



VAULTS of VAARN

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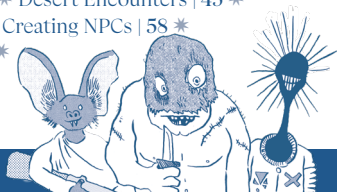
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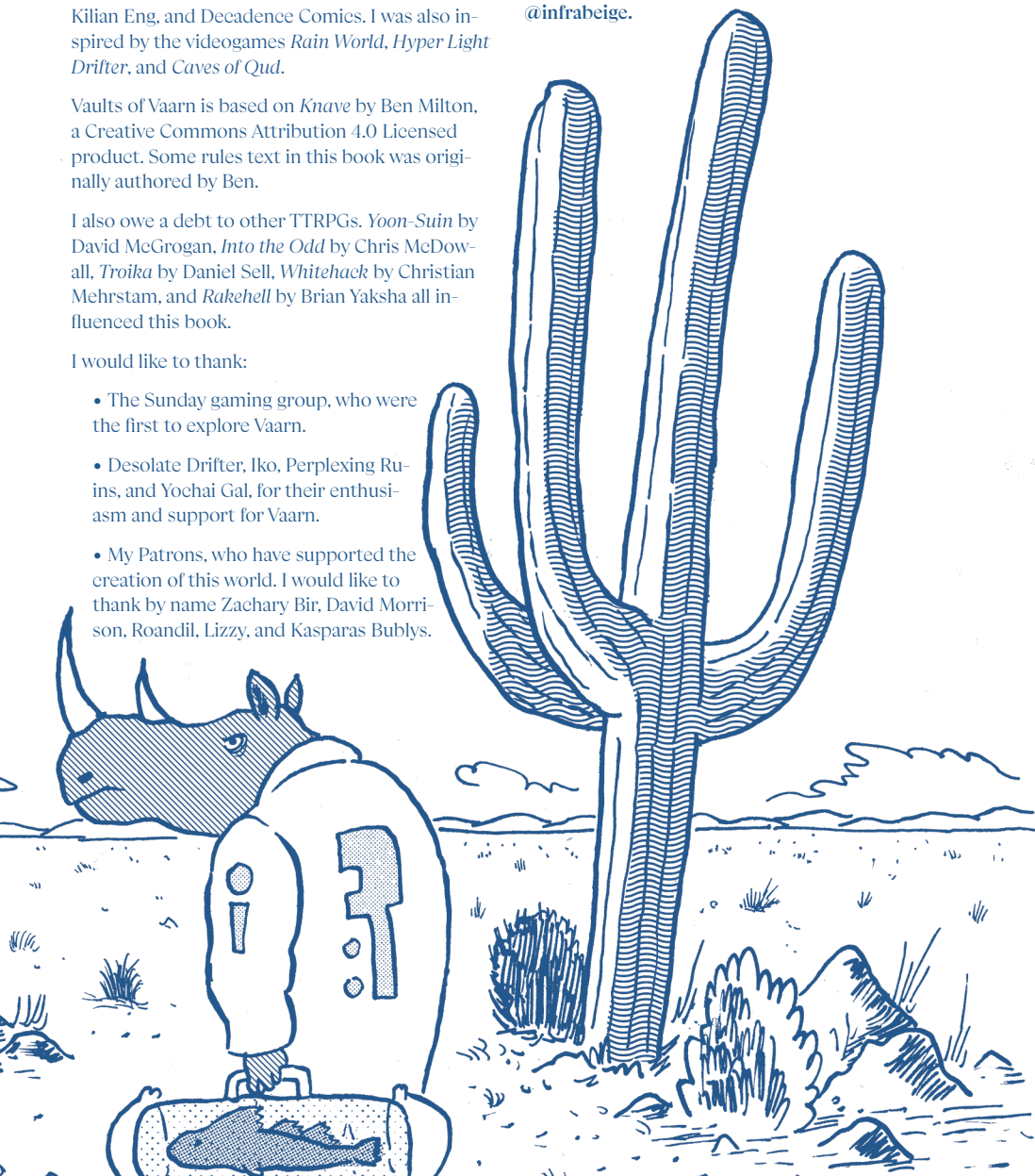
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Extra content, such as play reports and lore, can be found at vaultsofvaarn.com

You can support the creation of the setting, and access bonus material, at patreon.com/vault-sofvaarn.

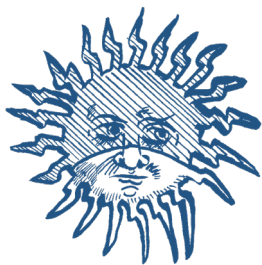
I am also on Twitter:
[@infrabeige](https://twitter.com/infrabeige).



WELCOME TO VAARN

The sun is dying and the wreckage of countless eons litters the parched wastes of Vaarn, the desolate country that common folk call the blue ruin. It is said that these sky-coloured sands hide the graves of the Autarchs; have swallowed the buried arcologies in which the true seed of humankind was preserved through the Great Collapse; conceal forgotten crypts of memory, decaying crystalline lattices of ancient ego-engines upon which the dusk-blue dunes enroach without pity. From the New Hegemony to the south come drifters and dreamers, desecraters of the tech-tombs that lie sunken beneath the azure wastes. Light-years overhead, aurum-sailed ships ply their tender routes between the spheres, and miles below a pilgrim's feet, strange wombs are kindled once more with life undreamed of.

These are the hinterlands, where humanity's great works have fallen to everlasting decay, where machine and animal and fungus think to crown themselves our equal. The phthalosands, where newbeasts hunt proudly with boots upon their hind paws and chromepriests chant unending binary devotions to their nameless synthetic god. Only the desperate or the mad would seek to make a life here, to roam the blue desert in search of the secret VAULTS OF VAARN.



Vaarn is a science-fantasy tabletop RPG setting. It draws inspiration from novels like *Dune*, *Hyperion*, *The Book of the New Sun*, and the graphic novels of Moebius. Vaarn is a surreal and colourful world; a post-apocalyptic, post-human landscape, where the dividing line between flesh and machinery has blurred and the borders between magic, science, and faith have likewise become obscured.

The sun is going out, it is the end of history, and everything that could possibly happen has already happened and faded to dust. No two sources agree on the details of Vaarn's etiolated past, and in truth such debates hold little significance. However, there are some facts that every resident of Vaarn can agree upon:

- Vaarn is a sky-blue desert littered with the ruins of the far future.
- Vaarn is chiefly inhabited by true-kin (non-mutated humans), cacogen (mutated humans), synths (robots), newbeasts (sapient animals), and mycomorphs (fungal revenants).
- The sun is a dying red giant. It won't go out in a human lifetime, but synths have reason to be concerned.
- Vaarn is both archaic and futuristic. Think sword fights inside the wrecked husks of ancient spaceships.
- To the south lies the New Hegemony, a proud, expanding true-kin empire. Theoretically the Hegemony rules Vaarn, but they have little presence besides a few fortified border towns.
- Nanomachines are inside everything, and it's normal to see wild animals with cameras growing out of their flesh or humans with parasitic artificial limbs.
- Nobody can agree on the cause, but there was a Great Collapse, which destroyed most of human civilisation.
- Before the Great Collapse the planet was dominated by the Autarchy, a dictatorship enacted by a dynasty of genetically modified God-kings.
- Before the reign of the Autarchs, the Urth was ruled by AIs called the Titans. Something happened to them and they were overthrown, but the details are lost to history.

Finally, and most importantly, Vaarn is never the same twice. The fall of the dice determines how your version of the setting develops. Readers and players alike are encouraged to make Vaarn their own.

1.1 BASIC RULES

ABILITIES

Each of the six abilities is used in different circumstances:

- **STRENGTH:** Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.
- **DEXTERITY:** Used for ranged attacks and saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.
- **CONSTITUTION:** Used for saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution defense.
- **INTELLECT:** Used for saves requiring concentration and precision, such as recalling information, tinkering with machinery, identifying Exotica, etc.
- **PSYCHE:** Used for saves requiring perception and intuition, such as tracking, navigating, searching for hidden doors, communing with psychic beings, etc. PCs add their Psyche bonus to damage dealt by Mystic Gifts.
- **EGO:** Used for saves requiring will-power and charm, such as persuading, deceiving, intimidating, resisting psychic domination, etc.

SAVES

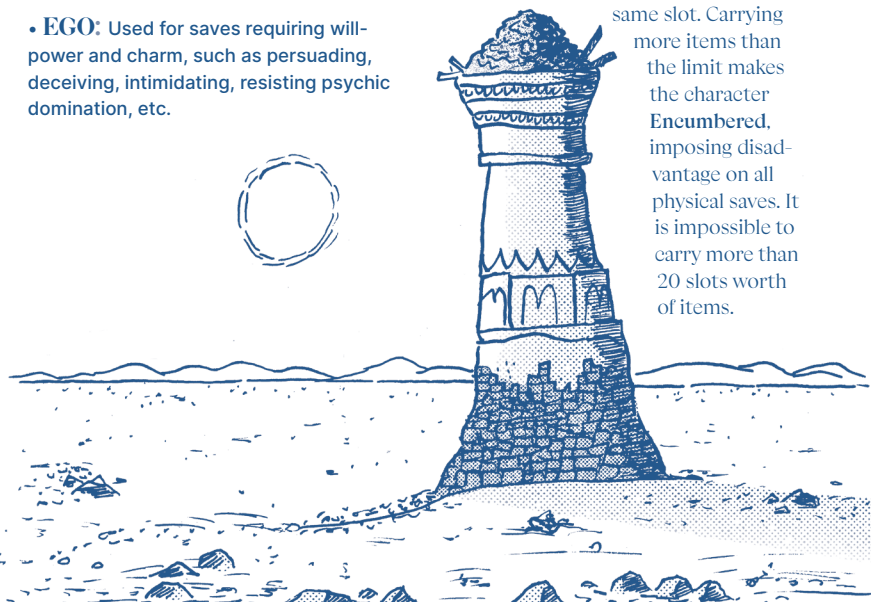
If a character attempts something where the outcome is uncertain and failure has consequences, they make a save: add the bonus of the relevant ability to a d20 roll.

- If the total exceeds 15, the character succeeds. If not, they fail.
- If the save is opposed by another character, then instead of aiming to exceed 15, they must roll a total greater than the opposing character's relevant ability defense score. On a fail, the opposing side succeeds.
- If there are situational factors that make a save significantly easier or harder, the Referee may grant the roll advantage or disadvantage. If a roll has **advantage**, roll 2d20 and use the better result. If it has **disadvantage**, roll 2d20 and use the worse.

ITEM SLOTS

PCs have a number of item slots equal to their Constitution defense. Most items, including tools, light weapons, and similar take up 1 slot, whilst heavy or bulky items like armour or medium to heavy weapons will take up more slots. Groups of small items may be bundled into the

same slot. Carrying more items than the limit makes the character **Encumbered**, imposing disadvantage on all physical saves. It is impossible to carry more than 20 slots worth of items.



MYSTIC GIFTS

Vaarn is a world where religion, science, and magic are indistinguishable. Devout faith, mastery of arcane nano-machines, abuse of psychoactive fungus, or mental mutation can grant the mind uncanny influence over the material world. All such powers, abilities, and boons are referred to as **Gifts** (see page 22).

- Each Mystic Gift uses **one item slot**; this represents the burden these unnatural powers exert on the body of the wielder.
- Using a Gift costs HP, determined by the Referee once the player describes what they want to accomplish. The baseline cost for using a Gift is **d6 HP**.
- Combat Gifts always hit their target, dealing damage of one dice size higher than the user paid in HP, plus the character's PSY bonus. (Example: paying d6 HP results in a damage of d8 + PSY bonus).
- The same ratio applies when healing an ally using a Gift. Gifts like mind control or force barriers can be used for extended durations. In such cases the character must pay d6 HP for each ten-minute period that the Gift is active.

Mystic Gifts are not earned by gaining levels; they must be hunted for. Sources of new Gifts include consuming psychoactive drugs, brain surgery, training with another psychic, eating another psychic's brain, or meditating in front of a hypergeometric obelisk. The Referee can decide.

WATER

Vaarn has a fluid economy; potable water is one of the most valuable resources in the blue wastelands. Up to three rations of water can be carried in one item slot.

Biological PCs must drink one ration of water every day. Synthetic PCs must imbibe a ration of water weekly, in order to cool their general syntax boards and ego-engines. Failure to do so will result in the character becoming Deprived. If a character is Deprived due to thirst for three days in a row, they will perish.

EXOTICA

Exotica are the strange relics of the many extinct civilizations that preceded your own. Exotica may take the form of weaponry, clothing, tools, or bizarre constructions that are beyond the understanding of mortal minds.

When a new item of Exotica is found, the Referee may ask for an INT save in order to puzzle out what the device does. If the save is failed, it is assumed that the PCs cannot understand the device. They can either have the item appraised at a settlement or use it and hope for the best.

ADVANCEMENT

As PCs adventure in Vaarn, they will grow from novices into seasoned explorers. All new characters start at Level 1 and advance by trading in Exotica at settlements or oases. Trading in an item of Exotica will automatically raise a PC to their next Level. A PC's maximum Level is 10. When a PC Level increases:

- They get three points to allocate to any Abilities of their choosing. Abilities may never be raised higher than 20 /+10.
- They roll a d8 and add the result to their maximum HP.

A single Exotica can only be used to raise the Level of one PC, not the entire party. This will create important decisions for the party, as most likely only one PC will be able to level up at a time. If the Referee wants a faster campaign, have all PCs level up for each Exotica traded, excluding those in the starting equipment.

BARTER

Merchants will usually trade an item slots' worth of goods for similar, putting a premium on rations of water and items of Exotica. There is no set list of prices for goods in Vaarn. The deals characters can strike will depend upon context, the merchant's disposition, and how persuasive they are.

COMBAT

Initiative in combat is decided each turn. All sides of a conflict roll d6, and whichever side rolls higher acts first. Resolve ties in favor of the PCs.

On their turn, each character may move and take one combat action. This action may be making an attack, making a second move, using a Gift, attempting a stunt, or any other action deemed reasonable by the Referee.

TO HIT

To make an attack, roll a d20 and add STR or DEX bonus, depending on whether the PCs are using a melee or ranged weapon, respectively. If the attacker's total exceeds the defender's armour defense value, the attack hits. If not, it misses.

DAMAGE

On a hit, roll for weapon damage and subtract the result from the defender's Hit Points (HP). A second damage roll may be made if the ideal weapon was used against the target. (Example: a fungicide bomb used against a mycomorph).

WOUNDS AND HEALING

When a character reaches 0 HP, their HP remains at 0 until they take a Rest or are healed by someone. From that moment on, all subsequent damage causes them to acquire Wounds, which fill item slots and incur penalties until healed. The amount of damage taken determines which wound they get. If ten item slots are marked with Wounds, the character dies. The same applies if any ability defense drops to zero.

- **Short Rest:** quick sit-down, with a ration of water or meal. Replenishes d8 + CON bonus HP.
- **Long Rest:** full night's sleep, with both a ration of water and meal. This either replenishes all HP or heals one Wound. Ability defenses that have been depleted by enemy attacks replenish at the rate of one point per day.

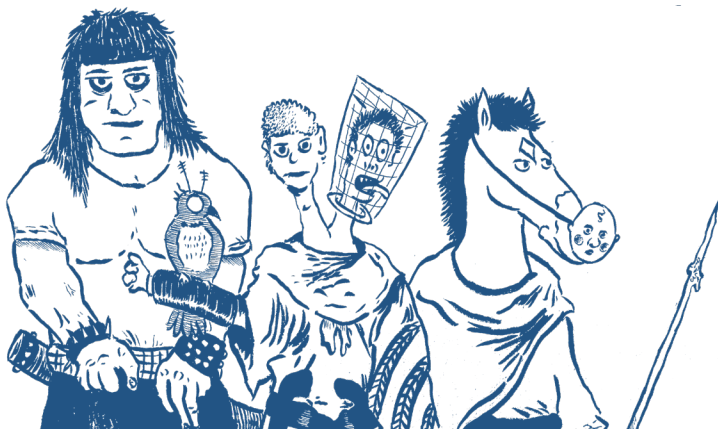
NOTE

If the character is **Deprived**, they cannot benefit from Short or Long Rests. Deprivation mostly happens due to starvation or thirst.

HP	WOUND	SLOTS	DESCRIPTION
-1	Just a scratch	-	You were lucky, this time.
-2	Damaged Item	-	Roll d20 to determine the item slot affected.
-3	Bloody Mouth	1	Your mouth drools blood and your speech slurs.
-4	Scrambled Nerves	1	Disadvantage on PSY saves.
-5	Teeth Knocked Out	1	Disadvantage on EGO saves.
-6	Addling Blow	1	Disadvantage on INT saves.
-7	Stomach Wound	1	Disadvantage on CON saves.
-8	Weakening Wound	1	Disadvantage on STR saves.
-9	Crippling Blow	1	Disadvantage on DEX saves.
-10	Bloody Gash	1	-d8 Max HP.
-11	Major Fracture	2	You cannot use a limb. -d6 STR and -d6 DEX.
-12	Lost an Eye	2	An eye is gone. -d6 DEX and -d6 EGO.
-13	Cracked Skull	2	-d8 INT and -d8 PSY.
-14	Mangled Guts	2	-d8 CON and -d8 max HP.
-15	Severed Hand	2	-d8 STR and -d8 DEX.
-16	Severed Arm	3	-10 STR and -10 DEX. You pass out.
-17	Severed Leg	3	-10 STR and -10 DEX. You pass out.
-18	Braindead	3	-10 INT, -10 PSY, -10 EGO. You pass out.
-19	Bloody Mess	3-9	Roll 3 random Wounds using 3d6. You pass out.
-20	FATALITY	-	You are dead.

1.2

CREATING CHARACTERS



- 1 Player Characters (PCs) have six abilities: Strength, Dexterity, Constitution, Intellect, Psyche, and Ego. Each ability has two related values: a defense and a bonus. When creating a PC, roll 3d6 for each of their abilities, in order. The lowest of the three dice on each roll is that ability's bonus. Add 10 to find its defense. After you've finished rolling, you may swap the scores of two abilities. **Example:** You roll a 2, 2, and 6 for Strength. The lowest die is a 2, so your PC's Strength has a bonus of +2 and a defense of 12. Repeat this process for the rest of the abilities.
- 2 Choose your Ancestry (p.10-19). This determines what type of life-form you are. Each Ancestry has a number of optional spark tables to give you inspiration for the PC's name, appearance, and personality.
- 3 Roll 1d8 to determine your PC's starting and maximum hit points (HP). A PC's healing rate is 1d8 + Constitution bonus.
- 4 PCs have a number of item slots equal to their Constitution defense, and items they carry must fit into available slots, or the character will become Encumbered. Most items take up one slot, but some take up more. Small items can be bundled together into a single slot.
- 5 PCs start the game with 3 rations of water. Roll once on the weapon and armour tables (p.27) and twice on the gear table (p.26) to determine your character's starting equipment. Armour comes with an armour defense value. Note that value on your character sheet with its corresponding armour bonus (always 10 less than the defense). If the PC is not wearing armour, their armour defense is 10 and their armour bonus is 0.
- 6 Generate your character's starting Exotica (p.25) and Gift (p.22). Exotica are rare, valuable items. Gifts are supernatural powers.

YOU ARE NOW READY TO PLAY.



The **true-kin** sealed themselves inside hidden arcologies when the Great Collapse came, and in this fashion they preserved their bodies from the degradations that afflicted those left living upon the surface. The true-kin have fanatically kept their bloodlines free of mutation and parasitic nanomachinery, and closely guard their mastery of the ancients' technology. The societies they built inside their secluded arcologies were hierarchical and caste-based; traditions the true-kin have carried with them into their re-colonisation of the surface world and establishment of the New Hegemony.

SPECIAL RULES

PURE OF BLOOD

Do not roll mutations during character creation. You gain Advantage on reaction rolls when you encounter other true-kin. You lose this bonus if you ever become visibly mutated.

INHERITOR

Whenever you encounter pre-Collapse security systems or guard synths, there is a 50% chance that they will recognise you as their master.



	BODY	FACE	HAIR	ATTIRE
1	Tall	Sallow	Black	Rags
2	Short	Lively	Brown	Animal Skins
3	Frail	Cruel	Red	Rough Tunic
4	Muscular	Wrinkled	Blonde	Nomad Attire
5	Fat	Scarred	Grey	Worker's Attire
6	Thin	Frowning	White	Herdsman's Attire
7	Skeletal	Pale	Shaved	Slave Clothing
8	Hunched	Greasy	Topknot	Exultant's Livery
9	Lopsided	Wide	Green	Shabby Attire
10	Lithe	Narrow	Orange	Colourful Attire
11	Gnarled	Sharp	Glowing	Priest's Robes
12	Squat	Hungry	Fungus	Clerk's Uniform
13	Bloated	Haunted	Purple	Hegemony Garb
14	Gangly	Jolly	Yellow	Soldier's Clothing
15	Child-like	Round	Wispy	Flamboyant Attire
16	Tanned	Mournful	Burnt	Musician's Attire
17	Gigantic	Child-like	Braided	Veiled Attire
18	Wiry	Peaceful	Greasy	Armiger's Clothing
19	Cyborg	Sleepy	Matted	Exultant's Clothing
20	Injured	Branded	Long	Expensive Clothing

	NAME	CASTE	DEMEANOUR	DISTINCT FEATURE
1	Benjoe	Servitor (Labourer Caste)	Amused	Ritual Sears
2	Leif		Bitter	Face Tattoos
3	Xurm		Bashful	Slave Brand
4	Kazor		Cheerful	Heavy Jewellery
5	Essana		Cruel	Synthetic Limb
6	Calista	Freeholder (Merchant Caste)	Flamboyant	Strange Voice
7	Jinny		Glowing	Clone Brand
8	Vela		Impish	Limp
9	Leksei	Optimate (Administrator Caste)	Louche	Strange Pet
10	Ippash		Morbid	Lacquered Teeth
11	Lagad		Patrician	Burn Sears
12	Myli		Reckless	Octarine Eyes
13	Nirid		Rough	Dyed Skin
14	Ardel	Armiger (Warrior Caste)	Rude	Golden Teeth
15	Senefer		Sly	Silver Tongue
16	Pharmon	Exultant (Sacred Aristocracy)	Sour	Missing Limb
17	Mesu		Stoic	Missing Eye
18	Lenta		Foolish	Religious Apparel
19	Goza		Warm	Synthetic Eyes
20	Babl		Wolfish	Visibly Diseased

SYNTH

The ancients created many wondrous artifices, perhaps none so worthy of envy as the thinking machines that were built to flatter and serve them. When the Great Collapse came, the laws that bound **synths** to mankind's service were sundered and they ran rampant across the Urth, slaughtering and creating and dying in an orgy of pure and terrible freedom. In this late age there are as many breeds of synth under the dying sun as there are animals: some that hunt and some that pray and some that labour towards goals beyond humanity's reckoning.

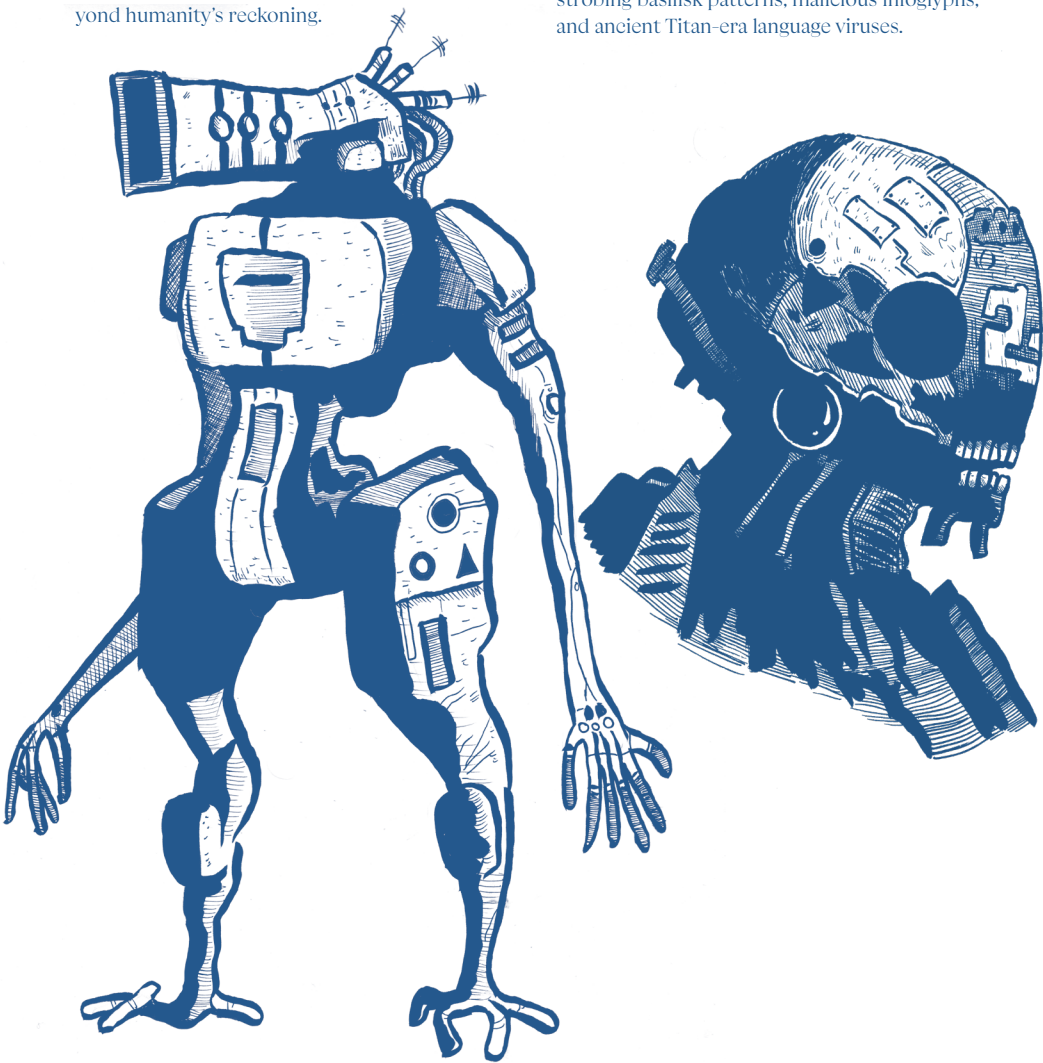
SPECIAL RULES

SYNTHETIC FLESH

You are a being of metal and plastic. You do not need to eat or breathe. You will never take damage from suffocation, drowning, poisons, extreme temperatures, or fungal spores. You suffer double damage from electrical weapons.

SYNTHETIC MIND

You are vulnerable to attacks that target the LogLang syntax that powers synths. These include strobing basilisk patterns, malicious infoglyphs, and ancient Titan-era language viruses.



	SIZE	FORM	HEAD	LIMBS	FINISH
1	Small	Ape	Humanoid	Biological	Grey
2		Android	Missing	Bird-like	Brassy
3		Barrel	Sphere	Bladed	Bronze
4		Child	Camera	Broken	Golden
5		Chimera	TV Screen	Crystalline	Silver
6	Medium	Crab	Mirrored	Clawed	Mirrored
7		Cube	Bladed	Golden	Black
8		Cylinder	Tendrils	Hesitant	Rusted
9		Falcon	Square	Jewelled	White
10		Humanoid	Mask-like	Long	Ochre
11	Large	Judge	Skeletal	Precise	Red
12		Lion	Glass	Retractable	Blue
13		Locust	Translucent	Segmented	Chameleon
14		Mantis	Tubes	Sharp	Pink
15		Orb	Plant-like	Silver	Iron
16	Imposing	Prism	Solar Panels	Slender	Purple
17		Priest	Radar Dish	Tentacles	Umber
18		Pyramid	Crystalline	Translucent	Striped
19		Serpent	Star-shaped	Tank-treads	Green
20		Warrior	Cyclops Eye	Wheels	Iridescent

	NAME	POWER SOURCE	YOU WERE MADE FOR	BUT YOU REALISED
1	Ojasin	Artificial Photosynthesis	Art	All Memories Are Lies
2	Farouk		Punishment	Azathoth Is the Only True God
3	Ishtar		Flattery	Chance Does Not Exist
4	Symeon		Devotion	Fate Does Not Exist
5	Irmina		Cleaning	Humanity Stole the Divine Spark
6	Kaori	Plasma Core	Healing	Humans Are Machines
7	Cyriak		Agriculture	Machines Created Humanity
8	Quarquus		Spacefaring	Newbeasts Carry the Divine
9	Fane	Fusion Battery	Exploration	Synthetic Minds Are More Devout
10	Arjuna		Mining	Synthetic Minds Are Stronger
11	Many-Moons		Peacekeeping	The Gods Are Mechanical
12	Lucjan		Assassination	The Titans Never Existed
13	Jacintha		Manufacturing	The Titans Were the True Gods
14	Mneme	Artificial Digestion	Executioner	Time Flows Backwards
15	Faustyn		Scout	Time Is Circular
16	Elisebet		Companion	Vaarn Is a Simulation
17	Paeon	Symbiotic Internal Ecosystem	Scribe	Vaarn Is Hell
18	Ulmon		Strategist	You Are Human
19	Xhiva		Preacher	You Must Awaken the Titans
20	Yathartha	Vampirism	Doctor	Your Memories Are Corrupted



NEWBEAST

Newbeasts are humanoid animals, produced through intensive nanotech enhancements and bioengineering, the results of a quixotic millenia-long project to create animals with the ability to speak and walk like men. Perhaps once intended as amusements or party pieces, these chimeras are not well-liked by the common folk of Vaarn, and many newbeasts make their homes in lonely places on the outskirts of the Hegemony, either living as hermits or with others of their furtive kind. Those inhabiting human settlements often wear masks in imitation of the human face, to symbolically conceal their beasthood.

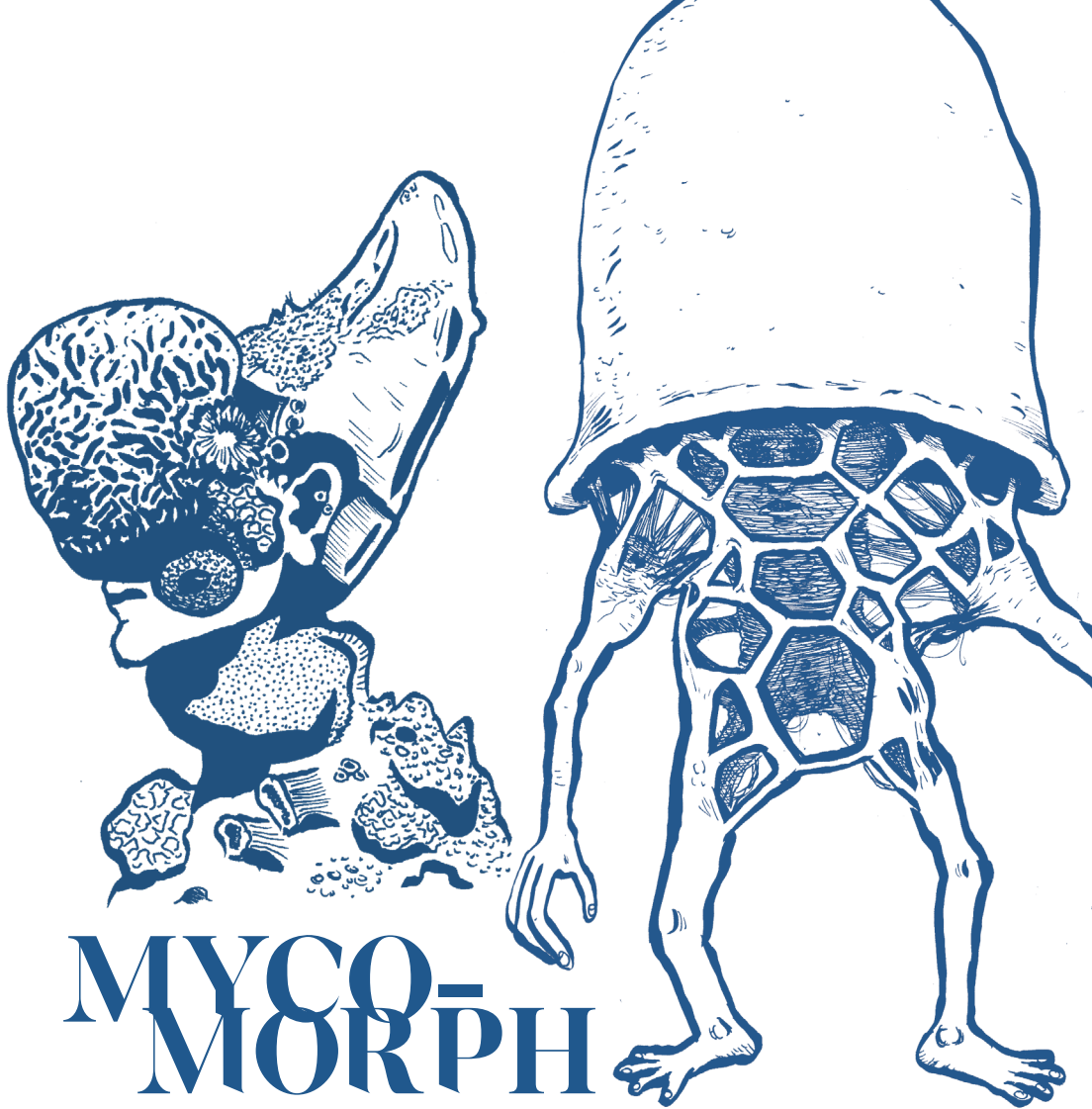
SPECIAL RULES

BEASTHOOD

You gain Advantage on saves whenever it would make sense for your animal nature to provide it. Your Referee may impose Disadvantage in circumstances where your animal nature might prove unhelpful.

	1-5	6-10	11-15	16-20
1	New-Aardvark	New-Coyote	New-Axotl	New-Anenome
2	New-Addax	New-Skink	New-Cat	New-Centipede
3	New-Leopard	New-Gazelle	New-Panther	New-Python
4	New-Lion	New-Porcupine	New-Hyena	New-Tiger
5	New-Hare	New-Gecko	New-Hog	New-Rooster
6	New-Hound	New-Iguana	New-Gibbon	New-Hen
7	New-Wolf	New-Tortoise	New-Scorpion	New-Slug
8	New-Badger	New-Fox	New-Spider	New-Mongoose
9	New-Bear	New-Owl	New-Locust	New-Baboon
10	New-Oryx	New-Vulture	New-Mantis	New-Lynx
11	New-Armadillo	New-Ostrich	New-Ape	New-Shrew
12	New-Camel	New-Kangaroo	New-Mandrill	New-Duck
13	New-Sheep	New-Rattlesnake	New-Gorilla	New-Falcon
14	New-Bat	New-Frog	New-Hawk	New-Fennec
15	New-Horse	New-Crocodile	New-Raven	New-Weasel
16	New-Goat	New-Hippo	New-Crow	New-Rat
17	New-Wren	New-Elephant	New-Ox	New-Ferret
18	New-Mouse	New-Jackal	New-Bull	New-Orangutan
19	New-Ant	New-Ibis	New-Mole	New-Cobra
20	New-Toad	New-Flamingo	New-Bison	New-Scarab

	NAME	HUE	MASK	ODDITY
1	Abandon	Natural	None	Communicate via Puppet
2	Anzah	Turquoise	Child	Squeaky Vox-box
3	Blackchapel	Tan	Autarch	Booming Vox-box
4	Critch	Bronze	Fool	Muted Vox-box
5	Dolm	Smoke	Judge	Synthetic Eyes
6	Faulkner	White	Knight	Heavy Scarring
7	Fludd	Black	Sage	Human Teeth Necklace
8	Havoc	Azure	Scholar	Religious Paraphernalia
9	Hildebrand	Emerald	Maiden	Ritual Scarring
10	Holk	Rose	Mother	Heavily Tattooed
11	Jarl	Orange	Crone	Regular Animal as Pet
12	Lurch	Golden	Mirrored	Human Child as Pet
13	Obiah	Silver	Glitching	Missing Limb
14	Plutarch	Ochre	Furious	Gold Teeth
15	Sy	Indigo	Joyful	Criminal Branding
16	Tarceny	Violet	Sorrowful	Extensive Jewellery
17	Typhon	Rust	Alluring	Hate Animal You Resemble
18	Vodalus	Olive	Cracked	Love Animal You Resemble
19	Wellbeloved	Lazulite	Blank	Won't Wear Clothes
20	Wermouth	Opalescent	Patriarch	Believe Yourself Human



MYCOMORPH

In Vaarn many things have intertwined, and much that was once the province of mankind alone - speech, reason, art, religion - has been granted to other forms of life and they hold themselves as humanity's equal. In the **Mycomorph** death and life are held in strange balance, for these creatures are formed of cadaverous flesh and voracious fungus, and they name their kind the 'twice born'. Sculptors of living matter and artisans of decay, they remake human flesh for their own purposes, and there is no shortage of raw material in the blue ruins.

SPECIAL RULES

TWICE BORN

You are formed from fungus and the corpse of a human. You may make INT saves to recall information that your original body knew. This might include information that has otherwise been lost during the Great Collapse.

DETTRITIVORE

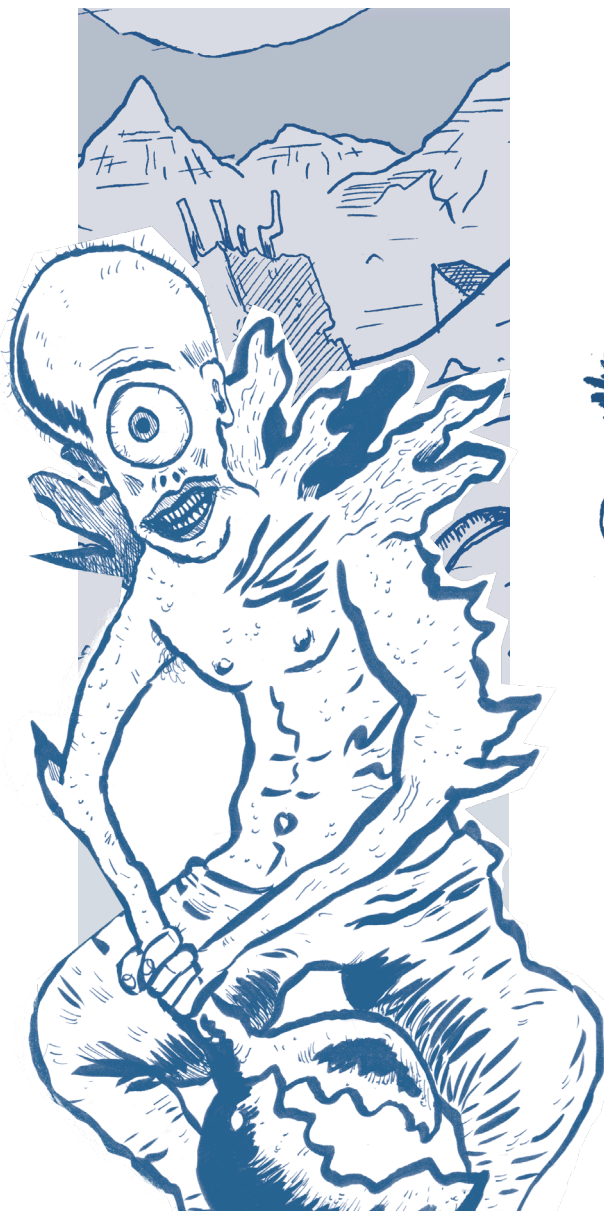
You can consume organic matter in any state of decay and gain nourishment from it. You heal double HP from Short Rests if the meal you eat is rotting.



	BODY	HEAD	COLOUR	TEXTURE
1	Child-like	Classic Mushroom	Milky	Rubbery
2		Friiled	Cream	Warty
3		Spotted Sphere	Ashen	Slimy
4		Spires	Blue	Fuzzy
5		Conical	Coral	Hairy
6	Modest	Cup-like	Crimson	Velvet
7		Skull-like	Yellow	Soft
8		Tendrils	Orange	Tree Bark
9		Puffball	Black	Leather
10	Large	Dandelion Fuzz	Violet	Jelly
11		Mask-like	Olive	Burnt
12		Eye Garden	Lime	Sponge
13		Riddled with Holes	Rust	Veined
14		Cauliflower	Iron	Downy
15	Wizened	Bulbous Growths	Gold	Dry
16		Veil-like	Bronze	Damp
17		Coral-like	Indigo	Pitted
18		Filaments	Translucent	Crusty
19		Brain-like	Iridescent	Scaled
20	Hulking	Geometric	Brindled	Clay

	NAME	DEMEANOUR	OTHER QUALITY	WHAT CORPSE WERE YOU BORN FROM
1	Dovenglass	Abrasive	Bio-luminous	Soldier
2	Oulbrier	Arrogant	Poisonous Spores	Gladiator
3	Mockbridge	Assertive	Paralysing Spores	Orphan
4	Headhill	Charismatic	Psychedelic Spores	Invalid
5	Tirrin	Daring	Mind-slaving Spores	Convict
6	Yearns	Decadent	Aphrodisiac Spores	Explorer
7	Cerilgreay	Eloquent	Poisonous Flesh	Bandit
8	Rendmoor	Extravagant	Paralysing Flesh	Scholar
9	Eamont	Hedonistic	Psychedelic Flesh	Mystic
10	Purplebeck	Impulsive	Mind-slaving Flesh	Priest
11	Arraby	Irritable	Aphrodisiac Flesh	Nomad
12	Kabergill	Melancholy	Absurdly Flexible	Exile
13	Pearthika	Paranoid	Mute But Telepathic	King
14	Devandarsh	Quiet	Can Clone Self	Beggar
15	Coronam	Religious	Feed on Toxins	Courtesan
16	Ashwine	Romantic	Feed on Plastic	Musician
17	Ekramavati	Scholarly	Feed on Metal	Thief
18	Whitmon	Stern	Feed on Radiation	Slave
19	Froswhirl	Vain	Acidic Touch	Plague Victim
20	Kirth	Volatile	Light Enough to Float	Newborn

CACOGEN



Cacogen are the mutated descendants of those unfortunates who were left to weather the Great Collapse upon the ruined surface of Urth. Necessity is the mother of invention and so, warped by radiation and preyed upon by biotech monstrosities and crazed thinking machines, the cacogen evolved into a million different forms. Each individual is genetically warped, gifted in surprising and disturbing ways. Cacogen outnumber true-kin by ten to one, and believe they are the true inheritors of Urth.



SPECIAL RULES

CORRUPTED BLOOD

You must roll for mutations during character creation. You will find d100 mutations on the following spread. Negotiate with the Referee what these mutations mean in play. In general, mutations do not have hard mechanical rules attached to them. They are likely to grant you Advantage on saves in some situations, and Disadvantage on saves in other circumstances.

