



1.
The
RELATIVISTIC
CARAVAN

Greetings, HMI



You've Got Mail

TO:

[— —]
[Stamp]
[goes]
[here]
[— —]

A witch needs an alchemical recipe known only by one magus who happens to live in another realm of existence. The witch does not know the secrets of interdimensional travel. Thus, she pens a letter. She walks into town. She contacts a discreet service clerk for **LIMINA** (Limitless Interdimensional Messengers Instantiated Near and Afar) and provides payment. This service clerk magically transports the letter to **LIMINA HQ**. The letter gets sorted and ends up in the hands of a general messenger. The general messenger teleports to a distant realm and delivers the letter to the magus. Perhaps the magus shares his recipe; perhaps he does not. Regardless, **LIMINA** has accomplished its goal: connecting Highly Magical Individuals (**HMIs**) across the multiverse.

Since time immemorial, **LIMINA** has executed this fundamental mission. The specifics are always in flux, but the gist has remained the same. Postal workers headquartered outside of the freesphere¹ act as the communication glue that keeps the multiverse connected.

In most instances, the work of multiversal correspondence relies heavily upon various forms of magical teleportation. Service clerks warp parcels directly to **LIMINA HQ**, and then messengers warp directly to desired planes with parcel in hand. Teleportation allows for travel to and from the

¹ The "freesphere" is the contiguous space that connects most known realms. Sometimes referred to as "the astral plane" or just "outer space," the "freesphere" is named as such because LIMINA adds no surcharge to deliveries from one part of the freesphere to another.

headquarters and the freesphere. "Instantaneous relocation" (as certain wayfinders prefer to call it) allows **LIMINA** to function.

Nevertheless, there are countless instances in which teleportation alone will not suffice. Many packages are warded against teleportation. Sometimes teleportation is more dangerous than linear travel. On rare occasions, **LIMINA** must deploy a paramilitary security squadron for a show of overwhelming force. These are all standard complications that any arcane postal service must be prepared to confront. In these instances, **LIMINA** deploys their Relativistic Caravan: the **LIMINARC**.

The **LIMINARC** is a modular fleet of airships capable of traversing the freesphere.* While many of these ships also have "Instantaneous Relocation Drives" (**IRDs**), their primary function is to travel from one point to another via more conventional means. In most instances, a given deployment of the **LIMINARC** will include at least three or more vessels traveling in tandem; this is partially due to internal politics and partially because of the hyper-specificity of most vehicles.

While **LIMINA** is most often associated with eccentric and underpaid postal workers blundering through the multiverse, this is not always the case. Sometimes, **LIMINA** manifests as a squadron of idiosyncratic airships screaming through the night sky. These ships are overengineered and poorly understood. The caravan has been involved in military coups, magical catastrophes, and kidnappings, both intentional and otherwise. The **LIMINARC** is the post office's secret weapon, and any time it is deployed, something illogical and mystifying is certain to occur...



HOW TO USE THE LIMINARC

The LIMINARC is an unusual “setting” for Borough Bound. At its most basic level, it’s a set of airship assets tied loosely around the theme of mail delivery. If you’re just looking for airship maps and art, plus a few NPCs and some music, this will satisfy your needs.

However, the LIMINARC is most useful as part of a LIMINA-themed campaign or quest arc. You can introduce the LIMINARC in the following ways:

HOME BASE. If your players are agents of LIMINA, the LIMINARC can be their home base. They can return to the caravan between missions and also ride with the caravan from setting to setting. You can add or subtract vessels as necessary to suit the story, and you can tackle downtime activities onboard the ships.

ANTAGONISTS. There are countless reasons that the party might end up at odds with LIMINA. If they do, LIMINA might deploy the caravan to attack the party, arrest them, intimidate them, or harass their allies. The party might enter a more traditional dungeon, fight a boss, get some loot, and return topside only to find that a fleet of angry postal workers is hovering just overhead.

HEISTS. A primary function of the LIMINARC is to act as an armored transport convoy for particularly delicate cargo. Your party may want to help LIMINA defend that cargo, or they may want to steal it for themselves. In either case, you can run a thrilling fantasy heist arc onboard and atop the caravan.

