

# RED SKY

# DEAD CITY

LIBERATION AND DAMNATION





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-Il giardino delle delizie

The greatest city of all, Ebét, far away across the Seas of Moonbeams and Fog and Poison, beyond the farthest reaches of the limber golems and the swooning maidens of the liberties, has fallen. The mystical rationalist army of Iks has brought down the corpse-fat empire of Ebét and now the timeless sands of its necropolis are ripe for plunder. The offerings and sacrifices and jewels of millennia await.

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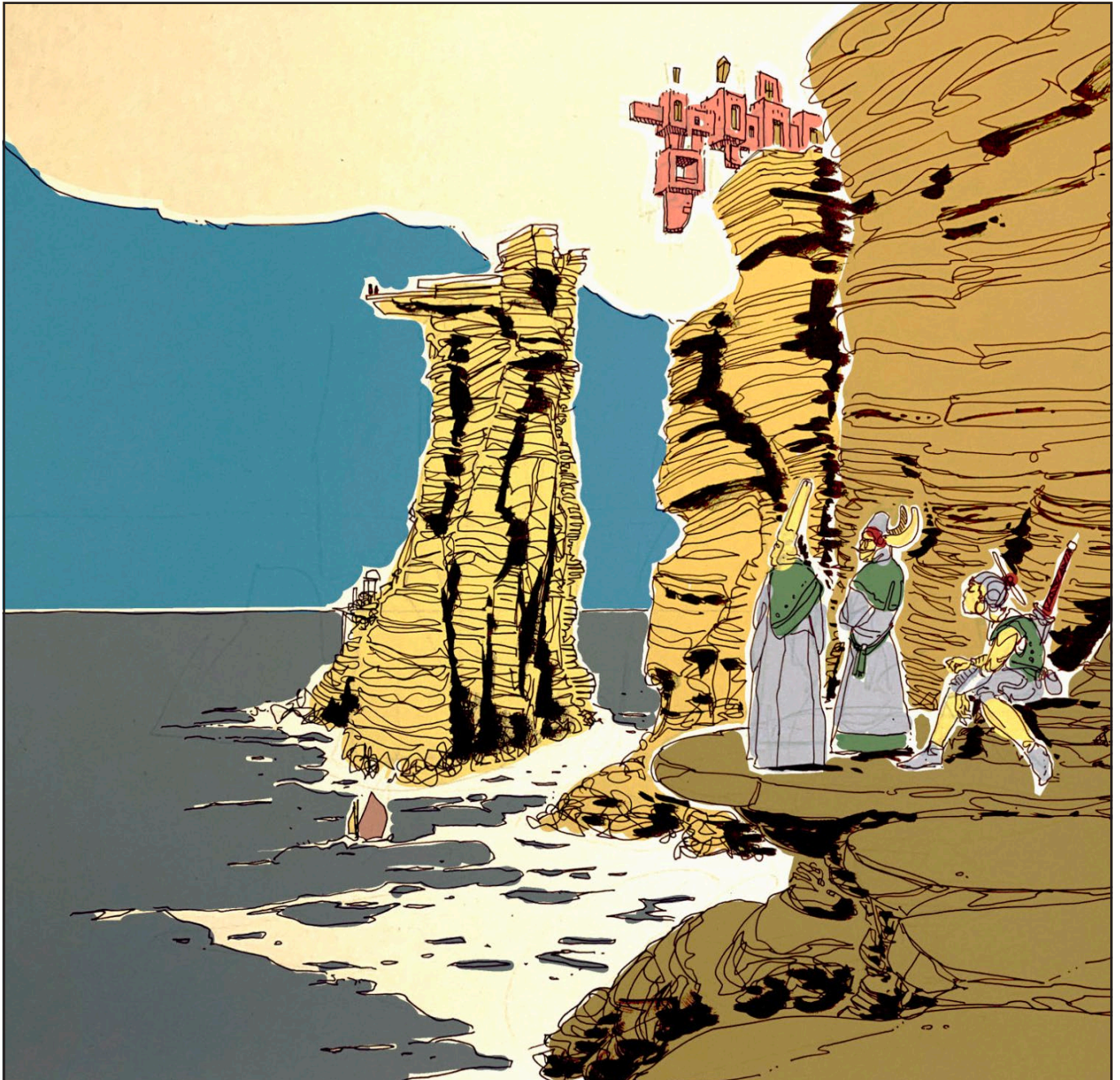
# WARNING

Red Sky Dead City examines some dark themes: bigotry, war, conquest, ethnic cleansing, terror. There are no clearly good or bad factions.

Some of it is written from the perspective of the Empire of Iks, who have recently conquered the capital of their rival, Ebét. The vanquished are often disparaged by the conquerors.

Enjoy the satire.







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# GAME CONCEPTS

Throughout this book I use rpg game concepts and rules and realities to build the world of the Necropolis. This section is dry and you do not have to read it to enjoy the Necropolis, but if you want to know how I assume this sandbox will be used in a game, this is the place for you.

## THE ASSUMED GAME SYSTEM

I started out running role playing games back in 1995. Over the decades the various rules have blurred into a house-ruled muddle, which happens to most referees. The big gest rules influences on me were 2E through 5E. Throughout the book I make several assumptions:

1. Rolling dice is an oracular ritual to discover what happens in the fiction when the outcomes are clear to neither the referee nor the players. Rolling a 6-sided die is written as a 'd6' roll, where the 'd' means 'dice.'
2. There are players running characters and a referee running the world and non-player characters. The players cooperate and their heroes form a party. I often call player characters heroes. It's a nod to ancient Greek heroes or Conan the Barbarian, where the hero is grandiose, larger than life, excessive ... but not necessarily a good person.
3. Advantage and disadvantage is a great mechanic. Having advantage on a roll means that you roll two dice and take the better result; disadvantage means rolling two dice and taking the worse result. Advantage and disadvantage cancel each other out on a one-to-one basis. I use it for all kinds of dice rolls, from attack rolls to damage rolls.
4. All characters have six stats describing their natural aptitudes, which spell SEACAT: Strength (Str), Endurance (End), Agility (Agi), Charisma (Cha), Aura (Aur), and Thought (Tho), ranging from -5 to +5. These translate directly into the modifiers of the classical six abilities ranging from 3 to 18 (or 20). A stat is often added to a roll, for example d20+Str means rolling a 20-sided die and adding the Strength score.
5. Charisma represents divine fortune and favor. The gods and reason hate the uncharismatic, so I use Charisma whenever a luck roll is needed. For example, if a player asks if their hero can find a war pig, greased lightning mobile, rod of doom, or simply the latest edition of Burly Barbarians at the town market, I call for a Charisma check. Further, nine times out of ten, a random effect, an area trap or a mindless creature attacking a party will target the least charismatic hero first. I explain this rule to players before they generate characters.
6. The basic mechanic is the 'check,' which involves rolling a 20-sided die (a d20) and adding modifiers to reach or exceed difficulty targets (in many games DCs or ACs). A target of 5 is easy, 10 is average, 15 is hard and 20 is really hard. Rolling high is always good. Sometimes I write a check without a target number, for example, "check Aura." In that case, the result of the check maps directly to the outcome. A result of 1 or less is awful, 2 to 10 is poor, 11 to 19 is good, and 20 or more is epic.
7. I often write check targets in this format: "End t10" (the 't' means 'difficulty target'). This means the player has to roll a d20, add their Endurance (End) stat (and other relevant modifiers depending on the system) to reach or exceed the number 10. A character with no modifiers would have a 55% chance of succeeding in such a check (rolling 10–20 on a d20). Sometimes I write targets with dice, for example "Str t3d6." I do this to randomize the game world, encourage referees to make it their own, and to highlight that numbers in a game product are just suggestions.
8. In combat a creature's defense (Def, or AC in many games) is an abstract difficulty target the attacker has to beat to hit. A fish in a barrel might have an attack of 2 (Def 2), an average human Def 10, and one of the most incredibly trained war eunuchs of the Ebéteen Def 20. A creature's attack (Att) is a modifier to a d20 roll that combines their combat skill and their combat stat (usually Str for melee combat and Dex for ranged combat). A blind wombat might have an attack modifier of -5 (Att -5), a common sewage technician Att 0, and an exotic matter death machine Att +13.
9. Different damage dice for different weapons and spells and items, because using the different polyhedral dice (d4, d6, d8, d10, d12, d20) is fun. Damage (Dmg) is sometimes also modified by stats, usually Str for melee attacks and Dex for ranged attacks. A dagger might do d4 damage (d4 Dmg), while a great shield-





breaker axe would do 2d8 Dmg.

10. Creatures have Levels ('Lvl') and health points ('hp') are generated from those. The higher level a creature is, the more dangerous it is. A weasel might be Lvl 0, representing no threat, common schlubs would be Lvl 1, a pretty tough veteran would be Lvl 3, a creature tougher than almost any hero is Lvl 10, and Lvl 20 is something on the order of a giant building-stomping lizard. In many classic games, the level maps directly to Hit Dice (HD). What precisely this means in your game system is up to you.
11. Every attribute on a player's character sheet can be a target. Creatures or curses may damage health, armor, stats, gold, iron, whatever. For ability damage to monsters, assume that weak monsters' ability scores are 5, medium monsters' ability scores are 10, and hard monsters' scores are 15.
12. Short rests and long rests. I like this mechanic from 5E very much, so I use it in many descriptions. Heroes can recover a little bit of health and power from a short rest, but one long rest is required to fully restore each damaged attribute. If a character has taken both Strength damage from a clammy mummy and hit point damage from a piercing arrow, that character needs two long rests to fully recover. A short rest lasts one day (or about 6 hours), while a long rest lasts a full week.
13. Tracking consumables and equipment damage is usually too much hassle. In practice I rule that consumables, like ammunition, run out every time a d20 shows a 13 (so the last shotgun shell may well be a hit). Still, some people like them, so the number of charges an item has is listed (e.g. shotgun, 2d6 Dmg, short range, 6 charges).
14. Theatre of the mind. I don't use grids or run detailed tactical combat, thus the maps and diagrams in the Necropolis do not have grids and the items and monsters do not have areas of effect and ranges detailed much beyond 'adjacent,' 'short range,' and 'long range.'
15. Experience for treasure and good ideas, not slugging it out with monsters. The adventurers are venturing into the smouldering shell of a destroyed empire's holy city, crawling with crazed cultists, ragged refugees, and undead monstrosities for the cash. Convert the cash to silver or gold pieces as required by your system and have fun. Each 'cash' is approximately equal to

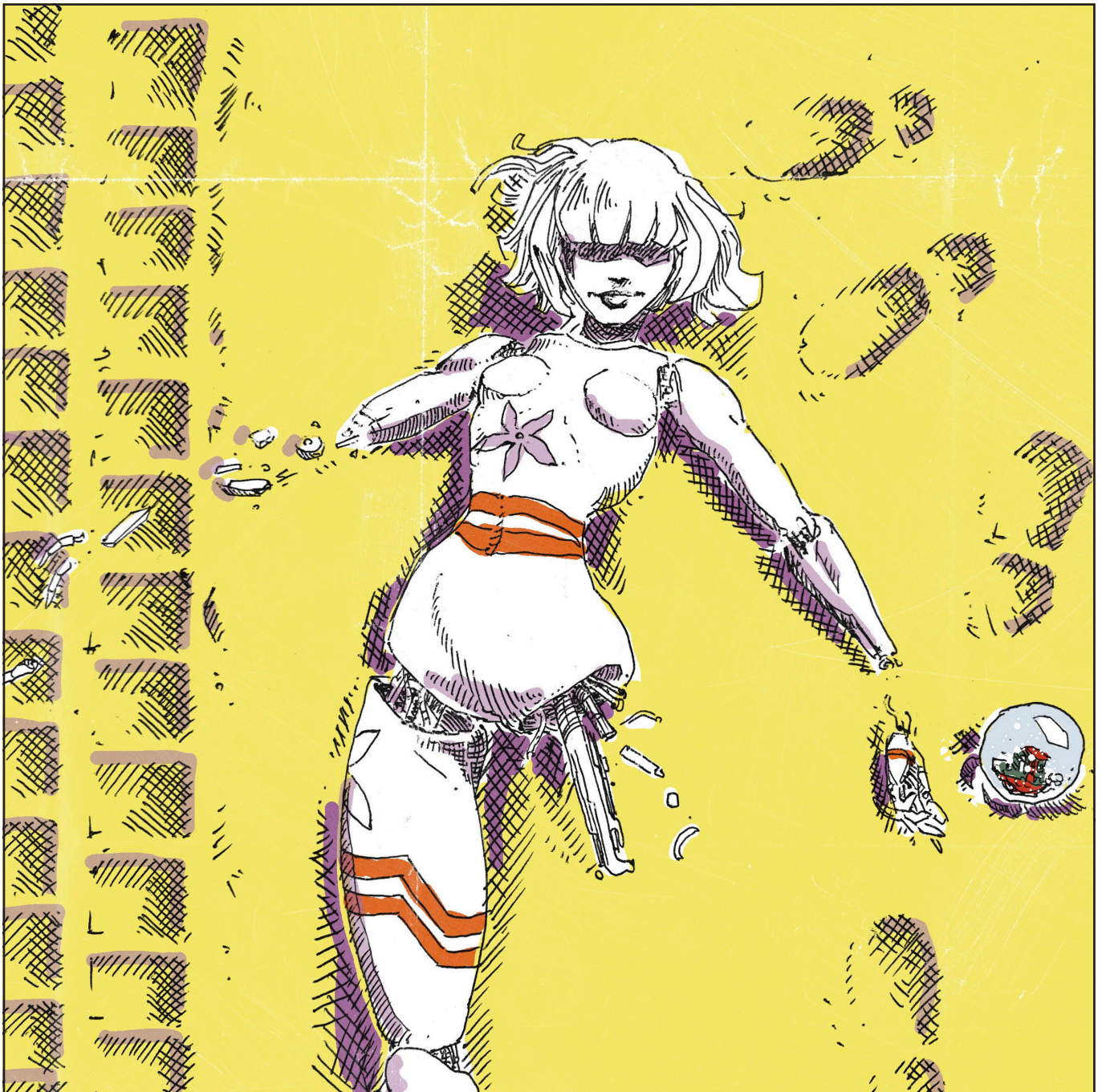
the daily income of a common person, so it may be helpful to think of it as 100 US dollars in the year 2018. Certainly, smaller denominations exist (let's call them 'cents' and 'millicash'), but I ignore them in the text.