	BODY	FACE	HAIR	ATTIRE
1	Tall	Sallow	Black	Rags
2	Short	Lively	Brown	Animal Skins
3	Frail	Cruel	Red	Rough Tunic
4	Muscular	Wrinkled	Blonde	Nomad Attire
5	Fat	Scarred	Grey	Worker's Attire
6	Thin	Frowning	White	Herdsman's Attire
7	Skeletal	Pale	Shaved	Slave Clothing
8	Hunched	Greasy	Topknot	Servant's Livery
9	Lopsided	Wide	Green	Shabby Attire
10	Lithe	Narrow	Orange	Colourful Attire
11	Gnarled	Sharp	Glowing	Priest's Robes
12	Squat	Hungry	Fungus	Clerk's Uniform
13	Bloated	Haunted	Purple	Hegemony Garb
14	Gangly	Jolly	Yellow	Soldier's Clothing
15	Child-like	Round	Wispy	Flamboyant Attire
16	Tanned	Mournful	Burnt	Musician's Attire
17	Gigantic	Child-like	Braided	Veiled Attire
18	Wiry	Peaceful	Greasy	Courtesan's Clothing
19	Stout	Sleepy	Matted	Sorcerous Clothing
20	Injured	Branded	Long	Expensive Clothing

	NAME	DEMEANOUR	MISFORTUNE	YOUR ECCENTRICITY
1	Arda	Abrasive	Slave	A Strange Hat
2	Bollo	Arrogant	Debtor	Always Muttering
3	Breen	Assertive	Gambler	Ascetic Diet
4	Conch	Charismatic	Clone	Forgetful And Rude
5	Crab	Daring	Gladiator	Gluttonous Diet
6	Dancer	Decadent	Memories Stolen	Highly Formal
7	Doss	Eloquent	Forger	Interrupts Constantly
8	Hust	Extravagant	Exiled	Laugh At Own Jokes
9	Jal	Hedonistic	Cultist	Married To A Knife
10	Lask	Impulsive	Thief	Monocle
11	Lip	Irritable	Addicted	Monotone Voice
12	Olm	Melancholy	Framed	Only Sleeps Outdoors
13	Pirrip	Paranoid	Conned	Only Wears Purple
14	Poucher	Quiet	Bankrupt	Quotes Irrelevant Facts
15	Pree	Religious	Heretic	Several Spouses
16	Uz	Romantic	Rejected	Talks To Self
17	Whistler	Scholarly	Blackmailed	Unwieldy Jewellery
18	Yaz	Stern	Cursed	Usually Drunk
19	Yoss	Vain	Orphaned	Always Wears Gloves
20	Zem	Volatile	Bereaved	Won't Look At Mirrors

	MUTATION	DESCRIPTION
1	Acid Blood	Your blood is caustic.
2	Adhesive Touch	Your hands and feet stick to sheer surfaces.
3	Albino	Your body has no pigmentation.
4	Antlers	You have antlers like an elk or moose.
5	Armour	Your body is protected by natural armour. Add +2 to your base Armour Defense.
6	Backwards Head	Your head is backwards.
7	Backwards Legs	Your legs are backwards.
8	Beak	You have a bird-like beak for a mouth.
9	Bioelectricity	You can generate jolts like an electric eel.
10	Bioluminescence	Your body can produce a faint glow.
11	Body Barbs	You have sharp barbs on your body.
12	Bristles	You have thick coarse bristles for hair.
13	Bulbous Eyes	Your eyes are enormous.
14	Chameleon Skin	Your skin matches its surroundings.
15	Claws, Crab	One or both hands are crab-like claws.
16	Claws, Retractable	You have retractable feline claws.
17	Clubfoot	One foot is larger and heavier than the other.
18	Compound Eyes	Your eyes are like those of a fly.
19	Crest, Bone	You have a large bony crest on your head.
20	Crest, Feathers	You have a crest of feathers on your head.
21	Crown, Bone	You have a crown of bone on your head.
22	Crown, Coral	You have a coral-like crown on your head.
23	Crown, Eyestalks	You have a crown of eyestalks on your head.
24	Cyclops Eye	You have a single eye.
25	Detachable Head	Your head can detach from your body and move of its own accord.

	MUTATION	DESCRIPTION
26	Detachable Limb	A single limb can detach from your body and move of its own accord.
27	Dorsal Fin	You have a fish-like dorsal fin.
28	Echolocation	You can 'see' in pitch-blackness using echoes.
29	Extending Limbs	Your limbs can extend to abnormal lengths.
30	Extending Neck	Your neck can extend to an abnormal length.
31	Extra arms	You have d6 more arms than normal.
32	Extra fingers	You have d10 more fingers than normal.
33	Eyestalks	Your eyes can extend out of their sockets on stalks.
34	Fangs, Venomous	You have a poisonous bite.
35	Feathers	You have feathers instead of hair.
36	Frog Tongue	You have a long sticky tongue that can grab small objects.
37	Fur	You are covered in fur.
38	Gills	You have gills and can breathe in water.
39	Gliding Membranes	You have gliding membranes between your arms and torso.
40	Goat Legs	You have the legs and hooves of a goat.
41	Headless	You have no head; your face is on your torso.
42	Heat Vision	You can see heat signatures.
43	Heightened Eyesight	You have extremely sharp eyesight.
44	Heightened Hearing	You have extremely sharp hearing.
45	Heightened Smell	You have extremely sensitive smell-receptors.
46	Hook, Climbing	You have hook-like protrusions on your limbs.
47	Hopper	You have a single, powerful leg.
48	Horns, Devil	You have devil-like horns.
49	Horns, Ram	You have ram-like horns.
50	Horns, Rhino	You have a single rhino-like horn.
51	Horse Legs	You have the lower body and hooves of a horse.

MUTATION		DESCRIPTION
52	Huge Beard	You have a gigantic, fast-growing beard that resists all attempts to tame it.
53	Huge Head	Your head is enormous.
54	Humpback	You have a hump like that of a camel, which stores water.
55	Ink Ducts	You can spray out ink like a squid.
56	Kangaroo Pouch	You have a torso-pouch like a kangaroo's.
57	Leaves	You have leaves instead of hair.
58	Long Face	Your face is extremely long.
59	Long Limbs	Your legs or arms are extremely long.
60	Long Neck	Your neck is extremely long.
61	Long Tongue	Your tongue is extremely long.
62	Malleable Body	Your body is rubbery and malleable; you can fit into tight gaps.
63	Malleable Face	Your face is malleable; you can imitate the faces of others given time.
64	Mane, Hair	You have a lion-like mane of hair around your neck.
65	Mane, Tendrils	You have a mane of thin tentacles around your neck.
66	Multiple Eyes	You have d6 extra eyes.
67	Multiple Heads	You have d4 extra heads.
68	Multiple Legs	You have d6 extra legs.
69	No Ears	You have no external ears; just holes.
70	Patterned Skin	Your skin is striped or spotted.
71	Pleasant Fragrance	Your scent is pleasing to all.
72	Poison Injector	You have a poison injector somewhere on your body.
73	Powerful Jaws	You can bite through metal.
74	Prehensile Feet	Your feet can grip objects like hands.
75	Prehensile Hair	Your hair can grip objects like a hand.
76	Scaly Skin	Your skin is thick and scaly; add +1 to your Armour.
77	Silk Production	You can produce strands of silk like a spider.

MUTATION		DESCRIPTION
78	Skeletal Frame	Your body is incredibly skinny and light.
79	Slug Body	You have a single slimy tail-foot and leave a trail of mucus.
80	Small Stature	Your body is child-sized and will never grow larger.
81	Snout	You have a snout-like, animalistic face.
82	Strange-Hued Eyes	Your eyes are an unnatural colour.
83	Strange-Hued Hair	Your hair is an unnatural colour.
84	Strange-Hued Skin	Your skin is an unnatural colour.
85	Tail, Club	You have a club-like, heavy tail.
86	Tail, Prehensile	You have a long, thin tail that can grip objects.
87	Tail, Scorpion	You have a segmented tail with a venomous stinger.
88	Tentacles, Arms	You have tentacles instead of one or both arms.
89	Tentacles, Hair	You have tentacles instead of hair.
90	Toxic Flesh	Your flesh is toxic when eaten.
91	Transparent Skin	Your skin is transparent and your muscles and veins can be seen.
92	Triple Jointed	Your limbs have an extra joint.
93	Trunk	You have an elephant's trunk.
94	Tusks	You have tusks like a boar.
95	Vestigial Wings	You have vestigial, unusable wings.
96	Vocal Mimic	You can perfectly mimic other voices or sounds.
97	Warty Skin	Your skin is thick and warty. Add +1 to your Armour.
98	Webbed Digits	Your hands and feet are webbed.
99	Whiskers	You have sensitive whiskers like a cat.
100	Wings	You have wings that allow you to fly freely.

1.3 MYSTIC GIFTS

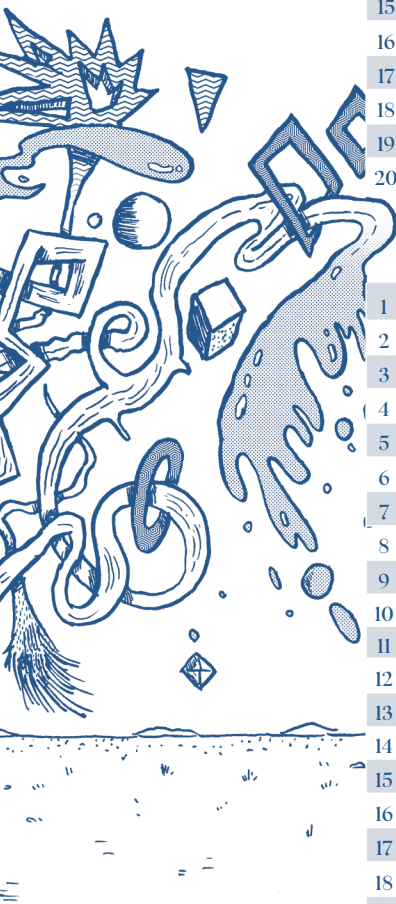
Roll below to discover the source of your inner power, and the form your Gift takes. If you are not satisfied with the sample Gifts on offer, you may roll a completely random Gift. Simply roll once on the Quality table and once on the Form table to generate the name of your Gift. You may decide, along with the Referee and the other players, what exactly this Gift does.

	SOURCE OF POWER	YOUR GIFT
1	Mystical Crystal	Telekinesis
2	Ritual Cannibalism	Pyrokinesis
3	Psychoactive Fungus	Telepathy
4	Nanomachine Infection	Memory Extraction
5	Irradiated at Birth	Mind Control
6	Meditation	Invisibility
7	Dream Quest	Astral Projection
8	Parasitic Spirit Entity	Healing Hands
9	Mutation	Paralysing Touch
10	Addictive Rare Drug	Eye Lasers
11	Cybernetic Brain Implants	Augury
12	Devouring Memories	Inhuman Speed
13	Brain Surgery	Second Sight
14	Religion	Force Wall
15	Ancient Mask	Generate Lightning
16	Ancient Ring	Ultrasonic Scream
17	Born During Eclipse	Levitation
18	Found Weird Orb	Summon Orbs
19	Beheld Azathoth, the Daemon Sultan	Cryokinesis
20	Studied in Lost Archives	Induce Sleep

PSYCHIC GLEAM

There is a subtle peril associated with expanding one's mind too extravagantly. PCs with five or more Mystic Gifts are considered to 'shine'; they are visible to other psychic creatures at great distances and may be contacted by them. PCs with ten or more Gifts are blazing beacons that will attract the attention of dedicated psychic hunters and extradimensional predators.



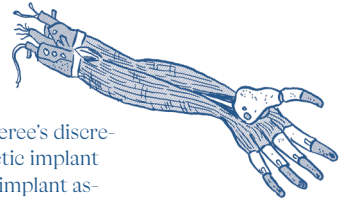


	1-5	6-10	11-15	16-20
1	Bashing	Absorbing	Adhering	Bewildering
2	Binding	Armouring	Addicting	Calming
3	Blinding	Banishing	Blackening	Charming
4	Burning	Concealing	Blossoming	Commanding
5	Choking	Countering	Cacophonous	Enticing
6	Consuming	Curing	Dazzling	Horrifying
7	Corroding	Cushioning	Dividing	Hysterical
8	Crushing	Deflecting	Duplicating	Maddening
9	Deafening	Disappearing	Evolving	Mesmerising
10	Detonating	Disarming	Extinguishing	Mocking
11	Disintegrating	Disguising	Fusing	Revealing
12	Draining	Entangling	Ghostly	Whirling
13	Electrifying	Warding	Grasping	Slithering
14	Excruciating	Guarding	Inflating	Dreaming
15	Freezing	Shielding	Inverting	Encoding
16	Withering	Healing	Invulnerable	Enraging
17	Impaling	Hindering	Prismatic	Pulsing
18	Imprisoning	Invigorating	Transmuting	Saddening
19	Infecting	Mending	Teleporting	Serying
20	Liquefying	Nullifying	Whispering	Subtle

	1-5	6-10	11-15	16-20
1	Claw	Salt	Hail	Chaos
2	Clay	Sand	Haze	Cold
3	Crystal	Silk	Wind	Darkness
4	Flesh	Skin	Shard	Prism
5	Mold	Soil	Miasma	Distortion
6	Flower	Stone	Perfume	Dream
7	Fungus	Sugar	Pollen	River
8	Fruit	Ray	Plague	Fire
9	Glass	Thorn	Rain	Frost
10	Ice	Vine	Sandstorm	Ghost
11	Iron	Rust	Orb	Gravity
12	Ivory	Void	Bolt	Growth
13	Leaf	Ash	Snow	Song
14	Stone	Blizzard	Smoke	Voice
15	Moss	Breath	Arc	Light
16	Hand	Cloud	Sphere	Lightning
17	Gaze	Dust	Shield	Thread
18	Roots	Fog	Helix	Parasite
19	Beam	Mist	Web	Paradox
20	Cascade	Fragrance	Wound	Entropy

1.4 CYBERNETICS

PCs may begin with a cybernetic implant instead of a Mystic Gift at the Referee's discretion. Cybernetic implants do not take up item slots; however, each cybernetic implant is associated with one of a PC's six abilities. Each ability may have only one implant assigned to it. Cybernetics cannot boost a PC's abilities past the 20/+10 maximum.



	IMPLANT	ABILITY SLOT	EFFECT
1	Air Current Microsensor	PSY	You suffer no navigation or combat penalties from blindness or darkness.
2	Alluring Fakeface	EGO	You are extraordinarily beautiful. +2 to EGO.
3	Autoglot HeadBank	INT	+2 to INT. You understand all languages.
4	Backup Heart	CON	+2 to CON. +5 max HP.
5	Carbide Knucklebones	STR	Your bare fists deal 2d8 damage.
6	Cyberliver	CON	You gain immunity to all poisons. You cannot get drunk.
7	Dazzleskin Filaments	CON	You are immune to laser beams and energy weapons. Disadvantage when trying to hide.
8	Dopamine Synthesizer	EGO	+2 to EGO. You are immune to fear, panic, and embarrassment.
9	Dorsal Jump-pack	DEX	You have hover-jets mounted on your back. You fly slowly and loudly.
10	Ferrosteel Exo-Skeleton	STR	Add +2 to base Armour Defense and STR. Subtract -2 from DEX. You cannot swim.
11	Finger Syringe	DEX	One finger is a hidden injector. You can load it with any tonic or poison.
12	Hydraulic Biceps	STR	+2 to STR. Add STR bonus to melee weapon damage.
13	Hyper-elastic Tendons	DEX	+2 to DEX. You can jump across huge distances like a frog.
14	Merciless Cybereyes	DEX	+2 to DEX. Add DEX bonus to ranged weapon damage.
15	Mercurial Fakeface	EGO	Your face can slowly alter its features and colour at will.
16	Sub-dermal Ceramic Plating	CON	+2 to base Armour Defense. Cannot be removed.
17	Sub-dermal Insulation	CON	Immunity to all damage from flames, cold, and electricity. Cannot be removed.
18	Tactical Bioscanner	PSY	You know the Armour Defense, Hit Points, and Morale of any Biological creature.
19	Tactical Technoscanner	INT	You know the Armour Defense, Hit Points, and Morale of any Synthetic creature.
20	Trauma-Response Rig	CON	Make a CON save to negate the effects of a Wound. Works once per day.

1.5 EXOTICA

Exotica are strange, rare objects that are highly sought after. Each PC may begin play with one item of Exotica. Roll once on the table below. If you roll the same Exotica as another player, take the next available option down.



	EXOTICA	DESCRIPTION
1	Mirror Ring	Projects a hologram copy of the wearer that mimics their actions.
2	A Fool's Head	The severed head of a synthetic jester. Not in great condition but can still remember some jokes.
3	Singing Crystal	When struck, sings loudly and beautifully for up to an hour.
4	Nightmare Box	Small cube of unbreakable, dark-tinted glass. One small peephole. Anyone that looks inside will be paralysed by horror.
5	Sandworm Horn	Blow outdoors to summon a sandworm, if you are bold enough.
6	Midas Bomb	Transforms organic matter into gold.
7	Sky-seeking Salve	Reverses effect of gravity on object it coats. Take care when outdoors.
8	Chameleon Cloak	Perfectly matches the colour of its surroundings.
9	Desiccated Mycomorph	Tiny dried out fungus-man. A drop of blood will revive him.
10	Flesh of the Honeyed Lamb	Stolen from the Cult of the Honeyed Lamb; meat imbued with a powerful medicinal psychedelic.
11	Agoniser	A barbaric relic. Silver needle that causes unbearable pain to organic creatures without leaving a mark.
12	Exultant's Hawk	Cybernetic hunting animal, bound to you telepathically. Level 1, Armour 17, Attack: Claws (d4)
13	Black Heart	Repulsive twitching cyborg organ. Will slowly and painfully revive a single dead body.
14	All-Purpose Idol	Imbued with powerful neuro-active programming. Observers always believe idol represents the deity they worship.
15	Ulfire Candle	Ulfire is the ninth colour; its light has the unusual quality of shining through solid objects. It is blocked by lead.
16	Vial of ICE-9	Alchemical substance that transforms all water it touches into un-meltable ice.
17	Pale Blade of Amun-Oh	Priests of Amun-Oh pledged never to take a life; their white knives will cut through anything except living flesh.
18	Blasphemies of the Binary Demon	A tablet engraved with a series of quantum-logical propositions. Poses little threat to organic life, but can be deadly to sentient machines.
19	Helpful Snake	It lives up your sleeve and tries, whenever it can, to help.
20	Dried Crypt Lotus	Grim flower that sprouts from the forehead of corpses. Sometimes kept as a keepsake of a lost companion.

1.6 EQUIPMENT

WEAPONS *Roll once on each table*

LIGHT (D6 DAMAGE, 1 SLOT)

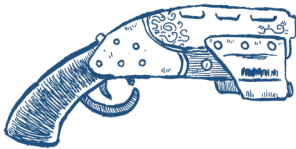
1	Knife
2	Flail
3	Whip
4	Axe
5	Club
6	Sling
7	Rapier
8	Pistol
9	Spear
10	Shortbow

MEDIUM (D8 DAMAGE, 2 SLOTS)

11	Halberd
12	Rifle
13	Musket
14	Shotgun
15	Crossbow
16	Sword
17	Revolver
18	Laser

HEAVY (D10 DAMAGE, 3 SLOTS)

19	Spore Thrower
20	Railgun



ASPECT	
1	Golden
2	Quicksilver
3	Ultraviolet
4	Crystalline
5	Nomad's
6	Ornate
7	Ancient

ASPECT	
8	Bone
9	Parasitic
10	Fungal
11	Ritual
12	Biomechanical
13	Sacred
14	Blasphemous

ASPECT	
15	Venomous
16	Obsidian
17	Polychrome
18	Jeweled
19	Plasma
20	Translucent

GEAR TABLE

Roll once in each column.

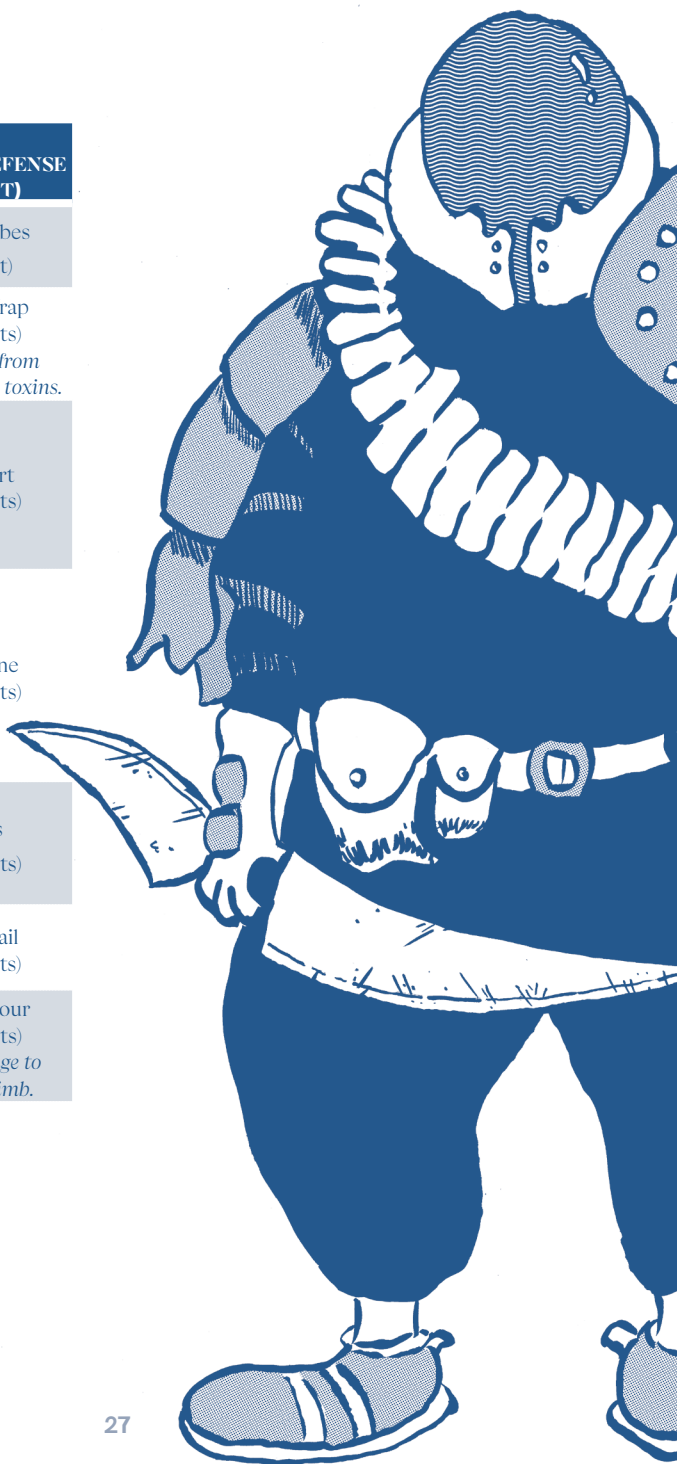
	GEAR A	GEAR B
1	Flashbang (5)	Sleeping Gas (3)
2	Magnetic Boots	Oxygen Mask
3	Grappling Hook	Cast Iron Skillet
4	Flare (5)	Black Clay
5	Smoke Bomb (5)	Loaded Dice
6	Flask of Oil	Raucous Whistle
7	Portable Stove	Luminous Paint
8	Caltnops	Psychedelic Drug
9	Vial of Acid	Autoglot Translator



	GEAR A	GEAR B
10	Animal Trap (3)	Poison Pill
11	Handheld Drill	Lock Picks
12	Chain & Manacles	Mortar & Pestle
13	Hand Mirror	Strong Liquor
14	Motion Sensor	Hourglass
15	Crowbar	Chisel
16	EMP Grenade	Anti-venom (3)
17	Skin of Wine	Welding Torch
18	Tube of Omni-Glue	Thermal Goggles
19	Ball Bearings (LOTS)	Fungicide Bomb
20	Glowstone	Canary in Cage

ARMOUR

	QUALITY	TYPE (ARMOUR DEFENSE / WEIGHT)
1	Shabby	Desert Robes
2	Decadent	(11 / 1 Slot)
3	Ancestral	Hazard Wrap (12 / 2 Slots)
4	Quicksilver	<i>Immunity from radiation and toxins.</i>
5	Nano-weave	War-Shirt (12 / 2 Slots)
6	Spiny	
7	Dazzling	
8	Tarnished	
9	Indigo	
10	Golden	Brigandine (13 / 3 Slots)
11	Symbiotic	
12	Biomechanical	
13	Occult	Cuirass (14 / 4 Slots)
14	Fungal	
15	Translucent	
16	Gaudy	
17	Sacred	Chain-Mail (15 / 5 Slots)
18	Iridescent	
19	Crystalline	Plate Armour (16 / 6 Slots)
20	Ornate	<i>Disadvantage to swim or climb.</i>



2.1 REFEREE RULES

REACTIONS

When the PCs encounter an NPC or creature whose reaction to the party is not obvious, the Referee may roll d20 and consult the following table. Modify the roll with the PC's EGO bonus if they can communicate with the creature.

1-3	Attacks Immediately	10-13	Wary, Defensive
4-6	Hostile, Can't Be Swayed	14-16	Uninterested
6-9	Hostile, Could Be Swayed	17-19	Curious, Approachable
20 plus		Actively Helpful	

ADVERSARY STATS

Level: A measure of the adversary's power, used to determine its Hit Points (HP) and bonuses. To calculate HP, multiply the level by 4 (or 5 if you're feeling mean).

Armour: The Armour score gives the number a PC's attack roll must exceed to damage them.

Abilities: Adversaries have ability bonuses equal to their level, with the corresponding defenses. (Example: a Level 4 adversary has an attack bonus of +4 and a defense of 14 in all of its abilities, unless modified by the Referee.)

Attacks: Number of attacks an adversary can make per round, and the damage dice rolled for each. Attacks separated by a / symbol are mutually exclusive, the adversary must use one or the other. Attacks joined by a + symbol are multi-attacks, the adversary can use all in the same round.

Morale: When adversaries face more danger than expected, the Referee can make a Morale roll by rolling d20 and adding the respective bonus. If the result is less than 15, the adversary flees, hides or attempts to parley. Morale rolls can be triggered by defeating half of an enemy group, their leader or similar.

ADVERSARY TYPES

- ✧ **Biological** – Living creature, made from flesh and blood. No unusual resistances or weaknesses.
- ✧ **Synthetic** – Artificial creature, made from metal, plastic, and an ego-engine. Immune to damage from suffocation, poison, radiation, or fungal spores. Takes double damage from electrical attacks. Vulnerable to weaponised LogLang syntax.
- ✧ **Psychic** – a creature with psychic powers. May utilize Gifts and can detect Psychic Gleam (see page 22).
- ✧ **Fungal** – Creature formed from motile fungus. Takes half damage from kinetic attacks such as bludgeoning, stabbing, etc. Takes double damage from fire or fungicide bombs.
- ✧ **Mineral** – a creature made from living rock or crystal. Immune to damage from suffocation, poison, radiation, electricity, extreme temperatures, or fungal spores. Takes double damage from bludgeoning weapons.
- ✧ **Hypergeometric** – A creature that exists outside the bounds of Euclidean geometry. Takes double damage from hypergeometric weaponry.
- ✧ **Outsider** – A being that is alien to our reality. Too strange to be categorised. Resistances and vulnerabilities vary wildly.

2.2 REFEREE PRINCIPLES

It's not always necessary to roll dice. Only ask players to make a Save when the outcome is uncertain, the stakes are interesting, and there are consequences for failure.

Don't prepare plotted stories, as they presume the reactions of your players. Instead prepare interesting situations and problems for your players to solve, subvert, or avoid as they see fit.

The core of the game is players making informed choices, following by the Referee reporting the impact of those choices. Don't hide information from the players without good reason; you are their eyes and ears in the fictional world. Describe the situation as fully as you can, and ask 'What do you do?'

Allow the narrative of your campaign to emerge from choices your players make, and the reaction of the game world to those choices.

Don't create problems that have an 'answer.' Allow your players to surprise you. If they come up with a creative solution, give it a chance to work.

Build responsive situations - add interactivity, dynamic threats, and potential energy. Give players ropes to swing from, mysterious buttons to press, and villains who stand next to explosive red barrels.

Embrace random chance and the intervention of the dice. Use the dice tables provided in this book to inject events, locations and NPCs into the game world, so that Vaarn will surprise you as well as your players.

NPCs should have vivid, memorable personalities and easily understood goals (even if they conceal their true aims at first). Once the players know what an NPC wants, they understand how to interact with and manipulate that character.

Make Vaarn feel alive. NPCs are not static quest givers: they have their own agendas, quarrels, and misfortunes. If the players leave a settlement and return later, something should have changed.

Make Vaarn feel dangerous. Combat can be deadly and won't always be fair. Remember that adversaries want to stay alive too - make use of reaction rolls, morale saves, and negotiations, so that every conflict isn't a battle to the death.

Make Vaarn feel strange and beautiful. Describe the red sun casting purple shadows over blue sand dunes, the wild animals with parasitic chrome limbs, and the showers of falling orbital debris that light up the night sky.

Make the Exotica powerful and interesting. They're the big prizes everyone is searching for, so they will open up new ways of solving problems for the players. Conversely, make sure the Exotica come with downsides, so there's a trade-off for using them. Vaarn becomes dull when one tool is the right answer to every question.

The rules in this book don't cover everything that will come up in play, so you'll sometimes have to make a quick ruling that feels right and move on with the game. If the same situation keeps coming up, talk with your players and agree on a new permanent rule to cover it.



2.3 BESTIARY

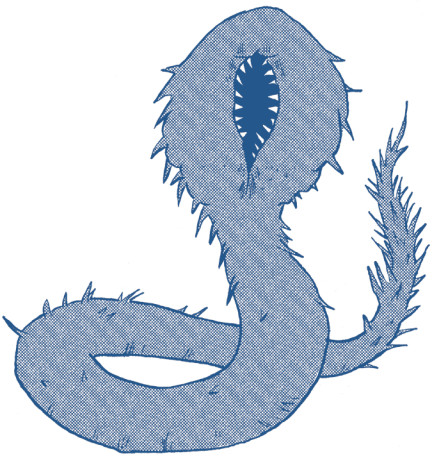
ALZABO

Biological

Level	Armour	Morale	Group Size
8	15	+9	1

Attack: Claw (d8) + Claw (d8) + Maul (2d6) if both claws hit same target

Notes: The ‘mocking bear’. Red-furred ursine predator with a ghastly humanoid face. Absorbs the memories of those it devours and mimics their voices. Will remember where they lived and hunt their family.



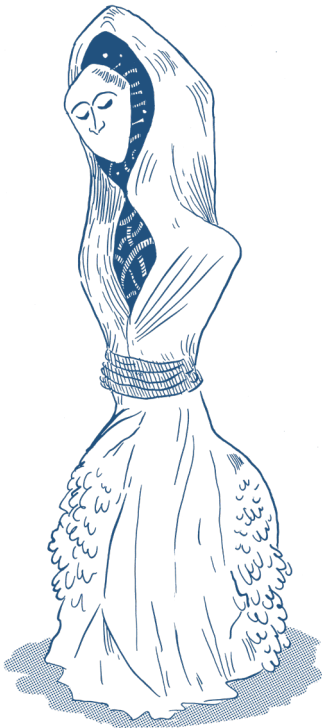
AMARANTHINE DEATH-WORM

Biological

Level	Armour	Morale	Group Size
6	16	+9	1

Attack: Spines (d6) + Venom Spray

Notes: Venom spray forces CON save. If target fails, they gain a special wound: ‘Amaranthine Venom’. Their HP drops to 0, and cannot rise above that number until they find the antidote.



ARGENT SHEPHERD

Synthetic

Level	Armour	Morale	Group Size
7	16	+10	1

Attack: Special (Argent Halo implant)

Notes: Eight-foot tall synth wearing robes of perfect argent, the colour brighter than white. Will not commit violence but will grab assailants and attempt to implant them with an Argent Halo. This succeeds after an opposed STR save. A PC implanted with an Argent Halo is unable to commit any acts of violence, nor are they able to remove the Halo without surgical help.



BANDIT

Biological

Level	Armour	Morale	Group Size
1	13	+5	d20

Attack: Shoddy Weapon (d6)

Notes: Ragged desperate robbers who haunt the blue ruins. See p.70 for more details.

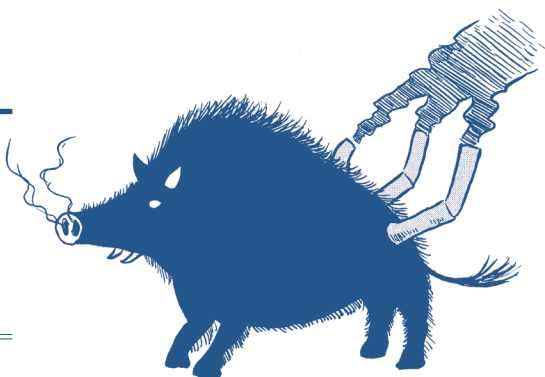
BATTLE BOAR

Biological / Synthetic

Level	Armour	Morale	Group Size
3	14	+8	d6

Attack: Flamethrower Snout (d8) / Gore (d6)

Notes: Cyborg war-boars infested with nano-machines. Their flamethrower hits everyone standing in front of them.



BEHEMOTH TOAD

Biological

Level	Armour	Morale	Group Size
4	14	+7	d6

Attack: Bellyflop (d10) / Tongue Grab (d6)

Notes: Enormous flabby toads that lurk near Vaarnish water sources. If hit with a tongue grab, target must STR save or be pulled into the toad's mouth and take d8 damage per round.

BLUE BABOON

Biological

Level	Armour	Morale	Group Size
0 (1 HP)	14	+4 (2)	3d6

Attack: Claws (d6)

Notes: Predatory blue apes of the Vaarnish wastes. Intelligent and carnivorous, hunt in packs. Their morale drops when outnumbered.



CAKCLEMAW

Biological

Level	Armour	Morale	Group Size
2	13	+6	d8

Attack: Weapon (d8) + Bite (d6)

Notes: Lurking laughing hyena-women. Fight in packs, with little regard for their own safety. Will snap at opponents' faces in close quarters with their powerful teeth. A group of eight or more will always include a War Mama.

CAKCLEMAW WAR MAMA

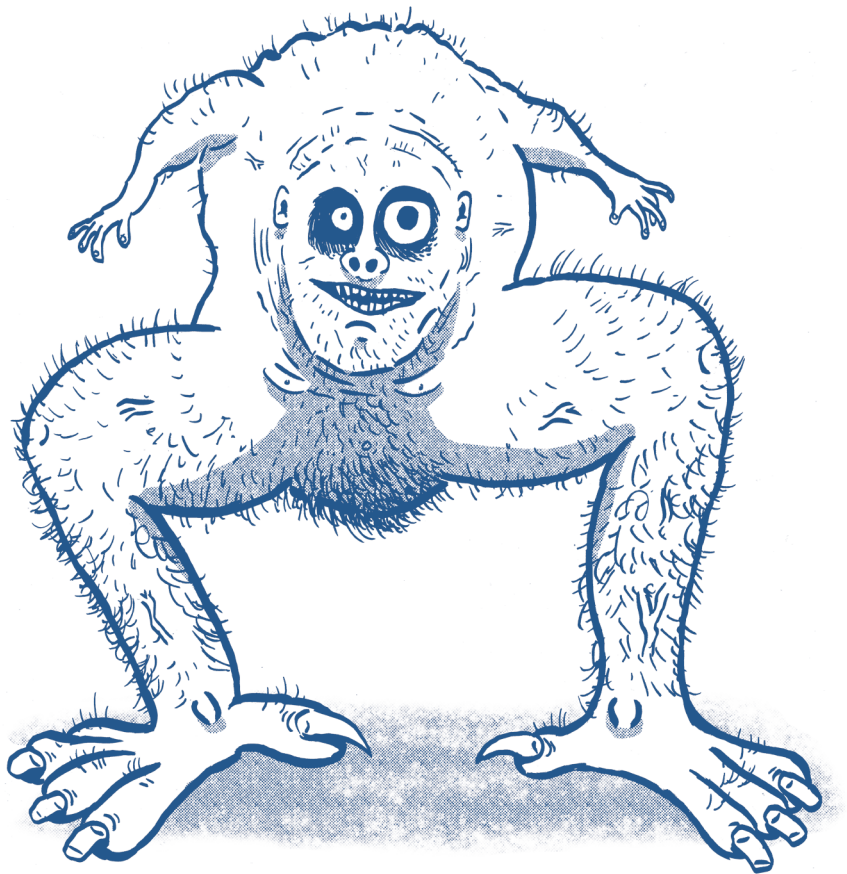
Biological

Level	Armour	Morale	Group Size
5	13	+9	1

Attack: Weapon (d8) + Weapon (d8) + Bite (d6)

Notes: War Mamas are the largest, meanest, and most cunning Cacklemaw in the pack. They lead from the front and must be seen to savour the violence lest they be challenged by one of their underlings. For this reason War Mamas will never retreat from combat if other Cacklemaw are alive to witness it.





CACOGEN PSEUDO-GIANT

Biological

Level	Armour	Morale	Group Size
4	15	+8	d4

Attack: Stomp (d10)

Notes: Severely mutated humanoids that resemble enormous ambulatory torsos. They have a primitive, furious face on their chest, and tiny vestigial arms. They are unintelligent but ferocious and will pursue prey for miles.

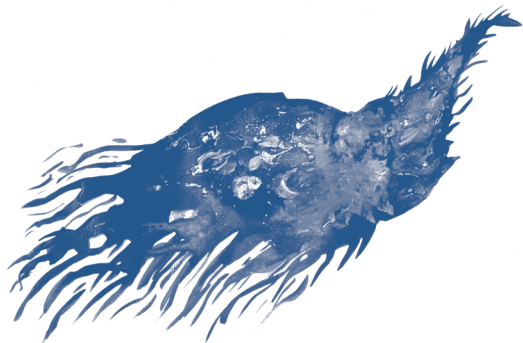
CHROMAVORE

Outsider

Level	Armour	Morale	Group Size
6	11	+15	1

Attack: CON drain (d8)

Notes: Living cloud of impossible colour from a dimension slightly askew to ours. Immune to all conventional weapons but suffers d10 damage per round from exposure to sunlight. Latches onto target and drains d8 CON per round, until the victim is a colourless husk.



CHROME-FEATHERED SAILBACK

Biological / Synthetic

Level	Armour	Morale	Group Size
10	18	+10	1

Attack: Heavy Laser Cannon (d12 beam)

Notes: Graceful sky-serpents, which warm their cold-blooded bodies with rows of symbiotic solar panels. These vast creatures generally do not notice travellers on foot, but they will attack vehicles and flying machines without provocation. It is theorised that Sailbacks interpret the glinting of sunlight on metal as a dominance challenge.

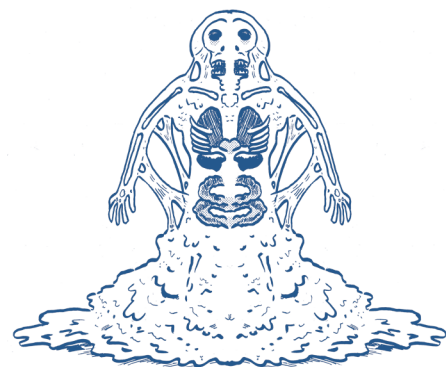
DOPPELGELLER

Biological

Level	Armour	Morale	Group Size
5	10	+11	1

Attack: Special

Notes: Biotech blob. When it scores a hit, it will begin spawning jelly-clones of the target at a rate of one clone per round. These jelly-clones have 5 HP, Armour 10, and the ability defenses of the original creature. The clones are naked, insane, and relentlessly attack the being they were copied from.



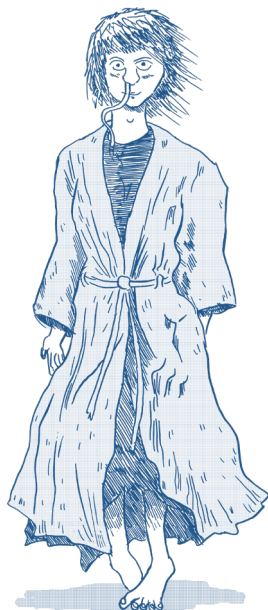
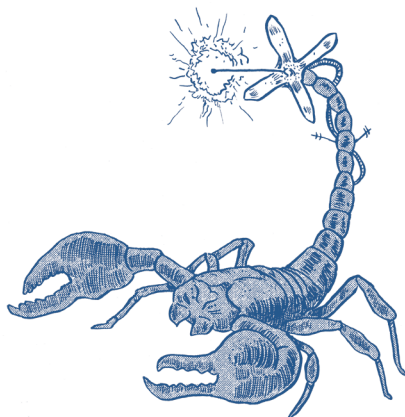
FAA NOMAD

Biological

Level	Armour	Morale	Group Size
1	12	+4	d10

Attack: Rifle (d8) / Dagger (d6)

Notes: The travelling folk of the blue desert. Expert trackers, skilled at ambush and escapes. Parties who wrong the Faa will be subject to pursuit, night-time sabotage, hit-and-run attacks, and every other inconvenience imaginable. For more detail see p.74



GIANT AZURE SCORPION

Biological / Synthetic

Level	Armour	Morale	Group Size
3	15	+7	d4

Attack: Claw (d10) + Claw (d10) + Laser Tail (d8 beam)

Notes: Cyborg arachnid. Lies in ambush beneath the blue sands. If their tails are severed they can be used as d8 energy weapons.

GLASS TIGER

Biological

Level	Armour	Morale	Group Size
4	14	+8	d6

Attack: Claw (d4) + Claw (d4) + Maul (d10) if both claws hit same target

Notes: Translucent extra-solar species, transported to Urth during the reign of the Autarchs. Body like a tiger with a head that resembles an orchid. Very difficult to spot when they're not in motion.



GREENGUARD

Synthetic

Level	Armour	Morale	Group Size
1	13	+5	d8

Attack: Rifle (d8)

Notes: Green, plastic-fleshed soldier synths. They attack from the wastes without warning, seemingly following ancient orders. They seize and hold buildings at random, waiting for reinforcements that never arrive.



GREY CRICKET

Biological

Level	Armour	Morale	Group Size
2	13	+3	d8

Attack: Claws (d4) + Noxious Spit

Notes: Creepy gangly giant insects. Normally scavengers but will attack live prey if they think they can get away with it. Their spit forces a CON save. Failure imposes disadvantage on all rolls for one round due to vomiting.



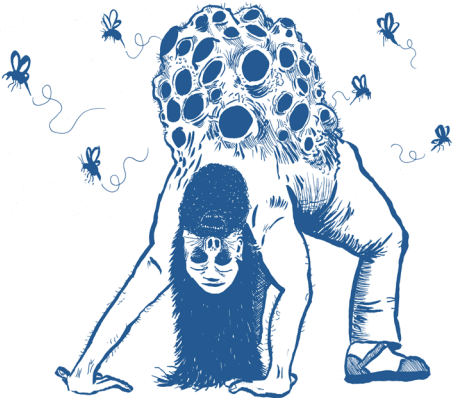
HIVEYMAN

Biological

Level	Armour	Morale	Group Size
3	12	+8	d6

Attack: Bludgeon (d8) + Swarm damage (d6, auto-hit)

Notes: Human corpses that have been infested by fearsome colonies of Sable Bees. They crawl across the sands, their bellies swollen with a throbbing hive-structure. The bees deal d6 unblockable damage per round to everyone within reach.



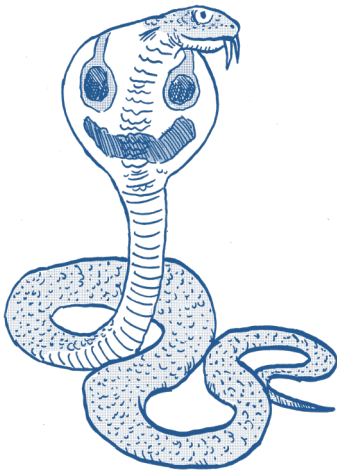
HARLEQUIN SERPENT

Biological

Level	Armour	Morale	Group Size
3	15	+7	1

Attack: Bite (d8) + Venom Spray

Notes: Large desert snakes. The colouration on their heads resembles the makeup worn by sacred fools. Their venom forces a CON save; failure results in a convulsive laughter-like reaction to the serpent's neurotoxins. Afflicted creatures laugh for d6 hours; they cannot speak until the venom wears off.



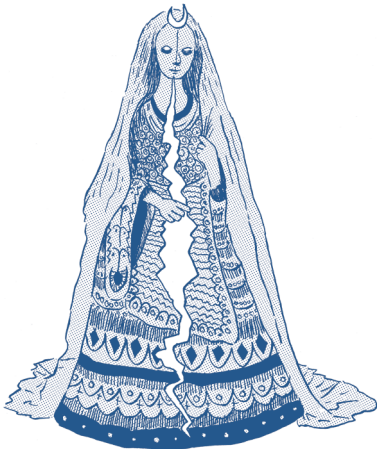
HOLLOW MAIDEN

Hypergeometric

Level	Armour	Morale	Group Size
3	13	+9	d4

Attack: Claws (d8) / Special Grab

Notes: Spectral women in elegant attire, with wounds in their chests that bleed un-urthly colours. Embrace grabbed victims and pull them into the hypergeometric rift in their bodies. While inside the victim takes d6 CON damage per round as their body dissolves. Must make STR save to pull themselves out. Hollow Maidens ignore all even-numbered damage rolls.



