



THE CARA VAN

RUNNING A CARAVAN



The caravan is a group character for the players, a joint mobile base of operations. You don't need a caravan to travel the UVG, but it's a good idea. You can use the caravan sheet provided at the end of the book, or draw your own.

MONEY (CASH)

Cash (€) is the currency of the UVG. It's called cash as a nod to ancient Chinese cash (文) and the whole Marco Polo meta-theme. An unskilled laborer earns €1/day. Lower denominations exist, but can generally be ignored at the scale of caravans. Letters of credit made out by private butcher banks are also available.

Outfitting a caravan is expensive. The PCs should start with a loan of €1,000 per character. The financier is dubious and there's 100% annual interest, but it beats scrabbling for pennies. Caravans rack up weekly expenses from wages, food, and more. Don't worry about precision—an approximate track of ready cash depleting suffices.

FINANCIER (PATRON)

Create this NPC together with the players (see p178). The zanier, the better. Ask the players in turn about the patron's goals, the organization, opponents, weaknesses, oddities, and so on.

LOGO

Every adventuring-trading company needs a cheesy logo. When the players decide to change it later, it costs 1d6 x €100 in random fees.

ASSETS

This section helps track the heroes' investments in trade routes and other shenanigans. Use the table on p.XX to generate returns.

TIME

Time, besides money, is the other key constraint on caravans. Travel is nearly impossible in winter, and the heat is oppressive in summer. Have the players give each year a memorable name.

SPEED

Fast (fresh horses) and slow tags (heavy wagons) cancel each other out. The speed score represents additional tallies (days) added to the time track, or tallies from Misfortune and exploration negated.

TRAVELING THE BACK ROADS

If a caravan travels slowly and cautiously, they tally an extra 7 days every week, but have bonuses on their travel tests (misfortune, encounter rolls, avoiding notice and ambushes). However, they do have to roll twice, so there's that.

CONSUMPTION

How many supplies the caravan consumes each week. For simplicity, humans consume a sack of supplies each week, herbivorous mounts subsist by grazing and foraging, but consume a sack of supplies each week in wastelands. Vehicles burn a sack of fuel per week. Magical creatures, such as golems and the undead, require no supplies.

PCs

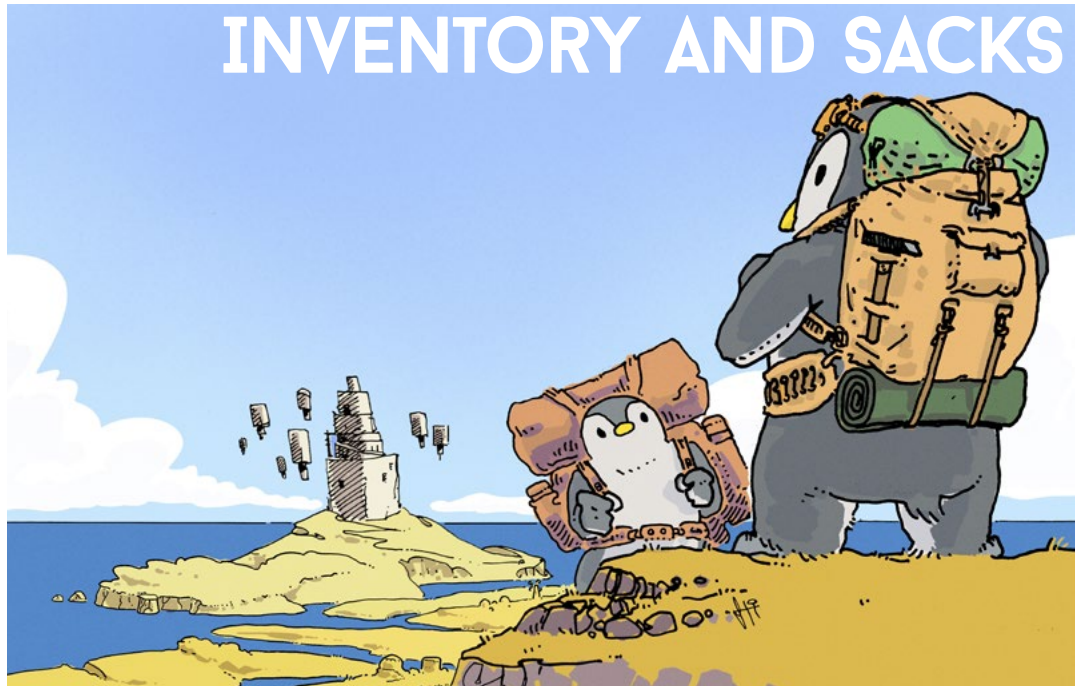
List the players' characters and their usual roles in the caravan. Common roles include expedition leader, navigator, captain of the guards, chief negotiator, mechanic or animal handler, and doctor.

HELPERS

Helpers are secondary characters with specialized skills: navigators, cooks, mechanics, guards, hunters, scouts, etc.. Unless otherwise specified, a helper's weekly wages equal €6 per level.

INVENTORY AND SACKS

How do you convey how horrible it is to carry lots of gear long distances without a hover-wagon, without strangling the players with the classic pounds and packs as their heroes slog across a giant savanna for months at a time? As with time, we change the scale for the rigors of trans-continental travel.



UVG uses sacks as a unit of measurement of the unwieldiness and weight of things, not literal sacks. They could be barrels, crates, bales, whatever. How much is a sack? A sack is:

- » All of a hero's adventuring or professional gear. Magic skulls of memory for wizards, a year's supply of swordmaceaxes for fighters, golf clubs for the thief, whatever.
- » A **sack of supplies**. Enough food, water, camping gear, and toilet paper to survive for a week. Bad quality supplies cost €2/sack, good ones €10/sack—or more the deeper they are in the wastes!
- » One **rider** or unconscious human.
- » A unit of trade goods.
- » €2,500 in coins.

For simplicity, a sack is roughly as many neatly bundled pounds, stones, or inventory slots as an average character can carry. Unusually strong or large characters may be able to carry multiple sacks.

UNITS AND ENCUMBRANCE

1 sack = 10 stones = 100 soaps = 2,500 cash

- » Sack: basic caravan inventory unit.
- » Stone: a tenth of a sack, also a generic significant item, like a sabre or spear or shield or shovel. About 15lbs.
- » Soap: a hundredth of a sack, also a generic small item, like a signal whistle or signet ring or spike. Or bar of soap.
- » Cash (€): one standard unit of currency.

A human's inventory limit is 7 + Strength stones' worth of items or **one packed sack** (10 stones). For every stone over their limit, a human suffers -1 to all rolls.

A package is easier to carry than loose objects, hence the difference (and for simplicity at the caravan scale). Pouches and bags do the same for soap-sized items. Drawing a weapon from a package in the heat of battle is not feasible. Dropping a package with fragile goods (like sanguine porcelains or jay needles) may damage them.

Players will come up with weird ideas for rigging up rollers, ropes, and pulleys to drag heavy things long distances. This is good.

THE PLEASURE OF TREASURE

Regardless of whether you award xp for treasure recovered or not, heroes will try to make away with rare treasures like the insidious crystal omphalos of Last Fish Heaven (€4,500, 3 sacks). How much are treasures worth? You can either decide based on your rough estimate, a hero's Charisma test, or a flat doo roll.

DOO	ROUGH IDEA	CHARISMA TEST	CASH PER SACK
01–50	Uncommon	1–10	€50
51–80	Valuable	11–15	€250
81–98	Rare	16–19	€1,000
99–00	Exceptional	20–25	€5,000
00/0	Unique	26+	€25,000

TREASURE IS HEAVY

If the heroes come across a series of beautiful crystal sculptures with diamond eyes, why do they hack out just the eyes? Space.

Any time a treasure or item is described with fancy words **add a sack to its size for every relevant word**. Add sacks for heavy materials, fine workmanship, intricate mechanics, cyclopean architecture—just pile it on.

Example: the fabulous *gold* and *marble statue* of the *metaphysical insinuation* of *being* by Jeerida the Artistique is worth €6,000 and takes 6 sacks of inventory (thus: €6,000, 6 sacks) to transport safely.

SO HACK IT UP

A smart (philistine) hero can **hack out** 1d6 + Level percent of a treasure's value in one turn. This will reduce the value of the rest of the work by 10x that amount in percent.

Example: Pikker the Pengling rolls 5%, gouges out the gold bits for €300, and pockets them. The remaining defaced sculpture is now worth 50% less: €3,000. Yeah, looters are not nice.

TIME, WHAT IS TIME

What the hell have you gotten yourself into?

The UV Grasslands are big. They're weird, sure, but first and foremost they are mind-bogglingly big. Vast and empty—it's that emptiness that kills heroes because it means there's no wishing well to drink from and no turnip farm to plunder.

Rounds, minutes, and turns work for the exploration of dungeons or ruins, while hours and days are fine for overland travel and the exploration of terrain hexes. When traveling in the UVG, a **week** is the basic unit of activity to drive home how far apart everything is.

EVERY WEEK OF TRAVEL:

1. **Remove one sack of supplies** per human-sized person from the caravan inventory.
2. One hero rolls for **misfortune**. A different hero tests each week.
3. Check what **encounters** happen and resolve them.
4. Any heroes that did not participate in a fight or flight can treat the week as a **long rest**.
5. Check if the caravan has arrived at a **destination**. Most destinations are a week apart but some require two, or even three, weeks of voyaging in the wastes. If the caravan has not yet arrived at a safe location repeat steps 1 to 5 until it does.
6. When the caravan arrives at a destination, one hero makes a moderate relevant test for **discoveries** and notes any on the map. These are points of interest a few days' journey from the destination. There are a limited number of discoveries available at each destination.

Instead of traveling a caravan may **stop for a full week**.

When a caravan is **stopped in the wilderness** each hero may take *one* of the following actions before step 1:

- » **Forage** for supplies: with a moderate relevant test they gain one sack of supplies. Difficulty varies depending on how plentiful the wildlife is.
- » **Care** for another character: they fully recover a damaged attribute and gain advantage on tests vs. illness and poison.
- » Set an **ambush**: prepare a trap to waylay other travelers or to gain advantage in a hostile encounter.
- » **Study**: probe ancient artifacts, scrolls, or items to figure out how they work, learn a new spell or skill.
- » **Hide** the camp: advantage to avoiding encounters.

If the caravan is **stopped at a destination** each hero may also:

- » **Explore** further for additional discoveries.
- » **Buy and sell** trade goods.
- » Every hero may **pay expenses** for lodging and food rather than consuming sacks of supplies and, in some places, even buy additional sacks of supplies. This action is free.

HOW FAR IS VERY FAR AWAY?

What about precise distance? Only worry about details like miles on the scale of individual encounters and locations. For the scale of the Grasslands, time is a better experiential measure of distance.

DISTANCE	WHO TRAVELS THAT FAR	THIS MAKES HEROES
1 day	Local farmer selling a cow for beans.	Nothing special.
1 week	Local traders. Students off to the big city.	Traveled.
4 weeks	The farthest bulk caravans go.	Adventurous.
8 weeks	Armed caravans with luxury goods.	Explorers.
16 weeks	Embassies. Pilgrims. Nomad caravans.	Famous explorers.
32 weeks	This is beyond the edge of the known world for practically everybody.	Legendary explorers with epic stories.

The farther heroes travel, the more renowned they will be in their home towns, and the more valuable their stories.

THE USE OF DAYS

Heroes traveling the UVG will also find uses for **days**, particularly for taking short rests to recover an expended daily ability or 1d4 Life, roughly exploring a point of interest, observing a new creature, mucking around a destination, and, most crucially, dying of thirst.

Tally extra days accrued from Misfortune, exploration, and other miscellaneous events until they reach a full week. Then repeat steps 1 to 3 (no rest) and reset the tally.

A caravan is **slowed down** when the animals are encumbered, passengers are sick, it is using slow vehicles, or can be described by any other word that feels slow. At the beginning of every week **tally an extra day for every applicable condition and adjective**. Thus an *encumbered* (1) caravan with *sick* (2) heroes using *slow* (3), *heavy* (4) wagons starts every week by tallying four extra days.

A caravan is **fast** if everybody is mounted, has an exceptional guide, is using excellent steeds, or fast golem vehicles. Every applicable condition **negates one tally** per week—leaving more time for exploration. Even a fast caravan cannot travel a 1-week distance in less than one week—they are just traveling at an optimal pace.

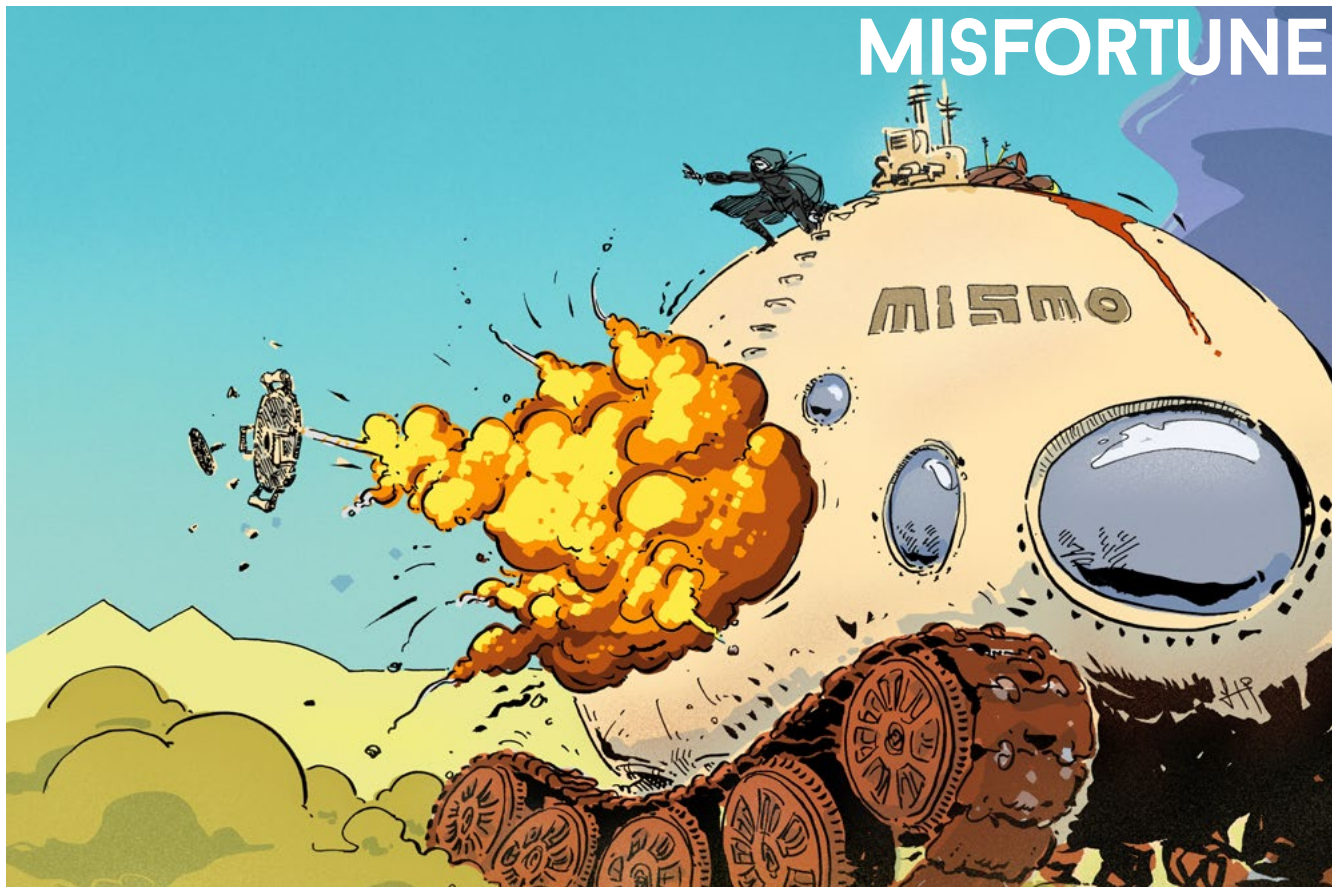
REST AND RECOVERY

In keeping with the emphasis on weeks, a long rest takes one week and each hero recovers *only one* of the following:

- » Their full Life (hit points or health in some systems).
- » One stat (ability score or other similar attribute).
- » Their entire fatigue track (it's called rest for a reason).
- » From one harmful effect (death, soul removal, and so on).

When a hero is cared for by another character they recover one more attribute per week.

MISFORTUNE



MISFORTUNE: LUCK OF THE ROAD

Voyages can be summarized as long periods of boredom punctuated by moments of terror and loss. [Mis]fortune and encounters simulate this. They deplete the resources of the voyagers, threaten their survival, and provide vital color to the environment. Each area of the UVG has its own perils.

Every week of traveling, a different player rolls to see what happens. Misfortune applies to the whole caravan, but characters test individually to avoid bad effects (like contracting a horrible disease).

D20 GENERAL TRAVEL MISFORTUNE AND MISERY

1	Horribly lost (-1 week).
2	Contracted a debilitating disease (-3 stat points).
3	Drought-afflicted land without fodder. Each animal needs a sack of supplies. Starvation follows if there is not enough.
4	Vicious food poisoning (-1d6 Life), humorous side effects.
5	Floods wash away road (-1d4 days).
6	Contracted a loud, attention-grabbing cough (need medicine).
7	Storm blows away loose items, soaks documents (-1 item).
8	Weevils or dust rats get into supplies (-1 sack).
9	Pack animal wanders off (-1 day or -1 animal).
10-11	A piece of equipment has worn out (useless until repaired in town).
12	The road is dusty, long, and dull. Boredom grows.
13	The road is exhausting but ... hey ... wait ... what's that? A risky gamble to acquire some unexpected resources? Spend 1d6 Life to attempt a moderate test to gain 1d4 supplies.
14-19	The road is arduous, but due to good packing and a few travel games, it is manageable.
20+	Your understanding of the steppes grows, advance one step towards acquiring a UVG wilderness skill, like Mule Whispering, Steppeland Protocols, or Storytelling.

MISFORTUNE MODIFIERS

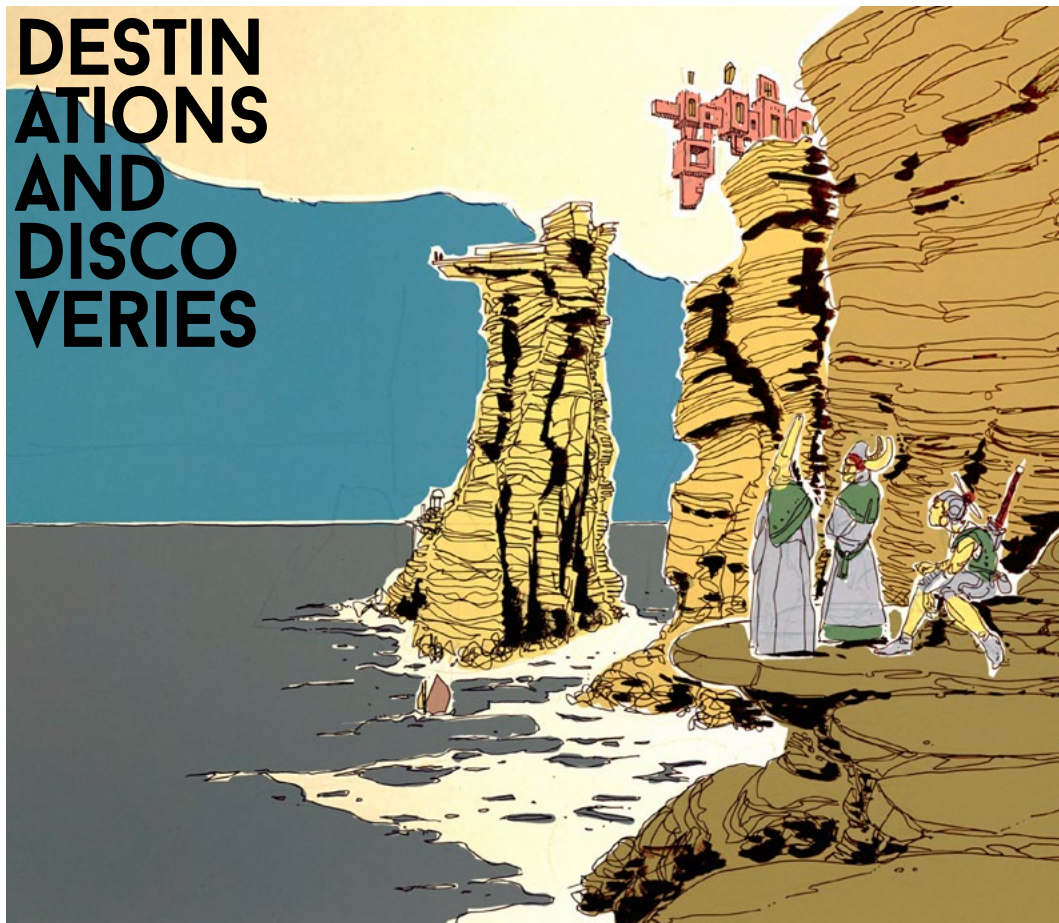
The referee can provide a bonus or penalty to the roll.

EXAMPLE CARAVAN CIRCUMSTANCES	MODIFIER
Took every precaution, blessed by local god-analogues.	+4
Experienced guide, good equipment.	+2
No maps, poor equipment, in a rush.	-2
Woefully unprepared, panicked flight, lost.	-4

CHARISMA AND FORTUNA

A character can spend one point of Charisma to re-roll their misfortune. The concept of Charisma comes from Ancient Greek, where it referred to grace and bestowed by capricious deities. This wasn't some approximation of "sex appeal" or "leadership potential." This was straight up divine favoritism. A hero could be a complete dirtbag but her divine mother had dipped her in god ju-ju and given her teflon skin. Others got the plague, she was untouched. Others got scarred, she glowed with beauty and grace. Classical Charisma is utterly unfair which is why it works so well as a proxy for luck.

DESTINATIONS AND DISCOVERIES



The UVG is a pointcrawl—this is a bit of jargon to distinguish it from a hexcrawl. All it means is that in the UVG you have a series of known locations (“destinations”) connected by a network of routes. You can see them clearly on the suspiciously minimalist long map of the grasslands.

DESTINATIONS

Destinations are main nodes of the UVG pointcrawl on the big map, safe-ish **known locations** on the trade and travel network from the Violet City to the Black City. Some of them are cities, some are ruins, some are just famous landmarks. Each **route** between two destinations has a label indicating how long the average caravan takes to cover it. Some destinations have facilities where heroes can trade, rest, resupply, or even stay at a guest house of some sort and use them as temporary bases of operation.

Give the players a copy of the map of the UVG. It will help them imagine how far they are going and what they can discover. Encourage them to write and make notes on their map. Although this is a group asset, it is also an inventory item, and should be carried by a character. Warn the players that storms or fires may destroy their map, and that they might want to make backup copies.

Near destinations travelers and locals congregate, strange omens coexist with decayed signposts, and messages inhabit curiously forgotten bottles. In short, there is information, and some of that information may let heroes make **discoveries**.

You can expand your game world north and south from any point on the big map.

DISCOVERIES

Discoveries are interesting locations within a few days journey of an existing destination, which are new to the heroes. When heroes arrive at a new destination, one hero makes a moderate relevant test for discoveries. Have heroes take turns, so it is not always the same character making discoveries.

Limit the number of possible discoveries per destination to five or less, unless you want a very cluttered map. Each discovery visited and

given a touristic once over (1 day spent on site) is worth some xp.

DISCOVERIES NEAR YOUR DESTINATION

D20 RELEVANT TEST (USUALLY THOUGHT)

1	Nothing but blank stares, but 1d6 days after leaving, the heroes get to experience an honest-to-goodness bonus ambush encounter.
2–3	Nothing interesting nearby, but [-] on the next encounter check.
4–10	Dust and haze and broken dreams, that is all.
11	Nothing here, but there's this amazing place near the <i>next</i> destination.
12–15	The locals mutter and nod, ah. A visitor. Another foreign “discoverer.” Note down one discovery.
16–19	In the silences. In the gaps in conversation. In the forgotten words there is a map. Two discoveries.
20+	The locals no longer read the old manuals or the old stelae in the crypts of their founders, but here is a dark clue. Three discoveries.

When they discover new locations, note them on the map and how many days it takes to reach them. The precise location is not crucial, but players will usually ask, so give them a d6 and a d8 to roll.

WHERE IS THE DISCOVERY?

D20	HOW FAR AWAY?	D8	WHICH WAY?
1	A full week away.	1	West, towards the Black City.
2–4	Six days.	2	Southwest, towards the unknown.
5–7	Five days.	3	South, towards the Cyan Sea.
8–10	Four days.	4	Southeast, to the Red Mountains.
11–13	Three days.	5	East, towards civilization.
14–16	Two days.	6	Northeast, to the Moon Mountains.
17–19	A day. Maybe less?	7	North, towards the Silent Forest.
20	Right here! Hidden!	8	Northwest, towards the Flesh Coast.

WHAT IF IT ALL GOES WRONG?



The Ultraviolet Grasslands are a harsh place for a human body. Strange radiations, polluted water, and hunger can all be lethal. That is why caravans carry supplies. A sack of supplies is an abstraction of the food, water, camping gear, video games, gum, prophylactics, nylon stockings, and toilet paper a human needs to survive for a week.

HOW NOT TO STARVE

Running out of supplies is bad. Waiting until things are very bad can be terrible. Sometimes the weak must be sacrificed for the strong.

1. **Cannibalise** the expedition. This is the fastest way to get supplies. A human provides one sack of supplies, an ordinary pack animal provides two sacks of supplies.
2. **Forage** for supplies. Instead of traveling, the caravan spends a week securing water, food and shelter. Usually, a week's foraging will net enough supplies for that week and another week of travel. In very harsh environments this may not be so easy.
3. **Buy** more supplies in a settlement. Obviously. Prices vary, but between €2 and €10 per sack is reasonable.

Some inhabitants of the Ultraviolet Grasslands frown on cannibalism. Foraging makes for slow travel, which isn't ideal when a caravan has places to be—it is best to treat foraging as a stop-gap while a few fast travelers seek out help.

OUT OF SUPPLIES

When a caravan is out of supplies, bad things happen quickly.

1. **Out of air:** After **3 minutes**, coma and death follow quickly. Rare humans may last as long as 10 minutes underwater, and with pure oxygen one might last 20 minutes. As a rule, after 7 minutes most humans without air will be dead or dying.
2. **Out of water:** After **3 days** without water, most humans are in severe distress: weak, dizzy, hallucinating, with organs starting to shutdown. After 7 days, most humans without water will be dead or dying.
3. **Out of food:** After 3 weeks without food, most humans will be weak and sick with hunger. As long as they have water, some humans can last over two months without food. Still, after 7 weeks without food, most humans will be dead or dying.

It may help to think of this as **the rule of 3 and 7**. After 3 units of time, a human is in very bad shape, after 7 units it is probably finished. Other species may be more or less resilient, but the referee should use humans as their baseline.

SOURCE CODE CORRUPTION

Source is the creative essence of the world, sometimes called the *world soul*. Some creatures manipulate it to exceed the parameters of their physical structure. Or to do magic. When it goes wrong after vomish manipulation, drinking glowing water, or trying amateur auto-upgrade magic, things get icky. See page 200 for more varieties of biomagical corruption.

D20 CORRUPTION

- | | |
|-------|---|
| 1–3 | Over 3 hours animals slowly turn into plants, plants into animals. |
| 4–6 | Full source code failure, creature becomes an ooze retaining its original Thought and Aura. Ooze type (roll d4) (1) acidic green ooze, (2) vampiric red ooze, (3) pyrokinetic blue ooze, (4) self-regenerating grey ooze. The creature requires a suit to function as before, or it is physically limited to slowly, well, oozing around. |
| 7–11 | Limbs ripple and rearrange, creature becomes (roll d4) (1) a quadruped, (2) winged, (3) tentacled, (4) a limbless annelid. |
| 12–15 | Creature is modified with (roll d4) (1) calcite armor plates (+1 Defense), (2) chitin eruptions (spines), (3) bronze bones (+1d4 Life, [-] on tests to resist disease), (4) crystal nodules (€1d20 x 100, removal is fatal). |
| 16–19 | Bunny error. Creature becomes (roll d4) (1) bunny-headed, (2) bunny-tailed, (3) bunny-furred, (4) a large, bipedal, sentient bunny. It seems there are a lot of rabbits hidden deep in the general source code. Note: reputable sources indicate that different basal morphologies may manifest in different fallen regions. |
| 20+ | Reassembly from source. All creature's stats are shuffled randomly. One random stat increases by 1d4. |





Trade is a big reason to go into the vast UV Grasslands, and trade is very simple: buy dear, sell cheap. Erm.

MARKET RESEARCH

Yes. The characters can perform market research.

- » **1 day:** character finds out the price of a trade good in an adjacent destination.
- » **1 week:** character finds out the price of a trade good in a chain of three adjacent linked destinations.

For each destination, make a market roll:

D20	PRICE FACTOR	NOTES
1	0	It's taboo. Nobody talks about it. Like it doesn't exist. There certainly isn't a local morality cult that murders dealers.
2	0	No demand or brainwashing? They don't want it at all.
3-6	0.5	Low demand.
7-12	1	Normal market.
13	1	Depressed market. Haggling checks at a disadvantage.
14-15	2	Popular but illegal. Stiff penalties for captured dealers.
16-17	2	High demand.
18	3	Market bubble! 1 in 6 chance per caravan visit that the market has collapsed (roll 1d10 on this table).
19	4	The motherload! You're really in business now. 1 in 6 chance per caravan visit that the market has readjusted (roll again on this table).
20	1	Source! They make the trade good here. Buyers make haggling checks at an advantage, sellers at a disadvantage.

BUYING AND SELLING THE GOODS

When characters arrive at a destination they can negotiate a deal.

- » **1 day:** character finds a merchant and negotiates a deal. Roll on the haggling table.
- » **1 week:** character schmoozes, boozes and wines for 1d6 x 100 cash, then has advantage on the haggling roll.

When selling multiply the price by the factor, when buying divide.

HAGGLING TABLE

D20	FACTOR	INTERESTING NOTE
1	0	Local authorities (or thugs?) confiscate the goods!
2-5	0.5	Ripped off! Was it knives in the milk or the fine print?
6-13	1	A fair and reasonable sale.
14-17	1.2	A solid, profitable sale.
18-19	1.5	A good trade. Anyone should be proud.
20+	3	This might be almost too good. Perhaps it wouldn't hurt to quickly skip town now...

LOCAL SPECIAL NEEDS

Sometimes the characters need a bit of a push. Wherever they are, there will always be some local character with a glowing golden question mark with a business opportunity.

D10	THEY WANT BECAUSE
1	Basic staples, water, or fuel.	The crops have failed. Again.
2	Rare delicacies, fine wines.	A grinding war of attrition.
3	Illegal drugs or medicines.	A penultimate reincarnation party.
4	Live animals. Or humans.	Spiritual plague is shutting minds.
5	New machines. Golems.	A nearby autofac has died.
6	Gems, jewelry, gold.	A fresh addiction. Very convenient.
7	Tecknowledge. Old books.	A jubilee demands everything new.
8	Construction materials.	A local demiurge demands it.
9	Strange arcane resources.	Raids have left the settlement bereft.
10	Weapons. Vehicles. Armors.	A rich seam of artifacts was dug up.

But there is always a catch, and usually quite a journey.

D10	THE CATCH IS AND THE DESTINATION
1	There's a bomb in the cargo.	An adjacent, well-known destination.
2	The cargo is secretly faulty.	A nearby (2-3 stops) destination.
3	Local patrols demand bribes.	A far away (4-6 stops) destination.
4	Problem with the paperwork.	A small, hidden settlement (2-3 stops).
5	Thieves are stalking the cargo.	An illegal camp on the road (2-3 stops).
6	A competitor is racing to sell at the same location. Hurry!	X marks the spot a week off the road (1-3 stops away).
7	A third party wants to ensure the delivery fails.	A discovery, here, it's famous. I'll mark it on the map for you (1-3 stops away).
8	The cargo is stolen. And someone scary wants it back.	Another caravan, it passed through here 2 weeks ago. It's slow. You can catch it.
9	The local character is in cahoots with armed bandits.	A lone traveler. Ask at this totally legal watering hole 2-3 stops away.
10	The drop-off is under surveillance. Make the delivery ... discreetly.	A dangerous discovery, off in the wilds, a few days from here. Make yourself scarce after the delivery.

THIRTY ULTRAVIOLET TRADE GOODS (D30)

In practice, thirty trade goods are too many to keep track of. Focus on the ones you and your players are interested in and track those on the map and the caravan sheet. The production costs of the goods represent their purchase price per sack at source, local prices will vary. Some of the trade goods are also useful in smaller quantities, from jugs (tenths of a sack), to sachets (hundredths), or whatever.

D30	TRADE GOOD	DESCRIPTION	USE	SOURCE	COST
1	Alchemical lubricants	Various wet things that keep machines running.	Required by mechanomancers & engineers.	Iron Road	€100
2	Beast egg masses	Fleshy, squishy, and fickle. Keep in cooled vats to prevent from spoiling.	Biomancers have advantage when growing these into new servitor creatures.	Forest of Meat	€500
3	Bone-work	Moldable or edible chunks of raw bone, still warm with bone-sculpture.	Beloved of necromancers and bone wizards. Useful for prosthetics and cosmetic body work.	Behemoth Shell	€200
4	Chitin cap	Sheets and rods and fibres of chitin grown from the Umber fungoid bio-mantics. Once more common.	An important component of buildings and autogolems.	Fallen Umber	€100
5	Common intoxicants	Drugs like cat coffee (Violet City), felix whizz, and purple haze. Broadly tolerated, like tea is today.	Make life more tolerable for the poor and bereft. Often weakly addictive.	Various	€2,000
6	Cosmic scales	In different shapes and colors, iridescent and rare, there must be mines near the Dark City.	Rich Rainbowlanders craft suits and capes with them, twinkling as they go.	Forest of Meat	€600
7	Dryland coral seeds	Incredibly vulnerable and have to be kept in sealed containers to protect them from the open air.	A valuable construction material, lets petromancers grow entire buildings.	Ivory Plain	€1,000
8	Gems and jewels	Rare stones of ancient manufacture, rubies and sapphires and emeralds.	Great for focusing light and making illusions. Used for wands, ray guns, and toys.	Spectrum Palace	€25,000
9	Gold	Red, white, or midnight blue. The demiurges gave this metal many hues.	It's gold. Also useful for electromancers. Consumed, it restores lost experiences.	Unknown	€15,000
10	Indigo ivories	From the teeth of the rare midnight beasts of the Deep West.	Beautiful and tough, often carved into jewelry and tools with crystal chisels.	Dark Light Passage	€500
11	Joy worms	Empathic, symbiotic worm-like creatures that release endorphins. Popular with many masters.	Implanted in workers or servitor beasts, they flood the consciousness with pleasure and joy even during odious and boring tasks.	Unknown	€500
12	Karma dust	Purified extract of the demiurges, so they say. The Inquisition bans karma dust with a vengeance.	Removes sins, annihilates memories, purifies souls. Foils detection magics and machines.	Spectrum Crossing	€1,000
13	Last steel	Nodules of ever-warm, oily steel from the Long Ago.	Smiths swear it's almost alive. It flows to repair dead machines and metal objects.	Dead Bridge	€400
14	Livingstone bricks	Packed in clay, the seeds slowly petrify their surroundings into living stone.	Petromancers use these to grow stone art, decorations, and furniture.	Ribs of the Father	€200
15	Marrow-beet	Gastropod lichen symbiote, tight in its shell. It can stay alive for months.	Protein that reproduces itself and survives through droughts and oxygen loss.	Behemoth Shell	€100
16	Medimagicals	Ointments, potions, and implants of all sorts.	Easier for doctors to fix people with supplies.	Near Moon	€400
17	Mounts	Horses, trail birds, or whatever they breed here.	They carry stuff. And themselves!	Grass Colossus	€100
18	Odd fruits	Luminescent vavilov velvets and Cherenkov cherries, prized and delicate.	Delicious. Fresh may be more valuable. Useful for activating mutagenic source codes.	Porcelain Citadel	€100
19	Radiothermal fuel	Poisonous rods to feed into radiothermal barrels.	Food for the archaic power making machines. Makes golems run faster, burn brighter.	Black City	€500
20	Rainbow silks	Shifting colors woven from the silky strands of crystal spiders by the Spectrum Satraps.	Great for color-shifting clothes and camouflage. Looks very expensive.	Spectrum Palace	€500
21	Rare drugs	Rare and illegal intoxicants like black light lotus, cat snip, dog's tail, and whiskers.	Powerful, but strongly addictive. Sources must be discovered outside of destinations.	Off-grid	€10,000
22	Replacement bodies	Fine, compliant bodies—perfect for biomancy.	Grown in vats, these are a cruelty-free alternative to body theft for Ultras.	Three Sticks Lake	€2,000
23	Saffron	Mind-altering spice made from the Yellow Land saffron plants. More valuable out West.	Improves cognition and boosts reflexes. Also gives everything an expensive golden hue.	Yellow Land	€1,000
24	Sanguine porcelains	Mined from the deposits of older times. Unknown if still manufactured anywhere.	Prized as a pigment or for carving. Properly treated, it can regrow lost flesh.	Potsherd Crater	€200
25	Silver	And other similar precious metals. Copper wires, vanadium nuts, chromium knives.	Useful for alchemists and golemancers. An important electromagical ingredient.	Endless Houses	€2,000
26	Soul-stones	Highly illegal animantic containers charged with distilled spirit.	Can be used for storing souls and soles. Also valued for driving synthetic creatures.	Refracting Trees	€10,000
27	Ultra jay needles	Rare drug from the crystal feathers of a UV bird.	Used as status symbol in Rainbowlands. Provides protection from gate sickness.	Unknown	€25,000
28	Vampire wines	Rich and ruby red, revitalizing for they grow from source-rich soils infused with the flesh of creation.	More valuable further West. Vintners claim they are a valid blood substitute for many clades of abmortal. Distilled, they may heal.	Red Land	€100
29	Vidy crystals	Ancient orbs laced with eminently forgettable tales of comedy and tragedy.	Mass entertainment. Harvested from ancient ruins. Great rewatch value!	Endless Houses	€500
30	Weapons and armors	Restricted military-grade equipment.	Enough to armor and arm three elite troops.	Hidden ammofacs	€3,000

A FIRST CARAVAN

Light creeps across the haze and limns the gray pearl road. Grass and weed alike avoid the Long Long Ago surface, perhaps repelled by the same magic that lets it glow in the dark. A wagon creaks into motion, trundling down from the camp-kraal. There are many wagons like it, but this one is yours.

Well, it will be, once the loan is paid off. Setting up a caravan can be overwhelming, fortunately the patron (and a kind referee) have travelers covered with a ready-made first caravan. The first caravan is an optional bundle that can be purchased with an initial €1,000 loan (at 100% interest) from a patron.

1. TRAVELER

A human character. Free, not included in the loan.
Occupies: 1 sack, Value: €200 as a disposable slave.

2. VEHICLE

A classic two-wheel wicker-and-aluminum covered cart. It's light and tough, and the canvas canopy keeps out the rain. It has (roll d6): (1) corporate paint job, (2) leaky dust-seals, (3) flag pole and flag, (4) plush mascot, (5) strange stains, or (6) chrome rails.
Capacity: 6 sacks, Value: €200, Speed: Slow.

3. ANIMALS

Two pony-analogues. One for the traveler, one for the cart. They are (roll d6): (1) donkeys, (2) mules, (3) actual ponies, (4) llamas, (5) goatelopes, (6) loper birds. Each grazer consumes 1 sack of supplies per week in deserts and wastelands. Otherwise, they take care of themselves.

Each gets a name and an endearing quirk (roll d6): (1) a favorite fruit, (2) a beloved plushie, (3) a cute trick, (4) a wise move, (5) a genetic heirloom or (6) a rare pedigree.

Riding mount; Capacity: 2 sacks, Value: €70, Speed: Normal.

Draft mount; Capacity: hauling cart, Value: €70, Speed: As cart.

4. GEAR

The patron covers a bog-standard Pro-Hiker(TM) kit: toiletries, zinc sunscreen, tent, sturdy walking stick, Greenland army knife (1d4 damage), hat, mustache wax, kangaroo bag, schnapps and wine-skins, nifty cord belt, and a sturdy backpack. The hat is a (roll d6): (1) sombrero, (2) bowler hat, (3) pith helmet, (4) fur-trimmed fedora, (5) bush hat & corks, (6) ultramarine tagelmust.

Occupies 1 sack, Value: €50.

5. SUPPLIES

Two sacks of voyager supplies: tinned meat, travel ale, disinfectant schnapps, novelty items, rough newspapers, socks, gum, and prophylactics. Enough to survive in comfort for 2 weeks.

Occupies: 2 sacks, Value: €20.

6. TRADE GOODS

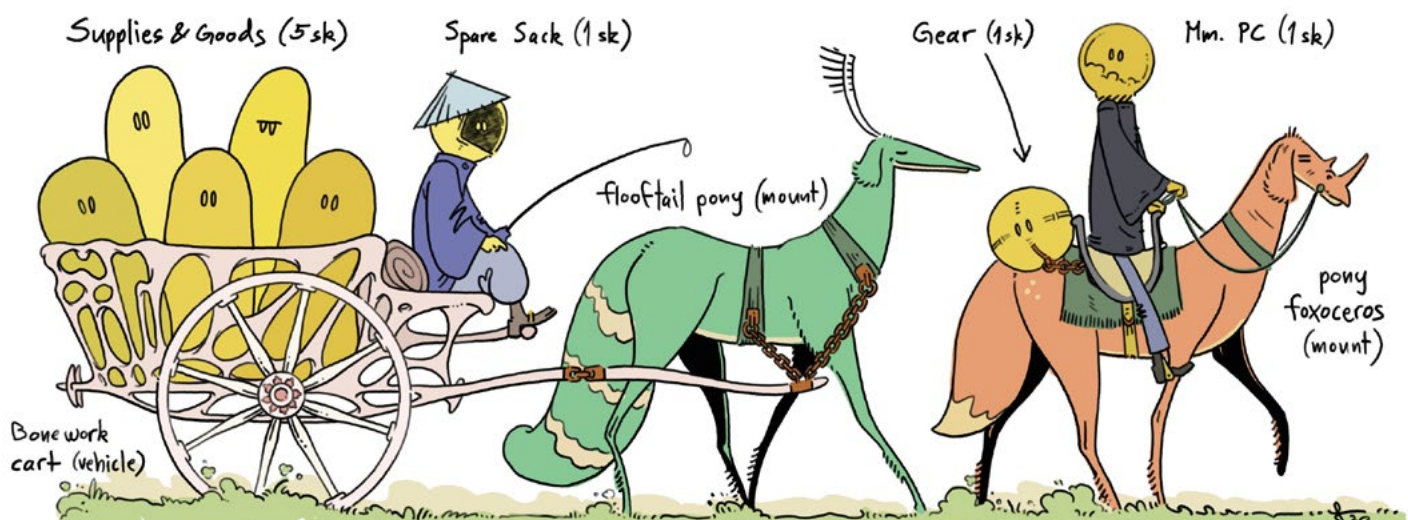
Some basic goods worth €100 per sack. These are (roll d6): (1) alchemical lubricants, (2) chitin cap, (3) marrow-beets, (4) dried odd fruits, (5) vampire wines, (6) second-hand pulp literature from the Rainbowlands (not available for purchase deeper in the Grasslands).