16. No alignments. At most I use a law/chaos axis, suspending moral judgement. Thus the two main factions of Red Sky Dead City: the defeated Ebéteen, who are slaveholding undead-raising imperialists, and the victorious Iks, who are militaristic colonialists.
17. Reward good behavior. Nevertheless, I reward good heroes and players with direct praise and the kindness and high regard of the NPCs they help. Good behavior brings no mechanical benefit, but that's what makes it moral.
18. Wizards use magic, thieves use skills, and fighters use weapons.
19. Rewrite to fit. I rewrite all modules, more or less, to fit my own game and style. If something in the RSDC sounds stupid to you, if something has too few HD, if something will annoy your group no end; grab a pen and fix it.
20. Play to have fun. Don't play to be an accountant or rules lawyers or asshole. Clear up with the players what kind of game they should expect. If they want to be heroic at all costs, there are a number of smaller oppressed and downtrodden groups they can help in RSDC, such as the Dogheads, the Izvoreni, the Golems, or the Pustari.
21. Finally. The d20 rocks and I love critical hits. I always assume 20s are excellent and exploding, and 1s are terrible and result in mishaps. Do with this what you will.

We clear on that? My game may be pretty different from yours, but RSDC is still made to be useful.

Now off you go. Loot some tombs, plunder some of the dead, get rich quick or die trying!







# HEROES IN A TORN WORLD

# THE CITY OF THE HUNDRED GATES

*“Ebét of the Hundred Gates, Mistress of the River of Life, City of the Living God, fallen to the hordes of Iks the Ninth, Ruler of the River of Death from Across the Poison Sea. Woe is become our name!”*

—words scrawled on the Lime Wall of the Temple of the Everliving Cat by an Oppressor-Priest in his own blood.

The soldiers and mercenaries of Iks have accomplished the impossible. The conquest is done. The living god's Great House lies smashed at the foot of the Ten Hundred Year Palace. It is open season on the millennial city. Gore runs through the archaic streets and under the studded wheels of the Twins, inscrutable behind porcelain masks. The Orb of the Moon and the Hand of the People are embroidered in glow-worm silk upon their their midnight banners.

“For Iks! For Iks!” goes up the cry from the soldiers of the Liberation.

The sack of the decadent metropolis is impressive. Ash falls like snow. On the third night, at moonrise, the great organs low and peace falls with a thud. The levellers walk out and the soldiers sheathe their maces and stub-wands. The cleansing of the Ebéteen masses, the Thirteenth plebes, and the whipped Dogheads commences in earnest and the accountant division combs the imperialist palaces. The butcher bankers will be here soon. Now that major military operations have officially ended, nobody will stop them from getting their pound of flesh.

“West,” is on everyone's lips. Across the river, where the old imperial tombs lie, stuffed with ill-accumulated gold and magics and lore. The Twins have declared it the Camp of Liberation. Soldiers, mercenaries, freebooters, and freed slaves gather at the Docks of the Green Turtle and the Red Bird, greedy eyed. Companies and parties form to de-imperialize the tombs. Noble administrants are wheeled out in water-wagons to distribute the Licenses of Liberation.

The heroes jostle to board the remaining Charonic reed boats as dull-eyed handlers push off across the great river.



# HEROES AND SCUM

Who are the Heroes liberating Ebét? Who are the foul regressives opposing the self-evidently reasonable humanitarian impulses of the Republic of Iks?

*“After the second self-cleansing of Iks the Ninth’s glorious reign, the Commission of Levellers proclaimed the Anti-imperialist Liberation Project and subjects eager to prove their reasonable cleanliness rushed to the schools and freedom houses. They came from all walks of life, motivated by a love of law and passion for a better, more level future.”*

—Diary of Titanká, Malachite Leveller

There are six categories of human in Red Sky Dead City. Roll d6 to choose character background and affiliation.

1. The Righteous Liberators, the Soldiers of Iks. Noble scholars and reasonable warriors, full of vigor and vim, trained to fight against obscurantism and imperialism in all its forms (p.XX).
2. The Loyal Servants of Justice, the Mercenaries of Iks. Loyal workers and useful savages who contribute to the ongoing revolution against the mind-destroying filth of Ebét (p.XX).
3. The People of Little Value, the Vagabonds. Opportunistic nomads, scum and thieves from the wastes between Lands. Useful as cannon fodder, and too weak and uneducated to threaten Iks (p.XX).
4. The Odd Outsiders. Dangerous traders and freebooters from strange lands beyond Iks and Ebét, whether spies or not, suspicion is not wasted on them (p.XX).
5. The Opium-addicted Masses, the Freed Folk. Untrustworthy ex-slaves and grimy former vassals of Ebét, all indoctrinated in the foul superstitions of the Ebéteen (p.XX).
6. The Filthy Imperialists, the Slavers of the Soul. The disgusting and dangerous ruling castes of Ebét, hardly capable of re-education and possibly best concentrated in well-overseen labor towns, where at least some value can be redistributed from their worthless, demon-infested hides (p.XX).



## NEW HEROES AND OLD

If players are creating new heroes for this adventure, the tables on the following six pages provide random backgrounds, items, and abilities. For heroes dropping in from another game, the Outsiders table (p. XX) should work best. Be warned that playing Ebéteen ‘terrorist freedom fighters’ is not really supported by the game (yet) and requires a lot more improvisation from the referee.

# 1. THE IKSAN 'LIBERATORS'

The legionaries, scholars, and auxiliaries of Iks are the foot soldiers of reason. Drawn from all the loyal nations and classes of the Reasonable Land, obedient soldiers dream of active citizenship and honored membership in the Reasonable Party. The most meritorious eventually descend into the enhancement vats to become true Iksans, pure of thought and dead, erm, deed.

## D20 ABILITIES AND BACKGROUNDS OF THE SOLDIERS OF IKS

1. Purified Legionaire. Reasonably secured mind. Advantage against enchantment and mind-control.
2. Fearless Trooper. Panic response training. Immune to fear effects. Adds +Level damage when charging.
3. Veteran Sergeant. Respected by ordinary soldiers, inspire allies. Increase health die one step.
4. Message Runner. Athletics skill, master of [roll d6]: (1) fencing, (2) swimming, (3) wand-shooting, (4) free-running, (5) show-jumping, (6) skiing.
5. Lucky Slacker. Re-roll fumbles. Skilled with [d6]: (1) tarot cards, (2) spinners, (3) slot machines, (4) billiards, (5) horseshoes, (6) dice.
6. Scarred Veteran. Intimidation skill. Disadvantage to one physical skill, advantage on saves vs. one damage type (e.g. fire or electromagnetic discharges).
7. Party Applicant. Cadre trusted by levellers. Advantage against accusations of disloyalty to the party. Honorary party membership and a contact with access to restricted hardware and spellware.
8. Golden boy. Beloved of reason. Persuasion skill. Immune to disease and all skin conditions. Honorary party membership.
9. Medic. Skilled with medical gear. Medicine skill. Can restore 3 health per level using medical parasite, once per long rest. Can also transfer

health to patient.

10. Slum Scum. Sleight of hand skill. Improved criticals in unarmed combat.
11. Military Mechanic. Mechanics skill. Skilled with archaic technology repair kits and lock picks. Has a neur-optically linked spy golem the size of a small dog.
12. Undying Legionaire. Re-life parasite implant. Once per long rest, attack that would reduce soldier to 0 hp reduces them to 1 hp instead, but causes permanent damage to random stat.
13. Melee Trooper. Attack-enhancement parasite implant. Gain +2 damage to next successful melee attack for every stat or health point sacrificed.
14. Reckless Trooper. Can gain advantage on attacks by accepting disadvantage on defence. Skilled in Athletics and Gambling.
15. Supply Delivery Driver. Skilled with vehicles and generally good at driving. Can use a reaction to halve damage taken by vehicle.
16. Heavy Gunner. Skilled with siege rods and archaic cannons. Rerolls all 1s and 2s on damage dice with heavy guns.
17. Shock Trooper. Free extra attack on charge if the first attack hits. Skilled with two-handed melee weapons.
18. Ammo Hoarder. Always scrounges more ammo. For any ranged weapon found, the Ammo Hoarder can check Charisma to see if there's one bullet or arrow left. When ammo hoarder runs out of ammo, check Charisma if they have a few more bullets in a pocket.
19. Bomb Squaddie. Advantage when setting and disabling explosives. Skilled with Demolitions. Starts with a satchel charge.
20. Golem Armorer. Skilled with golem armors and their maintenance. Starts with an opal raider golem suit.

## STARTING EQUIPMENT

Any tools the hero is proficient with, medium armor, light shield, company tags, standard-issue personal weapon [d4]: (1) sword-spear, (2) sword, (3) mace, (4) warhammer, multi-function dagger, good boots, reasonable beret, backpack, 10 + 2d6 cash.





## 2. MERCENARIES OF IKS

The war against the foul Ebéteen death-sorcerers has, sadly, been longer than anticipated. Though the blood of the flower of Iks has brought new soil into the Domain of Reason, the legionaries were supplemented with useful, if unedified and greedy, inferior peoples, such as the Morri, Struri, Gorri, and Rekari from the Lesser Lands. They, of course, cannot hope to become active citizens, but through loyal service, their children may join the Schools of Right Reasoning and rinse their minds to become proper servants of the Reasonable Land.

### D20 ABILITIES AND BACKGROUNDS OF THE MERCENARIES

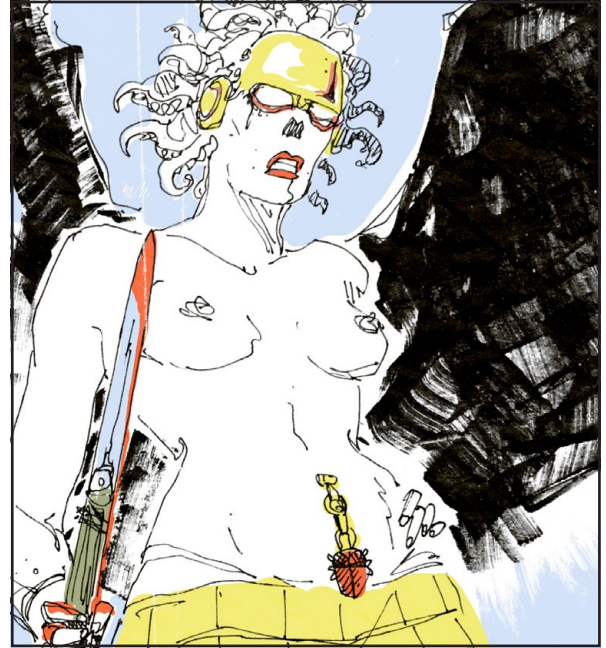
1. Gorri Hairy Barbarian. Unarmored hair defense (add Endurance to Defense when unarmored). Has a pair of combat shears.
2. Gorri Mountain Barbarian. Acrobatics skill and advantage on Endurance checks. Has a pair of boots made for walking.
3. Gorri Dwarf. Advantage on trip attacks. Improved criticals in holes and tight places. Short and skinny. Has a gem explosive (3d6, small radius).
4. Morri Marine. Swim in medium armor, advantage in amphibious combat.
5. Morri Sailor. Navigation and sailing proficiency, rope tricks, advantage on ships. Knows how to sing to stars, though why that might be useful, who knows.
6. Morri Fisherman. Survival skill, fishing lore, proficient with nets, advantage on boats. Has a gutting knife.
7. Rekari Gon Traveler. Re-roll fumbles. Proficient with [d6]: (1) tarot cards, (2) darts, (3) snares, (4) poison, (5) tinker tools, (6) thieves' tools.
8. Rekari Po Rower. Advantage on endurance checks.
9. Rekari Peddler. Barter and investigation skills, 1d12 extra shekels in third sock. Has a camp follower contact with an unnatural ability to find army surplus equipment.
10. Rekari Pogrom Survivor. Advantage on death saves. Can disengage from combat as a reaction.
11. Struri Witch. Nature (herbalism) skill. Knows two curses and starts with one first level spell slot.
12. Struri Woodsman. Survival skill, tracker, trapper, bear baiter. Good



13. Struri Scout. Stealth skill and +1d6 sneak attack damage. Starts with an undead detector.
14. Struri Exotic Gunmaster. +2 to hit with exotic or archaic guns. Starts with an exotic flechette shotgun from before the last Iksan unification war (3d6 damage, short range, attacks 3 adjacent targets, half damage against armor).
15. Kamini Sewer Rat. Advantage on saves against diseases and disease spirits. Has lice.
16. Kamini Barber. Proficient with barber's kit, medicine skill (disadvantage in life or death situations). For some reason also carries a razor-wire garotte.
17. Feral Kamini. Advantage when charging, faster healing (heals two attributes per rest period), gains one extra healing HD, disadvantage in social interactions.
18. Kamini Looter. Advantage on treasure and loot checks. When the looter spends an hour searching, they somehow always find an extra 1d6 cash.
19. Kamini Treasure Hunter. Arcana skill, advantage when searching for secret doors. Has a metal detector that actually works.
20. Clockwork Explorer. Magitechnic organism, living tissue over golem endoskeleton. Does not require air, water or food. Possibly feeds on magical discharges, regaining 1 hp every time a spell is cast nearby. Creepy.

### STARTING EQUIPMENT

Any tools the hero is proficient with, light armor, lucky charm (2 charges), weapon [d4]: (1) spear, (2) sabre, (3) axe, (4) bow, knife, shoddy sandals, color-coded cap, knapsack, 10 + 1d8 cash.



### 3. VAGABONDS AND WASTELANDERS

Like iridescent flies drawn to the carcass of a dead mastodon, marginal people and superstitious mongrels have followed the Army of Liberation to the very shores of the River of Life. Rapacious and locust-like, they stripped the smaller Ebéteen towns and villages. Yet, they are useful idiots. Their wanton savagery proves the Truth Commission's reports back to the Reasonable Lands. Truly, the Iksans are bringing order and peace to these poor, blighted lands.