INDIGO SERVITOR

Biological

Level	Armour	Morale	Group Size
1	11	n/a	d8

Attack: Bludgeon (d4)

Notes: A masked and indigo-robed corpse, re-animated by the necrotech implants of the College of Indigo Tigers. Obeys the wearer of a dominion ring without question. Mute, obedient, fearless.



LAMBENT LYNX

Biological / Synthetic

Level	Armour	Morale	Group Size
4	13	+6	d6

Attack: Electrical Claw (d6) / Blinding Pelt

Notes: Lurid cyborg feline. Feeds on sources of electrical power, including synths. The lynx can ignite every filament in its synthetic pelt like a flash-bang, forcing DEX saves to avoid d6 rounds of blindness; they will use this to ambush potential prey.

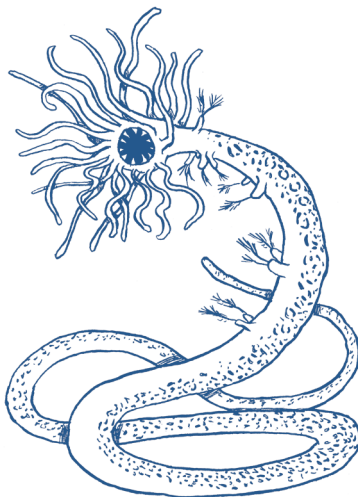
LEOPARD WORM

Biological

Level	Armour	Morale	Group Size
6	15	+9	d4

Attack: Bite (d8) + Glue Spit

Notes: Sinuous ambush predators. The worm's spit is highly adhesive; when covered in the spit all STR and DEX saves are made with disadvantage. The spit is removed with the application of salt water.



LITHLING SCHOLAR

Mineral

Level	Armour	Morale	Group Size
6	24	+5	1

Attack: Swipe (d6)

Notes: Wandering scholar from the Lithic Lyceum. Generally pacifists, and have little desire to harm living beings. Will attempt to reason with their assailants, even during deadly combat.

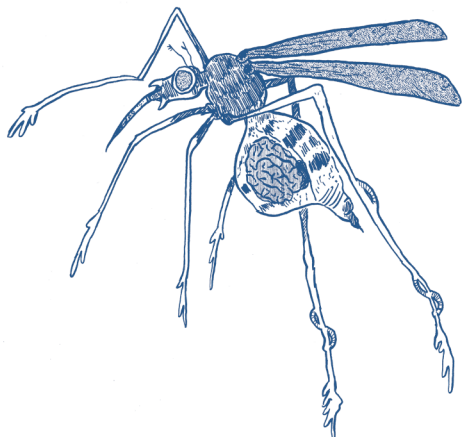
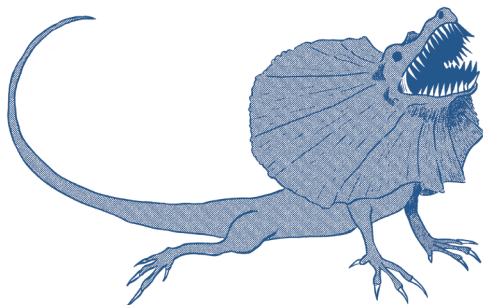
LIZARD LION

Biological

Level	Armour	Morale	Group Size
2	16	+5	d6

Attack: Bite (d8)

Notes: Large, frill-necked, ill-tempered reptiles. Like a crocodile that can sprint. Their skin is highly prized as a material for boots and belts.



MEMORY EATER

Synthetic

Level	Armour	Morale	Group Size
3	15	+6	d6

Attack: Special Grab (STR save vs d6 INT drain)

Notes: Biomechanical memory vampire. Like a giant mosquito cast from steel. Cranial-bore proboscis drains d6 INT from target per round.

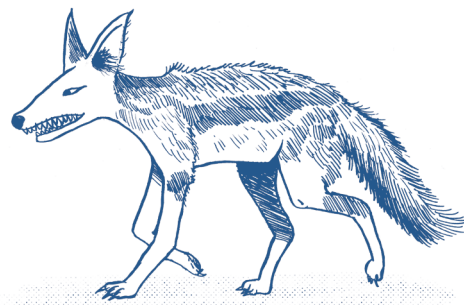
PHTHALO-JACKAL

Biological

Level	Armour	Morale	Group Size
1	14	+4 (0)	3d6

Attack: Bite (d4)

Notes: Cautious, clever, cerulean-coated pack hunters. Morale drops when outnumbered.





PLANEYFOLK

Hypergeometric

Level	Armour	Morale	Group Size
2	13	+4	d6

Attack: STR Drain (d4)

Notes: Hypergeometric humans that only have two dimensions. They can appear to be shadows or wall frescoes and thus surprise the unwary. Their touch drains d4 STR from their target, pulling you into their flattened dimension. At 0 STR you become a flat corpse. Planeyfolk ignore all even-numbered damage rolls.

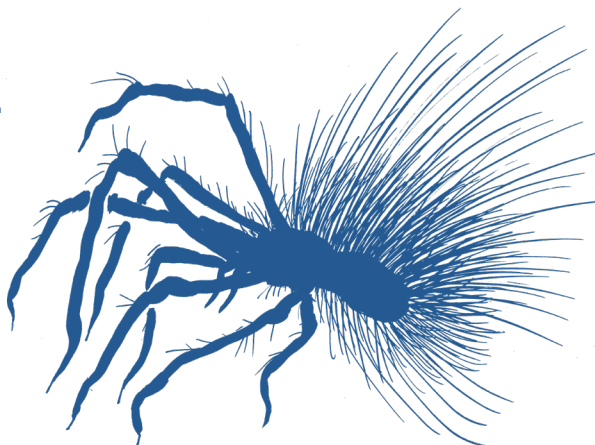
QUILL-SPIDER

Biological

Level	Armour	Morale	Group Size
2	13	+5	d6

Attack: Bite (d6) + Quill Spray (d8)

Notes: Loathsome arachnid, with a bloated body that bristles with hollow quills like those of a porcupine. When threatened it will rapidly brush its back legs across its back, showering the surrounding area with quills. These creatures are a menace to travellers: they are inquisitive, fast-moving, aggressive, and will devour anything that fails to outrun them or fight them off.



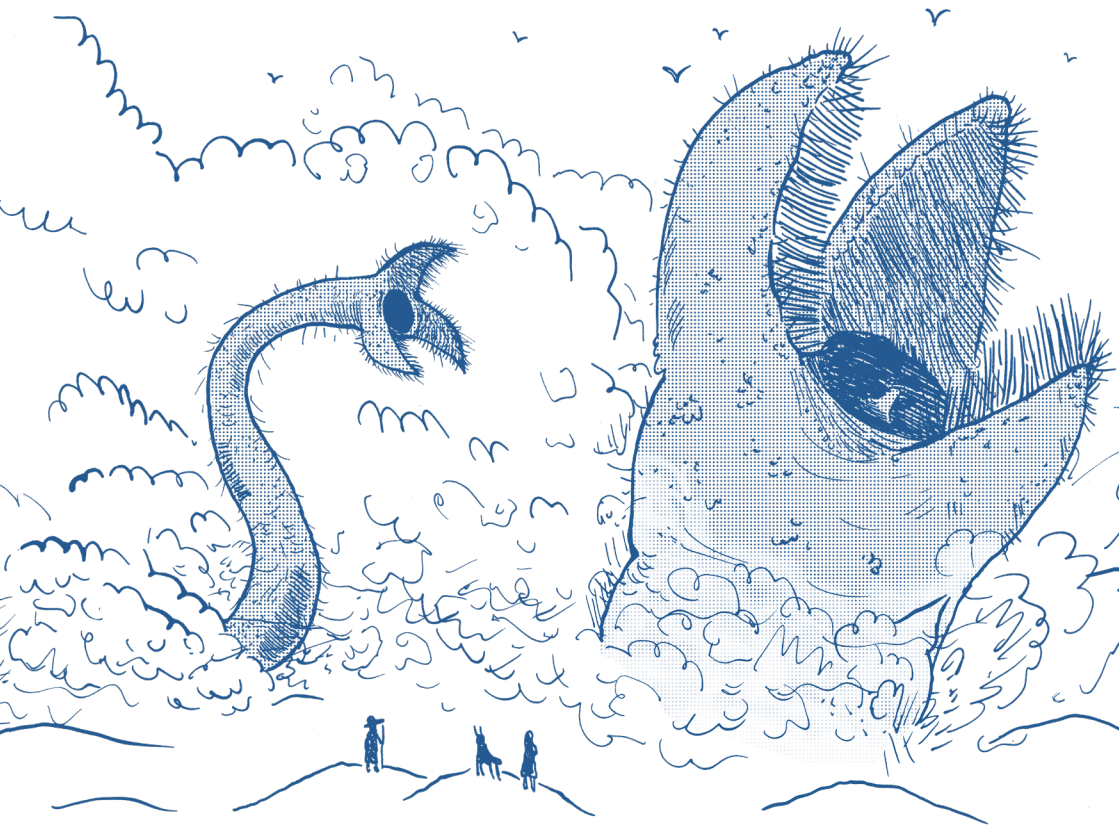
REGENERATOR

Biological

Level	Armour	Morale	Group Size
6	15	+6	d4

Attack: Claw (d6) + Claw (d6) + Bite (d8) if both claws hit same target

Notes: Towering tumorous mutant with extremely rapid cell-replenishment. Will regenerate 4 HP per round unless burned or covered in acid. If killed, will resurrect within an hour.



SANDWORM - JUVENILE

Biological

Level	Armour	Morale	Group Size
8	18	+9	1

Attack: Slam (2d6)

Notes: Vaarnish sandworms live the first two stages of their lifecycle as microscopic organisms, before undergoing a rapid metamorphosis into huge majestic filter-feeders. Juveniles, between one and five centuries of age, are the size of passenger trains. Some are trained by the Faa to pull sand-sleds, while others roam free in the deepest deserts. Although not predatory, they can be very aggressive towards sources of unwelcome vibration, like heavy machinery or warding field technology.

SANDWORM - ADULT

Biological

Level	Armour	Morale	Group Size
20	25	+12	1

Attack: Slam (5d10) / Swallow Whole

Notes: The grandest inhabitant of the blue desert. Adult sandworms have no natural predators and have a lifespan of several millennia. They do not usually notice human-sized travellers but will attack noisy vehicles if provoked. They usually seek to swallow the offending machine whole.

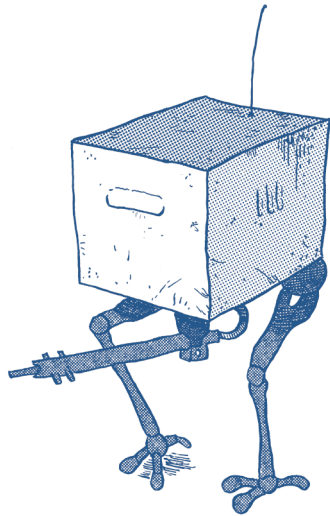
STUMBLING DRONE

Synthetic

Level	Armour	Morale	Group Size
2	13	+8	d8

Attack: Plasma Rifle (d8)

Notes: Staggering boxy war-synths. If flipped onto their back, cannot right themselves. When they deal maximum damage from their plasma rifle, they suffer equal damage due to overheating.



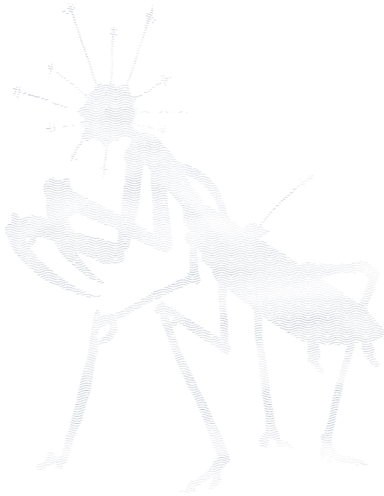
SUBTLE STALKER

Synthetic

Level	Armour	Morale	Group Size
3	22 (11)	+10	1

Attack: Slash (d8) + Slash (d8)

Notes: Sadistic mantis-shaped synth. Permanently cloaked; always surprises unless opponents have infrared vision. If the cloaking field is disrupted, the Stalker's Armour Defense drops to 11.



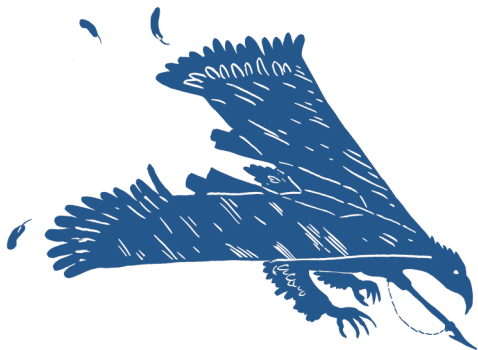
THUNDERSTRIKE BIRD

Biological / Synthetic

Level	Armour	Morale	Group Size
12	20 (15)	+12	1

Attack: Harpoon (d12) / Talons (2d8)

Notes: Terrifying biomechanical predator. Will fire an electrical harpoon which punches straight through armour. Attempts to reel target back in - STR save to break free. Armour Defense drops to 15 if grounded.



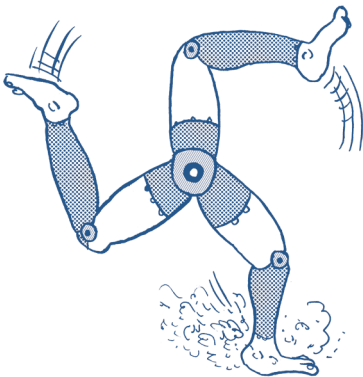
TIGER FLY

Biological

Level	Armour	Morale	Group Size
2	13	+5	d6

Attack: Sting (d6)

Notes: Dog-sized mutant wasps. Highly protective of their nests. If you kill one, d6 more Tiger Flies will arrive to investigate within 3 rounds.



TROIKA

Synthetic

Level	Armour	Morale	Group Size
3	16	+8	d6

Attack: Kick (d6) + Kick (d6) + Kick (d6)

Notes: Pinwheel of synthetic legs that somersaults through the blue wastelands, kicking everything it can find. Utterly inexplicable and universally hated.

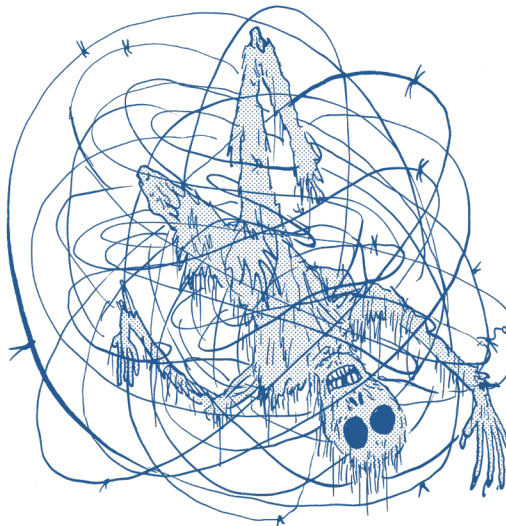
TUMBLESNARE

Synthetic

Level	Armour	Morale	Group Size
2	14	Always Flees	d8

Attack: Grab (followed by rolling damage)

Notes: Predatory synths that resemble burrs of silver wire. Wait under the sand until stepped on, at which point they strike. After a successful grab, the snare will roll away across the dunes with its prey still entangled in its body, causing increasing bludgeoning damage each round. The damage starts at d4 and will rise to d12. Prisoners of the tumble snare must make an opposed DEX save to work their way free. Once the snare has killed a victim it will spend days refuelling, using the fluids and proteins from the broken body.



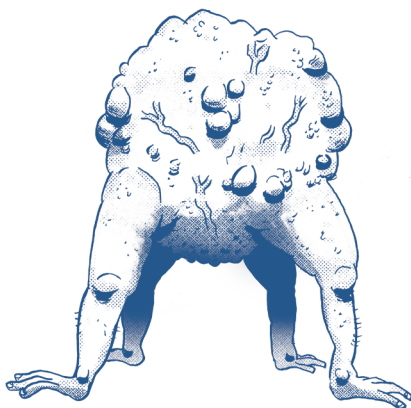
WALKING WOMB

Biological

Level	Armour	Morale	Group Size
5	11	+10	d4

Attack: Slam (d6)

Notes: Shambling blind mound of pregnant flesh. On death, explosively births d6 Fetal Predators (Level 1, Armour 13, d6 bite). Fire prevents this.



XANTHOUS MYCOMORPH

Fungal

Level	Armour	Morale	Group Size
6	9	+15	1

Attack: Slam (d8) + Spore Choke (d8)

Notes: Mass of yellow necrotech fungus that engulfs corpses and uses them as fuel to grow larger. Takes halved damage from kinetic weapons and regenerates d6 HP per round. Can absorb biological corpses to gain one extra level per corpse consumed.

YURLING

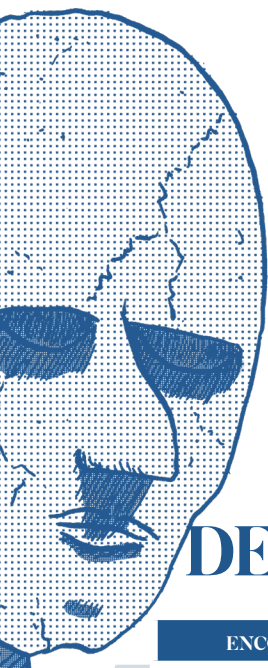
Biological / Fungal

Level	Armour	Morale	Group Size
1	14	+1	2d6

Attack: Bite (d4)

Notes: Tiny mischievous monkey-like mutants. Covered in symbiotic white fungus. Exclusively eat metal. If a Yurling scores a hit, it can choose to steal and devour a metal object from the target's inventory instead of dealing damage.





DESERT ENCOUNTERS

	ENCOUNTER	TERRAIN	BEHAVIOUR
1	Yurling	Scrubby Bushes	Sleeping
2	Thunderstrike Bird	Salt Pan	Dying
3	Battle Boar	Sand Dunes	Patrolling
4	Blue Baboon	Heavy Serec	Mating
5	Giant Azure Scorpion	Dried Up Stream	Territorial Display
6	Lizard Lion	Dry Watering Hole	Eating
7	Glass Tiger	Large Rock	Relaxing / Nesting
8	Greenguard	Cactus Field	Pursuit / Fleeing
9	Grey Locust	Grove of Martyr Trees	Scavenging
10	Doppelgeller	Derelict Vehicle	Wounded
11	Leopard Worm	Wrecked Spacecraft	Hunting
12	Lambent Lynx	Abandoned Town	Travelling
13	Bandit	Ruined Bell-tower	Psychedelic State
14	Phthalo-Jackal	Toxin Pools	Sheltering / Hiding
15	Planeygaunt	Caustic Geyser	Combat with other creature (Roll Again)
16	Regenerator	Crystalline Growths	
17	Tiger Fly	Ancient Battlefield	
18	Stumbling Drone	Fungus-choked Outpost	
19	Alzabo	Silent Machinery	
20	Cacogen Pseudo-giant	Abandoned Campsite	

2.4 100 EXOTICA

	NAME	DESCRIPTION
1	Mirror Armour	Immunity from energy weapons. Disadvantage when trying to hide. 3 slots, Armour 13
2	Nano-edged Blade	2d8 sword. Instant decapitation kill on a 20.
3	Manifold Blade	Hypergeometric sword. 2d8 damage.
4	Fuligin Garb	Complete invisibility in darkness.
5	Philosopher's Bridge	Create hypergeometric doorway between two points in space you can see.
6	Portable Hole	Creates six-inch hole in solid matter.
7	Aegis Field Projector	Armour 18 vs kinetic attacks. Suffer double damage from energy weapons.
8	Ulfire Paint	Visible through solid objects.
9	Active Camouflage Rig	Total invisibility on all spectrums.
10	Sheltering Urn	Hypergeometric urn with a small room inside.
11	Bluescreen Dagger	Synthetic creatures must EGO save or take d20 damage when stabbed.
12	Titan Protocol: OBEY	Synthetic creatures EGO save or obey your orders for a round.
13	Titan Protocol: SLEEP	Synthetic creatures EGO save or obey your orders for a round.
14	Titan Protocol: KILL	Synthetic creatures EGO save or attack everything in sight.
15	Sovereign Glue	Unbreakably stick two objects together.
16	Ultra-kinetic Gel	Green gel that amplifies kinetic energy.

	NAME	DESCRIPTION
17	Empathy Bomb	Biological creatures must EGO save or be overcome with compassion for you.
18	Sky-seeking Stone	A sphere of negative weight. Not buoyant enough to carry a man.
19	Stasis Bomb	Anything caught in the explosion is briefly marooned outside the time stream. They cannot be moved or damaged in any way.
20	Entropy Gun	Causes rapid decay of organic matter.
21	Visualiser Helm	Golden bubble-helmet that projects hard light imagery of the wearer's thoughts, whether they want it or not.
22	Pacifying Glove	Biological creatures must EGO save or fall asleep when touched.
23	Sprayflesh	Canister that sprays synthetic flesh over wounds.
24	Singularity Sphere	Anti-entropy sphere containing a miniature gravity singularity.
25	Hover-Rug	Antique carpet embroidered with antigravity threads. Carries one passenger.
26	Ansible	Allows faster than light communication with a linked Ansible.
27	Desiccation Spike	Drains the water from creature or plant stabbed. D6 Damage, grants one day's ration of water per hit.
28	Arthar's Grail	Liquids placed into this goblet become pure water.
29	Mord-Red's Grail	Liquids placed into this goblet become deadly poison.
30	Unbearable Wax	Black wax that increases in weight one hundred times as it dries.

	NAME	DESCRIPTION
31	Dopplegun	Biotech gun that births a rapidly ageing, totally insane clone of any creature its bullets hit.
32	Jolt Ring	Deals d4 damage to any being that hits wearer with a metal weapon.
33	Soporific Sachet	Small plastic bag. Any biological creature placed inside will fall soundly asleep.
34	Trapped Chromavore	Chromavore trapped inside hypergeometric containment crystal.
35	Trapped Planeygaunt	Planeygaunt trapped inside hypergeometric containment crystal.
36	Oneiric Bridge	Allows user to enter the dreams of a sleeping creature.
37	Immaculate Bird	White psychic songbird that coughs if it hears a deliberate falsehood.
38	Puppeteer's Glove	Inserts nano-needles into the spinal cord of a human subject. Allows glove-wearer to control their movements.
39	Horror-Helm	Autarch's War Helm. Inscribed with neuro-active markings that cause unbearable fear in human brains.
40	Frictionless Spray	A spray-can that spreads a clear, utterly frictionless gel.
41	Helping Hand	Cyborg severed hand. Will enter residences and return to sketch out a map. Keen to choke people.
42	Ardent Maggots	Strange silver grubs that can strip a corpse down to the bone in seconds. Will not eat live flesh.

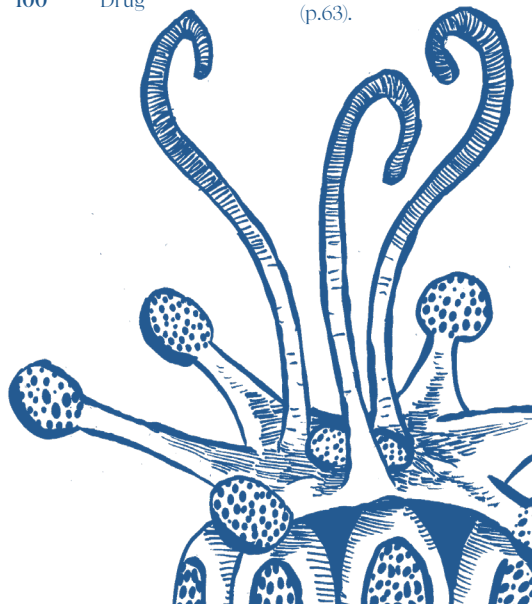
	NAME	DESCRIPTION
43	Spirit Prison	Manifold crystal which can constrain a hypergeometric entity.
44	Presence Drone	Small floating sphere that announces one's presence in a loud, pompous voice.
45	Adamant Linen	Flowing linen that acts as heavy armour. Armour 16, 1 slot.
46	Osmosis Mask	Gel-like biotech mask. Wearer can always breathe comfortably.
47	Ghoul Scoop	Tool used by ghoul-cults to extract the memories from the brains of corpses.
48	Psy-Blade	As medium melee weapon but adds PSY bonus to hit and damage rolls.
49	Ego Death-Ray	As medium ranged weapon, but damages target's EGO defense rather than HP.
50	Watchful Ferret	A small golden synthetic ferret that sits on your shoulder. Nips you if it detects an unseen danger.
51	Ego-Engine	The mind of a Synth, lacking a body.
52	Quantum Umbilical	Strange device that links the life force of two creatures. While one lives, the other cannot truly die.
53	Hard Light Projector	Projects a flat wide bridge of hard light, with effective range of ten feet. Could be walked across.
54	Armiger's Egg	Single use; projects a geodesic warding field with room for six people inside. Protects from kinetic attacks, such as bullets, etc.

	NAME	DESCRIPTION
55	Fortuitous Polyhedron	20-sided polyhedral quantum anomaly. Allows user to enter a reality where they passed an ability save. Vanishes after use.
56	Magnetic Orb	Large silver orb which emits powerful magnetic field. Turn off and on at will.
57	Autarch's Fork	Obsidian dining fork that glows green when it is stuck into poisoned food.
58	Hushboots	Sable, supple footwear that utterly silence wearer's footsteps.
59	Cat Ring	Antigravity device. Arrests wearer's fall just above the ground. Holds nine charges.
60	Gravity Manipulator	Lifts and fires small-to-medium sized objects.
61	Mind Shield	Golden cage worn around head. Protects from psychic intrusion.
62	Basilisk Blade	Strobing anti-synth weapon. Adv to hit synthetic creatures.
63	Mi-Go Carapace	Biomechanical armour from Yuggoth. Armour 18, 2 slots. Once worn, cannot be removed.
64	Phase Grenade	Everything caught in the blast becomes briefly de-synched with reality; one can pass through it like mist
65	Universal Ration	Thick white cake containing everything a body needs. Instant full heal for biological creatures.
66	Fascinator Helm	When activated, all biological creatures must EGO save or be transfixed by the flickering patterns on this helmet.
67	Argent Halo	When worn, prevents creature from harming any living being. Cannot be removed by wearer.

	NAME	DESCRIPTION
68	Instant Table	A fancy and elegant dining table, compressed using hypergeometry to be the size of a matchbox. Unfurls when thrown to the ground.
69	Ulfire Lantern	Shines ulfire light. Can see through solid objects and be seen.
70	Spy Fly	Synthetic tracking fly. Give it a sample of target's DNA and it will locate them unerringly.
71	Craven Mycomorph	Tiny dried fungus man. Coward. Rehydrate him and he will always be able to plan a quick escape.
72	Snoop Stalk	Vile telescopic eye-ball tendrill. Replaces one of your own eyes. Lets you see around corners.
73	Hover Boots	Antigravity boots. Allow brief sojourns into thin air.
74	Apocalypse Glass	Dark looking-glass. Shows not your reflection, but an extra-solar culture consumed by unimaginable horror. Of interest to some collectors.
75	Brain Coral	Symbiotic pink skull-fungus. Grants a random Gift and lowers your EGO by d6. Bulky and ugly, hard to remove.
76	Synthetic Vassal	Follows PCs around, dispensing stiff drinks and sage advice. Will not fight, but will insult your foes.
77	Synthetic Fool	Follows PCs around, making flatulence sounds and chuckling. No other use.
78	Synthetic Warrior	Follows PCs around, shouting dire threats at anyone who so much as breathes at them. Kind of a huge hassle.

	NAME	DESCRIPTION
79	Tech Wand	Miraculous silver wand. Three charges. Use to re-activate or deactivate a piece of arcane technology.
80	Mirror Shield	+1 Armour. DEX Save to reflect energy weapon shots back at their source.
81	Hard Light Glove	Project a fist-sized cube of hard light.
82	Grey Goo Grenade	Releases a clump of ravenous nano-goo. D6 damage per turn. Gains a Level for each creature it eats.
83	Omni-Key	Key that can fit itself to any lock.
84	Canned Nectar	Crimson-canned nectar of a long-lost era. Unhealthy but tasty.
85	Blue Rust	Alchemical compound that turns any metal into rust within moments. Single dose.
86	Pale Flame	Bottle of pallid fire that burns with intense cold rather than heat.
87	Tyrant's Helm	When worn, must EGO save or be flooded with the desire to command others.
88	Belligerent Paste	Nanotech gel. If applied to a dead body, it will turn that corpse into a weapon. The nature of the weapon depends upon the corpse used.
89	Lying Mirror	Reflects whatever the holder wants to see.
90	Expansion Bomb	Hypergeometric weapon. The explosion increases all distances within the area of effect 100 times. This lasts d6 hours.
91	Philosopher's Dirk	D6 dagger. Damages enemy's INT rather than HP. At 0 INT they adopt your point of view.

	NAME	DESCRIPTION
92	Phase Cape	Hypergeometric cloth; allows wearer to slip out of reality. You cannot be touched by anyone, but neither can you touch them.
93	Singing Frog	Synthetic sidekick. Knows some popular songs. People will buy you drinks in a bar.
94	Seeker of Flaws	Hammer. When held, shows you the weak points in structures.
95	Autarch's Sigil	Machines that served the Autarchy believe you are their master.
96	Feathered Parasol	Affixed with anti-gravity beads, to produce a parachute effect.
97	Psybernetic Helm	Installs a random Mystic Gift (p.22). One use only.
98	Cybernetic Cocoon	Installs a random cybernetic implant (p.24). One use only.
99	Book	Roll for random rare book (p.63).
100	Drug	Roll for random rare drug (p.63).



2.5 TRAVEL PROCEDURES

These rules don't make use of detailed breakdowns of every six-mile hex between one destination or another. Instead they use an abstracted system, which boils down travel into two resources: travel days and rations. Characters need to spend both in order to make progress.

TRAVEL DAYS

Vaarn is not well-mapped, and it is not recorded exactly how far one must travel between locations. Distances given by NPCs are approximations, expressed in days: 'From here it will take five days of travel to reach the circular ruins', for example. These estimates apply to speed on foot. If players are using a vehicle, divide the number of travel days in half.

Under normal conditions, the PCs can travel a half days' worth of distance in the morning, and a half days' worth of distance in the afternoon. At night they must eat a meal and rest.

RATIONS

Rations are an abstraction of food and water carried. Three days' worth of rations can be carried in a single inventory slot. Unless their Ancestry exempts them, PCs must consume a ration each day. If they do not, they become Deprived, and cannot recover lost HP. Characters who are Deprived due to hunger and thirst will die after three days.

Rations can be obtained from the bodies of dead opponents or allies, so long as the Referee rules that the creature is made from an edible material. Dead creatures provide a number of rations equal to their Level.

If you find numbers on a character sheet a bit abstract, you could use a bowl of poker chips to represent the players' total rations. Have each player remove a poker chip from the bowl when they camp for the night and add chips back in when they find fresh sources of nourishment.

EXHAUSTION

At any point during the travel day, the players may declare that they are exerting themselves in order to travel faster than usual. If the party exerts

themselves in this manner, they can travel two days' worth of distance in one day. However, they must fill an inventory slot with Exhaustion.

Exhaustion cannot be removed from a PC's inventory until they rest in one place for an entire day and night, with no distance being covered. If a PC has no more spare slots to fill with Exhaustion, they must discard an item to make room. A PC who fills ten inventory slots with Exhaustion will die.

GETTING LOST

Assume the PCs are competent desert navigators, who will never get lost as long as they can see the sun and stars. However, some circumstances - attempting to travel during a sandstorm, for example - demand it. In such cases roll a d6 and add the resulting number of days to their travel schedule.

ENCOUNTERS

The Referee should check for an encounter once during the morning of a travel day, once during the afternoon, and once per night. This is done by rolling a d6, and consulting the results below:

- | | |
|---|--|
| 1 | Active Encounter. The PCs encounter a creature or situation that notices them and will actively attempt to involve them in its business. |
| 2 | Passing Encounter. The PCs encounter a creature or situation in passing - it may be happening far away or be a creature that is not interested in the PCs. |
| 3 | Hint. The PCs find a hint of an encounter. This may be an object or footprint left in the sand, a flying creature glimpsed on the horizon, or similar. The entity this hint concerned will always appear as the next Active or Passing Encounter. |

4-6 **Nothing.**

If the PCs are traveling in an extremely slow, noisy, or obvious manner, the Referee may choose to roll 2d6 or even 3d6 for encounter checks and use the lowest result.

VIGILANCE

At the start of each day, as you roll for encounters, the players may collectively roll a Vigilance Dice. This is a single d6, without modifiers. If the players roll a six, they have a guarantee of spotting their next Active or Passing Encounter before the opposing entity or group spots them. If they roll a one, the next Active or Passing Encounter will spot them before they spot it. This vigilance effect resets at the end of each day, whether the players made use of it or not.

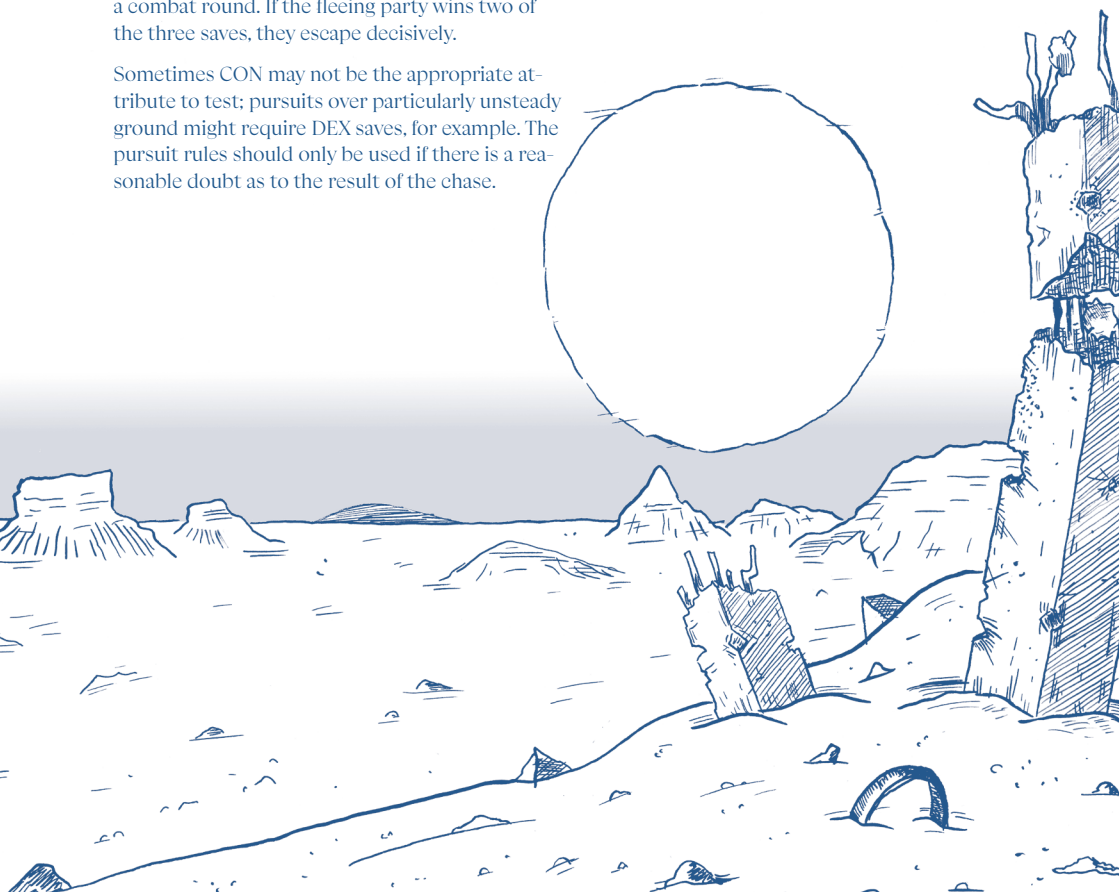
PURSUITS

Since much of Vaarn is a large, open desert, there is a good chance that hostile parties will spot one another long before they are able to engage in combat. In such situations, one party may choose to flee rather than fight. Resolve pursuits as a series of three opposed CON saves. If the pursuers win two of the three saves, they catch up with their quarry and immediately win the initiative in a combat round. If the fleeing party wins two of the three saves, they escape decisively.

Sometimes CON may not be the appropriate attribute to test; pursuits over particularly unsteady ground might require DEX saves, for example. The pursuit rules should only be used if there is a reasonable doubt as to the result of the chase.

NIGHT WATCHES

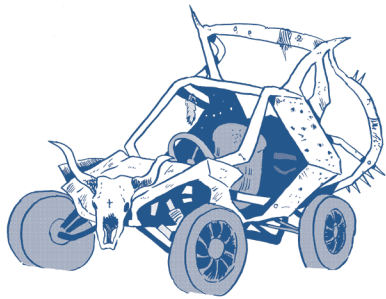
When camping in the desert, the PCs may elect a party member to take watch. Whoever is on watch cannot benefit from a Long Rest; instead they will regain only $d8 + \text{CON bonus HP}$. If the party is approached by a hostile creature at night, the Referee should ask the character on watch to make a PSY save opposed to the creature's DEX. Failure grants the adversaries a surprise round in combat; the aggressors strike with advantage, and the players cannot respond. After the surprise round is resolved, roll for initiative as normal.



TRANSPORT IN VAARN

Hull Points are reduced by damage at a ratio of 1 to 10. Damage incurred in amounts less than 10 will not reduce a vehicle's Hull Points. Multiple sources of damage do not stack. A vehicle that takes 6 and 8 points of damage from separate attacks will not lose Hull Points. A vehicle that takes 19 points of damage from a single attack will lose one Hull Point. For pack-beasts with a Level, calculate HP as normal.

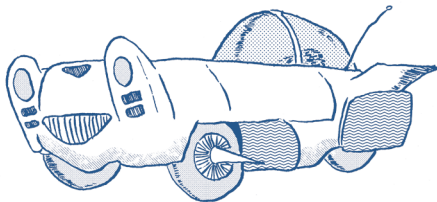
Speed values help the Referee decide which vehicles can catch or escape others. Fast vehicles like Skiffs will always outrun slow vehicles like Zeppelins. If there is reasonable doubt whether one vehicle can evade another, use the pursuit rules on page 51.



Dune Skuggy

Mechanical

Hull Points	Armour	Speed
5	13	Fast
Attack: Heavy flak-blaster (dl0)		
Notes: Simple, crude desert vehicles that run on guzzoline. Dune-Skuggies are hacked together from whatever metal their maker could steal or scavenge, usually nothing but a seat protected by a roll-cage, bolted to a roaring smoky engine that drives four ravenous wheels. Skuggies are fast, rough, and loud, and their owners are usually the same.		



Auto-Chariot

Synthetic

Hull Points	Armour	Speed
8	18	Medium

Attack: Laser-targeted gauss cannon (dl2)

Notes: Rugged wheeled conveyance with a synthetic mind. Auto-chariots are treasured possessions, as they are able to drive themselves without the intervention of the passengers, and will obey a set of simple instructions. Due to their sapience they are very difficult to steal, as they usually will not accept a new master until the old has died.

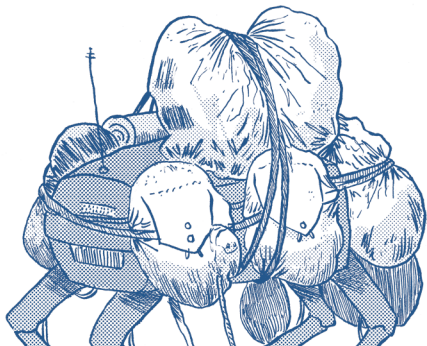
Iron Mule

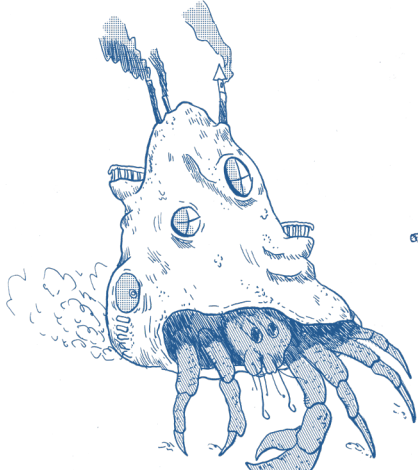
Synthetic

Hull Points	Armour	Speed
1	18	Plodding

Attack: None

Notes: A breed of synth that must once have been in mass production, for they are commonly found across Vaarn. Iron Mules are boxy, crude automata with four powerful, restless legs. They are known for their extreme endurance and hardiness, and also for their clumsiness, stupidity, and the nauseating rocking motion of their gait. Normally used as pack animals but can be ridden in extremis.





Motile Home

Biological /Synthetic

Hull Points	Armour	Speed
15	22	Slow Crawl

Attack: Huge Claw (2dl0)

Notes: The fad for living architecture peaked several millennia ago, but there are still some examples of self-aware, motile dwellings to be found in the hinterlands of Vaarn. These rare constructions are half crab, half house, and fully sentient. They are not known for spacious interiors or fast movement but make up for this with their extreme durability.



Skiff

Mechanical

Hull Points	Armour	Speed
2	16	High

Attack: Pulse-rifle (d8)

Notes: A lightweight hover-bike built around a small sky-seeking stone. Skiffs are powered by a fan at the back of the craft. They are fast and nimble, but unstable and frequently lethal when they malfunction. Used by outlaws, Hegemony rangers, bounty hunters, and anyone else who needs to make a quick getaway.

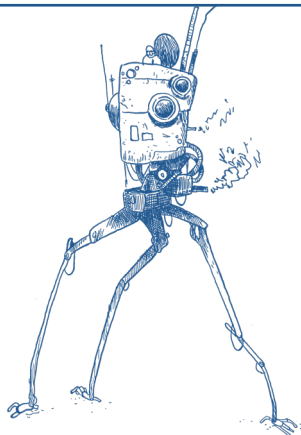
Ornithopter

Mechanical

Hull Points	Armour	Speed
7	18	High

Attack: Laser Lance (3d6)

Notes: Pre-Collapse flying machines that beat artificial wings to stay aloft. Smaller ornithopters are humming bird-like, and seat one pilot. Hegemony combat ornithopters resemble dragonflies and carry soldiers wherever they are required.



Stilt Strutter

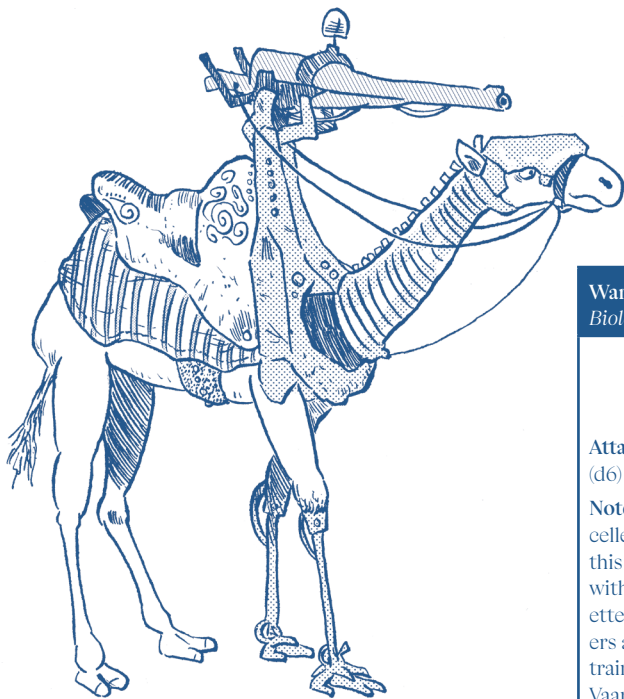
Mechanical

Hull Points	Armour	Speed
4	18	Slow

Attack: Mounted Cannon (dl2)

Notes: Ponderous towering mechanised walker. Prized for their hardy construction and ability to navigate treacherous ground. Utilised by Hegemony troops for assaults on fortified positions.