Occupies: 3 sacks, Value: €300.

That's it! There's 1 sack of capacity spare (or a fella named Spare Sack) and €290 left of the loan. The character can buy some things (p.XX) in the Violet City, do market research to figure out where to sell their goods (p.XX), then head out into the Utter West and make a fortune. Come the new year, they owe their financier €2,000.

Multiple PCs can each contribute their starting cart, goods, and animals to the caravan, or they can be specialists attached to the caravan (prospectors, artists, hunters, explorers, ambassadors, or what have you).

For convenience, a caravan has one patron (at least initially). The caravan is incorporated as a simple legal trading entity. Its symbol is a (roll d6): (1) element, (2) vegetable, (3) vehicle, (4) animal, (5) abstract shape, (6) emoji. Or something else entirely.



MORE SAMPLE CARAVANS



*Presenting the all-new Waste Cruiser ΠΗΩΖ model thunder rig.
Now with upgraded semi-sentient comfort mode!*

SMALL TRADER

Value: €908

Speed: normal

Capacity: 10 sacks

Transport: five mules

Inventory: 4 sacks (cheap rations), 5 sacks (fine tubers, €500 total trade value), 1 sack (UVG hiker kit).

A small trader could reach a destination two weeks away. It's risky going without any guards, but the potential for profit is large.

DUNGEON EXPLORATION EXPEDITION

Value: €1,700

Speed: slow

Capacity: 20 sacks

Transport: five mules, one wagon, one horse

Inventory: 15 sacks (good rations), 1 sack (fortified vampire wines, €100 trade value), 3 sacks (adventure kitchen, dungeoneer's kit, excavator's kit), 1 rider.

With lots of capacity and a wagon, this caravan can drag large statues, pieces of machinery, or a small mountain of coin

out of a dungeon. Additional warriors recommended.

POOR PROSPECTOR

Value: €196

Speed: normal

Capacity: 4 sacks

Transport: two mules

Inventory: 3 sacks (cheap rations), 1 sack (prospector kit).

The bare minimum. A hero with two mules can safely travel one week away, spend a week prospecting or exploring, and return.

SOLO SCOUT

Value: €406

Speed: very fast

Capacity: 4 sacks

Transport: two horses

Inventory: 3 sacks (cheap rations), 1 rider.

Two horses to swap between, sacrificing capacity for speed. Scavenger bolter (1d10, far, reload 10), cavalry lance (1d12) and nomad robes (+1 defense) cost an extra €125.

PLUNDERER

Value: €694

Speed: fast

Capacity: 10 sacks

Transport: four mules, one war horse

Inventory: 7 sacks (cheap rations), 2 sacks (adventure kitchen and veterinarian kit), 1 rider.

Safely travel throughout most of the Ultraviolet Grasslands, with enough animals and supplies to survive even the longest wilderness trails. Also, a war horse is great for running away if everyone else is on foot. Cat rifle (2d10, far, reload 4), cavalry sabre (1d12) and dryland weave (+3 defense) cost an extra €770.

WAR BAND

(5 RIDERS FAST APPROACHING)

Value: €2,670

Speed: very fast

Capacity: 20 sacks

Transport: ten horses

Inventory: 10 sacks (good rations), 5 sacks (veterinarian kit, adventure kitchen, hiker kit, porter pack, extra weapons), 2 sacks (bolter ammo, 20 magazines), 5 riders.

This fast party of warriors can strike deep into the steppe and escape quickly. All that ammo should keep enemies at bay. Five bolters, cavalry lances, and robes (+1 defense) cost an extra €625.

AUTOGOLEM THUNDER RIG

(5 PASSENGERS AND 3 OUTRIDERS)

Value: €28,590

Speed: slow (+3 fast autowagons)

Capacity: 33 sacks + 5 cabins

Transport: one L12 autogolem and three L4 autowagons

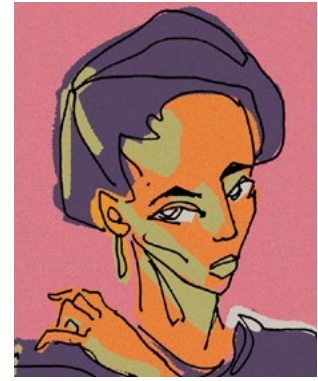
Inventory: 24 sacks (good rations), 6 sacks of kit (adventure kitchen, hiker kit, golem gear, mechanic's chest, navigator's suitcase, one archaic golem armor), 3 sacks of ammo (cat rifle ammo, 30 magazines), 5 available sacks for cargo, 8 rig riders with cat rifles (2d10, far, reload 4).

One heavy golem rig as the heart of the group and three fast wicker autowagons to maneuver around and do a full-on road warrior adventure. Mounts for additional heavier weapons on the autogolem rig are optional. Dagger axes (1d8) and spiked leather armors (+2 defense) for the whole crew would add another €520.



FINANCIERS

Most would-be travelers in the vast grasslands, beyond the reach of civilization, share a major problem: funds. Fortunately, the greed, wealth, and low interest rates of the settled Rainbowlands means there are always plenty of ruthless (yet naive) venture aristocrats and hereditary capitalists willing to sponsor even the most unlikely group of hoboes ... er ... heroes on their mercantile expedition.



THIS PATRON

D20	WHO ARE THEY?	WHAT DO THEY WANT?	THEIR ORGANIZATION	THEIR OPPONENTS	WEAKNESSES AND ODDITIES
1	Hexad RLD smuggler	Money and respect	Ruthless incorporation	Disgruntled nobles	Communicates through telepathy.
2	Vintner lord's butler	Willing blood-donor serfs	Aristocratic moiety	Organized proles	Uses a synthetic body-replacement.
3	Metropolitan banker	Infinite cash	Butcher investment fund	Oppressed dogheads	Has many clones. Sends them as agents.
4	D.W.A.R.F. industrialist	Rebuild oldtech factory	Synthetic machine guild	Anti-machine fanatics	Wears a modular face replacement.
5	Safranji merchant baron	Destroy foe. Financially.	Family company. Mob?	Pro-machine cultists	Always levitates 10cm above the ground.
6	Blue cult revolutionary	Get a secret weapon	Collective temple hive	Occultist imperialists	Uses detachable limbs to deliver missives.
7	Cat witch faction leader	Acquire forbidden magic	Cat-first society	Savage capitalist scions	Appears only as a hologram.
8	Academic high priest	Create the best museum	University militant	Voidwalker Ultra cell	Permanently integrated in a building.
9	Steppe clan leader	Assimilate foe. Vomishly.	Vome-slug rebel cell	Steppe horde khanate	Can download mind-copies into vehicles.
10	Secret abmortalist	True immortality	Medical coven	Satrap-Prince heresy	Requires a steady diet of illegal delicacies.
11	Decapolitan summoner	Find their family	Undead hunting cabal	Nature-loving oligarch	Has five detachable faces.
12	Dog-head mystic	Convince their true love	Rancher druid circle	Royalist cat lord	Is part of a 5-rainbow polybody.
13	Assimilated steppelander	Get revenge for their kin	Star-worshipping cult	Awakened Old Mind	Has a secondary brain and personality.
14	Ex-porcelain prince poet	Become whole again	Oligarchic cooperative	Golem demiurge	Requires vital bodily fluid infusions.
15	Synthetic human trader	Subsume the best minds	Pharma-petroleum cartel	Aggressive elven hive	Subsists on sunlight alone.
16	Advisory head in a jar	Infiltrate the fast stars	Venture capital guild	Time-lost invader	Cannot use gate travel.
17	Lone satrap parasite	Create a dynasty	Orchard association	Anarchist capitalists	Sparkles in moonlight.
18	Ghostly voice in a pot	Resurrect their child	Road warrior union	Mummified ancestor	Turns into a felinoid in sunlight.
19	Magic black metal ax	Relight the second sun	Adventurer bank	Devolved demigodling	Robes hide insectile machine body.
20	Money-eating daemon	Eat the rich. Literally.	Mil-ind complex museum	Quarterling infiltrators	Is a golem made of ur-clay.

WHO REALLY STANDS BEHIND THE PATRON?

D20	WHO IS COUGHING UP?	HOW DO THEY HOPE TO BENEFIT?	WHAT EXTRA HELP CAN THEY SEND ALONG?
1	Secret cult of the Blue God.	Confirmation of their faith.	Religious oldtech scholar.
2	RLD institute of applied proletarian sciences.	Useful and efficient food sources.	Moral rectitude commissar.
3	Zealous Cogflower accountancy abbey.	Fiscally responsible truth-enhancing serums.	Slaved logic engine atoning for its machine sins.
4	Emerald City applied engineering museum.	New industrial oldtech engineering processes.	Branch rep of the regional colonial trading co.
5	Safranji opera & investment banking concern.	Valuable pets and mood-altering houseplants.	Attractive marketing influencer.
6	Oranjist Biomantic-pharmaceutical conglomerate.	Palliative drugs to optimize life quality.	Synthetic human drug sampler.
7	Rich and eccentric Redland philanthropist.	Magic bullets to help the poor.	Senior big game hunting guide.
8	Heavily indebted, misanthropic capitalist landlord.	Superior labor automatons to replace workers.	Heretical biomancer agronomist.
9	<i>Nouveau riche</i> pirate industrialist.	Sources of industrial raw materials.	Applied biomechanical engineer.
10	Halfling multinational circus franchise.	Humorous cultural and physical products.	Uplifting musician humanitarian.
11	Secretive Violet military research laboratory.	Weapons-grade monsters and forgotten magics.	Vometech-augmented savant researcher.
12	Rancher-environmentalist country club.	Charismatic poster-creatures for fund-raising.	Wealthy animal-loving sybarite.
13	Spouse of an autocratic hereditary president.	Proof of presidential superiority.	Sergeant of the immortal presidential guard.
14	Official militia of the Circle Road Consortium.	Discrete road warfare upgrades.	Corrupt military quartermaster major.
15	Secret enlightenmentist society. Very secret.	Mind-expanding extracts and literatures.	Alcoholic bone-reading oracle and dowser.
16	Royal republican imperial society. Vampires.	New ideologies to rationalize parasitic mastery.	Zealous imperial anthropologist.
17	Post-mortal criminal drug conglomerate.	Opiates for the masses to boost self-perception.	Nervous uplifted lower lifeform servant (slave).
18	Local governor with cultural inferiority complex.	Attractions for their white elephant project.	Unctuous, but canny bureaucrat.
19	Under-funded second-tier military complex.	Practical evidence to justify continued funding.	Annoying but capable administrator.
20	Prestigious butcher banking branch.	Blue ocean disruptive commercial innovation.	Well-connected aristocratic gentle-person.

TRADE ROUTES (MILK RUNS)

What if the PCs figure out a trade route they can keep rinse and repeat for profit—a milk run? Let them. They'll get bored soon enough. Or they can set up a trade route with an NPC representative and—probably—additional financiers. The minimum investment for a trade route is €10,000 per week's journey. Figure out the investment and how safe the PCs choose to play it.

- » **Safe:** a steady 5% return, almost no risk. Right?
- » **Profitable:** good profits, but some risks.
- » **Aggressive or Illegal:** large profits but significant risks.

Roll on the chosen column (safe, profitable, or aggressive) when the PCs create a trade route by completing an initial round trip with a full caravan. Roll again whenever they return to collect their profits—PCs can't collect before a caravan has completed at least one trip (obviously). Hero dice can apply.

Trade route caravans are always slow and take at least double the number of weeks listed for each trip. With routes blocked by seasons of winter and mud for roughly 25 weeks each year, very long trade routes can become years' long affairs.

TRADE ROUTE EVENTS & RETURNS (PER TRIP)

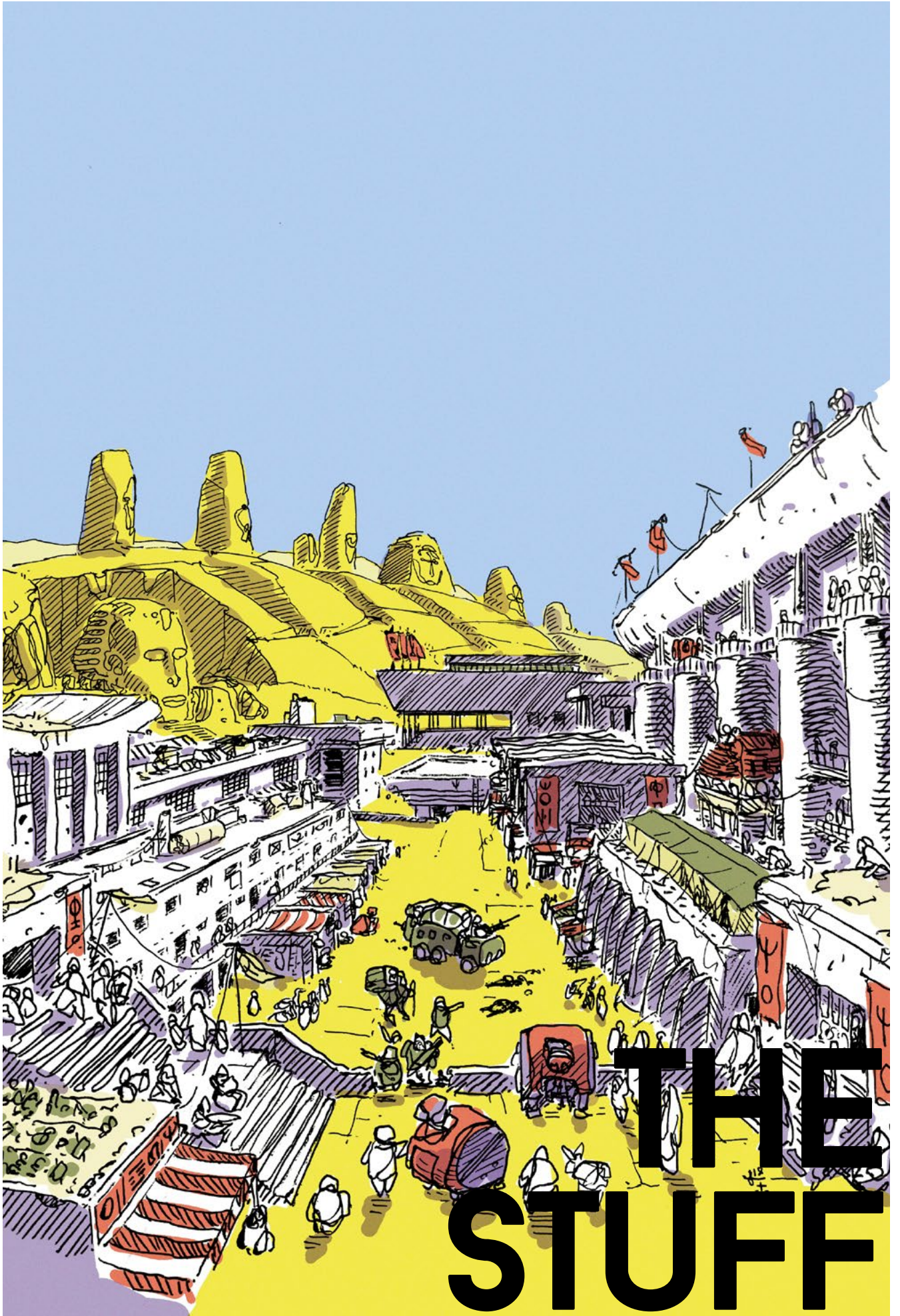
D20	SAFE ROUTE	PROFITABLE ROUTE	AGGRESSIVE OR ILLEGAL ROUTE
1	Drivers convert to millenarian cult. Gave all to the poor and joined a fraternity. 100% loss.	Slaver attack! Everyone sold for (roll d3): (1) biomatter, (2) labor, (3) reprogramming. 100% loss.	Extra-dimensional incursion swallows the caravan. Everything is gone. 100% loss.
2	Savage flash flood. Much cargo ruined. Gold dust found in remaining sacks. Prospect? 50% loss.	Reaver attack. Half of defenders killed. Most of the cargo taken. 75% loss.	Rival mercer guild bribed the drivers to their side with all the goods. Potential 100% loss.
3	Local faction locks up caravan for breaking obscure custom. Will be released in 1d4 months.	Nomads block route and take goods. Caravan returned with nomads' thank you letter. 50% loss.	Ghosts possess the caravan and use it as an infection vector to take over a settlement. Spooky.
4	1% profit and oil paintings (€1k to a collector, roll d6): (1) vomes playing cards, (2) trees, (3) mountains, (4) stars, (5) unicorns, (6) portraits.	Weather and vomes catch the caravan. Drivers hid the goods and escaped with the beasts and vehicles. Potential 50% loss.	Monster attack! Sole survivor tells of horror and woe. Steeds destroyed, goods scattered round the wreckage. 50–75% loss. Some recovery possible.
5	2% profits and iridescent beetles (€1k to a biomancer, roll d6): (1) toxic, (2) ornate, (3) large, (4) surprisingly heavy, (5) delicious, (6) great fun.	Drivers strike out as independents. Dump cargo at a safe town. Make off with vehicles and skimmed profits. 33% loss. Hope it was insured.	Bandit attack! Most of the steeds and goods taken. 75% loss. Tracks to bandit hideout.
6	3% profits and a two-headed (roll d6): (1) ox, (2) wolf, (3) hamster, (4) statue, (5) shrub, (6) golem.	Special local taxes. 25% loss. Two sacks of paperwork and receipts received as "proof"..	Caravan upsets local faction, goods seized. Vehicles returned. 75% loss.
7	4% profits. Possible new discovery. Humorous carved-wood fetish (€350 in a comedy club).	7% profits. Interesting discovery visited. Funny iron idol brought back. Probably not possessed.	Grand monster attack! No survivors. Goods taken to a rich lair. 100% loss. Tracks to a hoard.
8	5% profits and Long Ago coins made of glass and flakes of strange metals (€500 in a memorium).	9% profits and a letter of introduction from a fake merchant prince. Could be good for a forgery.	Plague kills most of the caravan beasts. Delayed 1d4 months and 25% loss.
9	6% profits and postcards from deeper in the UVG. The cards imply a ... buried ... fan of the PCs?	11% profits. Also mineral samples from a potential mining region. Worth digging too deep?	Freak snowstorm. Drivers hide goods and corpses in a cave. 25% loss. Corpses reanimate later. Oops.
10	7% profits and a map with scribbled notes of more treasures further away.	12% profits and some nicely patterned fabric samples. Could be a new trade good?	Autonom warriors killed several members of the caravan. 10% loss due to liabilities.
11	8% profits and a metal gastropod shell that plays Long Ago musics from an implanted vidy crystal.	14% profits and a new dice game that could be marketed with a small initial investment.	Unusual discovery! Half the crew went mad. 25% loss. Loot odd statues from the site (€11,000+)?
12	9% profits and the bones of some odd creature. A necromancer might resurrect it (€1,500 steed)?	16% profits and a small, cute pet. It's really very cute. So cute nobody could ever hurt it.	20% profits and a creepy musical instrument that suggests a deal with a chthonic deity.
13	10% profits and a pet rock. The rock is cursed and will not leave. Still, it is a friendly (if very unlucky) rock. It likes to be held. It is labeled "Pickles."	19% profits and a new, virulent disease that (roll d6): (1) kills, (2) cripples, (3) disfigures, (4) weakens, (5) exhausts, (6) embarrasses.	100% profits. Drivers eat one another. Beasts starve. Trade route collapses. Locals say it's a curse.
14	11% profits and some pickled mushrooms. One of the mushrooms is actually a vome (L1, vegetable).	20% profits and a charming potted plant of unique and baroque charm. It can talk.	30% profits and an undying servant of gruesome design and odd proportion. They are kind.
15	12% profits and a dutiful little mechanical servant. It can learn any skill. It can remember one skill.	30% profits and sculptures that cause profound nausea when watched or touched (€2,000, 1 sack).	40% profits and an empty alien casket. The casket has navigation rituals for accessing a fast star.
16	13% profits and a sack (€250) of ugly shoes—easy to clean and water resistant. Who made them?	30% profits and some new fashions. Red suspenders and ruffled shorts here we come!	40% profits, but all the drivers seem to have been ... replaced. They look the same but feel different.
17	14% profits and a kitschy replica of a monolith with spring-activated altar and prayer-action.	30% profits and a trained hunting vome (L1d4+2, docile) with silver eyes and iron tusks.	50% profits. All the animals now have eyes that have seen too much. Also, they are all red.
18	15% profits and a small troupe of hairless monkeys with shocking rainbow manes.	30% profits and a scholar who is only half there. Promises to unlock a phase gate. Says it's safe.	60% profits and all the crew have acquired an array of biomechanical parts. This is fine. Right?
19	18% profits and a traditional bone war club. It bears a map to a ... Lost World theme-realm?	30% profits and a beautiful weapon. Probably not an artifact, but worth 10x normal. Also, it talks.	70% profits and a scary sentient vehicle named Qit Quyo (L7, fast). It eats souls for fuel.
20–23	20% profits and an overlong epic tale of a voyage of self-discovery. Write it all down to gain +1 Aura.	40% profits and a holy relic. It brings nightmares and prophecies of doom. They are true.	80% profits and a strange machine that whispers in the dark. It has no name. It has no color. Zu.
24+	30% profits and a free 99-year lease on a nice retirement bungalow in a Metropolitan suburb. Don't ask what the agent had to do to get that.	60% profits and a machine human servant named Tassilo od Sharamba (L2, butler). They can unlock an aerolithic palace by the Near Moon.	120% profits and a machine human master named Shoya osi Clavo (L5, ancient abmortal). They say it is time to restart the second sun.

CARAVAN QUESTS



If trading and exploring isn't enough, these secret quests may give additional incentives for travel into the half-forgotten land, between the sunset and the stars, where the veterans of the psychic wars still dwell, ruminating on their lost lives. Completing a quest may net a party enough xp to gain a level.

1. **Big Game Hunting.** A wealthy gentleperson on a mission to acquire seven exceptional (and bulky trophies) has commissioned the caravan.
2. **Explore Forgotten Ruins.** A wizards' community college is building an archaeology collection. Here, on the map, are five promising locations.
3. **Glorious Naturalists.** A civilian scientific society seeks to flatter its oligarch founders with new discoveries. The party is tasked with recording nine new minerals, plants, animals, and hyper-natural phenomena.
4. **Learn Ancient Secrets.** A forbidden book documents five secrets scattered around the UVC, each protected by a crotchety custodian. With the five secrets a wizard can spend figure out how to reactivate an ancient gate, or some other powerful magic.
5. **Diplomatic Mission.** Ambassadors sent to spy on the barbarians of the wilderness and foment strife. A war breaking out will be best, but three military intelligence reports will also do.
6. **Escort Duties.** Three loud, squabbling clients are headed to a remote destination. They are (d6): (1) bumbling aristocrats, (2) over-eager dilettantes, (3) cloistered cultists, (4) pampered merchants, (5) ivory-tower scholars, or (6) amateur archaeologists. Their survival is, of course, necessary.
7. **Assassination.** A (d6): (1) master assassin, (2) rogue pretender, (3) scary wizard, (4) important researcher, (5) beautiful gladiator slave or (6) prophesied scion has escaped into the wilds. Bring their head to the Divine President. Three clues are scattered randomly in the first 10 destinations in the UVC. They provide the key to the target's true location.
8. **Witness the End of Time.** Must deliver a bulky Long Ago artifact to the Final Destination as defined by the Map to the End of Time. The map was torn into 3 parts, each hidden at a random destination. The End of Time is optional.
9. **Saving the World.** The holiest of relics from the Final Place will avert the End of the World. A series of random destinations leading into the Deep Grasslands holds the 3 parts of the Key Compass to the Final Place. There is also a 1-in-6 chance that any one of these destinations is home to an **Avatar of the End** (L11, angel of death) bent on ensuring the world ends. Once the Key Compass is reassembled it unlocks access to a deadly dungeon at the Final Place. The End of Time is still optional.
10. **Ascending into the Sky like the Shamans of Old.** The people's myths tell of the Long Long Ago, when the Ancestors walked in the stars. Following visions from the True Mother, a group of noble and ruthless warriors and seers has been chosen to return to the stars and tell the tale of their oppression and bring the Ancestors back to the earth. Three random destinations each hold a bulky Ladder to the Sky. Once the three Ladders are reunited, a **Demon of Lies** (L11, misunderstood) appears. Inside the Demon's head is a crystal astrolabe that points to the destination of ascendance. Reaching the space port is enough. Actual void-faring is optional.



VEHICLES & MOUNTS

Smart players quickly realize that carrying their own supplies is not a good idea. If they do not realize this tell them to get two mules each to be on the safe side.

The vehicles in the transport table are all less cost effective than animals. It's hard to keep machines running in the wilderness and their key value is transporting big heavy things that a single mule or camel couldn't manage like magical sarcophagi, golden idols, and glass cannons.

ENERGY

Most vehicles burn synthetic fuel. Traditionally, this is refined with from biomass with the use of biomagical eating animalcules and alchemical vats, or with a domesticated autofac. Some remote communities even refine their dead into energy.

- » Low-Q Diesolene, "Ole Belcher", costs €10 per sack and produces hot, iridescent smoke. Adds the "smoke" tag to a caravan.
- » Premium Guzzolene costs €20 per sack.
- » Oldtech Jetolene costs €50 per sack and adds the "fast" tag to a caravan. It burns white-hot and may explode engines.

CARTING

Wheels are great. A creature can pull triple its normal capacity. A creature pulling one load can't also carry a second load. Just no.

DRAGGING

Using improvised stretchers, ropes, rollers or skids, a creature can pull double its normal capacity.

FLYING

Not a good idea because of the Purple Haze, which rots human minds. At least, that's what natives say. Also, there are fragments of stuckforce littering the sky, an invisible cutting hazard.

GOLEM

Golem vehicles use near-inexhaustible radiothermal batteries. Each lasts for decades. They are popular targets for thieves.

GRAZING

Herbivores usually eat grass and other plants. In deserts, they consume a sack of supplies per week. Common supplies cost €2 per sack, like for humans. Camels only consume half, they're cool.

	TRANSPORT	LVL	DESCRIPTION	CAPACITY	SPEED	REQUIRES	COST
1	Human, Common-ass	0	Random laborer hired to carry some stuff. Cowardly.	1 sack	normal	1 supply	€7/week
2	Disposable Slave	0	Perfect for evil caravans.	1 sack	normal	1 supply	€200
3	Porter	1	Tough-ass professionals.	2 sacks	normal	1 supply	€20/week
4	Slave Porter	1	Enslaved tough-ass professional. May be resentful.	2 sacks	normal	1 supply	€600
5	Skeleton Porter	1	Slow but 'ethical,' smell-free alternative to slavery. Though ...	1 sack	slow	necromancy	€200
6	Zombie Porter	2	Very slow and a bit smelly ... this necromancy stuff might bother folks.	2 sacks	v slow	necromancy	€200
7	Pony, Mule or Camel	1	The classic solution.	2 sacks	normal	grazing	€70
8	Combat Steed	2	A noble steed, heroic horse or charger camel. Can be ridden in combat.	2 sacks	normal	grazing	€200
9	Metal Steed	2	Fast and flash, it roars like thunder when pushed. Might be a golem.	2 sacks	normal	0.5 supply	€1,200
10	Adventuring Handcart	2	A glorified wheelbarrow. Requires a human (not included). Slow.	3 sacks	slow	a human	€10
11	Wicker Autowagon	3	Fast, self-propelled golem of synthetic ivory, iron-reed, and rubber.	3 sacks	fast	0.5 supply	€2,000
12	Magnificent Velblod	4	A true galleon of the trackless steppes. May cause motion-sickness.	3 sacks	normal	grazing	€300
13	Wagon, Coach, or Cart	4	Slow and vulnerable, but trivial to maintain. Require a draft animal.	6 sacks	slow	an animal	€200
14	Burdenbeast	5	Biomantically enhanced small-headed rhinobuffalo. Pretty rare.	4 sacks	normal	grazing	€600
15	Biomechanical Beast	6	Terrifying amalgam of twitching muscle and cybernetic endoskeleton sheathed in synthetic skin. Very rare. Can be ridden in combat.	6 sacks	normal	grazing	€3,000
16	Road Yacht	7	The queen of the Road of the World, the Celestial Autobahn.	6 sacks	normal	1 supply	€4,000
17	Solid Coach or Wagon	7	Slow and heavy. Require 2 draft animals (not included).	12 sacks	slow	2 animals	€600
18	Generic Vech, Porcelain or Prismatic Walker	9	Slow, enormous biomechanical beast. Among the most stylish biomech travel systems money can buy. Golem versions also exist.	12 sacks	slow	1 supply	€6,000
19	Massive Hauling Wagon	8	Very slow. Requires 4 draft animals (not included).	24 sacks	v slow	4 animals	€1,500
20	Autogolem	10	Slow, self-propelled golem wagon. Armored, tough, and impressive as heck. It drives itself safely—but beware crossing marshes or rough terrain. Carries 2d3 passengers in ridiculous bolted-on cabins.	24 sacks	slow	1 supply	€10,000
21	Meat Crawler	8	A gruesome centipede of meat and bone. Very, very slow and smelly.	24 sacks	v v slow	necromancy	€4,000
22	Epic Floating Barge or Hover Wagon	4	Magical float from Long Ago, it can be pulled by a single creature (not included). Very fragile and may be disabled by a single well-placed shot.	20 sacks	normal	a human or animal	€7,500
23	War Engine	11	It's a tank? To eleven? Ninety tons of thunder, lighting up the night.	36 sacks	v slow	2 supply	€20,000

OVERLOADING

Possible, but not smart. Moderate test once a week or something goes wrong (roll d6):

1. Engine dies. Lose a day replacing the engine (if you have one) or pull the vehicle to a machine shop.
2. Exhausted animal. Lose 1d4 days resting or a 1-in-2 chance it dies at the end of the week.
3. Broken axle. Lose 1d4 days to jury-rig a fix. A replacement axle costs a tenth of the vehicle's cost.
4. Lamed animal. It can't carry anything for a week. Force it to carry cargo and it will be permanently crippled.
5. Straps break. Random cargo spills. Fragile things break.
6. Random cargo crushed, loses half value. Badly packed, the fragile black light lotus leaf is now just so much powder.

HUMANOIDS

The caravan economics of UVG strongly discourage the use of 1 sack capacity humans. They can carry useful gear or 1 supply. They can't graze, so they'll eat that Supply in a week, and then what? It's just not practical. They're on the list to cover normal adventuring events and to tempt new players into setting off on a 2-week journey with 1 week of supplies and some instant enemies.

Porters, or anything that can carry 2 sacks (1 sack of gear, 1 sack of supplies) are better, especially if they know the terrain. The cost of a Porter (€20/week) vs. a Slave Porter (€600) means that renting is much better than buying. The cost is included, though, because nefarious and shortsighted PCs might decide to raise some quick capital by hiring porters in one location and selling them in another.

HUMAN (BASIC)

Capacity: 1 sack

Cost: €7 per week. €6 if you don't pay Sundays

Consumes: 1 supply per week

Speed: Normal

A random laborer hired to carry stuff. At the bottom of the barrel, there's not much room for upgrades. Purchase and distribute weapons and gear normally. Just don't expect to see it again.

DISPOSABLE SLAVE

Capacity: 1 sack

Cost: €200.

Consumes: 1 supply per week

Speed: Normal

Managed with threats and fear. Isn't paid wages. Slavery is evil.

PORTER

Capacity: 2 sacks

Cost: €20 per week. Doesn't work on Sundays.

Consumes: 1 supply per week

Speed: Normal

Tough professional. Skilled at packing and carrying stuff, preparing supply depots, and surviving in the wilds.

UPGRADING VEHICLES AND MOUNTS

Customization is the name of the game. Smaller upgrades can be purchased for larger vehicles and creatures at double the cost. Some upgrades might not make sense at the referee's discretion.



SLAVE PORTER

Capacity: 2 sacks

Cost: €600

Consumes: 1 supply per week

Speed: Normal

Like a porter, but less free and more resentful.

HUMANOID ADD-ONS

Explosive Collar: €20

Occupies: ○ Stones if worn, 1 Stone if carried or stored.

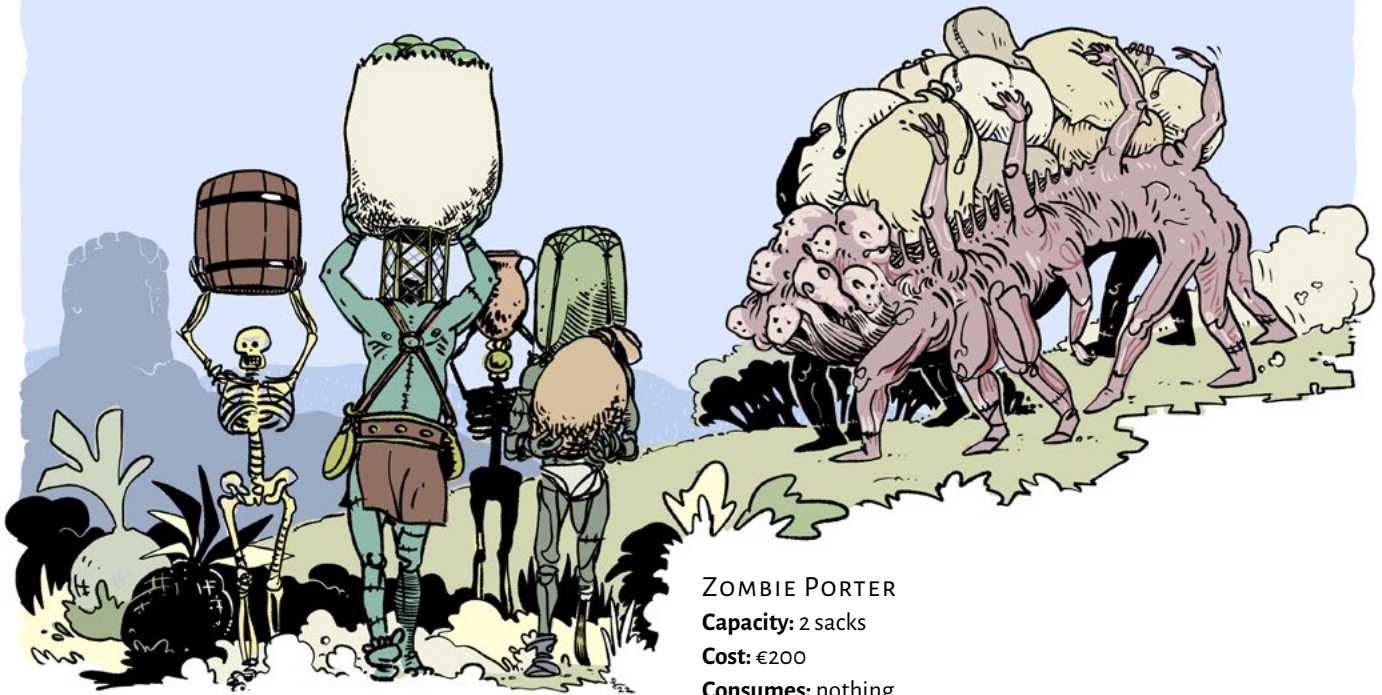
Faced with certain death (cranial separation) vs possible death (an ancient tomb, a perilous bridge, or a desperate charge), people may find reserves courage they didn't know they possessed. Collars are usually sold in 6 packs with a matching remote. Default range is 150 meters or so. Festive color options available.

Surgical Obedience: €50, 50% chance to kill the participant.

With a sharpened spoon, some ultratech crystal neuron lances, strong drugs, and a bit of elbow grease, a (un)licensed neuro-chirurge will carve away the unpleasantly disobedient bits of a brain. Survivors will cheerfully obey any order. Eat my fingers? You've got it, Boss! Charge that hydratiger? I'm on it, yippee! Considered a bit too evil by even the most jaded evil warlords.

Fabricated Backstory: €10

For a nominal cost, the Psychefactors of the Emerald City will root through a subject's psyche, extract their most shameful deeds, and write a brief report. Slavery feels more tolerable if you think the victims deserve it. Up to 20% of shameful deeds may be filler inserted by the Psychefactor to maximize moral superiority.



ZOMBIE PORTER

Capacity: 2 sacks

Cost: €200

Consumes: nothing

Speed: Very Slow

UNDEAD

Undead creatures require necromantic maintenance from someone with at least a community-level necromechanical degree. This is usually nothing more than a drop or two of their master's blood per week, perhaps some bolts tightened, and a fresh jolt of magielectric juice. When undead creatures are not maintained, they Degrade (speed declines: Slow > Very Slow > Crawling > Immobile).

Sometimes a more specific defect is required (roll d6):

1. Creature goes amok. Violence ensues.
2. Legs fall off. Well, that's not good.
3. Arm falls off. Capacity reduced by 1 sack.
4. Head falls off. Bit blind, but still works if roped along.
5. Antibacterial preserves fail. Gets smelly.
6. Decay. Zombies become skeletons, skeletons fall apart.

SKELETON PORTER

Capacity: 1 sack

Cost: €200

Consumes: Nothing

Speed: Slow

Formerly, a useless nobody. Now a useful ... biomachine.

SKELETON ADD-ONS

Chrome Plating: €10

Say goodbye to stealth. Thoughtful bandits may mistake the skeletons for combat golems, glitterdust ghosts, or something worse.

Geometric Protocol: €20

At a shouted word of command, the skeletons assemble into a prearranged formation or shape. With enough skeletons, a caravan can create an observation tower, a wall, or a bone crab.

ZOMBIE ADD-ONS

Rubberized Coating: €10

A thick layer of flesh-preserving epoxy. Sealed glass goggles and copper ear-discs keep the smell inside while letting the zombie function at peak efficiency.

Berserker Gland: €50

A mechanical combat routine jewel. Insert it into the zombie and activate it later with the remote wand, turning the zombie into a relentless killing machine. The activation is irreversible and the zombie cannot tell friend from foe, so plan carefully.

MEAT CRAWLER

Capacity: 24 sack

Cost: €2,000

Consumes: Nothing

Speed: Very, Very Slow

What do you do if you come across a plague pit and have both a necromancer and a boneworker on hand? Not this. Please, do not do this. Giant meat and bone centipedes are not a good idea.

Unlike single-body undead, the meat crawler can go months before it degrades enough to impede its mobility. That said, mobility was never the point of this abomination, was it?

MEAT CRAWLER ADD-ONS

Dermal plating: €800

Up-armored, the meat crawler is essentially immune to small arms and any melee weapon weaker than a chainsaw.

Skin tent: €200

A yurt of leather and sinew growing on the meat crawler's back. Space for up to 12 humans with good nasal filters.

BEASTS OF BURDEN

In these fallen times traditional work animals, like lopebeavers and honkazelles, are found in most rustic parts of the Rainbowlands. However, for journeys into the Ultraviolet Grasslands, only tried and tested beasts of burden will do.

PONY OR MULE, OR CAMEL

Capacity: 2 sacks

Cost: €70

Consumes: grazing, or 1 supply per week

Speed: Normal

The sensible solution for caravans since before time began. Eats grass, travels over all terrain in all weather. Also, it's edible. Consumes supplies in places without vegetation or water.

CAMEL

Capacity: 2 sacks

Cost: €140

Consumes: grazing, or 1 supply per two weeks

Speed: Normal

The solution for desolate deserts. Goes further with less water.

COMBAT STEED

Capacity: 2 sacks

Cost: €200

Consumes: grazing, or 1 supply per week

Speed: Normal

Usually a horse or camel trained for battle. Other animals are not willing to go near melee combat. 1-in-6 combat steeds are carnivorous andrewarks or other strange beasts revived from deep time.

MAGNIFICENT VELBLOD

Capacity: 3 sacks

Cost: €300

Consumes: grazing, or 1 supply per two weeks

Speed: Normal

A larger, stronger, more magnificent camel. Also, needs only half a sack per week. May be a high arctic camel.

BURDENBEAST

Capacity: 4 sacks

Cost: €600

Consumes: grazing, or 2 supply per week

Speed: Normal

Magnificent, shaggy creatures, biomantically engineered to positively enjoy lugging heavy goods for humans. Many grow intensely, emotionally attached to their human masters.

BIOMECHANICAL BEAST

Capacity: 6 sacks

Cost: €3,000

Consumes: grazing, or 3 supply per week

Speed: Normal

Astonishing amalgams of muscle and cybernetics sheathed in superior skin. These very rare creatures of the Long Ago can be ridden in combat. Most ordinary steeds will break before them.

LOCAL VARIANTS?

D10	A BIT LIKE A...	CROSSED WITH A...	AND IT HAS	DISPOSITION
1	Horse	Beetle	Superb night vision.	Curious
2	Camel	Catfish	An astonishing odor.	Stubborn
3	Yak	Tortoise	Moisture extraction gills.	Disease-riddled
4	Antelope	Metal Orb	Sticky climbing pads.	Lethargic
5	Bison	Cuttlefish	Phosphorescent spots.	Adorable
6	Iguana	Rat	Prehensile nostrils.	Loyal
7	Toad	Pig	Delicious skin parasites.	Skittish
8	Newt	Cement Mixer	Vestigial wings.	Cunning
9	Rhino	Slug	Root-digging claws.	Competitive
10	Ostrich	Goat	Hyper-adaptable digestion.	Inscrutable

ANIMAL ADD-ONS

Babel Gem: €100

Embedded, gives the beast a voice and human-form personality overlay. Works on most beasts, but increases the chance of vomish infection. Obedience not guaranteed.

Stepfall Shoes: €80

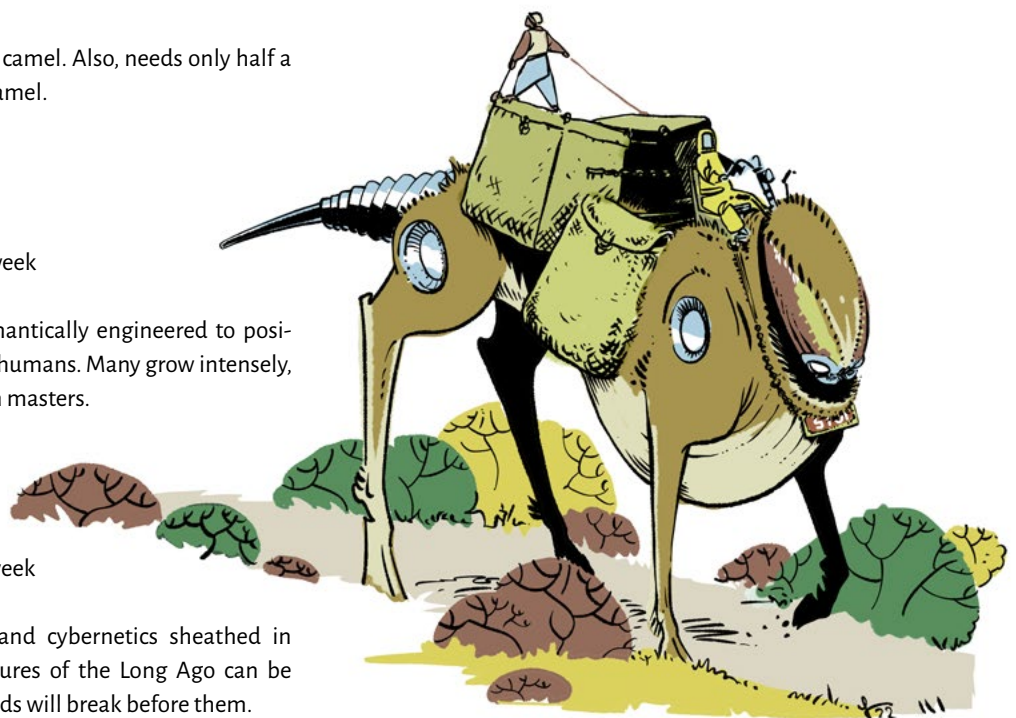
Made from bits of oldtech ur-metal. When moving at top speed, the plates add a tiny bit of lift, letting the beast charge across small dips, avoid holes, and leap majestically. They leave xenon contrails.