#### D20 ABILITIES AND BACKGROUNDS OF THE VAGABOND PEOPLES

1. Wild Child. Raised by beasts in the caves and forgotten oases, they are possessed of a preternatural, some say animalistic nature, and are blessed by the moons. Advantage to initiative.
2. Pustari Shepherd. Nature skill, 1d4 sheep, and a sling.
3. Pustari Goatherd. Survival skill, 1d4 goats, and a bow.
4. Pustari Cameliere. Survival skill and desert navigator, camel, lance.
5. Pustari Trader. History, accounting and persuasion skills. Two missing camels and no luck.
6. Pustari Anti-Ebéteen Freedom Fighter. Advantage on endurance checks, survival skill, sand-serpent tooth knife, and an ancient self-healing pre-Izvoreni homeostatic-desert-suit.
7. Wandering Archaic. Advantage on stealth checks, stealth skill. Does not require water. A so-called machine-human.
8. Forgotten Person. Awakened from a deep sleep in a lost mine, a traveler from beyond remembered time.
9. Unlocked Comfort Golem. Advantage on athletics, deception, and performance checks. Does not require water. A machine-human.
10. Wasteland Skin-wearer. Wears human skin to pass in society. Deception and insight skills.
11. Vampire Banker or Mercer. Ageless, disadvantage on Str checks, only regains HD by drinking blood (1 HD per 3 litres or ½ a human or 120 rats or 1 sheep or 1/13 cows), immune to enchantments, 150 extra cash.
12. Wise [d6]: (1) jackal, (2) fox, (3) hawk, (4) ass, (5) goat, or (6)

snake. Can communicate tele-empathically, cannot read minds. Accompanied by human bonds-mind that it uses to pass in human society. A reverse familiar, if you will.

13. Soulstone. A 'stone' with an [d4]: (1) artificial, (2) synthetic, (3) trapped, (4) wizard's soul inside, and the possessed human husk it inhabits. Knows one non-combat cantrip or first-level spell.
14. Wandering Reaver. Advantage on stealth checks, leatherworking skill.
15. Hand Chimaeric. Human head but [d4]: (1) tentacle, (2) claw, (3) raptor, (4) paw arms.
16. Foot Chimaeric. Human head but [d4]: (1) goat, (2) sheep, (3) tiger, (4) chicken legs.
17. True Shaman. Human shapechanger can turn into a [d4]: (1) hawk, (2) lizard, (3) owl, or (4) snake at will. Shapechanging is gruesome and terrifying, and best performed in private.
18. Night-touched. Dark wanderer, skin replaced with the glassy canvas of the void between stars. Advantage on stealth checks in the dark. Proficient in astrology. May have social problems.
19. Skin-jelly. Ambulatory sentient jelly or ooze in a synthetic human skin. Caustic blood, vulnerable to piercing damage.
20. Vile. An ancient, immortal changeling horror from beyond time and space,\* the flesh it possesses is but a suit and it knows it. Even if its flesh is destroyed, the vile essence will build a new infant body to a nearby template. Aside from a mythic soul grinder, wastelanders know of no way to finally destroy a vile. Advantage on Intelligence checks.

\*Or, at least, that is what the hero believes. Most likely, they have been [d4]: (1) touched by a vile changeling, (2) are the orphan of a dark design, (3) possess the blood of dark kings, (4) are a mad elemental spirit possessing a humble everyman (roll a second character that emerges if the possession is broken).

#### STARTING EQUIPMENT

Any tools the wastelander is proficient with, Light armor, wasteland fetish (3 charges), weapon [d4]: (1) bow, (2) crossbow, (3) long-wand, (4) lance, high desert boots, freeman's bracers, saddlebag, 6 + 4d6 cash.



## 4. THE ODD OUTSIDERS

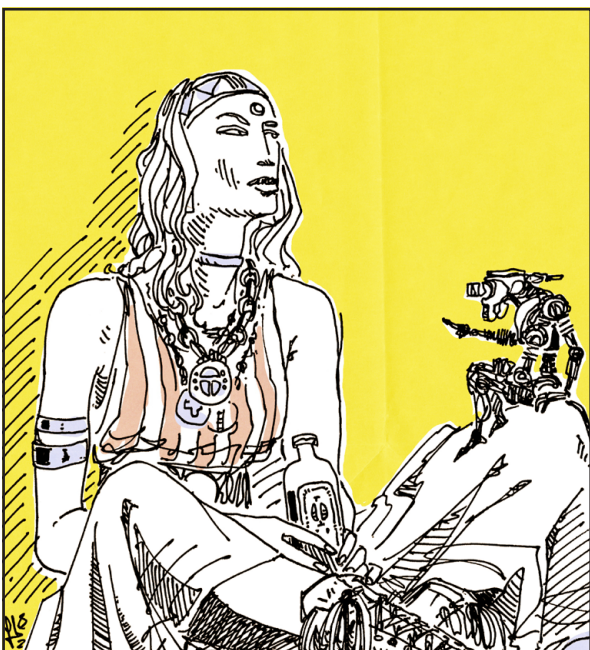
Outsiders. They may as well be lizards wearing the skins of humans, clinging to the stinking veneer of neutrality. As though anybody could be neutral in the imperative historical struggle against Ebéteen imperialism and aggression. Nevertheless, this useful class of vermin has been allowed to live unmolested by the reasonableness of Iks. For now.

### D20 ABILITIES AND BACKGROUNDS OF ODD OUTSIDERS

- Ambassador. Papers and tattoos of the [d4]: (1) Parallel Domain, (2) Unfurled Moon, (3) Black City, (4) Alphabet of Creation to earn the respect of Iksan administrators and levellers. Persuasion skill optional. Odd coins worth 1d100 cash.
- Spy. Forged papers and tattoos of the [d4]: (1) Society for the Abrogation of the Individual, (2) Guild of Guilds, (3) Iksan Para-level System, (4) Responsible Post-Colonial Trading Company. Also, skilled at forgery or persuasion. 1d100 cash.
- Mercenary. Grim warrior from beyond time and space. Arcana skill and once a day reality twists to accommodate the mercenary (player may trade one die roll with an NPC).
- Tourist. Slightly confused, disadvantaged in all social situations, but preternaturally lucky (takes half damage from all critical hits and fumbles).
- Doctor. Says is a doctor. Not entirely clear of what exactly. Advantage with one skill.
- Bohemian. Very persuasive, very lubricated, resilient against intoxicants, has an artistic talent that is being horribly wasted and dissipated.
- 'Archaeologist'. Acrobatics skill. Very good at jumping, rolling, dodging, and appraising "liberated" artifacts.
- Merchant Adventurer. Advantage on all corruption checks.
- Assassin. Arrived in Ebét to kill an [d4]: (1) Ebéteen opium peddler, (2) Iksan grand leveller, (3) immortal changeling horror from beyond time and space, (4) an innocent child prophesied to bring about the fall of the Sun into the Moon.
- Explorer. Rugged and charming rogue, teller of tall tales of grand adventures and sights seen, quite possibly not really an explorer at all. Advantage to deception checks.
- Adventurer. Very brave, possessed of impressive armor skills, exceptionally good at running away from a fight, advantage against opportunity attacks when fleeing.
- Zealot. Single-minded and self-anointed prophet of an [d6]: (1) octopus god, (2) destroyer of the sun, (3) eater of the dead, (4) multiplicity of ice and fire, (5) clockwork machine intelligence, (6) rival rationalist ideology.
- Scholar. Skilled in poetry, calligraphy and watercolor painting. Would make a good referee.
- Exotic Charlatan. Very exotic in these lands, considered almost supernaturally charming by both Iksans and Ebéteen. Almost like they understand precisely what exotic is and play it to the hilt. Almost.
- Vector. Possessed by a splinter of an [d6]: (1) ancient horror, (2) vile changeling, (3) dark mirror, (4) clockwork intelligence, (5) intelligent bacillus, (6) far-future meddler. Start with one memorized sixth-level spell. Can cast it once. For now.
- Pilgrim. Blinded by the lies of the Ebéteen flesh god, the pilgrim has come just in time to see that oppressive system brought down by Iksan reason. Fluent in all Ebéteen scripts.
- Cook. Chose a terrible time to open an exotic restaurant in Ebét. But can cook.
- Necromancer. Seeker of the secrets of the dead? It's open season now. Also, can speak with the dead with the help of [d6]: (1) dribbly candles, (2) knucklebones, (3) eerie clocks, (4) knocking blocks, (5) coffee grounds, (6) aura crystals and jade eggs.
- Painter. Possibly a great painter. Very good news if interested in the exotic ruins of Ebét. Not so good if interested in everyday life in the Most Debauched City in the World.
- Aristocrat. The richest and the best. Start with 1d4 lackeys. Disadvantage on all Intelligence skills, there are servants for that. Multiply starting wealth by 100. Start with debt to a very private vampire banking house that is 10x that amount.

### STARTING EQUIPMENT

Tools the outsider is proficient with, no armor, outlandish item (3 charges), weapon [d4]: (1) knife, (2) whip, (3) explosive gem, (4) pistol, sensible shoes, unicorn horn token, knapsack, 1d60 cash.



## 5. THE 'OPIUM-ADDICTED' MASSES

The cedarwood slave-bond panels burned together with the Violet Temple of the Recorder of Lives. Iks has brought freedom to the slaves and the un-castes, though their minds are messy and clouded by the foul superstitions of the Ébéteen. Perhaps, in generations, they will be ready to become passive citizens of the Reasonable Republic. Until then, the mandate governors will bring reason to their benighted clans, riven by unfathomable ethno-genetic rivalries and deformities.

### D20 ABILITIES AND BACKGROUNDS OF THE WRETCHES LIBERATED BY IKS

1. Fallen Ébéteen. A wretched scribe schooled in the solar city pictograms and Ébéteen religion.
2. Ébéteen Eunuch. Schooled in arcana and history. Immune to many sins.
3. Izvoren Clockmaker-slave. Mechanic and arcana skills. Can repair machine humans.
4. Izvoren Fleshmaker-slave. Nature and insight skills. Start with one biomantic spell.
5. Laborer Archaic. Clock-man with enhanced strength and reduced intelligence.
6. Burden Archaic. Clock-man with enhanced endurance and reduced intelligence.
7. Thirteen Class C. Soft and flabby Ébéteen plebe, skilled in deception and persuasion, but brain-neutered. Limited intelligence, disadvantage on concentration checks.
8. Thirteen Class A. Brain-neutered amusement plebe, skilled in performance and deception. Limited intelligence and disadvantage to initiative.
9. Thirteen Class F. Brain-neutered combat plebe, skilled in unarmed combat. Unarmed attacks deal 1d6. Limited intelligence and has no social graces.
10. Rotted Person from the shallow sewers. Infected with the living rot, immune to disease. Limited Charisma, permanently loses 1 point of Charisma per year.
11. Cannibal from the deep sewers. Gains a 'cannibal' die (use a d6) from eating the [roll d4 to choose one]: (1) brain, (2) heart, (3) liver, or (4) lungs of a dead person. The 'cannibal' die can be rolled to improve the result of any other roll. The character can store one 'cannibal' die per level. Each die is expended after a single use.
12. Half-ghoul from the warrens of the living flesh. Immune to fear and intestinal diseases, advantage on smell checks, regains 1 HD worth of health from eating the [roll d4]: (1) spleen, (2) pancreas, (3) stomach, or (4) kidneys of a creature with a soul. Can only eat raw food.
13. Yellow Doghead. The quick gender (dogheads have seven genders) are skilled acrobats and have advantage when running away.
14. Orange Doghead. The friendly gender is skilled at performance and persuasion.
15. Red Doghead. The aggressive gender gains +5 to damage when charging an enemy.
16. Lilac Doghead. The moody gender has arcana skills and incredible insight.
17. Ultramarine Doghead. The wise gender knows history and has advantage on Charisma checks.
18. Blue Doghead. The phlegmatic gender has cooking, cheese-making,

and perception skills.

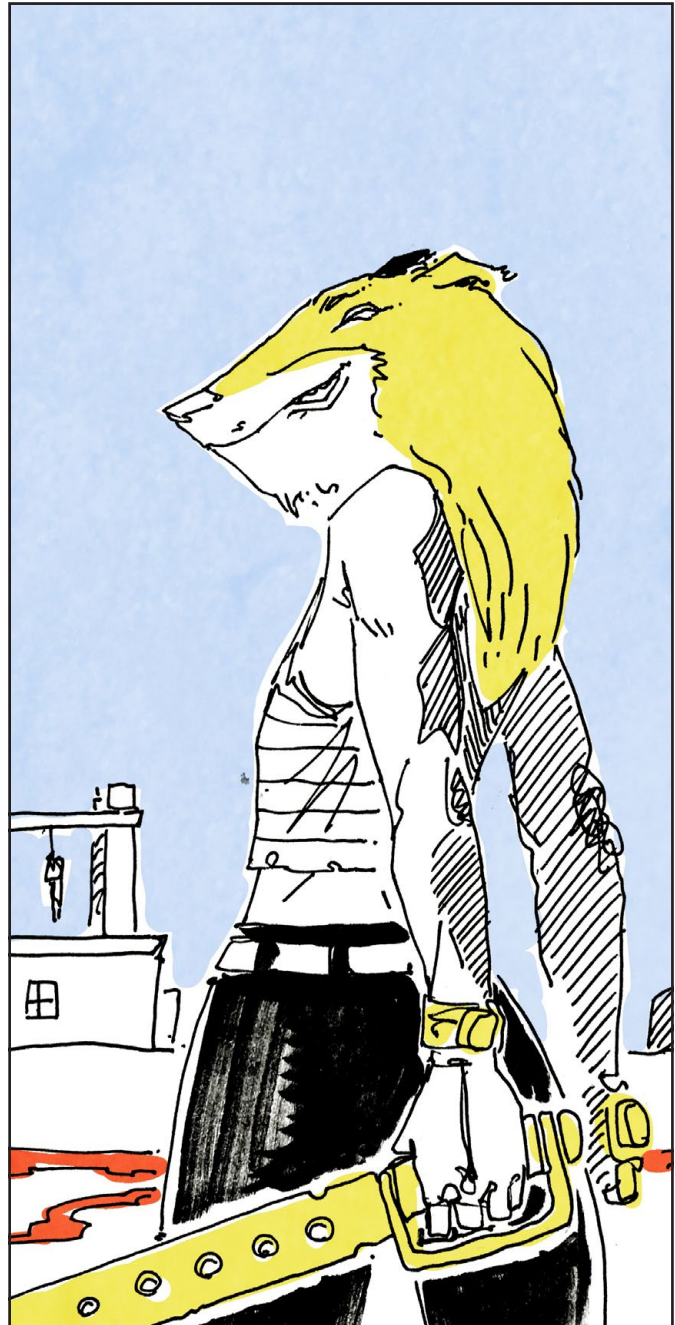
19. Green Doghead. The leafy gender has survival and nature skills and can subsist entirely on woody vegetable matter.
20. Traitor Ébéteen Commander-Priest. Magitech and arcana skills, advantage to shacklemind management checks. Has access to an Iksan Leveller 'handler' and surprising amounts of leverage with the Reasonable Party. Starts with a shackleminded combat-plebe.

