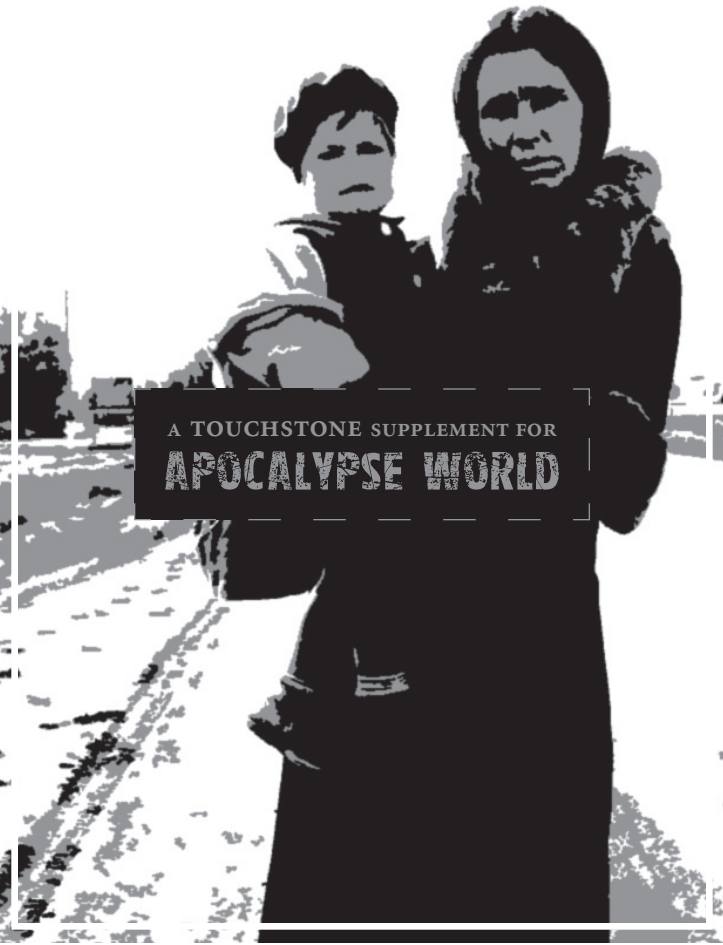


# THE MENDICANT



A TOUCHSTONE SUPPLEMENT FOR  
**APOCALYPSE WORLD**

*The world, though it lies blasted and fallow, is not as wretched as you assume. It's not just wrath and desperation, bullets, sex, and jingle but also deeds, prayers, promises, and aspirations. For God's sake, remember that you are not dead but alive. The only hell here is of our own making.*

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**When you lose or give up everything of value you own in this world,** you can take any of the following as either new touchstone moves or moves from another playbook:

**The spirit of giving:** Your selfless deeds speak for themselves and bring out a sense of indebtedness or reciprocity in others. When you perform an act of charity for someone else, spend your service as *barter you gave them, with strings attached*, and/or *jingle you dropped to speed something on its way*.

- If you show them compassion and understanding, 1-barter.
- If you suffer on their behalf or in their stead, 2-barter.
- If you put your life on the line for them, 3-barter.

In either case, they will attempt to repay all or part of the karmic debt, based on their own honest assessment of what you want or need.

**It's what they would have wanted:** The dead rest easier when you can bring them some solace and satisfaction. When you bury someone in the poisoned ground, say one thing they've left undone and take +1ongoing when you attempt to finish it. If you see it through to the end, everyone assisting you marks XP; you decide who.

**Stormtalker:** For most, it's a one-sided conversation, but not for you. When you open your brain to the Psychic Maelstrom, ask one of the following questions for each question you are asked:

- What unanticipated threat is coming my way?
- Whose interests are most directly opposed to my own?
- What does [name someone] confess only to you?
- What would it take for you to \_\_\_\_\_?

**Lead by example:** See the *Catalyst* supplemental playbook.