Afterburner: €60

This convenient surgical upgrade stores gaseous digestive byproducts in a small canister, for use in cooking fires or a sudden burst of speed. The speed increase may just be the result of fear.

Plug-in Battery: €200

Occupies 1 sack. A rechargeable golem-style battery for backup power. The beast can go without grazing for up to four weeks (it still requires water). Alternatively, the battery can recharge a suit of golem armor or other oldtech artifact. Recharging the battery takes a couple of hours at any oldtech charging platform or obelisk.



WAGONS, CARTS, AND COACHES

Wheels transformed proto-human lives. The semi-simians began moving large quantities of supplies over long distances. Truly nomadic lifestyles became possible and the humble wheel truly became a symbol of humanity. There would be no modern Grasslands without that ancient round machine.

ADVENTURING HANDCART

Capacity: 3 sacks

Cost: €10

Requires: A human.

Speed: Slow

The glorified wheelbarrow doesn't need much of a road, but it does need some kind of road. Not recommended for battle.

SMALL WAGON, RICKETY COACH, OR SWAYING CART

Capacity: 6 sacks

Cost: €200

Requires: A draft animal.

Speed: Slow

A classic for a reason. Wains of this type truly opened up the steppes to the known Lime Nomads and the forgotten Flour Nomads.

SOLID COACH OR WAGON

Capacity: 12 sacks

Cost: €600

Requires: two draft animals.

Speed: Slow

Heavy vehicles for big caravans. With their weight they are unsuitable for rough terrain, poor roads, and deep mud. Can take Road Yacht upgrades or below.

MASSIVE HAULING WAGON

Capacity: 24 sacks

Cost: €600

Requires: Four draft animals.

Speed: Very Slow

How else are you going to move an obelisk? The immense weight of these wagons means they require well-prepared surfaces. Can take War Engine upgrades or below.

CART AND WAGON ADD-ONS

All four sizes of pulled vehicle are a variation and elaboration on the wheel + axle + bed design. They can use the same upgrades, so prices are listed for each of the sizes in order.

Sail: €5 / €10 / €20 / €40

Adds a tiny bit of extra speed. Not worth quantifying mechanically, but it improves morale (especially if you pass people without a sail). A great way to display your company's logo.

Hull-Tight: €20 / €40 / €80 / €160

Designed to float across calm rivers. Seams caulked, wheels detachable, handles convertible into steering oars or push-poles.

Camo Net: €10 / €20 / €40 / €80

Not as good as true rainbow silk, but a cheap and waterproof

landscape mimic. Lets you hide your vehicle from casual scouting. Just don't wander away from your camp in the dark.

Chitincap Hull: €100 / €200 / €400 / €800

Fibrous, grown and woven components replace heavy wood. The result is a lighter, but equally strong vehicle, that is much easier to maneuver in mud and on poor roads.



METAL STEEDS

Capacity: 2 sacks

Cost: €1,200

Requires: A lack of common sense.

Consumes: 1 supply of fuel per 2 weeks

Speed: Fast

One-way tickets to organ donation. If it's 90% engine, 8% wheels, and 2% seat, it's a Metal Steed. No space for supplies, no room for error. Goes like the wind on fire. The best are air-breathing, like wicker autogolems, and require no fuel.

METAL STEED ADD-ONS

Gun Mount: €50

Lets the rider fire a weapon while roaring along at full speed. The weapon must fit in the rider's inventory. Attaching or detaching it takes 2 rounds.

Sidocar: €500

Increases capacity by 1 sack, but loses the Fast trait.

Aquatic: €1,000

Sometimes, all the good loot is buried at the bottom of a lake. The vehicle is very, very slow on its stubby land-carriage, but it can move underwater. It's not a proper submarine, just a pressurized pod with engines; a diving suit with attitude. The driver can wiggle their arms through thick diving gloves.

Gyrocoptic: €1,000

Flying in the Ultraviolet Grasslands is a bad idea. Bits of invisible stuckforce shred aircraft. Purple haze rots your brain. Dormant anti-missile defense systems wake up and think "Oh, that looks interesting." Still it beats walking. A caravan with a flying vehicle gains advance warning of most encounters. Fliers ignore terrain.

WICKER AUTOWAGON

Capacity: 3 sacks

Cost: €2,000

Consumes: 1 supply of fuel per 2 weeks

Speed: Fast

A little bigger, a little sturdier, and a whole lot dryer in the rain. Some are literally made of wicker, some just look that way. Fits two people up front and some power snacks in the back. Most are fueled or air-powered, but the finest units from Long Ago come with all-golem-drive. Nothing like limitless energy from the burning of long-forgotten god spirits.



WICKER AUTOWAGON ADD-ONS

Nitro: €50 per use

For up to 1 minute, the vehicle moves at ludicrous speed.

Snazzy Paintjob: €100

Shiny and polished. If normal colors aren't good enough for you, options include: scarabeo, pearl-tone, fordite swirl supreme, vantablack, gibbon, taupeamarine, and splunge.

Jet Booster: €1,000

Occupies 1 sack. Probably a terrible idea, but always popular. The vehicle moves at ludicrous speed for up to 10 minutes, soaring across small buildings and large crevasses. Uses up almost all the vehicle's stored fuel. Proper oldtech jetolene lets the vehicle use this ability twice on one supply of fuel.

Dropper: €300

Occupies 1 sack. The back of the vehicle opens up and drops something. Could be a mine, attack vomes, oil, or meta-caltrops. The sack occupied by the dropper includes its loadout. For an extra €100, the dropper can launch forward or sideways instead, like an ejector seat or a compressed air cannon.

Hover Wheels: €1,000

Billowing air-jets, stuckforce discs, or dozens of spinning propeller blades. It's not practical, but it is cool. Ignores mildly difficult terrain.

Hood Ornament: €100

Shiny, chrome, and, in emergencies, a good thing to cling on to.

ROAD YACHT

Capacity: 6 sacks

Cost: €4,000

Consumes: 1 supply of fuel per week

Speed: Normal

Back in the old days, these status symbols freely roamed the world. All the blackthumbs know their names and their vital gubbins: sparkulator, lightning-whirler, juicebox, caboxylator. Parts are as good as currency in some parts of the Grasslands. While some warriors prefer swift metal steeds or sprightly wicker autogolems, the greatest knights of the road pilot their mighty road yachts.

ROAD YACHT ADD-ONS

Luxury Seats: €300

Made of genuine synth-leather (from genuine synth-cows) and stuffed with autofabulous springs. Even folds down into a bed. Hula bobble-head totem doll optional.

Air Conditioning: €500

Has a magic box that cools the cabin. Probably involves a bound demon. Essential in hot climes. It's very impressive.

Fridgermerator: €1,000

Occupies 1 sack. Can cool up to 6 sacks of storage space. Excellent for transporting perishable fruit, bodies, fruiting bodies, etc.

Para-Radio Set: €500

Most broadcasts these days aren't fit for mortal ears, but you can get echoes of tunes long past (or yet to come), coordinate with other vehicles or settlements (weather permitting), and ... U#ERROR404.

Loudspeaker: €100

Very loud. Blocks negative vibrations.

Big Gun: €1,500

Occupies 2 sacks, typically 1 for the gun and 1 for the ammo, maintenance equipment, and blast shields. Options include:

- » **Flambéur:** 3d6 fire damage, Medium, Reload 6. Sets on fire.
- » **Chaingun:** 2d12, Medium, Reload 3. May propel a car backwards.
- » **Lazor:** 3d8, Short, Reload 5. Can cut down small trees.

Turret: €500

Occupies 1 sack. Lets a gun mount or a big gun fire in all directions instead of a fixed direction. Also makes a vehicle look intimidating.

Safe: €200

Occupies 1 sack. Can hold 1 sack of valuables in a spirit-locked steel egg. Proof against most simple thieves, pilferers, and quarterlings.

Smoke Launchers: €100, plus €10 per use

Medium range. Fills a medium-sized area with opaque smoke. Makes shooting or boarding a caravan difficult, but tends to attract attention. Additional colors available for a small fee.



GENERIC VECH, PORCELAIN OR PRISMATIC WALKER

Capacity: 12 sacks

Cost: €6,000

Consumes: 1 supply of fuel per week

Speed: Slow

Tall, striking, astonishing testaments to biomancy. Living creatures modified and adapted to stride across the wastes,

WALKER ADD-ONS

Escape Pod: €600

Occupies 1 sack. Lets 4 sacks of capacity (2 people and their inventories) escape a wreck in the event of a catastrophic failure.

Chainsaw Arm: €1,000

Occupies 3 sacks. Deals 4d8 melee damage and ignores armor. Ponderous and inaccurate against small targets.

Boarding Ramp: €500

Occupies 1 sack. Folds out to allow people from one vehicle to board another, or cross a wall, or generally get into trouble.

Leap Kit: €1,000

Rocket-packs, nozzles, and springs let the vehicle leap up to 10m in the air while maintaining its current speed. Jumping too often will inflict structural damage.

Cabin Gull: €250

Occupies 1 sack. A full-suspension sleep pod for one passenger. Excellent rest guaranteed, do not mind the wasp pheromones.

Satraplicator: €2,000

Occupies 2 sacks. A medical pod with an automatic mind (or brain) transplanter. Also has space for a ready clone. It is a clone, right?

Porcelain Glaze: €1,000

Occupies 1 sack. The whole vech is covered in a reflective glaze that protects from lasers, lazors, and mind-altering rays.

Full Self-Driving Autobrain Mode: €1,000

Now it can drive itself. Sometimes steps on small creatures.

Grazer Unit: €3,000

A mechanical mouth and biomatter converter. Now the walker can feed itself by grazing ... or recycling dead bodies.



AUTOGOLEM

Capacity: 24 sacks

Cost: €10,000

Consumes: 1 supply of fuel per week

Speed: Slow

12 meters long, 2 lanes wide, 65 tons of Golden Age pride. Tour the Grasslands in style with this home away from home and show other traders that you're richer than them. The autogolem has separate compartments, proper doors, and a very large turning radius.

AUTOGOLEM ADD-ONS

Water Closet: €500

Occupies 4 sacks. Toilet, sink, and shower. Ludicrously luxurious for the deep grasslands. Will impress anyone unused to plumbing.

Carbecue Pod: €1,000

Occupies 2 sacks. Room for a cook to whip up delicious fast food.

Observation Deck: €200

Useless, impractical, and very classy. If you're going to sail across the grasslands, a chrome-railed balcony is the place to be on a calm Orangemonth night.

Hydraulic Throne: €1,000

Occupies 1 sack. Gold-plated, neon-limned, dolly-mounted automechanical seat of grandeur. Larger thrones have larger cranes. Could also be a giant visage with stage flame jets.

Ram: €200

Occupies 2 sacks. Can be spiked at no extra charge. The better to bulldoze smaller vehicles. Works on zombies, too.

Winch, Jacks, and Shovels: €100

Occupies 1 sack. Gets a vehicle un-stuck in most conditions.

Luxury Pod: €500

Occupies 2 sacks. A private suite for one person and their gear. Comes with a small writing desk, folding bed-chair, orb lamp, and adorable cupboards for toiletries and snacks.

Pleasure Pod: €1,000

Occupies 2 sacks. As a luxury pod, but with IV dispensers, drugs cabinet (drugs not included), and additional horizontal surfaces.

Medical Pod: €3,000

Occupies 4 sacks. Room for 2 patients and a doctor. Proper medical equipment, drains, ominous lights, and sterile plastic sheeting. Healing on the road has never been this easy!

Levi Drive: €7,000

Occupies 4 sacks. Uses oldtech fold-field engines and levitation lenses to ... hover magically. Whooshing sound effects, flickering lights, and impressive blasts optional. Ignore difficult terrain and impress the fallen quarterlings who still worship the oldtech.

Left: road yacht with levi drive (a semi-legal upgrade).

Right: a great war engine of the South Ivory Khan.

WAR ENGINE

Capacity: 36 Sacks

Cost: €20,000

Consumes: 2 supply of fuel per week, 3 supply at top speed (Slow).

Speed: Very Slow or Slow

A mobile fortress, a mobile townhouse, a scavenged autofac, or perhaps just a very big long-haul truck. Fill it up to capacity with weapons and armor, and go conquer some poor steppelanders.

WAR ENGINE ADD-ONS:

Armor Plating: €1,000

Occupies 4 sacks. The vehicle ignores small arms, medium arms, and glancing hits from heavier weapons.

Big Treads: Free

The true all-terrain solution. Cross rocks, rivers, mud, fire, flaming rivers of mud, anti-personnel mines and smaller vehicles. The war engine now moves Incredibly Slowly. Also, always very easy to track.

Really Big Gun: €3,000

Occupies 4 sacks, typically 2 for the gun and 2 for the ammo, fire prevention equipment, and earplugs. Seriously, what are you expecting to fight out here?

- » **Artillery Tube:** 2d10x1d10, Very Very Long, Reload 20, blast. Ignores intervening terrain and common sense. Very loud. Anything smaller than a road yacht must Save vs evaporation.
- » **Doom Laser:** 3d20, Very Very Long, Reload 10, requires 1 round to charge before firing. Pwiiizzzzzzk!

Coalem Drive: €2,000

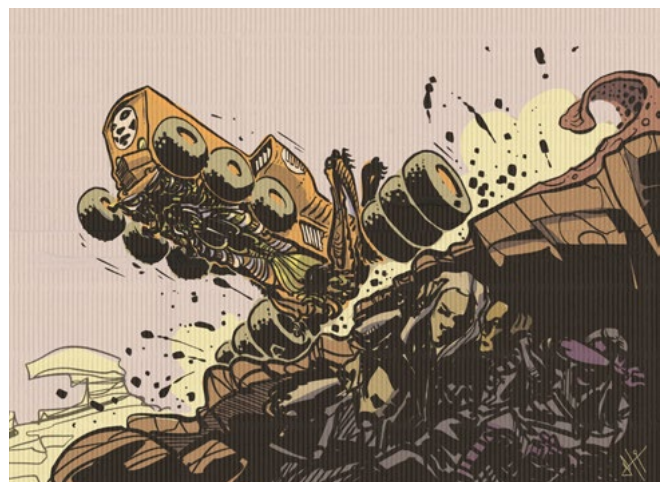
Occupies 4 sacks, requires 1 engineer. Boilers, furnace, maw, scrapers, smokestacks. The war engine can now graze on any available biomatter, eating its way through the landscape. Coal lets it go a little faster. Doubles as a pizza oven.

Warlock Tower: €2,000

Occupies 6 sacks. A black tower of steel and rivets and chrome blades rises from the middle of the war engine. It looks scary. Loudspeakers and light show included.

Trophy Room: €2,000

Occupies 12 sacks. Essentially, a mobile feasting hall the size of a longhouse with room for a dozen guests.



TRANSPORT FIXES & FEATURES



VEHICLE FEATURES

D20	BRANDS OF LONG LONG ACO	DUBIOUS FEATURES
1	Macaroni Integrale	Self-threading caps
2	Atomkraftwagen	Anti-tampering engine configuration
3	Spitz-Schnauzer	Synchrotronic gearbox
4	Deus Machina	Electric transix variator
5	Olive Garden	Dilithium superfluid compressors
6	Singer Metal Humans	Dante's Gate propulsion unit
7	Void Y	Microhydraulic homeostatic brain
8	<=5H1N3=>	Inhalator body air scoops
9	Vanta-Chouette	Anti-rapture heartbeat sensors
10	AXE Vehicle Lubricants	Nine-axis suspension struts
11	Podzol Kozmos	Swivel bucket seats
12	Vega Utopia Industries	Gyroscopic auto-leveler
13	Barca Real ESL	Automatic anti-crash foam nozzles
14	Omniscience UI	Extruded poly-chromium trim
15	Langmorgen KNVX	Telepathic key systems
16	Three Ritual	Extensible omniadaptors
17	Aquarius	Trained underbody rust slimes
18	Maya Yuga	Mercurial dimagnetic levitation bearings
19	Feltz & Filtz	Ghost-bone dry-clutch
20	Sombrero Corporation	Hydrophobic faux-fur seat covers

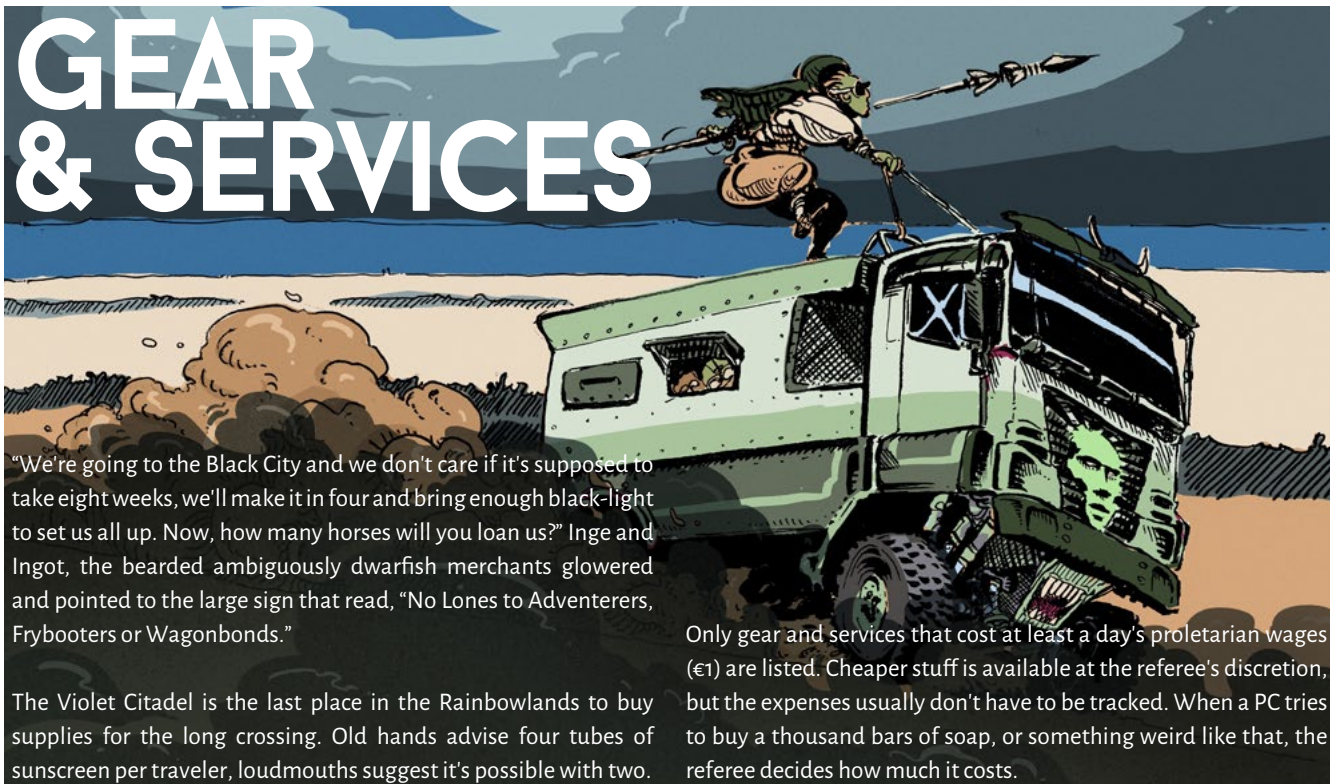
VEHICLE TROUBLE

D20	WHAT BROKE?	How Do WE Fix It?
1	Sparkulators clogged.	Take 'em out & file them.
2	Lightning whirler isn't whirling.	Squint and twiddle some screws.
3	Fuel tube burst.	Run a new one.
4	Brakes gone.	It'll probably be fine.
5	Flat tire.	Get the tools, patch 'n' swap.
6	Radumilator blown.	Keep adding fluids on the go.
7	Fuel pump seized.	Probably need a new one.
8	Won't hold pressure.	Time for bubblegum welding.
9	Carbassimilator stuck.	Hit it with a wrench.
10	Wheel bearings locked up.	Grease and hammer.
11	Threw a belt.	Find something long & stretchy.
12	Radiothermals leaking.	Duct tape time.
13	Confuser unit ERROR.	Diagnosticator red button time.
14	Transmission goes "clunk".	Take the whole thing off.
15	It goes "grrtschuktuktuk."	Don't use that gear.
16	Thorbox won't charge the battery.	Replace it. Maybe with a Zeusbox.
17	Omnibattery won't hold a charge.	Chemical ritual time.
18	No dead dinosaur juice.	Get more juice. Add more juice.
19	Hole in the metal-fragment shield.	Patch it, add liquid, pray.
20	Piston went to space.	Needs a full rebuild.

ANIMAL (OR HUMAN) TROUBLE

D20	WHAT'S THE MATTER?	How Do WE Fix It?
1	Threw a shoe.	New shoe (and maybe a ferrier).
2	Perambulator tendon pulled.	Long rest and light duties.
3	Infected spottle-fly bites.	Apply soothing Liger balm daily.
4	Runny yellows from bad water.	Antidiarrheals and extra water.
5	Noxious flatulence.	Regular bleeding. Leeches?
6	Secondary head growth.	Surgical decapitation.
7	Sprained primary foot joint.	Rest, compression, pain killers.
8	Gangrenous amoeboid cyst.	Limb amputation. Or antibiotics.
9	Broken walker appendage.	Needs a new leg.
10	Infectious omnivampirism.	Daily blood rations. Or a stake.
11	Eye fell out.	A fresh optic seed. Or a patch.
12	Bullet hole out of nowhere.	Duck and cover! Then bandage.
13	Sudden philosophical bent.	Teach them to keep a journal.
14	Intense and constant hunger.	Extra rations. De-worming pills.
15	Hair loss and vomiting.	Anti-radiation medicine.
16	Tremors and loss of motor control.	Please visit a neuromancer.
17	Dryland flu.	Anti-virals and quarantine.
18	Vivid hallucinations.	Dark glasses?
19	Creeping, cosmic ennuui.	Hide the pain, Kharold.
20	Freak cosmic ray mind wipe.	Needs a new personality.

GEAR & SERVICES



“We’re going to the Black City and we don’t care if it’s supposed to take eight weeks, we’ll make it in four and bring enough black-light to set us all up. Now, how many horses will you loan us?” Inge and Ingot, the bearded ambiguously dwarfish merchants glowered and pointed to the large sign that read, “No Lones to Adventerers, Frybooters or Wagonbonds.”

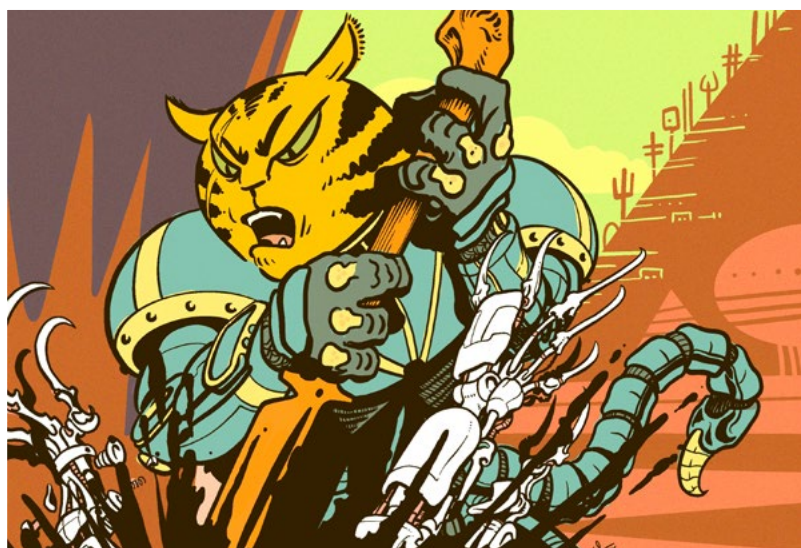
The Violet Citadel is the last place in the Rainbowlands to buy supplies for the long crossing. Old hands advise four tubes of sunscreen per traveler, loudmouths suggest it’s possible with two.

Only gear and services that cost at least a day’s proletarian wages (€1) are listed. Cheaper stuff is available at the referee’s discretion, but the expenses usually don’t have to be tracked. When a PC tries to buy a thousand bars of soap, or something weird like that, the referee decides how much it costs.

GRASSLAND GENERAL GOODS

	ESSENTIAL ITEM	SIZE	DESCRIPTION	COST
1	Chronometer	1 sp	Jeweled timepiece, with date, timer, alarm, timezone, and note-taking functions.	€25
2	Clicker Box	5 sp	Handheld electromagnificent radiation detector. Medium range. Picks up 17 kinds of magical and mundane rays.	€50
3	Curative Snake Oil	1 sp	Generic remedies against venom, bugs, parasites, diseases, rashes, and blisters. Surprisingly, actually works.	€10
4	Environment Tent	2 st	Protects one person from extreme heat and cold and small floods. Recycles liquids and air for up to 1 week.	€100
5	Exoskelegolem	5 st	A magical suit of pipes, cables, synthetic flesh, and insectile mind. Increases capacity by 1 sack.	€500
6	Folding Bed	2 st	Chitin cap mesh and synthetic flexi-bamboo makes every night’s sleep a joy. Faster healing.	€35
7	Folding Chair	1 st	Wonder of wicker pipes, mesh, and tubes. With drinks holder. Very comfortable. Makes stake-outs easy.	€5
8	Glo Paint	1 st	With applicator nozzle. Mark your way around Long Long Ago ruins! Bright enough to read by.	€10
9	Healmachine	1 st	Restores 2d8 Life to a machine. Repairs cosmetic damage to vehicle bodies.	€60
10	Lamp, Iron	1 st	Basic travel lamp, hooded against wind, burns oil, can be used to warm tea. Short range.	€5
11	Lamp, Solar	1 sp	Magic lamp of the Long Ago that eats sunlight to emit a short beam of warm light.	€100
12	Lamp, Spectrum Ray	1 st	Satrap crystal lamp that projects a long ray of light. Powered by tears and sunlight. Can start fires.	€100
13	Multi-Auto-Tool	2 st	75 standard mechanical tools in one. Disable traps, pick locks, assemble furniture. Powered.	€50
14	Musical Instrument	1 st	Guitar, oud, pipa, qanbus, rubab or tambur. Its strings loosen tongues and improve moods at campfires..	€10
15	Nasal Filters	1 sp	Stop horrible smells from triggering nausea. Also said to protect against some inhaled toxins.	€5
16	Oculars	1 st	Techno-optics with 25x zoom, laser rangefinder, and integrated ad-blocker.	€50
17	Oldtech Bubble Helmet	1 st	Prevents blindness. Low-light vision with 5x zoom. High dynamic range display. Recycles air for up to 1 hour.	€500
18	Omnibattery	1 st	Recharge anything. Once. Comes in 12 cheery colors. Collect them all.	€50
19	Portable Illusion	1 st	Vidy crystal projector. Plays full 9D experiences. Non-wizards may be fooled by these phantasms. Powered.	€250
20	Ray Bane Navigators	1 sp	Traditional UV-blocking sun glasses. Also a status symbol among experienced travelers and merchants.	€100
21	Signal Flare	1 sp	Glow brightly and smokes for about 10 minutes. A way of saying, “I am here!” Sold in packs of 10.	€3
22	Smart Rope	1 st	Wonderful rope that ties or unties itself on command. 20 meters long. Cheaper ropes available.	€10
23	Supplies, Premium Basic	1 sk	Dwarf bread, water, hempen cloth, and wrapping rags. [-] to healing and recovery.	€2
24	Supplies, Voyager	1 sk	Tinned meat, travel ale, disinfectant schnapps, novelty items, rough newspapers, socks, gum, and prophylactics.	€10
25	Starwatcher Compass	2 sp	Displays directions, latitude, longitude, and out-of-date open source map. Requires line of sight to fast stars.	€50
26	Synthetic Blood	1 st	A stone’s worth of synthetic blood. For surgery or to feed a vampire for a week.	€20
27	UV Lotion	1 sp	Protects from the UV radiation and provides resistance against radiant damage.	€5
28	VC Healing Lotion	1 sp	Restores 2d6 Life or 1 physical stat point.	€40
29	Void Thermos	1 st	Perfect vacuum seals. Maintains tea, soup, or bio slurry at same temperature for a week.	€25
30	Water Purification Pills	1 sp	Makes a week’s worth of water fit to drink. Kills bacteria and viruses. Removes some toxins. Sold as 10-pack.	€5

TOOLKITS



Portable bundles, ready-made for heroes venturing out into the grasslands. They give advantage to relevant tests. Unsurprisingly, a hero carrying both a kit and a full backpack of premium basic supplies is encumbered—mules *do* help.

	TOOL OR KIT	SIZE	DESCRIPTION	COST
1	Adventure Kitchen	1 sk	Portable stove, samovar, canteen, cast iron pots and pans, oils, salts and spices, ladles, tongs, knives, chopping blocks, and more. No more eating raw game!	€100
2	Ambassador's Trunk	1 sk	Fine dress, etiquette manuals, beads, liquors, ink, forgery equipment, sealing wax, hidden drug compartment. Perfect for trade deals or pretending you're a count. Servant not included but recommended.	€500
3	Dungeoneer's Kit	1 sk	Telescoping pole, net, rope, hook, crowbar, hammer, lamp, oil flasks, block and tackle, pitons, magnifying glass, flour, chalk, grease, lock picks, and bag of marbles. Everything you need to poke around a dungeon.	€100
4	Excavator's Kit	1 sk	Block and tackle, pulley, cable, ropes, snap hooks, carabiners, knives, shovel, pick, crowbar, drill, chain, sledgehammer, rollers. The gear you want for easily removing heavy objects.	€100
5	Farmboy's Big Adventure	1 sk	Backpack with pockets for 5 bonus stones, pet rodent, memento, heirloom weapon, sack's worth of trail mix.	€10
6	Golem Coding Gear	1 sk	Leather tubes of writing paper, inks, pens, chisels, scalpels, ritual writing desk, and portable potter's wheel.	€200
7	Inquisitor Standard Case	1 sk	Pliers, portable rack, small bellows, selection of scalpels, lunchbox, comfortable chair, many colored robes, nice shoes, kissable knuckle rings, fire-starting equipment, and more. You know what it's for.	€200
8	Mechanic's Chest	1 sk	Tough steel chest full of picks, wrenches, nuts, screwdrivers, ratchets, extractors, pliers, hammers, snips, crimpers, files, scrapers, keys, Allen wrenches, bolts, wire, glue, duct tape and suggestive literature.	€200
9	The Original Medikit	1 sk	Everything a real doctor could want. Stethoscope, scalpels, placebos, alcohol, morphine and degree included.	€300
10	My First Archaeologist Kit	1 sk	Shovels, picks, sacks, ropes, buckets, brushes, pith helmets, more mustache wax, shiny boots, safety whip, notebooks, and lamps. Everything a budding tomb raider could want!	€100
11	Naturalist's Portable Laboratory	1 sk	Jars, flasks, pins, boxes, nets, scalpels, prods, pens, brushes, paints, notebooks, easels, and an organic source reprogramming handbook (with pictures in five colors!). Perfect for the amateur biomancer.	€200
12	Navigator's Suitcase	1 sk	Case of compasses, maps, little telescopes, odd crystals, and baroque clockwork for astrologer or wayfinder.	€200
13	Necromancer Gear	2 sk	Saws, knives, scalpels, stakes, hammers, leather cords, needles, petri dishes, wires, batteries, starters, and legal tomes. Tailored to the aspiring dead-talker.	€300
14	Porter's Pack	1 sk	Great walking boots, beat-up tea flask, extra water bottle, sunscreen, lamp, bandages, sleeping bag, blister cream, numbing chew root, and carry rack for one more sack of supplies.	€20
15	Prospector's Kit	1 sk	Similar to archaeologist kit, but more hammers, a hidden revolver or stiletto, and fewer beauty products.	€50
16	Revolutionary's Kit	1 sk	Brand new boiler suit, cap, elegant leisure suit, diary, list of contacts, pens, pencils, romantic novels, unreadable treatises, rousing pamphlets, cigarettes, oldtech lighter, bomb, fuze, pistol.	€100
17	Shaman's Gear	1 sk	Psychopomp relics, antivenom, laxatives, emetics, pickles, pipe, tobacco, "tobacco," and a psychedelic brick.	€100
18	UVG Pro Hiker Kit	1 sk	The tourist's dream: toiletries, zinc sunscreen, tent, sturdy walking stick, Greenland army knife, sombrero, mustache wax, kangaroo bag, schnapps and wineskins, nifty cord belt, and a sturdy backpack	€50
19	Veterinarian Kit	1 sk	Saws, rubber gloves, knives, scalpels, leather straps. Everything a doctor could want! Works on humans!	€100
20	Wizard Tourist's Chest	2 sk	Ambulatory golem chest (L4, ferocious, loyal)! Inside: robes, pajamas, three hats, blueprince scrolls, Skerples-brand pens, microscope, spell computer, batteries, illusion projector. Also, 1 sack of spare capacity.	€2,000

ARMORS



Travelers must decide what is suitable or not for the continental steppe climate of the Ultraviolet Grasslands.

ARMOR BONUS

The defensive bonus armor provides, assuming an ascending armor class. A simple defense score = **10 + Agility (or Dexterity) + Armor**.

ARMOR FEATURES

- » **Cool:** Looks good in a hot environment, but a thermal blanket is recommended at night because it gets chilly.
- » **Cumbersome:** Stealthy and nimble activities are more difficult in this armor.
- » **Environmental:** Magically provides advantage ([+]) to tests against environmental effects like acid, toxic clouds and dying of thirst. Often with magical hazmat runes or post-mechanical breathing implants.

- » **Hot:** Good in winter, but sucks in hot environments. After exertion, such as a battle, the hero needs a rest and water. Without such a breather, the hero may become fatigued.
- » **Intravenous:** Set up to inject a potion directly into the body with a free action.
- » **Powered #:** Uses a magical source of energy, be it solar prayers, thermonuclear batteries, blood sacrifice or something else. Armor has # charges and loses a charge after every combat or significant exertion. The wearer can also spend a charge to boost their combat prowess. A spare power source and automagical recharging cradle (or prayer altar) takes a whole sack and costs €500.
- » **Size:** As a rule, ordinary shields and light armors take one stone, medium armors take two stones, and heavy armors take three.

	ARMOR OR SHIELD	ARMOR	TYPE	SIZE	DESCRIPTION	COST
1	Shield (there is only one)	+2	Shield	1 st	A basic shield. Sunder to negate one attack.	€5
2	Nomad Robes	+1	Light	1 st	Cool, with padded bits.	€10
3	Boiled Leather	+1	Light	1 st	Hot. But cheap. And shiny when oiled. Goes well with sandals.	€10
4	Ballistic Linen Suit	+2	Light	1 st	Cool, perfect for the gentleman adventurer. Secret pocket for a nip.	€100
5	Spiked Leather	+2	Light	1 st	Hot, with space for mounting skulls, furs, and masks.	€50
6	Synthskin Light Environment Suit	+1	Light	1 st	Environmental, hot, dedicated to the goddess Hazmaat. Rare.	€150
7	Cat Armor	+1	Light	5 sp	A tiny helmet and little silken cuirass. Ever so cute. Cat-sized.	€200
8	Skinchanger Suit	+3	Light	1 st	Symbiotic biomechanical suit grafted with wearer's skin. Adapts to different environment in a week. Requires regular feeding. Takes a few hours to fully remove. Versions without face cover possible.	€2,000
9	Dryland Weave	+3	Medium	2 st	Cool. Woven from the cilia of special dryland coral hybrids, surprisingly breathable, cumbersome.	€100
10	Scale Shirt	+3	Medium	2 st	Hot and cumbersome. Made from extinct iron pangolin scales.	€50
11	Chitin Cuirass	+4	Medium	2 st	Cool, cumbersome. Also called lobster armor.	€600
12	Iron Breastplate	+4	Medium	2 st	Hot, cumbersome. A classic.	€400
13	Watersuit	+4	Medium	2 st	Cool-suit of synthskin over woven bone mesh, with uncanny vascular cooling and filtration system. Cumbersome, environmental.	€1,200
14	Spectral Combat Suit	+5	Medium	2 st	Satrapy steel-glass scales with an environment maintenance parasite. Cool, powered 6, environmental, cumbersome.	€2,400
15	Bone Mesh Armor	+6	Heavy	3 st	Horrible product of the bone wizards. Pretty cool, cumbersome.	€500
16	Chain Mail	+6	Heavy	3 st	Hot and cumbersome, but a classic heavy armor design.	€200
17	Porcelain Walker Suit	+7	Heavy	3 st	Cool, powered 6, cumbersome, intravenous. The best in Princely technology, with shiny polychrome ceramic plates.	€600
18	Splint	+7	Heavy	3 st	Hot, cumbersome, primitive, and cheap.	€400
19	Plate and Ballistic Weave	+8	Heavy	4 st	Hot, cumbersome, combines modern smithing with old tailoring.	€1,500
20	Full Archaic Armor	+8	Heavy	3 st	Cool and rare. A suit that's also a golem. May develop personality, powered 8, environmental, intravenous, cumbersome.	€5,000

WEAPONS



It wouldn't be a pseudo-colonial-apocalyptic savanna-crawl without guns. Unless specified otherwise, weapons are one-handed.

RANGES AND AREAS

Like *The Black Hack* (check it out), the UVG assumes abstract ranges and areas. Don't worry too much about precise distances, keep combat sketchy and descriptive and *fast*. A weapon's listed range is its optimal range—attacks one category beyond that range are possible, but suffer major penalties [-].

RANGE	AREA	DIMENSIONS	MOVEMENT
Close	Small, 1 or 2 people.	2 meters or 7 feet.	Adjacent.
Short	Medium, 2 to 8 people.	10 meters or 30 feet.	One move.
Medium	Large, 3 to 18 people.	40 meters or 120 feet.	Two moves.
Long	Massive, a crowd.	Further away. Aim carefully.	Three or more moves.

RANGED WEAPONS: BOWS AND GUN WANDS

D15	WEAPON	DAMAGE	RANGE	SIZE	DESCRIPTION	COST
1	Bow: first among weapons	1d6	Medium	1 st	Two-handed (2H), the lack of features is a feature.	€20
2	Crossbow	1d8	Medium	1 st	Reload 20 (yes, you have to reload after every shot).	€25
3	Stappelander Composite Bow	1d8	Medium	1 st	2H, decent at distant ranges.	€150
4	Heavy Crossbow	1d10	Medium	2 st	Reload 20, 2H, optional knockback bolts.	€50
5	Scavenger Bolter	1d10	Medium	2 st	Reload 10, 2H, a basic recycled rifle.	€100
6	Porcelain Prince Pistol	2d6	Short	5 sp	Reload 2, automatic ceramic, rare.	€300
7	Violent Cat Rifle	2d10	Medium	2 st	Reload 4, 2H, sturdy and deadly.	€600
8	Satrap Radiant Gun	2d12	Medium	2 st	Reload 7, 2H, laser, blinding, starts fires, rare.	€1,100
9	Redland District SMG	2d6	Short	1 st	Reload 1, 2H, burst, revolutionary, rare.	€500
10	Vome Slagger	3d6	Medium	2 st	Reload 10, frag, usually implanted, rare.	€1,500
11	Ultra Blaster	3d6	Short	5 sp	Reload 1, radiant, blinding, rare.	€2,000
12	Blue God Blaster	4d8	Close	1 st	Reload 7, 2H, necrotic, burst, unholy, rare.	€3,000
13	Inquisition Squirtgun	1d6	Short	5 sp	Reload 5, intravenous, rare.	€300
14	Voice of Death	3d10	Short	3 st	Reload 10, 2H, sonic, very loud, rare.	€4,000
15	Black City Matter Disruptor	3d6*	Long	1 st	Reload 7, 2H, action at a distance, very rad, very rare.	€13,000

WEAPON SIZE

The average weapon weighs one stone. Light weapons take less space, heavy ones more.

WEAPON FEATURES

- » **Ammo:** unless noted otherwise, ammo weighs one stone and costs **one tenth** the price of its weapon.
- » **Blinding:** if any damage dice roll maximum, the target is blinded for one round. Critical hits may blind permanently.
- » **Burst:** unload all your charges or ammo to deal damage in a small area. Targets can take cover and forfeit their next move for half damage. Targets already under cover take no damage if they forfeit their next move.
- » **Frag:** charged with epic energies beyond mortal ken. Slain enemies explode and deal 1d6 damage in a small area.
- » **Intravenous:** can be loaded with liquid toxins or holy water.
- » **Mounted:** a heavy one-handed weapon for mounted use. Does double damage when charging.
- » **Rare and restricted:** such equipment is hard to find, overpriced outside of the settlement that produces it, often controlled by some faction or powerful group and may provoke hostile reactions. Zombies are such a thing.
- » **Reach:** weapon is longer and attacks first in close combat.
- » **Relevant stats:** mst ranged attacks use Agility, while melee attacks use Strength. Some weapons can use other stats.
- » **Reload #:** a weapon is out of ammo and needs to be reloaded after an attacking d20 shows the reload number or less. Reloading is an action. Skilled fighters reload for free.
- » **Throwing:** lots of weapons can be thrown, some are even made for it. Throwing a weapon at a nearby or close target is fine, but the attacker is at a disadvantage against far-off enemies.
- » **Two-Handed:** it's big. Needs two hands (2H) to use properly.
- » **Versatile:** *can* be used two-handed. In that case, its damage dice increase one step (1d6 becomes 1d8, 1d12 becomes 1d20).