MYSTERY. In low fantasy settings, the LIMINARC will feel completely out of place. Use that to your advantage! Maybe the entire fleet arrives over a medieval town, and your party has to figure out what the hell their deal is, all while calming down the frantic peasants. Lean into the weirdness and incongruity! Remember: “UFO” is a relative term.

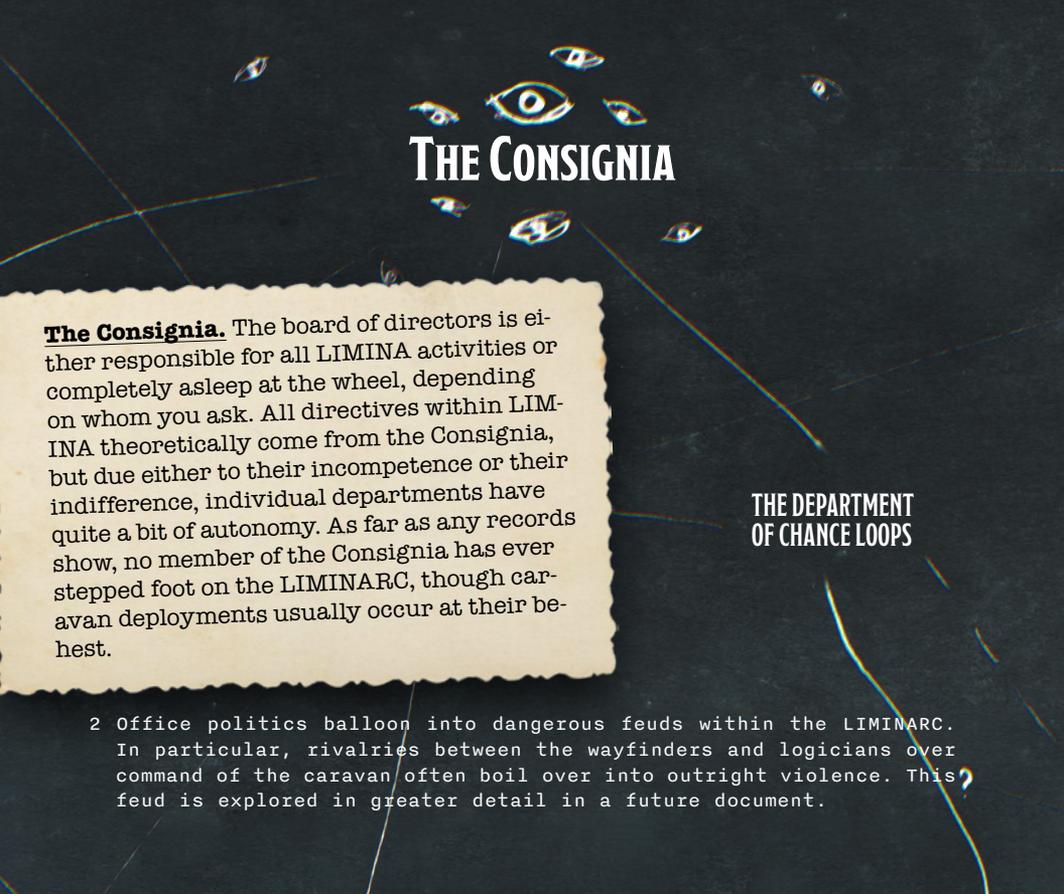
TRANSPORTATION. At the end of the day, airships are made to travel. If your players need to get from one place to another, you can either use the LIMINARC to help the party “fast travel,” or you can run a more lowkey session during which they explore the halls of the airships while en route to their destination.

ORGANIZATIONAL CHART

Throughout the LIMINARC, one will find employees from all divisions of LIMINA. While some vessels are restricted to certain branches and tiers of the company, most others will include teams comprising many differently skilled individuals. While this necessarily causes intraorganizational conflict,² it also means that the crew and passengers of most vessels are well-prepared for any complication that might arise.