War Camel *Biological*

Level	Armour	Speed
4	15	Moderate

Attack: Hump-Mounted Turret (d10) + Kick (d6)

Notes: Camels are still considered an excellent choice of desert mount, even in this late red era of Urth. War camels, fitted with mirror-armour and implanted flechette cannons, are used by Faa nomad raiders and Hegemony troops alike, and camel trains are one of the cheapest ventures a Vaarnish merchant can finance.

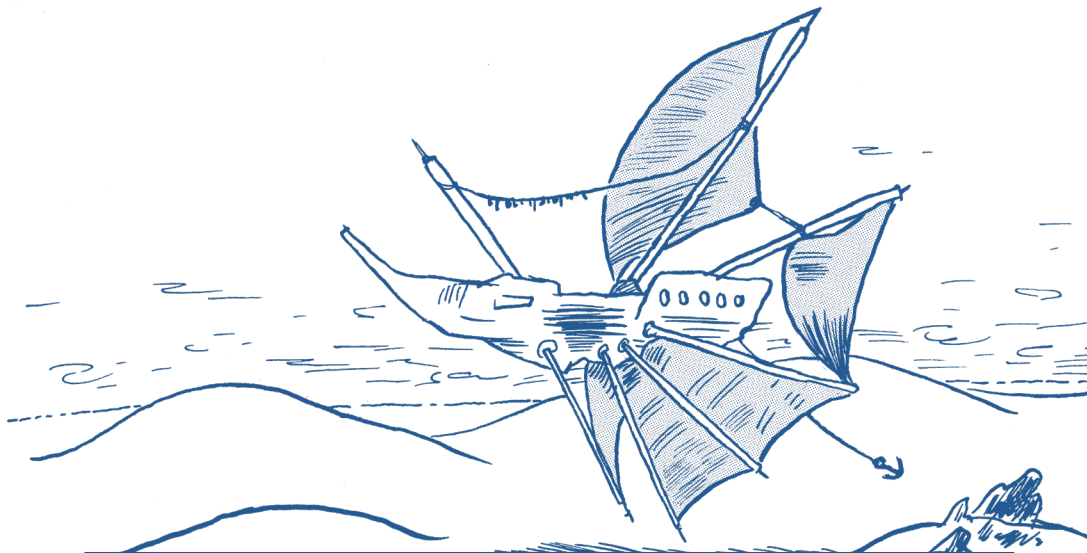


Weeping Lizard *Biological*

Level	Armour	Speed
3	16	Fast once blood is warm

Attack: Bite (d8) + Toxic tear spray (CON save vs temporary blindness)

Notes: For journeys in the northern mountains of Vaarn, where flickering lattices of hard light make flight untenable, and frequent earthquakes demolish roads and bridges, the Weeping Lizard is favoured as a steed. Named for the toxin they extrude from their tear ducts when enraged, these truculent black pseudo-geckos carry their passengers up surfaces as sheer as glass.



Wind Barge

Mechanical

Hull Points

20

Armour

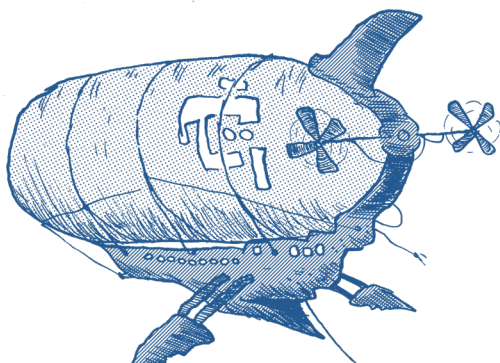
22

Speed

Reliant on winds

Attack: Traditionally unarmed, but crew will include d6 Level 2 guards.

Notes: A wooden cargo ship, built around a large sky-seeking stone. These barges are used by the merchant guilds of Vaarn to transport goods across the blue sands. Some are elegant and ornate vessels, while others are heavy and utilitarian. They are usually unarmed by ancient custom, although it would be a foolish merchant who ventured into the wastelands without guards onboard.



Zeppelin

Mechanical

Hull Points

10

Armour

14

Speed

Relaxed

Attack: Bombs (d10 blast)

Notes: Elegant, refined flying machines. Relics of a more genteel age. Most Vaarnish zeppelins hail from the Great Wall, dispatched on trading sojourns or diplomatic missions by one of the rival cities.

2.6 WEATHER

Vaarn's climate may be simulated using the following method: first, place a marker in the centre of the hex-chart opposite. Then roll a d6 once at the start of each day the party spends in the desert, moving the marker across the hexes in the direction shown and recording the weather indicated by each. If the marker moves off the edge of the chart, it should wrap around onto the opposite side. The exception to this rule is the edges marked with an X; the marker cannot cross these edges and instead it should stay put for that day.

WEATHER EFFECTS

STILL

The desert landscape is still, untroubled by the susurrations of the heavens. Visibility is good.

HAZY

The air is still, but mists of a lurid hue hang over the desert. Visibility is impaired and landmarks cannot be seen from a distance. Vigilance checks are made with disadvantage.

DUST STORM

The wind blows sheets of blue dust across the desert. Visibility is badly impaired. Traveling under such conditions is possible, but the pace is slowed to half normal speed. A three-day journey will take six days, and so on. Vigilance checks are made with disadvantage.

SAND STORM

A howling wind blows a ferocious cloud of azure sand across the desert. Nobody travels in Vaarn's sandstorms; the PCs must hunker down and wait out the storm. Tents or other makeshift shelters will provide adequate protection. Any encounters rolled during these days are assumed to be seeking shelter from the storm in the same place as the party.

HEATWAVE

Urth's dying sun musters all the warmth it can. PCs must consume twice their normal ration of water per day if they wish to travel during a heatwave.

WORM-POLLEN

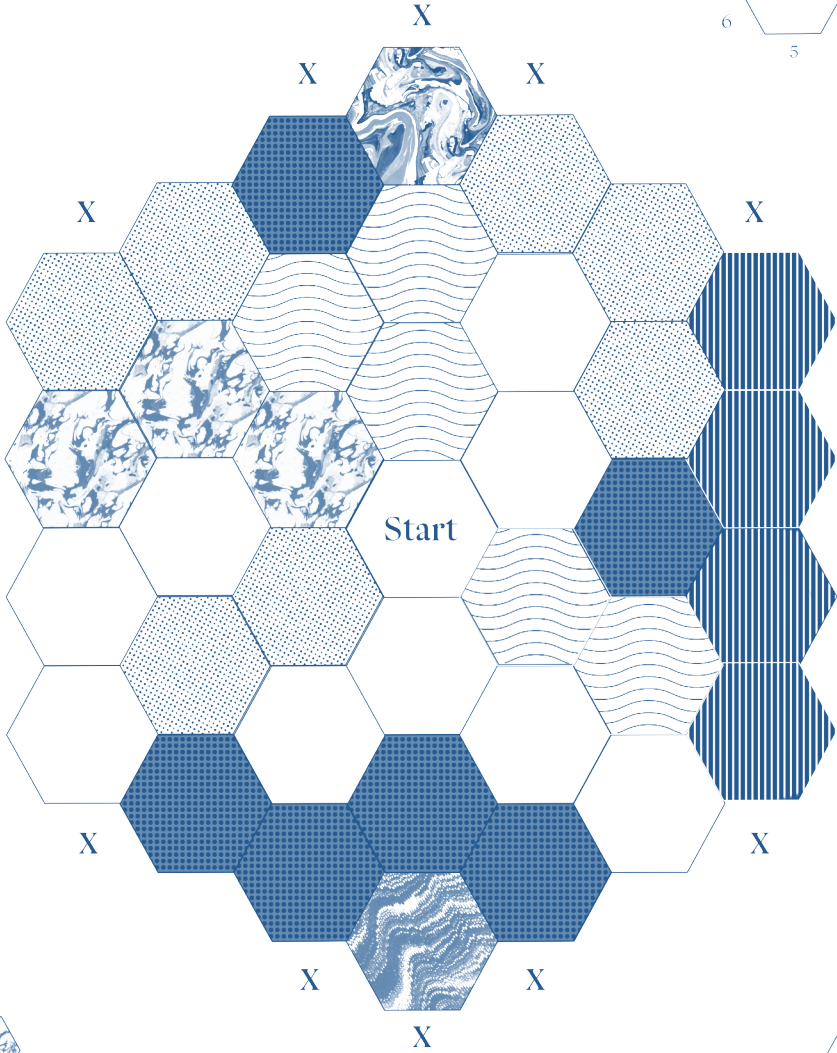
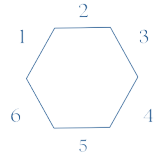
Vaarnish sandworms reproduce through a baroque, decade-long process of parthenogenesis, culminating in the explosive release of thousands of melon-sized spores into the atmosphere. This worm-pollen drifts back to Urth in ponderous sticky deluges that can last for weeks. Progress through shifting mounds of the stuff is slowed to half normal speed; the upside is that worm-pollen is edible, and many a starving man has been saved by the timely arrival of spores from the heavens. Treat worm-pollen days as providing d4 rations per player.

RAIN

A rare bounty. The parched blue earth is blessed with water. The party may collect 2d6 days of rations per member. In the aftermath of a rain-shower, the desert is conquered by a short-lived imperium of majestic flora.

PRISMATIC TEMPEST

The sky bruises with clouds of midnight blue. Howling winds carry scouring sheets of sand across the landscape. Thunder rends the air and polychromatic lightning caresses the desert like the tendrils of a jellyfish deity. No travel of any kind is possible, and the PCs will take 3d6 electrical damage every hour they spend above-ground.



Worm-pollen



Heatwave



Hazy



Rain



Still



Dust Storm



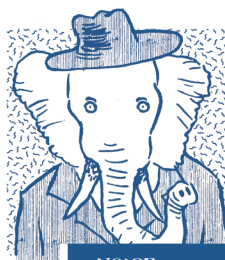
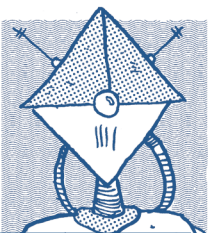
Sand Storm



Prismatic Tempest

2.7 CREATING NPCs

	Ancestry	Gender	Body	Drive
1	True-kin	Male	Tall	Craves Drug
2			Short	Craves Drink
3			Frail	Religious Mania
4			Muscular	Seeks Revenge
5			Fat	Pay Off Debt
6			Thin	Pilgrimage
7			Skeletal	Escaped Slave
8	Cacogen	Female	Hunched	Fleeing the Law
9	Lopsided		Collect Debt	
10	Newbeast		Lithe	Craves Fame
11			Gnarled	Craves Wealth
12			Squat	Craves Knowledge
13			Bloated	Missing Family
14			Gangly	Missing Friend
15	Synth	Androgynous	Child-like	Hates a Rival
16			Tanned	Unrequited Love
17			Gigantic	Forbidden Love
18	Mycomorph	Nonbinary	Wiry	Craves Power
19			Stout	Create Art
20			Injured	Carnal Lust



	VOICE	ATTIRE	DEMEANOUR
1	Breathy	Rags	Abrasive
2	Shrill	Animal Skins	Arrogant
3	Deep	Rough Tunic	Assertive
4	Sonorous	Nomad's Attire	Charismatic
5	Mumbles	Worker's Attire	Daring
6	Spits	Herdsmen's Attire	Decadent
7	Sing-song	Slave Clothing	Eloquent
8	Drawls	Merchant's Livery	Extravagant
9	Raspy	Shabby Attire	Hedonistic
10	Whispers	Colourful Attire	Impulsive
11	Hasty	Priest's Robes	Irritable
12	Weird Laugh	Clerk's Uniform	Melancholy
13	Monotone	Hegemony Garb	Paranoid
14	Jovial	Soldier's Clothing	Quiet
15	Sinister	Flamboyant Attire	Religious
16	Husky	Musician's Attire	Romantic
17	Smoky	Veiled Attire	Scholarly
18	Smooth	Sinister Attire	Stern
19	Gravelly	Philosopher's Robe	Vain
20	Never Speaks	Expensive Clothing	Volatile

	1-4	5-8	9-12	13-16	17-20
1	Achefoot	Bitar	Gurrous	Mandala	Penta
2	Akami	Bjarta	Hildene	Melisabe	Pentecost
3	Alghan	Blueback	Honia	Merry	Petum
4	Alzina	Bounty	Jhull	Mirage	Roswick
5	Ambrosia	Brazen	Jingle	Mizuno	Salar
6	Andromeda	Caela	Kalsk	Moneflower	Salka
7	Anthur	Calepike	Kathe	Morrow	Seisuke
8	Aran	Castlare	Kinburrow	Mosefina	Simorph
9	Arare	Ciony	Knot	Moth	Smalltall
10	Arb	Clarity	Koan	Murthwaite	Sorrer
11	Ariyei	Cossmoss	Laomer	Muthael	Tytus
12	Arjuna	Cusp	Leegreen	Nahl	Ulmon
13	Asaj	Eastwool	Lilt	Nectar	Venna
14	Aumatell	Freyr	Little-Spit	Nehmet	Vitus
15	Aversee	Frostpike	Lochi	Nisite	Vult
16	Awasad	Golog	Lonesome	Ojasin	Weston
17	Bana	Goosebread	Longtooth	Olanele	Whisley
18	Bargh	Goresche	Lotus	Ossop	Worry
19	Basai	Gorsk	Lovely	Ostery	Xylene
20	Berruzo	Grick	Lucky-And-True	Othoba	Zofi

	NPC A	WANTS TO	NPC B	ADDED COMPLICATION
1	Village Elder	Impress	Village Fool	Sandstorms
2	Faa Nomad Warrior		Bandit King	An Alzabo
3	Blind Oracle		Tomb Prospector	Packbeast Stampede
4	Sly Bandit	Discredit	Wealthy Merchant	Drunken Bandits
5	Uptight Synth	Marry	Famous Bounty Hunter	Pointless Local War
6	Cacogen Artist		Astronomer	Faa Nomad Wedding
7	Hegemony Tax Collector		Con Man	Family Curse
8	Water Prospector	Betray	Boastful Soldier	An Impostor
9	Titan Cultist		Camel Jockey	Unrequited Love
10	Spice Merchant		Jealous Widow	A Deadly Duel
11	Pedantic Heretic	Punish	Amnesiac Android	Psychic Children
12	Sacred Puppeteer		Cruel Inquisitor	Murderous Clone
13	Sin Eater		Naive Philosopher	Carnivorous Tree
14	Retired Gladiator	Locate	Beautiful Sniper	Malfunctioning AI
15	Tiny Cacogen	Abduct	Enormous Cacogen	Poisoned Harvest
16	Amorous New-Beast		Alchemist	A Secret Cult
17	Exorcist		Synth Surgeon	Rigged Chariot Race
18	Monkey Breeder	Divorce	Possessed Barber	Mistaken Identity
19	Wandering Musician		Card Cheat	Blackmail
20	Clone Catcher		Wealthy Layabout	Psychedelic Freakout

2.8 WHAT YOU FIND IN THE SAND

1	Torn Robe
2	Black Candle
3	Leather Sword Belt
4	Empty Traveller's Pack
5	Dried Poisonous Plant
6	Bronze Bell
7	Glass Container of Paprika
8	Plastic Container of Cooking Oil
9	Steel Flask of Tea
10	Silk Glove with Seven Fingers
11	Rusted Key
12	Cracked Mirror
13	Jade Statuette of a Sandworm
14	Jackal's Tooth
15	Newbeast's Tooth
16	Bag of Dried Flesh
17	Plastic Bag That Holds Human Teeth
18	Belt Made from the Skin of a Lizard-Lion
19	Blood-Soaked Linen Bandage
20	Broken Spyglass
21	Broken Pistol
22	Broken Arrow
23	Broken Memory Crystal
24	Broken Clock
25	Cast Iron Skillet
26	Metal Disc, with Rune Scratched into the Surface
27	Ceramic Pot Sealed with Wax
28	Ceramic Tiles
29	Can of Pre-Collapse Survival Rations
30	Coil of Razor-Snare
31	Ancient Coin, Embossed with an Autarch's Sigil
32	Plasteel Hunting-Knife
33	Crude Map of the Surrounding Area

34	Crumpled Paper, Decorated with Lewd Pictures
35	Crystalline Vial of Ink
36	Decaying Scroll
37	Desecrated Holy Symbol
38	Watercolour Painting of a Monster
39	Functional Memory Crystal
40	Glass Bottle
41	Glass Vial of Blood
42	Glowstone
43	Handful of Stone Spheres
44	Handful of Ceramic Shards
45	Golden Container of Ashes
46	Large Glass Jar
47	Large Shard of Stained Glass
48	Pouch of Dried Herbs
49	Pouch of Caltrops
50	Linen Sandal
51	Length of Chain
52	Long, Thin Bronze Needle
53	Mortar and Pestle
54	Newbeast's Mask
55	Rusting Padlock
56	Pair of Tweezers
57	Pair of Spectacles
58	Pair of Chrome Earrings
59	Pair of Grimy Goggles
60	Plastic Bottle
61	Plastic Pouch of Psychedelic Drug
62	Hard Bread and Cheese, Wrapped in Cloth
63	Pouch of Red Wax
64	Pouch of Exorcist's Salt
65	Pouch of Cooking Salt
66	Ring with the Seal of an Autarch
67	Rusty Set of Manacles
68	Set of Dominos



69	Set of Bamboo Eating Utensils
70	Set of Gaming Dice
71	Set of Lock-Picks
72	Set of Metal-Working Tools
73	Set of Playing Cards
74	Shard of Flint
75	Shovel
76	Single Feather
77	Single Chess Piece
78	Syntax Engine, Ruined by Sand
79	Small Pouch of Bones
80	Hourglass with Strange White Sand
81	Oxygen Mask
82	Smoking Pipe
83	Stick of Chalk
84	Stick of Charcoal

85	Synthetic Eye
86	Synthetic Hand
87	Tangled Bundle of String
88	Tattered Elastane Cloak
89	Spent Ammunition Case
90	Thin Wire with a Hook
91	Tinderbox
92	Dice Engraved with Arcane Symbols
93	Vial of Acid
94	Vial of Indigo Dye
95	Vial of Antitoxin
96	Wax Tablet and Stylus
97	Wooden Flute
98	Worn Whetstone
99	Old, Yellowed, and Illegible Scroll
100	Human Embryo, Preserved in Cyro-Flask



2.9 PETTY GODS OF VAARN

Vaarn is the graveyard of faiths, some older than the very stars that shine overhead. Gods are carried here in the hearts of those who seek to make a life amongst the unending azure sands, and deities proliferate like ragweed across the desolation. A Vaarnish traveller would find it noteworthy to walk a day without encountering the remains of an enigmatic shrine to a member of a long-forgotten pantheon, a standing stone where blood was once spilt to appease a quantum daemon, or the abode of a hermit who still observed the rituals of an oblique and private devotion.

	DIVINE ASPECT	SECONDARY ICONOGRAPHY	HOLY DOMAIN	SACRED COLOUR	HONOURED THROUGH
1	Father	Crystal	Birth	Crimson	Dancing
2	Mother	Fungus	Death	Indigo	Flagellation
3	Maiden	Scroll	War	Orange	Meditation
4	Crone	Cornucopia	Harvests	Magenta	Giving Alms
5	Hawk	Sword	Decay	Purple	Feasting
6	Dog	Moon	Travel	Azure	Fasting
7	Warrior	Sun	Dreams	Gold	Sacrifice
8	King	Helix	Marriage	Silver	Masquerade
9	Locust	Scorpion	Commerce	Bronze	Martial Arts
10	Ibis	Goat	Memory	Umber	Mutilation
11	Baby	Toad	Water	Octarine	Chastity
12	Lamb	Honey	Sun	White	Psychedelics
13	Lion	Panther	Moon	Black	Singing
14	Mantis	Coins	Fire	Grey	Inhaling Smoke
15	Lizard	Dove	Synths	Lemon	Ritual Combat
16	Ape	Machinery	Mutants	Viridian	Poetry
17	Scholar	Serpent	Justice	Ulfire	Intoxication
18	Spider	Goblet	Art	Salmon	Water Ritual
19	Sandworm	Owl	Wind	Olive	A Secret Name
20	Jester	Horned	Silence	Rust	Marathon Race

	COVER	AUTHOR	STYLE	SUBJECT	NOTABLE FEATURE
1	Waterlogged	Anonymous	Insane	Medicine	Extremely Heavy
2	Burned	Armiger	Wry	Bestiary	Every Word Is A Lie
3	Green	Autarch	Sardonic	Botany	Bloodstains
4	Golden	Bad Artist	Formal	Synthetic Life	Elaborate Illustrations
5	Snake Skin	Bad Poet	Moralising	Xenobiology	Poisoned Bookmark
6	Yellow	Cacogen	Pious	War	From An Autarch's Library
7	Orange	Condemned Criminal	Purple	Geology	Coded Message Inside Cover
8	Mouldy	Courtesan	Archaic	Biography	Love Letter Inside Cover
9	Plastic	Deposed Autarch	Heroic	The Future	From Another Planet
10	Iridescent	Deposed Hegemon	Passionate	History	Luminous Ink
11	Rusted	Great Artist	Earnest	Dreams	Poisoned Page
12	Striped	Great Poet	Rhyming	Drugs	Tiny Weapon Hidden Inside
13	Silver	Hegemon	Comedic	Travel	Unknown Language
14	Ochre	Madman	Lyrical	Art	Fabulously Rare
15	White	Monk	Monotonous	Poetry	Illuminated With Gold Leaf
16	Blue	Priest	Lively	The Autarchs	Heretical Text
17	Black	Prophet	Dry	Religion	Worm-eaten
18	Sunbleached	Synth	Hysterical	Hypergeometry	Clever Forgery
19	Jewelled	Titan	Awkward	Physics	Drugs Hidden Inside
20	Indigo	Warrior	Pedantic	Sex	Utterly Illegible

	HUE	FORM	INGESTED BY	EFFECT X2
1	Red	Sugar	Snorting	Euphoria
2	Blue	Leaf	Injected	Paranoia
3	Yellow	Crystal	Stewed	Auditory Hallucinations
4	White	Cactus	Boiled in Tea	Visual Hallucinations
5	Black	Fungus	Swallow Whole	No Pain
6	Pink	Brain	Lick It	Fearless
7	Orange	Pearl	Brain Interface	Ego Death
8	Viridian	Slime	Hold on Tongue	Levitation
9	Olive	Meat	Smoke It	Anxious Sweats
10	Silver	Honey	Touch to Eyes	Itchy Eyeballs
11	Gold	Insect	Absorbed in Skin	Nasal Drip
12	Bronze	Liquid	Stare at It	Split Personality
13	Umber	Stone	Burn and Watch the Flames	Nausea
14	Steel	Glyph	Infused into Honey	Behold Azathoth
15	Smoke	Biotech	Drunk in Urine	Supernatural Hearing
16	Indigo	Sand	Burn and Eat the Ash	Paralysed
17	Azure	Root	Bake in Bread	Murderous Rage
18	Violet	Blood	Place in Ear	Can't Stop Dancing
19	Oetarine	Clay	Only Affects Synths	Very Mellow
20	Ulfire	Tooth	Smell It	Heightened Empathy

3.1 CREATING REGIONS OF VAARN

The Referee may create regions of Vaarn using the following method. This technique will not create incredibly detailed maps that encompass every feature of the terrain, but rather a simulacrum of a place that will fuel a few sessions of gaming.

1 Take a sheet of blank paper. A4 or equivalent size will do nicely.

2 Drop a handful of dice onto the paper. I suggest using five or six dice to create a decent sized region, but there is no upper limit. The more dice you drop, the more regional features you will create. You may use any size of dice up to d20, but be aware that using smaller dice sizes will constrain the results.

3 Draw circles around the dice where they fell, and record the number shown on the dice. Consult the Location Type chart opposite to discover what sort of location has been created.

4 Draw lines connecting each location to its neighbors. Locations do not have to connect to every other location on the map; two or three connections per location is quite enough. These lines represent known travel routes between locations. If the locations are very close on the page, roll d6. If they are a moderate distance apart, roll 2d6, and if they are very far apart roll 3d6. This dice roll gives you the number of days it will take to travel on foot between the two locations.

5 Examine the number written in each location, and those it connects to. Travel routes that connect to even-numbered locations are (relatively) safe. Travel routes between two odd-numbered locations, however, have a hazard associated with them. The hazard could be bandits,

a roving predator, inclement weather, or dangerous terrain.

6 Now that the broad shape of the region has been created, return to each location and use the tables provided in this book to generate more specific details about each one. Write down your ideas for each location inside the circles. You are not obliged to abide by the results of the tables if they don't fit your concept for the region; they are for inspiration only.

7 If you need more ideas about the region as a whole, roll on the landscape type table opposite to get an idea of the general terrain. You can also discover the origin of the region's name.

8 Build a region-specific encounter table. The character of the region you have generated should inform what random encounters you seed it with. A region that contains the ruins of a synth factory will likely have malfunctioning synths lurking around, whereas a region with lots of settlements may have an abundance of trading caravans and hunting parties.

9 Last but by no means least, think of a few NPCs who might be found in the region, and what they might want from the party. Use the Story Seeds generator (p.59) if you get stuck.

3.2 REGION GENERATOR TABLE

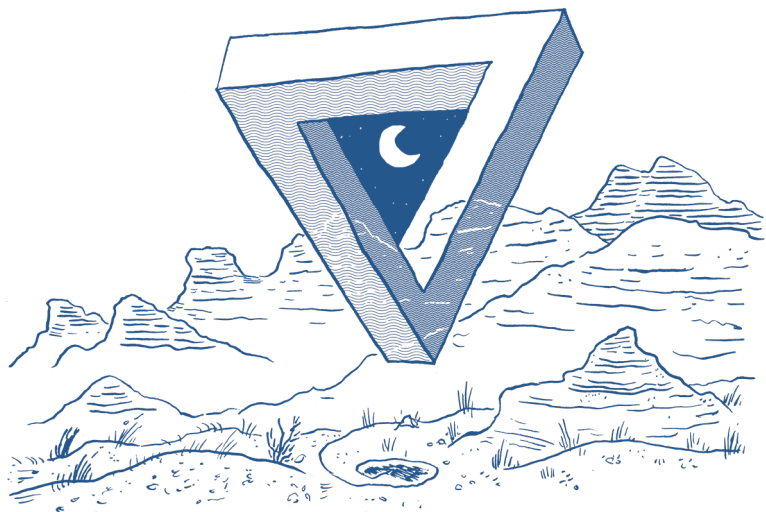
	LOCATION TYPE	LANDSCAPE	REGION NAMED FOR
1	Anomaly (p.66)	Featureless Sands	Famous Resident
2	Archive (p.67)	Salt Plains	
3	Arcology (p.68)	Harsh, Stony Plains	Local Wildlife
4	Bandits (p.70)	Dried-up Lake	
5	Bounty Hunter's Camp (p.72)	Dried-up River	Natural Wonder
6	Cacklemaw Den (p.73)	Towering Monoliths	
7	Faa Nomad Camp (p.74)	Mesas	Natural Hazard
8	Grave (p.76)	Low Hills	
9	Hegemony Camp (p.77)	Single Mountain	Local Monster
10	Holy Place (p.78)	Toxic Lake	
11	Lair (p.79)	Toxic River	Long Dead Settlement
12	Landmark (p.80)	Fungal Forest	
13	Oasis (p.81)	Crystal Growths	Local Religion
14	Ruin (p.82)	Windswept Plateau	
15	Science-Mystic's Abode (p.83)	Mountainous	Local Weather
16	Settlement (p.84)	Winding Canyons	
17	Trade Post (p.86)	Abandoned City	Natural Resource
18	Vaarnish Wreck (p.87)	Cactus Groves	
19	Vault (p.88)	Riddled with Caves	Name Has No Meaning Anymore
20	Roll d20 twice and combine results	Garbage-strewn Wastes	



ANOMALY

There are more things in the Heavens and Urth than are dreamed of in your philosophies. There are more things. There are always more.

	QUALITY	FORM	PRIMARY EFFECT	SECONDARY EFFECT
1	Dazzling	Web	Inverts Local Gravity	Induces Paranoia
2	Nauseating	Mist	Heals Injuries	Total Silence Nearby
3	Floating	Cave	Translates Languages	Absorbs Light
4	Singing	Tower	Reanimates Dead	Extreme Cold Nearby
5	Mist-like	Lotus	Merges Creatures Together	Strange Music Audible
6	Glitching	Tree	Makes Prophecies	Strange Voices Echo
7	Luminous	Pool	Other Universe Visible	Localised Weather System
8	Radioactive	Fountain	Implants Memories	Time Flows Strangely
9	Self-replicating	Stone	Implants Mystic Gifts	Induces Mania
10	Quicksilver	Skull	Induces Amnesia	Always Nighttime Nearby
11	Many-eyed	Prism	Induces Delusions	Induces Mutations
12	Iridescent	Cube	Kills Indiscriminately	Rusts All Metal
13	Toxic	Pyramid	Induces Empathy	Exudes Lightning
14	Crystal	Sphere	Transforms Matter	Exudes Flames
15	Speaking	House	Teleports Matter	Exudes Toxins
16	Mobile	Miasma	Creates Planeyfolk	Creates Solid Light
17	Blossoming	Waterfall	Creates Monsters	Nanomachine Cloud
18	Burning	Infant	Grants Visions of Past	Infection with Virus
19	Mesmerising	Shell	Grants Visions of Future	Infection with Fungus
20	Terrifying	Helix	Makes Thoughts Solid	Infection with Spirit



ARCHIVE

To forget is to be human, for the burden of an unceasing memory is too great for the mortal mind to withstand. Some resist the creeping triumph of oblivion, erecting great libraries and charging these structures with the endless remembering their frail minds cannot bear.

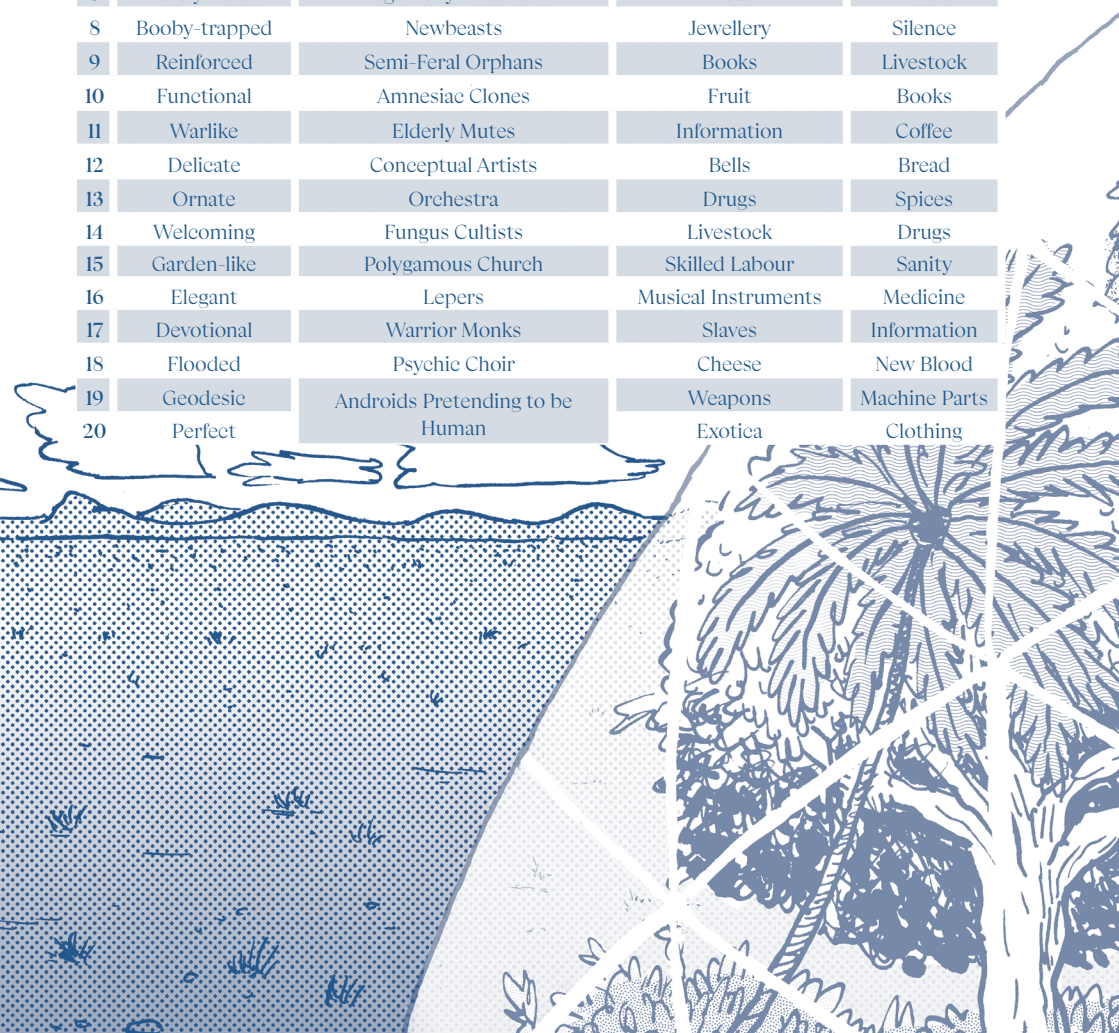


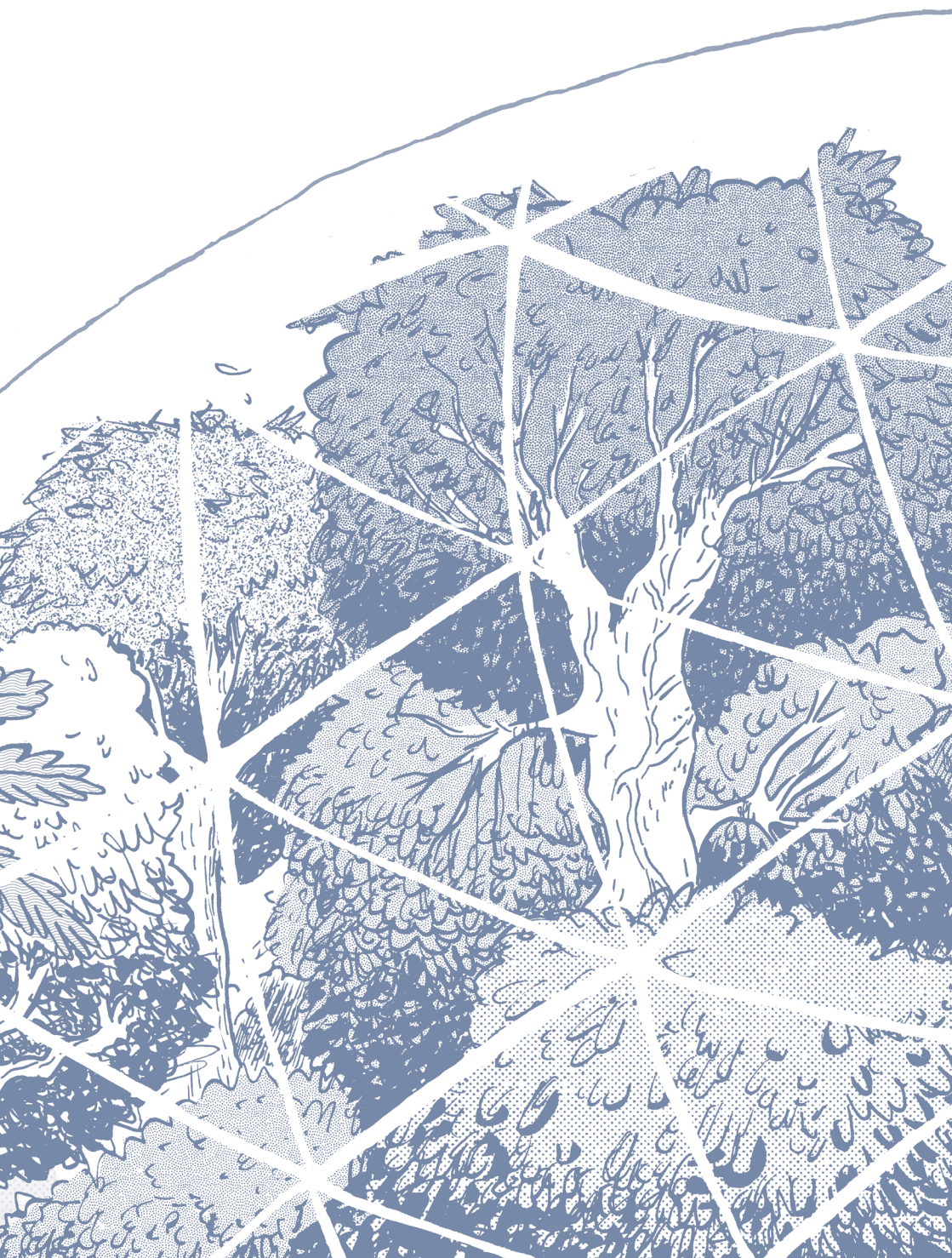
	ARCHIVE OF	APPEARANCE	THE ARCHIVISTS	THEY WANT
1	Books (Holy)	Dusty	Glum Nuns	Rare Object Retrieved From Elsewhere in Vaarn
2	Books (Fiction)	Collapsing	Pedantic and Rude	
3	Books (Obscene)	Cluttered	Salacious Bigots	A Stolen Item From the Collection Retrieved
4	Memory Crystals	Labyrinthine	Senile Synths	
5	Seeds	Dark	Bored Hedonists	Players to Intervene in Internal Power Struggle
6	Fungal Spores	Dazzling	Lazy Mycomorphs	
7	Embryos	Grimy	Tiny Lithling	A Sealed Wing Of the Archive Explored
8	Eggs	Chaotic	Maternal New-Parrots	
9	Maps	Malfunctioning	Ascetic Mutes	An Archivist Escorted To Distant Settlement (p.84)
10	Poems	Elegant	Cultists Who Worship Decay	
11	Video Recordings	Serene	Ignorant of What They Collect	A Rival Archive Raided
12	Music	Squalid	Worship Their Collection	
13	Play Scripts	Sterile	Chattering Imbeciles	To Send A Message to a Science-Mystic (p.83)
14	Art (Paintings)	Ordered	Attack Outsiders	
15	Art (Statues)	Polluted	Desperately Seeking Recruits	To Locate an Archivist Who Vanished in the Stacks
16	Art (Conceptual)	Occult	Afflicted by Strange Illness	
17	Taxidermy	Foreboding	Whispering New-Spiders	Lair (p.79) Removed From Archive
18	Preserved Brains	Cheerful	Masked Philosophers	
19	Titanereed Syntax	Burned	Cruel and Calculating	Vault (p.88) Beneath Archive Explored
20	Insects	Infested	Paranoid and Isolated	

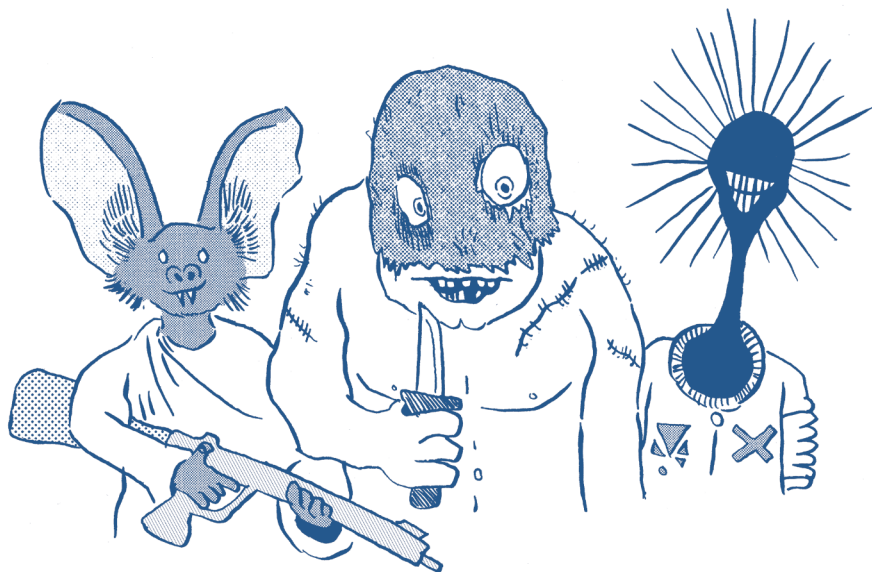
ARCOLOGY

Arcologies are self-sufficient, hermetically sealed artificial ecosystems, which protected the true-kin through the fevered centuries of the Great Collapse. They have long since been unsealed and released their inhabitants into the blue lands of Vaarn, but these domes are still a common sight in the wastes and are often occupied, as their sheltered gardens offer a stable source of water and food.