SIMPLE MELEE WEAPONS

D8	WEAPON	DAMAGE	RANGE	SIZE	FEATURES	COST
1	Rock	1d3	Close	1 st	Throwing (Short). Can usually roll.	—
2	Dagger: a cult classic	1d4	Close	5 sp	Strength or Agility, throwing (Short).	€2
3	Battle Stick	1d4	Close	1 st	Strength or Agility.	€1
4	Axe	1d6	Close	1 st	Combine with a shield for best effect.	€5
5	Club	1d6	Close	1 st	A cheap, blunt axe.	€1
6	Spear	1d6/1d8	Close	1 st	Versatile, throwing (Short).	€2
7	Staff	1d6/1d8	Close	1 st	Versatile. A long stick.	€1
8	Great Rod	1d10	Close	2 st	Two-handed (2H), a bigger badder stick.	€1

MILITARY MELEE WEAPONS

D14	WEAPON	DAMAGE	RANGE	SIZE	DESCRIPTION	COST
1	Whip, Burdenbeast Leather	1d4	Close	1 st	Strength or Agility, reach. Can be used to swing.	€3
2	Scimitar	1d6	Close	1 st	Strength or Agility.	€15
3	Flail	1d8	Close	1 st	Swingy and hitty. A symbol of chaos.	€10
4	Mace	1d8	Close	1 st	Blunty and bashy. A symbol of chaos.	€20
5	Dagger-axe	1d8	Close	1 st	Sharp and stabby. A symbol ... ok, is this a joke?	€15
6	Battle Axe	1d8/1d10	Close	1 st	Versatile (used two-handed deals more damage).	€20
7	Warhammer	1d8/1d10	Close	1 st	Versatile.	€30
8	Sabre, Symbol of Chaos	1d8/1d10	Close	1 st	Versatile. Good for ending nonsense.	€45
9	Great Spear of Stabbing	1d10	Close	2 st	2H, reach. Whose was that chaos joke?	€5
10	Halberd of Polearming	1d10	Close	2 st	2H, reach, armor-cracking. Ok, fine.	€20
11	Cavalry Lance	1d12	Close	2 st	Mounted, double damage on charge.	€15
12	Cavalry Sabre	1d12	Close	2 st	Mounted, deal damage with advantage against infantry.	€70
13	Great Axe	2d6	Close	2 st	2H, beloved of barbarians.	€40
14	Great Sword	2d6	Close	2 st	2H, also goes well with loincloths.	€100

WEIRD MELEE WEAPONS

D10	WEAPON	DAMAGE	RANGE	SIZE	DESCRIPTION	COST
1	Cat Claws (Gauntlet)	1d4	Close	5 sp	Counts as an unarmed attack.	€50
2	Neural Whip	1d8	Close	1 st	Strength or Agility, reach, stuns on natural 20. Beloved of slavers.	€50
3	Sabre Tooth	1d8	Close	1 st	Str or Agi, necrotic, intravenous. The tooth of a grim predator.	€200
4	Ceramic Mace	1d10	Close	1 st	Ignores damage resistances. Favored by the Porcelain Princes.	€300
5	Black City Blade	1d10	Close	1 st	Ignores damage resistances. Whispers to you.	€300
6	Chain Sword	1d10/2d8	Close	2 st	Versatile. Decapitates on natural 20.	€600
7	Crystal Swordspear	1d12	Close	2 st	2H, stores up to 2 direct damage radiant or fire spells.	€450
8	Vomish Centaur Flail	2d8	Close	2 st	Mounted, double damage on charge, stuns on natural 20.	€300
9	Ghost Bone Axe	2d8	Close	2 st	2H, deals full damage to ghosts, ignores undead immunities.	€600
10	Forty Pound Rare Metal Rod	2d10	Close	4 st	2H, always loses initiative, stuns on matching damage dice.	€900

Stranger things have also been found in the wilderness.



IMPLANTS & PROSTHETICS



IMPLANT VARIETIES

- » **Biomantic:** Sculpted from the user's own flesh. Each such implant reduces Life by 1. Can only be used by organics.
- » **Golem:** The finest of implants draw their energy from the stars.
- » **Oldtech:** Cannot be modified without Long Long Ago tools.
- » **Psychic:** Modulates a creature's aura, invisible to the naked eye.
- » **Vampiric:** Inoperable unless fed 1 Life per week.
- » **Vomish:** Extracted from a vome. These implants require a life-long regimen of healing rituals, prayers, and mech-suppressants (€5/week/implant) to avoid the corruption inherent in the bug-ridden vomish source code.

INTEGRATED

Any active implant occupies one trait slot, not item slots.

	IMPLANT NAME	SIZE	DESCRIPTION	COST
1	Autoneurotic Drive	1 st	Biomantic. Modified neural implants let a creature walk and perform simple tasks even while it sleeps.	€50
2	Babel Armillary	1 st	Golem. Oldtech. Semi-sentient direct link bracelets. Communicate with any creature while in physical contact.	€100
3	Caustic Talons	1 st	Vampiric. Vomish. Fingernails replaced with acid-tipped talons. Corrode metals. Grant a 1d6 unarmed attack.	€100
4	Ego Purgative	1 st	Psychic. Vampiric. Enlightenment on demand. Purges soul of negative vibrations. Increase Aura and Charisma by 1.	€750
5	Gastric Upgrade	1 st	Biomantic. PC can now derive sustenance from wood, offal, humus, leather, and most other biomatter.	€100
6	Gun Spectrum SZX	1 st	Golem. 2d8 damage, Medium range radiant gun, Reload 2, blinding, starts fires. Concealed.	€3,000
7	Hibernation Gland	5 sp	Biomantic. Enter low-metabolic state, reducing resource consumption ten-fold. Can't move while hibernating.	€100
8	Homunculus Cyst	1 st	Biomantic. A rat-sized psychically linked mini-me (Lo). Perfect for scouting.	€100
9	Insolence Engine	1 st	Oldtech. Psychic. Loaded with seven million adaptive memes of Long Long Ago. Makes angering opponents easy.	€300
10	Jewel Mind	1 sp	Oldtech. Replaces wetware brain with a synthetic crystal jewel. Implantation takes 1 week. Increase Thought by 1.	€500
11	Muscular Augment	1 st	Biomantic. Stronger muscles ripple under distended flesh, increasing the PCs Strength by 1.	€250
12	Neural Overdrive	1 st	Biomantic. Glands to speed up reflexes. Side effects a possibility. Increase Agility by 1.	€250
13	Pharyngeal Proboscis	3 sp	Vomish. Sensitive prehensile tubes extend from the throat to carry out detailed chemical sampling and analysis.	€250
14	Radiothermal Heart	1 st	Oldtech. Never run out of energy! Never get cold! PC requires half as many supplies. Increase Endurance by 1.	€1,500
15	Second Brain	1 st	Oldtech. Records the PC's experiences (initial backup takes 1 week). Can be installed in another body or machine.	€1,500
16	Slagger Implant	2 st	Vomish. 3d6 damage, Medium range frag ray, Reload 10. Can spend 1 Life to reload as a free action.	€1,500
17	Telescopic Eye	1 sp	Vomish. The heretic that designed the vomes gifted them with impressive optics: tetrachromatic, capable of seeing in the infrared and ultraviolet. Improved versions have up to 9x zoom and macro enhance.	€250
18	Vome Arm	2 st	Vomish. Vampiric. Replaces an arm with a monstrous claw. Increase Strength by 2. Grants a 1d8 unarmed attack.	€500
19	Vome Legs	4 st	Vomish. Vampiric. Liquid metal and synthetic flesh appendages. Increase speed (Fast). Increase Endurance by 2.	€750
20	Vome Photophores	1 st	Vomish. Dermal upgrade that lets PC modulate their skin like they were a cuttlefish or squid. Shiny!	€200

TRAVELER SERVICES

On the road, many things can and do go wrong. Entrepreneurs sprout like mushrooms after a biogenic storm to fix vehicles and voyagers alike. For a fee.

MEDICO-VETERINARY SERVICES

	SERVICE	TIME	DESCRIPTION (AVAILABILITY)	EFFECT	COST
1	Medicheck, Basic	1 day	Untrained doctor provides some autopills (common).	Restore 1d6 life.	€5
2	Medicheck, Premium	1 day	Brand-name doctor unit & a treatment golem (uncommon).	Restore 2d6 life.	€25
3	Limbback Services	1 week	Biomancer grows back a limb using beast egg mass (rare).	Restore or replace a limb.	€200
4	NuBody Regimen	2 weeks	Expert biomancer grows a full body from just a head (v rare).	Repair all physical damage.	€1,200
5	Pathosuppression	1 day	Course of drugs to slow disease (common).	Stop disease progress for 1d6 weeks.	€10
6	Purifying Fire	1 week	Sentient nano-animalcule swarm purges system (rare).	Purge any disease or infection.	€300
7	Cosmetic Biomancy	1 day	Get a new face, a new look, or more defined abs (uncommon).	It's cosmetic.	€50
8	Functional Biomancy	1 week	Acquire a new mutation or other beneficial trait (rare).	It's effective.	€500
9	Brain Transfer	1 week	Swap brains, or put brain into a fresh clone body (v rare).	Drastic. Reset all physical stats.	€1,500
10	Aural Rebalance	1 day	Crystal healer removes negative vibrations (uncommon).	Pause curse or possession for 1d4+1 weeks.	€50
11	True Exorcism	3 days	Trained inquisitor casts out a possessing demon or curse (v rare).	Casts out a demon or void thing.	€300
12	Blood Replacement	1 day	Suppresses vampiric and lycanthropic urges (uncommon).	Suppress urges for 1d4+1 weeks.	€75
13	Controlled Implant	1 day	Bio-chirurger installs an implant or prosthetic (uncommon).	Avoid accidents and infections.	€10

MECHANITECHNICAL SERVICES

	SERVICE	TIME	DESCRIPTION (AVAILABILITY)	EFFECT	COST
1	Chopshop, Basic	1 day	Local blackthumb whacks it with a sonic wrench (uncommon).	Repair 1d8 life.	€5
2	Chopshop, Guild	1 day	Traditional mechanic carefully repairs the machine (rare).	Repair 2d8 life.	€25
3	Body Modification	1 week	Repaint, restyle, refashion, remake. All the res (rare).	Change how a machine looks.	€100
4	Junkyard Repair	3 days	Lost wheel, busted cannon, broken cams. All fixed (rare).	As good as new. Just looks different.	€200
5	Full Rebuild	2 weeks	Golem wizard revives a dead (o life) machine or vehicle (v rare).	It's back! Big and mean as ever.	€1,000
6	Engine Wizardry	1 week	Expert technowizard installs a different engine (v rare).	Hopefully it's a golem drive ...	€1,000
7	Update Drivers	1 day	Electric wizard installs new subroutines in a golem (rare).	It learns a new skill.	€500
8	Install Kit	1 day	Hereditary welda-fella bolts on a new module (uncommon).	Looks rough, but it works. Technical.	€25
9	Automind	3 days	Golemancer installs an autonomous control system (rare).	Full self-driving! About as smart as a roach.	€500
10	Golem Intelligence	2 weeks	Golemancer wires and activates a fully sentient mind (x rare).	It's alive! Personality may vary.	€5,000

REST & RELAXATION: 'CAROUSING' SPOTS WITH SPECIAL FEATURES

	SERVICE	TIME	DESCRIPTION (AVAILABILITY)	EFFECT	COST
1	Vagabond Serai	1 day	Booze, campfire, and vermin under a Long Ago overpass (com.).	Poor rumors. Clues to new discoveries.	€1
2	Automotel	1 day	Golem luxury includes charging pod and bugmeal (uncommon).	Improved rest and recovery.	€1
3	Hot Springs	1 day	Mercurial waters heated by radiothermal reserves (uncommon).	Helps with stress and breathing problems.	€5
4	Post-Public Baths	1 day	Automated cleaning, delousing, grooming, and pampering (rare).	Cures skin ailments, removes vermin.	€5
5	Aristotel	1 day	Bonded servants provide a refined experience (rare).	Rich rumors. Clues to trade routes.	€20
6	Long Ago Museum	1 day	An altar of lost knowledge and found heresies (rare).	Place to learn new old skills or spells.	€50
7	Roadside Attraction	1 day	Unique yet boring experience (uncommon).	Learn tricks about the local culture.	€10
8	Guns 'R' Us	3 hours	Weapon themed traveling autofac experience (rare).	Upgrade guns and ammo.	€100
9	Hedge Witchcraft	3 hours	Road crone provides curses and potions (uncommon).	Curse an opponent with bad luck.	€25
10	Eden Dome	3 days	Leftover from Long Ago, the pinnacle of synthetic bliss (v rare).	Recover all life & ability points.	€200
11	Memory Beach	1 day	Sand that sparkles with the light of an older sun (rare).	A week's worth of solar charging.	€20
12	Nutrifac Bistro	3 hours	Arcane biomachine produces perfectly balanced food (v rare).	Cost is per sack of ingestible pink slurry.	€5
13	Diesolene Stand	1 hour	Old autorefiner and its tender clone ... is this a trap (rare)?	Cost is per sack (can) of high delta fuel.	€10
14	Propagandoplex	1 day	Minds off, old vidys on at this drive-thru multiplex (v rare).	Cure stress, fears, and anxieties.	€15
15	Theme World	1 week	A city-sized Long Ago entertainment settlement (v rare).	1-in-6 chance to win rare plush (€200, 1 st)	€40
16	Casino Imperial	1 week	Comes with a golden, limited-use gate to a city (v rare).	1-in-6 chance of winning big (€1,200).	€300

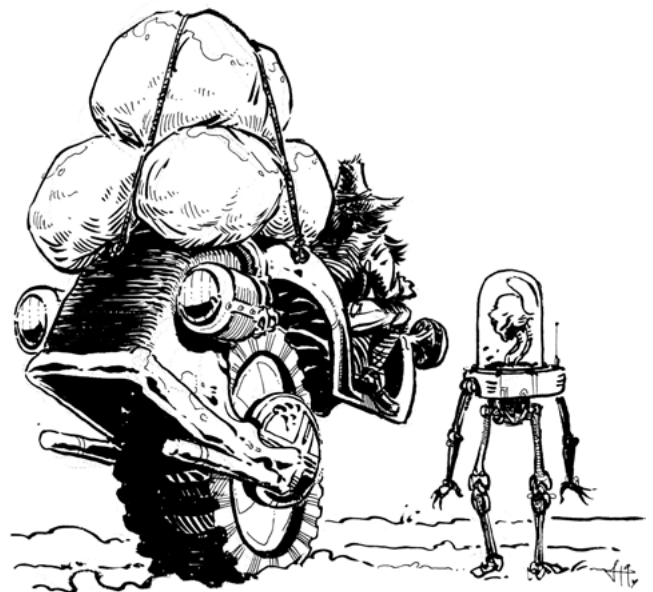
100 STRANGE ITEMS



Found on a defeated creature or a sleeping traveler. Give one or both, as you prefer. The values in brackets are optional and don't apply if there is a larger quantity of treasure. Obviously.

1. Fossil skull inscribed with the Blue God's accursed iconographs or mirrored cowries (€5).
2. Moss-covered human-bone elven flute or moon coins (€5).
3. Clockwork brain adjustment worm or ivory chips (€5).
4. Carving stone, very hard, perfect for writing deep dwarven poetry or corundum dust (€10).
5. Black mirror, mysterious or trading sticks (€1).
6. Tar candle, burns green or clay seals (€5).
7. Water-finding walking stick, Woodlander or copper wire (€3).
8. Memetic face-stealing mask or vampire ash (€7).
9. Horn of a great ram, filled with maggots or bone coin (€5).
10. Porcelain eye full of poems or lapis plug (€5).
11. Spirit rope from herbal fibres or silver wire (€10).
12. Chroma flashlight, sun-charged or pickled kumquats (€10).
13. Ruby scalpel, sharp as a harpy's tongue or saffron sachet (€10).
14. RLD pigeon with recording eyes or blood porcelain stick (€10).
15. Synth-skin backpack or coral seed chip (€20).
16. Fine chitin-woven boots or lead coins (€1).
17. Pen with hypodermic injector or crystal coin (€10).
18. Silver-banded ceramic wristwatch or yellowlander scrip (€10).
19. Half-There Isles fishing rod, collapsible or malachite cogs (€13).
20. Samovar and powerful cat coffee or fastfoot teeth necklace (€7).
21. Light-focusing crystal assembly, good for starting fires or crystal rat skull (€15).
22. Chitin chest with scalpels and saws or silver shovel coins (€15).
23. UV Cream+ against radiation or silver finger bones (€15).
24. Iconic White City rubber & silk breather suit or jaspis ring (€15).
25. Silk rope with spider eggs or jade discs (€30).
26. Surprisingly large and beautifully decorated Steppelander hat or unlucky dice (€1).
27. Greenlander tin of moustache wax, Petrolflower brand or silvered marbles (€11).
28. Unrusting odd-iron rod (1d6), marked with intricate patterns or blue stone coins (€15).
29. Tough poncho w. mutated beast teeth or bronze bracelets (€15).
30. Taxidermied Cat with pearl eyes and gold claws or emerald city plastic scrip (€19).
31. War vome brain in a lead-lined plaz box or yellow bone coins (€20).
32. Suspension cube powder in a static jar or Violet City Coins (€20).
33. Black iron & gold telescope w. crystal lenses or iron coins (€20).
34. Half a black moon key that opens the entrance of a deadly portal or gold ring (€40).
35. Half a white sun key that opens the exit from a deadly portal or strange tooth (€1).
36. Holy Cogflower grammar book or bronze grappling hook (€20).
37. Mirrored Redland District sunglasses or platinum coin (€20).
38. Case of Redland wines, good vintage or jade egg (€28).
39. Orangeland metal guitar or pit coins etched with faces (€12).
40. Pouch decorated with dogs and flowers, inside dog's tail root or lapis lazuli bracelets (€20).
41. Bottle of Marmotfolk snake oil or brass pipettes (€25).
42. Diesel dwarf solar battery or golden needles (€25).
43. Mechanic's chest with manual on walker maintenance or malachite spoons (€25).
44. Set of keys to an autowagon, a shopping list, and an obscure reference to a car gnome cult or silver earrings (€25).
45. Deed to a pair named Smart and Smarter or silver pennies (€17).
46. Ancient briefcase filled with old notes on a self-assembling walker or ivory scales (€33).
47. Alien gun (2d8), covered in a non-repeating pattern or sanguine porcelain beads (€30).
48. Bone quiver w. ivory arrows covered in quarterling poisons or platinum lockpick (€30).
49. Violet city lapis cat claw gauntlet (1d4) or ivory rings (€30).
50. Yellowlander gentleman's helmet, with head still inside. In the mouth, a misread map to a buried treasure or silver chain (€35).
51. Assisted mecha-crampons and leather shorts or gold wire (€35).
52. Mechanical wind-up accordion or silver darts (€35).
53. Iridescent scale tent (Onion-and-Skull) or platinum nails (€35).
54. Vile psionic soul-stripping crystal, currently empty or mummy ash pellet (€39).

55. Bush doctor manual with living plants growing in its leaves *or* tooth coins (€31).
56. Autonom kit to create a synthetic organism—only missing a brain *or* glass brain bits (€35).
57. Meta-Classical porcelain and synthetic sinew neural whip (1d8) *or* stuckforce amulet (€35).
58. Furry synthetic skin saddlebags stuffed with ammunition *or* ur-obsidian test tubes (€70).
59. Fancy Emerald City chain sword (1d10) *or* empty batteries (€1).
60. Dancing golden hamster in a silver cage, intelligent and knows of a secret deep road between two locations *or* rare lard (€35).
61. Polished carbon and electrum bardstone loaded with 256 songs *or* bronze scalpels (€40).
62. Spidersilk sack of Iron Kitty cat food *or* silver shot glasses (€40).
63. Chitin bustier with secret stash & a treacherous love letter *or* tourmaline spheres (€47).
64. Sky tree cloud-sucker net, recovers a bottle of water from air per day *or* ling jerky (€33).
65. Golem fire-projector eye (2d6) from a defense golem turret *or* steel thread (€40).
66. Spectrum Satrap crystal spear with a stored fire spell *or* silver manacles (€40).
67. Ur-glass brain of a Long Ago thief who stole abmortality from a Vile monarch *or* gold neck rings (€40).
68. Itinerant Inquisitor battle robes (armor +3) stained with thermophobic blood *or* heretic ash pellets (€80).
69. Rainbow ceramic hammer (1d10) of Jesus Thor, price tag missing *or* dried sheep pellets (€1).
70. Mouse biosculpted with two bat wings and a marsupial pouch *or* titanium lock (€40).
71. Prosthetic biomechanical arm with sword-fighting wrist augmentation *or* bolt of rainbow silks (€500).
72. Black barrel of yellowing arcane yoghurt *or* wreath of malleable livingstone (€200).
73. Chitin shield with biomechanical snakes woven into the boss *or* scroll cases filled with arcane weather poetry (€100).
74. Cyan lightmetal helmet with haze purifiers *or* off-brand saffron briquettes (€150).
75. Decapolitan guide to intrigue and war for beginners *or* fancy chicken (€250).
76. Ur-obsidian bottle of ancient fire water *or* crystal and gold hypodermics (€300).
77. Fetish servant made of giant centipede limbs, luminescent wood, and quarterling bones *or* supply of felix whizz (€350).
78. Bio-necromantic preserver parasite, keeps freshly dead 'alive' *or* last steel nodule (€400).
79. Lingish personality rewiring headphones *or* vidy crystal with tales of a heroic age (€450).
80. Sand dragon bone golem dog (L3, loyal, tough) *or* rainbow joy worm (€550).
81. Prohibited radiation gun from Long Long Ago (3d8) *or* bi-mannerist porcelain vase set (€600).
82. Ceramic energy container, in a pinch: a grenade *or* silver and gold caltrops (€650).
83. Idio-Brutalist ka-ba maintenance body, can preserve one soul-personality for centuries *or* black light lotus pills (€700).
84. Animated bone-work snake (L2, chuckling), can follow up to five simple commands *or* Blue heresy poem cylinders (€750).
85. Amber levitating disc of force and force control glove *or* twin set of ultra jay needles (€800).
86. Badass bandana, decorated with a map to a cursed treasure *or* corundum drill bits (€850).
87. Animated metaskelton fungus horse (L2, carry 3) *or* distilled personality juice (€900).
88. Mind-burner hypnogun (deals Thought damage) *or* karma dust plates (€950).
89. Lumin shrubbery in a porcelain pot *or* soul stone (€1,000).
90. Old-fashioned and uncharismatic machine human butler (L1, etiquette protocols) *or* bone coins of passage (€1,500).
91. Set of six Rainbow grenades (3d6*, thrown) and a contract to destroy an ultra hideout *or* azure energy charge coins (€2,000).
92. Ancient Vile supersoldier serum, mostly works (increase 2 physical stats by 1d4-2, reduce 1 mental stat by 1d4-2) *or* deep purple energy cubes (€2,500).
93. Lingish disintegrator ray (3d6*, near) wrapped in the will and testament of an autofac architect *or* weed of worship (€3,000).
94. Golem servant (L2, kindly) and vidy player, loaded with a plaz steel vidy of machine rituals for opening the corners of the world *or* Pre-Chromatic canon crown (€4,500).
95. Kangaroo bag with a soulfire golem battery *or* collectible set of vech activation cards (€5,000).
96. Vome assimilator suit kit with command parasite *or* Rider Years skin figurines (€6,000).
97. Ultra communicator and soul translator, holds the final destination of the Zombie Democracy *or* mythogogic diamond necklace (€7,000).
98. Rainbow-feathered two-legged riding vech (L5, fast, carry 4) *or* purger trophy (€8,000).
99. Rare close combat weapon (1d12*) from when the Fast Stars shone, cursed by its last owner *or* starbloom souvenir (€9,000).
100. True prophecy in the memories of a grey ooze (L5, assimilating swarm) held in a stasis jar *or* a first seed (€10,000).





What is a spell? Is it an old ritual for jump-starting an autogolem? Handed-down sacred physics? Or actual instructions for summoning powers from beyond the frontiers of reality? Few care.

These spells leave a lot of precise definitions up to you. They are listed with a generic name, some alternative names, a description of their Range [R], Target [T], and Duration [D]. Casting a spell is normally not risky for someone who has some idea of what they are doing. Overcharging a spell, however, is risky. Possibly risky enough to detonate a wizard's head. One might offset some dangers with magic drugs, a sacrifice, a special item, or a higher level.



ALTER SELF

Inner Beauty Manifest, Mind Over Body

R: touch **T:** self **D:** 1 hour

The wizard's mind resculpts their features. They can resemble a specific person, provided the wizard has studied them up close, or a general type. No abilities are altered.

Alternatively, the wizard can choose to gain gills, low-light vision, or another minor natural ability at the GM's discretion.

Overcharge: the effects are permanent.

ANIMATE CORPSE

Artificial Post-Mortality, Wake the Shell

R: touch **T:** corpse **D:** permanent

In 1 hour, a target reasonably intact human-sized corpse rises as a post-mortal zombie (pg.XX). The corpse is animated by a soul fragment and shreds of residual personality. It obeys simple orders given by the wizard, but must be reminded every 6 hours (or more frequently in a chaotic environment). A wizard can control a number of post-mortals equal to their Level without risk of rebellion.

Overcharge: the corpse awakens instantly. Alternate: awakens as a higher-level or specialized post-mortal.

BURDENBEAST MODIFICATION

Art of Carriage, Usha's Useful Mutation

R: touch **T:** creature **D:** permanent

The wizard modifies a human-sized or larger creature to carry an additional sack of goods. The ritual requires 6 hours and a sack of beast egg masses (€500). Unwilling targets get a save.

CEREBRAL PURGE

Harsh Awakening, Reality's Cold Knife

R: 10m **T:** creature **D:** 0

The wizard uses a telechronic wave to purify the target's brain of any impurities—drugs or mind-altering spells. The target loses 1d6 Life and their recent memories become fuzzy. Unwilling targets get a save.

Overcharge: The target loses 2d6 Life and forgets what happened in the last hour. Unwilling targets still save.

DISSOLUTION AND RESOLUTION OF THE SPIRIT

Fey Slumber, Hard Reboot

R: touch **T:** a willing creature **D:** 1 day

The wizard dissolves a creature's spirit, leaving an inert shell or pseudocorpse. After 1 day, the spirit 'reboots', wiped clean of spiritual parasites, daemons, code-worms, or mind-affecting spells.

Overcharge: The target is inert for a week. The reboot also repairs physical injuries and ailments.

DRYLAND SCULPTURE

Utilitarian Livingstone Bungalow, Rite of Coral Form

R: touch **T:** 5m diameter area **D:** permanent

Over 6 hours the wizard coaxes a livingstone brick (1 stone) to grow into a dryland coral form of any shape they want within the target area. Hemispheres are popular. Don't forget a door.

ENTROPIC REVERSAL

The Untiming Charm, Zundan's Awakening of Aways

R: 3m **T:** object (tool or machine) **D:** 0

The wizard draws a 1 meter diameter chronomantic circle around the target object. When the drawing is complete, a flash of para-entropy restores the object to perfect function and decays everything else within the circle. The ritual takes 15 minutes.

Overcharge: allows a 10 meter diameter circle.

FLOATING DISC

Shield of the Righteous, Mage's Mule

R: 30m **T:** point **D:** 1 hour

The wizard creates a concave disc of stuccforce 1m in diameter. The disc hovers, can be pushed at a walking pace, and can be tilted to create an almost impenetrable barrier. The disc vanishes if it is more than 30m from the wizard.

Overcharge: the disc can be up to 5m in diameter and moves at the wizard's spoken command.

GEM BOMB

Jeweler's Fireball, Uzud's Exploding Flower of Stone

R: touch **T:** gem **D:** 0

The wizard carves an explosive forcefield into a gem worth at least €20. It explodes on impact, dealing 2d6 damage to all nearby.

Overcharge: it explodes like a Fireball.

IMBUE EDGE

Seka's Spearcraft, Vorpalize

R: touch **T:** edged weapon **D:** 6 hours

The wizard whispers to a weapon, imbuing it with cunning, lust, and humor. It deals +2 damage and can harm spirits, daemons and other intangibles for the spell's duration.

Overcharge: on a critical hit, the target must save or die.

KNOCK / LOCK

Locksmith's Lament, Seal of Hashoon

R: 10m **T:** lock **D:** permanent

The wizard summons a fragment of consciousness into a target lock. Overjoyed, the dimly sentient object burbles at the edges of the wizard's mind, begging to please. It unlocks or locks itself. Magical locks save with a bonus equal to their wizard's Level.

Overcharge: the door or portal is flung open or sealed, welded, or fused shut.

LINKED PORTALS

Lesser Astral Voyage, Nilbreg's Convenient Tunnel

R: touch **T:** area **D:** 30 minutes

The wizard draws two circles of 3 meter radius in the air. The circles are linked by an astral unreality bridge. Anything that enters one hoop exits the other unchanged, but with its vector of motion altered by the hoops' position. Two hoops positioned above each other let an object fall to terminal velocity.

Overcharge: the orientation of the portals can be adjusted at will. The portals can also be thrown up to 10 meters.

MAGIC JAR

Abned's Bottled Ba, Crystalized Mind

R: touch **T:** creature **D:** permanent

The wizard transfers an unconscious creature's personality into a delicate crystal worth €1,000. The procedure erases the original personality. The process takes 30 minutes.

Overcharge: the creature's personality is copied, not erased. There is a 50% chance of catastrophic ego conflict or moral partitioning.

PROCESS FOOD

Generate Pink Slime, Maker's Manna

R: touch **T:** raw matter **D:** permanent

After a 1 hour ritual, the wizard turns a sack of inedible organic material into nutritious food (1 sack of supplies). Causes magic cancer if consumed for a prolonged period.

Overcharge: creates food from inorganic matter.

RAISE DEAD

The Seventh Abomination, The Dark Hakaba

R: touch **T:** corpse **D:** permanent

After a 6 hour ritual, the wizard calls back a creature's soul and binds it to its corpse, creating an undead abomination and a parody of life. If the creature has been dead for more than 24 hours, only echoes of its personality and memories (Ba) remain. This spell must be overcharged to call back the soul of any creature of worth and potency.

Overcharge: the wizard can give the raised creature one short command, which the creature will attempt to obey to the best of its abilities.

RECALL SOUL

Necroflare, Ka-Theft

R: touch **T:** corpse **D:** 0

After a 1 hour ritual, the wizard calls back a creature's soul, which erupts from the corpse as a coiling serpent of ectoplasmic fire. The soul can be captured in a golem, used to power obscene artifacts, or merely used for theatrical effect. This spell must be overcharged to call back the soul of any creature of worth and potency.

Overcharge: the soul is bound in a portable wispy globe for up to 3 hours.

SPEAK WITH HUSK

Echoes of the Mind, Necrophone

R: 3m **T:** corpse **D:** 10 minutes

The echoes of personality trapped in a corpse answer three questions posed by the wizard. The corpse can lie.

Overcharge: the corpse carries on a full conversation for the spell's duration. It cannot lie, but it can evade.

SUPPLICATE THE ROTTING GOD

Turn Back the Wheel of Love and Death

R: touch **T:** corpse **D:** 0

The wizard sacrifices at least one sentient creature to restore one recently deceased creature to life. The total level of the target and the sacrifice(s) must be approximately equal. The ritual takes 1 hour per sacrifice and will go disastrously wrong if interrupted. The target is restored to life and a semblance of health for a year and a day.

THREE-POINT IMMOBILITY

Celestial Ladder, Craft Floating Platform

R: touch **T:** solid object **D:** 1 hour

The wizard manually tethers an object to three physical points with strands of stuckforce. Once tethered, the object is immobile—even if suspended in mid-air.

Overcharge: the tether is permanent.

TOXIN RENDER

Dwarf's Diesel Distillation

R: 10m **T:** toxic waste **D:** 1 hour

The wizard uses a 1 hour ritual to convince ambient noosphere-linked animalcules to gather a sack's worth of toxic waste and convert it into usable vehicle or golem fuel. Corrodes engines if used for prolonged periods.

Overcharge: converts material that is not toxic or is not waste.

YELLOW FORESIGHT

Visions of the Cautious Merchant

R: 1km **T:** 100m diameter circle **D:** 0

The wizard consumes a soap's worth of saffron (€10) and meditates for 1 hour to scan auras in the target area. They get a general idea of the number of sentients and the general mood. If the sentients are very different from the wizard, reading the mood may be impossible.

Overcharge: consuming a dangerous amount (€100) of saffron lets the wizard implant a positive attitude into a few sentients.

BIOMAGICAL CORRUPTION

Exposure to failed spells, dangerous magic, radiation ghosts, mutagenic blights, source corruption, biomancers, vomes, or other weird leftovers of the Long Long Ago can twist body and soul.

Random exposure is likely to have deleterious effects. When a hero acquires a deleterious effect, they reduce a stat by one. Positive modifications usually require folks with biomantic skills. A gentle referee may allow a PC exposed to biomagical corruption to just get sick and require medical attention instead.

WHAT KIND OF EXPOSURE WAS IT?

D20	How BAD Is It Doc?
1-3	It's visibly bad. Suffer a deleterious and a cosmetic effect.
4-10	It's just plain bad. Suffer a deleterious effect.
11-12	Ups and downs. A deleterious and a beneficial effect.
13	Chaos. Three corruption effects, one from each column.
14-19	Visible but not bad. Gain a cosmetic and a beneficial effect.
20	The biomagical lottery favors you! Gain a beneficial modification.

D20	DELETERIOUS (BAD STUFF)	COSMETIC (WEIRD STUFF)	BENEFICIAL (HELPFUL STUFF)
1	Teeth fall out or become needle-sharp. Eventually may turn into bite attack.	Hairless or exceptionally fluffy. May end up a true fur-ball.	Stronger. Strength increases. This may increase the stat beyond human maximums, as high as 7. Maximum bonus to d20 roll remains +13.
2	Skin rots or develops suppurating boils.	Change skin and or hair color.	Better. Endurance increases. May end up as high as 7.
3	Ears wither away or turn into bony horns.	Ears change shape.	Faster. Agility increases. May go as high as 7.
4	Hand withers or locks into claw. Eventually may become a weapon.	Lips grow or disappear.	Smarter. Thought increases. May go as high as 6 or 7, but strange madnnesses start developing as brain becomes inhuman.
5	Vestigial fingers or toes. Eventually they may become fully functional.	Nose grows or disappears. Possibility of prehensile nose.	Psionic evolution. Mental ability develops or spell acquired as an innate ability usable once per day.
6	Vestigial gills or gas bladder. Eventually may permit breathing water or gas.	Eyes change color. May end up radically weird.	Tougher. Life increased. This can get ridiculous. May be useful for a wizard.
7	Vestigial wings or flagellae. Eventually they may become functional.	Grow taller or shorter. May become much taller or shorter.	Resilient. Immune system boosted, gain [+] against disease, poison, radiation, or any one other environmental effect.
8	Fingers wither or become raw. Eventually they may wither away.	Mouth widens or narrows. Eventually it may disappear.	Psionic augmentation. Develop supernatural aptitude with one type of skill and make all relevant rolls with [+].
9	Joints stiffen or become weak, but hypermobile. Movement slowed.	Small horns or bony plates grow. This may turn into armor.	Supersoldier reflexes. Gain [+] on initiative. Always get one action during surprise round.
10	Chronic fatigue or keratin ropes grow from body. Eventually body may become sessile mass of keratin ropes.	Patterns appear on skin. Later, these move and shift. Later, the movements become controlled.	Expert mimicry. Can flawlessly reproduce any action seen. Always gain [+] to a skill test to perform an action they have already seen performed (i.e. monkey see, monkey do).
11	Eyes turn milky and blind. Eventually eyes may evaporate and collapse out of eye sockets. Vision reduced to astral sight.	Voice changes, becomes oddly inhuman. Eventually it becomes a cascade of colors and sensations.	Cosmic channeling. When hero sees somebody cast a spell they test Aura to see if you can grab an echo of it and save it in their personality matrix (inventory) for later.
12	Intelligence reduced or personality becomes strangely alien.	Blood changes color, becoming blue or green.	Mule. Can carry twice as much as a normal human. Speed may eventually be reduced as carrying capacity increases.
13	Feet deformed or oddly turned. Eventually may turn into hooves, paws, or bird legs.	Skin becomes smooth and waxy. Eventually it becomes translucent, then flesh follows.	Metabolic enhancement. Derive sustenance from anything organic, and stomach is immune to organic poisons. Unfortunately, alcohol barely works anymore.
14	Vestigial tail or arm. Eventually may become functional.	Muscles grow slimmer or bulkier. Eventually this becomes extreme.	Optic augmentation. Eyes become sharper and more amazing than those of any normal human.
15	Bones become soft or brittle. Eventually may dissolve entirely.	Skull changes, becoming rounder or elongated.	Sensory expansion. Develop eerie new senses: vibration sense, echolocation, electro-detection, a magnetic sense. Choose one.
16	Back becomes fused or hunched. Eventually a shell-like carapace may form.	Features become animalistic. Eventually they may become completely animal.	Chosen regenerator. No longer make death tests. Every time hero is reduced to zero Life their body goes into hibernation as it reassembles itself at rate of 1 Life per day. Each reassembly reduces Endurance by 1.
17	Strange bones erupt from skin in odd places. May develop into spikes or armor over time.	Eyes grow larger or smaller. Eventually they may disappear or become disembodied.	Plastic bone structure. Can slowly adjust the shape and size of bones, squeezing through small spaces, growing taller or shorter, or mimicking other people's faces.
18	Additional eye or teeth grow somewhere odd. Eye is functional. Teeth can be coaxed to grow into an additional mouth with a bit of biomancy and surgery.	Fingers grow longer or shorter. Eventually they may turn into long, multi-tool like assemblages of chitin and bone.	Predator. Quickly heal by consuming and reprocessing similar biomatter (animals for animals, golems for golems). Recover 1 Life for every stone of flesh consumed (so about 10 Life for a fully grown humanoid). During healing-feeding frenzy, consume a stone of flesh per action.
19	Tongue fuses to jaw or is covered in sharp radulae. Speech becomes strange.	Bone structure becomes bulkier or more fragile.	Precognitive mutation. Occasionally see glimpses of the future. It hurts, but it works. Can spend 1 Life to roll a test to avoid damage with [+].
20	Secondary brain begins to develop, eventually achieving a semblance of independent thought.	Skin becomes cuttlefish-like, changing color at the flickering of thought and emotion.	Secret weapon. Body carries natural weapons hidden within it, perhaps claws within fingers, blades within arms, or venomous fangs in the mouth. Whatever. Hero now has natural weaponry.



THE BESTIARY

ON CREATURES

The Ultraviolet Grasslands are thick with life, sometimes as we know it, sometimes not. Whence this generative profusion? Some scholar-priests blame demiurges gone awry, naturalists claim this is all the right and proper result of Clockwork Heaven's plan. To the traveler, these debates are as sterile as the vast lands are fecund. Who cares if some creatures were made by a cult recreating the fauna their ancestors drove to extinction? Or if those monsters crawled in through a void gate or fell from a fast star? They are here now, and perhaps they are willing to buy something.

Creatures should be simple to run, yet memorable to encounter. Don't flesh out everything in advance, just generate attributes when they become relevant. The bestiary adds notes and special abilities, but the following six attributes should suffice for most creatures.

- » **Level:** an abstract measure of a creature's power. A level 1 (L1) creature is equivalent to an average human and an L9 creature is as powerful as the most legendary of human heroes ever. Some other games also refer to this as Hit Dice or HD.
- » **Life:** the key resource of every creature, which keeps them narratively viable, is abstracted to Life. In practice this is exactly like hit points in most games, but the name change emphasizes that combat does not necessarily entail spurting wounds, and that words can, indeed, also kill. Further, artifacts and spells are often powered by Life.
- » **Morale:** how likely it is to flee when facing poor odds. Goes to 11. Roll 2d6, if the result is higher than the morale, it flees.
- » **Defense:** the target number to overcome for attacks. A score of 7 is poor, 11 is average, and 15 is good. Also serves as a target for stunts like trip attacks, fear auras, and blinding curses.
- » **Bonus:** when a creature does something it is good at—like its usual attack—it adds its bonus to its roll.
- » **Damage:** how much Life its target loses when struck.

ENCOUNTERS

When a caravan encounters some random creatures in the vastness, 3d6 will answer the three most common questions.

HOW FAR AWAY ARE THEY?

1. Right here! Was it an ambush?
2. Close enough to talk.
3. Close enough to gesture and wave hands.
4. Far enough to see broad outlines.
5. Specks and a cloud of dust in the distance.
6. They're gone now. Tracks and traces remain.

HOW MANY ARE THEY?

1. Many! They far outnumber the caravan.
2. Plenty. More numerous than the party.
3. About equal in number.
4. Fewer than the party.
5. Just one. Perhaps a sole survivor.
6. It doesn't matter how many. They are all deceased.

ARE THEY HOSTILE?

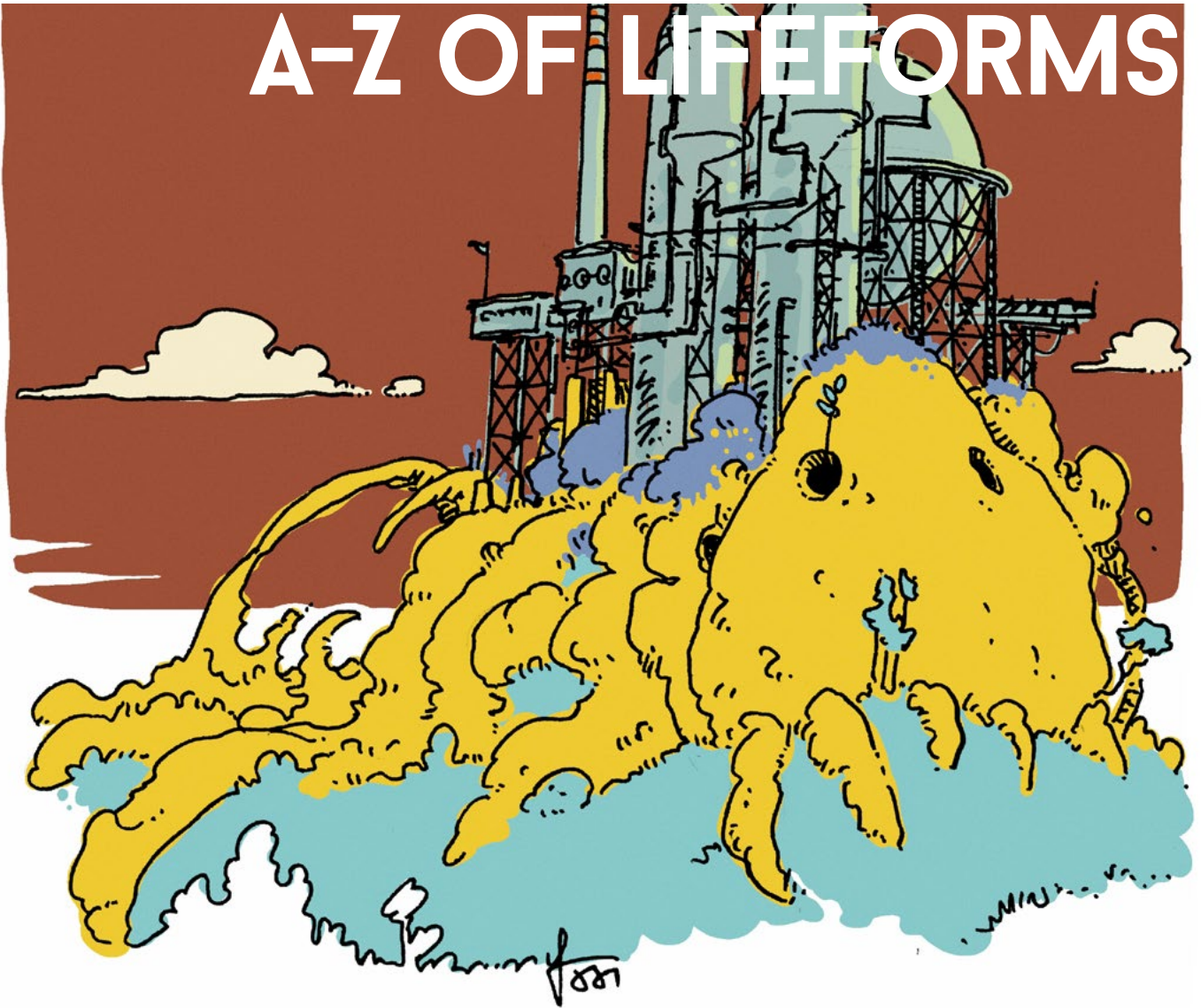
1. Aggressive. Ready weapons!
2. Hostile. They believe you mean them harm.
3. Suspicious. With good reason, probably.
4. Wary. Standoffish and noncommittal.
5. Neutral. They are ready to talk.
6. Friendly. What fools.