Before an adventurer can begin to make sense of the personnel aboard the LIMINARC, it is crucial that they understand the basics of LIMINA's organizational divisions.

There are many additional smaller subdivisions (department of human resources and biometrics, quasi-sapient recruitment, ghost sigil recombinators, etc.), but these are usually folded into existing departments and are of little concern to most deployments of the LIMINARC.



THE CONSIGNIA

The Consignia. The board of directors is either responsible for all LIMINA activities or completely asleep at the wheel, depending on whom you ask. All directives within LIMINA theoretically come from the Consignia, but due either to their incompetence or their indifference, individual departments have quite a bit of autonomy. As far as any records show, no member of the Consignia has ever stepped foot on the LIMINARC, though caravan deployments usually occur at their behest.

THE DEPARTMENT
OF CHANCE LOOPS

² Office politics balloon into dangerous feuds within the LIMINARC. In particular, rivalries between the wayfinders and logicians over command of the caravan often boil over into outright violence. This feud is explored in greater detail in a future document.

GHOST SIGIL
RECOMBINATORS

The Logicians. These are the suits in charge of not only bureaucracy, record-keeping, and scheduling, but also negotiations with new partner realms and long-term strategy. The logicians are the backroom businesspeople, the hand-shakers, and the supply chain coordinators. Due to their expertise in logistics, they believe themselves to be the rightful commanders of the LIMINARC.

THE LOGICIANS

The Wayfinders. LIMINA relies on proper maps and proper geometric / geographic know-how. The wayfinders are in charge of charting the various partner realms, as well as studying cosmology, teleportation, and new arcane pathways to noncontiguous realms. Due to their expertise in navigation and arcane propulsion, they believe themselves to be the rightful commanders of the LIMINARC.

HUMAN RESOURCES
AND BIOMETRICS

THE WAYFINDERS

P.S. In general, it's useful to imply that LIMINA's full organizational hierarchy is infinitely intricate and labyrinthine while only ever expecting your players to remember the general messengers, wayfinders, and logicians. The last thing you want is for your players to get burnt out trying to memorize a fictional org chart just so that they can play a fantasy game. Keep it simple and let the rest be set dressing.



The General Messengers. All postal services rely upon couriers, and it is the general messengers who are responsible for actually delivering each and every package. They typically use Postal Magicks™ to travel from HQ to wherever their mail is addressed, but they will occasionally accompany parcels aboard the LIMINARC when teleportation is not an option. As their primary responsibility is to keep packages safe and to survive while doing so, they are uniquely adept at not dying.

THE GENERAL MESSAGERS



THE QUARANTINERS

The Service Clerks. It is unfeasible to drop general messengers all over the multiverse, waiting to pick up packages. Instead, service clerks are dotted around the partner realms in regions that are either well-populated or frequently visited by HMIs (highly magical individuals). Service clerks process packages and use Postal Magicks™ to transfer them back to LIMINA HQ. One will rarely find service clerks aboard the LIMINARC, as their primary responsibility is to head to a partner realm and stay in one place.

THE SERVICE CLERKS



SAPIENT RECRUITMENT



POSTAL INTEGRITY AND DEFENSE SQUAD

Postal Integrity and Defense Squad. PIDS are the boots on the ground and the internal review. If the Consignia suspects a general messenger is guilty of postal impropriety, they send in PIDS to investigate. If a parcel needs protection en route to its destination, PIDS will act as armed chauffeurs. If an ongoing threat limits LIMINA's ability to conduct deliveries throughout a given realm, PIDS will take any action necessary. While LIMINA generally has a hands-off approach to *interplanar* meddling, they are quite comfortable deploying PIDS to address intra-realm snags that impact LIMINA directly.

THE DESTABILIZERS

The Sorters. Many of LIMINA's trivial clerical tasks are handled by a legion of somewhat intelligent, infinitely loyal mutant mustelids: chiefly ermine, badgers, polecats, and otters. These Sorters have adapted opposable thumbs and the ability to read and understand speech. They handle every minor task that little badger busy bees can. Aboard the LIMIN-ARC, they act as engineers, bussers, cleaners, and memo deliverers.

