

THE CARA VAN

RUNNING A CARAVAN

The caravan is a group character for the players, a joint mobile base of operations. Overleaf is a caravan sheet for the players to manage. You don't need a caravan to travel the UVG, but it's a good idea.

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. 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 their €6 per level.



**CARAVAN
SHEET - FRONT**



**CARAVAN
SHEET - BACK**

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. Encourage them.

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+	€5,000
00/0	Unique	20/20	€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 Peng-Ling 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 colour to the environment. Each area of the UVG has its own perils.

Every week of traveling, a different player rolls to see what bad luck has befallen the caravan. Misfortune applies to the whole caravan, but characters test individually to avoid the worst outcomes (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?

D6	HOW FAR AWAY?	D8	WHICH WAY?
1	A mere day. Maybe less?	1	West, towards the Black City.
2	Two days.	2	Southwest.
3	Three.	3	South, towards the Cyan Sea.
4	Four. Getting the idea?	4	Southeast, to the Red Mountains.
5	Five.	5	East, towards civilization.
6	Six. This is redundant.	6	Northeast, to the Moon Mountains.
6/6	A full week away.	7	North, towards the Silent Forest.
6/6/6	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.

TRADE & GOODS

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 editable 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 colours, 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, symbiont 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 colours woven from the silky strands of crystal spiders by the Spectrum Satraps.	Great for colour-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

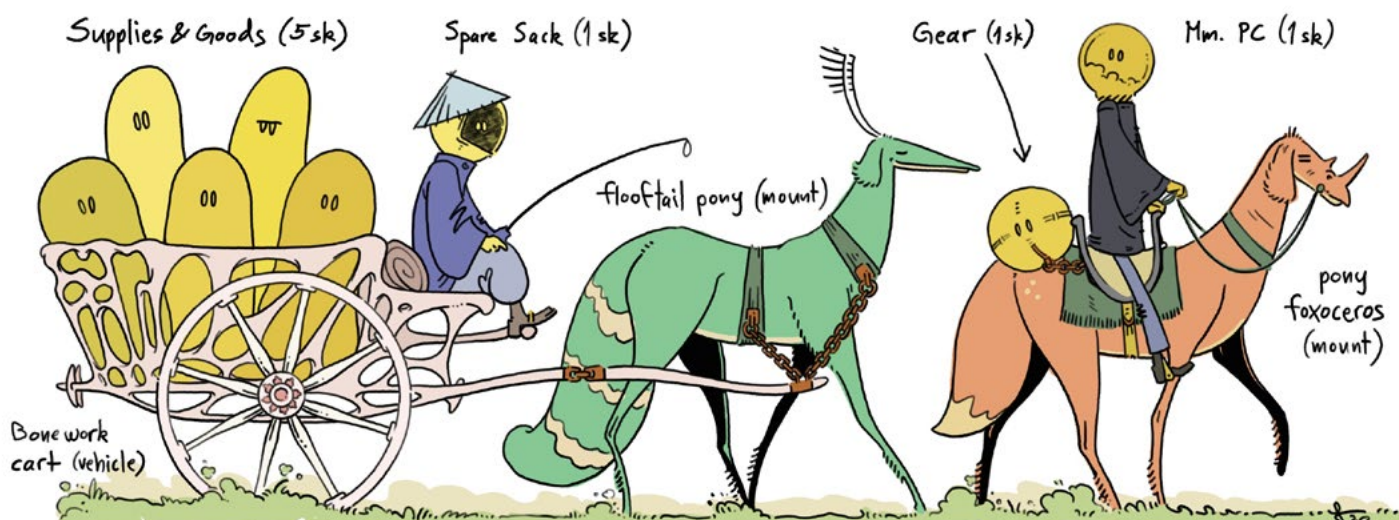
Some basic goods worth €100 per sack. These are (roll d6): (1) alchemical lubricants, (2) chitin cap, (3) marrow-beets, (4) dried odd fruits, (5) vampire wines, (6) second-hand pulp literature from the Rainbowlands (not available for purchase deeper in the Grasslands).

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

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.

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.

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.

YOUR FIRST PATRON

D10	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	Safran 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.

THE CARAVAN'S SECRET QUEST

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 UVG, 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 UVG. 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.