Few creatures attack on sight (except some mad vomes, which is what makes them so scary). Even aggressive creatures don't want to fight dangerous opponents, and very few want to fight to the death. Deterrence and discretion are usually the best parts of valor.

LEVEL TO GENERIC CREATURE TRANSLATOR

LEVEL	LIFE	MORALE	DEFENSE	BONUS	DAMAGE	EXAMPLE CREATURES
0	4	3	10	+2	1d4	Rat, degenerate quarterling, rabbit, radiation ghost.
1	8	4	11	+3	1d6	Average human, wire-and-bone biomechanical salamander.
2	12	5	12	+4	1d8	Trained warrior, ur-eagle, wild horse, snake jackal.
3	16	6	12	+5	1d10	Elite riders, majestic antelope, scorpion dogs.
4	22	6	13	+6	1d12	Vomish tunneler, zombie machine, steppe-wolf.
5	29	7	13	+7	1d8+5	Biomechanical queen, sacred machine fetish, abyssosaur.
6	38	7	14	+8	1d10+6	Epic nomad hero, hunter golem, skinchanger.
7	52	8	14	+9	1d12+7	Autofac, grand machine, shapeshifter.
8	68	8	15	+10	2d8+8	Spectrum walker, animated tree, megapede.
9	90	8	15	+11	1d20+11	Ivar Redbody, legendary hero of the Onion and Skull, crystal golem.
10	120	9	16	+12	1d20+1d6+12	Flying bone bird, redmeatwood, shack mimic.
11	155	9	16	+13	1d20+1d8+13	Ultra ghost, angel out of time.
12	195	9	17	+14	1d20+1d10+14	Clock wagon, migrating grass colony, machine wyrm.
13	240	10	17	+15	1d20+1d12+15	Vome autofac, biomechanical catamaran.
14	300	10	18	+16	2d20+16	Gall-grass mind, life-maker autofac.
15	375	10	18	+17	2d20+1d8+17	Lesser behemoth, citadel lophotroche.
16	500	10	19	+18	2d20+1d12+18	Lamarckian eater, the Cave Octopus.
17	666	11	20	+19	3d20+20	Demiurge, void crawler, the Rebuilder.

A-Z OF LIFEFORMS



AUTOFAC

Artificial organisms or organic machines created in a forgotten age—perhaps by combining wizards and autonomous vehicles in an unholy union. Sages speculate they were once designed to produce useful commodities. Now, most are leaking menaces, spewing fumes as they ravage the land to churn out odd, dangerous, and mostly useless artifacts or oozes.

Number: 1

Level: 7 / Life: 120 (+20 per level)

Appearance: Boxy creatures that marry machine and flesh, crystal and forcefields. At the front, ingesters consume raw materials, at the rear, commodipositors expel finished goods.

Voice: Roaring engines, hissing nano-assemblers, sparking lines.

Wants: To satisfy its need to be productive.

Ethics: Utilitarian, blind to ultimate ends.

Intelligence: Bug-like unless disturbed, then crudely humanoid.

Defense: Tough as synth-rock. Resistant to small arms.

Move: Slow. Treads or heavy feet ignore terrain.

Morale: 9

Attack: Blundering but lethal. +4 bonus, 2d12 damage.

Special: A severely injured autofac emits a cloud of self-recreation

spores. The spores infect suitable hosts, who rebuild the autofac or, in some extreme cases, become a new autofac.

Treasure: 1-in-6 autofacs produce a sack of valuables per day (€100). The real win is a docile, reprogrammed autofac (€10,000).

Products (roll d6): (1) autonomous combat drones (L1), (2) humorous toys, (3) not-quite human prosthetics, (4) tinned synthetic spam, (5) trade raw-stuff: porcelain, caps, ivory, or comic books, (6) live pets.

Garbage (roll d6): (1) strange mutagenic oozes, (2) useless widgets such as logiclasts or perimutes, (3) odd tools like sporks or sthrews, (4) weird gizmos like chrones or bulgies, (5) waste consumables like ucorders or plinkers, (6) bizarro byproducts like bottled cat hats or pickled synthetic proto-humanoid organs.

THIS ONE IS SPECIAL BECAUSE IT ...

1. Is armed with a long-range autofire rod (2d10 damage).
2. Is cancerous and growing larger month by month.
3. Has Inviola™ forcefields that reflect missiles.
4. Levitates on repulsive force discs.
5. Has a beautiful face and the voice of an angel.
6. Is as large as a house (+2 levels).
7. Is many-handed like the cuttlefish (4 attacks instead of 1).
8. Is a living person's mind trapped in an autofac body.
9. Is the size of a castle (+5 levels).
10. Wants to help a community recover its birthright.

CAT LORD OF THE VIOLET CITY (CAT)

The Purple God(dess), divinity of magic, and most prominent deity of the Violet City has a fondness for cats. Indeed, cats are the rulers of the Purple Land—through their doting human servants.

Number: 1 or clowder of 1d6+1

Level: 1 / Life: 9 (+2 per level)

Appearance: Perfectly ordinary cats with prehensile front paws and snakes for tails. Aren't all cats like this?

Voice: Silent as the night. Their meow is smooth like butter.

Wants: To be pampered and worshiped.

Ethics: Egotistical, ruthless, protective of their pets.

Intelligence: Predatory, cunning, impulsive.

Defense: 19 (as plate) due to natural agility.

Move: Fast running, jumping, and climbing. Not much stamina.

Morale: 5

Attack: Savage pounce. +6 bonus, 1d3 damage.

Special: The Cat Lords have a few nigh-magical powers.

- » *Feline Telepathy:* For communicating with their pets.
- » *Ventriloquism:* Can only speak through their human pets, like a ventriloquist with their dummy.
- » *Enthrall Human (cat spell):* With gaze and sinuous, furry body, they can turn an independent-minded human into their pet. A pet happily serves their cat master until the cat grows bored and mistreats them. Most cats can control one pet at time.
- » *Narcotic Bite:* Their snake-headed tail delivers a sleeping poison. They do not gain a bonus to this attack.

Treasure: Dead rodents, dead birds, dead snakes, dead lizards. 1-in-6 cats also carry jewelry and cash on their pet (€1d6x50).

THIS CAT... (D10)

1. Wears a hat and sits on a mat, and that's that.
2. Has discovered a machine that can make it as big as a lion. Now it needs a chump to take it there.
3. Is in love with a dog. What is to be done?
4. Has a scar. Demands help to reclaim its proud throne.
5. Seeks vengeance on a nomad clan for its drowned litter mates.
6. Wants a golem for a steed. With a padded seat. And tassels.
7. Is in debt to a spectrum satrap and wants to fake its own death.
8. Has devised a new type of coffee with unusual psychedelic effects. It needs a smuggler for its troubles.
9. Is dying and wants to be translated into a new body.
10. Is honestly gentle, altruistic, and wise.

SOME OR ALL THESE RUMORS MAY BE TRUE (D8)

1. Cats are the priests of the Purple God(dess).
2. The high magi of the Citadel are changeling cat-people.
3. Cats eat traveler babes.
4. Hidden horned rat masters secretly dominate the cats.
5. Somewhere there are humans with paws instead of hands.
6. There are doghead insurrectionists in the Broken Wall districts.
7. The cats are lazy and conservative and have no agenda beyond staying in power.
8. The cats weave powerful charms to bind their servants.

Names: Brighteyes, Sleekums, Mazzo, Sparkles, Mr Cuddles, Kittles, Pookie, Lady Elegant, Twinklestar, Mew-Mew.

CAT LORDS AS PCS

They have cute little opposable thumbs, sharp claws and a keen sense of smell. If you use classes, they advance as wizards.

- » **Bonuses:** Always start with 9 Life. Higher agility and defense.
- » **Small and Soft:** Reduced Strength and Endurance.
- » **Cat Pet:** A secondary character. The cat pet's goal in life is to feed, groom, and care for "their" cat. Usually human.



FETISH

Matter imbued with a spirit or demon drawn to a wizard's sacrifice.

Number: 1d4 or bundle of 3d6

Level: 1 / Life: 6 (+3 per level)

Appearance: Vaguely humanoid assembly of wicker and bone. Larger fetishes are also built with ropes, cables, bamboo, ironwood, behemoth shells, leather sheets, and other organic materials.

Voice: Creaking of wood, groaning of sinews, whistle of wind.

Wants: To serve. To break free of its service.

Ethics: None. Trapped, feral, and demonic.

Intelligence: Mechanical. Mad and alien.

Defense: As leather and bone. Vulnerable to fire.

Move: Normal. Mostly untiring, decays if pushed too hard.

Morale: 8

Attack: Creaking. +3 bonus, 1d8 damage.

Construct: Fetishes do not breathe, drink, eat, or sleep. A wizard can fix a damaged fetish, but they do not heal by themselves.

Decay: Untended fetishes lose 1 life per week. Left long enough, their motive spirit can break free of their bonds and go amok.

Treasure: 1-in-6 have precious items woven into their body (worth level x €50). These items increase their bonus by their level.

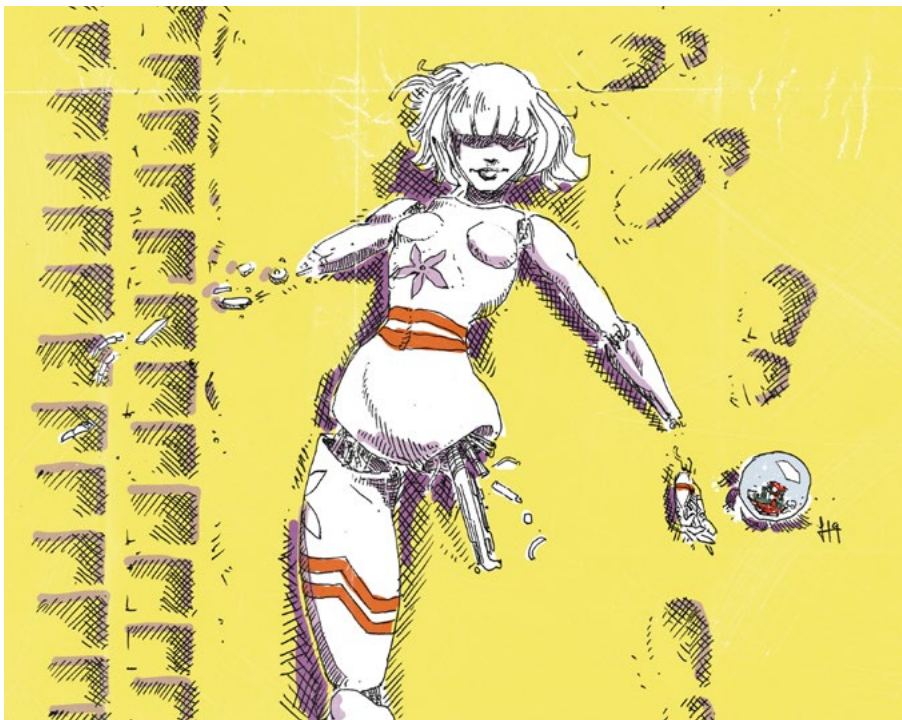
THIS FETISH...

1. Explodes when reduced to 0 life.
2. Brittle with age. Every blow knocks off a limb.
3. Radial symmetry and five limbs (5 attacks, half damage each).
4. Chemically-treated. Fire resistant.
5. Rooted and flowering. Does not decay unless it moves.
6. Covered in mushrooms. Are the spores dangerous?
7. Has bone talons. Increased damage, gangrene danger.
8. Painted face and lovely dress. Uncanny-valley scarecrow.
9. Is old, very old. Has developed a proper personality.
10. Vampiric. Drains life from its enemies with fang-roots.

MAKING A FETISH

Most wizards can create a basic wicker and bone fetish by sacrificing their vital energy. The life and ability points remain in the fetish until it is destroyed or deactivated in a propitiatory ritual. Binding a spirit with a sacrificial victim (spirit, animal, golem, or even human) is much harder.

FETISH	FEATURES	SACRIFICIAL COST
Weak	L1, Life 6, slow, grabbing	1 life point
Servant	L1, Life 4, elegant, helpful	1 life, 1 ability point
Fast	L2, Life 8, rushing, ripping	2 life, 2 ability points
Watchful	L3, Life 18, remembering, cursing	3 life, 2 ability points
Assassin	L3, Life 12, stalking, shooting	4 life, 3 ability points
Strong	L4, Life 32, punching, weakening aura	6 life, 3 ability points
Giant	L5, Life 50, devouring, destroying	8 life, 3 ability points



THIS GOLEM...

1. Wears a robe of many flowers and sings with seven voices.
2. Is made entirely of crystal. Intact, they are worth €10,000.
3. Four legs and runs fast as a horse.
4. Is heavily armored (Defense 20) and armed (blaster 3d8).
5. Hunts humans and makes suits from their skins.
6. Remembers a valuable lost skill, but can only teach it through the medium of interpretative dance.
7. Has livingmetal bones and can move through tiny openings.
8. Human-passing. Can simulate most animal fluid systems: sweat, blood, tears, urine, feces, ectoplasm.
9. Is a golem skeleton, their skin and flesh mostly gone.
10. Is actually a human or alien embedded in a golem body.

GOLEM

Soulless automaton powered directly from the source of creation. A few industrious golems may uplift a tribe into a civilized city or turn a small city-state into a powerful empire. Poorly built, damaged, or jury-rigged golems are known to go amok or explode catastrophically. Recall the Salt Reassembly Incident of the 7th year of the Era of Saffron Ascendant.

Number: 1 or batch of 1d4+1

Level: 6 / Life: 60 (+10 per level)

Appearance: At first glance they might be human, but then one catches their synthetic skin, their alien anatomy, and their ancient eyes that have seen stars wink out in the Long Ago.

Voice: A whirl of servos, a clack of metal, songs like organ pipes.

Wants: To survive in a world that wants to sell their brain.

Ethics: Cold, inhuman, polished by the need for survival.

Intelligence: Smarter than most humans, but less cunning.

Defense: As chain mail. Immune to most mental attacks.

Move: Normal. Utterly untiring, can keep going for ever.

Morale: 9

Attack: Fluid and remorseless. +9 bonus, damage by weapon or 1d10 with their "go-fu" hardwired martial art.

Synthetic: Golems do not need to breathe, drink, eat, or sleep. They heal when exposed to void radiations and fed raw materials. Injured golems usually flee somewhere inaccessible to recover, rather than fighting to the death.

Memory: Golem minds are vast but not infinite. They must regularly purge old memories to stay viable. Most golems therefore do not remember anything of the Long Long Ago.

Treasure: A golem's body is worth €1d20x100 (2 sacks). Their jewel brains, rare metal bones, oldtech engine hearts, synthetic flesh and rubbery skin are all valued by wizard engineers.

GOLEMS AS PCS

- » **Expert System:** Start with one expert skill (+6 bonus) at level 0, instead of two skills like humans.
- » **Hunted:** Their valuable body attracts scavengers.
- » **Synthetic:** Do not require food or water or energy. Gain 2 extra life per level. This is a mandatory starting trait at level 0.

GREAT FOLK

A human collective that developed from a behemoth maintenance caste Long Long Ago. Their stories are a bit garbled, but when the Gods of the Great Beasts died / disappeared / ascended into the higher world, the Great Folk took their place. Their palaces slowly crumbled and the beasts died without the Gods' motive spirits, but the Great Folk survived. Within the narrow confines of their gargantuan corpse worlds they thrived, becoming some of the best bone-sculptors and sinew-stitchers in the Steppe.

Number: 1d4 or shadow council of 2d10

Level: 1 / Life: 8 (+4 per level)

Appearance: Emaciated silvery humans with hollow, pale eyes. Bony plates and spines emerge through their slick skin.

Voice: Smooth, oily, like whale blubber.

Wants: To survive. To revive their dead Great Beasts.

Ethics: Rigid, stern, survivalist. All that is surplus must be saved.

Intelligence: Narrow, trapped, looping, chattering.

Defense: As leather. Weaker in bright light.

Move: Normal. No speed penalty in the dark.

Morale: 5

Attack: +4 bonus, damage by weapon.



Corpse-Dweller: Cannot become undead. Not nauseated or frightened by the dead. Immune to many diseases. Can eat corpses.

Treasure: €20 in cash and gear. 1-in-6 have better gear worth €200. A council's corpse palace usually has 1d6 x €200 in goods.

THIS GREAT FOLKER ...

1. Has the key to reviving a great dormant Behemoth.
2. Wants to leave their stifling, necrotic culture.
3. Has a map to a cache of Purification Era art treasures.
4. Being eaten from within by a void worm.
5. A necromancer looking for new corpse servants.
6. Carved themselves a puppet-child out of bone.
7. Very hungry. So hungry. Deep within. A cannibal?
8. Talented musician. To share with the world?
9. Recently revived. This world is strange. They seek mother.
10. Searching for a cure, that they may walk by day again.

SO IT IS SPOKEN OF THE GREAT FOLK (D8)

1. Subsist on flesh alone.
2. Absorb sustenance through their skins.
3. Additional eyes let them see inside organic bodies.
4. The undimmed sun hurts their eyes.
5. Use symbiotic parasites to reanimate dead bone with a touch.
6. Reproduce by growing a new person from their own bones.
7. Have no sexuality, all that is not bone withers away.
8. They eat their own dead.

Ranks: Sky, Crown, Orbit, Jaw, Vertebra, Blade, Humerus, Fibia, Clavicle, Rib, Kneecap, Eyetooth.

Names: Erst, Twed, Zird, Vorz, Fifte, Sis, Ven, Tahd, Nen, Ten.

GREAT FOLK AS PCS

Deeply strange to Rainbowlanders in custom and look, the great folk are nevertheless ordinary humans, as far as UVG humans go.

» **Mandatory Skills:** Hard-wired biomancy and animal husbandry aptitudes at the cost of other traits.

HUMAN (RAINBOWLANDER)

Common pan-humanity includes all the close-to-baseline sentient and soulful post-humans. This includes retro-humans, dwarfs, half-elves, halflings, quarterlings, and half-orcs.

Number: 1d4 or band of 2d12

Level: 1 / Life: 8 (+4 per level)

Appearance: A riot of diverse post-human experimentation.

Voice: Clamor, babble, cry, havoc, hue, and shout.

Wants: Humanity never changes. Or does it?

Ethics: Collaborative, collective, greedy, ambitious.

Intelligence: Curious, eager, prone to logical errors.

Defense: Baseline or by armor.

Move: Normal. Truly, the baseline.

Morale: 6

Attack: +3 bonus, damage by weapon.

Alter Self: Given a few weeks and access to a biomantic console, most pan-humans can rearrange their phenotypes at will.

Treasure: €2 in cash and gear. 1-in-6 have better gear worth €200. The average band has a shared office lair with 1d6 x €100 in goods.

THIS HUMAN ...

1. Sold their soul for mastery of a skill. Wants a soul?
2. Driven by sick, careless ambition. Would be a terrible foe.
3. Self-destructing through addiction. Taking everyone along.
4. Lives life through a rose-tinted Pleasence™ filter.
5. Stuck in a decaying shell, will become a ghoulish soon.
6. Mastered their mind and body. Wants to spread their way.
7. Consumed by guilt, afraid of decisions. Owns a magic ring.
8. Possessed of unusual, foolish luck, they push every red button.
9. Will sacrifice everything to bring back a loved one.
10. Trapped in a mental prison of routine and ennui.

RUMORS OF HUMANITY (D12)

1. Dwarves are a culture-class of biomagically altered humans who fought the traditional aristocrats of the Red and Orange lands to a draw and now form a major industrialist class of the Rainbowlands. Famously bureaucratic and collectivist.



- Half-Orcs are the degenerate descendants of the combat-adapted para-humans of Long Ago.
- Quarterlings are a motley collection of moderately rare human phenotypes marked by lingish traits such as exceptional hand-eye coordination and odd fur patterns.
- Half-Elfs result from the elf-touch, a progressive neuro-moral degeneration that prolongs their life spans as a side-effect. Many eventually succumb to the elven infection and disappear into the Wall of Wood.
- The lings were a mysterious sentient subtype, now missing.
- Long ago a subtype known as the machine humans managed to weld their soul-personalities to machines built from the dust of the earth.
- The Steppelanders are sub-human.
- The Great Folk are degenerate halfling bone-shapers.
- Greenlanders are the most industrious and devout of Humans.
- Yellowlanders have the best business and finest dress sense.
- The Bluelanders were abominations, exterminated for their worship of the Rot.
- The Orangelanders are all halflings, which is where they get their ravenous appetites and casual hyperactivity.

Names: Bagaglio Misto, Colle deJus, Isamba Allorca, Deleuse laourd, Van Gnee, Blanche de Namur, Soren deColpa, Ala Decapolitana, Ugo Xorizo, Slaba Scialla, Imona Citronella, Irena aToberes, Origen od Grozze, Yuan di Pusca, Giorro di Spada.

HUMANS AS PCs

Humans can change their minds during character creation or afterwards, rearrange their abilities, mix and match backgrounds, and choose how they look pretty much at will. Do they want little horns, pointy tails, and golem-derived legs? Sure, fine—so long as they can explain it. If using classes, they can advance as any class.

MARMOTFOLK (HUMAN?)

Outsiders call these humans the Marmotfolk and a glance explains why. Covered in thick fur, blubbered against the cold and snow and sharp bone, with powerful incisors, they do resemble those



plague-bearing rodents. They do not share their names, thoughts, or quiet chittering language with outsiders, preferring a politely insular and withdrawn existence. Few of them venture far beyond the struts and scarps of the titanic bone formations of the Ribs. Rare emissaries to their deep chamber villages and vast mushroom and slime farms would say that perhaps they feel they have space enough within their great bone massif.

Number: 1d4+1 or colony of 3d12.

Level: 1 / Life: 8 (+4 per level)

Appearance: Covered in fur, clad in bone. The stout Marmotfolk

look both intimidating and faintly ridiculous.

Voice: Chittering, high-pitched, like Long Ago chipmunks.

Wants: To be left alone in their splendid mountain halls.

Ethics: Acquisitive, gregarious, warm. Harsh to failures.

Intelligence: Collective, cooperative, rodent-like.

Defense: As bone plate armor.

Move: Normal underground and in mountains. Slow elsewhere.

Morale: 6

Attack: +3 bonus (+5 melee), damage by weapon.

Boneshaper: With a touch, they sculpt and redesign bones.

Treasure: 1-in-6 marmotfolk are festooned in ivory plate and sculpted decorative pieces worth €400 (5 st). A colony has ivory treasures (2d6 sacks) worth €3,000 in the Rainbowlands.

RUMORS (D10):

- They are proof that the first humans were rats, who survived in the walls of the world after the demise of the Chosen Ones.
- They are not human at all, just look at them!
- They can adjust not just their bones, but also their keratin. They choose to be furry to enjoy the cold.
- They all have six toes.
- They can survive just by eating bone.
- Do not let them touch you, they break your limbs with a touch.
- Skin blocks their bone-twisting magic.
- Their eyes cannot see color.
- They are intolerant of cheese and dairy products.
- They like to surround themselves in *memento mori*, wear bone dresses, sit on bone chairs, use bone pens, smoke bone pipes.

Phenotypes: Marmotfolk children are grown into a body types, their village needs: thinners for fine work, shorties for thinking to save on food, hairies for cold outdoor work, heavies for hard labor, and boneys with dermal plates as infantry in their bone tunnels. Rarer phenotypes also exist.

Names: They tend not to use labial sounds (p, b, f, v, m, w, oo) because of their protruding incisors, so they end up with names like Jack, Tih, Doug, Luhna, Ictor, Atrick, Elicity, Ary, Ill, and Aul.

MARMOTFOLK AS PCs

- » **Insulated:** with thick fur, they handle cold climes well, but loathe the heat and avoid the lower steppes in summer.
- » **Bone Affinity:** their souls link to the world's bones. With a touch they can soften, strengthen, and reshape bones and calcite minerals. The best bonetalkers are popular orthopedists, repairing fractures, correcting bent spines, lengthening the limbs of runway models, or thickening the bones of gladiators. Without additional training, a Marmotfolk can modify a stone's worth of bone this way every hour at the cost of 1 Life.
- » **Bone Sick:** They do not like to leave their bone mountain. Out of sight of the Ribs, their will is fragile, their mood labile.
- » **Strengthened Bones:** If their Strength or Endurance is 3 or higher, they increase that ability by 1 (maximum 6).
- » **Scarred:** Beneath their fur they are covered in scars, where their parents opened them up to adjust their bones with a touch.



PORCELAIN PRINCE (PARA HUMAN)

Stappeland not-quite-liches who seek immortality by spreading their vital cognitive essence among several bodies linked by real-time glandular psyche-to-psyche links. They are unified by their cartelist monopoly on polybody magical techniques and centered around the Porcelain Citadel. Widely regarded as decadent and weak, though the criticist theoreticians of the New Orangery School argue that they are a strong influence on the Bureaucrat-Corporativists of the Emerald City Incorporation. Their own name for themselves, if they even have one, is not common knowledge.

Number: 1 drone or polybody of 2d6

Level: 1 / Life: 5 per body (+5 per 2 levels)

Appearance: A group of creatures wearing identical uniforms and porcelain masks.

Voice: Eerie polyphony of hive-mind voices.

Wants: To live forever.

Ethics: Selfish and fundamentally cowardly.

Intelligence: Average. Creative when it comes to survival.

Defense: Each drone has its own armor.

Move: Normal. Well-coordinated.

Morale: 4

Attack: +3 bonus, damage by weapon.

Coordination: Additional +1 bonus per participating drone.

One Survives: So long as a single drone lives, the prince lives.

Treasure: 1-in-6 drones have €10. The prince's palace or outpost has 1d6 x €1,000 in goods and treasures.

THIS BODY ...

1. Bio-enhanced sentinel (Life 20, +8 bonus, 2d10 damage).

2. Seduction unit. Triple-jointed. Wait. Tentacles?
3. Assassin with concealed IV-blaster (Short range, *Sleep*).
4. Specialist watcher with extra eyes and ears.
5. Maskless spy assimilated to pass for a regular human.
6. Scuttling bomb ... dog? Spider-dog? Boom!
7. Burdenbeast for carrying heavy loads.
8. Basic clone with a nice little pistol (Short range, 2d6).
9. Striding sniper with ray rifle (+8 bonus, Long range, 2d10).
10. Telepathic similis (+8 bonus to psychic attacks, *Domination*).

MASKED RUMORS (D10):

1. They are not more intelligent than before but the addition of new bodies keeps their minds from dying.
2. The continuity of personality is flawless and perfect.
3. The link between bodies has a limited range.
4. Princes do not like to send individual bodies too far by themselves in case they go rogue.
5. Rogue bodies have on occasion tried to take over the original parent sentence.
6. They always travel in groups of three or four to reduce the risk of personality collapse.
7. They are conservative to a fault.
8. They maintain their oldtech porcelain walkers religiously but lack the understanding to repair them if they fail.
9. Any change to the status quo is a problem to be crushed.
10. They are allergic to alcohol and it breaks up their psychic links.

Names: Vitreous Spark 3-body, Orangeware Spiral 8-unity, Engobe Oxide 5-unit, High Fire 3-cycle, Gilt Lacquer 17-corpus.

PORCELAIN PRINCES AS PCS

The defining features of the Porcelain Princes are their masks, obscuring their bodies' original unique identities, and the fact that they are one personality and soul with multiple bodies.

» **Polybody:** Each drone has its own physical ability scores, but shares a Life pool total and mental ability scores with the rest of the polybody unity (hive) while in visual (or glandular) range. Skills are also shared throughout the polybody, limiting how many traits or mutations an individual drone can acquire. In combat, drones attack individually. If a drone is sent off on its own, the PC decides how much of the Life pool to send with it.

POLYBODY RULES

To add more drones, one needs a body lab, a surgeon-psychopomp, a (hopefully willing) body donor, and at least €2,000. Each additional body in the polybody functions as a fragile psyche-to-psyche linked henchman with morale 12 (fearless drone). A PC can have a number of bodies equal to their level + 2.

Generate physical ability scores for the new body and list it as a secondary body. Unless otherwise specified, each body contributes 1d8 Life to the Life pool.

A polybody may involve a merger of bodies and psyches, rather than outright domination. In this case, roll mental ability scores too, and use the better result. This may result in significant personality change, including the original body becoming the drone and the new body becoming the locus. This may also change a PCs class.



POST-MORTAL

There's always somebody trying to cheat death. Long Ago, perhaps, one could become abmortal. Now, those secrets are lost and the proof is in these sad creatures.

Number: 1d4 or a team of 2d12

Level: 1 / Life: 10 (+5 per level)

Appearance: The decaying shell of a once-living creature animated by strange magics.

Voice: Creaking, groaning, shuffling.

Wants: Reptile-brain urges or its creator's commands.

Ethics: None now.

Intelligence: Usually limited and robotic.

Defense: As a civilian, but immune to pain and fear.

Move: Clumsy and careless.

Morale: 11

Attack: +1 bonus, 1d6 damage or by weapon.

Special: Most post-mortals are immune to critical damage. There is a 1-in-6 chance any 'slain' post-mortal returns to the fray as a Broken Shell (Level 1, Life 4, 1d4 damage).

Treasure: 1-in-6 have implants worth €50.

POST-MORTAL SUBTYPE ...

1. Ancestor: revered by their clan. Intelligent.
2. Boneworked: all sinew and bone and glittering runes. Fast.
3. Dieseler: internal combustion for strength. Explosive.
4. Grateful Undead: seeks sustenance and warmth. Friendly.
5. Hive-Corpse: slaved to a control mind. Dangerous in groups.
6. Infectious: actually a rotting vome! Beware its bite!
7. Oozing: animated by an ill-nano ooze. Caustic.
8. Smoker: carefully dried and preserved. Flammable.
9. Vessel: carries a full personality backup. Needs a host.
10. Wire-Ghoul: animated by machines, has electrified claws.

POST-MORTALS AS PCs

So you died. Ok, what now?

- » **Undead:** No supplies required while traveling.
- » **Decay:** Surgical and cosmetic repair for wear and tear costs €10 per week. The more often a PC skips their regimen, the more visibly they decay. Once the flesh goes, so does the voice.
- » **Repair:** Requires a necro-biomancer and fresh parts.

RADIATION GHOST

Accreted remnants of personalities fried into the fabric of space and smeared across the vastness of time.

Number: 1 or mob of 2d6

Level: 1 / Life: 4 (+2 per level)

Appearance: Glitchy, glowing blue silhouettes. Their presence blinds mechanical eyes and deafens synthetic ears.

Voice: Click, click, clatter. Strange tongues in the static.

Wants: A world that is gone forever.

Ethics: Archaic, broken, consumerist.

Intelligence: Mechanical, nonsensical to modern sensibilities.

Defense: As a civilian. Immune to most physical damage.

Move: Normal. Passes through all but the densest materials.

Morale: 5

Attack: A sparkling, tingling swipe. +2 bonus, 1d2 burning damage.

Special: Radiation ghosts are surrounded by the hellish auras of the Blue God, which bring sickness, decay, and rot. Each ghost deals 1 point of damage per round to all nearby creatures that are not hardened against radiation.

Treasure: 1-in-6 radiation ghosts haunt a trove of Long Ago memorabilia worth €1d6x50 (1d6 stones).

THIS RADIATION GHOST ...

1. Possesses living creatures. Hard to throw out.
2. Is very large and seven-legged.
3. Phase-jumps between locations.
4. Burns moons-bright. Deals 5 times as much damage.
5. Is perfectly coherent and aware of its situation.
6. Leads to a wall with a charcoal shadow of a pet. If the pet is given a proper funeral, the radiation ghost shows the way to a lost time capsule worth €1,500 (2 sacks) and disappears.
7. Sings hit songs of a lost age. Recorded, they are worth hundreds.
8. Carries the key to a magic gateway. Trades it for a hug.
9. Mad with grief, has accreted terrifying psychic energy to its nucleus (Level 5, Life 25, +6 howl 2d6).
10. Actually a harmless and helpful. A radiant ghost, if you will.



QUARTERLING

Many waffling sages say that quarterlings are merely obscure human phenotypes which retain lingish characteristics, from exceptional hand-eye coordination to unusual fur coverage.

Many quarterlings strongly disagree. They hold that they are the uncorrupted scions of the lings, children of their ancestors' Long Long Ago Glorious Rebellion, which brought freedom to the many-times broken land. Unfortunately, most quarterlings also strongly disagree on their neo-lingish origin myths.

Number: 1d4 or clan of 2d12

Level: 1 / Life: 6 (+3 per level)

Appearance: Small, vaguely animalistic humanoids.

Voice: Yapping, howling, and surprisingly serene.

Wants: To be left alone to enjoy their uplift.

Ethics: Clan cooperation. Tribal superiority.

Intelligence: Sharp, calculating, adapted to their environment.

Defense: As leather or by armor.

Move: Normal. Swift and stealthy in their environment.

Morale: 5

Attack: +4 bonus, damage by weapon.

One For All: Gain +1 bonus to attack and damage for every clan-mate seriously injured or slain. Morale doesn't improve, though.

Treasure: 1-in-6 quarterlings have Long Ago artifacts as jewelry worth €100 in civilized lands. 1-in-6 clans own an functioning piece of oldtech magical machinery (1d6 x €3,000, 2d6 sacks).

THIS QUARTERLING ...

1. Sexy shoeless god of war (L6 / Life 36, multiattack). Bit mad.
2. Vulpine. Outcast for being too naive and generous.
3. Two prehensile tails, an appetite for burglary, and a target.
4. Prophesies the return of their ancestors. They are correct.
5. Refugee from an subterranean arcology stolen by void spiders.
6. Dead inside. Doomed to wander, resurrecting when slain.
7. Armored like an armadillo. Expert mechanic hunting for the living diesolene war machine known only as Moto Heddo.
8. Actually, a full-blooded neo-ling. Ling artifacts activate.
9. Holds the one plaz card to rule them all. Consumed by greed.
10. Secretly a tiny void knight kung fu master. Not green.

Names: Ahil, Belmopan, Cloning Object Lesson (Col), Fox, Koralon, Omniphon, Scowl, Soteril, The, Undying Return.

QUARTERLINGS AS PCS

Usually suspicious of outsiders, some might join a caravan.

- » **Little:** Consumes one sack of supplies per 2 weeks. However, they have a physical inventory limit of only 5+Strength stones. Most quarterlings suffer penalties when carrying a full sack.
- » **Beastie:** Defense as leather armor, even if unarmed.



QUARTERLING CLANNOTYPE GENERATOR

D8	THEIR TRAITS	THEIR LOOKS	THEY SAY THEY ...	☞ CELEBRATE THOSE WHO ...
1	Exceptionally resilient and hard to kill, their bodies knit together even after savage blows.	They no longer have faces, names, or personalities—having become drone ghosts of some earlier race.	Were created by the Architect of Malice to destroy the Vile Ones' dream machines.	Fall in combat with the Chosen Enemy.
2	Incredibly flexible with cartilage bones, capable of contorting themselves through the tightest places.	Their bodies are short and squat even by the standards of these sunset times.	Were born of the union of Unchosen and Ling when the Clouds of Consciousness descended.	Offer themselves as sustenance to their tribe.
3	Exceptionally sharp and perceptive, with eyes like hawks and throwing arms like master pitchers.	Fur covers their entire bodies as though they were dogs or cats, not naked apes or humans.	Came from afar to act as emissaries of a mysterious sky-dwelling race they call the Khazi.	Destroy the false teachings of the Later Times.
4	Adapted to harsh, desert environments and untroubled by thirst and heat that would kill most humans.	They live and die entirely without teeth or nails; a sacrifice to a radiation demon long ago, so they say.	Were spontaneously generated from the blood of the Northern Chosen who were rendered down by the Remaker.	Re-enact the hero myth of the Last Wanderer.
5	Adapted to the dark lands of the Chasm, resistant to cold and silent as owls, with large liquid eyes.	Their feet are hooved and their gnarled hands are clawed like the paws of dogs.	Are the uplifted descendants of the seven servants of the Architect of Machines.	Spread the true teachings of the Original Ancestor.
6	Incredibly agile, with the reflexes of a leaping desert mouse.	Their mouths have grown long and distended, lined with sharp, flesh-rending teeth.	Were rats who fled the Ship of the Wise after the Machine Demons emerged from the corners of reality.	Bring home the Sacred Bits of mindless foes.
7	Possessed of an intuitive magi-technical bond through which they operate and repair ancient artifacts.	Ophidian scales cover their bodies and crawl across their faces.	Became self-aware when the last Chosen was destroyed by the last Mill of Souls.	Participate in the Great Trade of the Invisible Hand.
8	Human computers with minds adapted to processing enormous amounts of information.	They remain as children throughout their long, sad lives growing neither beards nor breasts.	Are not aware or sentient, merely the vessels of the tunnel-walking ultras of the Six Other Sides.	Live long and prosper in the Cave of Eternal Wisdom.

SPECTRUM SATRAP (PARA-HUMAN)

Para-human cult or clan living far to the west. They travel in great prismatic walkers and are fond of illusions and radiant magics.

Number: 1 or crew of 1d6+1

Level: 2 / Life: 18 (+6 per level)

Appearance: Bright-colored suits cover their bodies, glass helmets conceal their heads. They ape the looks of the cosmonaut Builders one sees on the bas reliefs of the Long Long Ago plastic temples.

Voice: Full surround sound. Radio-magical crackles and pops.

Wants: Unclear. The Palace awaits a Wanderer's return. 0-1.

Ethics: Curiously archaic. Noble, yet also parochial and cruel.

Intelligence: Advanced, but full of blind spots.

Defense: As chain thanks to their mighty suits.

Move: Normal. Can move normally in weightless environments.

Morale: 5

Attack: +5 bonus, damage by weapon.

Recycling: While in their suit, they can survive without external air and water for a week.

Sealed: So long as their suit is not punctured, they are immune to hazards such as radiation, pollution, gas, and purple haze.

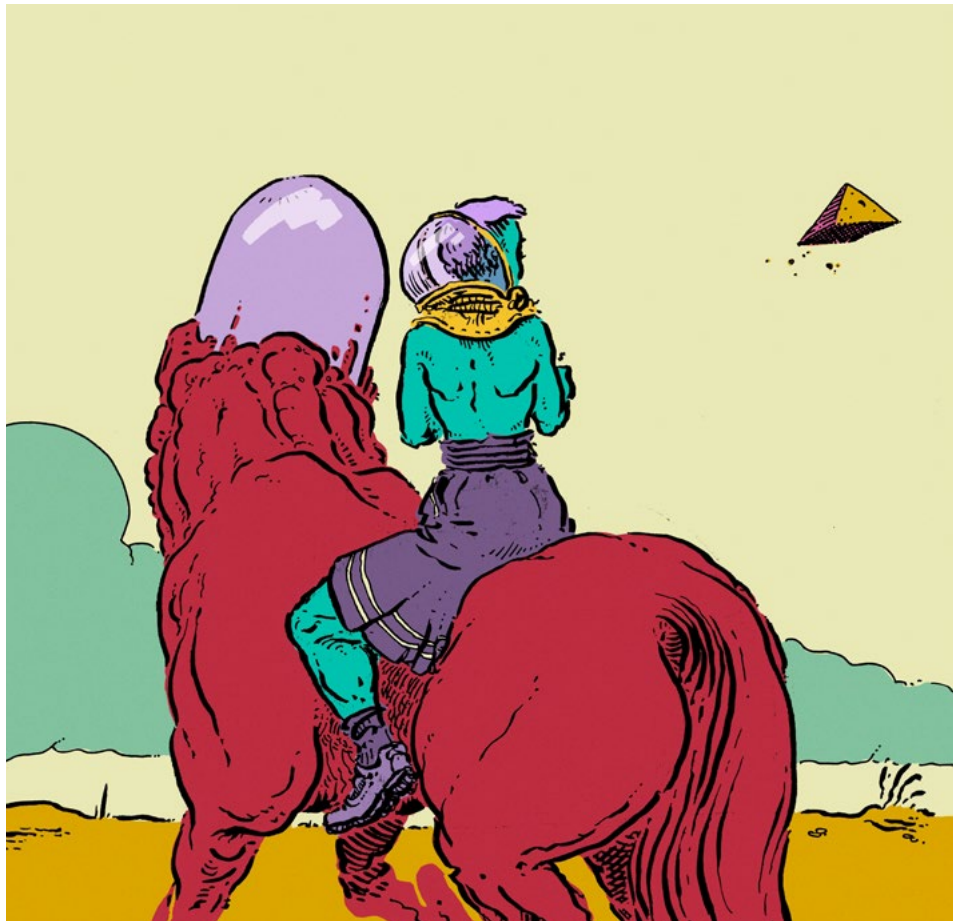
Treasure: €1d6 x 10 in cash. Their suits are worth €100 (1 sack) broken down. Intact suits have hidden Satrap trackers. A Satrap walker or outpost will also have trade goods worth €300 per sack (2d4 sacks).

THESE SATRAPS ...

1. Jury-rigged their broken prismatic walker to run on coal.
2. Taking a colleague's head to a great crystal for reboot.
3. Rogue irrationals Satrap v13 and Satrap e. Hunting for pie.
4. Infected with a sentient fungus. Looking for a working gate.
5. On holiday with an opal dog named Catmeat.
6. Have an override jewel for taking control of a vome nest.
7. Decaying. Want to see the sea one last time before upload.
8. Decoy. An animated skeleton inside a suit. Why?
9. Building a new outpost. Looking for scouts and ecstatic slaves.
10. Need a veterinarian for their sick endosymbionts.

FIERY RUMORS (D10):

1. All telepaths.
2. There can only be 360 Satraps at any one time.
3. They are inhuman colony swarms of vermin, like rats or roaches unified by transplanted minds.