THE SORTERS

HOW TO RUN A LIMINA CAMPAIGN

If you want to bring LIMINA into your campaigns, the easiest way to do so is to simply introduce them as a faction that is, by and large, tangential to your primary narrative. They are not the primary heroes or villains of a story but just a group of eccentric couriers.³ One or more recurring NPCs can show up throughout the campaign to act as a helping hand, confront the party as a humorous rival, or provide their services as literal couriers. In most instances, LIMINA can serve as a useful *narrative* tool. Introduce them to show how disparate factions might know about one another, how significant messages or artifacts get from one place to another, or how powerful beings keep abreast of the party's exploits.

However, you can also theme an entire campaign around LIMINA. The easiest way to do this is to have the agency recruit the party either in the first few sessions or before the campaign even starts. Once the party works for LIMINA, you can easily structure quests as individual assignments. The party's superior tells them what to do, sends them off somewhere interesting, and then hijinks ensue.

The most important question you want to ask yourself is what the party will actually *do* for LIMINA. While any department can give quests that lead to various modes of play, each division of LIMINA will tend to provide quests of a certain flavor. Here are some ideas for campaign themes revolving around different departments:

EPISODIC DELIVERIES WITH THE GENERAL MESSENGERS. Your players are couriers, and each session is a new delivery. This is an extremely flexible format because each delivery need not include the same crew—perfect for flaky players—nor revolve around one central plotline. Instead, each delivery becomes its own self-contained challenge. In one session, they have to infiltrate a wizard's lair to deliver a package; in the next, they have to travel across the

³ In general, LIMINA is better suited to campaigns that involve multiplanar shenanigans, but you can also have them show up in more narrow, focused adventures to provide hints, items, or additional mysteries from beyond the scope of your existing game world.

stars. Next, they must protect the package from bandits, only to find out that the package is more than capable of defending itself... then they have to protect themselves from the package. Instead of “monster of the week,” this is “delivery of the week.”

COMBAT DEPLOYMENTS WITH PIDS. The party members are agents with the Postal Integrity and Defense Squad. They are tasked with rooting out corruption, defending LIMINARC convoys, and generally acting as a paramilitary force under the auspices of the post office. They are armed guards who must also grapple with some of the more morally questionable tasks the company assigns. Is it okay to declare war on a pre-industrial society? Is there a deeper conspiracy within LIMINA? Just *why* do they need so much muscle and manpower? Players who crave the strategic thrill of tactical play will get plenty of excuses to fight highwaymen, engage in ship-to-ship combat, and sneak into rival postal outfits.

SANDBOX ADVENTURES WITH THE WAYFINDERS. One of the primary responsibilities of the wayfinders is to explore yet uncharted realms. This is a perfect opportunity to experiment with innovative RPG mechanics or take inspiration from old-school tabletop adventures. Try a hexcrawl, roll random encounters, trade off GMing responsibilities, let your players take control of the story, switch RPG systems every session. The whole “wayfinder exploration” framing is just a useful tool to help you structure the overarching campaign. Encountering the unexpected is already baked into the narrative.

MULTIPLANAR SLEUTHING WITH THE DEPARTMENT OF CHANCE AND LOOPS. One of the central conflicts gradually seeded throughout our borough guides revolves around a collection of bizarre mysteries and coincidences that link disparate realms. LIMINA created the Department of Chance and Loops (DCL) to suss out the truth of these multiplanar secrets. As agents of this nascent division, your players can follow leads on an arcane adventure across the cosmos. It’s up to them to piece together the full story and perhaps even uncover LIMINA’s true purpose in the process. Part *The X-Files*, part *Hitchhiker’s Guide to the Galaxy*, part *The Outer Wilds*. If you want a multilayered mystery that can fuel a multi-year campaign, this is the hook for you.

P.S. There are numerous references to the DCL and their investigations throughout our LIMINARC borough guides as well as auxiliary Borough Bound media. If you want to unravel the “official” mystery for yourself, keep your eyes peeled.