### NOTE: DOGHEADS

Dogheads have seven genders, colourful fur and canine heads. They may have been around before the Izvoren, or not. The Ébéteen view them as a half-human under-caste, and they go along with it. The dogheads hold eerie, dualistic beliefs about the cosmos and even odder, yet surprisingly accurate, beliefs about their unusual polychrome biology.

### STARTING EQUIPMENT

Tools the character is proficient with, dirty Ébéteen rags, illegal fetish (2 charges), illegal weapon [d4]: (1) knife, (2) stoning rock, (3) staff, (4) sling, soft Ébéteen slippers, mandate collar, sack, 10 + 1d4 cash.





## 6. THE DEFEATED EBÉTEEN IMPERIALISTS

The disgusting yet dangerous ruling castes of Ebét, hardly capable of re-education and possibly best concentrated in well-overseen labor towns, where at least some value can be redistributed from their demon-infested hides. Though it might have been best to exterminate the lot, in its glorious wisdom the Leveller and Liberation Council has seen fit to let many of them survive, so that by their labor they may atone for their sins against reason and decency.

### D20 ABILITIES AND BACKGROUNDS OF THE FILTHY IMPERIALISTS

1. Opium Priest. Common Ebéteen priest and bartender caste, skilled in brewing, medicine, and religion.
2. Death Binder. Common Ebéteen necromancer and funeral manager, skilled in oratory, preservation of the dead, and the reanimation of corpses. Can keep one deceased Ebéteen per level animate indefinitely. Additionally, they can spend Charisma for every additional corpse they reanimate for a night and a day.
3. Rememberer. Mentat-scribe, castrated to improve recall. Has advantage on all knowledge skills and performs rituals to detect, read, and identify magics woven into physical objects.
4. Flesh-bearer of the Living God Great House. A servant of the Living God, 'the holy amalgam,' that palace-engulfing monstrosity of living flesh (the holy repository of the wisdom of the elders) that ruled Ebét until the Iksans destroyed it. The Flesh-bearer can still maintain an empathic link to one person per level with whom they have exchanged bodily animalcules. Additionally, the Flesh-bearer has advantage against all re-education and enchantment magics.
5. Princeling of the Great House. A member of the former ruling caste of Ebét. Has disadvantage on all physical activity, but starts with 10x the normal starting cash and 1d6 suicidally loyal Tirsteen 'friends.' Princelings have the ability to brain-neuter ordinary humans using their gastric animalcule parasites. The ritual takes a whole night and a day.
6. Shackle-minder. Ebéteen neuromancers use obsidian scalpels and scarab machines produced from their own teeth to create blindly obedient slaves. A shackle-minder can control one shacklemind slave per level and uses up one tooth to create each slave. Shackleminds are very insightful.
7. Cat Quean. A fur-draped mistress of the dark art, the Cat Quean can transform into the shape of the fur she wears (usually a great cat).
8. Ceremonial Ancestor Skeleton. The skeleton ancestor has had all its flesh replaced with spirit essence. It takes half damage from piercing and slashing weapons, but is vulnerable to bludgeoning attacks. It needs neither breath nor water nor food, subsisting on the hammer blows of the Ebéteen sun.
9. Warlock. The warlock has given over their flesh to an avatar of the Ebéteen afterlife. The warlock can spend Endurance to give over their body to a monstrous apparition for about an hour: while possessed, the Warlock gains 1d4 points of Defense, doubles HD, and gains an energy draining attack.
10. Ebéteen Witch. Is resistant to the curses of the Ebéteen. Can cast (and cure!) curses and starts knowing three different ones.
11. Ebéteen Eunuch. Has administrative and knowledge skills, and the

ability to control one ceramic fetish (L1, sleeping touch) per level. It takes a night and a day to create such a fetish.

12. Ebéteen Duke. A warlord of the Ebéteen, the duke is resistant to all physical damage, for their organs have already been replaced with the undying flesh of the Living God, however they heal very slowly without magic (1 health per long rest).
13. Ebéteen Mummified Ancestor. A mummy. Right down to the rotting touch and the vulnerability to fire. Unusually fast and terrifying, has advantage on all Strength checks and melee attack rolls. But, you know, a mummy.
14. Red Plume Soldier. An elite soldier of the Living God, advantage to attacks with one weapon type, utterly immune to fear or mind control, their soul was stored in the Great House's mind. The Red Plume Soldiers now have no souls. They might as well be golems.
15. Ebéteen Scribal Warrior. A scholar-warrior of the Ebéteen, can weaponise scrolls, inscriptions, and curses. The Scribal Warrior can spend a point of Wis or Cha for every Ebéteen incantation they memorize and ready for casting. A fully charged Scribal Warrior may have trouble with saving throws.
16. Drug Guard. A prestigious Ebéteen professional guard, depends on drugs for their speed and power. Has disadvantage on all physical and mental checks, unless drugged. Never suffers any ill effects from drugs, nor can get addicted.
17. Ebéteen Resistance Member. Proficient in explosives, demolitions, and propaganda.
18. Eater of the Flesh of Wisdom. One of the odder Ebéteen. When they eat the dead flesh of a sentient creature, they acquire one of its abilities. The Eater can store one ability per level in this way. Each ability has a 1 in 6 chance of fading away after each use.
19. Stone Machine Warrior. Skilled in golem armors and golem armor maintenance. Can spend 1d6 Wisdom to mentally sculpt a pseudo-golem armor from semi-precious stone over a night and a day.
20. Child of the Living Flesh God. A germ-line descendant of the Great House, hunted by the Iksans for immediate extermination. Regenerates swiftly in sunlight (3 health per round) and can recover completely even if only a single organ survives. They often remove a non-vital organ, like a gall bladder or kidney, before dangerous trips and store it in a special jar. If they die, a servant can rebuild them by feeding the organ sunlight and incense. A full regrowth takes 1d4 weeks.

### STARTING EQUIPMENT

Any tools the imperialist is proficient with, elaborate Ebéteen finery, healing potion, illegal fetish (2 charges), illegal weapon [d4]: (1) sword, (2) axe, (3) electro-magical rod, (4) gun, tight thigh-high blue-and-red leather Ebéteen soft boots, charm with a kernel of the Flesh of God, silk pouch, 1d6 x 50 cash.



# EQUIPMENT

The market buzzes like a disturbed wasp nest as the Ebéteen rebel rushes forward and throws a biological bomb at the Iksan patrol. A cloud of haemorrhagic animalcules spurts out, dropping Iksans in rock-golem armor, Izvoreni informants, and Tirsteen laborers. The Ebéteen pulls out a slaver whip and stuns the nearest Iksan with the synapse-shattering tentacle.

Breathing through anorganic symbionts, the ghost-rank Iksan commander jumps back from the flailing whip, boots slipping in the blood spurting from the orifices of the writhing mass of humanity.

The Ebéteen lashes at the commander again and again, but the whip finds no flesh through the green ceramic plates.

Scrabbling back the commander fires her crystal ghost-gun. The monochrome ray misses the Ebéteen, leaving a ghostly trail of leeching soulless emptiness in the air.

The Ebéteen grabs the whip with both hands and leaps onto the commander, trying to push the whip over her helmet. Around her neck. Jellyfish tendrils strains towards the skin under her chin. Waving. Sensuous. Almost hungry.

His knee is in the way, she can't bring up the crystal gun.

Closer. That whip, it's too close.

Desperate, she fires. The ray goes into the Ebéteen's leg and all color drains from it. It becomes a limp, dead thing, like a massive sausage flopping from the warrior's hip.

He cries out in horror and loses his balance as the suddenly heavy leg pulls him down.

His crotch catches on her bayonet. Can't shoot now.

They scuffle and grapple among the twitching, dying civilians. The mud is black with spurting blood as the commander catches the butt of her short gun with her hip.

Leverage. She tenses, pushing herself up. With a sound like a ripping wineskin the bayonet runs into the Ebéteen's groin.

He screams and flops back. The jagged saw on the bayonet pulls out, ripping the wound wider. A torrent of blood follows. The artery.

The Ebéteen convulsively bites down, but catches his tongue. A gasp. Maybe a parasite trigger.

The commander scrambles forward again, aiming her bayonet at the attacker's jaw, but she shears of his ear instead as he jerks about.

At the second strike she cuts open his cheek, the blade scraping along teeth and gums and lodging in the jaw socket.

They're both screaming, her voice queerly flat through the symbionts filter membrane. Nailless bloody fingers scrabble at her ceramic armor as she pushes with the bayonet. Trying to kill the Ebéteen. Trying to not look as she pushes his jaw wider and wider. Trying to not see the leech-like pulsating thing pushing its way out of his throat.

The Ebéteen's eyes roll back, consciousness fleeing the body, but it doesn't stop moving. The parasite is still animating the bloodless corpse.

With slick fingers she pulls the trigger. Once. Twice.

A deflating monochrome smear, odourless and without sensation remains where the parasite and jaw and throat had been.

The gory Ebéteen corpse flops. Still. Finally.

## TECHNOLOGIES

There are three main types of technology in Red Sky Dead City: Ebéteen flesh-sculpting, necromancy and mind control; Iksan crystal-based rays, guns, and implants; and Izvoreni clockworks, archaics, and golems. Stranger old things also exist, from the desert lore of the Pustari to the river tricks of the Rekari and the mental aptitudes of the Dogheads. The equipment lists reflect these categories.

## TERMS

Prices are in cash, where one cash is what a worker earns in a day. Damage is dealt to a creature's health or hp, I assume a first level fighter to have between 10 and 14 health. Range is abstracted to melee, melee reach, short, or long. Melee reach gives advantage when charging enemies or keeping them at bay, but disadvantage in close quarters. Size is an abstraction for weight *and* space required to carry. In the Skeleton inventory, light is significantly less than a stone (one soap), average is one stone, heavy is two stones, very heavy is three stones. Features lists the stat used for attacks (Strength or Agility), and other attributes of the weapons—I'll list and explain them in a later update.

# WEAPONS

## COMMON WEAPONS

d10	Weapon	Damage	Range	Size	Features	Cost
1	Ebéteen lion-knife, Iksan bayonet, Pustari sickle dagger, Izvoreni tool knife	1d4	melee	light	Str or Agi	1
2	Eunuch's baton, Paseek battle stick.	1d4	melee	light	Str	1
3	Ebéteen flesh-dart	1d4	short	light	Agi, throwing, intravenous	1
4	Paseek sling	1d4	long	light	Agi	1
5	Iksan engineer's axe, Ebéteen militia rod,	1d6	melee	average	Str	5
6	Ebéteen guardian spear, Paseek iron-staff, Gorri hook-spear	1d6	melee reach	average	Str, 1d8 damage if 2-handed	5
7	Archaic's great rod, Iksan door-braker	1d8	melee	heavy	Str, 2-handed	5
8	Ebéteen air-bow, Pustari short-bow	1d6	long	light	Agi	10
9	Izvoreni force-wand	1d8	short	average	Agi	15
10	Pustari wander-staff	1d10	melee reach	very heavy	Str, 2-handed	5

## MILITARY WEAPONS

d12	Weapon	Damage	Range	Size	Features	Cost
1	Gorri battlewhip	1d4	melee reach	light	Str or Agi for attack	5
2	Struri long-bow, Pustari hunting bow	1d8	long	average	Agi	20
3	Iksan heat-ray rifle, Izvoreni force-rod	2d6	long	average	Agi	50
4	Ebéteen red-iron mace, Izvoreni dagger-axe, Morri cutlass, Pustari side sabre	1d8	melee	average	Str	10
5	Iksan shrapnel-gun, Izvoreni razor-rod	2d6	short	average	Agi, attacks 3 adjacent targets, 1d6 against armor	50
6	Iksan sword-spear, Ebéteen noble hooked axe, Paseek long spear	1d10	melee reach	heavy	Str, 2-handed	5
7	Pustari cavalry sabre, Ebéteen rider lance	1d12	melee reach	heavy	Str, 1-handed, 1d8 if not mounted	10
8	Ebéteen electromagical rod, Izvoreni force-fist	1d6	melee	light	Str, 2d6 if sun-charged	20
9	Iksan shock axe, Izvoreni engineer's hammer, Ebéteen executive sabre	1d8	melee	average	Str, 1d10 if 2-handed	35
10	Gorri great-sword, Ebéteen shield-breaker axe	1d12	melee	heavy	Str, 2-handed	35
11	Ebéteen flame unguent, Iksan gem bomb	2d6	short	light	Agi, throwing, explosive, attacks 1d6 adjacent targets	5
12	Iksan leveller wand-gun	2d6	short	light	Agi	35