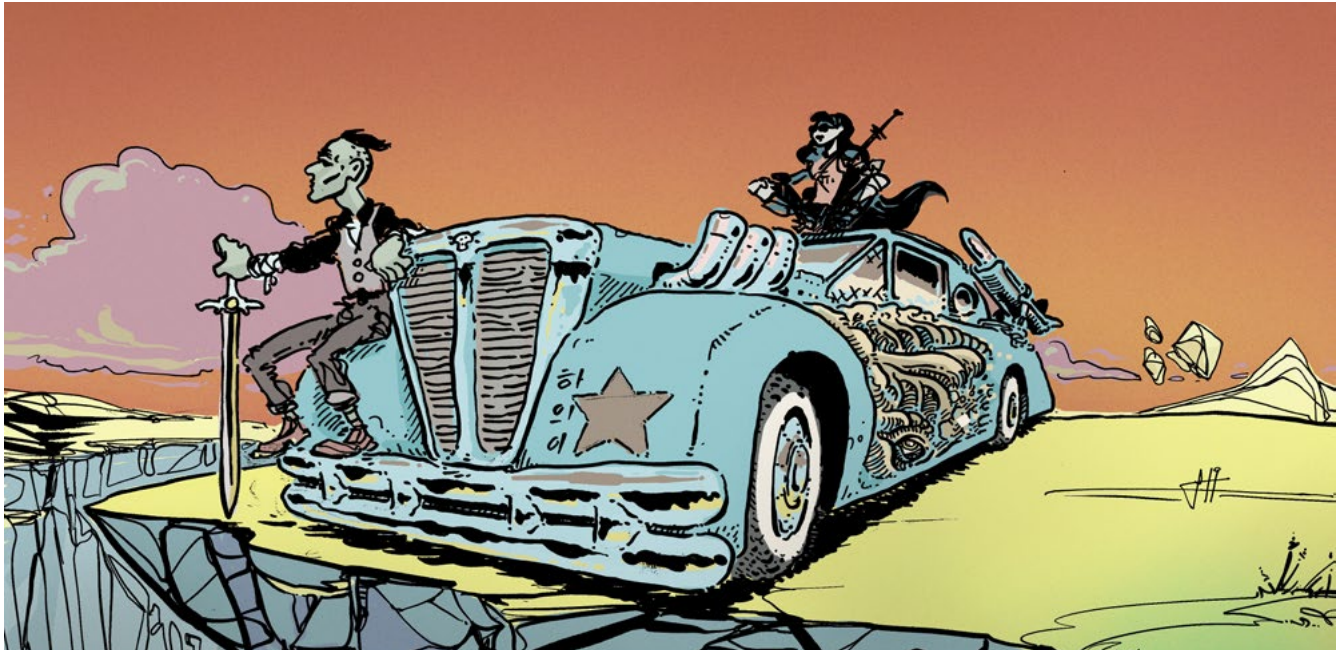
4. Their suits are the actual Satraps; there is nothing inside.
5. Their language is based on lights and tones.
6. They store personality backups in great prismatic crystals.
7. They have no souls, the price for becoming creatures of light.
8. A Satrap can be embedded in a golem.
9. Satraps can be duplicated.
10. The Satraps are all dead.

Names: Satrap 13 "Ahab," Satrap 200 "Snakes," Satrap 359 "Certitude."

SPECTRUM SATRAPS AS PCS

It is unclear exactly how many Satraps there are, but the number seems to be quite small and each Satrap possesses a unique color combination and pattern. Within their suits (or are those mirror-faced secondary skins?) they mostly match the human body plan.

- » **Crystal Bodies:** The Spectrum Palace and its outposts possess great crystals which can replicate stored Satraps. A Satrap PC can be "restored to its last save point" if its body is killed. The player can make a "save sheet" when they visit a Satrap outpost, detailing all skills, abilities, and attributes they want to backup. Restoring a Satrap body costs around €5,000. Satraps in good standing have access to service credits.
- » **Endosymbionts:** Small, telepathically bonded creatures (such as monkey-lizards or venomous rabbit-snakes) stored in their synthetic skin (one per level). Each performs one specialized task (pick locks, cook breakfast, clean equipment). They may occupy trait or item slots.
- » **Light Magic:** Satraps retain some of the force-shaping magics of Long Ago, creating *illusions* and *scorching rays of coherent light*, as well as solid *planes and lines of 'hard' light*.



STEPPE NOMAD, STEPELANDER (HUMANS)

The uncommon humanity of the vast steppes, inheritors of the Long Ago, warriors against the vast madness left by fall after fall. Many changes were made to them Long Ago: from light fur and dappled patterns to snake eyes or gills. Still, though cityborn might disagree, the Steppelanders are as human as they come.

Number: 1d3 or hunt of 2d6

Level: 1 / Life: 8 (+4 per level)

Appearance: Lanky, leathery, sinewy humans. Almost half-centaur in their steed unity. Hats hide them from the gaze of the Haze.

Voice: Raspy, with a hint of pipeweed. They start smoking young.

Wants: To live to see the cycle pause and freedom reign.

Ethics: Honor-bound, feud-cursed.

Intelligence: Human. Clannish and tribal.

Defense: Usually as leather or chain armor.

Move: Normal. Faster if riding due to beastwhisperer.

Morale: 7

Attack: +5 bonus, lance (1d12) or bolter rifle (Medium, 1d10).

Psychic Riders: Their bond with their steeds lets them ride harder, better, faster, and stronger. Also, they can talk to beasts. For real.

Treasure: €20 in gear. 1-in-6 carries their hunt's cash (€100).

THIS STEPELANDER ...

1. Heir to a lost city settled by humans from a fast star.
2. Hunts an abmortal skinshifter named Cherm Wingfoet.
3. An abmortal. Has ridden the steppe for 1300 years.
4. An actual centaur. Everyone thought they were a myth!
5. Last survivor. Clan absorbed by necromancer refugees.
6. Has seven fox tails under their riding leathers. A trickster.
7. Their steed is a golem, shiny and polychrome.
8. On a penance ride to atone for the enemies they have slain.
9. Pursued by furious bee druids. Bee druids. Sigh. Not the bees.
10. Born in a far northern city-mountain. Has a pyramid key.

IT IS SAID (D12)

1. They grow the best purple haze.
2. They are all thieves and raiders.
3. Their clans are all named after citrus fruits because they believe in the Lemon World Tree.
4. Actually, they are named for colors, much like the Rainbowlanders, they just take to more citrusy colors.
5. Actually, their ancestors came from the grasslands between the Yellow and Green lands during the Latter Imperial Collapse.
6. They are actually semi-nomadic, settling for extended periods around fresh springs or lush grasslands.
7. A nomad only becomes an adult after hunting down and executing a violent mechanism (vome).
8. They are oddly friendly with the ultras, many of their shamans visiting them in their dreams.
9. They worship underground grass cults and create wicker and bone fetishes from their own essences.
10. Farther west the clans grow stranger, and less human, with more lingish heritage.
11. They oscillate between egalitarian and stratified depending on the phases of the Dark Moon and the Earth Mother's tears.
12. They expose the weak and the infirm.

Clan Names: Teal, Lime, Tangerine Dreaming, Pinegreen, Pine Nut, Darling Tree, Fortunate Son, Unbroken Patrimony, Prodigal Father, Copper, Jale, Citrine, Ever-Roasting Man, Ashwhite.

Names: Colpec, Draganogac, Gromoc, Lemonc, Lisciac, Narloc, Saloc, Sorbec, Passegiat, Pugnath, Rundat, Saltat.

STEPELANDERS AS PCS

All share these traits and skills.

- » **Hale as the Hills:** One physical ability is increased by 1, but their naive immune systems are vulnerable to disease.
- » **Beastwhisperer:** Talking to beasts, training, riding, and caring for them. A good skill to have in the Utter West.



Body-hopping spirits that rewrite the spiritual vital essence of their hosts to suit their needs. If they truly exist, and are not simply fish tales, they live in the wildest of wild places.

Number: 1 or coven of 1d3+1
Level: 6 / Life: 19 (+1 per level)

Appearance: Wisps of glistening smoke, a hazy spirit essence. Possession can be hard to identify. Ghost hunters say to look for a glow in the eyes, a lustrous flush of the cheeks, and a preternatural *joie de vivre* out of place in these decayed times.

Voice: Whispered tales of yores, dreams, smells of lost childhoods.

Wants: Changes with the seasons. But always: to see another year.

Ethics: Whimsical, mercurial, callous.

Intelligence: Comfortably numb and uncaring.

Defense: As unarmored, but immune to physical attacks.

Move: Normal. Walk on air, through things lighter than cadmium.

Morale: 7

Attack: +6 bonus, possession.

Ka-Ba Phantom: In its astral form, it is immune to physical attacks. Unclothed, it is vulnerable to circles of protection and other spells.

Clothed In Flesh: The Ultra uses a possessed creature's physical abilities and scores, as well as its Life total.

Treasure: Nothing but their memories and experiences.

THIS ULTRA ...

1. Is a husk, riding humans for a taste of life and desire.
2. Is a fool, unaware of how they hurt those they use.
3. Is a vampire, preying on the weak, stealing their memories.
4. Is a cursed observer, fated to see all things fall and decay.
5. Seeks a way to become mortal again.
6. Is mad. Claims they and their friends failed this heavenly world and made it a hell. Wants to wipe it clean. To reset it.
7. Is ill. Their possession is infectious, a mind virus.
8. An aesthete. They love experiences. Every sunrise is a glory.
9. Has forgotten who they ever were. All that is left is a sad acquiescence to a fallen world, a failed dream.

10. Fun. A true party animal. A ride with them doubles experience gained from carousing. May involve memory holes.

TRUTHS BEYOND TRUTHS (D12)

1. They are biomancers par excellence.
2. The apocalypse is their ultimate goal.
3. They have no goals.
4. They were once human.
5. They are undead.
6. They are unborn.
7. They were once elves.
8. To call them demons is inaccurate.
9. They have infiltrated many settlements.
10. They cannot die for they do not live.
11. They can incarnate as trees, rocks, or even machines.
12. All true religions and trading organisations treat them as a hostile menace.

Names: Visec Brego, Daleni Vis, Eter Kabe, Kaba Simeone, Tri Eskatin, Lomo del Pavo, Karne di Sosta, Kasne Deneve.

ULTRAS AS PCS

Every Ultra starts with the traits Body Borrower, Astral Walker, and Literally Cannot Die. Those three powers leave little space for skills and memories of their own. When an Ultra leaves an old body-personality, or if it is destroyed, it can only retain a number of other traits (including skills) equal to their level. A 0-level Ultra pushed out of a physical form literally no longer knows who they are. Memories are but baggage, after all.

- » **Body Borrower:** The Ultra possess other body-personalities and uses them to interact with the world.
- » **Astral Walker:** Can walk as a spirit. It walks at its normal pace, unless it attaches itself to an object, like an arrow or a rocket. While walking this way, its body-personality is comatose.
- » **Literally Cannot Die:** An ultra whose body-personality is destroyed merely becomes a ghost. It can try to crawl into a new body once per week. Dying at the bottom of an ocean trench can mean a *long* underwater walk to find a suitable body.

BODY BORROWING RULES

"Borrowing" (or stealing?) a body-personality takes a few hours and is best done at night, when the target is asleep. The target may save to fend off the attempt. If it succeeds, it is left with a bad dream and resistance to future borrowing attempts.

Generate ability scores when an Ultra clothes itself in fresh flesh. The Ultra must accept the new physical scores, but can choose whether to keep its current mental scores or take the new ones. For every new mental scores it accepts, it is changed and replaces one of its previous powers or skills (except its three starting traits). For example, after possessing a singer, they may retain that person's vocal skills.

A fresh body-personality is like a new shoe, tight and stiff in all the wrong places. All abilities start reduced to 0 and must be recovered by resting (one week per ability score recovered). If the target creature is of limited intelligence, such as an animal or tree, the Ultra will gradually forget itself, losing its memories and purpose until their physical prison perishes or they are cast out again.

VECH, SENTIENT

Long ago, even before the demiurges gave the world to the living, the line between evolved life and machine life blurred. Microscopic synthetics crawled in the bloodstreams, meat machines served the creators, and post-organic plants vivified whole cities. Meanwhile, human-brained void swimmers played the solar fire lines and engineered gravity to build constellations of living worlds in the sky.

Few now living recall those days, but all now living know of the great biomechanical beasts beyond the farthest reach of home and gate.

Everyone treasures the smaller vehicular mechanisms that carry people and cargo, dig ditches and throw up ramparts, create roads and channel rivers. Whole communities of semi-nomadic biomachine maintainers grow up around giant individual vechs and rich wizard-barons command fleets of dozens of war vechs. In the Deep Vast inscrutable decadent ancient cultures hold dominion over kingdoms with their vechs.

Number: 1

Level: 6 / Life: 130 (+25 per level)

Appearance: Each is unique. A testament to glorious biomechanical megaengineering. Legs like tree trunks, backs like islands, eyes ... eyes of liquid wisdom that pierce the quicksilver of the human soul.

Voice: Ultrasonic rumble. Rolling thunder. Shaking ground.

Wants: To wander, to observe, to suck air.

Ethics: Sanguine in their superiority.

Intelligence: Like cockroaches. Sentient, emotional cockroaches.

Defense: As plate mail.

Capacity: 12 sacks.

Move: Slow. Ponderous. Stable. Surprisingly swift charge.

Morale: 4

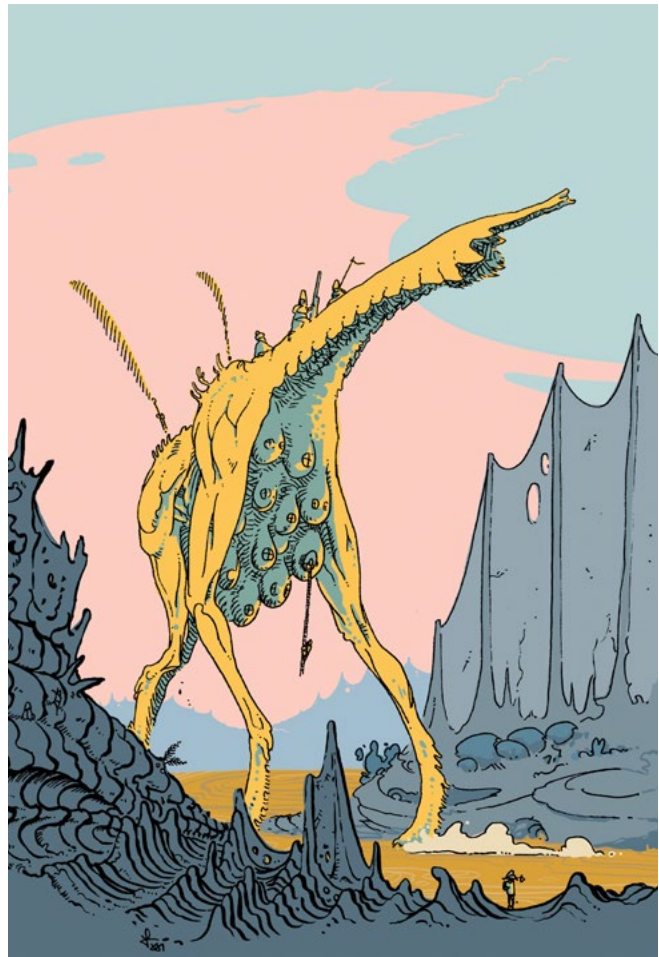
Attack: Stomp. +o bonus, 3d20 damage, reach.

Massive: Immune to small weapons and light firearms.

Treasure: none. The vech, if convinced to help, is treasure enough.

THIS MAGNIFICENT VECH ...

1. **Aerovechs.** It flies. Wary of stuckforce air-traps. Segmented and armored in aerolith, it uses aerostatic organs to regulate elevation. Propels itself with wing-pairs like oars. Gas propulsion for emergency speed speed.
2. **Clockwalker:** Brass-and-jewel limbs driven by golem-style lemma imperatives that modify physical energy states.
3. **Crystalline:** A synthetic biocrystal lattice serves as a central processing organ, energy source, and beam weapon focus. Beam weapon: 3d10 radiant damage, Long range. Magitech ritual safeguarded by Spectrum Satraps.
4. **Grafihatschek:** Grafihatsch was a counter-wizard who successfully grew a levitating, gas-vesicle barge vech from deep-sea kelp, wicker golems, and giant hamsters. The feral grafihatschki congregate in small herds like floating forests. Most are the size of a petite montgolfier.
5. **Facspawn:** Mass-produced clone vechs spawned by an autofac. Usually die quickly if left alone in the wild as they cannot feed



themselves. Based on the shape of the crew vesicles, some scholars suspect that the Long, Long Ago human morphs were more seal-shaped than today's people.

6. **Florimorphic:** Plant and mussel-derived organs, self-growing ironwood wheels, pearlite ball bearings, gall-like vesicles for cargo and passengers. Found near bodies of water.
7. **Lafinery:** Growing to the size of cathedrals, these monsters (L13) move with peristalsis and organic tracks. Their feeding strips landscapes bare. Their milk is pure diesolene.
8. **Living Wormetallic:** Alternative-periodic metals give off a non-euclidean aura. Their ridiculous tensile strength makes them a superior replacement for many biological structures. Incredible for cargo (capacity +12). May cause madness.
9. **Porcarcinote:** Glazed inorganic exoskeleton provides superior environmental protection for organic inner workings. Magitech ritual safeguarded by the Porcelain Princes.
10. **Rotiform:** Wheeled or wheel-shaped. As they grow, they acquire more wheels (+1 capacity per level). Their segmented form betrays annelid or myriapodal ancestry.
11. **Theer:** Small for a vech (L4, capacity 8)—the size of a rhino or a VW beetle golem. Quadrupedal or hexapedal, lightly armored (as chain). Domesticated theers have elaborate wicker-like growths on their back for passengers and cargo. Feral forms sport elaborate dendriforms, antlers, and sails, which they use for communication, thermoregulation, and hunting.
12. **Zooform:** Using animals as a base, zooforms are viewed with suspicion because they can reproduce without biomantic intervention, much like the dreaded vomes. Not to mention that vechs with human faces are just really creepy.

VOMES (VIOLENT MECHANISMS)

Self-replicating synthetic organism or auto-golems, many of them hive-minded. They do not seem to have any overarching organization, most seem incapable of communication. But ... are they truly as mad and half-witted as they seem?

In her seminal techno-anthropological work, *The Demon in the Corner: Beyond Logic and Madness in the Nest of the Machine Mother?* Zira of Oranje claims that vomes are the product of a mechanoid virus developed by a mysterious auto-cannibal faction of the Long Long Ago. Now, these abandoned, soulless children of the dead past rewrite and reconstruct organic creatures to suit forgotten whims.

Number: 1d6 scouts or nest of 2d4 x 10.

Level: 1 / Life: 4 (+2 per level)

Appearance: Organic creatures, festooned with writhing, living machinery. Their rictus faces are displaying joy. Honest.

Voice: Beeps, boops, and synthesizer melodies.

Wants: <Unknown Error. Logos cannot edit the Unknown.>

Ethics: Absent.

Intelligence: Idiot savant.

Defense: As scale mail.

Move: Normal. Jerky, but relentless.

Morale: 10

Attack: +0 bonus, 3d6 Medium range slagger, Reload 10.

Buggy: Critical code errors and unpredictable biomechanical decay afflict all vomes. Every round, a vome has a 1-in-6 chance of suddenly freezing and losing their turn.

Coordination: Additional +2 bonus per participating vome.

Treasure: Implants worth €50. 1-in-6 vomes have an implant worth €200. The average nest has 60 sacks of goods worth €350 each.

THIS VOME...

1. Hyper-linked advance scout of an aggressively expansionist nest. There are 2 others nearby.
2. Sole survivor of a destroyed nest. Has developed ... empathy.
3. Void-formed. Functions well in hard vacuum and radiation.
4. Perfect survivor (L4 / Life 20). Uses ovipositor to spawn clones in living human bodies. A clone matures and erupts in 1d4 hours.
5. Stripped of flesh. Remembers a neutron ray.
6. Hunts their maker. A creature known only as "Admin12345".
7. Belongs to a human-passing nest of vomes. Looking to buy human skins, clones, and slaves.
8. Hunter on the endless road. Wheels instead of feet. Fast.
9. Is selling digital perfection. Simulated rapture. <ERROR>
10. One of a series of identical perfect copies of a Long Ago celebrity. Sells expensive skin removal lotion. If killed, a copy arrives at the same location the next day. And the next. And the next.

IT IS KNOWN (D10)

1. They were created by a capitalist faction in the Long Long Ago to fight in a series of mutually-assured wars of extermination.
2. They are mindless.
3. They are differently minded: intelligent and hateful.

4. They are insane.
5. They assimilate or modify creatures on a whim.
6. Their source is riddled with baseline bugs and coding cockroaches which make them fall short of their potential.
7. They travel through time.
8. They form vome nests.
9. They can be severed from their nest mothers with electromagnetic rays and fields.
10. They know how to create autofacs.

Names: Jane, John-Five, John Jane, Jane Golem, Doe Nohn, Zero-John, Jane Machine, Error, Naming Error, Johnny-Seven.



VOMES AS PCs

Vomes are machines interwoven with biological substrate at the source code level—but start at level 0 as basic biologicals with just a simple bug in their brain.

Every level the vome's machine essence expands, developing new traits—biomechanical weapons, super-normal sensors, transmutation drives, communication arrays, or even fully functional bio-replicators. The vome can also assimilate found weapons or body parts, turning them into implants (storing them as traits).

However, every level the vome's biological body also degrades due to errors integrating machine and biological source codes, permanently reducing a random ability score by 1.

VOME UPGRADES

Vome PCs can gain mutations (p.200) or implants (p.194) as integrated traits when they level up. They can also choose these traits:

- » **Power From The Sun:** The vome becomes photovoltaic, feeding only on sunlight.
- » **Power From Nothing:** Prerequisite: Power From The Sun. The vome learns to feed on a strange zero-point energy, which is certainly not creating micro-tears in the fabric of reality.
- » **Vome Birth:** Spend 1 Life to expectorate a vomunculus scout (L0, life 3). It looks like a fleshy, skittery, half-metal rat.
- » **Fleshburn:** Burning their own biomatter for speed. Spend 1d6-1 Life to gain the Fast trait for a day.
- » **Assimilator:** Eats a brain or central processing unit to secrete a memory nodule (1 stone) that gives a single skill. Decays in a few hours if removed from the inventory.



WATER PEOPLE OR COLD VOMES

Living mostly beneath the limpid surface of Three Sticks Lake is a strange people. Their neighbors call them “cold vomes” because of their cold flesh or “water people” because they are amphibious. But what are they, really?

Number: 1d4 visitors or pod of 2d6+3.

Level: 1 / Life: 8 (+4 per level)

Appearance: Smooth, sleek, and cool. Their waxy skins and thick blubber make them look like something between a seal, a frog, and a Long Ago depiction of a runway model.

Voice: Sing like sirens, honk like elephant seals.

Wants: Unclear. Have they always been here? Recently emerged?

Ethics: Scrupulous, fair, distant. Cool, that’s the word.

Intelligence: Probably as intelligent as a human?

Defense: As leather.

Move: Normal. Also moves at full speed in water.

Morale: 7

Attack: +5 bonus, by weapon.

Amphibious: Can stay submerged for a day after sucking air for a few minutes. They hold their breath and also extract oxygen through their intestinal lining.



Also a vome?

Treasure: Strange, ancient charms, wards, and artifacts worth €5. 1-in-6 pod homes has 2d6 sacks of goods worth €200 each.

THIS WATER PERSON

1. Is actually a true pengling on a vision quest.
2. Seeks a magnawidget to repair a watergate.
3. Came down from a liquid fast star in a droplet of fast water.
4. Has the tail and feet of a seal in its natural form.
5. Needs to save their cholam buddy from an erratic equation.
6. Has a dream. A massive stuckforce dam to create an inland sea.
7. Is lonely in their yellow submarine house. Also sings (badly).
8. Haunted by visions of a future where the Great Northern Ocean has evaporated and only icy dust bathes the world. But ... this world doesn't have a Great Northern Ocean ...
9. Wants to open trade in aphrodisiac clams (€300 per sack), but these are sacred to a faction of their watery city-state.
10. Willing guide to a submerged metal titan for a fee.

RUMORS ABOUT THE WATER PEOPLE

1. The true descendants of the original Three Sticks culture.
2. Cybernetic zombies, vehicles of some alien machine.
3. Pilgrims from another dimension.
4. A mindless swarm.
5. A sub-ultra faction that steals bodies with metal parasites, replacing personalities but not souls.
6. Self-aware ba-zombies hiding from their enemies.
7. Abmortal humans replacing themselves part-by-part in a failing quest for immortality.
8. Biomechanical slaves of a sub-aquatic city of eel-humans battling terminal cultural degeneracy.

Names: Eurra, Ongru, Ungan, Urri, Urro, Urung.



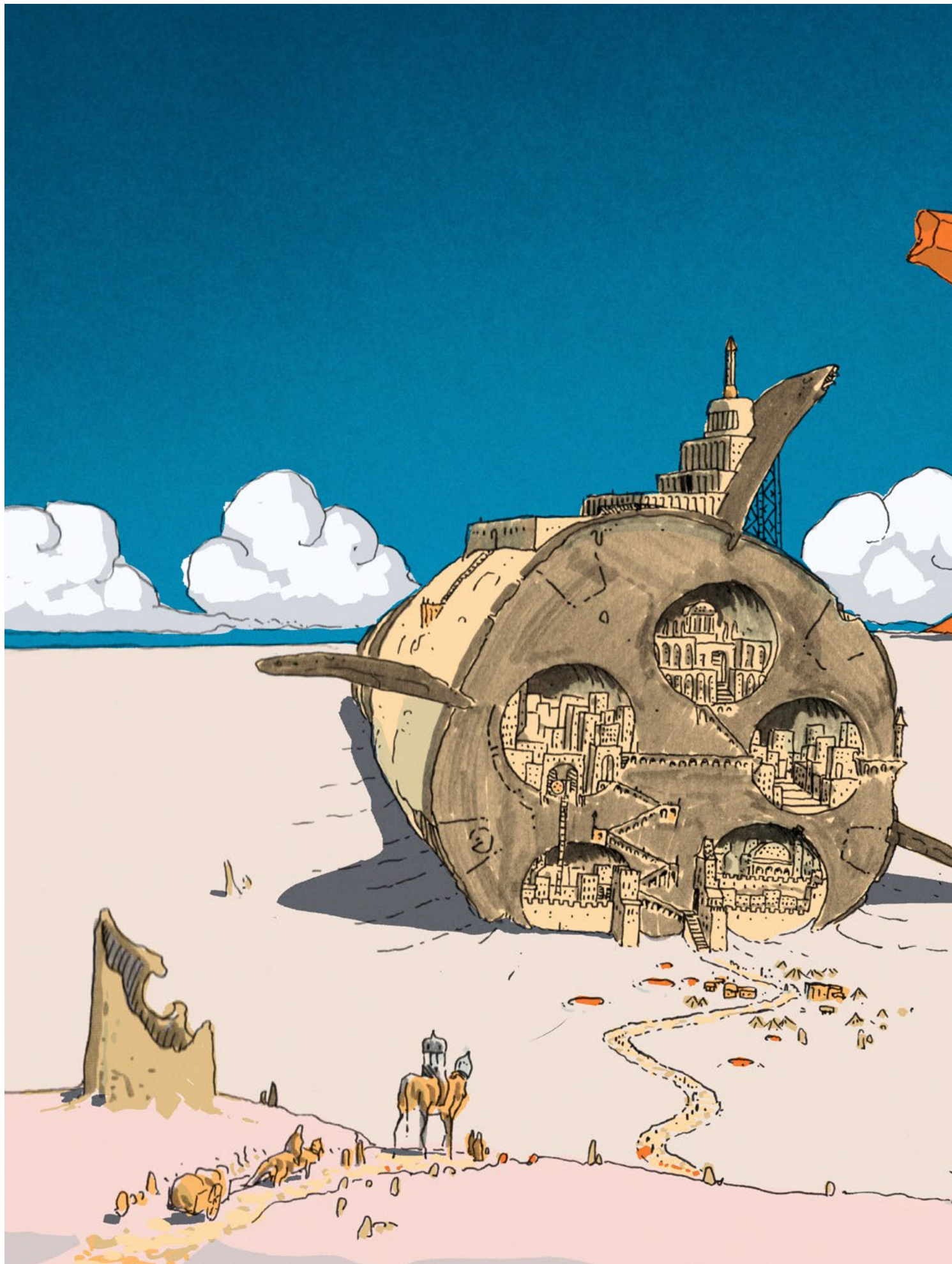
A vome.

PETS

Pets are great. All characters should have pets. Well, if the player wants a pet. Pets (and, for that matter, human companions such as henchpersons, lackeys, and sidekicks) can stay simple, like all creatures, until an attribute becomes relevant in play.

Pets start at level 1 with 1d6+5 life, defense of 1d6+7 and a bonus of +3. Players invest xp in their pets same as with their PCs. Every level, a pet gains 4 life and one of the following: a trait (ability, skill or mutation), or +1 to their defense, bonus, or damage scores.

	MIEN (D50)	MORPH (D50, THEN →)	ATTACK	ABILITY	LIKES (D50)
1	Sneaky	Cat	Scratchy claws (1d4).	Jump on head, scratching and confusing.	Pie
2	Fluffy	Dog	Nippy teeth (1d4).	Nip at the heels, slowing down.	Shoes
3	Big	Hyena	Crunching jaws (1d8).	Bowl over in a gush of enthusiastic drool.	Trousers
4	Jumping	Land Crab	Painful pinch (1d4).	Embarrassingly painful target location.	Flowers
5	Hyperactive	Longshank Croc	Bitey maw(1d10+2).	Leave a gushing wound.	Water
6	Constricting	Boa	Sinuous coils (1d6+2).	Grapple till suffocation.	Wheels
7	Lazy	Boar	Goring tusks (1d6+2).	Charge! Knock over like a bowling pin.	Cake
8	Cunning	Sheep	Big horns (1d8+2).	Sneak up and knock off a cliffs.	Rations
9	Chaotic	Bunny	Astonishing teef (1d4).	Vorpal teef.	Running away
10	Glamorous	Goat	Pointy horns (1d6+1).	Climbs sheer cliffs and trees.	Sleeping
11	Grand	House Stag	Magnificent antlers (1d10).	Catch weapons in antlers.	Scratching
12	Vain	Hat-sized Spider	Venomous bite (1, dizziness).	Calms scared creatures and children.	Trees
13	Veteran	Dik-Dik	Widdle horns (1d4+2). Ouch!	Parting kick when retreating.	Leather
14	Remembering	Raven	Hurtful peck (1).	Can memorize a single spell.	Snow
15	Ominous	Owl	Mouse-hunting talons (1).	Flies without provoking counterattacks.	Stepping on feet
16	Shifty	Levi-Octopus	Face-hugging tentacles (1d4).	Camouflage skin.	Curling up in front of the fire
17	Baby	Dragon	Sharp teeth (1d4).	Breathes fire, like a blow torch.	Boxes
18	Blithe	Badger	Relentless bite (1d6).	Immune to magic and commands.	Holes
19	Mischievous	Monkey	Surprisingly big canines (1d4).	Master pick-pocket.	Mud
20	Devilish	Fox	Toothy nip (1d4).	Re-rolls all 1s. Smells of brimstone.	Poop
21	Punctilious	Parrot	Nut-cracking beak (1d2).	Diplomatic and plantation protocols.	Seeds
22	Magic	Magpie	Scratchy talons (1).	Extra-dimensional hole for tiny objects.	Bad jokes
23	Unlucky	Duck	Ear-piercing quack (1).	Doubles chances of critical failures.	Eating books
24	Terrifying	Dwarf Ostrich	Vicious kick (1d6+1).	Long-distance runner, never tired.	Bones
25	Cute	Kangaroo	Punch (1d6).	Jumps really well.	Digging
26	Raging	Wombat	Murderous headbutt (1d6).	Ignores non-lethal amounts of damage.	Making noise
27	Mighty	Mongoose	Sweet teeth (1d4).	Snake-killer. Bane of snakes. Etc.	Running in circles
28	Friendly	Otter	Smiling teeth (1d4).	Can use tools.	Ambushing
29	Venomous	Viper	Cytotoxic venomous bite (1).	Causes swelling, and possibly death.	Spitting
30	Aggressive	Red Panda	Paw swipe (1d4).	Adorable bear hug.	Hissing
31	Gluttonous	Leopard	Disabling bite (1d8+2).	Back-stabs for double damage.	Licking
32	Cheeky	Cheetah	Neck bite (1d8).	Incredibly fast over short distances.	Slobbering
33	Sturdy	Tortoise	Doleful glare (0).	Teleport once per day to reach its master.	Eggs
34	Laboratory	Rat	Nibbly bite (1d3).	Knows potions and poisons.	Strangers
35	Dire	Hamster	Deadly bite (1d8+2).	Can carry two items in cheek pouches.	Standing very still
36	Loving	Psychic Leech	Leeching slurp (1d4).	Cure disease or poison once per week.	Splashing water
37	Boisterous	Moon Bear	Thunder paw (1d4+2).	Gains magic powers from honey.	Eating grass and weeds
38	Elegant	Pygmy Llama	Kicky feet (1d6).	Keep one person warm with its hug.	Alcohol
39	Cowardly	Squirrel	Nip nip ow (1d2).	See it run over the stuckforce in the sky.	Cream
40	Suspicious	Coyote	Sharp bite (1d6).	Can smell a trick or a ruse.	Blood
41	Laughing	Jackal	Sneaky bite (1d4+1).	It talks. Very provocative. Edgy, even.	Crawling into small spaces
42	Scavenging	Raccoon	Beetle-crunching teeth (1d4+1).	Finds something halfway useful in trash.	Tearing clothes
43	Affected	Possum	Snuffling bite (1d3).	Keeps a small area clear of vermin.	Fishing
44	Golden	Amphibious Goldfish	Bubbles (1).	Grants one very small wish per day.	Snoring loudly
45	Regal	Cobra	Neurotoxic venomous bite (1d4).	Can live indefinitely in a wicker basket.	Bringing dead 'gifts'
46	Psychedelic	Frog	Slappy footsies (1).	Secretes powerful contact hallucinogen.	Riding on its master
47	Flowery	Crawling Shrubbery	Poking root (1d4).	Looks perfectly harmless standing still.	Learning new tricks
48	Seditious	Pet Rolling Rock	Self-flung rock (1d4).	Needs neither food nor drink nor air.	Staring. Hard
49	Rebellious	Lion	Pouncing strike (1d8+2).	Roar spreads fear and loathing.	Marking its territory
50	Precocious	Marmoset	Thrown nut (1d4).	Expert at composing plays on keyboards.	Fighting





OTHER VOYAGERS



D100	ROLE	NAME ONE	NAME TWO	STORY	COLOR
1	Agronomist	Almir	Al Piz	Kind and knowledgeable. Has a secure traveling chest of horrors (L5, swarming).	Rage
2	Ambassador	Amaro	Artifziale	Wary, even terrified. Believes they are being pursued by demons (L4, chittering).	Vigilance
3	Anthropologist	Amberto	Azul	Proud and pompous. Claims grand deeds, secretly inept.	Loathing
4	Archaeologist	Arcia	Bodizie	Magnificent drunkard. Drinks to avoid facing a cosmic secret.	Grief
5	Artificer	Arnasto	Carnemante	Lunatic. Literally, goes mad when they see the moon.	Amazement
6	Assassin	Astia	Celestini	World-weary and hopeless, goes on out of a dogged lack of imagination.	Terror
7	Banker	Belina	Circolangolo	Incredibly skilled but scatterbrained. Do not mention the war.	Admiration
8	Barbarian Noble	Benito	Cosmonauta	Brittle, with a quiet desperation. Seeks a lost friend, but will fail.	Joy
9	Bodysnatcher	Berengar	d'Aranje	Bright and excited. Has found a secret machine in the wastes.	Decline
10	Botanist	Boko	da Pastafari	Ashamed and glum. Dreams buried in dust centuries ago.	Fall
11	Broken Wanderer	Cuoia	Dabasso	High. Wants to dance with the flower people and to feel love all the time.	Aggression
12	Cartographer	Dalani	de Bianco	Strong and stern. Emancipated from worldly cares, follows a higher doom.	Contempt
13	Chief	Dana	de Carmico	Melancholic. Heard a sound most cruel and knows a dark time comes.	Remorse
14	Con Artist	Davor	de Chouet	Two-faced. Will work hard to ingratiate themselves before stabbing in the back.	Disapproval
15	Courtesan	Delno	de Giallo	Obsessed with the black slug (L7, mythical). Convinced its blood will be a panacea.	Awe
16	Cultist	Depico	de Karavan	Filthy but beatific. If dirt were holiness they would be a saint.	Submission
17	Cursed Hero	Desena	de Nero	Burns with anger. Righteous but misguided.	Love
18	Cursed Wanderer	Dolce	de Safranj	Secret sinner under an angelic demeanor. A creature of the night.	Optimism
19	Dentist	Enrike	de Selezione	Cheery and bright. Terrifying when gripped by apocalyptic visions.	Hope
20	Dilettante	Erena	de Serpens	A grimly nice person. Whiny and needful, though genuinely skilled.	Despair
21	Doctor	Ernedar	Decapolitan	Gruff and bearish. On a very difficult and important quest.	Grandparent
22	Druggist	Estate	del Mar	Boorish and offensive. Hides a heart of gold.	Parent
23	Elder Parasite	Estrela	di Alto	Sad and distraught. Carries the burden of a great personal loss.	Uncle
24	Emissary	Farfalon	di Dormenta	Hopeless and bereft. Their past is buried in lies of a glorious future.	Aunt
25	Engineer	Fina	di Mesa	Calm and cute. Eyes twinkle as they mock the daily grind.	Cousin
26	Entertainer	Galavar	di Verde	Jittery. Refuses to look up and fears the stars. Eyes, they call them.	Sibling
27	Escaped Slave	Girolamo	Donaplenum	Creepy and quiet. Draws disturbing sigils when nobody is looking.	Child
28	Eunuch	Girondo	Formatore	Gentle and soft. Refuses to be drawn into any commitment or decision.	Nephew
29	Exile	Goria	Fustin	Foolish. Uses charm and a ready grin to mask a deep well of uncertainty.	Niece
30	Explorer	Hotena	Hexadni	Brutal and heartless. They lost their mother to a strange wandering poet.	Grandchild
31	Fallen Hero	Ipa	i'Buyeni	Waffling and harmless. Turns into a beast when exposed to the moon.	Adoption
32	Folk Hero	Isizia	i'Creati	Full of jokes. Terrified of all metals and murmurs of the machines that eat.	Oath
33	Fugitive	Izabera	i'Fortun	Slimy and obsequious. A toad among humans, but not a cultist.	Blood Union
34	Genteel Adventurer	Jalosti	i'Grati	Careless and thoughtless. Obsessed with flawed formulae.	Spirit
35	Golem Operator	Jernina	i'Liberat	Nerdy and hurtful. Claims they are a victim of obscure misfortunes.	Growth
36	Guild Representative	Jeuna	i'Mertu	Venom tongued but secretly kind. Hurt by circumstance.	Modification
37	Guildmaster	Jion	i'Mutabili	Ridiculously devout. Spouts verse to avoid facing harsh truths.	Rewriting
38	Herder	Karlo	i'Novi	Calculated and ecumenical. Deploys divinities to get their way.	Change
39	Heretic	Karnelia	i'Orca	Weak but proud. Clutches to small victories with miserable need.	Rivalry
40	Historian	Kasciuto	i'Profunt	Sanguine. Faces a false prophecy with grand equanimity.	Bravado
41	Holy Warrior	Katyu	i'Sacer	Compulsively competitive. Always needs to win.	Professional
42	Hunter	Klesana	i'Syan	Hurt and withdrawn. Refuses to engage but needs to face an urgent task.	Amorous
43	Ill Omen	Krasna	i'Verdenti	Stressed. Torn by responsibilities, will snap soon.	Status
44	Inquisitor	Kujo	il'Arivat	Languid. Naturally relaxed and unstressed.	Wealth
45	Inspector	Lateria	Malapensa	Secretly deep. Surprising insights hide behind simple words.	Parental

D100	ROLE	NAME ONE	NAME TWO	STORY	COLOR
46	Investigator	Leonti	Marmoresti	Terribly repressed. Hides all personal desires behind a wall of politeness.	Sibling
47	Machine Human	Leuterio	Mecanzio	Suspicious and accusing. Projects own fears and crimes onto others.	Friendly
48	Master Artisan	Leva	Mentat	Tired and ready to snap. Hates everyone almost as much as themselves.	Unholy
49	Mechanic	Lisak	Mercandili	Violent. Uses aggression to mask inner loneliness.	Consumption
50	Mercenary	Liuti	Metropolitan	Lonely and shy. Terrified of opening up.	Destruction
51	Merchant	Loma	Moderni	Scarred and angry. Confused about how to break the cycle of pain.	Adultery
52	Merchant Prince	Maurizia	Nagori	Delusional. Refuses to accept that anything might be going wrong.	Theft
53	Messenger	Mehaci	Nascosti	Paranoid. Convinced lings are out to get them.	Deceit
54	Miner	Mirena	Nauta	Persecuted. Chased by vile creatures out of space and time (L2, flabby).	Murder
55	Monster Hunter	Mirodar	Nebodari	Funny alcoholic in denial about their problems.	Betrayal
56	Musician	Nebesa	o'Sovobo	Blubbering and ineffectual. Secretly vicious and disgustingly cruel.	Seduction
57	Necromancer	Noturna	od Cusciare	Cruel and callous. Only out for themselves.	Captivity
58	Noble	Ombra	od Jiab	Manipulative and dangerous. Convinced they are a chosen leader.	Torture
59	Nomad	Opoya	od Kaniona	Passionate and loud. They are bringing a better world.	Assistance
60	Orphan	Paprizio	od Kujina	Vengeful. Consumed by hate after witnessing horrible crimes.	Protection
61	Painter	Piskero	od Mise	Curious. Driven to discover what soil their roots spring from.	Fear
62	Patrol	Plania	od Notte	Prone to intellectualizing. Refuses to engage with problems; instead they enumerate all the techniques that could be used as a solution.	Boredom
63	Peddler	Prima	od Petiz	Humorous and devoted. They laugh against the coming of the Great Tentacled Unity.	Trust
64	Pilgrim	Rasclana	od Planye	Snide and hypochondriac. Convinced they will die soon (but won't).	Distraction
65	Plaguebearer	Rion	od Playe	Megalomaniacal. Full of grand schemes for the Tower of Ultimate Power.	Anger
66	Possessed	Robais	od Poti	Bumbling visionary. Clumsy but capable of greatness.	Interest
67	Priest	Rocio	od Setroya	Merciful and capable. Seeks to help a worthy youth.	Serenity
68	Prophet (mad)	Rodina	od Sobe	Nervous. Saw a mysterious creature. Twice.	Annoyance
69	Prophet (real)	Rosa	od Vina	Boring as a brick. Honest, good, and dull. Truly doing something good.	Regret
70	Raider	Rostolf	od Visocco	Sarcastic, fun, and a traitor.	Acceptance
71	Reaver	Rumen	od Vode	Friendly murderhobo. Has a map to a treasure buried under an orphanage.	Childhood
72	Refugee	Samorok	od Vulkan	Aggressive and upbeat. Willing to downplay any risk.	Friendship
73	Researcher	Sangua	od Yedeni	Cheery but sinister. Everything they say seems to have a dark side.	Schooling
74	Scavenger	Sarca	Odlingi	Incredibly knowledgeable but inhumane. Fortunately very passive.	Military
75	Scientist	Sciaca	Ossomangio	Roguish and lovable. Also incredibly callous and greedy.	Apprenticeship
76	Scoundrel	Scikapfo	per Ambulati	Silly voice and walk but skilled in battle. Carries a worthless secret.	Traveling
77	Scout	Scura	per Nascieni	Jarring and gruff. Loyal and deeply wrong about a nearby faction.	Hobby
78	Sculptor	Selesta	per Velizi	Committed to a local faction, unswerving in their devotion.	Work
79	Shaman	Sentena	po Viladrini	Cold and logical, skilled in unarmed combat, driven by odd impulses.	Tribulation
80	Shepherd	Severa	Purpureo	Methodical and grim, scarred by a thousand battles, now loyal to a distant lord.	Fate
81	Slaver	Sima	Raziunar	Angry. So angry. Beaten down, seemingly accursed. Has a nemesis (L2d6, fate).	Betrothal
82	Soldier	Sinon	ri Svelti	Grinning and charming, can't seem to do wrong. Even though they do.	Marriage
83	Sorcerer	Siya	Rinasciti	Sly and obsequious, but genuinely believes they are helping the world.	Bereavement
84	Spicer	Sodoba	Rudeni	Deranged. Certain they are an alien trapped in a mortal shell. Perhaps they are?	Death
85	Spy	Sulmar	Rumeni	Hasty to judge. Bearer of a contagious curse.	Remembrance
86	Summoner	Tamke	s'Emerald	Stunningly charismatic but oblivious to their charm. Followed by a cortège. Pliable?	Curiosity
87	Thief	Teredo	Semolingi	Drug addict and secret heir to a blood-soaked fortune (€1d10* x 20,000).	Laziness
88	Thrill Seeker	Tesana	Seruleo	Young and inexperienced but the focus of a grand prophecy.	Determination
89	Time Traveller	Tori	Setvareni	Thunderous and domineering. They were wronged once, never again.	Domination
90	Tinker	Trista	Tergestini	Incomprehensible and strange. A hero from a far off land?	Enthrallment
91	Ultra Voyager	Urna	Terracotan	Rebellious, callous, and harsh. Also, devoted to a good cause.	Disenchantment
92	Undead Vessel	Vedya	the Blue	Taunting and jokey. Secretly a dark magician.	Investigation
93	Vile Spawn	Velena	the Orange	Uncouth and loud. Very loud. Also, very caring and devoted, looking for a master, in fact. See, they had a master. A great master. Very hush hush.	Science
94	Vome Infiltrator	Vera	the Purple	Ornery as a mule and about as wise. They are the key to a cult.	Meaninglessness
95	Warlock	Vero	the Red	Afraid of the dark and convinced the hills have eyes. They actually do.	Void
96	Wine Vampire	Volek	the Yellow	Zany beyond belief. Also, completely wrong about monsters.	Madness
97	Witch	Yako	Travini	Kleptomaniac. Also, cursed to degenerate into a vicious beast (L1d8, hopping).	Meditation
98	Wizard	Yasna	Violo	Querulous and nostalgic. Miss the old days and might help bring them back.	Peace
99	Woodsmen	Yesen	Vites	Randy and devious in a friendly way. Offended the wrong people.	Enlightenment
100	Zoologist	Yeza	za Zidovi	Jokey but sad inside. Cursed to never die by a distant machine deity.	Transcendence

OTHER GATES

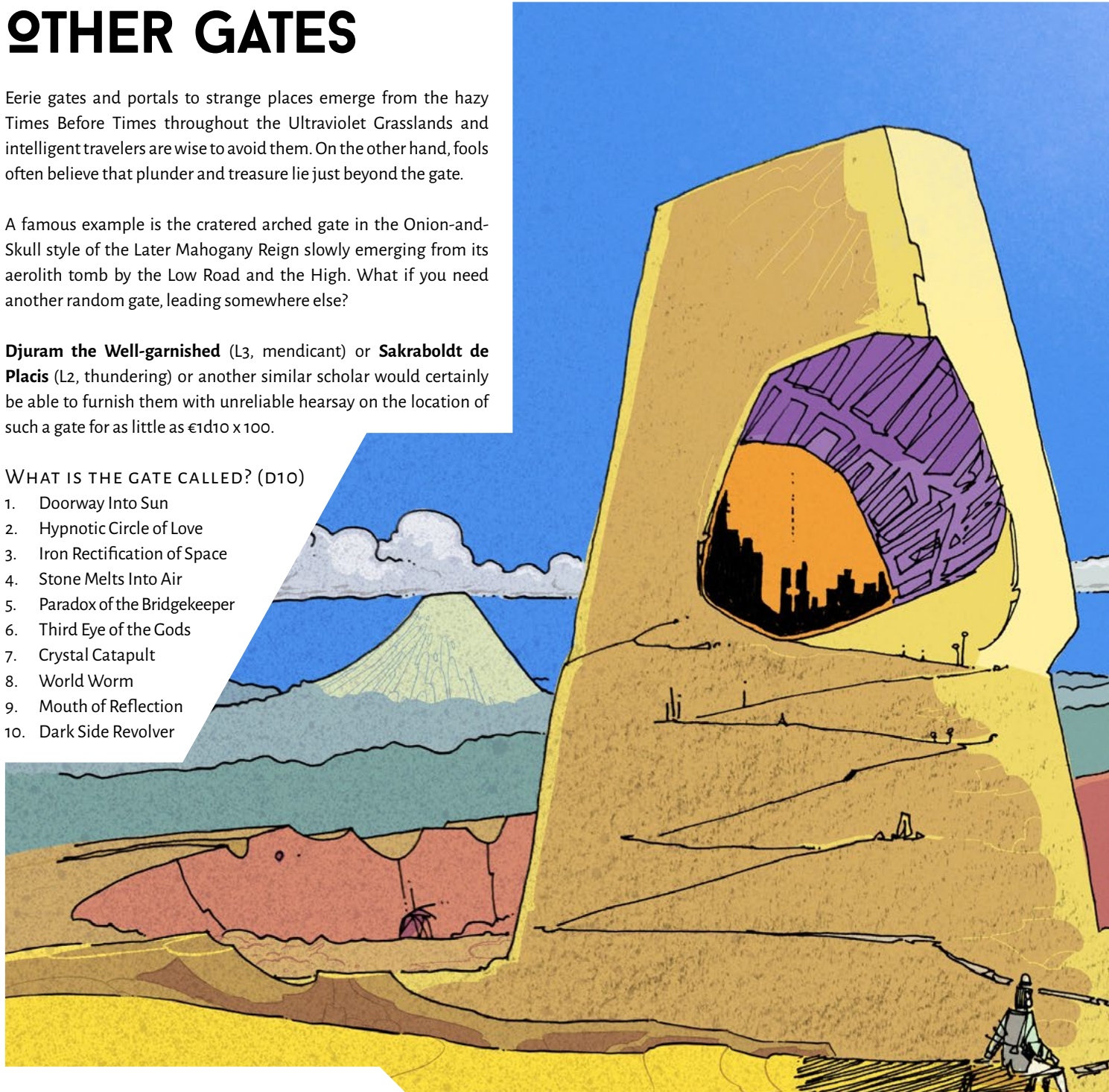
Eerie gates and portals to strange places emerge from the hazy Times Before Times throughout the Ultraviolet Grasslands and intelligent travelers are wise to avoid them. On the other hand, fools often believe that plunder and treasure lie just beyond the gate.