THE STUFF

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-QDiesolene, "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	1 supply / 2wk	€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	1 supply / 2wk	€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 / wk	€6,000
19	Massive Hauling Wagon	8	Very slow. Requires 4 draft animals (not included).	24 sacks	v slow	4 animals	€1,500
20	Autowagon	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 / wk	€10,000
21	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
22	War Engine	11	It's a tank? To eleven? Ninety tons of thunder, lighting up the night.	36 sacks	v slow	2 supply / wk	€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.

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.

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.

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: 0 Stones if worn, 1 Stone if carried or stored.

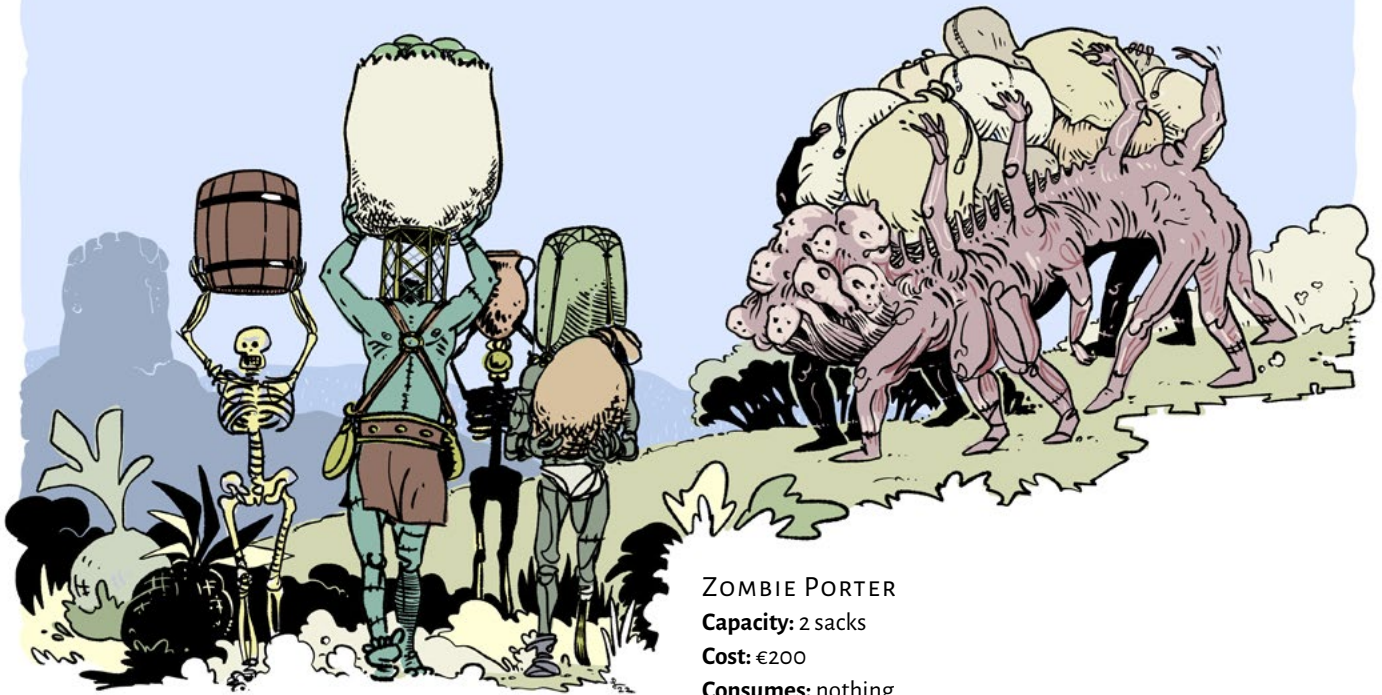
Faced with certain death (cranial separation) vs possible death (an ancient tomb, a perilous bridge, or a desperate charge), people may find reserves courage they didn't know they possessed. Collars are usually sold in 6 packs with a matching remote. Default range is 150 meters or so. Festive color options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