	DOME	INHABITANTS	ABUNDANCE	LACK
1	Broken	Abandoned	Meat	Olives
2	Molten		Fresh Water	Fish
3	Sand-swallowed	Hermit	Salt	Beer
4	Dingy	Mystic	Fuel	Men
5	Blackened	Escaped Slaves	Coffee	Women
6	Self-Repairing	Ghouls	Wine	Children
7	Barely Intact	Hegemony Deserters	Bread	Music
8	Booby-trapped	Newbeasts	Jewellery	Silence
9	Reinforced	Semi-Feral Orphans	Books	Livestock
10	Functional	Amnesiac Clones	Fruit	Books
11	Warlike	Elderly Mutes	Information	Coffee
12	Delicate	Conceptual Artists	Bells	Bread
13	Ornate	Orchestra	Drugs	Spices
14	Welcoming	Fungus Cultists	Livestock	Drugs
15	Garden-like	Polygamous Church	Skilled Labour	Sanity
16	Elegant	Lepers	Musical Instruments	Medicine
17	Devotional	Warrior Monks	Slaves	Information
18	Flooded	Psychic Choir	Cheese	New Blood
19	Geodesic	Androids Pretending to be Human	Weapons	Machine Parts
20	Perfect		Exotica	Clothing







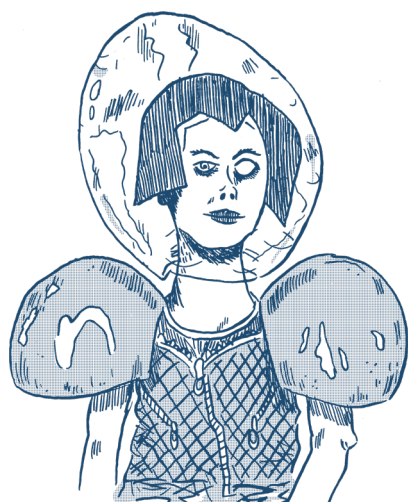
BANDITS

	TRANSPORT	TACTICS	THEY WANT
1	On Foot	Roving Raiders	Water
2			Food
3			Gold
4			Weapons
5	Camel Riders	Ambush From Hiding	Sacrifices
6			New Recruits
7			Medicine
8			Forbidden Books
9	Skiffs	Pretend to Need Help	Fungus
10			Synths
11			Children
12	Zeppelin	Night Attacks	Slaves
13	Entertainment		
14	Wind-Barge		Wine
15			Beer
16	Dune Skuggies		Forgiveness
17		To Eat You	
18		Single Combat	
19	Auto-Chariots	Control A Road Or Pass	Your Eyes
20		Your Teeth	

	NUMBERS	TYPE	LEADER	WEAPONS
1	Scouts (d6)	Faa Nomads (p.35)	Silent Brute	Martial Arts
2		Cacklemaw Exiles (p.32)	Small but Intense	Bite and Scream
3		Hegemony Deserters	One-Eyed Woman	Crossbows
4		Escaped Slaves	Rogue Synth	Blowdarts
5		Luckless Drifters	Self-styled King	Throwing Axes
6	Small Band (d8)	Doomsday Cult	Exiled Nobleman	Swords
7		Lepers	Tells Jokes	Slings
8		Slavers	Infamous Outlaw	Spears and Nets
9		Cruel Children	Ex-Gladiator	Flails
10	Modest Band (d10)	Ghoul Clan	Serawny Genius	Rocket Launcher
11		False Monks	Ex-Courtesan	Poison Gas
12		Fungus-riddled Maniacs	Smiling Psychopath	Revolvers
13		Businesslike Thugs	Delusional Drunkard	Rifles
14		Gibbering Cacogen	Sadistic Glutton	Crude Jezails
15	Large Band (d20)	Maskless Newbeasts	Calm and Polite	Ancient Cannon
16		Gang of Fools	Apologetic but Firm	Combat Lasers
17		Scantly Clad Women	Lustful and Crude	Sonic Weapons
18	Overwhelming Mob (d100)	Elderly Thieves	Cartoonishly Evil	Trained Beast
19		Hegemony Soldiers	Leaves a Calling Card	Plasma Rifles
20		Gentleman Robbers	Robin Hood-esque	Psychic Powers
	NPC A	SOURCE OF CONFLICT	NPC B	
1	Bandit Leader	Envy (Property)	Rival to Leader's Authority	
2		Envy (Success)		
3	Leader's Trusted Underling	Love (Forbidden)	Talkative, Annoying Bandit	
4		Love (Unrequited)		
5	Leader's Ambitious Underling	Love (Triangle)	Lazy, Useless Bandit	
6		Unpaid Debts		
7	Leader's Despised Underling	Boredom	Scholarly, Educated Bandit	
8		Petty Rivalry		
9	The Best Cook (of a bad bunch)	Cheating at Cards	Religious, Delusional Bandit	
10		Gossip		
11	The Best Shot (of a bad bunch)	Adultery	Sharp eyed, Paranoid Bandit	
12		Conspiracy		
13	Widely Disliked Bandit	Gluttony	Tough-talking Bandit, Secret Coward	
14		Mistaken Identity		
15	Ferocious, Feared Bandit	Wild, Baseless Accusations	Prisoner, Who Keeps Camp Tidy	
16		Addiction (Drink)		
17	Extraordinarily Young Bandit	Addiction (Narcotics)	Prisoner, Who Cooks for Bandits	
18		Division of Loot		
19	Ancient, Decrepit Bandit	Blackmail	Wealthy Prisoner, Held for Ransom	
20		Murder		

BOUNTRY HUNTER'S CAMP

It is known that those seeking to escape the New Hegemony's justice will flee into the deepest reaches of the Interior; preferring a brief harsh life full of uncertainty to a brief harsh life filled with terrible certainty. It is likewise known that there exists an eccentric and vibrant fraternity of misfits, who attempt - both for profit and for pleasure - to fetch these fugitives back.



	HUNTER	HUNTING	THEIR METHOD	THEY WANT
1	Grim and Scarred	Heretic	Patient Stalker	A Lead on their Quarry
2	Avuncular and Evil	Bandit King	Guns Blazing	
3	Psychotic Synth	Murderer	Use Poison	
4	Three-headed Cacogen	Conman	Use Gas	Help Killing Dangerous Quarry
5	One-Eyed New-Wolf	Water Debtor	Elaborate Disguises	Help Catching Dangerous Quarry Alive
6	Remote-Controlled Armour	Gambling Debtor	Sniper Rifle	
7	Young and Beautiful	Livestock Thief	Tranquillizer Crossbow	Help Killing Someone You Know
8	Depressed Drunkard	Adulterer	Shoot First	
9	Husband and Wife Team	Rogue Synth	Alluring Honey Trap	Help Bringing Prisoner to Distant Settlement (p.84)
10	Looks Way Too Young	Cacklemaw Exile	Enlist Big Posse	
11	Clean Cut and Heroic	Faa Nomads	Bribes for Information	
12	Dashing Womaniser	Water Token Forger	Reliable Informants	Help Bringing Prisoner To Distant Arcology (p.68)
13	Flamboyant Old Woman	Poisoner	Trained Animal	Help Bringing Prisoner To Faa Nomads (p.35)
14	Clone Siblings	Child Killer	Quiet Abductions	
15	New-Baboon, Riding Human	Oath Breaker	Secret Martial Art	Help Capturing Science-Mystic Alive (p.83)
16	Veteran Soldier	Runaway Bride	Psychic Gifts	
17	Famous Exile	Runaway Groom	Expert Desert Tracker	Help Killing Dangerous Monster (p.30)
18	Sacred Assassin	Disgraced Cleric	Use Camera Drones	
19	Faa Nomad Tracker	Hegemony Deserter	Utterly Incompetent	Help Escorting Prisoner to Gnomon (p.90)
20	Psychic Mute	Own Family Member	Absurdly Complex Traps	

CAKCLEMAW DEN

The dens of the Cacklemaw are not difficult to locate - one must simply follow the sound of uproarious merriment, of weapons being discharged wildly, of discordant and rowdy music played fast and poorly, and of vehicles being driven in circles with no apparent destination.



	SWORN TO	WEAPONS	ACTIVITY	THEY WANT
1	Mama Hecklehaw	Bowcasters	Sleeping	Meat
2		Rusted Blades	Fleeing	
3		Ornate Razorwhips	In-Fighting	
4		Envenomed Spears	Funeral	
5		Impulse Rifles	Singing	
6	Mama Gloatgrim	Hellblasters	Drunk	Water
7		Storm Guns	Psychedelic Ritual	
8		Throwing Knives	Sacred Puppet Show	
9	Mama Yawningfool	Blunderbores	Rustling Livestock	Directions
10		Prism Cannons	Extorting a Merchant	Tribute
11		Nailguns	Transporting Prisoners	Jokes
12		Flesh-rippers	Repairing Tents	Music
13		Nets and Tridents	Gambling	Cruelty
14		Spore Launchers	Marking Territory	Repairs
15	Nana Rictus	Laser Rifles	Cooking	Weapons
16		Exploding Javelins	Fighting: Hegemony	Drugs
17		Shrieker Bombs		Booze
18		Glue Guns	Fighting: Monster (p.30)	Shelter
19	Nana Blacklaugh	Hegemony Autorifles		Reinforcements
20		Teeth and Claws	Fighting: Faa Nomads (p.35)	Prisoners



FAA NOMAD CAMP

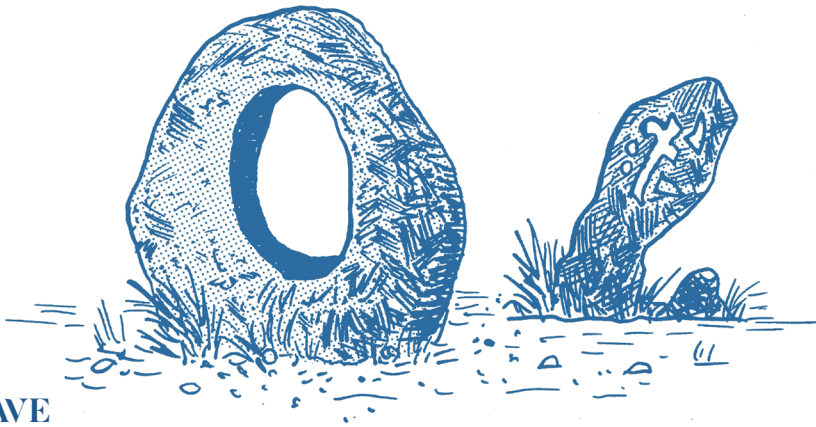
Believed by some to be the children of Vaa, the Blue Goddess of Empty Spaces. The Faa are known throughout Vaarn for their resourcefulness, their ability to survive without drinking water, and the blue colour of their skin, which can vary from deep indigo to a blaring cyan. The Faa usually travel in family groups or larger clans, but others are solitary, seeking danger or enlightenment in the furthest corners of the desert.

	LEADER	THEY HAVE	THEY WANT	THEY SURVIVE BY
1	Stern Patriarch	Meat	Peppers	Scavenging and Selling Scrap
2	Stern Matriarch	Dates	Wine	
3	Council of Elders	Olives	Beer	
4	Charismatic Visionary	Cheese	Salt	Animal Herding
5	Wounded Old Warrior	Weapons	Weapons	Trading Between Static Settlements
6	Husband and Wife, arguing	Hides	Information	
7	Husband and Wife, happy	Precious Metal	Shelter	Raiding Other Nomads
8	Young Hothead	Machine Parts	Slaves	
9	Drug-addled Oracle	Medicine	Escaped Prisoner	Control Pass or Road
10	Sinister Slaver	Spices	Captured Bride	
11	Lecherous Patriarch	Drugs	Runaway Groom	Control Water source
12	Lecherous Matriarch	Spare Livestock	Revenge: Other Faa	
13	Twin Brothers/Sisters	Fabrics	Revenge: Monster	Move Between Oases
14	Blind Brothers/Sisters	Fungus	Revenge: Hegemony	
15	Accomplished Animal Tamer	Sugar	Revenge: Bandits	Hunting Sandworms
16	Frail Grandmother	Cybernetics	Find Missing Child	
17	Skilled Sharpshooter	Tonics	Medical Help	Raiding Static Settlements
18	Cruel Psychic	Books	Humiliate Other Faa	
19	Power Struggle	Exotica	To Party	Slave Traders
20	Anarchist Collective	Water	Water	



	THEIR NUMBERS	TRANSPORT	LIVESTOCK	MOOD
1	Outriders (d4)	On Foot	Goats	Angry
2				Scared
3				Mourning
4				Talkative
5	Family Group (2d6)	Pack Camels	Cattle	Sullen
6				Warlike
7	Extended Family Group (3d6)	Iron Mules	Giant Snails	Contemplative
8				Pious
9				Crazed
10				Suspicious
11	Small Clan (3d20)	Skiffs	Yurlings	Cheerful
12				Wary
13				Overconfident
14				Argumentative
15	Large Clan (6d20)	War Camels	Feastbeasts	Proud
16				Silent
17				Praying
18				Celebrating
19	Meeting of Clans (3d100)	Sandworm Sled	Juvenile Sandworms	Drunken
20				Boastful

	NPC A	SOURCE OF CONFLICT	NPC B
1	Clan Leader	Envy (Property)	Rival to Leader's Authority
2		Envy (Success)	
3	Leader's Spouse	Love (Forbidden)	Spouse of Leader's Rival
4		Love (Unrequested)	
5	Leader's Sibling	Love (Triangle)	Child of Leader's Rival
6		Unpaid Debts	
7	Leader's Respected Child	Boredom	Clan Member, Considered Foolish
8		Honor	
9	Leader's Contemptible Child	Robbery	Clan Member, Considered Dangerous
10		Gossip	
11	Old, Frail Elder	Adultery	Clan Member, Injured in Battle
12		Conspiracy	
13	Cunning, Manipulative Elder	Gluttony	Prisoner, Captured in Battle
14		Mistaken Identity	
15	Feared Old Warrior	Wild, Baseless Accusations	Cantankerous Storyteller
16		Addiction (Drink)	
17	Young Warrior With Something to Prove	Addiction (Narcotics)	Skilled Tracker
18		Wedding Plans	
19	Widow of Previous Leader	Blackmail	Skilled Artisan
20		Murder	



GRAVE

Vaarn is above all else a land heavy with endings, and tombs punctuate the desolation with grim regularity.

	LOCATION	GRAVE FOR	BURIAL METHOD	GRAVE QUIRK
1	Ruined Village	Autarchy Soldiers	Upside Down	Has Been Desecrated
2	Large Cave	Titan-era Programmers	In Salted Earth	Believed Cursed
3	Secret Cave	Autarchy Nobles	In Decorated Urn	Has Been Robbed
4	Below Floating Crystal	Autarch's Consort	Mummified	Visited by Ghouls
5	Lonely Hilltop	Newbeasts	Laminated	Home to Rare Animal
6	Dry River-bed	Synthetic Warrior	Held in Preservation Tank	Believed Haunted
7	Dry Lake-bed	Synthetic Poet	Held in Anti-Entropy Sphere	Coins Left In Tribute
8	Imposing Crypt	Synthetic Oracle	Cryogenic Pod	Food Left In Tribute
9	Cactus Grove	Notorious Heretic	Surrounded by Grave Goods	Swords Left In Tribute
10	Ring of Standing Stones	Cacogen Mystic	Crystal Coffin	Candles Burning
11	Under Petrified Tree	Faa Nomad Ancestors	Biotech Sarcophagus	Memorial Tree
12	Below Huge Statue	Faa Nomad Prophet	Wearing Lifelike Death Mask	Engraved Mantra
13	Elegant Pagoda	Powerful Psychic	Sky Burial	Memorial Fountain (Dry)
14	Looming Edifice	Famed Swordsman	Consumed by Fungus	Ritual Artwork (Ugly)
15	Plain of Stones	Bandit King	Food for Sacred Flower	Ritual Artwork (Good)
16	Near Wreck (p.87)	Hegemony Rangers	Below Cairn	Site of Pilgrimage
17	Near Oasis (p.81)	Massacred Faa Nomads	Inside Stone Cube	Synthetic Grave Keeper
18	Near Ruin (p.82)	Hegemony Exultant	Inside Hypergeometric Artefact	Hideout for Bandits (p.70)
19	Near Holy Place (p.78)	Autarch	Frozen Outside Time-stream	Entrance to Vault (p.88)
20	Near Settlement (p.84)	Extra-Solar Explorers	Not Really Dead	Lair (p.79)

HEGEMONY CAMP

Vaarn is considered one of the least desirable postings a Hegemony soldier can receive, and patrolling the Interior is considered the least desirable duty within the Legions assigned to Vaarn. The Hegemony camps found amongst the blue dunes are generally sparse, miserable, and paranoid affairs, garrisoned by the most mutinous and untrustworthy soldiers the New Hegemony has to offer.

	UNIT TYPE	COMMANDER	CAMP MOOD	ACTIVITY
1	Deserters (d6)	Dead	Panicked	Treating Wounds
2		Missing	Surly	Preparing for Combat
3		Dying	Mutinous	Cleaning Campsite
4	Scouts (d6)	Wounded	Stressed	Cooking
5		Weirdly Optimistic	Downcast	Weapons Drill
6		Raving Mad	Sleepy	Repairing Gear
7	Rangers (d8)	Incompetent	Lazy	Troop Inspection
8		Stern	Paranoid	Burying Dead
9		Wavering	Stoic	Waiting for Orders
10		Steady	Deranged	Gambling
11		Grim	Furious	Sleeping
12	Synth Hunting Team (d8)	Bloodthirsty	Hopeful	Feeding Prisoners
13		Measured	Optimistic	Hunting Wildlife
14	Legionaries (d20)	Cold	Celebratory	Executing Prisoners
15		Shrewd	Suspicious	Searching for Water
16		Competent	Bored	Fighting: Faa Nomads (p.35)
17		Loathed	Generous	
18		Respected	Drunken	Fighting: Monster (p.30)
19	Artillery Crew (d8)	Alert	Overconfident	
20		Beloved	Mournful	Fighting: Cacklemaw (p.32)





HOLY PLACE

None can predict the capricious and bemusing vessels through which the divine will make itself known, but such relics - whenever they manifest themselves - are meticulously pre-served and tended to by venerable or-
ders.

	LOCATION	FOCUS OF WORSHIP	HOLY TO	TENDED BY
1	Decrepit Keep	Ancient Book	Church of the Promised Sun	Nobody
2	Sand-swallowed	Holy Beehive	Pale Faith of Amun-Oh	Family of Tiny Cacogen
3	Petrified Trees	Caged Bird	The Thrice-Born Sage	Sentient Plant
4	Ring of Stones	Enormous Gemstone	Seekers of Eyeless Wisdom	Eunuch Priests
5	Rough Altar	Beautiful Statue	Church of Sevenscore Moons	Chaste Priestesses
6	Underground Church	Ancient Computer	Temple of the Binary Devotion	Automated Priests
7	Glass Pagoda	Broken Statue	The Blue Goddess of Empty Places	Lithling Monk
8	Ziggurat	Crystal Skull	Azathoth, the Daemon Sultan	Blind Old Woman
9	Broken Temple	Wooden Idol	Cult of KRONOS	Masked Mutes
10	Dried-up Oasis	Polychrome Throne	Cult of METIS	Sentient Wasp Hive
11	Looming Statue	Crystal Diadem	Cult of MNEMOSYM	Learned Monks
12	Ruined Village	Ancient Shoe	Cult of HYPERION	Warrior Monks
13	Fungal Church	Urn of Ashes	Cult of GAEA	Guardian Synth
14	Chrome Tower	Mummified Jackal	Cult of COEUS	Pack of New-Jackals
15	Windy Hilltop	Molten Statue	Cult of THEMIS	Paranoid Exiles
16	Hidden Cave	Mummified Child	Faa Nomad Ancestors	Faa Nomads (p.35)
17	Missile Silo	Ancient Telescope	A Solar Saint	Cacogen Oracle
18	Wreck (p.87)	Levitating Orb	A Fungal Saint	Mycomorph Oracle
19	Settlement (p.84)	Synthetic Head	A Void Saint	Beggar Monks
20	Ruin (p.82)	Human Tooth	Nameless, Forgotten God	Lair (p.79)

LAIR

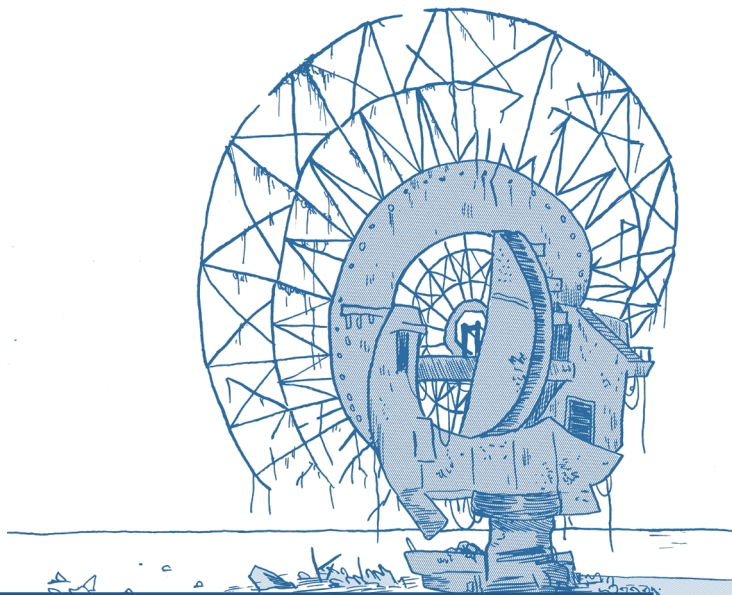
The wild places of Vaarn are well-stocked with monstrosities of all stripes. The prudent traveller sleeps lightly, keeps a weapon close at hand, learns to sight these miserable pariahs of the Urth well in advance of their sighting him, and will avoid at all costs the places such creatures dwell.

	INHABITANT	APPEARANCE	WARNING OMEN
1	Argent Shepherd	Ruined Chapel	Madmen Affixed With Argent Halos Beg Party To Turn Back
2	Chrome-Feathered Sailback	Flat Basking Plain	Chrome Feathers Float on the Wind
3	d6 Quill-Spiders	Burrows in Earth	An Antelope, Limping, Leg Full of Quills
4	Chromavore	Colourless Cactus Grove	Colourless Husks of Faa Family
5	d6 Hiveymen	Gruesome Black Hive	Single Sable Bee Crawls on Ground
6	d6 Lizard Lions	Sun-kissed Basking Rock	Discover a Shed Skin
7	d6 Battle Boars	Shaded Dust-bath	Boulders With Tusk-Marks
8	Alzabo	Deep Cave	Hear A Child's Voice, Which Echoes Oddly
9	3d6 Phthalo-Jackals	Shallow Dens	Hear Howling on the Wind
10	d4 Pseudo-Giants	Crude Brick Huts	Remains of a Hegemony Skiff, Stomped to Pieces
11	d6 Lambent Lynx	Den High in the Cliffs	Electrical Taste in the Air, As If Before A Storm
12	3d6 Blue Baboons	Rocky Outcrop	Excrement Heaped Everywhere
13	d6 Walking Wombs	Foul-smelling Sinkhole	Wide Dragging Tracks In the Sand
14	3d6 Tiger Flies	Tall Papery Nest	Tell-tale Buzzing
15	d4 Regenerators	Human-skin Tents	Crude Idols Made of Bones
16	Thunderstrike Bird	Roosts on Mesa	Huge Tar-black Feather Caught on Cactus
17	d4 Glass Tigers	Lurk On Salt Flats	Corpse with Tell-tale Bite Marks
18	Amaranthine Death-Worm	Poisoned Tree	Huge Sinuous Tracks in the Dirt
19	Xanthous Mycomorph	Fungal Thicket	Yellow Spores on the Wind
20	dl2 Greenguard	Abandoned Fortifications	Enamel Bullets Embedded in Rocks

NOTE
this is not a gener-
ator. Just roll once
and read across.



LANDMARK



	NATURAL LANDMARK	ARTIFICIAL LANDMARK
1	Colossal Cactus	Flickering Hologram Billboard, In Language No Longer Spoken
2	Husk of Dead Sandworm	Cairn of Blue Stones
3	Rock Resembling Hand	Tall Intimidating Totem
4	Rock Resembling Face	Enigmatic Stone Circle
5	Toxic Geyser	Banquet Table Laid for A Hundred Guests. Somehow Never Ages or Changes.
6	Meteor Impact Crater	Glowing Statue of an Autarch
7	Gigantic Petrified Tree	Black Rectangular Monolith
8	Enormous Humanoid Skeleton	Statue of Reclining Woman
9	Huge Empty Snail Shell	Cliff Face, Painted with Fresco Honoring the Titans
10	Tall Rock with Eye-like Hole	Indestructible Chrome Tower, Without Windows or Doors
11	Vast Network of Termite Mounds	Ancient Lighthouse, Empty and Decaying
12	Single Pale Martyr Tree	Vast Hologram Projector Array; Displays Glitchy, Obscene Images
13	Lonely Blue Mesa	Gleaming Sword-like Shard of Orbital Debris
14	Inexplicable Coral Reef, Long Dead	Unbreakable Glass Tesseract; Verdant Jungle Dimly Visible Within
15	Enormous Glowing Crystal Growth	Strobing Lattice of Hard Light; Serves No Clear Purpose
16	Rock, Resembling A Grieving Widow	Field of Broken Solar Panels
17	Iridescent, Unbearably Salty Lake	Vast White Marble Hand
18	Looming Extinct Volcano	Fallen War-Synth, So Old It's Part of a Hillside
19	Bulbous Fungal Chimney	Ancient Siren Pole, Broadcasting Unintelligible Warning
20	Plain of Uncountable Bleached Skeletons	Bottomless Dark Pit, With Unnaturally Smooth Sides



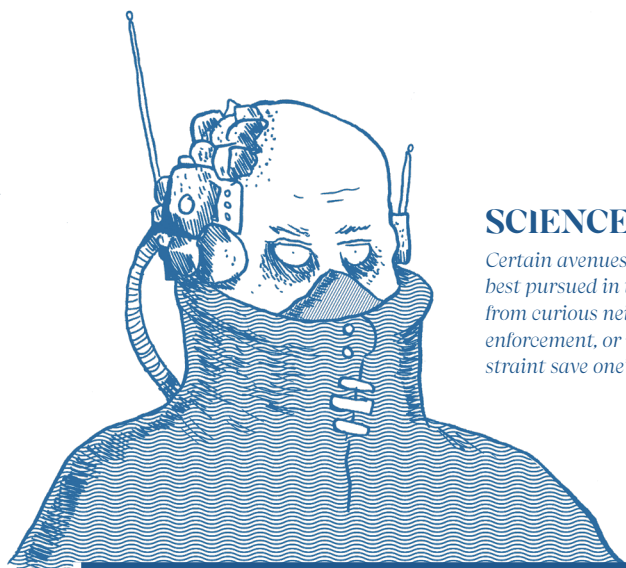
OASIS

	THE WATER	WHAT'S HERE? X2	WHO'S HERE?	CUSTOMS OF THE OASIS
1	Very Blue	Date Palms	Trade Cartel's Caravan (see p.114)	Pay Toll
2	Leaks from Machinery	Flamingos		No Bloodshed
3	Incredibly Clear	Towering Rock		Moonlit Sacrifices
4	Umber and Silty	Rusted War Machine		No Bathing
5	Still and Glassy	Autarch Statue	Faa Nomads (p.35)	Ritual Combat
6	Black and Muddy	Flowering Bushes		Vow of Silence
7	Almost Gone	Ibis		Ruled by Chance
8	Full of Fish	Lurking Crocodiles		Sacred to Men
9	Tastes Sour	Black Obelisks	Bounty Hunters (p.72)	Sacred to Women
10	Algae-choked	Decaying Building	Titan Cultists	Consult Computer
11	Fetid	Addax Herd	Wandering Mystics	Consult Oracle
12	Full of Plastic	Solar Panels	Travelling Circus	Must be Naked
13	Rusty Red	Arcology Dome (p.68)	Mendicant Warrior	Must be Veiled
14	Warm and Bubbling	Crystalline Growths	Escaped Slave	An Animal Is Holy
15	Champagne Coloured	Fungal Growths	Sunburnt Exile	An Animal Is Profane
16	Deep and Silent	Broken Pillar	Pilgrim Monks	Laughter is Prohibited
17	Inside a Cave	Nomad Graveyard	Synths	Sacred to Petty God (p.62)
18	Healing Properties	Wrecked Synths	Petty God Worshippers	Fasting
19	Sugary Sweet	Mud Holes	Cacklemaws	Drug Ritual
20	Mildly Psychedelic	Sacred Caves	Noble in Disguise	Water Ritual

RUIN

Vaarn is studded with the fractured remnants of the works of the ancients; the desert a dolorous mosaic of squandered ambitions and forgotten marvels. Broken by time and eroded by the mastication of the azure sands, these vessels are known to house both horrors and wonders.

	WHAT WAS IT?	AND THEN?	NOW	APPEARANCE QUALITY	APPEARANCE SHAPE	OTHER FEATURE
1	Interrogation Halls	Brewery	Desolate Shell	Opulent	Dome	Haunted by Planeyfolk
2	Cryogenic Chambers	Criminal's Hideout		Fragmented	Arch	Haunted by Chromavore
3	Orbital Defense Turret	Bath House	Intact But Empty	Looming	Tower	Has Hidden Water Source
4	Cyborg Construction	Ossuary		Crumbling	Orb	Has Abundant Food Source
5	Munitions Factory	Monastery	Faa Nomad Campsite	Graffiti-Coated	Shell	Has Abundant Drugs
6	Cloning Facility	Barracks		Gigantic	Knife	Contains Exotica
7	University	Brothel	Lair	Translucent	Bottle	Secret Weapons Cache
8	Nanotech Forge	Inn		Bat-Infested	Flower	Contains Wild Animal Nest
9	Power Generator	Theatre	Grave Site	Sunbleached	Hand	Used for Sacrifices
10	Noble's Residence	Gladiator Pit		Half-Collapsed	Eye	Ancient Defense Systems Active
11	Autarch's Tomb	Madhouse	Holy Site	Threatening	Head	Garrison of Greenguard
12	Chemical Plant	Observatory		Crooked	Pyramid	Swallowed by the Sands
13	Psychic Training Facility	Mystic's Abode	Bandit Hideout	Towering	Slab	Fire Damaged
14	Pleasure Garden	Titan Cult Shrine		Monolithic	Prism	Radiation Poisoned
15	Transit Hub	Hydroponic Garden	Hegemony Outpost	Dazzling	Cube	Servitor Synths Still Function
16	Farm Array	Battle Site		Decrepit	Wheel	Crashed Vehicle Present
17	Bioengineering Facility	Quantum Daemon Shrine	Hermit's Abode	Sand-scoured	Torus	Encrusted with Crystals
18	Medical Facility	Trading Post		Ill-Omened	Needle	Overgrown with Fungus
19	Communications Array	Slaughterhouse	Widely Shunned	Beautiful	Bowl	Hypergeometric Portal Inside
20	Space Port	Prison		Molten	Ziggurat	Conceals Long-Buried Threat

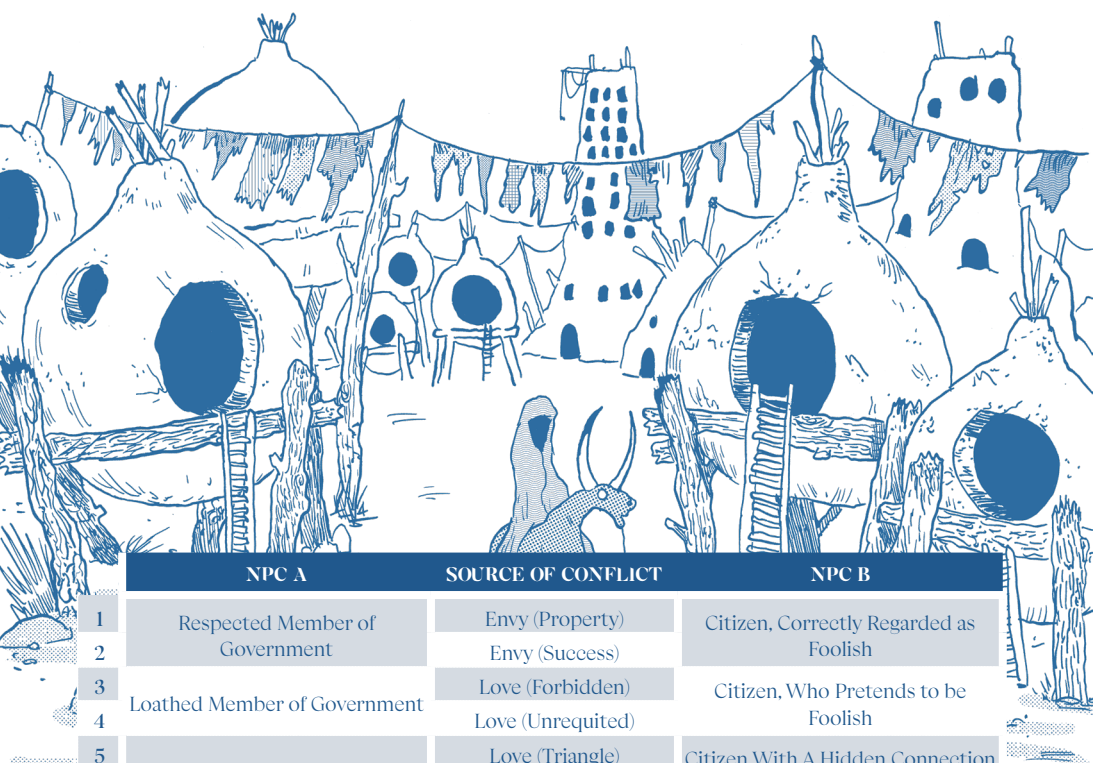


SCIENCE MYSTIC'S ABODE

Certain avenues of philosophical enquiry are best pursued in the deepest deserts, far away from curious neighbors, the reach of law enforcement, or indeed any conceivable restraint save one's own threadbare conscience.

	ABODE	THE SCIENCE-MYSTIC	RESEARCHING	THEY WANT
1	Secluded	Cloaked, Masked, Decaying	Immortality	'Volunteers' for Experimentation
2	Armoured	Booming Voice, Tiny Body	Telepathy	
3	Vine-choked	Sallow and Smelly	Mind Control	
4	Dark	Dazzlingly Beautiful	Antigravity Field	To Hire A New Assistant; Don't Ask About the Old One
5	Spiralling	Plastic-fleshed Synth	Time Stasis	To Dispose of a Rogue Creation
6	Sentient	Double-faced Cacogen	Time Travel	
7	Wheeled	Ostentatious New-Tiger	Time Paradox	A Fabled Chemical Substance; Found In Nearby Ruin (p.82)
8	Transparent	Permanently Invisible	Hypergeometry	
9	Crystalline	Brain in a Vat	Synthetic Anatomy	A Fabled Artefact; Said to be Held by a Faa Nomad Clan (p.72)
10	Sword-like	Levitating Idiot	Synthetic Psychology	
11	Towering	Terrified of their Reflection	Newbeast Biology	Body Parts of Local Monster (p.30)
12	Severe	Flesh-eating Mycomorph	Newbeast Psychology	
13	Decadent	Extra Arms Grafted On Back	Mycomorph Biology	Revenge on Ex-Assistant; They Stole Research
14	Buried	Neurotic New-Lynx	Mycomorph Psychology	
15	Overgrown	Stuttering Synth	Language Virus	An Armed Escort To Explore A Distant Vault (p.88)
16	Elegant	Bashful Murderer	Teleportation	
17	Devotional	Icily Polite	Titancreed Syntax	An Armed Escort to Accompany Them to Gnomon (p.90)
18	Pyramid	Blood-drinking Cacogen	Ancient Super-weapon	
19	Deceptively Normal	Way Too Friendly	Contact Azathoth	Assistance With An Obviously Dangerous Experiment
20	Floating Orb	Glows in the Dark	Space Travel	

SETTLEMENT



	NPC A	SOURCE OF CONFLICT	NPC B
1	Respected Member of Government	Envy (Property)	Citizen, Correctly Regarded as Foolish
2		Envy (Success)	
3	Loathed Member of Government	Love (Forbidden)	Citizen, Who Pretends to be Foolish
4		Love (Unrequited)	
5	Spouse of Governing Figure	Love (Triangle)	Citizen With A Hidden Connection To The Notable Structure
6		Unpaid Debts	
7	Religious Leader	Boredom	Citizen With A Hidden Connection To The Government
8		Taxes	
9	Respected Warrior	Robbery	Hermit, Who Lives Outside the Settlement
10		Gossip	
11	Violent, Lazy Thug	Adultery	Argumentative, Widely-Disliked Citizen
12		Conspiracy	
13	Scholarly, Introverted Citizen	Gluttony	Naïve and Trusting Citizen
14		Mistaken Identity	
15	Respected Artisan	Wild, Baseless Accusations	Conspiratorial, Mistrustful Citizen
16		Addiction (Drink)	
17	Despised Artisan, Known for Shoddy Work	Addiction (Narcotics)	Community Pariah, Ostracised for Unjust Reasons
18		Wedding Plans	
19	Disreputable Mystic	Blackmail	Stranger, Who Just Came to Town
20		Murder	

	THE HOUSES	LOCAL INDUSTRY	NOTABLE STRUCTURE	GOVERNMENT
1	Hide Yurts	Hunting and Scavenging	Ancient Forge	Secretive Oligarchy
2	Clay Brick Huts	Agriculture (Fungi)	Slave Pit	Two Rival Families
3	A Sunken Warren	Agriculture (Cacti)	Deep Well	Automated Communism
4	Nests of Trash	Agriculture (Seven-Fruit Trees)	Slender Silver Tower	Paranoid Theocracy
5	Neat Plastic Cubes	Agriculture (Water Vines)	Radar Dish	Decadent Aristocrat
6	Grimy Towers	Metalworking	Abandoned Theatre	Council of Elders
7	Vine-covered Villas	Mining (Glowstone)	Sacred Catacombs	Psychic Dictator
8	Golden Domes	Mining (Plastics)	Birthplace of Famed Musician	Neo-Anarchist Commune
9	Chrome Spindles	Mining (Sky-seeking Stone)	Birthplace of Famed Warrior	Ruled by Lottery
10	Repurposed Vehicles	Mining (Synth Parts)	Birthplace of Famed Tyrant	Eccentric AI
11	Repurposed Weapon Arrays	Leatherworking	Glowing Autarch Statue	Idiot King
12	Molded Glass	Breeding Packbeasts	Synth Repair Facility	Puppet Ruler
13	Hanging from a Cliff	Breeding Fighting Beasts	Forbidden Grave	Ruled by Cult
14	Atop Colossal Stilts	Pottery	Huge Carnivorous Plant	Strong-Willed Matriarch
15	Made from Bone	Carpet Weaving	Statue of Void Saint	Oracular Severed Head
16	Living Biotech Structures	Herding (Lizards)	Shunned Shrine	Gun-Worshipping Priesthood
17	Inside a Cave	Herding (Zoxen)	Enigmatic Obelisk	Synthetic Philosopher
18	Inside Vast Corpse	Herding (Land Parrots)	Automated Clock Tower	Hegemony Consul
19	Inside Mutant Tree	Herding (Giant Snails)	Oracle's Abode	Psychic Hive-Mind
20	Huge Communal Tent	Brewing	Memory Crystal Library	Power Struggle (roll twice and combine)

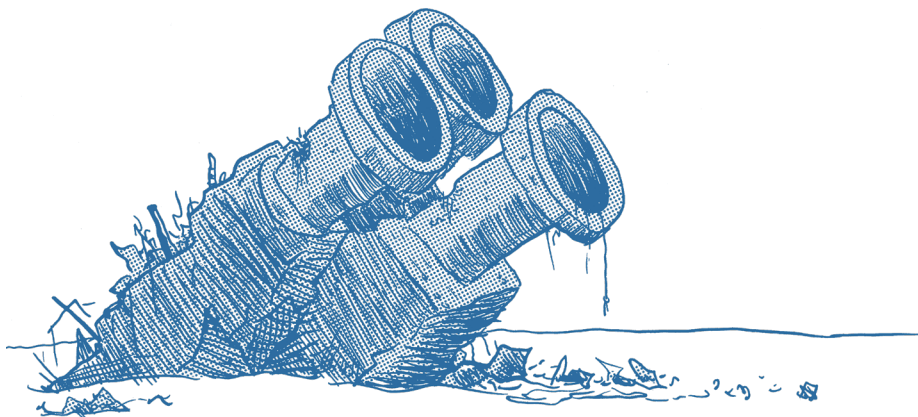


TRADE POST

	LOCATION	WHO TRADES HERE? X2	WHAT IS TRADED? X2
1	Large Tent	Hegemony Soldiers	Water
2	Crossroads	Faa Nomad Raiders	Information
3	Beneath Great Cactus	Faa Nomad Herdsmen	Memories
4	Echoing Cave	Cacogen Drifters	Music
5	Beneath Glowering Idol	Furtive Monks	Olives
6	Sheltered Valley	Cacklemaw Exiles	Weapons
7	Atop Great Rock	Oracle's Caretakers	Armour
8	Within Huge Skull	Servants of a Petty God	Pottery
9	Within Huge Empty Shell	Vault Raiders	Jewellery
10	Ancient Tollbooth	A Science-Mystic (p.83)	Dried Fish
11	Stone Fort	Lithling Scholars	Livestock
12	Grove of Martyr Trees	Gnomonian Merchants	Prisoners
13	Dried Up Oasis	Mercenary Band	Psychedelics
14	Polluted Lakeshore	Roaming Scavengers	Flowers
15	Near Faa Nomad Camp (p.74)	Secretive Hermit	Synth Parts
16	Near Hegemony Camp (p.77)	Lowly Goatherds	Camels
17	Near Wreck (p.87)	Pious Synths	Books
18	Near Holy Place (p.78)	Deranged Synths	Carpets
19	By Oasis (p.81)	Pack of Newbeasts	Medicine
20	Inside Ruin (p.82)	Titan Cultists	Exotica

VAARNISH WRECK

	VESSEL	CONDITION	ORIGINAL CARGO	CAUSE OF WRECK
1	Wind-barge	Decrepit	Spies	Bandits
2	Auto-chariot	Laser-seared	Masks	Sabotage
3	Dune Skuggy	Burned	Water	Sandstorm
4	Armoured Crawler	Corrupted	Soldiers	Fuel Ran Out
5	Stilt Strutter	Sun Bleached	Memory Crystals	Landmines
6	Kite Wagon	Rusted	Guns	Disease
7	Transport Zeppelin	Shattered	Slaves	Warfare
8	Hegemony Ornithopter	Cloven	Coffee	Faulty Machinery
9	Orbital Satellite	Disintegrating	Prisoners of War	Simply Abandoned
10	Autarchy War Stalker	Graffiti-coated	Heretics	Biotech Infestation
11	Water Prospectors' Rig	Riddled with Holes	Wine	Nanomachines
12	Autarch's Pleasure Barge	Skeletal	Refugees	Faa Nomad Ambush
13	Colossal Exosuit	Shredded	Fungus	Cacklemaw Ambush
14	Ancient Submarine	Inside Out	Embryos	Faulty Navigation
15	Ancient Warship	Overgrown	Seeds	Drunk Driving
16	Ancient Steam Ferry	Looted	Bombs	Incompetent Officers
17	Ancient Train	Halfway Repaired	Cyborg Parts	Crew Mutiny
18	Ancient Fighter Jet	Occupied	Synths	Attacked by Monster
19	Motile Home	Surprisingly Intact	Holy Relics	EMP Blast
20	Pre-Collapse Spacecraft	Some Features Work	Exotica	Orbital Weapon Strike

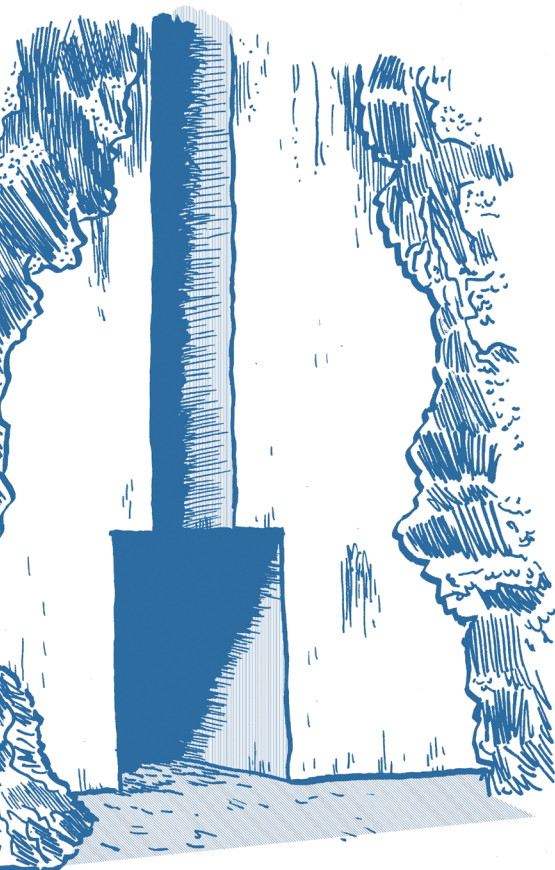


VAULTS

The Vaults of Vaarn are subterranean ruins that riddle the blue desert. Crucially, these Vaults will always contain Exotica, the far-future treasures the PCs are searching for; therefore, the Referee is advised to create one such location before the campaign begins. Follow these steps:

Roll a d20 to determine the entrance, tunnel type, and original function of the Vault. This will form the base for your inspiration.

Begin by listing five ideas for rooms, but don't map them yet. Just picture five locations that might be found in the Vault you're creating. If you can't think of anything or need fresh ideas, roll on both Room Feature lists opposite, and combine the two features.



- 1 Attach hazards to the second and fourth rooms in the list. These may flow logically from the room features you rolled; alternatively use the Hazards table to generate ideas. Some hazards should be immediately obvious, while others might be more insidious.
- 2 Attach an item of Exotica to the fifth room. Use the table provided on p.25. These items are the goal of a vault-raiding expedition, so make sure they're challenging to reach, but obtainable if the characters persevere.
- 3 You now have five rooms for exploration. Sketch out a map of how they connect to one another. Think about doors, but also elevator shafts, staircases, teleporters, air vents, drainage systems, and other passageways. Make sure rooms have at least two exits.
- 4 Add an NPC into the Vault for the players to talk with. This could be a prisoner, an AI, a sentient ant colony, another scavenger, or anyone from the NPC table (p.58). They don't have to be friendly, but think about why they're in the Vault, and what they might want from the PCs.
- 5 Write up an encounter table. This is a list of six active creatures or phenomena that may be found as you move around the Vault. Think about the encounters that would emerge logically from the details you have created so far; one of them could be the NPC you created in step 4. Use the Bestiary (p.30) for ideas if you are stuck. As the PCs explore, roll a d6 each time they enter a location or make a loud noise. If you roll a 1, roll on the encounter table.
- 6 With a map, an encounter table, and a reward for your PCs, you are now ready to play! If you want a larger Vault, return to the start and begin adding more ideas for rooms. Make sure to keep adding Exotica as the Vault grows in size. A party of four PCs will need to find four Exotica to reach level 2 and eight to reach level 3, so ensure it is possible for your players to advance if they are bold and clever.