## RESTRICTED WEAPONS

d13	Weapon	Damage	Range	Size	Features	Cost
1	Archaic war gauntlet	1d8	melee	light	Str, 2d8 if sun-charged, stun on critical	150
2	Ebéteen slaver whip	1d8	melee reach	light	Str or Agi for attack, stun on attack	150
3	Iksan crystal siege rod	1d6 x 4	long	heavy	Agi, clumsy, double damage to structures	600
4	Iksan disintegrator rod	save or die	short	heavy	Agi, clumsy, tunnels through a few meters of solid matter	3000
5	Ebéteen fang sword	1d8	melee	average	Str or Agi, intravenous	150
6	Izvoreni force-mace, Iksan shock-sword	1d10	melee	average	Str	150
7	Iksan ghost-rank sword	1d10	melee	average	Str, 2d6 if 2-handed, save or die on critical	1000
8	Ebéteen spell-axe	1d12	melee reach	heavy	Str, 2-handed, can store two spells	1000
9	Archaic heavy projector	2d8	long	very heavy	Agi, attacks 2 adjacent targets	600
10	Ebéteen mindbreaker rod	1d8	long	average	Agi, deals 1 mental damage on hit	300
11	Iksan ghost gun	2d10	long	heavy	Agi, save or die on critical	1000
12	Ebéteen juice wand	1d6	long	light	Agi, intravenous	300
13	Iksan flame rod	2d6	short	heavy	Agi, sets on fire	300



# ARMORS

## COMMON ARMORS

d10	Armor	Armor Bonus	Size	Description	Cost
1	Tirsteen militia linen armor	+1	light	Very comfortable in hot weather.	5
2	Engineer's padded mesh	+1	light	Advantage against explosions.	20
3	Mercenary leather armor	+2	light	Spikes a popular option.	10
4	Pustari robes and links	+2	light	Comfortable in hot weather, good for hiding on the dusty ground.	25
5	Gorri warmail	+3	medium	Sturdy leather and mail armor.	30
6	Ebéteen ringed nu-leather	+3	medium	Grown from the flesh looms, it breathes in hot weather.	100
7	Iksan trooper armor	+4	medium	Crystal and porcelain plates with synthetic mesh.	150
8	Doghead gladiator mail	+5	heavy	Heavy links, bronze tiles, and round plates.	80
9	Iksan impact buckler	+1	average	A duelling shield. In a pinch it can be used as a second weapon, dealing 1d4 damage.	5
10	Ebéteen round shield	+2	average	A defensive shield. It is a clumsy weapon to bash with, deals 1d6 damage.	5

## MILITARY ARMORS

d10	Armor	Armor Bonus	Size	Description	Cost
1	Iksan bone-rank leather greatcoat	+2	light	Fine white leather with special pockets for the Book of the Reasonable Creed, an official party notebook, and a set of pens. Advantage against undead.	150
2	Morri scalefish armor	+2	light	Easy to swim in.	30
3	Izvoreni glyphed tile armor	+3	medium	Advantage against golems.	50
4	Ebéteen red living mail	+4	medium	Chitinous, half-living armor of flowing arthropod links. Comfortable in hot weather. Feeds on flesh to give 5 temporary health.	200
5	Iksan shock armor	+5	medium	Porcelain and olivine plates over a slippery metallic mesh.	500
6	Ebéteen lapis mail	+5	heavy	Rocky tiles overlaid on a living chitinous matrix. Breathes in hot weather.	400
7	Tirsteen bronze-glyphed armor	+6	heavy	Heavy plates of sinew-reinforced bronze.	100
8	Iksan leveller armor	+7	heavy	Green plates of ceramic threaded with silvery metallic links.	500
9	Ebéteen scarab armor	+8	heavy	Iridescent parasite-bonded plate armor. Comfortable in hot weather. Feeds on flesh to give 5 temporary health.	1500
10	Iksan storm shield	+2	bulky	Full-body ceramic shield. Advantage against missile weapons.	30

## GOLEM ARMORS (NO AGILITY BONUS)

d6	Armor	Armor Bonus	Suit Health	Effect	Size	Description	Cost
1	Izvoreni Loader	+1	30	Str +5	large	Construction and repair model golem suit, once upon a time used in warehouses.	3000
2	Izvoreni Siege Tortoise	+5	50	Str +2	large	Slow suit used as a platform for siege rods or disintegrator rods	6000
3	Opal Raider	+4	20	Str +4	large	Iksan scouting suit, capable of incredible leaps and bounds.	6000
4	Malachite	+5	30	Str +5	large	Iksan siege-breaker suit, a sturdy and dependable model.	4000
5	Bone Walker	+3	25	Str +3	human-sized	Iksan leveller enhanced suit, man-sized but terrifyingly inhuman. Requires Iksan vat enhancement to operate. Can be combined with other armor.	10,000
6	Ebéteen Iron Minotaur	+7	30	Str +6	large	Godmeat-and-bronze monstrosity that permanently bonds with the wearer's flesh and bone.	10,000

# POISONS

## EBÉTEEN WAR JUICES (INTRAVENOUS POISONS)

d12	War Juice (Poison)	Effect	Secondary	Duration	Subjective Experience	Cost per dose
1	Sooth - mindbreaker juice	non-violence	mental lassitude	a few minutes	crawling sensations	5
2	Droom - purple octopus juice	sleep	poor concentration	a few hours	fugue	10
3	Skebbat - grunt fern juice	itching	twitching extremities	several minutes	depressive	5
4	Zukaree - flash gecko juice	disorienting hallucinations	blindness	a minute	jittery	15
5	Toohat - ghostbeet juice	suggestibility	physical weakness	an hour	burning sensations	10
6	Ravooth - sand dragon juice	fear	severe dermatitis	several hours	melancholy	30
7	Enseet - black tentacle juice	frothing convulsions	dehydration	several seconds	dissociation	60
8	Ulak - soultrainer juice	rabid aggression	increased pain tolerance	a few minutes	sentimental	30
9	Boolt - fleshgod juice	full-body spasms	holy mutation	a day	euphoria	150
10	Umee - mummy juice	paranoia	necrosis of extremities	several hours	relaxation	75
11	Sonzeeb - solar deity juice	back-breaking contortions	brain swelling, visions	moments	dreamlike state	300
12	Shukreeb - god sugar juice	armored growths on skin	mental torpor	a few days	hyperalertness	100

## NARCOTICS (COMPLICATED POISONS)

d3	Smoke	Description	Effect	Cost
1	Siesta Narcosis	Some kind of turquoise dried weed that reeks of sage.	Immediately restores a point of fatigue and puts the hero to sleep for several hours.	7
2	Ebéteen Opium of the Masses	Reddish tarry powder rendered from Fleshgod sweat.	Restores 1d4+1 health and removes fear and sorrow, but the lassitude disadvantages all checks for several hours. Also, causes constipation.	3
3	Acid Mushroom Tabs	Iridescent blue-yellow mushrooms, fermented and dried, tasting of sunshine.	Causes powerful hallucinations and visions for several hours. Absolutely debilitating.	20





# FOOD & DRINK

## FOOD (COMESTIBLES)

d12	Food	Description	Effect	Cost
1	Rancid Space Pie	Virulently pink pie baked with jus-de-ghûl.	Makes the hero invisible to undead for a couple of hours, but nauseating tremors also disadvantage physical checks.	3
2	Blue Lotus Root	Shockingly blue lotus root, the size of a sweet potato, pickled in godsblood.	Lets the hero memorize two extra spells for a day, one in each lotus lobe, but the mild hallucinations also disadvantage perception checks.	16
3	Saving Grace Lily	Cookies baked with lily bits. Sometimes sprinkled with cane sugar.	Gives the hero advantage on agility checks for an hour, but the upset stomach also makes it impossible to eat for several hours.	2
4	Heart Cake	Red cake with white glazing baked with bits of mummy heart.	Restores 1d6+3 health, but the nauseating aftertaste disadvantages mental checks for a few minutes.	7
5	Doghead Space Cake	Actually a creamy tart with nuggets of mind sugar.	Restores 1d4 mental stats, but the dissociation disadvantages agility checks for a few hours.	9
6	Iksan Jolters	Truffle-sized white candies that dissolve with a sparkling sensation.	Reduces fatigue, but disadvantages concentration until the hero gets some sleep. Also, turns skin purple.	5
7	Sapphire Lotus Cake	Diluted sapphire lotus powder baked into a pound cake.	Increases a mental stat by 1d4 for a few hours, but then the hero becomes fatigued.	9
8	Mummy Jerkey	Actually dried crocodile meat preserved with rare embalming herbs.	Improves the hero's defense by 1d2 for a few hours, but the hero needs to drink every hour.	4
9	Memory Seed Cake	From the roasted spores of memory mushrooms growing in the skulls of Ebéteen ancestors. Trippy.	The hero immediately memorizes a random spell, but motor tremors disadvantage agility checks. Both effects last for several hours.	75
10	Godbutter Smallbreads	Chicken flavored energy-dense blocks of transmateralized god flesh.	Restores 1 health and sates hunger. Takes less space than other food. Eating more than a few per day causes severe abdominal cramps.	2
11	Fly Cactus Biscuit	Pustari hard biscuit made from rare silky cactus. Tastes like ham.	Reduces weight of hero by half for a couple of hours. Eating more than a couple per week causes liver failure.	11
12	Gorri Bulk Cake	Actually a hard bread baked with blessed iron filings.	Gives the hero 1 temporary health and resistance against physical damage for a few hours, but causes terrific flatulence.	6

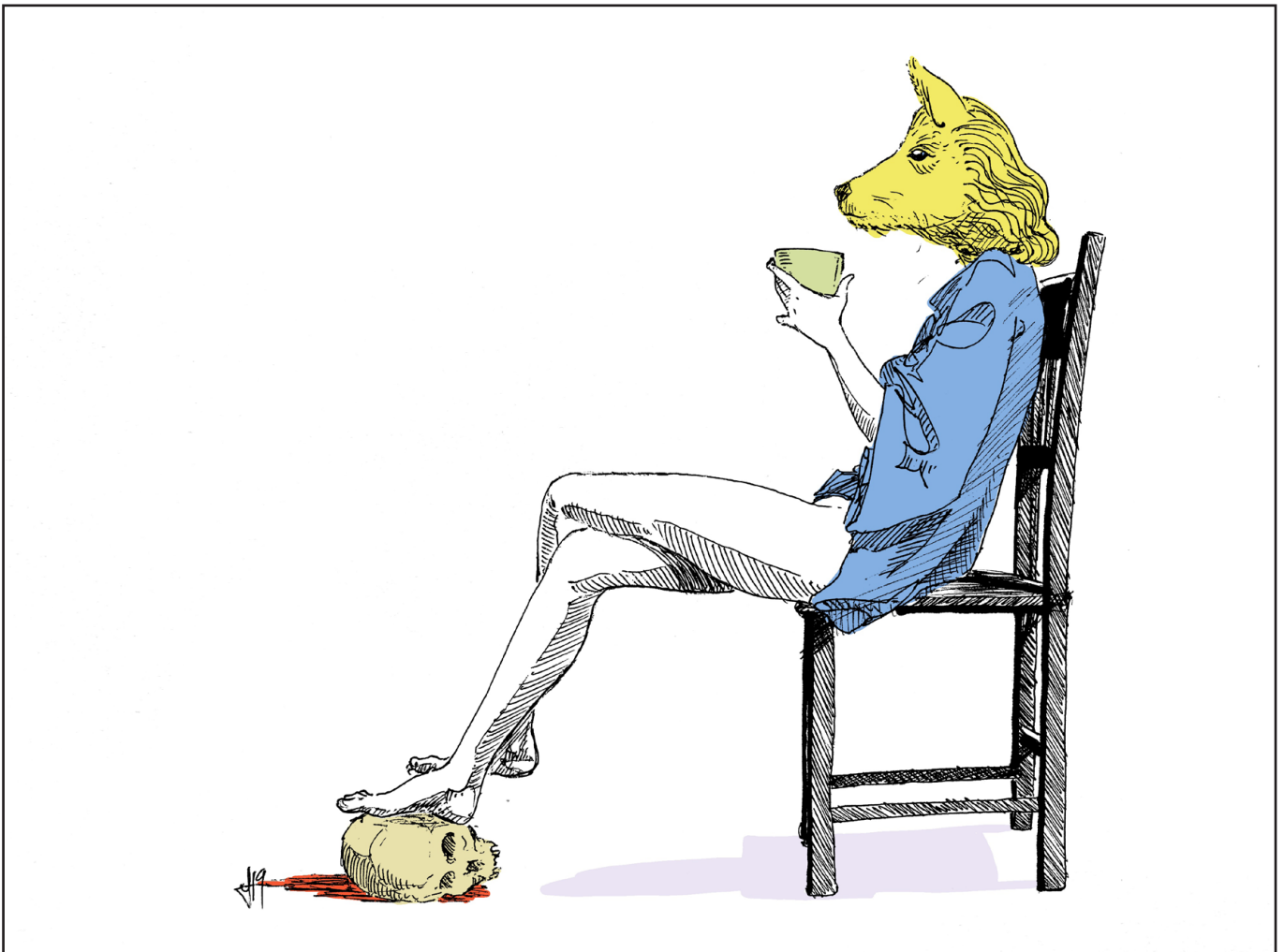
## DRINKS (POTIONS)

d12	Drink	Description	Effect	Cost
1	Red Chung	Strong red alcoholic 'medicine' that tastes of fermented beans.	Gives the hero 1d6 temporary health, but the furry tongue also disadvantages persuasion checks for an hour.	4
2	Medicinal Mercury Tincture	Bitter black tincture with silver sparkles that leaves a metallic aftertaste.	Gives the hero advantage on poison and disease saves for a few hours, but also removes 1d6 health.	5
3	Rational Water	Water infused with the penetrating reason of Iks. For rational party members only.	Gives the hero immunity to a few magical undead attacks (like level drain). In any case, it wears off in a day.	3
4	Motor Chung	Strong green alcoholic 'medicine,' tastes of butter and anise.	Gives the hero advantage on initiative and melee checks for a few minutes, but euphoria disadvantages surprise and wisdom checks.	6
5	Violet Ebéteen Nectar	Life-conserving essence milked from corporeal undead in a squalid ritual. Tastes of cardboard.	Provides all the gaseous, liquid, and solid sustenance a hero needs for a day, but the hero also counts as undead for all effects.	23
6	Ghost Tonic	Eerily glowing alcoholic amber tonic that tastes of smoke and regret.	Permanently increases a stat by 2, but reduces another physical stat by 1. The hero also becomes fatigued.	315
7	Rekari Frog Tonic	Vile green alcoholic 'medicine' that tastes of river and ... frog?	Gives the hero advantage on agility and thinking checks for an hour, but also removes 1d4 health.	5
8	Black Lotus Juice	An extra strong beverage of forgettable taste.	Immediately removes a mental affliction, but the hero also falls asleep for a day.	430
9	Joyous Red Wine	A powerful, full-bodied red, fortified with Iksan virtue.	Gives the hero immunity to sorrow and advantage on fear checks for a few hours. Afterwards the hero gains fatigue.	6
10	Green and Virgin Rose Tea	Narcotic tea with a ridiculously pungent smell of roses.	Gives the hero advantage on all mental checks and disadvantage on all physical checks for several hours.	90
11	Healing Snakeoil	Red oil thick with chunks of health-snake, actually a kind of leech.	Restores 2d4+1 health, but the oil is hard to keep down and causes loud burping. Don't drink two in a row!	26
12	Holy Breadbeer	Thick beer swimming with motile chunks.	It's food and water in a single package. Increases strength by one point for a few hours, but disadvantages agility checks.	2