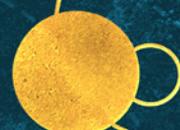
PURE COURT

THE ELYSIAN TORGE

HARITAMA



EPHAMEL



RYTHMENT
& The Principality





here be space dragons



EVENTFALL



HJASS

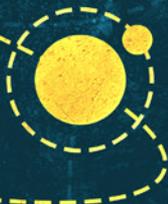


LIMINA HO

THE LIMINARC



YANUSKOR



THE SPIRIT REALM





TECHNICAL SPECIFICATIONS

SPEED

The “R” in LIMINARC stands for “Relativistic,” which is a word certain LIMINA nerds use to describe how ships tend to act when traveling really, really fast. In general, the wonkiness of physics and spacetime is something that the Consignia encourages its agent to dutifully ignore; company policy states, “If you don’t think about relativity, it cannot hurt you.”⁴ All that most passengers and crewmen need to know is that LIMINARC vessels can, in fact, travel extremely fast. At the very least, they can travel fast enough to get from one realm in the freesphere to another in a matter of weeks as opposed to lifetimes. This speed may or may not be quantifiable, but adventurers would be hard-pressed to get a verifiable answer as to “top speed” from anyone outside of LIMINA HQ.

When traveling within the atmosphere of a given realm, however, the caravan must slow down considerably. Traveling at outrageous velocities above rolling plains can occasionally cause the grass, the trees, or the very air itself to combust. Usually, it suffices to say that travel between any two ports aboard the LIMINARC is usually four to ten times quicker than by ship.

While some vessels rely on traditional rocket propellants, aetheric sails, or biological locomotion,⁵ most ships in the LIMINARC utilize a Pneumatic Pulse Drive (PPD) for propulsion. This poorly understood engine uses pressurized aether to accelerate ships through the freesphere or across a given realm. LIMINA engineers swear that the PPD is perfectly efficient and requires no additional inputs beyond the plentiful aether found in the freesphere. They also attest that using the PPD introduces no negative environmental consequences. These assertions are almost certainly false.

⁴ We beg you, please do not introduce time dilation into your campaigns unless you really know what you’re doing, and you’re certain your players will enjoy it.

⁵ i.e., the flapping wings of an astral megagrackle.

LIMINA BLINKLET
(MARK IV)



BLINKLETS

Most LIMINARC vessels are not entirely self-sustaining. For example, most ships only have tiny kitchenettes, and thus passengers must relocate to proper dining vessels for meals. Normally, this would be impossible—or, at least, comically dangerous—when traveling through the freesphere.

That's where the blinklet comes in. While the LIMINARC is most commonly used for teletransportationally sensitive operations, instantaneous relocation *aboard* the LIMINARC is still acceptable. The blinklet is a small bracelet—or anklet, necklace, belt, etc., depending on the bearer's shape and orientation of limbs—that prints out stamps on demand. Each of these stamps is associated with one nearby vessel. All a passenger needs to do is turn a few dials on the blinklet, wait ten seconds for the stamp to print, and then affix the stamp to their person. The stamp will tap into Postal Magicks™ and teleport the passenger to an established location within the desired vessel.

Each blinklet is coupled to an individual, and the stamps are single-use. A LIMINA agent bearing a blinklet can print stamps for others, but the blinklet will cease to function if worn or operated by someone else. The stamps do not disappear after use and will remain on skin or clothing for up to 72 hours. LIMINA agents are strongly encouraged to dispose of their stamps quickly to avoid looking like fools.

Anything an agent is holding or wearing gets teleported, but blinklet stamps will not teleport unaccompanied objects or individuals who do not wish to be relocated. As fun as it would be to warp a goblin into an aquarium airship, the Consignia decided the risk of mutiny was too great.

Blinklets cannot function over long distances. This is the primary reason why individual deployments typically fly in tight formations. Once a blinklet is more than 500 feet from its intended vessel, the blinklet has a chance of misfiring. The greater the distance, the greater the risk.