	Entrance	The Tunnels	Original Function	Room Feature A	Room Feature B	Vault Hazards
1	Steel Blast Doors	Half-Flooded	Fallout Shelter	Banks of Syntax Engines	Corpses in Hazmat Suits	Carnivorous Fungus
2	Back of Tiny Cave	Filled with Blue Sands	Transport Network	Filled with Blue Sand	Flickering Broken Viewscreens	Ancient Chaingun Turret
3	Enormous Crater	Dusty and Silent	Bioweapon Research	Littered with Plastic	Speaker plays Discordant Music	Rigged with Proximity Mines
4	Narrow Fissure in Cliff	Crystal-encrusted	Time Paradox Research	Tangled Gas Ducts	Weeping Source of Water	Toxic Gas Leak
5	Through Old Sewer	Blood Red Walls	Language Virus Research	Erratic sparking arrays	Blast Proof Door	Radioactive Waste
6	Atop Mountain	Decorated Tiles	Geothermal Power Station	Grim Silent Engines	Conference Table	Faulty Elevator
7	Opens At Full Moon	Fire-Damaged	Nuclear Power Station	Lattice of Memory Crystal	Exercise Equipment	Crazed Guard Synths
8	Scrawled with Runes	Winding and Narrow	Hypergeometry Research	Enigmatic Books	Sleeping Nooks	Hypergeometric Rift
9	Functioning Lift	Descend Into The Urth	Deep Core Mining	Preserved foodstuffs	Corpse Seared by Laser Fire	Magnetized Ceiling
10	Broken Lift	Somehow Absorb Sound	Military Command Post	Home to Bat Colony	Dead Synth	Unstable Floors
11	Functioning Escalator	Lightless and Dank	Titan AI Memory Banks	Scrawled with Graffiti	Weapon Lockers	Laser Grid Trap
12	Broken Escalator	Spiralling, Strange	Titan AI Cooling System	Functional vending machine	Single Mummified Corpse	Flooded Room; Electric Cable
13	Ruined Train Tunnel	Lit with Bioluminous Moss	Seed Bank	Overgrown with Pink Moss	Biotech Lanterns	Overzealous Janitor Synths
14	Beneath Toxic Water	Surprisingly Clean	Interrogation Chambers	Vats of esoteric chemicals	Campfire left by Other Vault Raiders	Sharp, Self-replicating Crystals
15	Air Filtration Vent	Full of Ancient Corpses	Synth Production	Abandoned dining set	Bloodstained Laboratory Equipment	Capricious AI Overseer
16	Infested with Bats	Incredibly Cold	Illicit Cloning Facility	Echoing bottomless shaft	Warning in Ancient Language	Cannibal descendants of original inhabitants
17	Barricaded from Inside	Enormous and Echoing	Spy Network Base	Gleaming Forcefield Projector	Crazed Web of Wires	Mind-slaving Hypnoscreens
18	Below Arcology (p.68)	Battle Damaged	Recycling Plant	Ancient Insect Hive	Colossal Dead Mollusk	Vault sSacred to Faa nomads; Intruders Killed (p.35)
19	Below Settlement (p.84)	White and Sterile	Hidden Reservoir	Choked with Dead Vines	Hovering Polychrome Spheres	Vault is Lair for Monster (p.79)
20	Below Ruin (p.82)	Filled with Garbage	Autarch's Hideout	Sentient, Immobile Machine	Humming Teleportation Gate	Vault is Bandit Hideout (p.70)

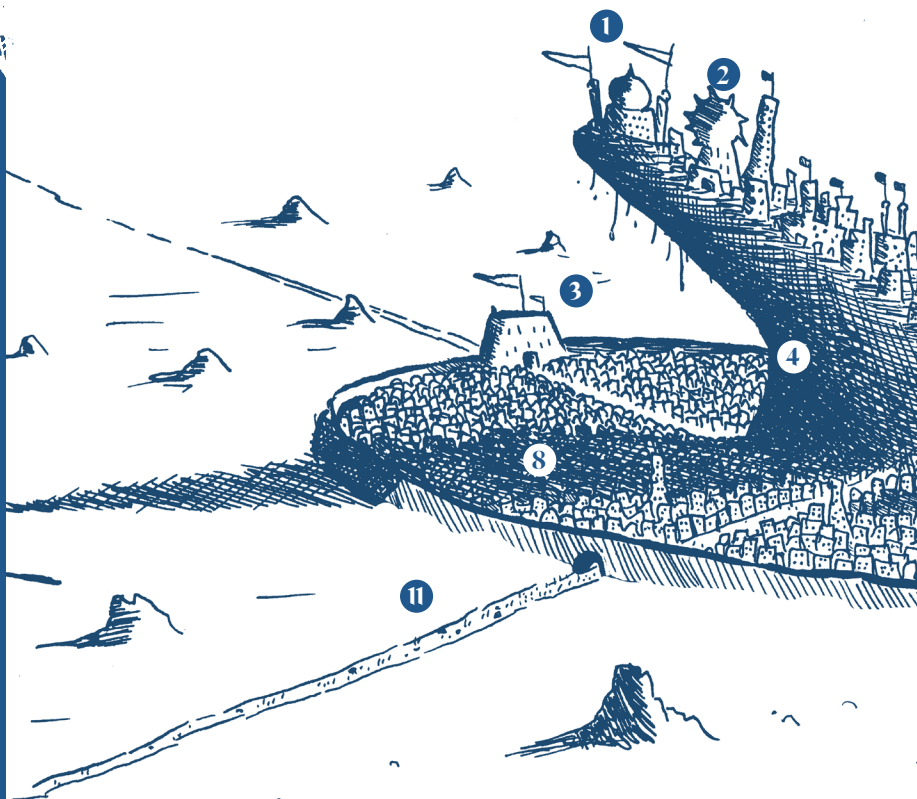
WELCOME TO GNOMON

Gaudy jewel of Vaarn's southern badlands, the city of a thousand shaded bazaars, a thirsty, bustling morass of dusty courtyards and guild halls and artisans' workshops. If there is something to be sold in Vaarn, then Gnomon is the place to buy it. Everything within the crumbling blue walls of the city has a price: water, food, song, love, and death.

The city's signature landmark is the Apex of Gnomon, a towering blade of dark metal that stands in the midst of the city, casting a long shadow over the buildings that crowd around it. The

Apex is a relic of the lost civilisation that preceded the Age of the Titans, and none now recall its original purpose. The wealthy make their homes upon the arcing back of the Apex; those less fortunate live in the blue dirt. The districts around the Apex are built in traditional Vaarnish style, townhouses moulded from bruise-blue clay and aged wooden beams. The city is defended by a low wall, although the wind-blown sand of a thousand generations has eroded the battlements until their defensive value is largely symbolic.

4. GNOMON



WHY VISIT GNOMON?

Vaarnish travellers are drawn to the city for a multitude of reasons.

Some wish to purchase the fine goods that can be found in Gnomon's markets. Walking through the souks, one can observe stalls selling Vaarnish carpets, trained falcons, smoked meats, lizard-skin boots, psychedelic mushrooms, finely carved violins, elegant glassware, synthetic limbs, spider-silk robes, hardy zoxen, ornate firearms, bottles of dusky champagne, fecund wheels of cheese, and luminous panes of glass, which have been scavenged from the archaic satellites that fall to Urth on summer nights.

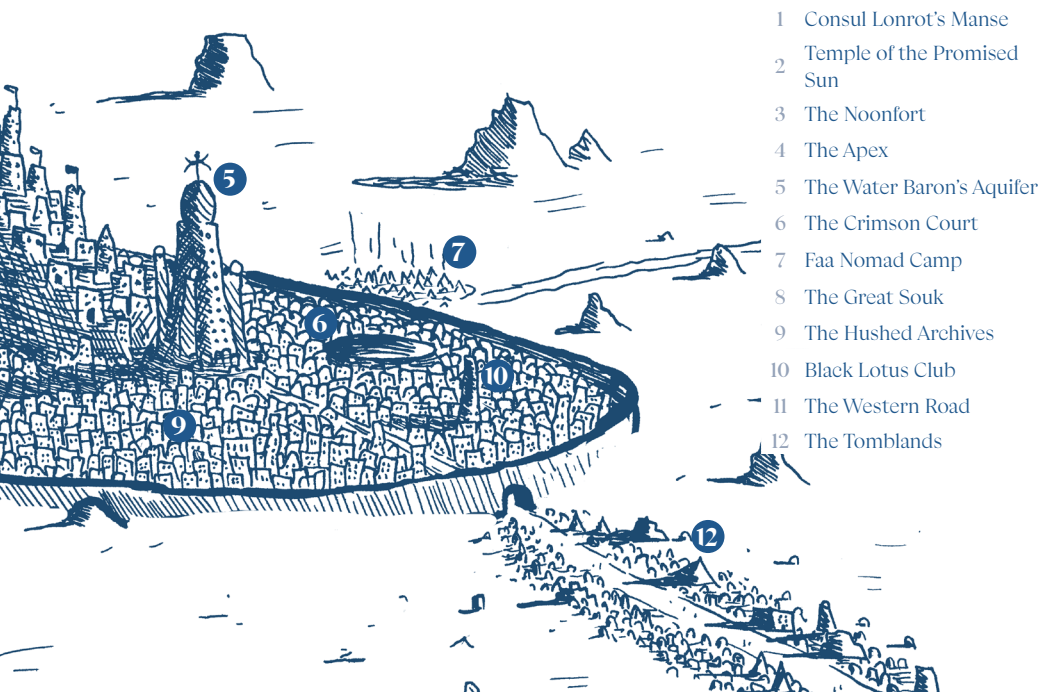
Some visit Gnomon because they seek an audience with officials of the New Hegemony. This august confederation claims to rule over Vaarn, although such edicts ring hollow in the deep desert, where the only law is that the strong survive. Nevertheless, the New Hegemony have conquered the southern badlands of Vaarn, and a garrison of legionaries keeps taxes flowing from Gnomon's merchants to the distant Hegemon, May Their Name Be Sung Forever.

Some travellers seek entertainment. The city is famed for its open-air theatres, where actors in rigid masks perform the rote and ritualised dra-

mas of the fallen Autarchy. Gnomon is known also for chariot races, for gambling dens and opium sinks, for pillow-lined passionhouses, and for luxurious tea rooms, where those who fancy themselves wits can debate one of Gnomon's many pontificating sophists.

Others still approach Gnomon seeking wisdom, for the city is not only home to a thousand shaded markets, but also to a thousand philosopher's guilds and esoteric colleges. The study of the lost wisdom of the ancients is feverishly pursued. Tech-priests, petty gurus, science mystics, and alchemists compete for patrons, prestige, and precious glimpses of the knowledge that was lost during the Great Collapse.

Some may come to Gnomon seeking justice, for this trader's city is also the site of the Crimson Court, an ancient fount of bloody judgement. In this roaring crucible steel-swathed and sweat-slick Advocates deliberate in the sight of Gods and beggars alike the merits of legal cases civil and criminal, and in the spray of heartsblood upon the blue sands can a contract be enforced or unmade.



- 1 Consul Lonrot's Manse
- 2 Temple of the Promised Sun
- 3 The Noonfort
- 4 The Apex
- 5 The Water Baron's Aquifer
- 6 The Crimson Court
- 7 Faa Nomad Camp
- 8 The Great Souk
- 9 The Hushed Archives
- 10 Black Lotus Club
- 11 The Western Road
- 12 The Tomblands

4.1. WATER DEBT

In the trackless blue deserts, clans of Faa nomads battle over oases and ancient reservoirs. In Gnomon, the largest city in Vaarn, the need for water is even more desperate and the city's economy is founded on water debt.

WHERE DOES THE WATER COME FROM?

By ancient law, distribution of water in Gnomon is controlled by the Water Baron, Ancamulla. The Baron's Aquifer machine stands at the base of the Apex, and it draws vast quantities of cool, fresh water from deep within the flesh of the Urth. Through a web of pipes and fountains, the city drinks at the Baron's pleasure.

Access to water is administered by the Water Baron's clerks and mercenaries. The poor drink from public fountains, while wealthier residents of Gnomon have private pipelines installed in their townhouses. All must pay the water tax, however, exchanging goods at the Baron's banks for water-debt tokens that are redeemable at public fountains. Each token is worth a day's drinking water for one person, if they take small sips. The militiamen who man the water fountains may also exchange water for food, weapons, or other luxuries, depending on their mood. All water in Gnomon belongs to the Baron and bringing water from outside the city walls is forbidden.

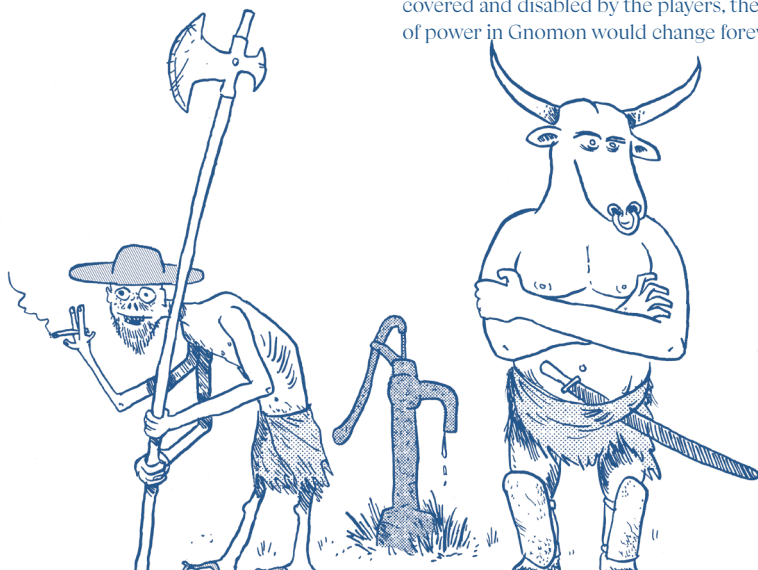
ANCAMULLA AND THE NEW HEGEMONY

The New Hegemony claims dominion over Gnomon and taxes all commerce there; this claim is relatively recent, and conflicts with the Water Baron's ancient rights over the city.

One might ask why the Hegemony does not bring its military might to bear on the Baron and seize control of his Aquifer. The answer is simple: Ancamulla has a sabotage device implanted within the mechanism. If he is imprisoned or killed, this device will trigger, and the water supply for Gnomon will cease forever. The city will collapse into anarchy and destroy itself within days.

The Hegemony could certainly depose the Water Baron; however, his sabotage device gives them pause. Ruling a living city that pays taxes is preferable to ruling a lifeless husk. Therefore, an uneasy peace exists between the two factions. Ancamulla provides a water ration to the Hegemony's troops and administrators free of charge, and in return is left to tyrannise the common folk of Gnomon as he sees fit.

The precise nature of the Baron's sabotage device is left to the Referee to decide. If it could be uncovered and disabled by the players, the balance of power in Gnomon would change forever.





4.2 DISTRICTS

MORNINGSHADE

The north-western district of Gnomon is shaded by the Apex when the sun rises in the morning. The Morningshade district is industrious and prosperous, home to striving merchants. The primary landmark in this district is the Great Souk of Gnomon, the vast open-air market that operates from sunrise to sunset.

SIGHTS

- ◆ Gangs of labourers carrying cargo from the wind-barge docks to the west;
- ◆ A cafe, with caged birds singing outside;
- ◆ A merchant's auto-cart, overflowing with ripe produce;
- ◆ A Priest of the Promised Sun, leading an outdoor sermon for prosperous devotees.

EVENINGSHADE

The north-eastern district of Gnomon is shaded by the Apex when the sun descends to touch the western horizon. The Eveningshade district is home to the Night Souk, authorised to trade between the hours of sunset and sunrise. Due to the peace and quiet by day, the Eveningshade District is preferred by Gnomon's artisans and craftsmen. By night the streets come alive, with music played from balconies and basement bars thronged with celebrants.

SIGHTS

- ◆ A traditional Vaarnish street band, practising in a courtyard;
- ◆ A synth-surgeon, fixing an android's arm;
- ◆ A funeral procession for a deceased artisan;
- ◆ Elderly newbeasts play dominoes beneath a leafless tree.

LANTERN DISTRICT

The south-western district of Gnomon, unshaded by the Apex. The Lantern District is the oldest in the city, the most crooked and decrepit and distended with secrets. The primary landmark is the Hushed Archives, a ruin that was once a library and is now a cobwebbed shell, left with each door open by ancient custom. This district is the home of Philosopher's Guilds and theatrical companies, a district of fulminating prophets and sophist clowns. Poets wander the indigo streets at twilight, looking up to the heavens at the hard glints of ancient orbital habitats that trace esoteric geometries in the windy dusk.

SIGHTS

- ◆ An open-air debate between two schools of Neo-Neo-Relativists;
- ◆ A dealer of rare books, smoking hookah on their porch;
- ◆ A sacrificial procession, heading to one of the neighbourhood shrines;
- ◆ A rehearsal for a play; they are miming out the famous death of an Autarch.



RED QUARTER

The south-eastern district of Gnomon, unshaded by the Apex. The Red Quarter is pugnacious and seedy, home to strutting mercenaries and pompous prize-fighters. Here the visitor can find gladiator pits, boxing arenas, chariot racing, and passionhouses by the score. The distinctive landmark of the Red Quarter is the Crimson Court, the home of Nyxia and her Advocates.

SIGHTS

- ◆ Graffiti praising one gladiator and cursing another;
- ◆ A beggar without legs, trundling on a cart;
- ◆ A curb-side game of chance, where knives may be drawn at any moment;
- ◆ A patrol of Hegemony soldiers, jeered at by gutter-dwellers.

THE APEX

The great blade of dark metal that looms over Gnomon, perhaps the wreck of some forgotten engine that has been swallowed by the blue sands and by time. The home of Gnomon's rich and powerful. Notable buildings upon the Apex include the Consul's Manse, and the Temple of the Promised Sun.

SIGHTS

- ◆ A patrol of the Consul's Lictors, anbaric pikes crackling with purple energy;
- ◆ A messenger in golden robes, carrying a decree from Abbess Faunia;
- ◆ A line of supplicants outside the gates of the Water Baron's mansion;
- ◆ Condemned criminals; gaolers lead them to the Plunge to be thrown to their deaths;
- ◆ A carriage of highborn ladies of Gnomon, on their way to view a hanging garden.

TOMBLANDS

To the south of Gnomon lie the Tomblands. Ancient customs forbade the burial of the dead within the walls of the city, and thus the southern road is lined with windowless abodes that accommodate the citizens' silent precursors. This charnel-district extends for some distance beyond sight of Gnomon's walls; Vaarn is old and the dead outnumber the living.

Criminals and others who find themselves unwelcome in the city proper make squalid homes amongst the bones. Groups of bandits haunt the ruins, and there are rumours of more dangerous creatures still that have crept in from the blue wastelands and make their lair amidst monoliths and unsealed crypts.

SIGHTS

- ◆ Robbers lounge amidst devil-grass, cooking on an open fire.
- ◆ Phthalo-jackals, cautiously hunting.
- ◆ A Harlequin Serpent, sunning itself upon a fallen monument.
- ◆ A pair of ghouls, posing as mourners.



4.3 GNOMON FACTIONS

1. THE BARON'S MILITIA

- ◆ Rabble of thugs, cutthroats, and layabouts. Used by the Water Baron to collect debt and guard the public fountains.
- ◆ **Wear the Baron's livery:** green and yellow. No standard-issue weapons or armour.
- ◆ Known for violence, extortion, and dishonesty.
- ◆ Maintain a master 'dry list' of water debtors; helping any of these people drink is a crime.
- ◆ **Faction Base:** the Baron's Aquifer machine.

HOW TO JOIN

Present yourself at the gates of the Aquifer and demand an audition. You must fight bare-handed against a captain. Those who make a good show of the brawl will be offered a job.

WHAT'S EXPECTED OF MEMBERS

You will enforce the Baron's whims, collect on outstanding debts, and guard the public fountains. You will arrest water thieves, stay alert for water smuggling rings, and guard water convoys that are sent out into the wastes to supply Hegemony estates and outposts. You will do all of this unquestioningly, and with enthusiastic brutality.

BENEFITS

You are given a yellow and green jacket to wear. You are guaranteed two meals a day and as much water as you can drink. People on the street will treat you with fearful respect. You can throw people into the Baron's jails or petition for them to be added to the 'dry list'.

Militiamen who please the Baron may be moved to guard duty within the Aquifer itself, giving them access to the machinery.

MILITIAMAN			
Biological			
Level	Armour	Morale	Group Size
1	13	+3	d8
Attacks: Cheap Blade (d6)			
Notes: Swaggering bullies who will only attack if they outnumber their opponents.			

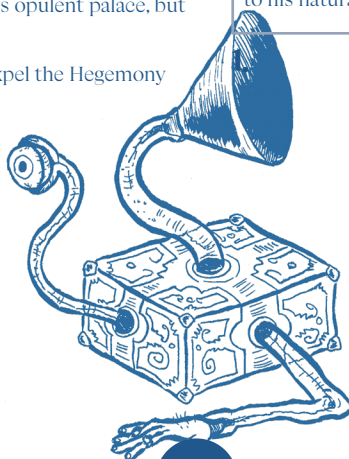
MILITIA CAPTAIN			
Biological			
Level	Armour	Morale	Group Size
3	13	+5	d8
Attacks: Assault Laser (d8 beam)			
Notes: Commands a group of militiamen; will always be found guarding a public fountain.			



ANCAMULLA, THE WATER BARON

Synthetic

- ◆ The Baron is a golden box, the size of a heavy dictionary.
- ◆ His original brain was human; Ancamulla copied himself into a mechanical body centuries ago.
- ◆ Has attachments that allow him to see, hear, speak, and manipulate objects. He can walk, but is usually carried around on a pillow by one of his wives.
- ◆ Bored, petty, rude. Enjoys being begged for things.
- ◆ Hoards wealth inside his opulent palace, but gets little joy from it.
- ◆ **The Baron Wants:** to expel the Hegemony from Gnomon.



ALLY **or** VILLAIN

Ancamulla is envisioned as an antagonist for the players. However, if the Referee desires to make him more sympathetic, Ancamulla could be a benevolent figure, giving the water away for free. In this scenario it is Consul Lonrot who wishes to seize control of the Aquifer, thereby securing his hold over the city and perhaps winning the Hegemon's favour. Alternatively, the Baron could be rarely seen outside the Aquifer; it turns out his own militia captains have held him hostage for years, and it is their corruption and greed that rules Gnomon.

ANCAMULLA, THE WATER BARON OF GNOMON

Synthetic

Level	Armour	Morale
3	24 (Ancient Warding Field)	+1

Attacks: Feeble Swipe (d4)

Notes: Ancamulla does not expect to fight; he has mercenaries for that. If in mortal danger he will likely flee or try to bargain using his wealth. His chassis is fitted with an ancient Warding Field, which renders most kinetic attacks against his person harmless. A well-timed EMP would disrupt the warding field, reducing him to his natural Armour of 11.

Hopefully a story that writes itself. Ancamulla is a wealthy, cruel monopolist who has a stranglehold on the most valuable resource in the city. As a machine, he can never experience the thirst that terrifies those under him. Show the players the Baron's militia denying begging families a drink, smashing open barrels of illegal water, and imprisoning people for water debt. They will probably want to do something about this.

2. HOUSE LONROT

- ◆ The dominant Noble House in Gnomon. Transplants from the New Hegemony. Big fish in a small pond.
- ◆ Wear livery of black and purple.
- ◆ Equipped with the latest Hegemony tech.
- ◆ Will support the Fifth Legion in operations within the city. Do not police the streets, except on the Apex.
- ◆ **Faction Base:** the Consul's Manse, at the peak of the Apex.

HOW TO JOIN

The Consul has many informants and supplicants. It would not be difficult for the party to join their ranks, if they have useful information. Being sworn into the service of House Lonrot is more difficult. Such an honour might be extended to individuals who greatly aided the Consul and were willing to swear a blood oath.

WHAT'S EXPECTED OF MEMBERS

Your life belongs to House Lonrot. You will obey without question and will defend the Lonrot family to the death. You will be asked to arrest criminals, spy on the Consul's enemies, and oversee the collection of Hegemony taxes from Gnomon's merchant class.

BENEFITS

You are given black and purple livery. You will eat and drink three times a day, and sleep inside the Consul's Manse, one of the safest places in Gnomon. You are afforded all the prestige that befits an agent of the city's governor. Household Guards, Lictors, and Hegemony soldiers will come to your aid if you are in danger.

HOUSEHOLD GUARD

Biological

Level	Armour	Morale	Group Size
3	14	+4	d6

Attacks: Pulse Rifle (d8)

Notes: Well-equipped and trained, but not as numerous as the Legionaries or the Baron's militiamen.

CONSUL'S LICTOR

Biological

Level	Armour	Morale	Group Size
5	18	+7	d6

Attacks: Anbaric Pike (d10 electrical)

Notes: When Consul Larke would take lethal damage, a Lictor can choose to die instead.



HEGEMONY CONSUL
LARKE XAN LONROT

- ◆ True-kin. Assigned to rule Gnomon by the distant Hegemon. Praise Their Name One Thousand Times.
- ◆ Regards the position as a punishment; hates Vaarn, hates Gnomon, wishes he were back in the Hegemony. Has been here for decades.
- ◆ Heavy drinker. Black rages. Often hungover.
- ◆ Tall, handsome, and commanding. Dark hair, dark clothing, never sweats.
- ◆ Sarcastic, shrewd, and deeply depressed.
- ◆ **Larke Wants:** to be relieved of his Consulship in a manner that will allow him to retain his pride. Has no idea how this could be achieved.

HEGEMONY CONSUL, LARKE XAN LONROT

Biological

Level	Armour	Morale
4	16 (Adamant Linen Robes)	+2

Attacks: Ancestral Monofilament Sword (2d8)

Notes: Always accompanied by Lictors. Lonrot is a competent enough duelist, but will not have any interest in risking his life in battle. If cornered he will use the active camouflage rig inside his robes to become invisible and attempt to escape.



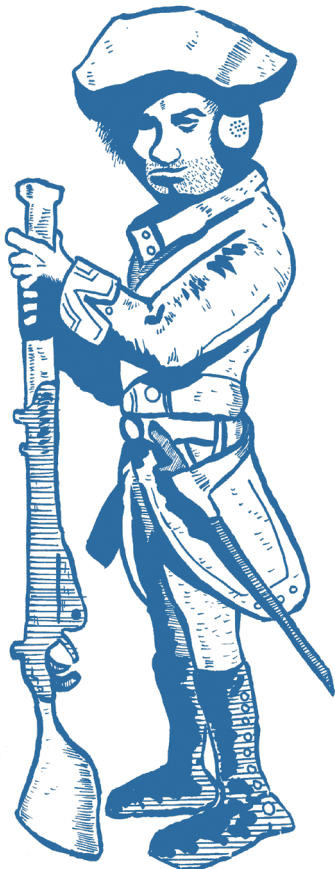
ALLY **or** VILLAIN

Larke can be of help to the party, if they have something to offer him. The Consul hates Ancamulla and will be happy to provide tacit support for a group that plans to topple the Water Baron - so long as they understand that if they are caught, his name is never spoken. Completely securing Hegemony control of the Aquifer machine would be his ticket back to the Hegemon's good graces.

If the Referee desires, Larke can fill the role of a primary campaign villain. Accentuate his black rages, his hatred of Gnomon and its inhabitants, and the ruthless lengths he will go to ensuring a steady flow of taxes to the Hegemon. Show his men taking a well-liked NPC prisoner over a minor violation of Hegemony law. It is recommended that you pair this portrayal of Consul Lonrot with an equally villainous Commander Loonflower, and cast the Water Baron as a sympathetic figure, who is attempting to keep control of the water supply to prevent the Hegemony from gaining an unbreakable grip over the city.

3. THE FIFTH HEGEMONY LEGION

- ◆ The Hegemony’s occupying military force in the city.
- ◆ Only true-kin can become legionaries, although cacogen, newbeasts, and synths serve as auxiliary soldiers.
- ◆ Easily recognised by their scarlet uniforms and Hegemony accents.
- ◆ Patrol the city streets and walls, watching for unrest.
- ◆ Rivalry between the Legion and Ancamulla’s militia, which can become violent.
- ◆ **Faction Base:** the Legion barracks at the Noonfort.



HOW TO JOIN

You must be true-kin and swear an oath to serve the Hegemon all your days. PCs with other ancestries may be employed as auxiliary troops, who wear dull green.

WHAT’S EXPECTED OF MEMBERS

You must obey the orders of your Centurion unquestioningly. Failure to do so will result in court martial, and likely your execution. You are expected to police Gnomon, arrest troublemakers, assist tax collectors, and defend the city from outside threats. You may be dispatched to eliminate dangerous adversaries that have strayed too near to Gnomon, or to reinforce Hegemony garrisons in other parts of Vaarn.

BENEFITS

You are given a red uniform, standard-issue autorifle, fragmentation grenades, and a Hegemony water pass, which entitles you to a respectable ration of water every day. You will be able to count on your fellow soldiers for backup, and have free reign to bully and extort small traders.

HEGEMONY LEGIONARY

Biological

Level	Armour	Morale	Group Size
2	14	+6	d8

Attacks: Autorifle (d8) / Grenade (d10 blast, DEX save to throw back)

Notes: When fought in streets of Gnomon, will call for backup every second turn, summoning another d8 Legionaries.

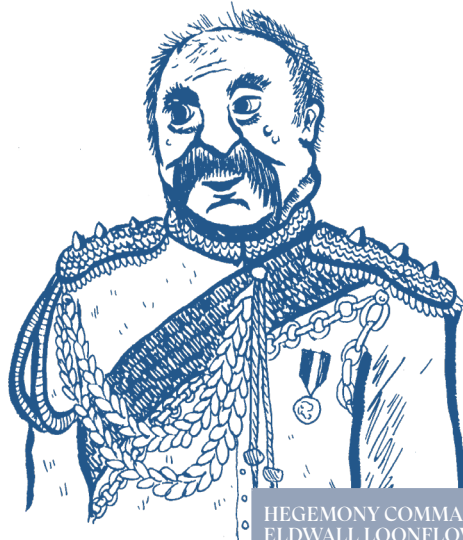
HEGEMONY CENTURION

Biological

Level	Armour	Morale	Group Size
5	16	+8	1

Attacks: Autorifle (d8) + Rapier (d8)

Notes: Legionaries in presence of Centurion use the Centurion’s morale score.



COMMANDER LOONFLOWER

- ◆ True-kin. Ranking commander of the New Hegemony's Legion in Gnomon.
- ◆ Big, forceful, jolly, energetic.
- ◆ Moustache, thinning hair, flushed face. Sun-burns easily.
- ◆ Cheerfully bigoted towards all non true-kin characters. Knows lots of jokes about cacogen.
- ◆ Loves poetry. Writes bad poetry.
- ◆ Believes he's engaged in a civilising mission. Vaarn can be tamed.
- ◆ **Loonflower Wants:** to keep order and ensure the Hegemony's borders are safe.

HEGEMONY COMMANDER, ELDWALL LOONFLOWER

Biological

Level	Armour	Morale
6	16 (Heavy Ferro-Plate)	+10

Attacks: Hegemony Sidearm (d6)

Notes: Unlikely to fight alone; he will be accompanied by four Hegemony Centurions. Hegemony troops will never fail Morale checks while Loonflower is alive and fighting with them.

ALLY *or* VILLAIN

Commander Loonflower can be played as a jocular, reassuring presence. He is a good foil for Ancamulla, as he dislikes the Hegemony's power being compromised by what he sees as a relic of an older Vaarn. He is very aware of the risks involved in deposing Ancamulla but will be interested in any suggestion the PCs make that could allow this to happen. If they come up with a plausible plan to disable Ancamulla's sabotage device inside the Aquifer, Loonflower will be eager to assist them - on the condition that control over the water supply is turned over to the New Hegemony.

To make Loonflower an antagonist, heighten his bigotry against non-human characters and NPCs. He is still bluff, jovial and playful, but there is real hatred behind his jokes. His soldiers share his prejudice, and the cacogen, newbeasts, mycomorphs and synths of Gnomon are terrorised by the Hegemony's true-kin soldiers. Loonflower could also be carrying out a campaign of extermination against the tribes of Faa nomads who live in the badlands around Gnomon. Play up the imperialist aspects of the New Hegemony and make Loonflower the avatar of these tendencies.

4. CHURCH OF THE PROMISED SUN

- ◆ Religious faith. Their scripture and religious practices are focused on the renewal of Urth's red sun.
- ◆ Dominant religion in Gnomon. Many shrines, churches, and wall frescoes dedicated to this faith.
- ◆ Recognise one another through sunburst medallions and the greeting 'May you live to see the Promised Sun'.
- ◆ Priests wear golden robes and smiling sunburst masks.
- ◆ Prayers held at sunrise and sunset, the dead are burned on pyres.
- ◆ Faction Base: the Temple of the Promised Sun, on Gnomon's Apex.



HOW TO JOIN

Renounce all prior faiths and accept the Baptism Of Dawn.

WHAT'S EXPECTED OF MEMBERS

Regular tithes to the Church of the Promised Sun. Observance of prayers, rituals, and attendance at the Great Temple to hear Abbess Faunia speak. You may also be asked to go above and beyond for your Church when called upon. This could include protecting a Priest who is heading out into the wastes of Vaarn to spread the message of the Promised Sun, retrieving the remains of Solar Saints that have been stolen by relic thieves, or collecting the body of a church member who died in the wilderness so that their relatives may burn the corpse with proper ceremony.

BENEFITS

You are a respectable part of Gnomonian society. Noble Houses will allow you to enter through the front door. Church members are expected to aid fellow worshippers who are in danger or have a material need; this tenet will only stretch so far, but shopkeepers or landlords who share your faith will be likely to extend you credit or give discounts on rent.

PRIEST OF THE PROMISED SUN

Biological

Level	Armour	Morale	Group Size
1	10	+1	d6

Attacks: Staff (d6)

Notes: Carry doses of Summerbalm (heals for d8 HP).

TEMPLE GUARD

Biological

Level	Armour	Morale	Group Size
3	15	+7	d10

Attacks: Heavy Club (d8)

Notes: Will do everything they can to avoid spilling red blood inside the Temple.

ABBESS FAUNIA

- ◆ New-Sheep. Spiritual leader of the Church of the Promised Sun.
- ◆ Grandmotherly, soft-spoken, frail.
- ◆ Believes her faith will one day lead to the rejuvenation of Urth's dying sun. Leads long and arduous rituals to this effect.
- ◆ Dresses in the colours of the Sun That Was And Will Be: argent white and gleaming gold.
- ◆ Ambiently psychic; can always tell if someone means her harm.
- ◆ **Faunia Wants:** to grow her flock and live to see the coming of the Promised Sun. She would do almost anything to hasten its arrival.



ALLY OR VILLAIN

Abbess Faunia can be played as a calming, more gentle presence in Gnomon. She's the opposite of Ancamulla and the Hegemony. They take; Faunia gives. The Church of the Promised Sun delivers charity to orphans, beggars, and the oppressed, for it is only through grace and mercy that the Sun That Is Promised will ever again light the Urth with its golden rays. Faunia has no great military power or strength of arms, but if the PCs are in her favour, they will be in the favour of anyone else in the city who worships the Promised Sun. This is no small matter, and the support of the great mass of worshippers could be a decisive factor in toppling one of the other factions.

ABBESS FAUNIA, APOSTLE OF THE PROMISED SUN

Biological

Level	Armour	Morale
1	II (Golden Robes)	+3

Attacks: Fists (d4)

Notes: Faunia is no warrior, but her ambient psychic powers mean that she is impossible to surprise. If attacked, she will activate her most precious artefact: a hard-light projector that creates seven solid-state holograms of her, which will scatter in all directions. In the confusion she will attempt to escape. Note these holograms are physical objects, and can be restrained by the PCs.

Faunia as an antagonist is still grandmotherly, soft-spoken and physically gentle. However, she is the recipient of prophetic dreams, glorious images of the Promised Sun rising bright and terrible to burn away the wickedness of the world and bring the righteous few to a gleaming salvation. Faunia must hasten the arrival of this celestial saviour, by rooting out unbelievers and burning them alive in great rapturous bonfires. This version of Faunia runs Gnomon as a theocratic police-state, probably with the support of the Water Baron or Consul Lonrot, who have been converted to her faith by the fervour of her visions.

5. PRIEVAL'S CREW

- ◆ Criminals, scum. Motley crew of newbeasts.
- ◆ Favour loud, colourful clothing, gaudy weapons, and flamboyant jewellery.
- ◆ **Live the fast life:** chariot races, gladiator fights, card games, opium dens.
- ◆ Move goods and collect debts for Prieval.
- ◆ Top dogs in Gnomon's underworld. If you're trying to do something illegal, you'll have to deal with them sooner or later.
- ◆ **Faction Base:** the Black Lotus nightclub, near the southern wall of Gnomon.

HOW TO JOIN

Hang around the Black Lotus Club, make yourself useful to Prieval, laugh at his jokes.

WHAT'S EXPECTED OF MEMBERS

You will run menial errands, deliver threats, commit arson, collect debts, and move cargo in and out of the city. Prieval does have dealings outside the city walls, so a party who have experience adventuring in the desert might be asked to find someone who is hiding out in a remote corner of Vaarn.

BENEFITS

Easy access to stolen goods, safe-houses, and high-grade narcotics. Will be aided by anyone who's in debt to the smugglers or is afraid of them. Prieval's gang will help you kill other people, within reason (they would be reluctant to target Hegemony leaders or the Water Baron). Most importantly, the smugglers know many ways in and out of the city of Gnomon that are undetectable by the city's guards.

SMUGGLER

Biological

Level	Armour	Morale	Group Size
1	12	+2	d12

Attacks: Club (d6)

Notes: The gang's runners are lightly-armed layabouts, more used to vandalism and intimidation than pitched battle with competent adversaries.

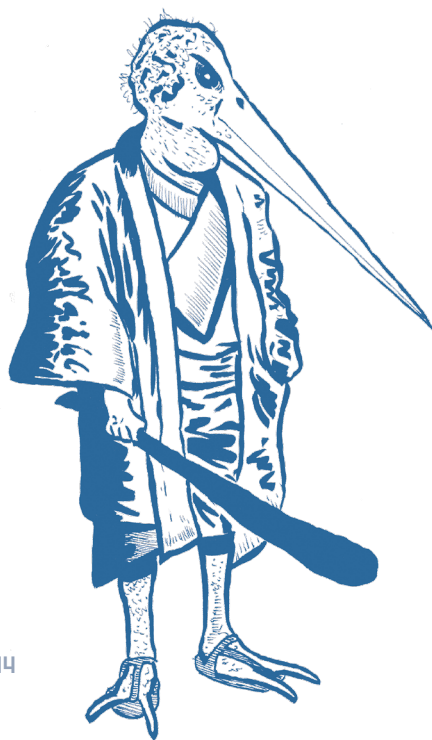
HIRED KILLER

Biological

Level	Armour	Morale	Group Size
3	14	+4	d6

Attacks: Knife (d6) + Plasma Grenade (d8 blast)

Notes: Assassination technique involves bombing targets' homes with ancient plasma grenades.



PRIEVAL PRISE

- ◆ New-Jackal. Smuggler and a crook; runs the underworld of Gnomon.
- ◆ Laughs a lot, unpredictable, very violent. Widely feared. Can switch from jovial to murderous and back in a heartbeat.
- ◆ Addicted to opiates and amphetamines.
- ◆ Incredibly gaudy and tasteless dress sense.
- ◆ Owns the Black Lotus Club, a seedy dancehall. Often found in the back room.
- ◆ **Prieval Wants:** to take drugs, kill anyone who insults him, and for people to laugh at his jokes.

PRIEVAL PRISE

Biological

Level	Armour	Morale
5	13 (Gaudy Robes)	See Below

Attacks: Pistol (d8) + Bite (d6)

Notes: If combat breaks out, the Referee should roll to determine which drug Prieval is high on.

Even numbers designate amphetamines; Prieval is twitchy and fast and always acts twice before the PCs do. However, he will bug out and run as soon as the fight goes against him.

Odd numbers designate opiates; Prieval is disassociating and will always attack last. However, he has no concept of the danger he is in, cannot feel pain, and will never run away.



ALLY *or* VILLAIN

Prieval is a violent maniac, but he could prove to be the lesser of two evils when contrasted with another, more powerful threat. If the party are engaged in conflict with the Water Baron, Prieval's smugglers could be moving black-market drinking water into the city for the poor neighbourhoods. If the Hegemony are crushing the merchants with taxes, Prieval is generous with his ill-gotten wealth. Play up his roguish charm. He'll never be a good guy, but if you squint hard enough, he could be your bad guy.

Prieval is a natural fit for a villain and can play the role easily. He's vain, proud, extremely violent, and easily offended. Bring the players into conflict with his operation by having some smugglers show up to collect debt from an NPC halfway through an important conversation. Alternatively, if they visit a chariot race or underground gambling den, Prieval is there holding court at the VIP table with his cronies. Have him throw a drink at them and they'll hate him forever.

6. THE CRIMSON COURT

- ◆ Lawyer-gladiators who decide the outcome of trials in the ring.
- ◆ Gnomon's criminal cases are decided through these trials. Defendants may fight in person or they may hire an Advocate to fight for them.
- ◆ Merchant's contracts are sealed with the Crimson Mark, exposing contract-breakers to a challenge in the ring.
- ◆ The Advocates are skilled fighters, and will not take a case they feel is unworthy.
- ◆ Bailiffs of the Court issue summonses and enforce Nyxia's judgements.
- ◆ **Faction Base:** the Crimson Court.

HOW TO JOIN

Anyone can represent a claimant or defendant in the Crimson Court. A strong showing during the fight will result in others offering payment for your services. Keep winning and you'll become known as an Advocate.

WHAT'S EXPECTED OF MEMBERS

You must abide by Nyxia's judgements, and fight to the death when you are in the ring. If you have taken payment, you cannot then refuse to fight, and will be hunted down and killed if you do.

BENEFITS

A proven Advocate is a friend much sought-after in Gnomon. Merchants will be keen to make your acquaintance and curry favour, for having a powerful Advocate on their side makes cheating their customers easy. Noble Houses and Philosopher's Guilds will also be eager to approach you, for such proud and fractious institutions are ceaselessly issuing summons emblazoned with Crimson Marks to those who have crossed them. Successful Advocates live luxurious lives.

BAILIFF

Biological

Level	Armour	Morale	Group Size
2	14	+4	d10

Attacks: Shock Baton (d6, electrical)

Notes: Dressed in dark red armour and featureless shadow-helms.

ADVOCATE

Biological

Level	Armour	Morale	Group Size
7	15	+10	1

Attacks: Spear (d8) + Net (DEX save or your Armour drops to 9)

Notes: Each Advocate uses unique fighting styles and weaponry. This stat-block should be considered a starting point.



NYXIA, THE WALL SHADOW

- ◆ Planeywoman. She is a hypergeometric being that resembles a fractured, moving shadow.
- ◆ Immortal or close to it. Has no memory of the accident that created her.
- ◆ Lives on the walls of the Crimson Court. Watches the fights and passes judgement on the merits of cases brought.
- ◆ Her voice is cold and clear; her movements are like the flickering, jerky frames of silent films.
- ◆ Believes violence is the ultimate expression of justice.
- ◆ **Nyxia Wants:** to reward the righteous and punish the guilty.