# SERVICES

## REST AND SLEEP

d12	Location	Condition	Description	Cost
1	Ebéteen rest temple	dangerous	Half-proscribed temple that straddles the line between a morgue and a monastery. The servants are mute, scarred, half-dead things.	1 cash per week
2	Slumlord tenement	horrible	Creaking building of crumbled brick and peeling plaster, stuffed with closets and bunks for the poorest adventurers. Scaly-skinned thugs keep a semblance of order.	1 cash per week
3	Doghead flophouse	horrible	Musty animal odors and odd spices pervade the air of this cross between a communal burrow and a homeless shelter.	1 cash per week
4	Iksan auxiliary camp	horrible	Drafty tents, overflowing latrines, raucous parties, and sleepy guards. Classy stuff.	1 cash per week
5	Appropriated apartments	ordinary	Ebéteen and Tirsteen used to live in these communal apartments. Now they've been carved up by the Iksan Estate Management Commission and are rented out by the day. Ignore the occasional stubborn stain and the bullet holes, and you'll be fine. Don't poke around the walled-off basement.	1 cash per day
6	Mercenary barracks	ordinary	Tents in a riot of colors, jelly-cube latrines, comfort golems, amusement wizards. This is what success in war gets you: a cross between a rock festival and an auction house.	1 cash per day
7	Izvoreni inn	ordinary	The flint-eyed proprietor doesn't discuss what happened to the previous Ebéteen administrator. The rooms are neat, spotless, and minimalist. A golem stands guard.	1 cash per day
8	Officer hotel	ordinary	Run with ruthless bureaucratic efficiency, the former administrative building combines strangely opulent furnishings with humorously bad service.	1 cash per day
9	Butchers hotel	excellent	Large Ebéteen palace repurposed with brutal determination into a banker-worthy hotel, all heavy drapes, high-thread count sheets, discreet guards, and fine food.	5 cash per day
10	Mercer guild condo	excellent	High-ranking Ebéteen communal housing complex remodelled into opulent serviced apartments. Please ignore the nooses on the lamp posts.	6 cash per day
11	Ghost rank gated camp	excellent	Iksan legionary camp with a large touch of class. High fences, razor wire, patrols, glamping tents, and servants. Lots of servants. Even a small field hospital.	7 cash per day
12	Commissary villa	splendid	Ebéteen villa taken over by the levellers for the use of the party and selected important individuals helping get the province of New Ebét on its feet. Comes with an Iksan legionnaire guard and an Iksan commissar butler.	20 cash per day





# GENERAL EQUIPMENT

id	Equipment	Size	Description	Effect	Cost
1	Antivenom, fleshgod	small	Ebéteen antivenom extracted from Fleshgod bile. Usually injected.	Gives a second check against venom.	10
2	Backpack, adventurer	-	Festooned with straps, clasps, hooks, and ties. This is how one carries a full sack and still fights.	Basic pack that lets a hero fight without dropping all their gear every time.	1
3	Backpack, pustari	-	Somehow it seems bigger on the inside.	Can hold one stone's worth of free gear.	15
4	Ball bearings	small	Handful of small metal spheres.	Not just treacherous, they can sometimes repair a golem, restoring 1d4 health.	3
5	Bandages, rags	small	Improvised medical supplies.	Stop bleeding, but risk infections and diseases.	-
6	Bandages, sterile	small	Iksan medical supplies.	Stop bleeding and give advantage to saves against infections and diseases.	1
7	Bellows	average	Flexible bag with boards and handles to make air go whoosh.	Good for making fires hotter.	1
8	Block and tackle	average	Pulleys and gear to lift heavy loads.	Lift up to eight sacks.	1
9	Book	average	Ancient Izvoreni technology: paper.	Stores information.	1
10	Book, glass	small	Iksan crystal data storage prisms, display information on a flat surface when light shines through.	Stores more information. Bleeds Iksan propaganda.	10
11	Brush	small	Perfect for archaeologists and painters rummaging through dust-filled tombs.	It's a brush.	
12	Candle	small	Filthy and primitive life source.	Burns for an hour.	-
13	Canteen, Iksan	average	Rugged military canteen holds enough water for a fighting soldier for a full day.	Tough enough to stop an arrow. Also, won't spill.	2
14	Carabiner	small	Metal loop with spring-loaded gate.	Essential for safe climbing.	1
15	Chain	heavy	Sturdy chain for dragging heavy loads.	5 metres of chain.	1
16	Chalk	small	Good way to mark where you've been.	Charcoal also works.	-
17	Charm, lucky	small	Bronze, clay, or bone charm with a whisper of folk magic.	Reroll one die per charge.	2
18	Cloak, pustari	average	Tough cloak woven with symbiotic silken lichens.	Protects well against the sun, and is great for hiding in the dust.	10
19	Chisel and hammer	average	The perfect way to remove valuable bits of statues.	Makes stealing the best bits of a classical sculpture much faster.	1
20	Compass	small	This way is north.	Useful for navigation.	1
21	Crowbar	average	Metal tool, perfect for cracking open tombs. Also, useful for cracking skeletons.	Advantage when leverage helps.	1
22	Crystal, glowing thumb	small	Thumb-sized translucent crystal imbued with a spark of the dead Solar Deity.	Glow with the strength of a candle.	4
23	Crystal, glowing skull	average	Skull-sized glowing crystal.	Blazes like a bonfire.	45
24	Crystal, rational eye	small	Iksan memory and identity crystal that is implanted into a party member's hand or forehead.	Glow like a candle, can record an hour of sound and grainy visuals.	13
25	Dolly	bulky	Four-wheeled dolly for moving heavy objects.	Lets one person pull eight sacks.	2
26	Drill, golem	heavy	Iksan or Izvoreni high-end hole-making equipment.	It makes holes quickly.	55
27	Drill, hand	average	Simple, hand-operated tool for making holes.	It makes holes in solid rock.	1
28	Explosives, gem	average	Magically super-stressed crystal rod, detonated by rapping the thin end from the side. Very dangerous.	Inserted in a hole blows up 8 cubic meters of rock. Deals 1d10 x 10 damage in a small radius.	22
29	Explosives, mining	average	Greasy paper-wrapped stick of blasting jelly. Highly flammable.	Insert into a hole to blow up one cubic meter of rock. Deals 1d6 x 10 damage in a small radius.	3
30	Fetish, basic	average	Homunculus of sticks, rods, and strings, powered by blood.	Follows simple orders, but is quite stupid and very weak.	3
31	Flour	average	Pouch of common flour. Can be used to spot tracks or outline invisible creatures when thrown.	It's quite white.	-
32	Flare	small	Rough chitinous rod filled with agitated luminous animalcules. Strike against hard surface to activate.	Blazes like a bonfire for an hour.	1
33	Force field, personal	bulky	Leathery parasite belt studded with uncanny bronze mechanisms that drinks blood to project a force field against high speed projectiles.	Provides advantage against missile weapons for 1 hour per 1 health spent.	356
34	Gloves, godskin	small	Translucent pinkish gloves from the Ebéteen flesh looms.	Advantage against poisons and such.	21
35	Gloves, sturdy	average	Thick, high gloves for handling dangerous substances.	Advantage when handling poisons or diseased substances.	1
36	Glue	small	Tube of glue, just enough to reattach some broken pieces. Takes an hour to harden.	Restore 1 health to a golem.	1
37	Goggles, reflective	small	Iksan crystal art to protect the wearer from gaze attacks.	Advantage against gaze attacks.	11

droo	Equipment	Size	Description	Effect	Cost
38	Goggles, protective	small	Basic goggles to protect from dust and shrapnel.	Advantage against blinding attacks.	2
39	Golem, charge	average	Iksan battery used to power other gear.	Iksan ammo.	5
40	Grease, machine	average	Pot of Izvoreni high quality grease.	Slippery. Also useful for unsticking machinery or restoring 1d4 health to a golem.	1
41	Hammer	average	Useful for nailing things shut or cracking sarcophagi and chests open.	Hammers are good. Advantage against chests.	1
42	Hammer, sledge	heavy	The tool for breaking down masonry and creating doors where there were none.	Advantage when breaking down doors. Combine with crowbar and pickaxe to really do some excavating.	2
43	Handcuffs	average	Solid Iksan model.	Hard to escape from these.	1
44	Hat, widebrim	average	Impressively wide pustari desert model.	Advantage against sun and heat.	1
45	Helmet, explorer	average	Bulky protective helmet with holder for candle or glow crystal.	Advantage against falling rocks. Can be sacrificed to resist critical hit.	2
46	Homunculus, curse	bulky	Mewling creature of pickled flesh made by Ebéteen art.	Absorbs a curse instead of its master.	75
47	Hook	average	A metal hook. Possibly three-pronged. Combine with rope to easily climb up walls.	A bit loud when thrown.	1
48	Hook, snap	average	Heavy duty metal clip that keeps straps and chains attached.	Smaller versions also available.	1
49	Jelly, fire	average	Sticky, runny giant amoeba-like jelly. It is a powdery blue color and very afraid of fire.	It burns white hot for a few minutes, setting objects on fire and dealing 2d6 damage per round.	17
50	Ladder	bulky	Wooden ladder.	A 3-metre long ladder.	1
51	Ladder, collapsible.	bulky	Metallic ladder that collapses for easier carriage.	A 10-metre ladder.	7
52	Lamp, travel	average	Weatherproof hooded lamp that can also heat up the tea. Uses oil.	Burns for several hours on a small flask of oil.	1
53	Lighter	small	Start fires with this ghastly greenish flame-maker.	Burns very hot.	7
54	Lock picks	small	Great for locks, not so much for massive stone tomb doors or sarcophagi.	Makes picking locked doors easier.	2
55	Lunchbox, Iksan	average	Protects food from being spoiled by water or dirt.	Can be useful.	1
56	Oculars	average	Rugged Ebéteen optical enhancement gear. More expensive sets come with options to see auras, ghosts, and heat.	Scout locations faster and with advantage.	13
57	Magnifying glass	small	Zoom and enhance cliché.	Makes it easier to read small details.	1
58	Mandate collar, Ebéteen	average	Chitinous parasite collar that makes rebellion against the collar's owner difficult.	Wearer is disadvantaged when acting against collar's owner.	7
59	Matches	small	Pack of matches. They don't like water.	Make fire quickly.	0.1
60	Microscope, portable	heavy	An arrangement of lenses and light crystals in a brass housing.	Makes it easier to study animalcules and biomagical parasites.	30
61	Mirror	small	Tiny mirror on a metal rod for looking around corners.	It's a mirror.	1
62	Needle and syringe	small	Delicate bronzed needle of Izvoreni make with a ceramic syringe.	Or, maybe, it's a foot long. That's possible too.	5
63	Notebook	small	The perfect way to store information, clues, and other details. Fine pink Iksan paper.	Advantage to memorizing routes and details.	1
64	Net	average	Sturdy rope net, can double as a sack for carrying heavy objects if necessary.	Good for entangling or trapping things.	-
65	Net, godskin	average	Net woven on an Ebéteen flesh loom, with barbs and hooks. If fed, it can heal and repair itself.	Can administer potions or poisons.	5
66	Oil barrel	average	Fuel for lamps, or possibly just the thing to create an incendiary bomb.	Deals 2d6 fire damage in a small radius. Goes out on 11 or 12.	1
67	Oil flask	small	Fuel for lamps, but also a molotov cocktail when mixed with a rag.	Deals 1d6 fire damage. Fire goes out on a 5 or a 6.	0.1
68	Paint	average	Flask of paint with small applicator nozzle.	Useful for marking things.	1
69	Parasite, medical	average	Symbiotic branching annelid that lives within the host.	Restores 3 health per level once per long rest.	31
70	Parasite, re-life	average	Grotesque hydra-derived parasite that protects from death.	Attack that would reduce to ohp, reduces to 1 hp instead. Costs 1 permanent damage to random stat.	270
71	Pen, elegant	small	Iksan fine ink pen, a mark of the equality of all Iksans, used exclusively by party members.	It writes. Sometimes it leaks.	7
72	Pencil, greasy	small	Izvoreni engineer's pencil. A stubby, simple tool.	It writes.	-
73	Perfume of ancestors	small	Ebéteen perfume that makes a living person smell like one of the dead. Heavy notes of spice and leather.	Lasts a few hours	2
74	Perfume of the children	small	Ebéteen perfume that makes the dead smell like the living. Flowery, citrusy notes mixed with a hint of milk.	Lasts a few hours	5
75	Pickaxe	average	It's a mining tool. Or for digging through walls.	Advantage against masonry.	1
76	Piton	small	A metal spike with an eyelet. Good for threading rope and climbing—or spiking a door shut.	It's an attachment point.	0.1



