was none other than the hero of humanity, Chris Shatterfield, who killed them and ordered the wipe against the castle and sent you into stasis for decades, you vow vengeance.

You don't care how you were made and for what purpose, you just want your family back and everyone knows that isn't going to happen. So you settle down for the closest thing there is: you will fight Chris Shatterfield. He will probably be waiting for you in his stupid massive mech in one of his stupid military bases, he will send troops to stop you and throw missiles your way. You don't care, the power of your rage is bigger than anything he could wield.

In the end you defeat him. What do you next? Do you take his life? End HARM? Do you even find a way to end the war? Or does now that you have acquired closure, you no longer care for it? Whatever it is, there is only ever moving forward. Back to the Introduction.

True Moon Loyalist

To whom does the epilogue belong? To humanity who made the project? Or to the moonfolk that invested the magical artifacts that allowed you to come to be in the first place? Ultimately you reach the conclusion that you are a weapon of the moon.

Their culture and power flows through your veins, thus it is your duty to act as their champion and hero and end this war. You do not feel happy or proud to stand against your allies and friends who love earth so much. You know that they will try to stop you, they will fight you and they will lose because you are the ultimate weapon, The Epilogue and this war was, is and always will be ultimately your decision. You pray your friends will understand, they have to.

How do you end this war? How do you make Earth imperialists understand that they might have conquered the world, but they will never touch the moon.

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