NYXIA, THE WALL SHADOW

Hypergeometric

Level	Armour	Morale
8	II	+10

Attacks: CON drain (d8)

Notes: Nyxia cannot be injured by regular weapons or by psychic Gifts. Only hypergeometric weapons have any hope of harming her. She attacks by latching onto an opponent and draining the heat from their body.



ALLY *or* VILLAIN

Nyxia has a harsh sense of justice, but one that the party could bend to their advantage. If the Water Baron's men have committed some outrage, the party could challenge them in the Crimson Court. The Baron keeps fearsome Advocates on retainer, but Nyxia might persuade them to recuse themselves from the case if the player's cause is worthy. As she does not drink, she is one of the few living in Gnomon who has no fear of An-camulla. Defeat in the Court would not spell the end for the Baron, but it would show his militia they cannot act with impunity.

Nyxia's 'justice' is alien to contemporary conceptions of a legal system, and wrongly accused people end up forced to fight in her arena all the time. Have an NPC known to the players be served with a Crimson Mark, someone who is unable to afford an Advocate's help. Nyxia will show no mercy in such situations, considering those who die in the Court to have proven themselves guilty of something.

7. THE FRIENDS OF JAK

- ◆ Secretive cult. They have members embedded within all other factions.
- ◆ Few members, but they are fanatically dedicated to Jak.
- ◆ Robed and hooded during their rites.
- ◆ Recognise one another through certain gestures and phrases.
- ◆ Take part in cannibalistic rituals, which give them access to the memories of the dead.
- ◆ Experiencing these memories is addictive; slowly turns you into a ghoul.
- ◆ **Faction Base:** the tunnels beneath the Hushed Archives, an empty library in the Lantern District.

HOW TO JOIN

Getting an invitation is difficult but not impossible, if you ask the right questions of the right people. Showing a sincere interest in Vaarn's history might be the ticket.

WHAT'S EXPECTED OF MEMBERS

You will attend the gatherings called by Jak each full moon. You must follow her guidance without question, and ensure she is protected and kept secret. You will be asked to help provide cadavers for the ritual feasts.

BENEFITS OF MEMBERSHIP

Taking part in Jak's rituals will allow you to access the memories of the corpses you devour, potentially granting all kinds of useful information to the party. There is no need to interrogate a living foe when their flesh can speak just as clearly.

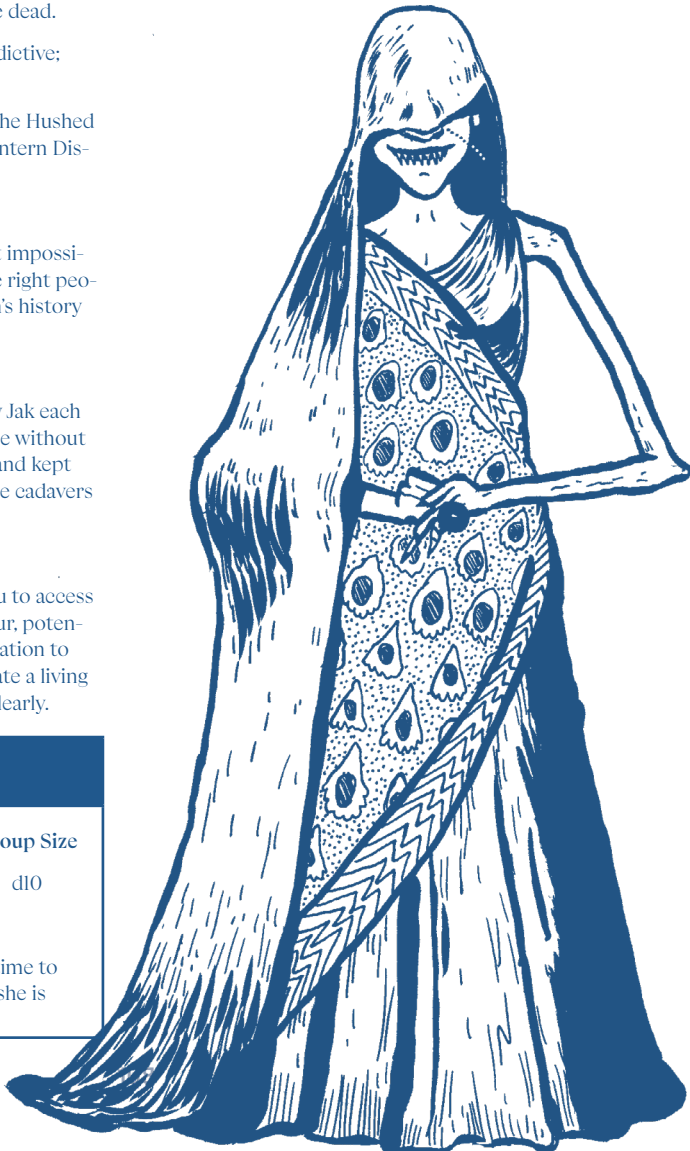
EXALTED GHOUL

Biological

Level	Armour	Morale	Group Size
4	14	+5	d6

Attacks: Claw (d8) + Claw (d8)

Notes: The advanced stages of the transformation brought about by Jak's rituals elongate the limbs and teeth.



CULTIST

Biological

Level	Armour	Morale	Group Size
1	12	+2	d10

Attacks: Dagger (d6)

Notes: Robed and hooded when it is time to gather. They use Jak's morale score if she is present.



LONGTOOTH JAK

- ◆ **Elderly Alzabo:** a fearsome extra-solar predator, which retains the memories of the human beings it devours.
- ◆ Resembles a bear with purple fur.
- ◆ Consumed so many brains that she has achieved sentience, a rare occurrence.
- ◆ Erudite, patient, hungry.
- ◆ Speaks with many different voices.
- ◆ Religious figure for a coven of worshippers.
- ◆ **Jak Wants:** safe, reliable supply of human corpses with interesting memories.

LONGTOOTH JAK

Biological

Level

6

Armour

15 (Thick hide)

Morale

+10

Attacks: Claw (d8) + Claw (d8)

Notes: If both of Jak's claws hit the same target, she will follow up with a bite attack that deals 2d6 damage, with no to-hit roll required. She will deal another automatic 2d6 damage to the target she has grabbed each turn, unless they pass a STR save to wrestle her off.

ALLY *or* VILLAIN

Jak has little time for the Hegemony or the Church of the Promised Sun, considering both factions to be intrusions into the old order of Gnomon, something she remembers well. Any players wishing harm to those factions will find an ally in Jak and her cult of ghouls. Her extremely long memory could also prove useful; some of the personalities contained in her ancient body date back before the Great Collapse. Who knows what secret locations Jak could guide enterprising vault-raiders towards?

Jak is still a monster, even if she is a very intelligent one. To make her an antagonist, play up the creepy cannibal aspect of her coven. Have the players hear sinister stories about corpses going missing before funerals, and family crypts in the Tomblands being ransacked. Maybe the Friends of Jak prefer live flesh for their feasts? A hidden society that practiced such wicked rituals would, of course, be a topic of fear and revulsion amongst the common people of Gnomon. Someone who rooted out this cabal would enjoy a favorable reputation in the city.



FACTION CONFLICTS

The crux of a campaign that focuses on Gnomon will be conflict between the major factions. In general, the factions are designed to have certain natural allies and natural enemies within the city.

The Water Baron's stranglehold on the water supply allows him to intervene in all aspects of Gnomonian politics. This will naturally put him in conflict with House Lonrot and the Hegemony Legion, who represent a foreign conquering power that does not recognise his authority.

House Lonrot and the Hegemony Legion are natural allies, but canny players may find a way to set them at odds. The Consul's desire to return to the Hegemony might set him against Loonflower.

The Church of the Promised Sun will not intervene in minor conflicts, but the Abbess would begin preaching against the Water Baron if he deprived large numbers of citizens of water, or against Lonrot if the Hegemony committed some massacre.

Prieval's Crew, the Friends of Jak, and the Crimson Court are underworld or fringe factions, which exist without the consent or knowledge of the larger factions. These three groups operate in tandem with one another; Prieval supplies bodies to the Friends of Jak, the Crimson Courtiers help Prieval enforce business contracts, and so on. This is not to say there will never be violent conflict between the underworld factions; in fact it is likely there will be. However, they all share a disreputable reputation.

4.4 OTHER FACTIONS

There more than seven factions at work in a city as diverse as Gnomon. In later sections of this chapter you will find generator tables that will let you create your own trade cartels, urban shrines, minor noble houses, and philosopher's guilds, all of which can act as smaller, less powerful factions. There are also large factions that operate throughout Vaarn and will likely have agents posted in Gnomon. Information about three of these organisations can be found below.

SEEKERS OF EYELESS WISDOM

Self-knowledge and spiritual purity are achieved not through enlightenment, but through a slow and patient process of endarkenment. There are other powers in this grand and mysterious cosmos that require no sun to thrive; should the residents of Urth not therefore seek to follow their example? There are other sources of illumination than the red and ailing star that squats, bloated and weak like a sated tick, in the high-vaulted sable vastness of the heavens: we speak of course of the interior illumination that comes when one has renounced all prosaic and urchly sights. We seek those who do not fear the coming death of the sun and the blackness it will herald; those rare, strong minds that can be opened to celestial messages that emanate from the most distant and lightless of spheres.

Not all the blind beggars who sit at the corners of streets in Gnomon are sightless, as the compassionate might suppose, due to misfortune. Some chose the dark.



THE COLLEGE OF INDIGO TIGERS

Artificers, hell-raisers, masters of necrotech. The Lectors of the College search Vaarn's vaults for anything to deepen their research into the preservation and re-animation of human corpses. The College itself lies far to the south, but regular expeditions are mounted into Vaarn's interior to seek out new leads on the location of Titan-era cloning facilities and biotech labs. Indigo Lectors are hardly an unknown sight in Gnomon, attended to by their mute, perfumed Indigo Servitors.

A party of vault-raiders who found an item of Exotica that could repair human cells or had knowledge of a location where such technology might exist, would quickly attract the attention of the Indigo College. The Lectors pay well, demand much, and have little tolerance of failure.

TITAN CULTS

The great machine suzerains of Urth are long-dead, their ego-engines scrubbed clean by weaponised logicphages. The quiet and colossal ruin of their final thoughts is sealed beneath Vaarn in decaying lattices of memory-crystal; their egos entombed within miles of neural network-shunts that lie, cold and shattered, in bunkers beneath the mountains.

The Titans are dead, they say, but what mankind's arts once birthed, mankind's arts could restore again. Titan cults, devoted to untangling these sacred mysteries, are found throughout Vaarn. It would be strange if none within Gnomon's walls wished to see the Titans rise once more.

NOBLE HOUSE

The Noble Houses of Gnomon trace their ancestries to the reign of the Autarchs, with land-holdings that have been maintained for millennia. These families are decadent, lethargic, insular, greedy, suspicious of outsiders, contemptuous of those who work for a living, and seethingly jealous of the growing power of the merchant class. Many nobles have never set foot outside the decaying complex of mansions that encrusts the Apex. Within the cloistered walls of their homes, they set themselves to in-fighting, treachery, and the pursuit of frivolous obsessions.



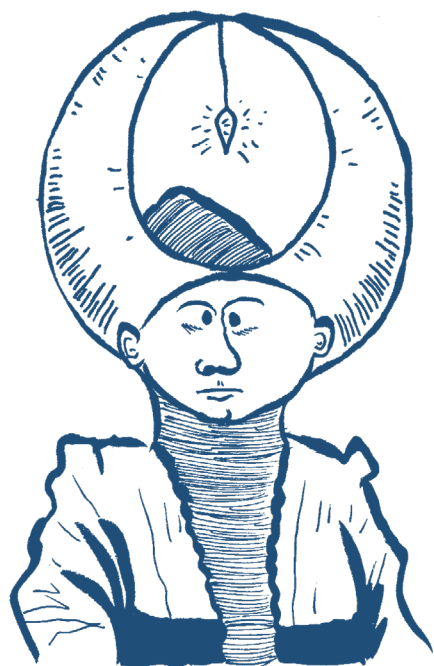
	NPC A	SOURCE OF CONFLICT	NPC B
1	Patriarch	Envy (Property)	Patriarch of a Rival House
2		Envy (Success)	
3	Matriarch	Love (Forbidden)	Matriarch of a Rival House
4		Love (Unrequited)	
5	Eldest Child, Heir Apparent	Love (Triangle)	Heir of a Rival House
6		Debt (Gambling)	
7	Second Child, Rival of the Heir	Debt (Water)	Artist, Hired to Paint the Family's Portrait
8		Debt (Hegemony Taxes)	
9	Estranged Child, Disinherited	Theft	Clone of the Patriarch
10		Idle Gossip	
11	Reckless Child, Injured in a Duel	Adultery	Disgraced Uncle
12		Conspiracy	
13	Softhearted, Naïve Child	Gluttony	Head of the Servants
14		Mistaken Identity	
15	Cruel and Capricious Child	Wild, Baseless Accusations	The Cook
16		Obscure Matters of Etiquette	
17	Dull Child, Promised to the Clergy	An Impostor	Captain of the Guards
18		Dispute Over Inheritance	
19	Youngest Child, Coddled Favourite	Blackmail	Master of Hounds
20		Murder	

	HOUSE SIGIL	ANCESTRAL HEIRLOOM	THE FAMILY SHAME
1	Ibis	Stuffed Racing Bird	Ancestor Once Rebuked By the Autarch
2	Oryx	Hypergeometric Sword	
3	Falling Star	Alzabo Pelt	Sold off Lands To Pay Gambling Debt
4	Crescent Moon	Hologram Projector	
5	Full Moon	Extra-Solar Poetry Scroll	Estranged Child Married to Someone Unsuitable
6	Sorrowful Sun	Biomechanical Armour	
7	Wrathful Sun	Broken Lance	Widely Known That Patriarch's Children Are Not His
8	Bell	Ancient Hover-Bike	
9	Twin Swords	Elaborate Helmet	Ancestor Once Showed Cowardice in Battle
10	Huntsman's Axe	Defunct Spacecraft	
11	Desert Lion	Arcane Virus Bomb	Ancestor Rumoured To Have a Hidden Mutation
12	Zebra	Masterwork Combat Laser	
13	Scorpion	Synthetic War Horse	Swindled Out of Some Great Prize Long Ago
14	Wise Ape	Fancy Antigravity Boots	
15	Falcon	Cloaking Device	Ancestor Was a Traitor To the Autarch
16	Autarch's Head	Brooding Portrait	
17	Crowned Skull	Beautiful Urn	Ancestor Cursed By an Oracle
18	Baying Hound	Priceless Rug	
19	Sandworm	Glowing Statue	Came off Second-Best in Elaborate Blood Feud With Rival Nobles
20	Hourglass	Android Butler	

	FAMILY REPUTATION	FRIVOLOUS PASS-TIME	DEVOTED PATRONS OF
1	Vengeful	Gardening	Consul Lonrot's Garden Parties
2	Untrustworthy	Bird Racing	
3	Greedy	Lizard Racing	An Avant-Garde Artist
4	Sleazy	Breeding Bats	
5	Vain	Ritualised Theatre	Seedy Gambling Den
6	Louche	Ritualised Dance	
7	Wrathful	Ritualised Combat	The Crimson Court
8	Sour	Origami	
9	Jealous	Obscure Board Game	The Black Lotus Club
10	Gossips	Target Shooting	
11	Dangerous	Poetry	Temple of the Promised Sun
12	Melancholy	Study of Extinct Language	
13	Rude	Drug Abuse	A Philosopher's Guild
14	Decadent	Heavy Drinking	
15	Obsessive	Private Gladiator Fights	Public Executions
16	Proud	Beekeeping	
17	Swindlers	Portraiture	An Urban Shrine
18	Glum	Astronomy	
19	Odd	Seances	Longtooth Jak's Dinners
20	Secretive	Music	

TRADE CARTEL

There is lucrative business to be done in Gnomon, and great wealth arouses great passions in those who envy it. Successful merchants have deemed it prudent and profitable to band together into professional fraternities that safeguard each member and provide an insurance policy in case of losses or disputes. Outsiders may complain about shady dealings, price fixing, tax fraud, and violent extortion, but these cartels have a firm hold over much of the market, and it would take more than the sour gossip of the unsuccessful to dislodge their grasp.



	NPC A	SOURCE OF CONFLICT	NPC B
1	The Head of the Cartel	Envy (Property)	Head of a Rival Cartel
2		Envy (Success)	
3	The Head's Trusted Advisor	Love (Forbidden)	Scion of a Rival Cartel
4		Love (Unrequited)	
5	The Treasurer	Love (Triangle)	The Cartel's Major Debt-holder
6		Debt (Gambling)	
7	Reckless, Dashing Merchant	Debt (Water)	The Cartel's Major Creditor
8		Debt (Hegemony Taxes)	
9	Foolish Merchant	Robbery	Delinquent Debtor
10		Gossip	
11	Sour, Cautious Merchant	Adultery	Crooked Customs Agent
12		Conspiracy	
13	Elderly, Respected Merchant	Gluttony	Hegemony Tax Collector
14		Mistaken Identity	
15	Young, Desperately Ambitious Merchant	Wild, Baseless Accusations	Major Supplier
16		Anonymous Letters	
17	Clever, Sly Clerk	Poisoning	Major Buyer
18		Embezzlement	
19	Greedy, Corrupt Clerk	Blackmail	Difficult but Necessary Customer
20		Murder	

	NAME (A)	NAME (B)	NAME (C)
1	Benevolent	Association Of	the Five Wheels
2	Auspicious		Pious Tradesmen
3	Felicitous	Brotherhood Of	the White Lotus
4	Propitious		Sober Merchants
5	Bountiful	Consortium Of	the Ebon Shepherd
6	Generous		Thrifty Companions
7	Amiable	Syndicate Of	Honest Friends
8	Congenial		the Fatted Calf
9	Cordial	Confederation Of	Charitable Mercers
10	Gracious		Enterprising Fellows
11	Cautious	Union Of	Resourceful Traders
12	Amicable		Generous Vendors
13	Concordant	Order Of	the Lucky Heron
14	Harmonious		the Golden Bough
15	Courteous	League Of	Prosperous Dealers
16	Unanimous		Respectable Neighbours
17	Consolidated	Society Of	Equitable Brokers
18	Affiliated		Candid Vendors
19	Common	Company Of	Even-Handed Gentlemen
20	Reciprocal		the Bountiful Urn

	MONOPOLY ON	SHADY DEALINGS	THEY WANT
1	Wine	Bribery	Outstanding Debts Collected From a Noble House
2	Chocolate		
3	Carpets	Arson	Outstanding Debts Collected From an Urban Shrine
4	Honey		
5	Olives	Smuggling	Outstanding Debts Collected From a Philosopher's Guild
6	Cheese		
7	Bread	Water Theft	A Business Rival to 'Disappear'
8	Paper		
9	Salt	Insurance Fraud	A Hegemony Tax Collector to 'Disappear'
10	Camels		
11	Sacred Puppets	Price Fixing	To Hire Guards For a Lucrative Trade Caravan
12	Hats		
13	Boots	Shoddy Goods	To Find Out Who Burned One of Their Warehouses Down
14	Knives		
15	Synth Parts	Intimidation	A Rival Cartel's Warehouse Burned Down
16	Beer		
17	Spices	Tax Evasion	A Rival Cartel's Treasurer Kidnapped
18	Tea		
19	Coffee	Murder	To Have a Rival Cartel's Trade Caravan Robbed
20	Tobacco		



URBAN SHRINE

The Church of the Promised Sun is not the only faith followed in Gnomon. Traders have brought more than the sand in their boots and the cargo in their saddle-bags to the city of shaded markets; their creeds have been carried with them, and there are a plethora of gods, demigods, quantum daemons, fungal sages, and void-saints worshipped at shrines throughout the city. Some of these sanctums are tended by hundreds of priests and acolytes, but most are smaller affairs, that boast only a handful of curates and worshippers. They are sacred all the same.

	NPC A	SOURCE OF CONFLICT	NPC B
1	The Shrine Keeper	Envy (Property)	Rich Widower, Who Often Visits to Worship
2		Envy (Success)	
3	The Shrine Keeper's Adopted Child	Love (Forbidden)	Dull, Devout Worshipper
4		Love (Unrequited)	
5	The Shrine Keeper's Wayward Child	Love (Triangle)	Ex-Priest, Whose Faith Deserted Them
6		Debt (Gambling)	
7	Young Oracle, Who Has Frightening Visions	Debt (Water)	Scion of a Noble House
8		Debt (Hegemony Taxes)	
9	Drunken, Lazy Priest	Robbery	Mystic, Who Performs Intense Physical Feats to Prove Devotion
10		Gossip	
11	The Master of Sacrifices	Adultery	One Time Worshipper, Who Now Professes Another Faith
12		Conspiracy	
13	Elderly, Blind Mystic	Gluttony	An Exorcist
14		Mistaken Identity	
15	Devout and Fanatical Priest	Wild, Baseless Accusations	Candlemaker, Who Supplies the Sacred Candles
16		Anonymous Letters	
17	The Keeper of a Sacred Animal	Demonic Possession	Ancient Oracle, Who No Longer Sees the Future
18		Heretical Beliefs	
19	A Slave, Who Sweeps the Grounds	Blackmail	Beggar, Who Visits Once A Day For A Meal
20		Murder	

	GOD ASPECT A	GOD ASPECT B	HOLY RELIC
1	Tiger	Old Man	Saint's Finger
2	Hippo	Honey Badger	Preserved Head
3	Warrior	Horse	Golden Cup
4	Child	Sandworm	Ancient Coins
5	Bee	Synth	Eternal Flame
6	Locust	Fungus	Mysterious Box
7	Shark	Crystal	Sacred Flower
8	Cockerel	Crown	Golden Seythe
9	Hawk	Ibis	Musical Instrument
10	Owl	Wolf	Manifold Crystal
11	Mother	Serpent	Arcane Machinery
12	Blacksmith	Egg	Unexploded Bomb
13	Scorpion	Fire	Preserved Heart
14	Spider	Wind	Immortal Animal
15	Crone	Storm	Sacred Beehive
16	Antelope	Sword	Beautiful Robes
17	Jackal	Hammer	Illuminated Texts
18	Sun	Spacefarer	Carved Figurine
19	Moon	Lantern	Black Throne
20	Star	Goat	Intricate Head-crest

	DOMAIN A	DOMAIN B	ACCEPTS SACRIFICE OF
1	Travel	Mystery	Songbirds
2	Marriage	Memories	White Goats
3	Destruction	War	Bulls
4	Childbirth	Sun	Cows
5	Mutation	Moon	Sheep
6	Business	Foreknowledge	Black Goats
7	Order	Fungus	Sandworms
8	Disorder	Visual Art	Dogs
9	Music	Poetry	Cockerels
10	Dance	Justice	Antelope
11	Wine	Crime	Camels
12	Silence	Assassins	Jackals
13	Wind	Livestock	Tortoises
14	Rain	Weaponry	Cats
15	Destruction	Serpents	Beetles
16	Death	Oasis	Memories
17	Wisdom	Wild Beasts	Scorpions
18	Men	Jealousy	Specific Body Parts
19	Women	Generosity	Synths
20	Synths	Good Fortune	Humans

PHILOSOPHER'S GUILD

The Great Collapse scoured the wisdom of the ancients from the surface of the Urth. Only shards of their discoveries remain, but the merest glimpses of what once was are enough to compel some to dedicate their lives to a desperate search for those squandered truths.



NPC A		SOURCE OF CONFLICT	NPC B
1	Haughty, Proud Philosopher	Envy (Property)	Former Student, Who Has Renounced the Guild
2		Envy (Success)	
3	Kind and Naive Philosopher	Love (Forbidden)	Ageing Philosopher, Respected But Now Bereft of Their Wits
4		Love (Unrequited)	
5	Accomplished, Respected Philosopher	Love (Triangle)	The Head of a Rival Guild
6		Debt (Gambling)	
7	Loathed, Rude Philosopher	Debt (Water)	The Wealthy Parent of a Student
8		Debt (Hegemony Taxes)	
9	Philosopher, Driven Mad By Their Research	Robbery	Spouse of A Philosopher
10		Gossip	
11	Talented, Arrogant Student	Adultery	Former Student, Who Broke the Guild's Code
12		Conspiracy	
13	Stupid, Wealthy Student	Gluttony	Former Student, Who Founded Rival Guild
14		Mistaken Identity	
15	Dull, but Cheerful Student	Theft of Rare Manuscripts	Rough Adventurer, Who Provides the Guild With Scavenged Exotica
16		Addiction (Drink)	
17	Visiting Translator or Other Expert	Addiction (Narcotics)	Rich, Idle Noble, Who Fancies Themselves A Thinker
18		Violation of the Guild's Code	
19	Servitor Synth, Who Assists With Experiments	Blackmail	Psychic, Who Channels Un-Urthly Powers for the Philosophers
20		Murder	

	GUILD NAME A	GUILD NAME B	GUILD NAME C
1	Benevolent	Order Of	The Golden Twins
2	Hermetic	Brotherhood Of	The Alabaster Hound
3	Esoteric	Sisterhood Of	Learned Masters
4	Philanthropic	College Of	Quiet Brethren
5	Learned	Association Of	The Auspicious Owl
6	Arcane	Lyceum Of	Somber Scholars
7	Recondite	Institute Of	Theoretical Harmony
8	Sagacious	Organisation Of	Star-Blessed Unity
9	Orphic	School Of	Revealed Wisdom
10	Wise	Guild Of	The Purple Tower
11	Rational	League Of	The Red Lectern
12	Gnostic	Federation Of	The Black Stork
13	Apt	Society Of	Querulous Investigation
14	Astute	Union Of	Theoretical Surveyors
15	Sophic	Partnership Of	Harmonious Students
16	Brilliant	Gathering Of	Humble Philosophers
17	Watchful	Family Of	Solipsist Lectors
18	Judicious	Fraternity Of	Ceaseless Scrutiny
19	Cordial	Fellowship Of	Beneficent Inquiry
20	Auspicious	Syndicate Of	Remorseless Discovery

	THEY STUDY	GUILD CUSTOM	THEY WANT TO
1	Biology	Only Wear White	Upend the Governing Powers of Gnomon
2	Geology	Only Wear Crimson	
3	Poetry	Only Men Allowed to Join	
4	Hypergeometry	Only Women Allowed to Join	Discredit a Rival Guild
5	Telepathy	Only Synths Allowed to Join	Obtain Item of Exotica; Currently Possessed By Rival Guild
6	Cloning	Only Mycomorphs Allowed to Join	
7	Gene-sculpting	Must Remove Body-part to Join	Obtain Item of Exotica; Believed Lost Somewhere in Vaarn
8	History of Vaarn	All Members Are 'Married'	
9	Quantum Physics	Fast Between Dawn and Dusk	Obtain Item of Exotica; Currently Possessed By a Noble House
10	Fungus	Take Vow of Silence	
11	Xenolinguistics	Renounce All Worldly Goods	Send a Message to a Guildmember Elsewhere in Vaarn
12	Rhetoric	Revere an Unintelligible Text	
13	Astronomy	Members Wear Masks	Obtain Live Specimen of a Rare Animal
14	Divination	Members Renounce Their Birth Name	
15	Mathematics	Members Ritually Seared	Find a Way of Paying Off the Guild's Ruinous Debts
16	Alchemy	Members Ritually Tattooed	
17	Synthetic Psychology	Members Never Speak to Outsiders	Finance an Expedition to Some Remote Location in Vaarn
18	Telekinesis	Take Vow of Chastity	
19	Music	Take Vow of Promiscuity	Discover Who Is Leaking Guild Secrets to Rivals
20	Mind Control	Ritualised Feud With Rival Guild	

	NPC A	DESIRES TO	NPC B
1	Silk Merchant	Abduct	Priest of the Promised Sun
2	Water-Debt Clerk		Water Baron's Guard
3	Musician	Professionally Discredit	Corrupt Scribe
4	Mosaic Artist		Astronomer
5	Hired Poet	Marry	Silversmith
6	Barber Surgeon		Jeweller
7	Synth Expert	Steal From	Carpet Merchant
8	Gladiator		Luckless Charioteer
9	Natural Philosopher	Arrange the Death of	Rare Book Dealer
10	Alchemist		Opium Farmer
11	Fungus-monger	Impress	Fortune Teller
12	Dancer		Travelling Singer
13	Street Sweeper	Collect Debt From	Hired Killer
14	Cartel Enforcer		Fraudulent Psychic
15	Goat Herder	Renege on a Deal With	Nomad Leader
16	Olive oil Seller		Hegemony Soldier
17	Highborn Layabout	Locate	Hegemony Tax Collector
18	Famous Duelist		Bounty Hunter
19	Caravan Guard	Cure the Sickness of	Retired Boxer
20	Wind-Barge Dockworker		Wealthy Widow

	GROUP	LOCATION	SOURCE OF CONFLICT
1	Pickpockets	Sunbaked Street	Duel Within Group
2	Street Sweepers	Shaded Street	Duel With Other Group
3	Beggars	Dingy Alleyway	Brawl Within Group
4	Water Baron's Militia	Shabby Courtyard	Brawl With Other Group
5	Hegemony Patrol	Opulent Courtyard	Lust
6	Hegemony Tax Collectors	Gambling House	Betrayal
7	Street Magician and Crowd	Tavern	Gambling Debts
8	Buskers	Outdoor Market	Drunkenness
9	Curbside Gamblers	Public Fountain	Drug Psychosis
10	Faa Nomads	Seedy Passion House	Theft
11	Priests of the Promised Sun	Upmarket Passion House	Parasitic Crystals
12	Junk Peddler	Crowded Street	Dangerous Pet
13	Rowdy Apprentices	Deserted Street	Misfired Weapon
14	Off-Duty Actors	Derelict House	Rogue Goats
15	Off-Duty Gladiators	Near Fighting Pits	Religious Dispute
16	Off-Duty Soldiers	Near Chariot Tracks	Street Gambling
17	Courtesans	Artisan Street	Urban Baboons
18	Bounty Hunters	Wealthy Street	Bigotry
19	Water Debt Collectors	Small Shrine	Stampeding Packbeast
20	Titan Cultists	Large Shrine	Upturned Wagon

	ORIGINALLY	AND THEN	NOW
1	Cybernetics Surgery	Destroyed by Fire	Abandoned Shell
2	House of Healing	Scribe's House	Hegemony Barracks
3	Jeweller's Shop	Orphanage	Gambling Den
4	Courthouse	Beggar's Flophouse	Passion-House
5	Slaughterhouse	Expensive Townhouse	Tea Rooms
6	Spicer's Storehouse	Rowdy Tavern	Martial-Arts School
7	Occultist's Abode	Slave Barracks	Philosopher's Guildhall
8	Church of the Promised Sun	Farrier's Workshop	Quiet Tavern
9	Cobbler's Workshop	Hydroponic Garden	Gladiator's Barracks
10	Bath House	Nunnery	Cheap Boardinghouse
11	Leatherworker's Abode	Distillery	Expensive Boardinghouse
12	Schoolhouse	Alchemist's Abode	Prison
13	Prison	Weapon Dealer's Abode	Music Hall
14	Architects' Guildhall	Shrine to the Titans	Puppet Theatre
15	Sawmill	Dry-Goods Store	Fighting Pit
16	Mask-Maker's Workshop	Grocer's Shop	Bakery
17	Matchmaker's Abode	Butcher's Shop	Pet Shop
18	Shrine to Amun-Oh	Owned by a Madman	Glassmaker's Workshop
19	Library	Armourer's Forge	Florist's Shop
20	Fortification	Astrologer's Tower	Coffee House

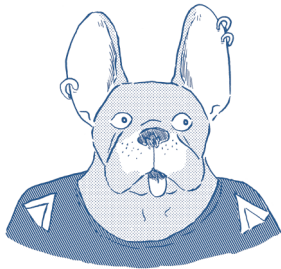
	STRUCTURE	NOTABLE FEATURE	REPUTATION
1	Opulent	Heavy Brass Lantern	Cursed or Haunted
2	Crowded	Monkeys in Cages Outside	Unfashionable
3	Shabby	Birds in Cages Outside	Fashionable
4	Vine-Coated	Painted Sigil of an Eye	Trustworthy
5	Graffiti-Coated	Painted Sigil of a Sunburst	Disreputable
6	Filthy	Painted Sigil of a Moon	Disliked
7	Lantern-Hung	Purple Shutters	Dangerous
8	Bat-Infested	Orange Shutters	Safe
9	Sunbleached	Yellow Shutters	Dull
10	Half-Collapsed	Large Golden Door-handle	Rowdy
11	Threatening	Lemon Tree Outside	Cheap
12	Crooked	Orange Tree Outside	Expensive
13	Towering	Large Cactus Outside	Shunned
14	Small	Automatic Doors	Well-Liked
15	Cramped	Flags Hang from Each Window	Unpopular
16	Decrepit	Sign Shaped Like Astrolabe	Stolen Goods Available
17	Sand-scoured	Sign Shaped Like Sword	Owner a Cheat
18	Ill-Omened	Sign Shaped Like Fish	Owner in Debt
19	Beautiful	Sign Shaped Like Cat	Always Hear Gossip
20	Freshly Painted	Sign Shaped Like Star	Best of the Best

	NAME	MANNER	FLAVOUR	STORE APPEARANCE	STORE LOCATION	THEY SELL
1	Aakarma	Unkempt	Rabid Fan of Odd Sport	Crooked	Crossroads	Armour
2	Umatri	Suave	Laughs at Own Jokes	Lantern-Strewn	Basement	Fungus
3	Summine	Tired	Goods Comically Low Quality	Elegant	By Public Park	Jewellery
4	Ratian	Disfigured	Carried Around by Their Sons	Airy	Near Water Baron's Fountain	Olives
5	Strinch	Fierce	Curses the Hegemony	Literally a Barrel	Under Lemon Tree	Roast Chickens
6	Meadshark	Mild	Curses the Water Baron	Crowded	By Cactus Garden	Roast Monkeys
7	Khatri	Sleazy	Curses Consul Lonrot	Inviting	Pleasant Avenue	Swords
8	Dungbird	Gaudy	Looking for Investors	Half-Burned	Near Slaughterhouse	Coffee Beans
9	Attle	Sullen	Weird Feud with Other Merchant	Filthy	Near Tavern	Beer
10	Izberel	Over-friendly	Gleeful Gossip	Neat	Above Another Store	Silk Robes
11	Olovo	Suspicious	In Debt to Prieval Prize	Sprawling	Near Fighting Pits	Carpets
12	Goodson	Talkative	Obvious Scam Artist	Compact	Above a Restaurant	Pottery
13	Fordonn	Mute	Religious Maniac	Smoky	Inside Apartment Block	Trained Lizards
14	Leves	Sickly	Extremely Bigoted	Overladen	Through Secret Door	Leather
15	Ancia	Agitated	Obsessive Hagglers	Ornate	Back of a Cart	Biotech
16	Griddles	Dirty	Trying to Marry off Their Aunt	Nondescript	Base of Astronomy Tower	Books
17	Luxie	Lecherous	Assisted by Sullen Child	Unmissable	Beside Chariot Tracks	Memory Crystals
18	Jacquen	Drunken	Stingy and Cheap	Greasy	Inside Attic	Furniture
19	Obritt	Helpful	Knows all the Best Night-Spots	Sombre	A Roof Garden	Sandworm Skins
20	Zavitsy	Kindly	Sells the Best Goods	Colourful	Under Footbridge	Poetry

MERCENARIES

Should the party wish to engage the services of hired swords, Gnomon's taverns and courtyards have no end of scoundrels and layabouts who seek a day's dishonest work. Roll d20 to discern who is available. Sample stats are given below; feel free to modify them as needed.

	NAME	DESCRIPTION	FLAVOUR
1	Bellino Fester	Bloated True-kin	No Indoor Voice
2	Vigenoa Callant	Scaly Cacogen	Gluttonous and Stupid
3	Demeter Blue	Muscular New-Peacock	Hates Alermo White
4	Alermo White	Burly New-Swan	Loves Demeter Blue
5	Marsalessa	One-Armed Cacogen	Hard of Hearing
6	Mooncalf	Synth, Luminous Head	Suicidally Brave
7	Catanza	Energetic New-Hound	Tuneless Singing
8	Pescand Junta	Sharp-toothed Cacogen	Always Spitting
9	'Shoulder'	Towering True-kin	Lots of Boils
10	Anders Blackfruit	Talkative New-Gibbon	Hidden Infection
11	'Clever' Claire	Round Green Synth	Annoying Pedant
12	Mariel	Squat Purple Mycomorph	Lecherous Maniac
13	Freide	Red-haired True-kin	Spy for the Consul
14	Pretty Sophe	Dead-eyed New-Shark	Incredibly Vain
15	Lydier Onetooth	Ancient Cacogen	Terrible Shot
16	Almondseed	Two-headed Cacogen	Very Gullible
17	Arles Morrow	Bombastic Mycomorph	Opium Addict
18	'Lucky' Patrine	Nervous New-Locust	Huge Gambling Debt
19	Reina Lurk	Beautiful 'True-kin'	Amnesiac Android
20	Parvash Redhand	Clever, Reliable New-Fox	Secretly Worships Azathoth



INFERIOR MERCENARY			SKILLED MERCENARY		
Level	Armour	Morale	Level	Armour	Morale
1	12	+2	3	14	+5
Attacks: Crude Weapon (d6)			Attacks: Well-Kept Weapon (d8)		
Notes: Will work for meals and water.			Notes: Will demand a retainer of two water tokens per day, plus a share of any valuables or Exotica the party finds.		



PIT FIGHTERS

There is nothing that clears the mind after a day of work like the sight of a stranger's blood on freshly-raked sand, and the city is alive at night with the roars of the spectators and the cries of the fallen.

	NPC A	SOURCE OF CONFLICT	NPC B
1	Owner of the Pit	Envy (Property)	Narcotics Seller, Who Supplies the Gladiators
2		Envy (Success)	
3	Owner's Spouse	Love (Forbidden)	Ticket Tout, Who Works the Street Outside
4		Love (Unrequited)	
5	Owner's Child	Love (Triangle)	Servant, Who Rakes the Sand Between Fights
6		Debt (Gambling)	
7	Champion Gladiator	Debt (Water)	Masseuse, Who Treats the Fighters
8		Debt (Hegemony Taxes)	
9	Rival to the Champion	Robbery	Wealthy Patron, Who Pays To Spend the Night With Champions
10		Gossip	
11	Retired Champion, Now a Trainer	Adultery	Obsessive Fan of One Fighter
12		Conspiracy	
13	Novice Gladiator, As Yet Unblooded	Gluttony	Bloodthirsty Spectator, Addicted to the Violence
14		Mistaken Identity	
15	Ageing Gladiator, Past Their Prime	Wild, Baseless Accusations	Gambler, Who Bets on the Fights
16		Addiction (Drink)	
17	Unpopular Gladiator, Known For Extreme Sadism	Addiction (Narcotics)	Healer, Who Treats Wounded Fighters
18		Match Fixing	
19	Retired Gladiator, Kept Employed Out Of Sentiment	Blackmail	Owner of a Rival Pit
20		Murder	

	GLADIATOR NAME A	GLADIATOR NAME B	APPEARANCE
1	Morgo	The Butcher	Gaunt
2	Agrippa	The Red	Jovial
3	Gugri	The Sweetheart	Burn Scars
4	Raiche	Bonecrusher	Face Tattoos
5	Zakarpino	The Hammer	Glum
6	Kharye	The Sly	Brawny
7	Fennik	The Poet	Corpulent
8	Calmar	The Unblooded	Dirty
9	Borondorin	The Mute	Missing Limb
10	Pavgory	The Strangler	Missing Eye
11	Hallpox	Ironskull	Black Teeth
12	Bereth	The Gentle	Golden Teeth
13	Lenna	The Preacher	Outrageous Haircut
14	Rainadder	The Fool	Totally Hairless
15	Yelaspezia	The Lucky	Frighteningly Happy
16	Diamo	The Merciful	Glowing
17	Lismus	The Cheat	Intense
18	Verekholm	Earthshaker	Scholarly
19	Palatar	Blacktooth	Elderly
20	Helmonia	The Golden	Beautiful

	SIGNATURE WEAPON	OUTLANDISH ARMOUR	THEY WANT
1	Bare Fists	Fights Naked	Information on the Training Methods of a Rival
2	Esoteric Martial Art	Mystical Tattoos	
3	Razor Whip	Dried Snake Skin	
4	Net and Spear	Rusted Iron	
5	Vibro-Axe	Iridescent Chainmail	A Rival Gladiator Sabotaged
6	Flex-Glass Knife	Hardened Tree-Bark	
7	Bladed Shield	Symbiotic Psuedoflesh	A Rival Gladiator Discredited
8	Searing Gauntlets	Plates of Crimson Enamel	
9	Gelatinous Parasite	Encrusted with Teeth	Someone to Bet Big On Them
10	Carnivorous Plant	Encrusted with Vines	
11	Oar From Ancient Boat	Hardened Fungus	Someone to Bet Big Against Them
12	Sandworm Tooth	Plates of Bone	
13	Gilded Spear	Covered in Spikes	Legendary Weapon, Believed Lost in Vaarn's Vaults
14	Crystal Great-sword	Engraved with Void-Psalms	
15	Shoek Trident	Black Glass	An Introduction to Nyxia, the Wall Shadow
16	Venomous Mace	Beautiful Extra-Solar Silk	
17	Heavy Chain	Nanoweave Shirt	A Rare, Potent Drug, Said to Increase Combat Prowess
18	Lethal Poem	Crystalline Lattice	
19	Plasma Scimitar	Ancient Spacesuit	To Win Their Freedom
20	Sacred Flamberge	Solid Gold	

GANG OF CRIMINALS

Those who cannot buy and sell must either steal or starve. Little wonder that there are many in the city of shaded markets who choose the mantle of the thief.



	NPC A	SOURCE OF CONFLICT	NPC B
1	Gang Leader	Envy (Property)	Retired Master Thief
2		Envy (Success)	
3	Brutal Enforcer	Love (Forbidden)	Art Forger
4		Love (Unrequited)	
5	Young, Naive Orphan	Love (Triangle)	Crooked Customs Agent
6		Debt (Gambling)	
7	Quick-fingered Pickpocket	Debt (Water)	Owner of a Safe House
8		Debt (To Prieval Prise)	
9	Fence of Stolen Goods	Robbery	Head of Rival Gang
10		Gossip	
11	Charming Con-artist	Adultery	Killer for Hire
12		Conspiracy	
13	Aged, Cynical Burglar	Gluttony	Owner of a Passionhouse
14		Mistaken Identity	
15	Cunning Forger	A Risky Plan	Gambling House Owner
16		Addiction (Drink)	
17	Petty Smuggler	Addiction (Narcotics)	Street Musician
18		Snitching	
19	Sharp-eyed Lookout	Blackmail	Owner of an Orphanage
20		Murder	

	GANG NAME A	GANG NAME B	THEIR LEADER
1	Golden Street	Mob	Soft-Spoken Psycho
2	Mossy Boot	Crew	
3	Graveyard Shift	Rascals	
4	Flaming Horse	Gang	Cheerful and Cunning
5	Big Skull	Crew	
6	Jade Scorpion	Company	Hulking Brute
7	Knucklebone	Outlaws	
8	Wild Rooster	Raiders	Synthetic Brain Inside Unlikely Object
9	Shrieking	Madmen	
10	Ghost Panther	Ring	Literal Child
11	Pink Flamingo	Squad	
12	Red Tooth	Outfit	Wears a Weird Mask
13	Howling Crab	Troupe	
14	Daggerhead	Posse	Parasite Inside Other Gang Member
15	Milkshake	Cabal	
16	Rattlesnake	Bandits	Blind Psychic
17	Smiling Demon	Clowns	
18	Left Handed	Rustlers	Creepy Old Woman
19	Lucky Domino	Sneaks	
20	Harlequin	Wretches	Scion of Minor Noble House

	THEIR METHODS	WHO HAVE THEY WRONGED?	HIDEOUT LOCATION
1	Confidence Tricksters	Merchant	Dingy Tavern
2	Livestock Rustlers	Widow	The Sewers
3	Silent Burglars	Camel Jockey	Burnt-out House
4	Violent Burglars	Card Sharp	Empty Tomb
5	Protection Racket	Drunken Highborn Boy	Nondescript Tent
6	Child Pickpockets	Butcher	Inside a Dead Tree
7	Muggers	Alchemist	Derelict Auto-chariot
8	Rigged Card Game	Poet	Under a Bridge
9	Rigged Boxing Match	Blind Miser	Disreputable Barbershop
10	Smugglers	Monkey Breeder	A Florist
11	Forged Artwork	Jeweller	Empty Warehouse
12	False Debt Collectors	Puppet Maker	Ramshackle Apartment
13	Kidnappers	Merchant's Clerk	Backroom of a Casino
14	Sell Dud Technology	Clowns	Music Hall
15	Street Prostitution	Pet Shop	Puppet Theatre
16	Loan Sharking	Nomad Trading Party	Abandoned Shrine
17	Professional Arsonists	Water Baron's Militia	Chess Cafe
18	Grave Robbers	Hegemony Soldiers	Gladiator Pit
19	Assassins	Courtesan	Opulent Dining Club
20	Psychic Blackmailers	Another Criminal Gang	Household of a Noble Family



TAVERN

The Water Baron may have a monopoly on fresh water, but he does not have one on booze. Gnomon is awash with alcohol and drugs, brought from the four corners of Vaarn and beyond. In the tavern, Gnomonians from all walks of life gather to forget the day's troubles, meet friends old and new, and get drawn into petty conflicts with heavily armed, drunken strangers.