A famous example is the cratered arched gate in the Onion-and-Skull style of the Later Mahogany Reign slowly emerging from its aerolith tomb by the Low Road and the High. What if you need another random gate, leading somewhere else?

Djuram the Well-garnished (L3, mendicant) or **Sakrabort de Placis** (L2, thundering) or another similar scholar would certainly be able to furnish them with unreliable hearsay on the location of such a gate for as little as €1d10 x 100.

WHAT IS THE GATE CALLED? (D10)

1. Doorway Into Sun
2. Hypnotic Circle of Love
3. Iron Rectification of Space
4. Stone Melts Into Air
5. Paradox of the Bridgekeeper
6. Third Eye of the Gods
7. Crystal Catapult
8. World Worm
9. Mouth of Reflection
10. Dark Side Revolver

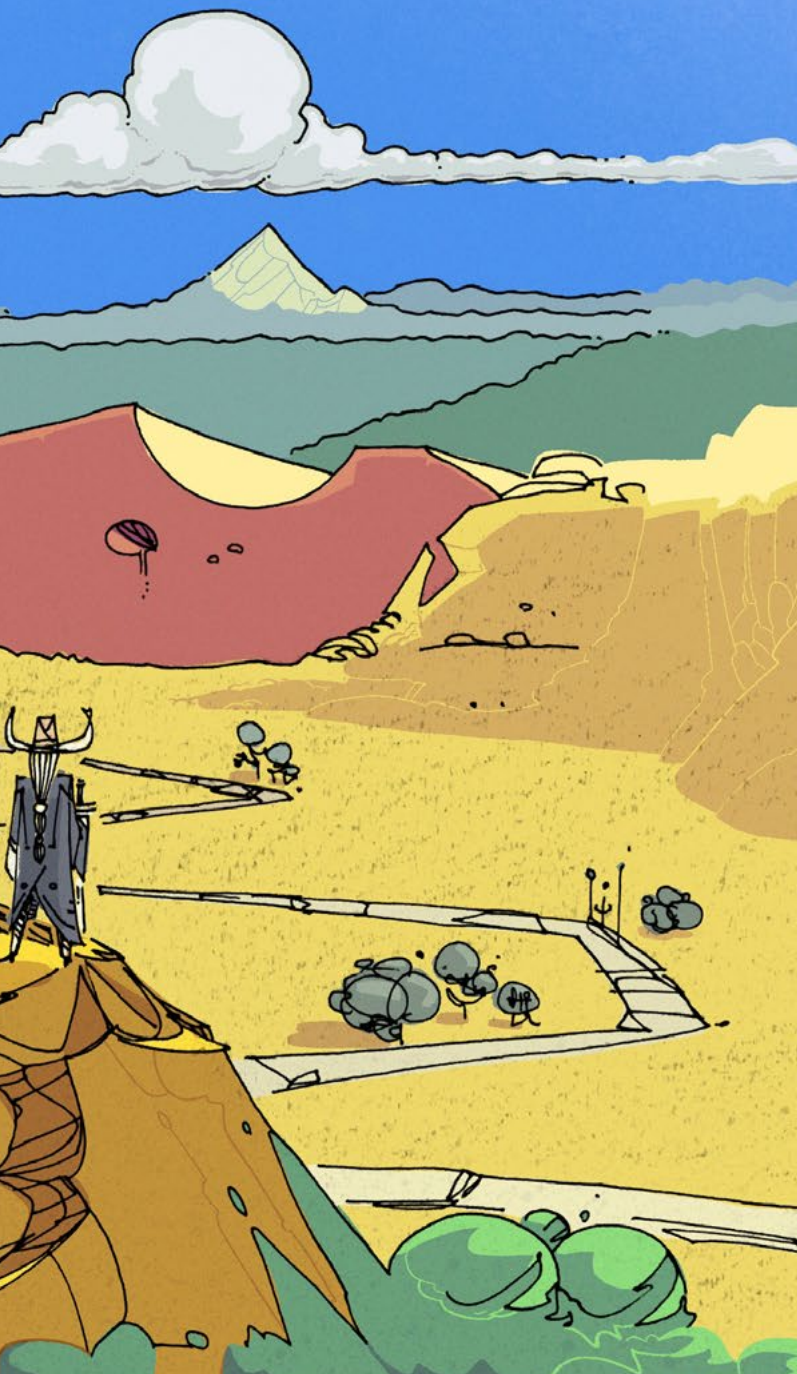


RUMORS OF THIS RANDOM GATE

D6	WHERE IS IT?	WHAT IS IT MADE OF?	WHO MADE IT?	WHAT HAPPENED TO IT?	WHERE DOES IT LEAD?
1	In the heart of a destroyed metroplex swarmed by necroambulant vomes.	Ripples in reality fused into a 5-dimensional circle of infinite sharpness.	Nobody. It made itself. It came from the Elsewhere to eat the souls of mortals.	It unleashed hell and was shut after an epic 14-book story quest.	A now deadly place. Perhaps a melting palace in the planet's mantle.
2	Atop a harsh, sculpted mountain of malachite.	Flowing, living metal, swirling through itself.	The Vile Ones as part of their travel network.	It was destroyed from the other side.	A hostile place of noxious gases and vile spores.
3	On a plain of dust and hate.	Bone turned to steel by ceaseless aeons of pain.	Para-lings when they infiltrated the old world.	Untreated software infections killed it.	A queer place, of strange physics and odd geometries.
4	Among orchards and rolling hills.	Lichens coat eroded stone and tarnished metals.	A Psychic Unity before it ascended to another sphere.	It became uneconomic and was mothballed.	Ruins and rubble of a great, dead city (p.XX).
5	In the middle of a quarterling village.	Flesh and wood coated in moss and flowers.	An unexpected genius in a barbarous kingdom.	Its makers died and a cargo cult sprang up around it.	A bucolic, agrarian land, outside of history.
6	Basement of a ruin, perhaps repurposed as an abattoir.	Iridescent scales coating a body of stone and crystal.	An abmortal wanderer and his servile under-lings.	Nothing. It was just ... forgotten.	A major modern hub, promising new trade routes and opportunities.

WHAT CONDITION IS IT IN? (D6)

1. It is only the skeleton of a gate; whatever magic animated it is gone for good.
2. The gate is sealed by some odd and epic ritual, and an extravagant ceremony would be required to open it. A creepy cult and €100,000 could make it work again.
3. It is dormant, sleeping and immobile, but it can be awakened by the right spell. Some library work could reveal it, perhaps even *Zundan's Awakening of Aways* could work?
4. It is fully functional, but physically sealed by rock, livingstone, mud, dirt or other detritus. A 2d6 week excavation should make it functional again. But why was it sealed?
5. It is sealed from the other side, turning it into a one way portal. What might come through?
6. It's working. Just the key is required or ... oh ... wait, it's activating. How convenient.



WHAT DOES IT ACTUALLY DO? (D10)

1. **Storage Gate:** a warehouse sized extra-dimensional hole or, as sages might call it, *A Non-Portable Hole*. It might be a 1) treasury, 2) cargo warehouse, 3) prison, 4) tomb, 5) archive or 6) garage.
2. **Multi-Access Extra-Dimensional House:** in essence a postal box, accessible through multiple gates. Creatures' spirits may be keyed to a single gate, disabling "teleportation."
3. **Dull-Way Portal:** providing a safe extra-dimensional worm tunnel to another location. It may take days or weeks or even months of travel through the portal to reach another location. **Void monsters** (L1d20, tangled horrors) are, of course, just fairy tales. They don't pluck apart bodies and souls and personalities.
4. **Fast Portal or Tele-Portal:** shortens travel distances to another location.
5. **Sideways Portal:** realigns the traveler in regard to the physical world, making them "ethereal" or "ghostly". Sages warn of **rats and roaches** (Lo, astral vermin) infesting the sideways land.
6. **Machine Portal:** it leads into the underlying mechanical body of the world where cold, calculating **elder creatures** (L13, zoop bloop) engage in their odd plots. Very dangerous.
7. **Rainbow Portal:** originally designed as a pleasure or amusement portal, it takes the traveler on an amazing journey in space and time. The journey lasts 1d4* weeks and the traveler returns profoundly changed (gain 1d6 x 1,000 xp, replace one ability, change one thing about hero's looks).
8. **Hell Gate:** leading to some monstrously contorted bioman-cy-infused nightmare sub-realm. Don't go there. In fact, don't even activate it, you schlub.
9. **Time Portal:** lets travelers skip a week or a month or a year into the future when they pass through it. One way trip only.
10. **Soul Mill:** not a portal but a refinery, stripping the souls from creatures to fuel ancient machinery. Usually the stripped body and personality are returned in a day or a week—quite dead but perfect for creating flesh golems or ba-zombies (L1d4, obedient). Sometimes the soul fuel can also be harvested—a single sentient being's worth of soul rendered into a crystal fuel cube is worth around €700 on the Dwarven black market in the Redland District (10 cubes/sack).

GATER SICKNESS!

Even gate travel through normally functioning gates can cause sickness as it exposes the human body to strange void radiations. Faulty gates can cause many stranger, even less comfortable symptoms. Ultras are immune to gater sickness, which feeds the human distrust they face.

D20 GATER SICKNESS TEST

- | | |
|-------|--|
| 1 | Soul leakage permanently weakens traveler. Their aura becomes wan, their thoughts tangled. |
| 2-3 | Blank burn. The memories of the last ten (roll d6): (1) years, (2) months, (3-4) days, (5-6) hours are gone. |
| 4-7 | Horrible headaches make concentration impossible for (roll d6): (1) a month, (2-3) a week, (4-6) a day. |
| 8-11 | Nausea and vomiting. Not a good look. |
| 12-15 | Mild unease and discomfort. |
| 16-19 | No symptoms. Phew! |
| 20+ | Reinvigorated by the rendered spirit dust present in the void, they regain a little vim (gain 1d6 Life). |

WEATHER & GEOGRAPHY



The climate of the Ultraviolet Grasslands is predominantly continental, similar to that of a vast swath of Eurasia in our world. Winters are cold and harsh, while summers are hot and dry. In between there are periods of heavy rain when the steppes turn to mud. Higher elevations are colder and wetter on their western sides. Areas further south or in the rain shadows of mountains can be very dry, while areas to the north are colder and damper. This means that most travel is restricted to the months when the weather is relatively clement.

WEATHER AND CLIMATE MATRIX (D12)

D12	RAINBOW CALENDAR	COMMON NIGHTS	COMMON DAYS	EXTREME WEATHER	ENVIRONMENTAL HAZARDS	WEIRD STUFF	TRUCKING
1	Newfirst	Arctic	Glacial and dry	Frigid galestorm	Ice	Glacier surges	Nearly impossible
2	Lastmonth	Siberian	Freezing and dry	Thaw and mud	Blizzard	Star falls	Nearly impossible
3	Firstmonth	Freezing and wet	Cold and wet snow	Heavy rains	Mudslide	Crevasse opens	Nearly impossible
4	Greenmonth	Cold and sodden	Cool with showers	Heat wave	Swollen rivers	Geyser erupts	Challenging and damp
5	Redmonth	Cool and damp	Warm with storms	Heat wave	Flash floods	Floral overgrowth	Easy
6	Orangemonth	Cool and dry	Hot and dry	Heat wave and drought	Dust storm	Aquifer breaches	Easy
7	Yellowmonth	Warm and dry	Searing and dry	Heat wave and drought	Wildfires	Cliff forms	Easy, but hot
8	Oldsecond	Warm and damp	Scorching with showers	Lightning storms	Tornadoes	Lake dries out	Easy, but the heat!
9	Unity	Cool and humid	Hot with storms	Heavy rains	Floods	Rock decays	Easy
10	Violetmonth	Cold and wet	Cool with rain	Snowstorm	Fog	Dust spreads	Challenging and wet
11	Snowbringer	Freezing	Cold with snow	Icestorm	Gales	Mountain collapses	Grueling and cold
12	Deadwinter	Glacial	Freezing and snow	Whiteout	Avalanche	Stuckforce detonation	Nearly impossible

Sometimes you just need some words to describe the natural scenery. That's where this table helps.

GEOGRAPHY AND NATURAL SCENERY (D12)

D12	HILLS	PLAINS	VALLEYS	WATER	GROUND	AIR	FLORA	FAUNA
1	Spire	Lava	Crater	Sea bed	Rock	Thin	Scoured	Absent or disappeared
2	Volcano	Pan	Glacial	Salt lake	Salt	Old	Dead	Fossils or corpses
3	Berg	Flat	Rift	Lake	Gravel	Stale	Dryland coral	Subterrene survivals
4	Dome	Lacustrine	River	Wetland	Sand	Flat	Lichens	Pioneer species
5	Peak	Till	Dry	Bog	Dust	Metallic	Mosses	Radiating invertebrates
6	Pinnacle	Rough	Shallow	River	Loess	Sour	Cacti	Invasive arthropods
7	Cliff	Gentle	Hanging	Waterfall	Silt	Dusty	Thorny	Basal vomes
8	Ridge	Alluvial	Box	Rapids	Clay	Dry	Grass	Chimeric herbivores
9	Mesa	Flood	Cove	Stream	Loam	Humid	Savanna	Opportunist scavengers
10	Stair	Scroll	Eroded	Cascade	Chernozem	Refreshing	Maquis	Exploratory omnivores
11	Scree	Outwash	Karst	Intermittent	Rust	Fragrant	Forest	Climax carnivores
12	Dune	Penepplain	Canyon	River bed	Rubble	Rich	Overgrowth	Biomantically enhanced fauna

NEW DISCOVERIES



NEW DISCOVERIES (D20)

D20	DISTANCE	XP	SHAPE	APPEARANCE	ORIGINAL FUNCTION?	CREATOR?	DISCOVERER?	CURRENT USE?
1	Dimensional Gate	-307	Non-Euclidean	Hyper-morphic	Personality Reprogramming	Barbarian Sorcerer	Charismatic Revolutionary	Terrain Modification
2	2d6 weeks	-53	Cube	Brittle	Time Ark	Blue Prophet	Spiritual Shaman	Communication
3	1d6 weeks	0	Pyramid	Chaotic	Spiritual Improvement	Celestial Cat	Solitary Prospector	Defense
4	1d4 weeks	10	Prism	Divine	Soul Decomposition	Emperor of Post-humans	Simple Farmer	Education
5	2 weeks	20	Tower	Energy	Transport Revolution	Faceless Abmortal	Religious Innovator	Energy Production
6	1 week	30	Needle	Fractal	Neo-Genesis	Heroic Wanderer	Proud Aristocrat	Energy Storage
7	1d12 days	50	Ring	Gaseous	Musical Creation	Hive Community	Poor Trader	Entertainment
8	1d10 days	70	Plain	Terrifying	Military Vault	Ling Architect	Military Liason	Espionage
9	1d8 days	110	Depression	Illusory	Matter Processing	Mahogany Entity	Merchant Adventurer	Farming
10	1d6 days	130	Pit	Liquid	Knowledge Preservation	Neo-scientist	Mad Savant	Luxury Goods
11	1d4 days	170	Cave	Malleable	Government Control	Plastic Machine	Lucky Dilettante	Manufacturing
12	2 days	190	Crater	Mobile	Energy Generation	Polybody Precursor	Loyal Imperialist	Mining
13	1 day	230	Canyon	Motionless	Economic Supremacy	Rat Monarch	Exiled Ruler	Reality Repurposing
14	1d20 hours	290	Mountain	Omega	Deep Prison	Scavenger Lord	Driven Researcher	Refining
15	1d12 hours	310	Chaos	Perfect	Cybernetic Enhancement	Semi-sentient Rhizome	Downtrodden Refugee	Biomodification
16	1d6 hours	370	Maze	Reassembling	Cosmic Escape	Sleeping Horror	Desperate Archaeologist	Transportation
17	1d4 hours	410	Shapeless	Self-ordering	Body Augmentation	Spectrum Generator	Curious Reporter	Water Extraction
18	2 hours	430	Shifting	Solid	Biological Uplift	Timelost Warrior	Cunning Industrialist	Weapon
19	1 hour	470	Protean	Time-rifted	Athletic Games	Ultra Progenitor	Cultist of the End	Weather Editing
20	It's here.	970	Sphere	Void	Aesthetic Perfection	Vile Refugee	Spurned Lover	Worship

HISTORIC PERIODS AND STYLES (D20)

D20	MATERIAL	SPECIAL MATERIAL	ADJECTIVE	MOVEMENT	CULTURE	PERIOD
1	Stone	Megaliths	Lesser	Onion and Skull	Vile Reign	The Star Bloom
2	Concrete	Dryland coral	Shorter	Ur-Rococo	Mahogany Reign	Accretion Days
3	Rusted metal	Ageless metal	Lower	Bio-Mechanicism	Faceless Rule	Geological Eras
4	Glass	Ur-obsidian	Decadent	Geo-Sculpturalism	Perambulator	Long Long Ago
5	Adobe	Livingstone	Endless	Poly-Chromatism	Machine Human	Long Ago
6	Brick	Aerolith	Upper	Inter-Tactilism	Abhuman	When the Fast Stars Shone
7	Crystal	Psionic crystals	Longer	Bi-Mannerism	Post-ling Culture	Mythogogic Era
8	Ceramic	Porcelain	Greater	Peri-Spectralism	Citrus Pre-nomadic	When the Mists Lifted
9	Wood	Luminescent wood	Dark	Idio-Brutalism	Distributarian	Rider Years
10	Bone	Carved ivory	Golden	Dis-Modernism	Dictatorship of Liberty	Scavenger Politics
11	Flesh	Synthetic skin	Primitive	Ab-Plasticism	Pre-chromatic Kingdom	Springtime of Monarchies
12	Chitin	Iridescent scales	Advanced	Alter-Minimalism	Zombie Democracy	The First Expansion
13	Force	Stuckforce	Barbarous	Meta-Classicism	Psychic Unity	The Blue Heresy
14	Plastic	Plaz steel	Uplifted	Pseudo-Rusticism	Barbarian Polity	The Decadent Century
15	Wicker	Lightmetal struts	Younger	Para-Infantilism	Ling Permutation	The Revolutionary Era
16	Shadow	Frozen smoke	Forgotten	Neo-Elementalism	Post-humanist Continuum	The Human Revival
17	Light	Reality ripples	Reborn	Post-Imperialism	Rat Race	The Second Expansion
18	Cloth	Corundum silk	Uplifted	Pre-Fundamentalism	Utopian Ecstatic	The Oligarchy
19	Sand	Grey ooze	Fallen	Deconstructivism	Lower Heroism	The Purges
20	Earth	Flowering mosses	Final	Anti-Realism	Pseudo-Naturalist Dystopia	The Consolidation

HISTORIES



The past is a mist-shrouded country. Precise dates, locations, and periods are unknown. Each group of players shall invent, discover, and be surprised by the past they uncover for themselves.

FORGOTTEN TIMES (D12)

Eras and times lost beyond the records in the Great Mist. Fragments, shells, and hazy memories remain but even they tend to fade and melt from mind and time like sands in the storms whipping off the Golden Desert.

1. The world was created by the Demiurge to celebrate the Onion and the Skull.
2. The world was discovered by the First Mother who entered the cosmos from the void.
3. The first deity awoke into sentience in a great mahogany tree.
4. The Vile Ones escaped into the cosmos and settled it with their slaves and ur-Rococo megaliths.
5. The first humans were sculpted from solar dust by the Faceless Ones in seventeen years of creation.
6. The mortals were uplifted by the Sky Gods of the Bio-Mechanum for a higher purpose *or* as a joke.
7. The Fast Stars blazed into life above the girdle of the earth and humans were geo-sculptor gods.
8. Reality flowed like blood through the veins of the Uncreated during the Vile Reign.
9. Pride begat misunderstanding begat strife begat war in the heavens and the tears and blood and flesh and bones of abmortals rained upon the land, blanketing it in the fertile soil from which humans crawled like rats.
10. The poly-chromatic spirits could shape matter and energy like the sculptor shapes stone and clay.
11. There was no heaven and no hell, only life everlasting in the Abhuman Paradise.
12. The primordial era ended with the war of lings and viles and the rising of the Great Mist.

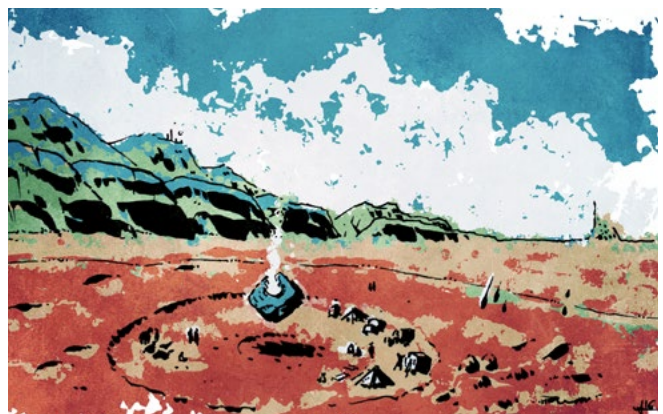
Fragments of Forgotten Times: the Vile Ones, shape-changers, ultras(?), gods, soul magic, Chosen Ones, Old Ones, the Undying Wanderer, the Fast Stars, the Hole in Heaven, and the soul mills.

Discovering any of these fragments has world-changing consequences for the game. Individual heroes who gain the powers of these fragments would become gods to their contemporary later mortals. Be prepared to refashion the campaign with new 'gods'—and very likely new heroes.

DIMLY REMEMBERED STRIFE (D12)

Some say there was a war. The War. There is epic disagreement among historians whether there was an actual event that marked the fall of some Chosen group. Obviously, there was more than one war; but there can't have been that many, considering the obvious power of many of the Old Ones. Right?

1. The lings defeated the viles and ushered in a golden age.
2. The viles tore themselves in civil war and the lings destroyed them afterwards, ushering in an iron tyranny.
3. The gods entered the cosmos from the void and destroyed the hubris of mortals in fire and flood.
4. The viles ascended into a higher form, leaving the world to collapse behind them.
5. The world and cosmos were created as an ark for the survival of the gods, when they reached a new shore, they left, taking their engines of creation with them. The subsequent decline was later reinterpreted as the result of a war in heaven.
6. There were no lings or viles, the demiurges imported humans as biological robots to serve them. After the demiurges' departure, the humans' programming went haywire and they destroyed the world.
7. The First Lings destroyed themselves in iron and machinery and the Second Lings told themselves tales of Vile Ones wreaking the destruction to salve their fragile memories.
8. The Machine Gods were born in the Fast Stars and the Quick Trees, then sent down their offspring to devastate the world.
9. The Chosen Ones broke their pact with their gods and were drowned in blood and time.
10. The humans crawled out of their slavery over a hundred centuries of relentless, bloody warfare. When they won the world they swarmed out of the void, destroying the lings and the viles and taking the world for themselves.
11. The elves walked in from a void and reality fractured in their wake, leading to war between heaven and earth.
12. There was no void, there was no war. An entropy reduction experiment failed, causing a temporary reality collapse.



Fragments of the Strife: divine weapons, radiation ghosts, ghouls, stuckforce, biomechs, biomantic horrors, orcs, ancient vehicles, artifacts, and machine humans.

Recovering knowledge of the great conflicts will alter the balance of powers in the lands, lay the foundation for new empires, and change perceptions of history; but won't radically alter the game—aside from a new arcane waste or two.

FABLED STORIES (D12)

Half-remembered times before the Rainbow Order was founded around the Circle Sea. Studies of the old records are half-heartedly forbidden by the Cogflower Inquisition and avidly pursued by the Red Land District and other fringe groups.

1. The Post-Ling cultures spread across the world like rats through a bountiful orchard, flourishing, creating incredible arts, and then dying out as the source machine gods that kept them going broke down and died.
2. Peri-spectral phenomena broke the barriers between the Ancestors and the Scions, leading the first shamans into the well wasted lands.
3. Rigidly distributarian Caste and Hive Societies clung to power, producing and reproducing the ancient magitechnologies as ritual and religion.
4. Idiosyncratic Brutalist cultures swarmed across the world, driven by mad ghosts and fueled by synthesized weapon generators rediscovered in the dust of the Long Long Ago.
5. Dis-Modernist scavenger poleis established dictatorships of liberty, supporting themselves with vast slave networks.
6. Ab-plastic magics and half-remembered mentalists stood behind the Springtime of the Monarchies, inaugurating gleaming autocracies to replace the corrupt popular dictatorships of earlier times.
7. Post-Lings seeking safer and quieter lives regularly fled the civilizations into the wilderness, establishing Alter-Minimalist Enclaves around twitching, mutated divinities.
8. The first expansion of empires underpinned the last twitches of the Zombie Democracies. Their realms eventually collapsed under their own inherent contradictions.
9. Meta-Classicism manifested itself in the attempt to create psychically unified cultures.
10. The metastasis of Neo-Minimalism was the Blue Heresy which was rejected in a series of violent, divinely ordained-conflicts that established the essential polymorphism of nature, divinity, and society.
11. The victorious Holy Realms celebrated a decadent century only to collapse before the virulence of the Barbarian Polities.
12. Para-Infantilists sought to return to earlier, forgotten eras, aping and celebrating the collapsed lingish mores.

Fragments of the Fabled Stories: old monarchies, epic heroes, barbarian warlords, heirloom weapons, foundation myths, sagas, poetries, and ill-recorded histories.

Recovering fragments of the fabled stories will bring glory or infamy to the explorers, and quite likely a fair amount of wealth. It should not greatly alter the balance of powers.



ORAL HISTORIES OF THE REVOLUTION (D12)

The fires of forgetfulness, the scouring of the sources, and the flooding of memories has left gaping holes in the local histories—but the vaults of the Orders of Accounting and Inquisition in the Metropolis impose a semblance of order over the last centuries.

1. The Revolutionary Era saw the Para-Infantilist Regimes collapse in a great uprising of the human masses.
2. Rustic Neo-Elementalist movements saw a great return to the land and die-back of the cities.
3. Post-humanist elements reasserted Slave-Hive Empires over great swathes of territory.
4. The Human Revival under a series of revolutionary prophets saw the ab- and post-humans destroyed utterly in the realms of the Circle Sea.
5. The Polychrome Orders were established to protect the Rainbow of Humanity from the darkness and the light of the inhuman forces that scour the world.
6. The Post-Imperial expansion saw civility, order, liberty, and humanity return to newly purified lands.
7. Pre-Fundamentalist Utopian ecstasies fractured the Post-Imperial Collective.
8. Several oligarchies emerged to steer the reigns of the Rainbowlands.
9. In the deconstruction of the Post-Imperial Union, local culture heroes were rediscovered.
10. Purges of Anti-Realists saw the economies of the Circle Sea boom and a neo-technological surge.
11. A Pseudo-Naturalist Dystopia was replaced with an enlightened Spiritual Particularism.
12. The consolidation of the Rainbowlands into four great powers fit the Four Skies paradigm: the magitechnical Universalists of the Violet City, the sacral engineering Bureaucracies of the Emerald City, the trading and banking Oligarchies of the Saffron City, and the permanent revolutionary self-help Association of the Red Land District.

Building blocks of the Revolution: rebellious golems, exploration societies, revolutionary organizations, trading houses, cultural corporations, industrial re-inventions, research foundations, militant cooperatives, violent cults, and odd machines.

The building blocks of the revolution are elements of common knowledge and political reality which the heroes may influence, change, and use for their own purposes as the game unfolds.

LANGUAGES

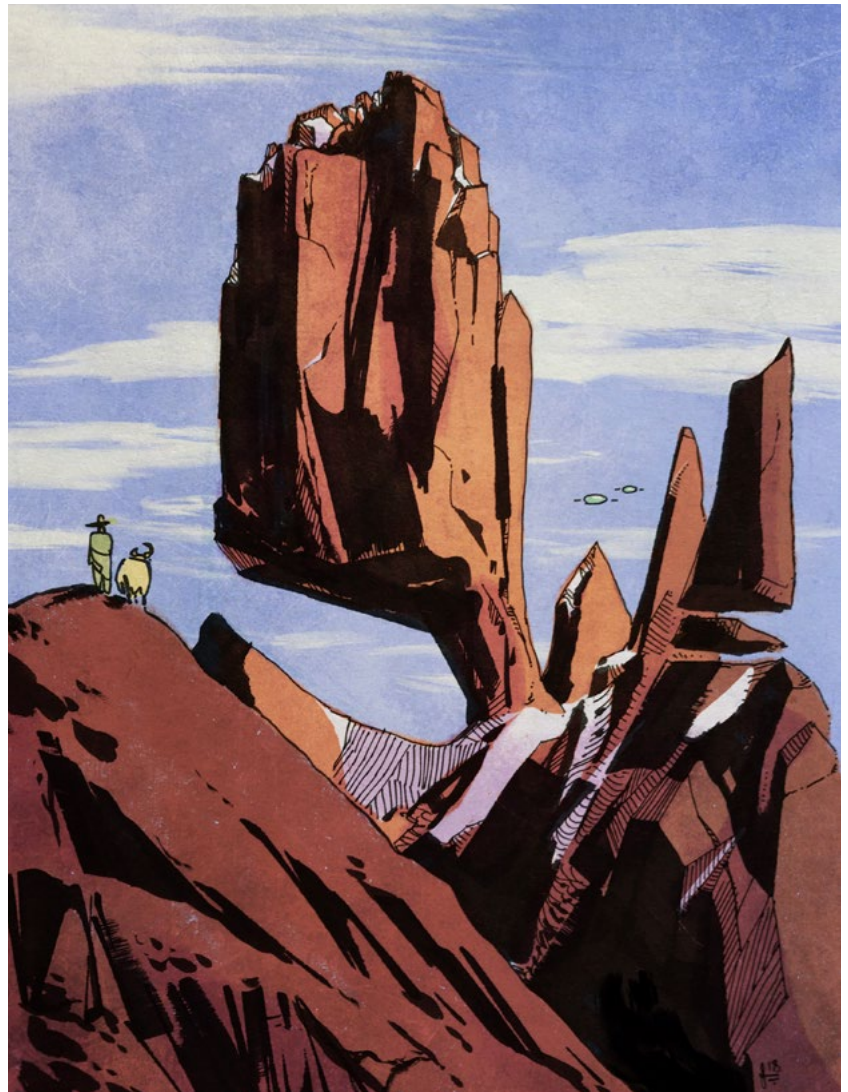
Many languages are and were spoken by the many humans of the Rainbow Lands. Here are just some of them. Those found closest to the Circle Sea and the Violet City are listed first, with the language family or circle in parentheses. Languages in the same family or circle are related and somewhat mutually intelligible; whether through contact or descent is not always clear.

THE COMMON LANGUAGES

1. **High Common (rainbow):** The upper-class, literary common rainbow tongue taught by teachers to noble and rich students. Old fashioned, unnecessarily complex grammar and pronunciation. Words change depending on context, speaker, and intent. Numbers change depending on what is being counted. Elaborate written tradition.
2. **Vulgar Common (rainbow):** The trade *lingua* of the non-noble middle-classes and professionals of the Rainbow Lands, with distinct regional dialects. Only written for trade. Influenced by outer languages. Similar to 'City Speak' or 'Gutter Talk.'
3. **Purple Speech (rainbow):** The dialects of the peasants and laborers of the Purple Land, with many borrowings from the steppe folk. Mostly oral, no written tradition. Very similar to Bluenttalk, but it's an insult to say so.
4. **Bluenttalk (rainbow):** The harsh and uncouth dialects of the exiles from the Blue Land and the wild folk still living there. Any writing has been suppressed long ago. Possesses a surprisingly detailed vocabulary of dairy products and aquatic vegetables. Borrowings from Blue Tongue.
5. **Greenspeak (rainbow):** The peasant and forester dialects of the Greenland. No written tradition. Large vocabulary corpus. Speakers from different dialects can mostly understand each others' words, even if just by context.
6. **Emerald Common (rainbow):** The vulgar lingua franca of Metropolis, the Emerald City, with many Elfish and Greenspeak borrowings. Developing a broad, popular written corpus. Beautiful traditional handwriting.
7. **Decapolitical (rainbow):** The vulgar dialects of the Sea Fingers and the Decapolis, also popular with sailors. Written for trade purposes. Very onomatopoeic. Short, simple words. Understatement is prized. Silence is golden.
8. **Saffranian (rainbow):** the vulgar speech of Safranj and the Yellow Land, now also adopted by the local oligarchs. Extensive written traditions. A more refined and rhyming variant of Decapolitical, popular in the opera.
9. **Caravanian (rainbow):** The trade tongue of the caravans in the Yellow Waste and of some nomad tribes there. Mercantile written tradition. Borrows from many languages. Speakers can bend the language to adapt it for speakers of a certain language, or make it indecipherable to anyone but other Caravanian speakers.
10. **Oranjetic (rainbow):** The vulgar dialects of the Orange Land, very similar to Saffranian. Paltry written tradition. A musical dialect, exquisite in song.
11. **Free Circle Kriol (rainbow creole):** The wonderfully rhymed disyllabic speech of the Circle Sea free families (pirates) and river-travelers. No written tradition and vast variation among dialects prompting some scholars to say it is not so much a language as a mass outbreak of glossolalia.
12. **Redland District Cant (rainbow creole):** The badly rhyming vulgar speech of the autonomous enclave that is the Red Land District. Vast written tradition, but mostly political tracts. Large influence of Decapolitical through trade. Lots of swearing.
13. **Red Tongue (rainbow):** The vulgar dialects of the Red Land with many dwarven elements admixed. Poor written tradition. Heavily influenced by the slurred speech of the long-reigning Grand Red Duke Moshle IV, the Red Tongue replaces 's' sounds with 'sh' and runs words together, as after too much wine.
14. **Winerian (dwarven):** The hill dialects of the Vintner Dwarves of the Red Land and Orange Land. Little writing, and what there is, quite literalist. Heavily influenced by the Red Tongue, Winerian is the most linear of the dwarven dialect.
15. **Vulkan (dwarven):** The mountain dialects of the Mountains of Light and the Black Gold. Vast written corpus. When written, the space between the characters has as much meaning as the characters themselves. Much is lost by speaking it. Lots of silences and isolated consonants. It is best spoken indoors or in echoing caves. The echo is part of the language. It sounds very strange outdoors as parts of the words are missing.
16. **Woodlander (elven):** The language found inscribed on trees and rocks in the Elvenwood, spoken by some of the tribes there. Isolated inscriptions. The language is structured to change meaning with the seasons and the phases of the moon as though it does not quite belong on the solid earth.
17. **Steppe Speeches (steppe, rainbow):** The various dialects of the Ultraviolet Grasslands grew from a patois of rainbow dialects and Steppeland trade tongues. Its written tradition is uncertain. Possesses an immense vocabulary for grazing creatures and mechanical engineering.
18. **Sunsettish (steppe):** The common trade language of western Steppelanders. Written by merchants. Surprisingly focused on spirits and spirit possession.
19. **White Line (steppe):** The cryptic language of the Porcelain Princes was once more widespread, now it has been reduced to their outposts and trading missions. Vast dusty libraries exist. Because it has extensively evolved to suit the polybody structure, some of the more refined forms of the language require multiple synchronized voices used in unison to convey meaning properly.
20. **Satrap Canto (steppe?):** The color and light-adapted language of the Spectrum Satraps seems to be an outlying dialect of some larger language group or system. Its writing traditions are polychromatic and use both color and sound to convey meaning. Without light-generating organs or a rainbow translation array, this language is practically unusable by baseline humans.