ATMOSPHERE

LIMINARC vessels are typically not airtight. It is possible to create fully sealed airships, but this is only necessary for crews with unusual atmospheric needs. All other vessels receive a steady stream of atmosphere via the Pneumatic Atmosphere Transmitter (PAT), a vacuum tube that teleports breathable air directly from LIMINA HQ's pocket dimension. This air fills the vessel and spills out into the surrounding space, allowing for exterior repairs even in the void of the freesphere.

In most partner realms, there is no need to activate the PAT. This is a blessing because brigands and ne'er-do-wells have no difficulty tampering with the vacuum tubes. In general, it will suffice to shove a towel into the output pipe, thus rendering the entire system inert. Of course, various forms of magical nullification will also deactivate the PAT, though complex spells are overkill when a handful of socks will do the trick.

STEERING

It is difficult to predict when LIMINA will be forward-thinking and when they will be stuck in the past. Steering an individual ship is a decidedly antiquated process. Most vessels are maneuvered via a combination of the steering wheel and levers. Typically, the wheel controls the yaw, while levers control speed, pitch, roll, and any idiosyncratic forms of locomotion. Internal research overwhelmingly suggests that this is far from the most ergonomic means of piloting a vessel, but LIMINA has refused to adapt as magic and technology evolve. In general, a single vessel requires a single pilot, though a co-pilot is helpful during trickier maneuvers.

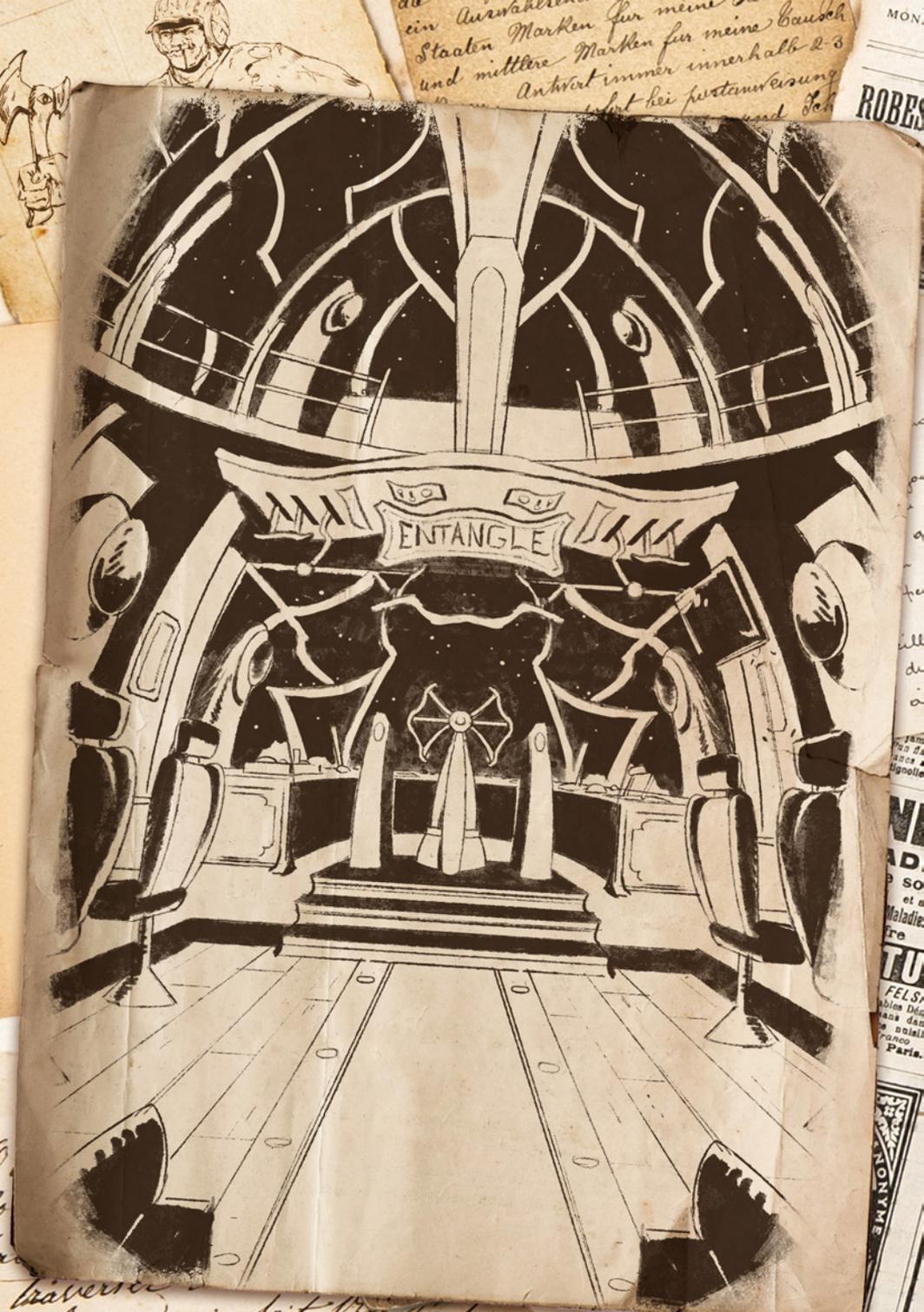
A given deployment of the LIMINARC fleet moves with much more sophistication. Once the vessels are in a desired formation, each pilot can trigger an “entangling switch.” From that point forward, the ships will continue to travel in the given formation until the entangling switch is deactivated. Entangling allows a massive fleet of up to 100 ships to travel with only a single pilot at the helm.