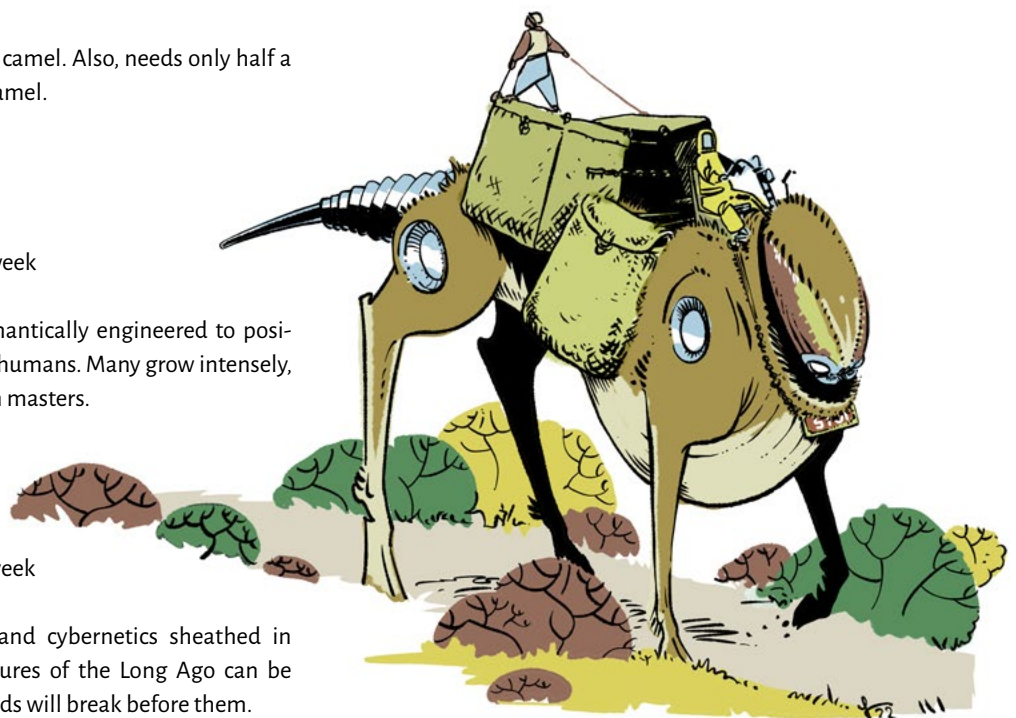
Made from bits of oldtech ur-metal. When moving at top speed, the plates add a tiny bit of lift, letting the beast charge across small dips, avoid holes, and leap majestically. They leave xenon contrails.

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 animal.

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 animal.

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.

Sidecar: €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 can no longer operate on the surface, but it can move underwater. It's not a proper submarine, with rooms and torpedo tubes and all of that. It's just a pressurized pod with an engine on it, 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, think "Oh, that looks interesting," and blow you out of the sky. Still it beats walking. A caravan with a flying vehicle gains 30-minute advance warning against most encounters. Flying vehicles 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. If you can fit 2 people in the front seats and some cold snacks in the back, you've got a Wicker Autowagon. Some are small enough that air-powered engines can haul them, but if you can't afford one, or you want a little more oomph, fuelled engines are the way to go.

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. About the dumbest idea imaginable, but the first thing anyone tries when they find a jet engine in a bunker. For up to 10 minutes, the vehicle moves at Ludicrous Speed. Gaps smaller than 10m can be safely ignored. Uses up almost all the vehicle's stored fuel. After firing, the vehicle has 30 minutes of safe driving left. 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, trained assassin-skeletons on rollerskates, a bunch of oil, skulls stuffed with hornets, or just a whole bunch of scrap metal. The sack occupied by the dropper includes whatever you load into it. 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

The vehicle floats on 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 fold 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 Gall: €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.

AUTOWAGON

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 autowagon has separate compartments, proper doors, and a very large turning radius.

AUTOWAGON 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 autom-echanical 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!

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. Pwiiizzzzzk!

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 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	Radumulator 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.

VEHICLE FEATURES

D20	BRANDS OF LONG LONG AGO	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	Cyroscopic auto-leveler
13	Barca Real ESL	Automatic anti-crash foam nozzles
14	Omnisentience 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

GEAR & SERVICES

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.

“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.”

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 soup, 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	Glowes 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.

D20	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 coloured 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 colours!). 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 and unsuitable 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.

D20	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.

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).

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	Steppelander 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

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	Sharpy 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. Clews 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. Clews 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 quarter-ling 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 quarter-ling 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).

SPELLS REFERENCED

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, ultras, possessing 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 stucco 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 Mana

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:** o

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:** o

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:** permanent

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:** o

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 colour.	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 colour. 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 colours 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 colour, 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 colour 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.