

QUESTIONS

Start the game by asking each of these questions out loud. Some likely answers are suggested. Discuss each question then write the answers down.

What is your home planet Paroosh like?

Temperate—azure oceans—abundant life—many moons

What distinguishes your noble house?

Skilled tactics—heartly warriors—clever politics—strict ethics

Why do you hate House Kotar?

Territory—resources—vengeance—principles—war

CHARACTERS

Make 3 characters. For each write down a role, name, pronouns, and a 3-4 details.

Monarch

Head of House Prosh—Likely Candidate for Emperox

Consort

A concubine or counsellor to the Monarch

Star Witch

Lead Navigator—Court Sorceress

Heir

Youngest of House Prosh—Next in Line of Succession

Duellist

Head of House Security—Skilled Combatant

Names

Carl—Leto—Paul

Details

arrogant—battle scars—bold—cautious—clever—distant—faithful—fast—flowing dresses—medals—proud—seer—styled hair—naive—uniform

DAY PHASE

The first scenes of the game take place during House Prosh's first day on Lecatom Rex. In each scene you can gain tokens using **day moves**. You can use a move in a scene where one of your characters is present. Moves can be used multiple times in a phase, but each move can only trigger once during each scene. The day phase continues until all tokens are claimed.

The day phase begins with House Prosh.

PROSH DAY MOVES

Familial bonding among nobles: **+1 token**

Fancy dinner—formalities—a talk about expectations

Make a promise, oath, or vow: **+1 token**

Swear loyalty or vengeance—deliver empty platitudes—a ritual or ceremony

Flashback to a moment from your homeworld, Paroosh: **+1 token**

The last thing you saw—a message from the Emperor—the same old argument

Reveal a close connection to a member of another faction: **+1 token**

A secret meeting—token of love—shared history

Visions, portents, accidents: **+1 token**

Confusing dreams—something dies or breaks—interpreting an old prophecy

NIGHT PHASE

The last scenes of the game take place after the sun sets on the Imperial palace. Clear away all unclaimed tokens. Take a break, stretch. At night you spend or give tokens using **night moves**. These are triggered in the same way as day moves, but may eliminate characters or change the fiction around them in dramatic ways. The game ends after all tokens are spent.

The night phase begins with House Kotar.

PROSH NIGHT MOVES

Kill a character from House Kotar, then be killed in kind: **-3 tokens**

Exploit a moment of weakness—sacrifice yourself—get in a doomed fight

Someone escapes: **-3 tokens**

A fight—slipping cowardly into the shadows—scrambling through chaos

Protect someone else: **give 1 token to the character's faction**

Get into a fight—ambush someone—sacrifice yourself

Beaten, bloodied, outflanked: **-1 token**

Get ambushed or taken by surprise—reveal a trap—get wounded

Show destruction: **-1 token**

Explosions—death—fighting—burning—breaking

PLAYING THE GAME

The Fall of House Prosh is a science fiction role-playing game about tragedy and hubris. Three players take on the role of 3 factions during a single day and night on the planet Lecatom Rex, the centre of humanity's galactic empire.

To play you need 24 objects you can use as **tokens**, something to write on, and the 3 pamphlets describing each faction. Each player chooses a faction: **House Prosh**, their **Servants**, or their nemesis **House Kotar**, and reads their pamphlet. Much of the galactic empire is not described in detail. If anyone has questions or topics they wish to include or avoid, write them down so everyone can see them before the game begins.

Start by asking the questions listed in your pamphlets, starting with House Prosh. Anyone may answer but the player gets final say over which answers apply to their questions. Then create 3 characters within each faction. These aren't the only characters in your faction, just the ones we will spend the most time with.

Then each player takes turns framing **scene**. Scenes are moments in the story with 2 or more characters, each played by a different player. Players can take on the roles of characters outside their faction. The player framing the scene says who they want to appear in it, how it starts, and how it ends.

THE GALACTIC EMPIRE

The Emperor Hakkan VI has died without an heir. The Imperial throne world Lecatom Rex is empty. The previous Stewards of the throne, the maligned House Kotar, have vanished. Their rivals, House Prosh, have ascended the other noble houses and been named Stewards of the throne.

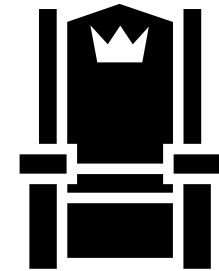
Humanity lives on a thousand worlds. Star Witches fold spacetime to navigate the cosmos. Noble houses settle conflicts through duels. Prophecies and portents guide politics and religion. The noble houses whisper of war and secession.

A thousand years of peace are in jeopardy.

CREDITS

THE FALL OF HOUSE PROSH

A TABLETOP RPG OF NOBLE TRAGEDY



HOUSE PROSH



A respected noble lineage, recently ascended to Stewards of the Galactic Throne after the Emperor's death. You and your servants have left your home planet to live in the palace of the Imperial throne world. Your duties are to protect the planet and the Imperial office until a new Emperox is chosen, and you have only just arrived.