DEFENSES

Most LIMINARC ships have minimal defenses. The company is, after all, a postal service, not a military. However, there are a wide variety of scenarios during which it is beneficial for a postal service to employ lethal force. As such, LIMINARC deployments often include at least one ship manned by PIDS (Postal Integrity and Defense Squad). These ships may include any number of onboard weapons: conventional cannons and bolt throwers, arcane turrets, spiked or armored prows, harpoon guns, etc.

Non-PIDS vessels have decidedly fewer defensive capabilities. In most instances, if a vessel is unexpectedly attacked, the best the crew can do is lock the doors, deactivate all blinklets, and fire some crossbow bolts out the windows.

da
ein Auswahl
Staaten Marken für meine
und mittlere Marken für meine
Antwort immer innerhalb 2-3
Wochen bei Postanweisung



MON.
ROBERT
fam
de
a
M
AD
e so
et a
Maladie
re
TU
FELS
ables M
ans dan
e polai
raco
Paris.

traverser
longe qui soit de
jus et autant de
comme un autre

NONYME
ELFOR



VISITOR 1

PILOT: Any ranking logician

PROPULSION: Pneumatic Pulse Drive

DEFENSES: None

CAPACITY: Maximum 2

PURPOSE: Establishing first contact with new partner realms

Amenities: Kitchenette, meeting room

LIMINA frequently adds new cities, kingdoms, and entire dimensions to its greater postal network. This process requires surreptitiously installing an agent somewhere in the realm and alerting any local HMIs that LIMINA has brought service to their area. Even this process can be surprisingly tricky depending on the dangers of the realm. Perhaps the realm has yet to be charted by a wayfinder, the atmosphere is caustic, or a nearby anomaly disrupts teleportation. Maybe LIMINA decides it's worth announcing their intentions to local rulers or warlords, or maybe that very first service clerk just wants to arrive in style. In either case, LIMINA will deploy **Visitor 1** when first contact with a realm requires use of the LIMINARC. This inauspicious vessel has minimal effects on the environment, flies incredibly quietly, and will elicit as little fear or surprise as an interstellar airship can possibly elicit.



CHOWBARGE

PILOT: Typically none; travels entangled to the caravan

PROPULSION: Pneumatic Pulse Drive

DEFENSES: Ejectable oil tanks

CAPACITY: Maximum 30

PURPOSE: Feeding the LIMINARC

AMENITIES: Kitchen, dining room, rec room

The modular nature of the caravan means it's usually more straightforward to have a dedicated cooking and dining vessel instead of requiring every ship in the fleet to include a galley. As such, the LIMINARC includes many chowbarges. For larger voyages, the **chowbarge** is staffed with a dedicated team of chefs assisted by Sorter line cooks and bussers. For smaller deployments, a chowbarge will fly in tandem with the rest of the fleet, and individuals are expected to cook for themselves.