Id	Equipment	Size	Description	Effect	Cost
77	Pole	bulky	3-metre long pole. Good for prodding things or fishing.	It's a pole.	-
78	Pole, telescoping	average	4-metre long pole that collapses into a small rod.	Can also use the small rod as a cosh in a pinch.	2
79	Pliers	average	A great tool for pulling things out and apart.	Good for repairing things ... or torture.	1
80	Rope	heavy	20-metre loop of sturdy fibres, useful in many situations. Best carried neatly looped.	It's a 65' rope.	1
81	Rope, godhair	average	Ebéteen rope of light, powerful threads that seems almost half-alive. If fed, it can heal and self-repair.	It's a wonderful 20-metre rope. A bit slippery, though.	5
82	Saw, chain	bulky	Powered chainsaw for cutting down trees.	Clumsy as a weapon, but deals 3d6 damage to zombies.	33
83	Saw, golem	bulky	Powered saw for swiftly cutting through rock and iron.	Very clumsy as a weapon.	39
84	Saw, metal	average	Fine tool for cutting dense, solid substances.	Also cuts bone.	2
85	Scale, engineer	bulky	Measures very precise quantities.	To within a tenth of a gram.	25
86	Scale, merchant	average	Measures small quantities quite precisely.	To within a few grams.	2
87	Scalpel	small	Incredibly sharp blade made from ur-obsidian.	Great for surgery and flaying.	1
88	Shoes, adventuring	average	Rugged boots favored by the Iksan military, tough, reinforced, water-proof, with great grip.	Advantage against caltrops, broken glass, and other stupid things.	3
89	Shovel	bulky	Perfect for digging through sand and loose gravel.	Speeds up excavations.	1
90	Solvent	average	Pungent toxic chemicals that can strip paint, dissolve tissues, breakdown glue, or remove rust.	Some call it acid. That's an oversimplification.	2
91	Struri herbal remedy	small	Tube of pungent translucent remedy that is nominally not superstitious.	Palliative against venom, bugs, parasites, diseases, rashes, and blisters.	11
92	Suit, hazard	average	Bulky layers of treated cloth and artificial leather used to protect from curses carried by the undead.	Advantage to checks against disease touch, but hot to wear.	5
93	Tent	bulky	Standard issue Iksan military tent, in blue-grey unsuited to the Mediterranean scrub of Ebét.	Protects a few people from inclement weather.	3
94	Toolkit, handy	bulky	Classic mix of screw-drivers and socket wrenches for dealing with Izvoreni or Iksan machinery. Unfortunately the two operate on different standards.	Makes working with one type of machines easy, and with the other needlessly frustrating.	10
95	Undead detector	heavy	Typewriter-sized machine with a heavy canvas strap that pings when it detects Ebéteen reänimantic magic.	Detects in a 90-degree arc. Has to be swung around to pinpoint target.	25
96	Watch, pocket	small	Crystal-based Iksan timepiece, very sturdy.	Tells the time.	5
97	Waterskin	average	Cheap way to carry water, but vulnerable.	Might smell of goat.	0.1
98	Wire, barbed	average	This wire gets people stuck and hurts them.	5 metres of cruel barbs.	1
99	Wire	average	Coil of sturdy metal wire.	10 metres of wire, useful for tripping people or fixing up skeletons.	1
100	Wrench	average	Basic tool for working on golems and machinery.	Makes golem repair possible.	1



# EQUIPMENT GLOSSARY (INCOMPLETE!)

**Artificial Skin** - one of the many gifts of the Flesh God is artificial skin, which the Ebéteen grew on great cartilaginous looms. From heavy armored leathers to diaphanous silken nymph-skins.

**Charm, Flesh God Kernel** - a copper charm filled with organic jelly holding a kernel of the Flesh God. Provides advantage to social interaction with the undead until used. Can be used to heal 3d6 hit points or regrow one damaged organ, 1 charge.

**Charm, Lucky** - a small bronze, clay, or bone charm with a whisper of folk magic wrapped around it. Reroll one die per charge, 2 charges.

**Crystal, Glow** - a translucent crystal imbued with a spark of the dead Solar Deity. A thumb-sized crystal glows with the strength of a candle, a skull-sized one blazes like a bonfire.

**Fetish, Ceramic** - a small homunculus of ceramic parts and cords. The Ebéteen like to imbue them with spells and enchantments, which they impart with a touch. 11 AC, 1 HD, one spell.

**Fetish, Illegal** - a doll-sized bundle of sticks, rods, string, and rags, imbued with folk magic. The fetish is activated with a few drops of blood and comes alive for an hour or so. 2 charges.

**Gem Explosives** - created by magically super-stressing an artificial gem, a good hard crack (such as when thrown) is enough to release a cloud of razor sharp fragments. Thrown, 3d6 damage, half damage against armor.

**Golem** - a soulless automaton.

**Golem Armor** - a golem suit that enhances the strength and durability of the wearer. The common malachite variant of Iks is large, has AC 15, increases Str to 20, and gives 30 suit hit points. When suit hit points are exhausted, it loses the Str enhancement.

**Golem Armor, Opal Raider** - the Iksan scouting suit. Has AC 14, increases Str to 18, and gives 20 suit hit points.

**Golem, Charge** - an Iksan battery that uses a small golem trapped within rotating ceramic and metal orbs to generate and store improbability energy. An empty battery recharges itself in a day and a night when stored in a strong magnetic field.

**Heat Ray** - Iksan crystal weapons that manipulate underlying reality improbabilities to generate scorching rays. The most common form is the rifle (long range, 2d6 damage, 10 charges). Uses Iksan charge golems.

**Homeostatic Desert Suit** - a golem suit that uses tubing and pump golems to maintain body temperature and recycle waste liquids into pure water. Light armor, AC 12.

**Mandate Collar** - an Ebéteen caste collar worn by every slave of the Living God (i.e. Every Ebéteen), marking their rank, caste, family, and address. Used to determine collective punishments. In lower castes it is often made from a chitinous parasite that permanently bonds with the individual's skin.

Removing these can be difficult.

**Parasite, Attack-enhancement** - a neuro-muscular animalcule colony that can temporarily increase speed and strength. Hero gains +N damage to next successful melee attack at cost of N damage to physical stat of choice.

**Parasite, Brain-neuter** - a colony of microscopic animalcules that Ebéteen nobles use to limit the intellectual acuity and initiative of worker castes. The nobles carry seed colonies of the parasites in their gastric systems. The ritual to inject them takes a night and a day. They limit Intelligence to a maximum of 9, give disadvantage to Initiative, but massively increase loyalty in the recipient.

**Parasite, Medical** - a symbiotic branching annelid that can restore 3 hp per level, once per long rest. It can also be used to transfer hitpoints from the host to the patient.

**Parasite, Re-life** - a grotesque hydra-derived parasite that protects soldiers from death. Once per long rest, attack that would reduce hero to 0 hp, reduces them to 1 hp instead, but causes 1d4 permanent damage to random stat.

**Rod, Electro-magical** - an Ebéteen weapon, formed from a five-foot hollow rod of lapiz lazuli bound with undying sinews and filled with a bioelectrogenetic organ. It is usually used as a short staff or club (1d6 damage), but can also deliver a stunning electrical shock (2d6 damage, stunning, 2 charges). It recharges after an hour in the sun.

**Rod, Siege** - a magical rod of solid crystal, about six feet long and half a foot thick. The commonest variant unleashes structural devastation beams (long range, 4d6 damage, double damage to structures, 6 charges). Restricted green siege rods have disintegration beams (short range, save or die, tunnels 10' through solid matter, 6 charges). Siege rods are heavy and clumsy to aim.

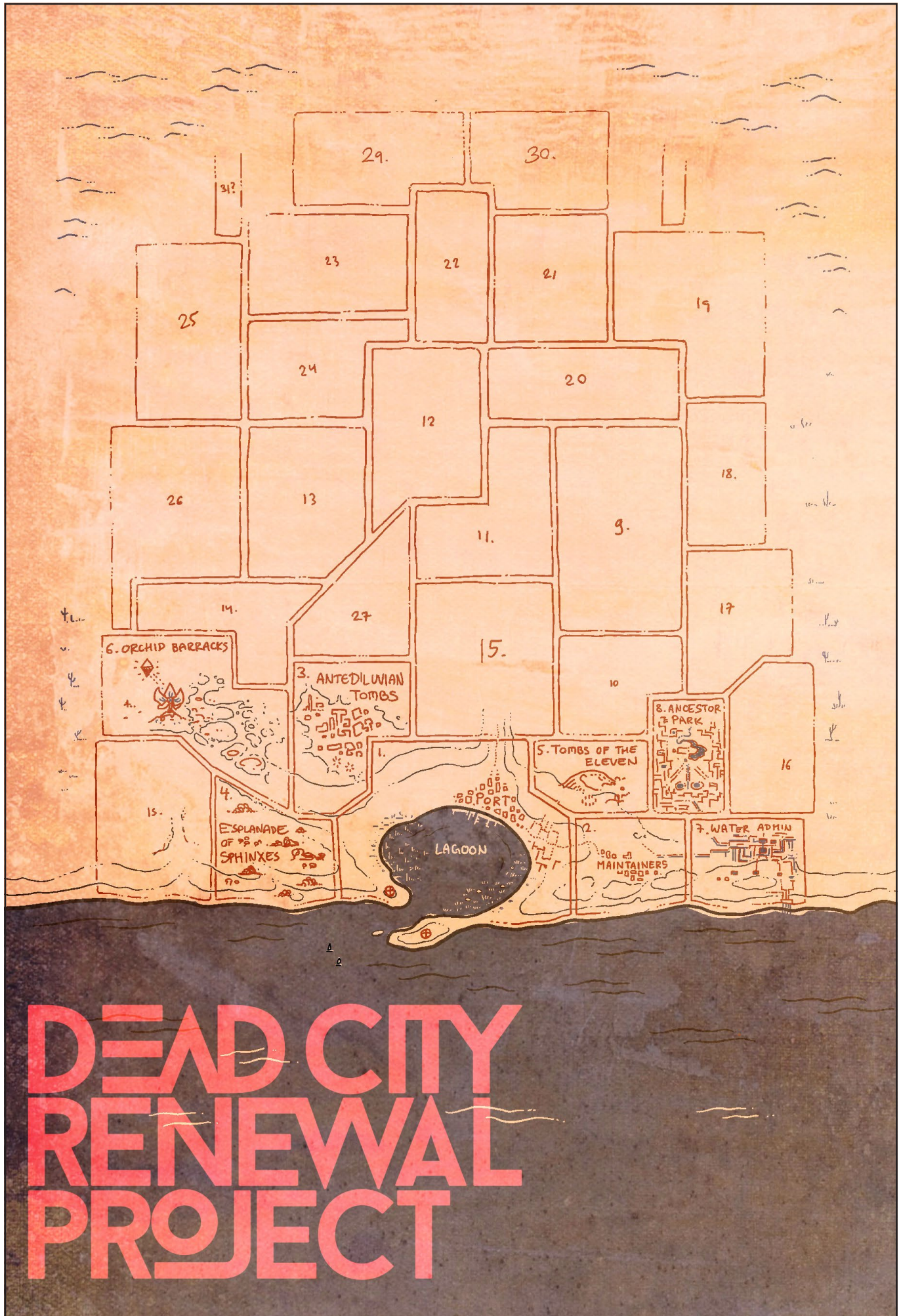
**Scarab, Shacklemind** - a machine made from the tooth of an Ebéteen shackle-minder. It burrows into the brain of a 'criminal' through their temple, dismantling part of their pre-frontal cortex and shackling them into bondage to their minder. It transmutes much of the modified brain matter into an electro-ceramic seal called a glyph-nail. The shacklemind reduces effective Intelligence, Wisdom, and Charisma to 8. Shackleminds are bound to obey orders and gain 3 additional hit points per level as the glyph-nail overrides pain impulses.

**Self-healing Equipment** - magical technology, older than even the primordial Izvoren archaics, this equipment repairs itself, provided it has a source of energy. Some variants feed on biomatter, others require processed machine-healing sludge, but the most rare absorb mass directly from earth and sky, knitting themselves back into their original form over time.

**Sword-spear** - traditional Iksan foot-soldier pole arm. It's a sword on a long handle. Sometimes the handle is replaced by a rifle.

**Wand Gun** - a hand gun where the filthy gunpowder assembly has been replaced with a crystal wand. Different variants exist. They have between 6 and 15 charges.