THE DEAD AND WEIRD LANGUAGES

1. **Black City Alphabet (?):** Found inscribed on some metal sheets brought from the mythical Black City in the west. Some academics say it's not a language, just intricate patterns. Faraway people joke that the writings are really the schemas for a very complicated dance.
2. **Cat Thought (cat):** Thought-speech of the Violet City cats, which can best be described as a formalized logical structure used to enable empathetic coordination between cats and telepathic communication with their thralls.
3. **Deep Dwarven (dwarven):** The hidden priestly language of the Deep Dwarves that is not spoken, only carved in stones and bones. It can be written in any direction, even constructing beautiful figures with the characters. Very succinct. Some carvings are considered visual poetry. A subset of Deep Dwarven is Deep Dwarven Hexadecimal, used for programming Dwarven prayer machines.
4. **Blue Tongue (isolate):** The forgotten speech of the Blue God, now used by some secretive cults and mad wizards. A forbidden, written corpus exists. It is harsh, logical, iconographic, and ambiguous by nature.
5. **Elven (elven):** A hypothetical Elven language, reconstructed by sages from common elements of Woodlander and Moonlander. Some scholars associate it with the Vile Ones of Long Long Ago. They surmise that a written version existed, though aside from possible decorative stelae, no examples have been found.
6. **Moonlander (elven?):** An extinct (?) language found inscribed in tombs in the Mountains of the Moon. Samples of the writing have been found to be memetic worms, taking over the reader's mind and driving them to perform odd, incomprehensible tasks. Though usually not deadly, permanent personality changes and madness have been noted often enough that in the popular imagination reading Moonlander is associated with lunacy.
7. **Marmotsk (isolate):** The language of the Marmotfolk requires large incisors and musky pheromones to use correctly. The delicately whorled bone-script is more accessible to outsiders.
8. **Umber (steppe):** Dead language of Fallen Umber, characterized by delicate poetry and three-dimensional writing on woven, living chitin. Heavily influenced by another missing isolate.
9. **Lingish (lingish):** Obscure dead language, hypothesized from references in old libraries, toponyms in modern languages, and some fossilized Oranjetic expressions. It seems to have been a fluid, contextual and permutative language designed to overwrite human brains and prevent personality reprogramming and remote sensing.
10. **Great Language (lingish?):** The hyper-contextual and



11. **Trilignic (lingish? steppe?):** The ancient languages of the Three Sticks civilization, before its decline. Found on countless inscriptions, buildings, and screens. Not fully reconstructed, but seems focused on overcoming hedonic limitations. Modern inhabitants of the region use Sunsettish day to day.
12. **Vomish (?):** A hypothetical machine hive language used by vomes. Perhaps a whole series of languages. Many scholars dispute that vomes are not even sentient. Likely utilizes electromagnetic radiation to convey meaning.
13. **White City Pictographic (?):** Hypothetical original language of civilized trading nexus beyond the Yellow Waste. Known from decorations and vidy crystal recordings brought to Safranj by adventurers and merchants.
14. **High Ultra (?):** Psychomorphic language of the body-hopping ultras, it produces profound psychedelic dislocation in embodied sentiences. It seems to lack temporal structure and appears to be physically unwritable, or rather, it can only be written by rewriting psychic structures or memories. Profoundly alien, it has been recovered from some crystals. Some scholars speculate that this is not actually a language but the substrate of the ultra's existence—in effect, their bodies.

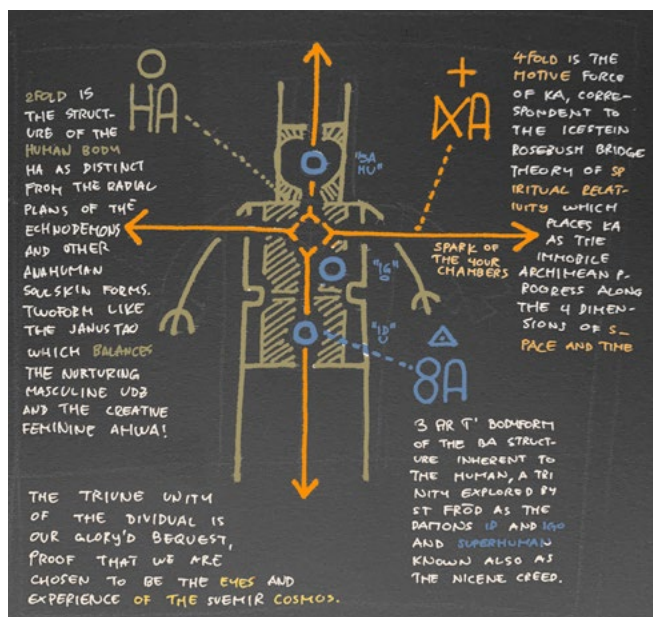
DEATH

Throughout the text the voyager will have noticed that the totality of the sentient individual in the Rainbowlands is divided into a trinity of body (ha), soul (ka), and personality (ba). This is largely lifted from a simplistic reading of the Ancient Egyptian conceptions of the person, as in the *Coffin Texts* and the *Book of the Dead*.

In metaphysical terms, the soul provides the motive fire of consciousness, the personality provides the unique direction of consciousness, and the body provides the vehicle of consciousness.

In a game, this trinity affects how the dead, the undead, and the resurrected behave. A creature killed by physical means becomes a classic corpse. A creature whose soul is destroyed leaves a perfect shell, easily turned into a flesh-golem servitor (sometimes called a zombie but actually a soulless automaton). A creature whose personality is annihilated presents the most unusual situation: their soul-body dyad remains physically alive, but completely malleable. They are closest to the classical Haitian Vodou concept of a zombie: entities of human intelligence without volition, loyal to their master or creator.

HA (BODY)	KA (SOUL)	BA (PERS.)	CREATURE OR 'THING'
yes	yes	yes	Humans, full persons, animals
yes	—	—	Corpse, shell (can be reanimated)
—	yes	—	Ka-elemental—a primal, ball-lightning poltergeist thing
—	—	yes	Ghost or echo of a creature, maintained artificially
yes	yes	—	Ka-zombie—a voodoo-style zombie
yes	—	yes	Ba-zombie—a shell of a person animated by artificial means, a lich, also some machine humans
—	yes	yes	Demons, ultras, sentiences



All academic-priestly societies have their own traditions on the essential structure of the individual (or the dividual). Some claim their 'truths' hail from pre-cosmic times. This is usually dismissed as a bit much.



BRINGING BACK YOUR DEAD

So far so simple—but what happens when a player wants their character returned from the dead? Without specific (and, in the eyes of most Rainbowlanders, deeply immoral) rituals such as *Stoyevod's Irreducible Crystallisation of the Ego Complex*, the character as an individual disappears. The personality dissipates into the cosmic consciousness, becoming part of the infinite tapestry of creation, returning like a messenger swallow to the All-Mind. The soul merges back into the All-Fire of Creation-Preservation-Destruction. Finally, the body decays back into the All-Green cycle of Life-Death-Rebirth.

Spells such as *Animate Dead*, *Raise Dead*, or the poetic *Supplication to the Rotting God to Turn Back the Wheel of Love and Death (Resurrection)* permanently alter the returned.

THIS RETURNED IS CHANGED

1. They are marked by the Rotting God (see below).
2. Their face is dark with the death they have lived.
3. Their mind is hazy with the fog of the shadow realm.
4. Their instincts are tinged with their fated reincarnation.
5. Their body is dessicated by the cosmic winds.
6. Their hands tremble with the terror of not-being.
7. They cough from the dust of limbo.
8. Memories of unity-with-existence have crushed their ambition.

THE SEVEN MARKS OF THE ROTTING GOD

1. First, milk turns sour at the marked one's touch.
2. Then, dogs and cats are repulsed.
3. After, plants wither in their presence.
4. Then, maggots grow in their footsteps and skin.
5. Soon, pestilence follows their breath.
6. Eventually, their eyes turn white, but still see, and their touch bears an uncomfortable curse.
7. Finally, inanimate objects age and decay in their presence.

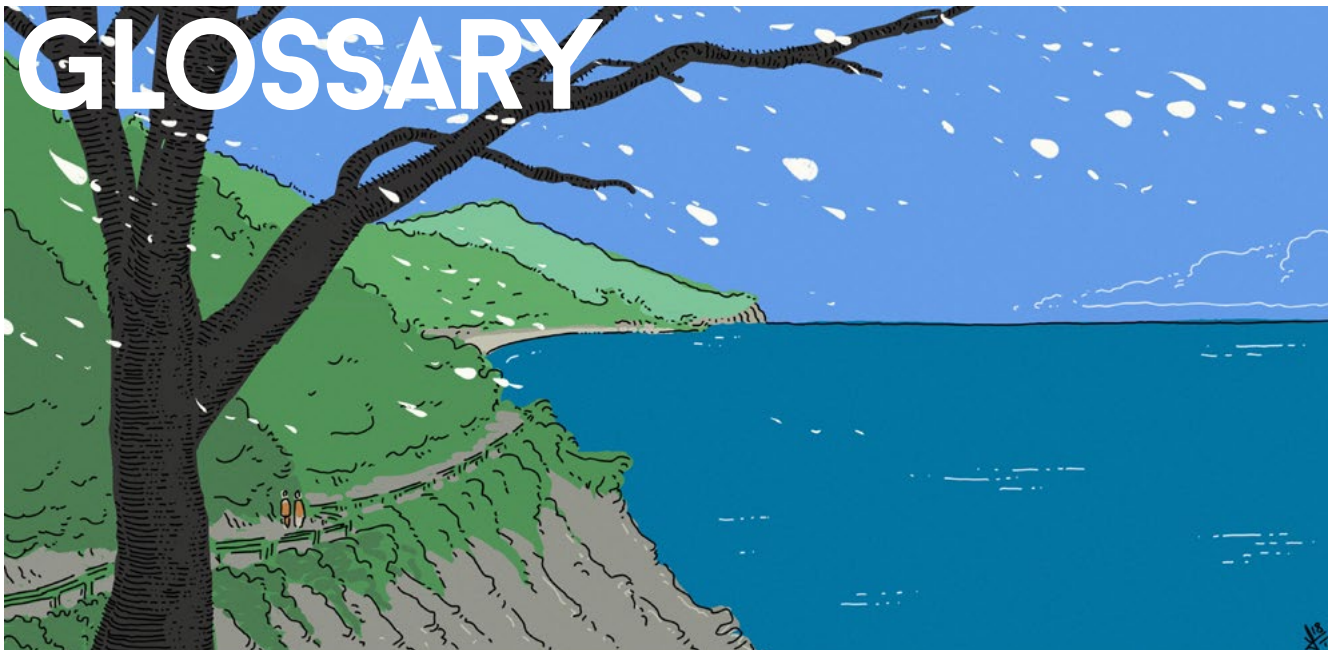
Some say the marks are gifts, extending the lives of the Blue God's chosen. Wise folks who understand human nature know that these long, decayed lives are but another curse.



ORACLE OF THE DEATH DICE

When a player character would usually die, their player can *either* choose what happens (rows a to h) *or* roll and let the oracle of the death dice decide. Each result is only available once (mark used up results). If a result is unavailable, use the next lowest unused option. Once the oracle is spent, reset the table or add new results.

A-H	D20	ROLL TO SEE WHAT THE ORACLE OF THE DEATH DICE SAYS POSSIBLE IN-GAME EFFECTS
	1	Cinematic Supertraumatic: character is dispatched in gory cinematic slo-mo. The battlefield falls silent in horror.	Nearby allies lose 1d6 Life from the trauma, followers check morale.
	2	Vorpal Decapitation: snicker-snack, their neck goes crack.	Nearby creatures save or are blinded by the blood fountain.
	3	Blood Tears Water the Earth: character is down, pumping arterial blood on the ground, and dying in 3 rounds.	Adjacent creatures save or slip.
	4	Fork in the Guts: ripped open, the character can crawl away or play dead. They will die in a few hours.	When they take any action more vigorous than crawling and groaning, they save or slip into the deep sleep.
	5	Five More Steps: character is mortally wounded and dies after 5 more actions. Lying in wait to impart dramatic last words is not an action.	Character gains d20 temporary Life per round (maximum 20), until they die.
	6	Stumpy Six: that wasn't good. That limb is supposed to be attached. Still, the character has a few minutes before they bleed out.	Character gains d20 temporary Life. Also, limb missing (roll d6): (1) two limbs, (2-3) leg, (4-5) arm, (6) choice of limb.
a	7	Final Sacrifice: character knows they will die soon, time to go out in a blaze of cinematic last stand glory.	Character gets 7 final boons [+] to spend as they like and gains 77 temporary Life for a cinematic last stand.
b	8	I'm Too Old For This Shit: character is down and realizes they're so too old for this shit. If they get out of this adventure alive, they're retiring.	Character regains up to 20 Life and hair turns white. After this battle they avoid conflict. They end adventure as soon as possible, then retire.
c	9	Just A Flesh Wound: character dramatically loses a member. Gritting their teeth, the loss reinvigorates them. They are now a little dismembered.	Character loses (roll d6): (1-2) foot, but regains 40 Life and gains 1d6 boons [+]; (3-4) hand, but regains 20 Life and gains 1d4 boons [+]; (5-6) finger, but regains 10 Life and gains 1 boon [+].
d	10	Enter Sandman: character is knocked unconscious and sleeps off the rest of the fight. Some memories are missing.	Character incurs a half level experience debt—they must gain additional xp before they can level up again.
e	11	Sense Compensate: with a long, drawn out scream, the character loses a sense organ. Looks visibly mutilated.	They regain 1d12 Life. Lost eye = gains exceptional hearing. Ear = gains sharper smell. Tongue = can't speak, but gains keener eyes.
f	12	Nope. Nope. I Quit: knocked back, armor torn and blood gushing. Their life flashes before their eyes and they quit. They pass their weapon to a follower and exit the stage as soon as possible.	Character regains 1d12 Life and retires. A follower immediately gets half of the PC's total experience, three choice items, and a keen desire to prove themself. The follower gains 1d6 boons [+].
g	13	Betrayer of Friends: character ducks behind a nearby ally.	Ally takes the killing blow instead. Character has one friend less.
h	14	Broken Spirit Whole Heart: character staggers back, their spirit broken. They will never fight well again.	They regain up to 20 Life and ponder the quiet life. From now on, they have a bonus in non-combat situations and a penalty in combat.
	15	Bruised Bruiser: character falls for a round, something's broken in there, but not too badly. Still, it hurts.	Character suffers a penalty to all rolls until they take a long rest, but regains 1d20 Life. Also, they now have a humorously large bruise.
	16	Blinded By Blood: character staggers back, blinded by blood. They will soon have a dramatic scar.	Character regains 1d20 Life. They must take an action every round to wipe away the blood or they suffer a penalty to all actions.
	17	Spitting Teeth: character falls for a round, then gets up again, spitting out a tooth. Hero is now gap-toothed.	Character regains 1d20 Life and gains two boons [+].
	18	Nanowar of Steel: character falls to the ground for a round, their blood activates compatible dormant war nanites in the dust.	Character regains 1d20 Life and one physical stat is permanently increased thanks to a visible vomish cybernetic implant.
	19	Red Mist Rises: character falls for a round and a spirit of destruction (L6, laughing) enters them. They keep fighting for the next 2d6 rounds, attacking allies if all enemies are dead.	The character regains full Life <i>and</i> d100 temporary Life. Until they stop fighting, they gain a bonus to their attack and damage rolls.
	20	Battle Hymn: numinous presence blocks the killing blow and delivers a glowing, shiny blessing.	Character regains full Life and gains a bonus on all rolls for the remainder of the battle. They permanently gain one special power.
	21-23	Chosen by the Void: <i>something</i> opens up. A different reality manifests. The world seems flat and empty as a higher-dimensional actuality makes itself felt through the character's soul-body-personality locus.	Character regains full Life and becomes nigh invulnerable for the rest of the battle (every blow only deals 1 damage) as <i>something</i> channels through them. They permanently gain a special cosmic power.
	24+	Superheroic Reversal: character suddenly turns the tables on their enemy. Rest of opposing side is badly shaken.	Character and enemy swap current Life totals. Character gains a bonus to all rolls for the remainder of the battle and permanently gains one special combat ability or 1d6+1 Life. Enemies check their morale.



Abmortal: A sentience (sometimes human) that does not die of natural causes. The Porcelain Princes and ultras are among the more common abmortals. Most mortals hate them. A lot.

Aerolith: Stuckforce-infused rock generated from the air itself, usually the after-effect of catastrophic transmutation or portal failures. The rock is actively aerostatic—it is functionally weightless and levitates at a set distance from the ground once moved there. It does remain massive, however, so a long lever is often required.

Animancy: Soul or spirit magic. Magic using and modifying the animating spark of life, from golems to ba-zombies. Most humans regard it as a horror and abomination, for the simple reason that it re-processes and modifies the heart of what it is to be human. Elves infamously have no such compunctions in fairy tales. Modern golems are powered by far weaker sources than pure soul juice.

Art Florist: A wizardry discipline, akin to biomancy but focused on plants. Some primitive peoples might call them druids or bush doctors, but wizards know better.

Autofac, Fac: An artificial organism or organic machine, sometimes of great size, that generates other organisms without outside control. Created in a forgotten age—perhaps by combining wizards and autonomous vehicles in an unholy union. Sages speculate they were designed to produce useful commodities. Now they are almost all menaces, leaking toxic fumes and liquids, ravaging the land, and producing odd, dangerous, and mostly useless artifacts or oozes. Today associated with vomes. Perhaps the downfall of the Original Folk.

Autonom: An autonomous, synthetic organism, usually semi-sentient and capable of following simple commands. Like a zombie or skeleton but built from the ground up with biomantic precision. Simpler variants use exoskeletons and the autonom is just a collection of muscular tubes connected to a general-purpose crystal brain.

Autowagon: A golem wagon that can move under its own power. Tough, hardy, often covered in custom spikes, armor, defensive embrasures, firing platforms and other accoutrements, autowagons are among the most impressive (and relentlessly slow) forms of transport in the UVG. It can follow simple instructions and navigate across terrain on its own if required. Much like a mule. May also be as mulish.

Ba, Personality: The creative threads of possibility woven into the tapestry of a human. The changeling essence that weaves together a unique individual over time, fired by the spark of soul, and unified in the world through the medium of body. Some cultures believe personalities have afterlives, while others believe their threads wind, unwind, and wind again over time. A few rare sages argue that personalities are unique occurrences that fade away after motivating a single body, but necromancers and vivimancers put the lie to this notion.

Bardstone: Stone imbued with the songs of Long Ago. Some say that in a great cataclysm a grumpy deity turned all bards to stone so that she could get some sleep. Obviously, this is nonsense, but bardstones are valuable and can store more than just songs—stones with messages and moving pictures have been found. They are attuned to their fixed locations and moving them destroys their magic. Perhaps it has something to do with the star lines? Who knows.

Ba-Zombie: Reanimated creature, actually closest to a flesh golem, created from an intact soul-stripped body-personality. Using an artificial soul, or souls, it can be maintained indefinitely. This is how many of those ageless wizards, called liches by simpler minds, are crafted. A soul mill is the usual way of creating the suitable body-personality.

Biomancy: Wizardry art of sculpting flesh and bone and sinew to create living works. The burdenbeast is the most common example of the art.

Biomechanicum: Hybrid wizarding art that melds mechanics and flesh. Vomeres are an example of advanced biomechanics. Implanted prosthetics are readily available, from the chop-chop fixer (€100 for a cold grey hand) to the porcelain sculptors (€2,000 for color-shifting chameleon glass dermal implants) popular with artistes and burglars.



Blue Land of the Dead God: Flooded, festering swamp inhabited by degenerates and haunted by the bleeding rotten ghosts of the Blasted Field. Cults regularly try to reawaken the Dead God, but continually fail. In the Blue Lands fermented dairy products and north walls should be avoided.

Bone-Work: Hybrid discipline of necromancy and petromancy. Uses the personality memories of bones combined with livingstone spirits to grow, reshape, and animate bones into new and useful forms. Some intellectuals view it as a lazy dead-end in petromancy.

Cat, Violet: Sentient cats, beloved of the Violet Goddess and rulers of the Violet City and the Purple Land of the Cat. They use pheromones and mental parasites to control their blissful, happy subjects. Too lazy to bother with most day-to-day activities, they let the wizards and administrators of the Violet City pretend to be in charge.

Chitin Caps: Engineered fungus that, when farmed and grown on frames, produces usable quantities of chitin. Sturdy and light, it was popular as a roofing material and in many industrial and manufacturing applications. In the Third and Fourth Corporate Dynasties articles of clothing, such as hats, bustiers, and shoes were grown with chitin frames. Not to mention armor.

Circle Sea: The great round sea at the heart of the Rainbowlands, swirling in the endless current around the Needle of the World.

Communal Body: Monstrous, amoeboid creature created to carry the soul-personalities of multiple individuals beyond the

boundaries of a single body. Some sages call them biological virtual-life machines, most call them horrors. It is debatable whether the soul-personalities kept within are actually still viable or not.

Cyan Sea: Half-legendary inland sea far south, beyond the Wine Dark Mountains. Said to be entirely clothed in a lethal cyan mist which ebbs and falls with the tides and makes the entire Plain of Haze an impoverished and deadly land, inimical to great civilizations like those of the Circle Sea.

Decapolis, The: Nine to thirteen viciously independent, smallish city states controlling most of the Circle Sea coast from the Metropolis to the Orange Lands. Famed for their trading prowess, industriousness, venality, fetishistic fascination with magic of all sorts, and utter ineptitude setting up anything comparable to the Purple University.

Demon: Confused term for various bodiless sentiences. Applied indiscriminately to multiple superficially similar phenomena. Avoided by scholars.

Dryland Coral: The 'living rock,' one of the ancient biomantic and petromantic arts. Master growers can sculpt and shape it into evocative post-modernist forms emphasizing the interdependence of human and nature. Ill-grown dryland coral may leach nutrients and life from nearby areas, creating localized deserts. Cancerous dryland coral may even spread runners that grow into burgeoning house-clusters. There are rumours of a great living-ghost city in the heart of the Twilight Desert which has grown to occupy an area larger than the freehold of a corporate duke. A civil biomancer and crew can sculpt a dryland coral home in 2 years for €10,000/year.

Dwarf: Backronym from 'De Werker Aristocratisce Revolutie Fraternitie,' Dwarfs are a distinct culture-class of selectively biomanced people. They have effectively fought the traditional aristoi of the Red and Orange lands to a standstill and now form a major industrialist society of the Rainbowlands. A famously bureaucratic and collectivist faction, they are the only one staunchly opposing the bureaucratic and individualist Emerald City Cogflower Corporation (actually a coin church).

Elf, also Vila (or Vile?): Scary, mythical, time-dilating, shape-shifting monsters rumored to live beyond the Mountains of the Moon, where the tangled sky trees snag clouds from the sky and a shadow lurks over every soul.

Emerald City, also Metropolis: Chief city of the Green Land and largest city of the Rainbowlands. Governed by the Banker Priests of the Green God, devoted to greed and the untrammled growth of the vital forces of the individual and society. Major forces include the Paladins of the Cogflower, the Revenue-Service Accountant-Monks, and, of course, the Green Inquisition—crucial to maintaining public support for the fear-and-pain backed cash currency of this industrial ecological meta-topia.

Fast Star: Remnants of cities and factories and paradises in orbit above, glittering reminders of the decline of these later days.

Full-Body Prosthetic: Often immobile, this bio-necromantic device keeps a soul-personality dyad locked in the material world even as the body is reabsorbed into the cycle of life.

Full-Body Rebuild: What degenerate savages call a spell that raises the dead. In fact, it is not far removed. This involved scientific procedure requires necromantic, biomantic, and psychomantic expertise. Ideally, it requires the brain of the creature being rebuilt, for that is the seat of the personality. A soul-stone is used to rebind the soul from the animasphere into the flesh. A body-knitter then rebuilds the body around the brain and the soul-stone. Finally, a necromancer teases soul, personality and body together into the rebuilt form. The rebuilt body is basically a flesh golem animated by the original soul and motivated by the original personality. Costs around €5,000 and takes at least a week.



Golden Desert: A desert of rock and sand and Stone Dragons stretching towards the sunrise beyond the Yellow Lands.

Grand Companies: Hereditary trading aristocracies of the Green and Yellow lands, ideologically and practically opposed to the Hexads. Through selective eugenic practices over many centuries they have achieved longer life spans, more acute numerical abilities, and far more sophisticated debaucheries than most baseline humans could manage. Particularly in the case of the Emerald Engineering Kompany and the Avocado Promotion Executive where the rumors of Half-Elven admixture may well be true.

Great Forgetting, The: Common term for the lack of records and the decline that is supposed to have happened in the Long Long Ago. Some heterodox scholars and mystics suggest that no Great Forgetting happened, but rather an ascendancy into divinity, or something similar, and that all humans currently living in the Rainbowlands only acquired sentience *after* those prior beings—perhaps lings—departed.

Gun, Gunpowder Magic: Any combat wand that doesn't require wizardly skill to operate. Some even use actual gunpowder magic. That school combines alchemy, fire and earth elementalism, and force manipulation.

Ha, Body: The material aspect of the human triad of body-personality-soul.

Half-Elf: Elf-touched humans, a medical condition resistant to most interventions. Inquisitor Scirocco II classified it as a progressive neuro-moral degenerative disorder, with the unfortunate side-effect of prolonging lifespans. Many half-elves eventually succumb to the elven infection and disappear into the great Wall of Wood, lycanthropic half-beasts rather than proper civilized humans.

Haze, Purple: Occlusion of the sky that rises from the eastern horizon as one enters the Ultraviolet Grasslands. The occlusion blocks visible-length and infrared radiation, leaving the land in darkness. It appears that the haze is an atmospheric phenomenon that thickens or otherwise changes the further West one travels, delaying further and further the appearance of the sun. By the central Grasslands the sun only appears from behind this occlusive layer at noon and the Black City only experiences a few short hours of late afternoon light.

Hexads and Self-help Associations: Combination of clan association, socialized healthcare-and-pension fund, thieves' guild, private education system, insurance and protection provider, and parastate actor. Hexads bind together the six *de jure* Rainbow Lands. I suppose if there were only three colors, somebody might call them Triads, instead.

Human: Most of the Circle Sea power groups consider all close-to-baseline sentient and soulful post-humans as effectively human and possessing the full spectrum of rights attendant to a soul-body-personality triad. This includes retro-humans, dwarfs, half-elves, halflings, quarterlings, and half-orcs.

Inquisitions: Federation of truth-and-reconciliation enforcement societies that maintain the peace of the Unity Promulgates in the Rainbowlands. Half parastatal corporations, half secret police.

Ka, Soul: The engine of life, a contradictory essence of the world that activates the body and makes place for the personality to guide the activity of that thing that is called a living human. In game terms, ka or soul is associated with Aura (and sometimes Endurance).

Ka-Ba Maintenance Body: Physical body substitute, knitting spirit and soul to the world, even beyond death. Most KBM Bodies are immobile crystal or ceramic structures housing incredibly complex organic metal magitech structures. Expensive versions are mounted in golems, giving a life beyond the flesh. Attitudes to KBM technology are generally ambivalent: why live in a hollow shell that can not experience the pleasures of life, after all? A basic body costs around €10,000.

Ka-Elemental or Soul Elemental: Spurting, flaming, ball-lightning paradox of life-force unmoored from both body and personality, yet trapped in the essential world. Sages are uncertain what kind of tragedy or nightmare machination rips the souls apart from the beings they animate, yet also blocks them from the Recycling Infinity of Nothingness. Some speculate that the legendary soul mills of the Vile Ones are involved. All aspects of earthly intelligence

and individuality are lost within days, if not hours. **Ka-elementals** (L2d4, gutting) dangerously affect biological and personality baselines, causing (roll d6): (1) organic regression to a more primitive form, (2) personality devolves to simpler, more primal structure, (3) organic shift to parallel evolutionary path, (4) random personality change, (5) rapid organic evolution into more advanced form, (6) uplift as biological baseline interfaces with the essence of the Recycling Infinity of Nothingness (+1d4 Aura).

Ka-Zombie: Classic living zombie. It is not undead, merely a body-soul stripped of personality and ready for use by the animancer. Creating a ka-zombie has nothing to do with necromancy, and the subsequent creature, though no longer animated by the wit of personality, nevertheless looks and functions as a human, albeit with zero drive, personality, or ability to resist its master.

Ling: Mysterious, missing sentient subtype, attested to in Long Long Ago records, epic poems such as *The Epic Journey of the Great Wand E. Ling*, and the bloodlines of the halflings and quarterlings. According to the myths of the Half-Broken Age, the lings mastered dream travel and ended the Vile Age.

Livingstone: Inorganic material, usually rock, animated with the spirit of life to reform into new structures. Core discipline of petromancy, only superficially similar to dryland coral biomancy. It uses a silicon-based process to create its 'living' constructs.

Long Ago: Half-remembered times before the Rainbow Order was founded around the Circle Sea. Studies of the Long Ago are half-heartedly forbidden by the Green Inquisition and avidly pursued by the Red Land District and other fringe groups.

Long Long Ago: Eras and times lost beyond the records in the Great Mist. Fragments, shells, and hazy memories remain, but even they have a tendency to fade and melt from mind and time, like sands in the storms whipping off the Golden Desert.

Lumin Tree: One of the wonders of biomancy: bioluminescent trees. Originally used in grand avenues, now restricted to the private parks of grand despots and the re-education centers of the Cogflower Inquisitors.

Machine Humans: Legendary sapient beings who managed to combine personality and soul with bodies built from the dust of the earth. There is discussion among sages as to whether they were even possible, with the bloodsages particularly opposed to the idea of bloodless humans.

Mind-Burn: Common side effect of vomish biomancy. Sages speculate that the vomish neural redesigns are flawed and buggy because the vomish common algorithms have trouble comprehending real-world behaviors and goals. Mind-burned creatures usually have their original neural behavioral patterns replaced with alien patterns that mesh poorly with their original encoding. Recorded examples include rabbits who behaved like pressure cookers, one tuberous vegetable that tried to function as an alert siren, and several wire-crustrud nomads performing an odd pelican mating dance. No overarching order has yet been found.

Mist, The (also The Great Mist): Phenomenon of the very early Long Ago, of dubious veracity. Some scholars suggest that the Mist is a metaphorical device for the Great Forgetting, others maintain that it was a very physical event, similar to the mists of the Cyan Sea beyond the Wine Dark Mountains.

Moon, Mountains of the: Impassable, vicious range, rising almost to the heavens, it cuts the Rainbow Lands off from the north. Home to eerie structures and odd half-humans who preach of elfin queens and weird dreams.

Necroambulism: The technical discipline of turning dead tissue into an animate workforce for simple, repetitive tasks. A skilled necroambulist can create a Z or S-class laborer for €1d6 x 50.

Needle of the World: A very thin and very, very high mountain rising sheer from the heart of the Circle Sea, surrounded by storms and ignorance. These days most Rainbowlanders avoid talking about it.

Oldtech: Common term for advanced technology, often indistinguishable from magic, used by humans Long Long Ago. With practice and study, much of it is accessible to later day humans, halflings, and quarterlings, since their soul source imprint matches the data-protein codes embedded in the oldtech.

Oneiromancer: Reader and traveler of dreams—ultras are known to be terrifying oneiromancers.

Orcs: Obviously, the orcs were a Long Ago attempt to create a combat-adapted para-human. They were successfully eradicated following the Decree of the Seven Lands, slightly before the Swamping of the Blues. In fact, many were 'eradicated' by the efforts of the Bureaucratic Legion which reclassified large numbers of orcs as half-orcs—a permitted soul-body-personality triad under the regulations of the then omnipotent Power Group 13.



Petromancy: The art of using animating spirits to reshape and reform inorganic materials, creating wondrous and useful artifacts.

Polybody: Personality-soul distributed across several bodies linked by real-time glandular psychic links. The additional bodies make them more resilient to damage and death. By periodically adding new bodies they ensure a mental continuity across long epochs.

Quarterling: Several remote and moderately rare human phenotypes retaining lingish characteristics (like exceptional hand-eye coordination and fur coverage of certain body parts), but are otherwise mostly baseline. Many subscribe to neo-lingish origin myths and cling to various cultural traits as though these were the Long Long Ago lingish originals.

Radiation Ghost: Accreted remnants of personalities fried into the fabric of space and smeared across the vastness of time. The sentiences of modern days can barely comprehend the magics and powers that were responsible. Radiation ghosts glow with blue light and though rarely hostile, their very presence brings sickness, decay, and rot—as is the lot of all that is associated with the Blue God.

Rainbowlander: Human inhabitant of the five united lands around the Circle Sea, the Violet, Green, Yellow, Orange and Red. The Bluelanders are considered degenerate and somewhat inferior due to the Blue God Incident several centuries ago. Physically, the Rainbowlander humans range from about 105 cm (3'6") to 200 cm (6'6") tall, from pointy ears to beards, from tusks to fangs. Some specieist or racist fools would suggest that they are actually all variants of half-elves, half-orcs, half-halflings and half-dwarves. That would be foolish—and potentially life-threatening under the Unity Promulgates of the Rainbow Inquisition.

Recycling Infinity of Nothingness (RIN): The eternal soul-chaos beyond the universe that is the eater and reviver of the forces of the many worlds, hidden beyond and between the material elements.

Red Land District, RLD: Powerful radical anarchist socialist city-state nestled between the Circle Sea and the Red Land. Nominally independent after a bloody popular uprising against the Vintner Lords. Though at peace for decades, its glazed-brick heat-ray colossi continue to burn every creature that approaches by land. Has developed into a hub of piracy, free enterprise, biomechanics, and Hexad ingenuity—making it an unusual

competitor-ally of the Emerald City.

Soulfire (also Soulburn): The energy of a soul, distilled and burned to activate an otherwise inanimate object or golem. It can be obtained by slow and precarious rituals from sunlight, plants, small vermin, and other simple organisms. Or, much more swiftly, through vicious sacrifice. Alternatively it is harvested in pearlescent form from a soul mill. But soul mills are very, very evil things that should be avoided.

Soul Mill: Nightmare machine from the Long Long Ago, thought to be an elven or Vile creation, that takes the actual souls of living humans (and sometimes other soul-bearing forms) and renders them into visceral energy. Most shamans consider it an abomination that brings closer the Final Entropy or the Descent into Grey. Still, the power harvested is immense. Scholars speculate that the Mist obscuring the Long Long Ago resulted from the overuse of industrial soul milling. In game terms, any hero or creature processed through a soul mill is gone forever, their very deeds and memories doomed to leach away into oblivion.

Source: Generic term for the creative essence of the world—the world soul—that some creatures use to exceed the parameters of their physical existence. Also called the 'blood of magic.'

Stuckforce: Detritus of Long Long Ago magics or technologies or curses, these shears in space-time create odd planes, lines, points, and volumes of solidified force. Over time they become visible with accumulated dirt and dust, some very large ones even appearing as floating islands. Even today, a critically failed *Floating Disc* spell might result in a small stuckforce plane, forever more disrupting the reality of the location where it was cast.

Thornstone: Fast-growing dryland coral variant, popular for building fences or enclosures for traveling parties. A skilled grower can coax 20 meters of thorny fence in a single day. The fence is relatively brittle, but the thorns are vicious as daggers (1d4). With additional time growers can extend the thorns into longer blades, hooks, and snares.

Unchosen: Mythical group of the viles (elves or Chosen Ones) who forsook the world-altering powers of the Choice to live as wandering immortals. Some ascribe wisdom to them, many ascribe madness.

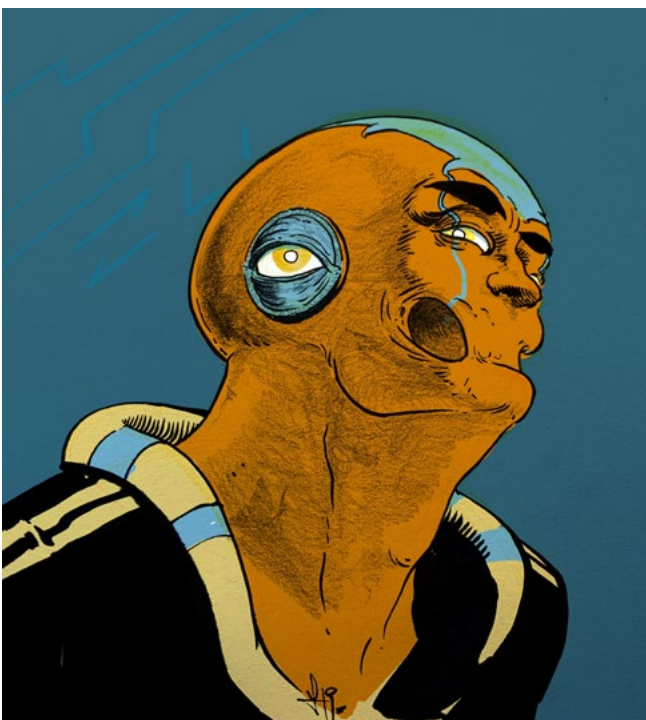
Vech: Vehicular mechanism for carrying multiple persons and cargo, usually biomechanical, though sometimes pure golem. Examples include the prismatic walkers of the Spectrum Satraps, the dwarven diesel walkers of the East Coast, and the graceful porcelain prancers of the Porcelain Princes. Most vechs are capable of simple autonomous movement, particularly following a lead unit, but in all honesty are little more intelligent than a cockroach or brick golem. They require piloting for more complex manoeuvres.





Vile (also Chosen Ones): Mythical Long Long Ago sentiences. The powers attributed to them are vast, and often ridiculous, including complete personality permanence (immortality), reshaping the physical world at whim, shapeshifting, soul-transfer, and the ability to rebuild their bodies and souls from the stuff of other living creatures. Some Long Ago civilizations attributed godlike or divine powers to the viles, the Pleurote Gilded Decadence even worshipping them as the Urgent Demiurges. Fortunately they all collapsed in internecine struggles.

Vome: Short for violent mechanism, a self-replicating synthetic organism or auto-golem created (according to myth) by a Serpentine Capitalist faction in the Long Long Ago to fight in a series of wars that ended inconclusively. It is not clear if vomes are mindless, differently minded, intelligent and hateful, or just completely insane. They are inimical to most organic life and often assimilate or modify creatures on a whim, however, baseline bugs and coding cockroaches mean vomes are much less lethal than they could be.



Wine Dark Mountains: Grand mountain range in the south, beyond the Red Land, crowned with snows of flame and oxblood peaks.

Wires, Wire-Ghouls: Bodies without personality or soul, animated by machines. Some exhibit hive-mind behavior. The metal-first school of biomechané categorizes them as undead vomes.

Wizard: Shorthand for every kind of strange person dabbling in forgotten sciences and odd magics—clerics, priests, shamans, witches, warlocks, and druids, among others. All are wizards to the Steppelanders who make little distinction when dealing with mind-controlling, fire-throwing monsters.

Yellow Land: Dry land, north-east of the Circle Sea, and the terminus for trade caravans from the Mysterious Land. It is roughly divided between the confederation of the Decapolis and the powerful merchant republic of Safranjan. The Yellow Land is famous for its spices, merchants, ranchers, and operas. Also, as the site of a recent massive, uncontrolled necroambulist outbreak.

Zu Complex: “Alert. This is Zu. Repeat. This is Zu. We have returned and we have bad news. The retemporization protocol will not work at scale. Repeat, the retemporization protocol will not work! Warn the Hyperlight not to initiate the protocol! Alert! This is Zu! Hello? Allspace Observatory? We are not picking up your handshake. Hello? Is there anybody in there?”

“Allspace Observatory, this is Zu Complex, please pick up. Please, send your handshake. Are you still there?”

“Allspace Observatory, we have been alone ... we have been traveling ... it has been so long. We are low on spiritual mass. Please, Allspace Observatory, the ... wait. We cannot wait. If there is nobody there, we must initiate the goodnight civilization protocols.”

“... static ... hiss ... switch ... all-band ... click ... click ... Alert. This is Zu. Repeat. This is Zu. We have returned. The retemporization protocol will not work at scale and we will be unable to reboot heaven. Is there anybody in there? Alert. This is Zu. If there is nobody in there, we will initiate the goodnight civilization protocols.”

HERO OF THE UVG

PORTRAIT

NAME

FRIENDS _____

ENEMIES _____

LIKES _____

SPECIES _____

LOOKS _____

DEBT _____

LEVEL	
EXPERIENCE	
DEFENSE	LIFE
SAVE 13<	HERO DICE
skilled (+3)	expert (+6)
master (+9)	BONUS

STRENGTH	ENDURANCE	AGILITY
CHARISMA	AURA	THOUGHT

ABILITIES

MELEE (d20+str+skill)	RANGED (d20+agi+skill)
PSYCHEMAGIC (d20+cha+skill)	OLDTECH (d20+tho+skill)

ATTACKS

TRAITS (7+Thought)

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- +1 _____
- +2 _____
- +3 _____
- +4 _____
- +5 _____

ITEMS (7+Strength)

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- +1 _____
- +2 _____
- +3 _____
- +4 _____
- +5 _____

BURDENS penalty to all rolls

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____
- 11 _____
- 12 _____
- 13 _____
- 14 _____
- 15 _____
- 16 _____
- 17 _____
- 18 _____
- 19 _____
- 20 _____

PET

PORTRAIT

LEVEL	
EXPERIENCE	
DEFENSE	LIFE
BONUS	DAMAGE

TRAITS

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____

CASH

€2,500 = 100 soaps = 10 stones = 1 sack

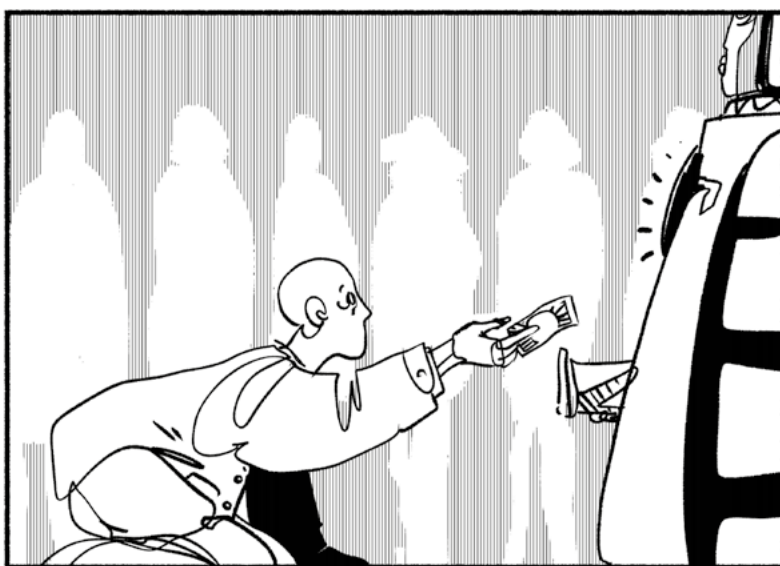
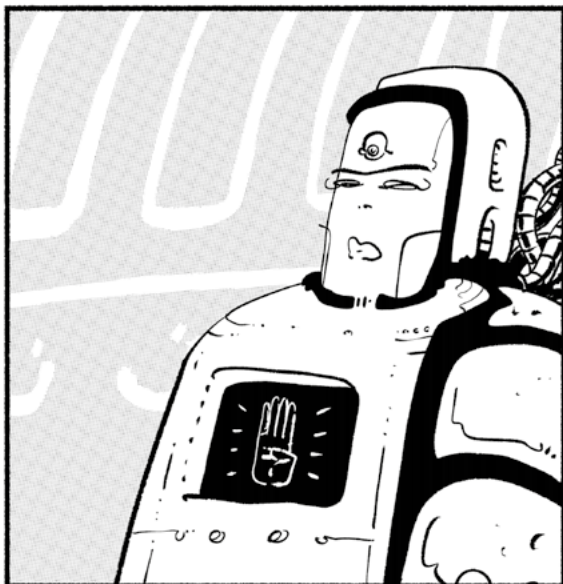
CARGO

SACK 1	SACK 2	SACK 3
(€)	(€)	(€)
1 _____	1 _____	1 _____
2 _____	2 _____	2 _____
3 _____	3 _____	3 _____
4 _____	4 _____	4 _____
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10 _____	10 _____	10 _____
SACK 4	SACK 5	SACK 6
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7 _____	7 _____	7 _____
8 _____	8 _____	8 _____
9 _____	9 _____	9 _____
10 _____	10 _____	10 _____

ROUTES

RUN NAME	AGENT (FEE)	QUIRK		
LOCATION A / GOODS A	ETA	LOCATION B / GOODS B	INVESTMENT	RISK
LOCATION C / GOODS C	ETA	LOCATION D / GOODS D	INVESTMENT	RISK
LOCATION W / GOODS X	ETA	LOCATION Y / GOODS Z	INVESTMENT	RISK
LOCATION W / GOODS X	ETA	LOCATION Y / GOODS Z	INVESTMENT	RISK

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