ZEPHYR-CLASS DELIVERYSHIP

PILOT: Any ranking general messenger

PROPULSION: Pneumatic Pulse Drive

DEFENSES: None

CAPACITY: Maximum 10, limited by the amount of cargo

PURPOSE: Bulk deliveries

AMENITIES: Convertible cargo space, precognitive stabilizers

Most deliveries don't require the LIMINARC. General messengers simply stuff the mail they need to deliver into their satchels and teleport to their destination. Sometimes, however, the sheer volume of mail en route to a given realm renders airship transport the more practical delivery option. If defense is not a concern, general messengers are authorized to request the use of a **zephyr-class deliveryship** as needed. These vessels have plenty of cargo space, travel quickly, and automatically stabilize themselves in turbulent conditions.



THE ECHOWAKE

PILOT: Nanni Ya-Faen

PROPULSION: Pneumatic Pulse Drive

DEFENSES: None

CAPACITY: Minimum 1, maximum 7

PURPOSE: Scouting, exploration

AMENITIES: Kitchenette, cartography studio, glass-floor observation

Nanni's airship is the ideal ship for charting new territory. She typically travels alone but will welcome folks aboard when it serves her mission as either a wayfinder or a secret investigator for the DCL. She creates maps in her cartography studio and surveys the territory below her via the glass floor in the bottom deck. The Echowake's Pneumatic Atmosphere Transmitter has a toggle that allows it to temporarily reverse its flow. When it does so, Nanni can deposit her DCL research such that it ends up directly in the hands of her superior, Elmay Noktis, thereby bypassing any curious Sorters who remain unauthorized to peruse these confidential investigations.

WAYFINDER NANNI YA-FAEN

LIMINA agents can only teleport to regions previously explored and charted by other LIMINA agents. As such, LIMINA agents spend an incredible amount of effort painstakingly traversing vast swaths of each partner realm. Sometimes this is on foot,⁶ sometimes on horseback, and sometimes by ship. Only on rare occasions is an excursion deemed worthy of the LIMINARC.

Wayfinder Nanni Ya-Faen (she/her), an elven woman originally from the world Ephamel, is an explorer who has just been granted her own ship in the LIMINARC. Previously, Nanni traveled across realms however she could, typically ingratiating herself with the locals and hitching rides in carriages or fishing boats. Her maps were reliable and invaluable for deploying general messengers across the multiverse.

In addition to creating detailed charts, Yanni would produce extensive notes about the cultures and histories of each given realm. This extra research was unpaid and never requested by her superiors, but it yielded some noteworthy results. In particular, Nanni's research pointed to a series of unexplained coincidences across realms that could not be explained by LIMINA's influence alone. These revelations were partially responsible for the creation of the

Department of Chance and Loops, a separate agency within LIMINA's hierarchy dedicated to unraveling many of these secrets.

Officially, Nanni is still a rank-and-file wayfinder. She has her own ship in the LIMINARC and may request additional vessels to join her on voyages through yet unexplored territories. She is still responsible for creating maps and teleportational guides for any regions throughout the multiverse that may be home to HMIs. However, these official responsibilities are a front. Her true purpose is to work with the Department of Chance and Loops to uncover the hidden connections linking distant realms.

As a wayfinder, Nanni has no ability to recruit new LIMINA members. However, she can temporarily deputize adventurers, welcoming them aboard her ship, *The Echowake*. She will offer what favors she can—including a free ticket to any destination they choose—if they can help her chart out the surroundings and locate a few points of interest. She won't immediately reveal her true mission, but she will attempt to slyly inquire as to their familiarity with transference magic, the triple trinity, or a dwarven merchant named Doulmecq.

6 Whenever LIMINA can avoid expending resources, they do. Exploring an entire world by just walking around is almost never the most efficient way to do so, but it's cheap and easy to drop a wayfinder into an unexplored realm and say, "have at it."

So the multiverse reveals itself
to be even stranger... but also more
predictable. Let's see which chankla
pieces are still standing when we tug
at the tablecloth.

