All secrets lead
to tragedy

"For we shall prepare the way."

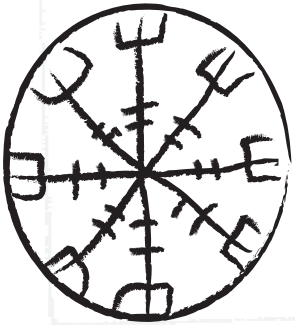
Hidden Revelations 2:3

The End of the World Never Happened

For five thousand years, the secret society known as Covenant prepared for the apocalypse. Insinuating itself into every government, bureaucracy and religion. Preparing for a day it knew would come. Armageddon.

On January 1st 2000, they awaited the sign that would herald the end of the world. It didn't arrive. Soon the society that had manipulated governments, built ideologies and overthrown religions was in turmoil. It split into a whirlwind of warring factions and conflicting opinions. Why had prophesies failed, where before they had succeeded? Who was to blame? What does the future really hold?

By default the setting is the turn of the millennium, but there's nothing stopping you using a more modern setting by using another date, say 06/06/06...



The schism, as it became known, took less than a month. Fringe elements went rogue, disregarding orders from the inner council and attempting to bring about their own personal visions of the apocalypse. Powerful members of the society started to use their connections for their own ends, staging military coups and flexing political influence. Others turned from the group's hidden revelations and sought other texts on the apocalypse, hoping to find answers there. Some went insane as their world crumbled around them.

A STORY GAME OF FAILING CONSPIRACIES

Covenant is a game where players create the stories of members of an ancient secret society who prepared for an apocalypse that never arrived. Their characters have to cope with the fallout from this anticlimax and decide their own fate in a world without prophecy. Will the characters side with one of the splinter groups or continue to follow the orders of the inner council? Will they search for new meanings in old prophecy or forge their own destinies?

It is a game of conspiracies, secrets and harsh consequences. The players' characters are members of a Covenant cell and receive their orders from their superiors. With the society in turmoil, who is really giving the orders, and to what end? What do the characters believe and who should they trust? What happens when the things they care about are put on the line?

"It's a terrible thing to lose everything you believe in, everything you built your life around. Is it any wonder that so many of us reacted poorly?"

Vassilez Montoya, member of the inner council

GAME RULES

In Covenant, one player takes the role of Director and other players create protagonist characters for a story. The Director's role is to stage-manage the situations in which these characters find themselves and control the supporting cast and antagonists. The game rules are there to help the group push the story in interesting and unexpected ways.

You will need some character sheets, a cell playsheet and a Director's sheet. All of these are at the back of the book. You will also need some pencils and some six sided dice (probably about 8 each).