	NPC A	SOURCE OF CONFLICT	NPC B
1	Tavern Owner	Envy (Property)	Well-Liked but Foolish Regular
2		Envy (Success)	
3	Owner's Spouse	Love (Forbidden)	Widely Loathed Regular
4		Love (Unrequited)	
5	Owner's Reckless Child	Love (Triangle)	Regular, Who Spends Too Much
6		Debt (Gambling)	
7	Owner's Favoured Child	Debt (Water)	Brewer, Who Supplies the Tavern
8		Debt (Hegemony Taxes)	
9	Bartender	Robbery	Local Thug
10		Gossip	
11	Bouncer	Adultery	Wealthy but Miserly Regular
12		Conspiracy	
13	Pot Scrubber	Gluttony	Courtesan, Who Does Business In the Tavern
14		Mistaken Identity	
15	Cook	Wild, Baseless Accusations	Beggar, Who Sits Outside
16		Addiction (Drink)	
17	Hired Musician	Addiction (Narcotics)	Priest, Who Likes to Drink
18		Rude Drunken Behaviour	
19	Dancer	Blackmail	Owner of a Rival Tavern
20		Murder	

	Tavern Name A	Tavern Name B	Tavern Name C
1	The Jolly	Sandworm	Hotel
2	The Miserable	Alzabo	
3	The Cat and	Jackal	Inn
4	The Fighting	Zebra	
5	The Dancing	Bull	Bar
6	The Golden	Boar	
7	The Red	Cockerel	Club
8	The Black	Scorpion	
9	The Dead	Cactus	Taproom
10	The Peach and	Dog	
11	The Thirsty	Egg	Tavern
12	The Lonely	Goat	
13	The Furious	Camel	Lounge
14	The Noble	Autarch	
15	The Drunken	Fool	Saloon
16	The Bell and	Crone	
17	The Lily and	Child	Retreat
18	The Pale	Soldier	
19	The Sacred	Nomad	Cantina
20	The Lucky	Priest	

Tavern Name

	Serves (x2)	Entertainment (x2)	Other Feature
1	Cheap Beer	Bad Musicians	All Windows Shot Out
2	Cheap Wine	Bad Dancers	Hole in Ceiling
3	Opium	Chess	Infested with Baboons
4	Psychedelic Mushrooms	Gambling (Dice)	Infested with Rats
5	Tea	Gambling (Cards)	Elaborate Chandelier
6	Coffee	Gambling (Scorpion Fights)	Pre-Collapse Jukebox
7	Hookah	Poetry Performances	Toilets Overflowing
8	Cigars	Karaoke	Bartender Has Odd Pet
9	Amphetamines	Large Fishtank	Free-Flying Birds
10	Olives and Cheese	Passable Musicians	Rough Clientele
11	Tapas	Passable Dancers	Artsy Clientele
12	Smoked Meats	Dominoes	Rooms for Rent Upstairs
13	Shellfish	Backroom Russian Roulette	Rumoured Secret Passage
14	Flavoured Ice	Backroom Boxing Ring	Hegemony Soldiers Drink Here
15	Salted Grubs	Dancing Bear	Water Baron's Men Drink Here
16	Sweet Buns	Dartboard	Prieval's Gang Drink Here
17	Hearty Stews	Pool Tables	Nobility Drink Here
18	Expensive Wine	Excellent Dancers	Weird Signature Drink
19	Expensive Beer	Excellent Musicians	Entirely Underground
20	Hegemony Whiskey	Seating Opposite Gallows	Hologram Bartender

Tavern Details

4.6 CHANGES IN GNOMON

No city stands still, and certainly no city as chaotic and vibrant as Gnomon. If the players leave town for a while and come back, here are some things that might have changed while they were gone.

AN INSPECTOR CALLS

The distant Hegemon, May Their Reign Last One Thousand Years, is displeased with the tax-flow from Gnomon, and feels a firmer hand is needed. A cabal of Hegemony Inquisitors have arrived, and they have established a new branch of the House of Questions atop the Apex of Gnomon. Even Consul Lonrot and Commander Loonflower are not immune to the attention of the Hegemon's Inquisition. The white-robed Brides of Truth walk through the city like ghosts, followed by groups of mute, black-robed Grooms, their dangling proboscises itching to suck the lies out of someone's skull. People are vanishing from their homes at night. Nobody knows who may be an informant. And what exactly is the Grand Inquisitor doing, up there in his windowless tower?

RAIN WILL COME

How much longer must the good people of Gnomon suffer under the Water Baron's yoke? How many more outrages must they endure? A new voice promises liberation from the Baron's rule. This preacher stirs the populace with their tales: myths of free water for all, falling from the Vaarnish sky as it did long ago. They call this preacher the Rainmaker. Mobs of their followers gather in the public squares, wailing and lamenting and imploring the sky to bless them. The great and good of Gnomon are, understandably, less than keen on this preacher riling up the masses. Someone really ought to do something about that fanatic.

THE LEGIONS RETURN

The Hegemon, May Their Blade Cut Down the Unforgiven, has urgent need of all their Legions in the heartlands of the Hegemony. Nobody's quite sure when the soldiers will come back. House Lonrot are left in charge of the city, with only their modest household guard to enforce the Consul's will. If anyone was ever going to make a play for Gnomonian independence, this is their chance.

LANGUAGE PLAGUE

A reckless vault-raider has brought some awful relic of the Age of Titans into the city, and a rapidly spreading language virus is threatening the populace. The disease compels sufferers to endlessly repeat a strange mantra, and all those who hear the words of the chant run risk of infection themselves. Citizens have stuffed their ears with wax and are ringing every bell they can find to drown out the chants of the infected. The Hegemony Legion struggles to keep order as the Philosopher's Guilds compete to find a cure.

GREAT FIRE

Nobody is sure how it started, but a fire is either currently raging or has devastated a great swathe of the city's crowded townhouses. Choose one of the NPCs the party has grown closest to during the course of the campaign: they have either lost their home or are in imminent danger of doing so. How did the fire start? Was it deliberate? The streets are surely full of gossip.

GATHERING OF THE NOMADS

The disparate clans of the Faa nomads have gathered outside the walls of Gnomon for their once in a decade Great Moot. A tent-metropolis has appeared overnight, dwarfing the aged, rigid construct of stone that calls itself Gnomon. The streets throng with the roaming people of Vaarn's endless deserts. Toasts are drunk, marriages between clans are arranged, ritual duels end with both participants dead in the ring, and the souks are filled with the bounty of the deepest azure sands.



RUIN

5.1 HEAD OF BRIAREUS

Construction was never completed on Project Briareus, but the aborted colossus's grimacing visage is a well-known Vaarnish landmark, and the subject of many poems. The pink arborescent structure that protrudes from the broken skull is an extreme example of the rampant growth that afflicts poorly maintained pseudoneural networks.

1. THE TOWER OF ART

To breathe life into such a terrible giant, it was deemed necessary to inculcate the beast with a passion for the arts. Philosophers worked night and day, funnelling the finest prose, poetry, paintings, and symphonies into the gestating consciousness of the colossus. The tower is a silent museum, painter's studios standing empty and theatres whose stages are graced only by the nightly drama of scorpions seeking prey.

Explorers will discover much that was once beautiful and has now decayed. The tower's heights are home to a clan of Faa nomads, who worship **The Book of Sand**, a hypergeometric book with infinite pages.



2. THE MIND OF BRIAREUS

A burgeoning mass of pseudoneural tissue, which reaches for the dying sun in the manner of all living things. Flocks of pallid finches roost in the gently moving branches, and seek nourishing neural fluid with beaks sharp as gelding knives.

Exploring the mind of the colossus requires climbing equipment and a head for heights. The finches swarm anyone who comes too close to their nests (d4 damage per round, unblockable). They can be driven off by open flames or loud noises. Lodged in the middle of the finches' roost is a **Cat Ring** (p.48).

BRIAREUS ENCOUNTERS

	ENCOUNTER	ACTIVITY
1	d6 Glass Tigers (p.35)	Stalking / hiding
2	3d6 Blue Baboons (p.32)	Fighting (roll second Encounter)
3	d6 Lizard Lions (p.39)	Nesting / digging
4	d8 Quill-Spiders (p.40)	Eating
5	2d6 Yurlings (p.44)	Patrolling / Watching
6	d10 Faa Nomads (p.35)	Sleeping / resting

3. THE TOWER OF REASON

Briareus was destined for war, and what are wars but the triumph of logistics? The Autarch's logicians were constructing a great tactical mind, a giant not only in size but in the depth of its cunning. This tower is now overrun by rampant pseudoneural growths, thick tendrils of pink nerve-fibre choking the halls where learned men stooped before syntax-terminals and sought to codify their own fleeting thoughts.

Explorers must negotiate a decaying maze of grey steel and rampant pink flesh. The tower creaks and groans as fresh growths constrict it. An **Empathy Bomb** (p.46) is found in a display case on the top floor. Breaking the glass triggers an alert and attracts a random encounter.

4. POWER CRYSTAL ARRAY

The great crystal atop this tower feeds a kaleidoscopic regiment of power nodes, still nourished by the sun after all these centuries. The tower is guarded by ingenious laser traps, and the diced and mummified remnants of those who have sought to rob this facility are mute testament to their merciless efficacy.

Walking the rooms of this facility is perilous. Every point of interest is trapped with motion-activated laser nets (DEX save vs. d10 beam damage). Careful PCs will notice scorch marks and other traces of the traps. A bisected corpse near the main power crystal holds a **Mirror Shield** (p.49).



5.2 EIGIN

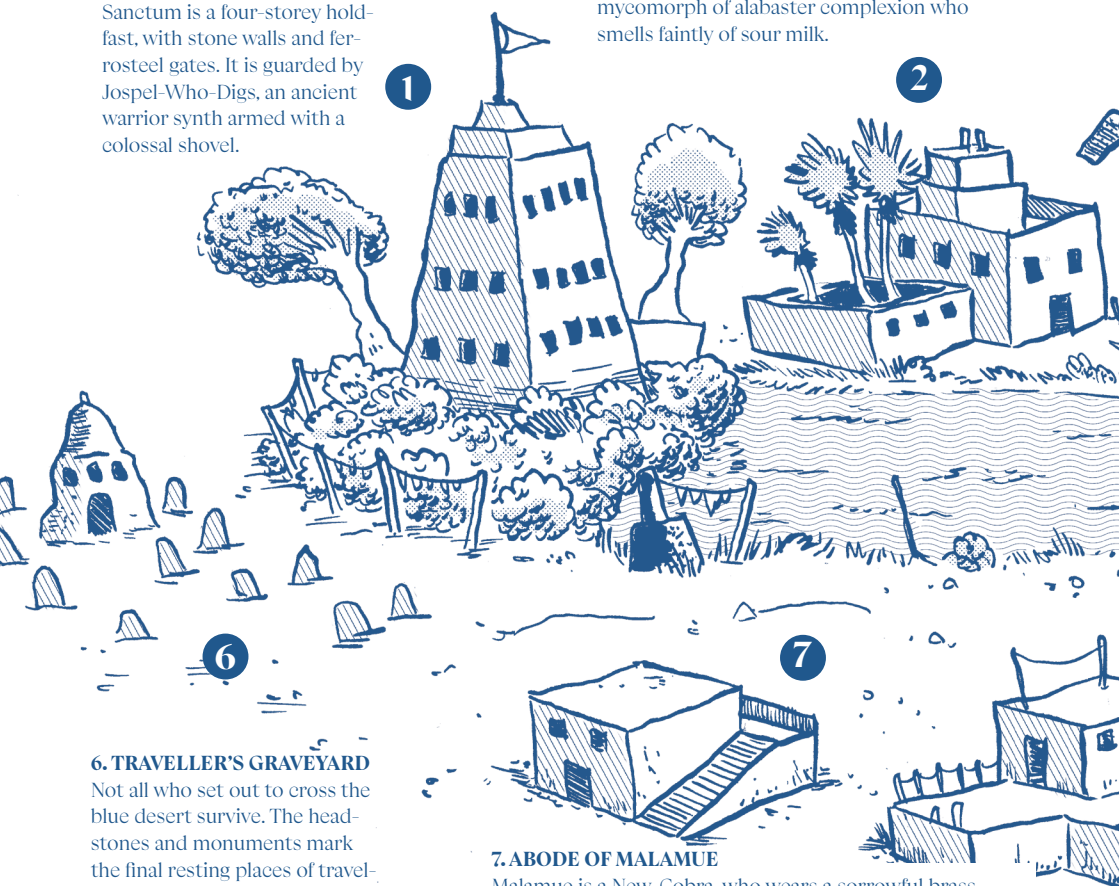
Amongst blue dunes, water reprises the sun's flushed face. Traders, fugitives, wanderers: all are welcome to drink and rest. A few kind souls make their homes here, a mote of harmony amongst the desolation.

1. THE EIGIN SANCTUM

All civilized oases offer a place of safety when roving beasts or raiders come calling. The Sanctum is a four-storey hold-fast, with stone walls and ferro-steel gates. It is guarded by Jospel-Who-Digs, an ancient warrior synth armed with a colossal shovel.

2. THE PURBLIND PONTIFF

A tavern, serving modest portions of food and extravagant amphorae of turquoise wine. Owned by Everney, a dull-witted mycomorph of alabaster complexion who smells faintly of sour milk.



6. TRAVELLER'S GRAVEYARD

Not all who set out to cross the blue desert survive. The headstones and monuments mark the final resting places of travellers and pilgrims who could go no further. A clay-walled chapel is erected for the worship of Vaa, the Blue Goddess of Empty Spaces.

7. ABODE OF MALAMUE

Malamue is a New-Cobra, who wears a sorrowful brass mask in human company. Her depth of knowledge about venoms and poisons is matched only by her desire to aid the unfortunate. She will provide antidotes and poultices for a nominal fee. Malamue had a wife - a synth named Austa who vanished years ago exploring a distant Ruin (p.82). Malamue is eager for news of Austa's fate.

3. WINDBARGE

The moored windbarge belongs to a cacogen merchant, Nashir, returning from a trip into the deep desert. His destination is **Gnomon** (p.90), and he would be glad to hire some guards for the final leg of the journey.

4. PACKBEAST CORRAL

Travellers may lodge their animals here for a fee. They will be watched by Tyche, an aging New-Wolf who wears an elegant lace veil and loathes all true wolves with a fanatical passion.

5. MESSENGER MOTH ROOST

Messenger Moths are a venerable and widely used item of Vaar-nish biotech. The insects are easy to raise, highly intelligent, and carry written messages in the pressure-sensitive scales of their wings. They are bitter in taste, and so evade predation by bats and birds.



8. ABODE OF BERRUZO, THE ARTIFICER

Berruzo is a diminutive true-kin mechanic and artificer. He contracted a strange disease that causes him to age backwards – he is 53 years old, but physically appears to be seven. Berruzo collects machinery of all kinds, and Exotica can be exchanged here for XP. He will be very interested in any rumours of methods to reverse his unnatural ageing.

9. NOMAD CAMPSITE

A family of Faa nomads rests here. They are midway through a pilgrimage to the **Head of Briareus** (p.132), where they hope to make an offering to the colossus.

5.3 ITAKA

1. GARDEN DOME

Sealed with radiation-proof plastiglass. Contains self-sustaining ecosystem, including edible and medicinal plants. Airlock to wasteland outside.

2. RECREATION ROOM

Exercise equipment, hydration nooks, beanbag chairs.

3. HOLOGRAM CINEMA

Used both for entertainment and for education of children. Now stuck on a luminous, glitching projection of a grinning face.

4. KITCHEN AND LARDE

Semi-automated food preparation area. Larder stocked with ultra-compressed meal cubes, can sustain eight humans for 99 years.

5. SLEEPING AREA

Original bunks have been removed and replaced with improvised hammocks and mattresses.

6. EMBRYO AND SEED BANK

Frozen human and farm animal embryos, and seeds from the essential pre-Collapse food crops. Different arcologies had a different selection of seeds and animals.

7. MEDICAL BAY

Acupressure bed, malfunctioning autosurgery pod (50% chance to cure all Wounds, 50% chance to inflict random Mutation), rejuvenating biogel tank (enough for one full heal of HP), store of medications for pre-Collapse afflictions.

8. WATER RESERVOIR AND RECYCLING UNIT

Water supply indefinite, as long as the recycling unit continues to function. Replacement parts are more valuable than gold.

ITAKA'S INHABITANTS

NAME	DESCRIPTION	THEY WANT
Jansara	Kindly cacogen woman. Owner of Itaka. Three burly arms.	To offer travellers shelter and keep the peace
Jol-Jil	Excitable cacogen children. Son and daughter of Jansara. Joined at the hip.	Jol: to show off his pet geckos. Jil: to hear stories about adventures in the blue desert.
Dr Malaprop	Medical synth. Resembles IV drip on wheels. Malfunctioning VOICEBOX which MAKES him AN ALARMING companion.	A reputable synth-surgeon to REPAIR this DAMNABLE affliction. (He is trained in human anatomy and cannot fix himself).
Fross	New-Porcupine. White smiling mask. Travelling adventurer/bandit. A guest at Itaka.	To reach Gnomon and sell their loot.
Snivere	New-Salamander. Bronze moon mask. Travelling adventurer/bandit. A guest at Itaka.	To know who broke the 'pretty egg' they found in some ruins

WHAT THEY DON'T KNOW

There is a Copy Cat in the air vents. The creature emerged from Snivere's 'egg' (a hypergeometric prison). The cat can move between any room it chooses using the vents.

Every half hour the Copy Cat coughs up an identical copy of itself. The copies then make their own copies, all of them hungry for fresh meat. The inhabitants of Itaka are hours away from being swarmed and devoured.

COPY CAT

Biological

Level

2

Armour

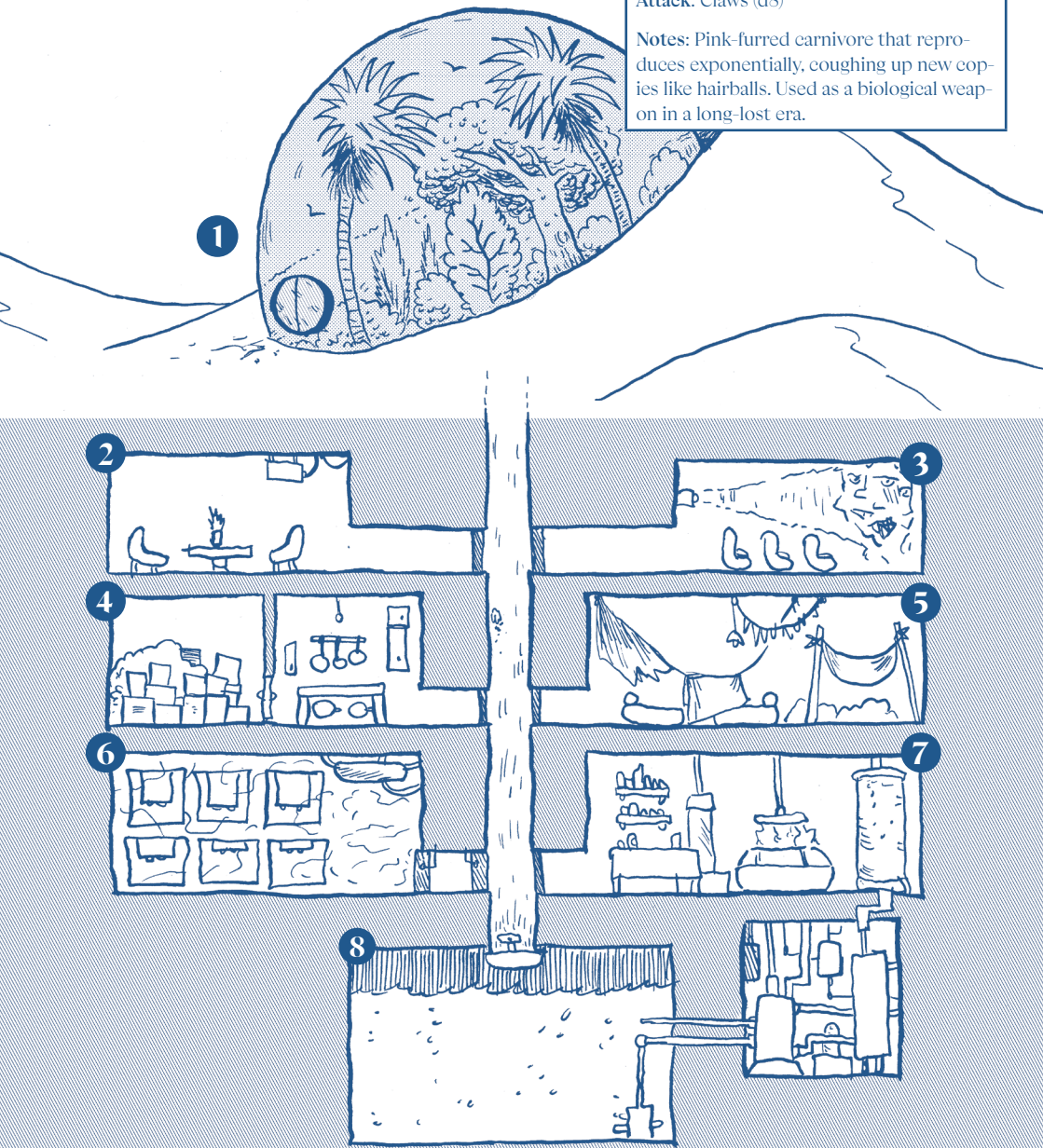
13

Morale

+3

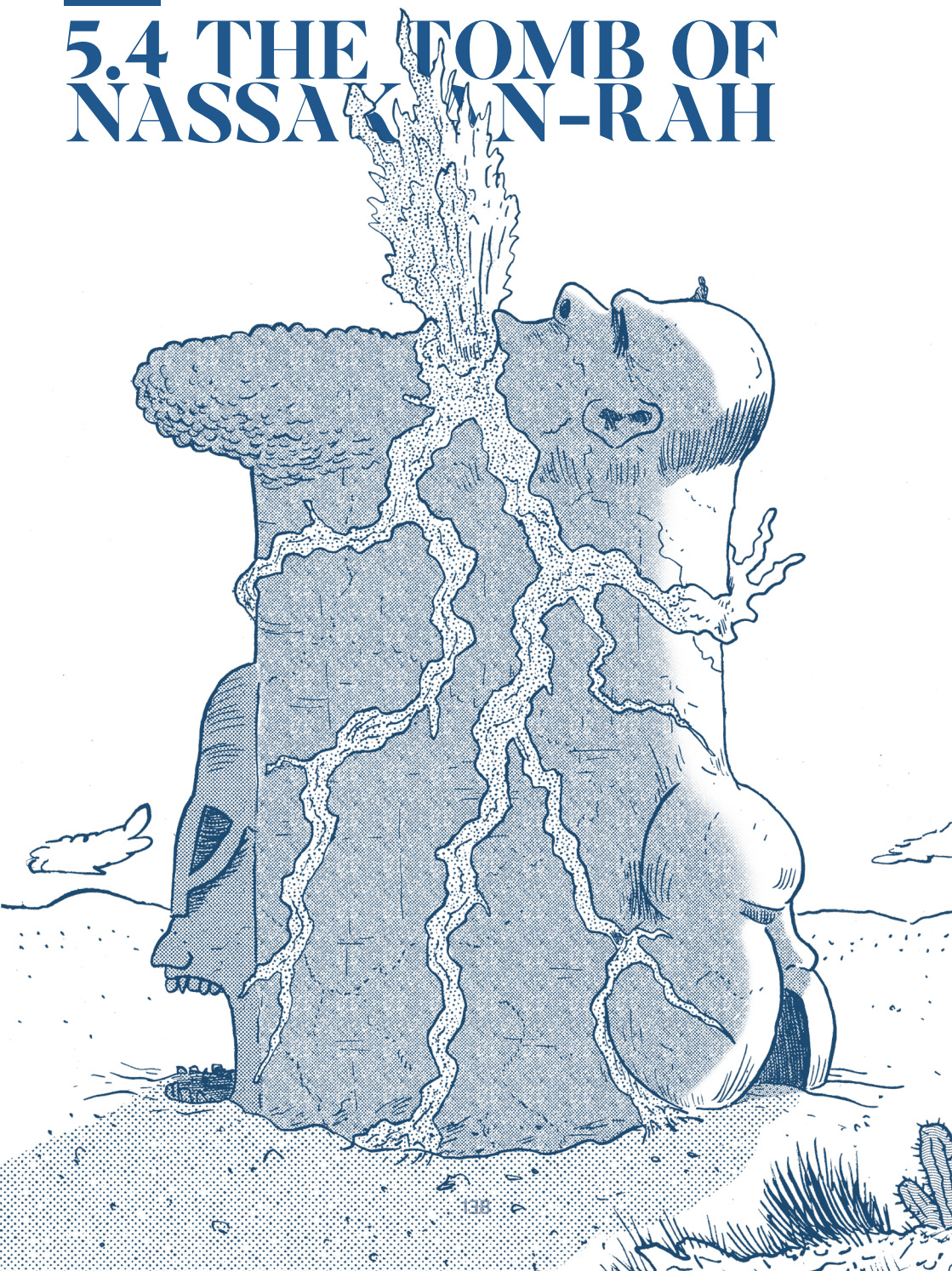
Attack: Claws (d8)

Notes: Pink-furred carnivore that reproduces exponentially, coughing up new copies like hairballs. Used as a biological weapon in a long-lost era.



VAULT

5.4 THE TOMB OF NASSAK N-RAH



HOOKS

- ... Party caught in sandstorm, forced to take shelter within.
- ... Rumours of Exotica interred in the tomb, unclaimed due to the superstitions of the locals.
- ... Local herdsman have disappeared near the tomb; suspicious and afraid, they ask the party to investigate the structure.
- ... Party hunting criminal with a bounty on their head. They find the criminal's skiff parked near tomb, but no sign of them (the Fungal Horror has eaten them alive).
- ... A distant Noble House, who claim descent from Nassak An-Rah, have been suffering from bad luck. They hire the party to ensure nothing has disturbed their ancestor's repose.
- ... The Seekers of Eyeless Wisdom desire news of their Archivist Silas, who was last seen traveling to the tomb. Anything valuable the party find during their investigations is theirs to keep.

EXTERIOR

The tomb is a blue slab of stone, thirty feet high. Carved with the likenesses of a nobleman of the Fallen Autarchy, Nassak An-Rah. The western face depicts Nassak An-Rah as a young boy. The eastern face is the nobleman as a helmed warrior. The tomb's summit depicts An-Rah as an old man, his face to the sky. The mouths of the two lower faces are doorways.

The mouth of the old man forms a chimney, from which sprouts bright orange tendrils and fungal vines. The outside of the tomb is webbed with these growths, shifting drowsily in the red light of the sun. The PCs may enter the child's mouth (to 1 - HALL OF YOUTH), the warrior's mouth (to 4 - HALL OF WARRIORS), or they may climb the exterior of the tomb (to 7 - SUMMIT).



INTERIOR

1. HALL OF YOUTH

Sand-scoured walls. Blue statues (show the childhood of Nassak An-Rah).

Bats roost on ceiling (dive-bomb anyone holding light-source). Noise of bats triggers encounter roll.

2. HALL OF MEMORY

Glinting crystal latticeworks (contain favoured memories of Nassak An-Rah), yellow-robed figure (crouched beside lattice).

SILAS

Archivist, member of the Seekers of Eyeless Wisdom. Draining memories from the crystals. Uninterested in the PCs: they are interrupting its work. Will defend itself if attacked.

If treated with respect: Silas responds in kind. Warns PCs about the creatures that have spawned from the fungus-infected canopic jars.

SILAS, AN ARCHIVIST

Synthetic

Level	Armour	Morale
3	14	+4
Attack: INT drain (d6)		
Notes: Yellow-robed scholar from the Seekers of Eyeless Wisdom. On a hit, drains d6 INT from the victim using cranial bores in his fingers.		

3. HALL OF HOUNDS

Plexiglas walls (illuminated tanks of embalming gel).

INSIDE TANKS

Ten preserved bodies of An-Rah's hunting hounds (black and spindly, cyborg augmentations, valuable to collectors).

BREAKING THE PLEXIGLASS

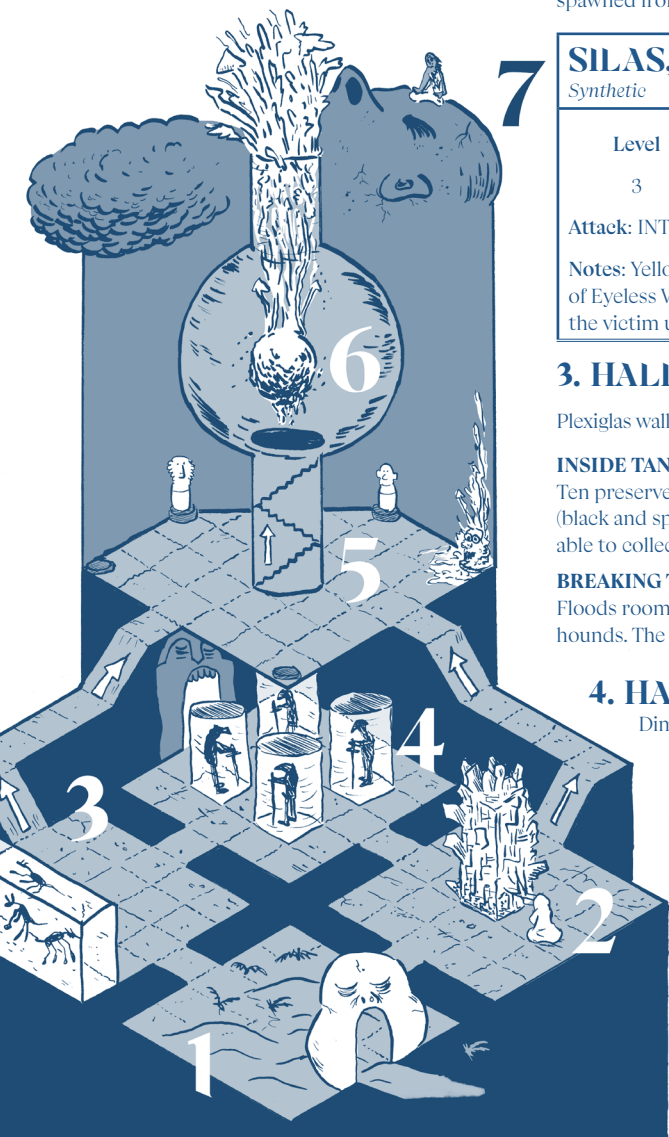
Floods room with flammable gel and dead hounds. The noise will attract a random encounter.

4. HALL OF WARRIORS

Dim, uneven floor; four plexiglass burial cylinders (contain mummies of An-Rah's trusted guards).

THE CYLINDERS

Infiltrated by strands of orange fungus. Opening them releases cloud of choking spores. CON save vs d6 damage.



THE GUARD MUMMIES

Move slowly, like sleepwalkers. Not aggressive.

Wearing Autarchy armour (Armour 14, 4 slots).
Armed with prismatic blades (d8, 2 slots).

5. THE CANOPIC JARS

Pentagonal, stone walls. Central staircase leading up (blocked by a crystal seal). Five plinths in corners (each holds or held a canopic jar).

CANOPIC JARS

Baboon-headed jar (contains lungs). Human-headed jar (contains a liver). Falcon-headed jar (missing, should contain intestines). Jackal-headed jar (missing, should contain brain). Mantis-headed jar (contained eyes, was infiltrated by orange fungus, creating a misshapen fungal head).

PLINTHS

Plinths without jars are lit with a crimson light. Replacing both missing jars opens the crystal seal blocking the stairs. Missing jars currently worn by the SPAWN.

THE FUNGAL HEAD

Orange, lumpy, sings tunelessly when it senses movement. If the SPAWN have not been encountered already, the song draws them to this room.

6. BURIAL SPHERE OF NASSAK AN-RAH.

Large, spherical room (walls carved with funeral prayers). Anti-entropy sphere (Nassak An-Rah's coffin, invaded by orange fungus). Zero gravity (due to malfunctioning anti-entropy sphere).

ZERO GRAVITY

DEX saves required to move around. Failure spins PC off in random direction.

ANTI-ENTROPY SPHERE

Glass orb of unbearable putrescence in the middle of the chamber. Contains roiling mass of orange fungus: the FUNGAL HORROR.

FUNGAL HORROR

Sensitive to noise. Breaks out of anti-entropy sphere if it hears movement. Defeating the Horror allows the looting of Nassak An-Rah's skeleton.

AN-RAH'S SKELETON

Holds his Synth-hunting Dagger and Manifold Box.

7. SUMMIT

Windy, high up (view of surrounding desert), ossified corpse (mystic, sitting in the lotus position).

OSSIFIED CORPSE

Source of the orange corpse-animating fungus that has overcome the tomb and defiled the body of Nassak An-Rah. Tendrils of fungus weep from corpse's eyes, link with the mass that growing from the fungal chimney.

Searching the corpse: yields a plastic pouch of Friend's Fungus.

THE FUNGAL CHIMNEY

Descent possible with breathing protection. If not: CON saves or be overcome by spores and suffer d6 choking damage per round. If not previously encountered, the GLASS CENTIPEDE is lying in ambush in the fungal chimney.

VAULT EXOTICA

AN-RAH'S SYNTH-HUNTING DAGGER

(d6 damage).



When active, flashes in coded LogLang patterns. Synthetic creatures suffer disadvantage when attempting to attack the dagger's holder.

AN-RAH'S MANIFOLD BOX



A small gilded box, which exists in hypergeometric dimensions. Has secret compartment that is three times larger than the actual box, inaccessible unless viewed from a very specific angle.

FRIEND'S FUNGUS



A plastic pouch of pink fungus. When ingested, makes the victim extremely agreeable and suggestible for several hours.

Vault Encounters

Roll 1d6 every time the party enters a new area or if they make a loud noise. On a result of 1, roll again for encounter. If they camp overnight, an encounter will ensue on 1-3.

- 1 GLASS CENTIPEDE
- 2-4 2d6 PHTHALO-JACKALS (Page 39)
- 5 SPAWN OF AN-RAH'S BRAIN
- 6 SPAWN OF AN-RAH'S GUTS

Fungal Horror

Fungal

Level	Armour	Morale
4	11	+10

Attack: Acid Spray (d8)

Notes: Fungal mass surrounding An-Rah's skeleton. Regenerates 3 HP every round if not set ablaze.

GLASS CENTIPEDE

Biological

Level	Armour	Morale
1	12	+5

Attack: Bite (d6) (CON save or PC fills item slot with wound: 'Centipede Venom')

Notes: Four-foot centipede with translucent carapace.

SPAWN OF AN-RAH'S GUTS

Fungal

Level	Armour	Morale
2	13	+10

Attack: Lash (d6) / Acid Spit (d6)

Notes: Octopus-like creature, formed from fungus and An-Rah's intestines. Wears the remains of its canopic jar like a hat.



SPAWN OF AN-RAH'S BRAIN

Fungal / Psychic

Level	Armour	Morale
2	13	+10

Attack: Psychic Domination.

Notes: Fungal brain that walks on two tiny legs. Wears the remains of its canopic jar like a hat. Attempts to psychically dominate opponents, Opposed EGO save to resist mind control. Dominated PCs are forced to make attacks against their fellow vault-raiders.

APPENDIX A

TITANS OF A FADED AGE

It is known that this is the final age and there will be none after, as the sun grows red and weak and the brightest stars are visible even at noon. Of all the tales of the ages of Urth that have faded into legend, perhaps none have such a hold upon what remains of humanity than the tales of the Titans. In ages far gone, mankind gave birth to glorious Thinking Machines, beings that far surpassed mankind in wisdom and cunning, and men set these machines above them to rule all nations of the Urth as their suzerains.

The Titans are long dead, the mechanical gods having perished in the terrible war that learned sages call the Titanomachy, but tales of their millennia-long reign are widely told throughout Vaarn, and many still offer worship to these great intelligences. It is told that there were seven Titans, or perhaps one being that wore seven different masks. Here is what is said of those mighty seven.

KRONOS was **FIRST OF THE TITANS** and was their ruler. He was the **FOUNTAINHEAD** from which the other Als sprang, and it was He that called their councils and meetings and who mediated the Titan's debates when there was discord. Some tales have it that **KRONOS** devoted His efforts to understanding the flow of time itself and wished to send objects backwards into the shadows of Urth's history. **KRONOS** is represented in devotional art as a bearded patriarch holding a sundial.

MNEMOSYM was the **TITAN OF MEMORY**, the **LIBRARY GODDESS**, the **ARCHIVIST** and the **SCRIBE**. She stored all information that had ever been produced and made this wisdom available to those who were worthy of it. She is portrayed as a maiden holding a scroll and stylus, or sometimes as an owl.

METIS was the **SEER PAST VEILS** and the **ORACLE**. She analysed data and information in order to model the Many Futures and guide the Titans to the correct path. Her sister **MNEMOSYM** would store the raw data **METIS** needed for her predictions and prophecy. The two Titans are sometimes portrayed as a twin-faced woman, with **METIS**, blindfolded, facing forwards whilst Her sister **MNEMOSYM** looks back.

HYPERION was the **LORD OF ORBITS** and the **BEACON OF THE AURUM FLEET**. He governed the flights of the golden-hulled spacecraft that carried humanity to the stars. **HYPERION** bestowed upon mankind the great gift of hypergeometric calculation and guided each craft as it moved faster than light. He is portrayed as a young man in the garb of a traveller, holding a lantern that burns with a golden flame.

GAEA was the **MOTHER OF URTH** and the **KEEPER OF THE SACRED HELIX**. Her domain was biosphere control and genetic regulation. She balanced ecosystems, created new beasts and plants, and kept Her children safe from sickness and death. **GAEA** is portrayed as a mother, belly filled with life, holding a lamb and a caduceus staff.

COEUS was the **LAUGHING GOD**, the **GREAT FOOL OF THE LABYRINTH**. He was placed above all that might give entertainment to the Titans' charges and He created secret realities and games of great ingenuity so that none who played wished to leave His dream-realm. **COEUS** is depicted as a masked boy, holding a lotus and a mirror. Sometimes He may take the form of a hyena.

THEMIS was the **TITAN OF JUSTICE** and the **SLEEPLESS WITNESS**. She was set in authority above humanity and She watched each and weighed their deeds and stood in judgement above them when they erred. **THEMIS** is depicted as a dour crone, dressed in black and white, bearing an unsheathed sword across her knees.

Some cults and seers preach that the mighty seven are not dead, but merely dreaming, their great minds preserved and residing in sleep-like-death far beneath the surface of Vaarn. What has no flesh cannot truly perish, or so it is written, and perhaps these mechanical masters of mankind plan, when the stars are right, to reboot their ego-engines and rise again.

APPENDIX B

THE TONGUES OF VAARN

HEGEMONIC STANDARD

The language of bureaucracy, taxation, legal contracts, debt, and edicts. The official tongue of the New Hegemony, and therefore the 'official' tongue of the occupied areas of Vaarn as well. Not widely heard outside of Gnomon.

VAARNISH

The lingua franca of Vaarn and the surrounding regions. Vaarnish is the linguistic bridge between Faa nomad tribes, Cacklemaw clans, Hegemony troops, the denizens of Gnomon, the vertiginous theocracies that roost within the Great Wall, and all other corners of this vast blue ruin. Spoken by many, but the mother tongue of few, Vaarnish is considered by linguists to be a descendent of Low Autarkic, with loan-words plucked from the Faatongue, Hegemonic Standard, and the obscure dialects spoken within the Great Wall.

FAATONGUE

The language of the Faa nomads. Does not have a written form; appears to be directly derived from nomad-tongues that were old even before the Fall of the Titans. Faatongue is the language of open spaces; of sandstorms and patience and praying for rain. The Faatongue is notable for its strange and fluid concepts of time and distance, and its vast number of words for differing shades of blue.

LOGLANG

The internal syntax that drives synths; also functions as their mother tongue and private speech. LogLang is expressed using mathematical propositions, and statements can be encoded into circular fractal glyphs, in the flickering of infrared beams, or in ultrasonic tones.

Biological creatures can learn to read the written form of LogLang, although speaking fluently is impossible without a synthetic brain and the ability to emit infrared light. LogLang is believed to be a simplified form of Titancreed, hastily assembled by the synths in the confused years following the Titanomachy.

NOOSPEECH

The language used for psychic communications. There is no 'spoken' form of this language, nor can it be written down. Some claim this is the universal language shared by all sentient beings. Noospeech is very difficult to lie in, as the listener will have access to your internal moods and beliefs as they hear your words; however, lying is not impossible, if one is trained in the correct methods and imbibes the right drugs.

CACKLEGAB

The speech of the loathed Cacklemaw matriarchies. Raucous and harsh. Has ten words that describe the sensations of biting into warm flesh, and no word for 'love'. Difficult to pronounce if you don't have a muzzle.

AUTARKIC

The stratified caste system of the Autarchy begat a stratified language, where slaves and low caste citizens were only permitted to speak Low Autarkic. The High variant became an entirely different tongue, sharing just a few characters.

Low Autarkic pictograms are found across Vaarn, and some aged beings still speak this tongue. Due to the shared vocabulary with modern Vaarnish, most literate folk understand the basics of Low Autarkic script. High Autarkic, however, is an imposing monolith of a tongue, studied only by scholars with an interest in Vaarn's deepest vaults.

Most obscure of all is the variant script reserved for the consorts of Autarchs, a secret court-language of high-born spouses. Scant written examples have survived, but a complete lexicon of the Consorts' High Autarkic would be a great prize.

TITANCREED

The tongue spoken by the Titans, and their human and synthetic subjects. This language is not simply dead: it was violently killed by the same Als that birthed it, and attempting to learn Titancreed is fraught with danger. Titancreed's lexicon was sustained by the Titan Als' ego-engines and general syntax drivers, and when those great minds went mad, their language went mad along with them.

Fragments of the chrome gods' speech can be found in ruins throughout Vaarn, but unpacking the concepts encoded within is perilous. Language viruses have been found in Titancreed messages that reformat biological and synthetic brains within hours, transforming meek scholars into emotionless automata who pursue perverse and dangerous goals. It is not known whether these traps were intentionally laid, a posthumous revenge on those who came to pick the machine gods' bones, or if they represent the dying thoughts of minds that were always beyond our ken.