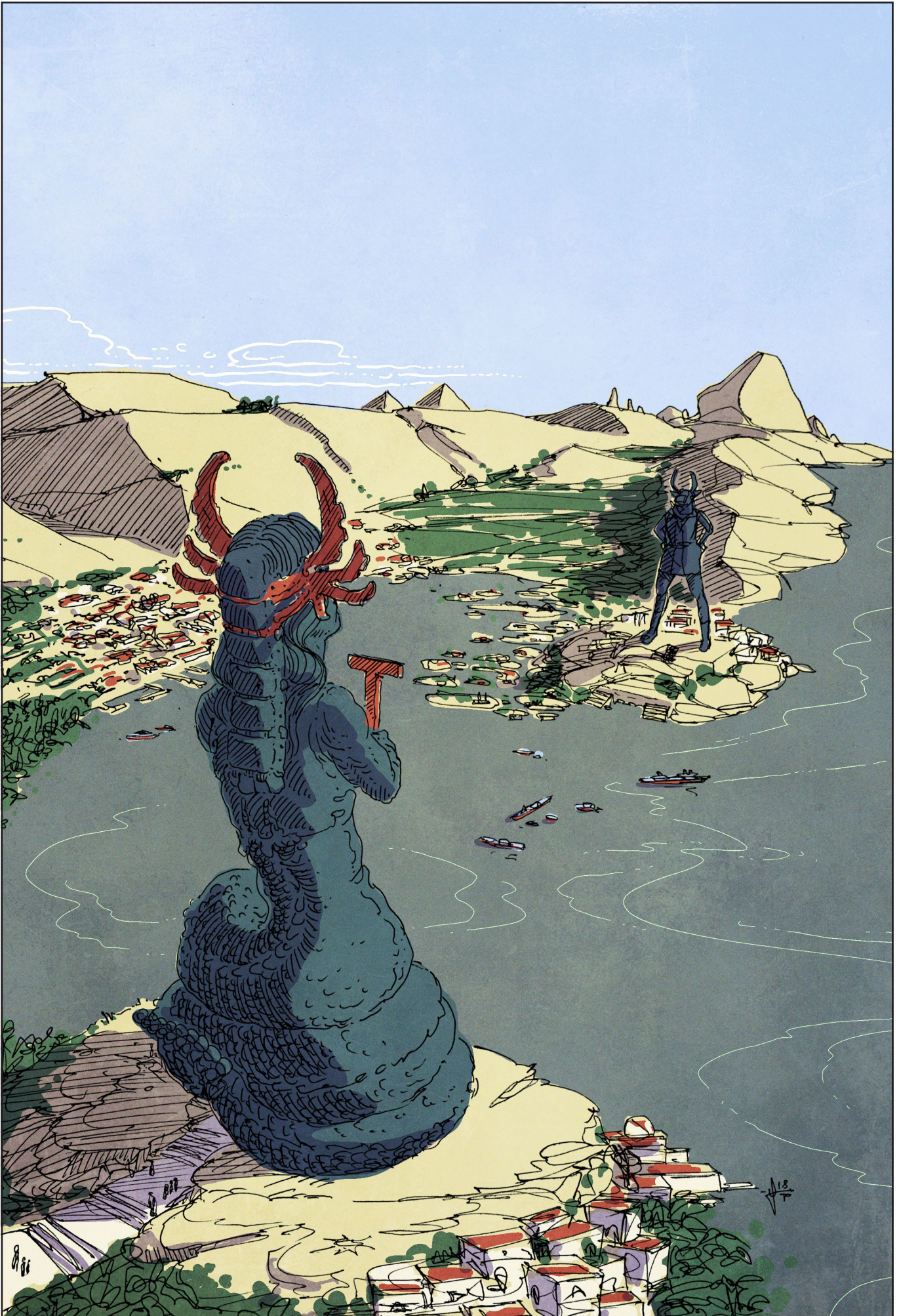




# THE DEAD CITY









# 1. LAGOON OF LIFE AND DEATH

The hundred-metre colossi of the Naga King and the Minotaur Queen stand tall, menacing, antediluvian. Guardians of the swampy lagoon that laps at the slick stone piers of the Diorite Port of the Disgruntled Scribe. The waters shade into a willow-strewn swamp to the south, beneath the Naga King, and a maze of reeds and muddy islands to the north, around the Minotaur Queen.

It is a hot place. Squamous. The very stones ooze in the dank air. Great administrative temples and preservatoriums rise from the muck like proud stone ships, while tenements and hovels crowd around and between them. Scum and vermin eke out their lives here, the refuse of the slave-owning imperialists' teeming cities.

After the sack of great Ebét a mass of humanity flooded across the River of Life, overwhelming the holy complexes and the slums alike. Opium-peddling Ebéteen priests mingle with cowardly soldiers, refugees beg for salvation while former slaves plot bloody vengeance. Striding among them, Iksan soldiers with brazen helmets and heat-rays move to enforce the Glorious Evolution of Iks.

- ∴ **Color:** muddy green water, mustard yellow rock, stark plantations.
- ∴ **Smell:** river muck, night soil, and ash.
- ∴ **Aura:** bubbling, teeming.

## SIGHTS D9

1. **Godsbite Lagoon** - a large crater repurposed as a port centuries ago, its glassy shock walls mined for glittering mosaics.
2. **Ulkhét, The Diorite Port** - the largest settlement in the Dead City. It is a dense mish-mash of megalithic Ebéteen holy offices, older ruins, Tirsteen tenements, and spreading refugee slums. The Iksans are clearing out the living and the undead Ebéteen, converting the place into a 'human' city block by block.
3. **Yellow Cliffs, Gokruméb** - the sandstone cliffs at the edge of the waste the Ebéteen ancestors call home.
4. **The Naga King** - an obsidian colossus on a promontory west of the port. Scheduled for demolition by the Iksans as a grade I rebellion locus.
5. **The Minotaur Queen** - a red sandstone colossus on a rock east of the port, surrounded by an extensive temple. Also scheduled for demolition.
6. **Skeleton Plantations - scrub**, food palms, irrigated fields, storage barracks, and planter houses occupy the suburbs of the Diorite Port. Most are fallow, the skeleton workers destroyed by Iks, the Tirsteen fled. Iksan redistribution patrols are surveying the lands to reward loyal troops.
7. **Grand Road** - a gash carved by some ancient force, now much eroded, it blasts through the Yellow Cliffs, wide enough for two dozen to march abreast.
8. **Willow Swamp - west** of Ulkhét, under the Naga King. Tirsteen and other riverfolk have fled there.
9. **Holy-day Houses - islands** and reedy waterways formerly administered by the Minotaur Queen Temple as places where the Ebéteen aristocracy could relax with their ancestors on holy days. Now being taken over by scavengers, squatters, and crocodiles.

## FACTS AND RUMORS D8

1. The Iksans are planning to turn the Diorite Port into the centre of their North Bank Liberation.
2. During the conquest so many dead Ebéteen were thrown into the lagoon, that it is now thick with man-eating crocodiles and long-necked charnel turtles.
3. There is not enough clean water for all the refugees who have crowded into the area.
4. The temple under the colossus of the Minotaur Queen is protected by skin-shriveling curses.
5. Ebéteen resistance cells are reanimating dead Ebéteen refugees, and even turning the sick into half-ghouls.
6. An undead curse has been spreading among careless Iksan soldiers and desperate refugees.
7. Snake priests feel at home in the worm chambers beneath the Naga King. Rekari back-sliders should beware of Leveller informants.
8. The shackleminded Wazeek and the brain-neutered Tirsteen castes are not suitable for independent labor, so camps are being set up for their own security.

## 1.LAGOON OF LIFE AND DEATH

The Lagoon of Life and Death is the flooded bowl left behind by the ascent of the New Sun into the heavens. Or, perhaps, it is crater left over when the Living God destroyed its own son, New Sun, with its mighty fist.

- ∴ **Aura:** the tension is so thick you could cut it with a knife. Disadvantage calming down and keeping fights from spiralling out of control.
- ∴ **Conflict:** Iksans are crushing Ebéteen resistance.
- ∴ **Resistance:** Necromancers and commandos in the dark.
- ∴ **Innocents:** mingled Ebéteen, Tirsteen, and Wazeek refugees. Confused children.
- ∴ **Opportunity:** Izvoreni and Dogheads paying back their former Ebéteen masters.
- ∴ **Air:** humid, sticky, mosquitos.
- ∴ **Water:** thick, teeming.
- ∴ **Earth:** loam, mud, brick.
- ∴ **Green:** palm trees, irrigated rice fields, dangling vines, drooping willows, thick reeds.
- ∴ **Architecture:** cyclopean temples, tenements, shanty towns, plantations, bungalows, berms.

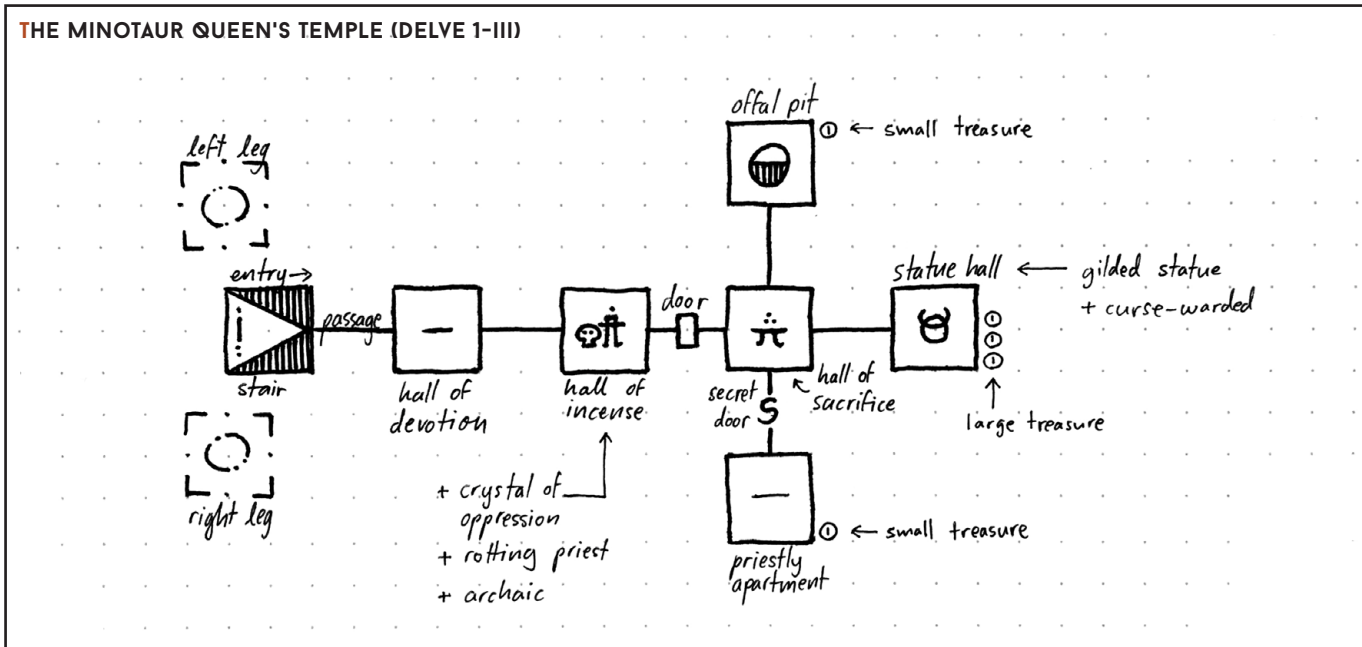
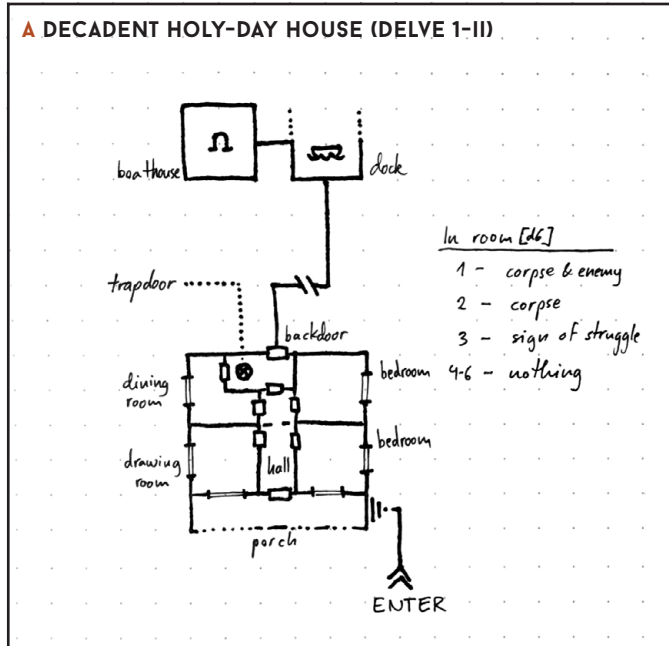
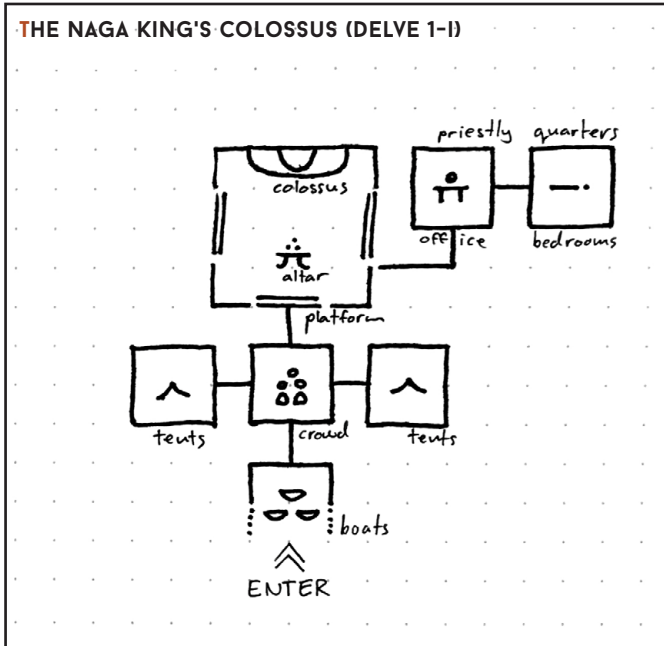
### HIDDEN SIGHTS

1. Cake Town, Scribe's Rest (settlement): like a pile of badly assembled child's blocks, the quarter nestles behind several large temples and mortuaries. This Charoni and Pustari neighborhood catered to Ebéteen scribes and priests, now it spreads its musty arms for Iksans in need of relaxation.
2. Bald Hound's Mortuary (temple): in an Izvoreni slum huddling against the Gokrumég, Yellow Cliffs, age-blackened cyclopean stones mark the entrance to a hidden hospital of the Bald Hound. There clattering Izvoreni old believers preserve the dying with archaic implants.
3. Grim Statue Graveyard: cyclopean statues of grim visage and decadent demeanour lean together in profusion, awaiting their demolition.
4. Thorn and Bone Altar of the Naga King: solar pictograms of sacrifice, friendship, and warm-blood depict the ritual, Friend of the Legless, which advantages social interactions with snakes and fish for a few days. Chickens make good sacrifices.
5. Gaping Queen's Temple: massive, low-slung, and voluptuous. In the hall of incenses: a virulent crystal of oppression attracts shackleminds. Deeper, in the hall of slow time: a priest rots, killed by the self-liberated archaic, Doom-of-the-Black-Blade (L3, desperate).
6. Plantation of the Waxen Korveeen: overlooking the reeds, a delicately carved wooden pleasure house on ancient pillars. Within: the wax-skinned blood-addicted Iksan collaborator Olroc Dwei keeps his tirsteen cattle.

### SCENES D8

1. An archaic, Brings-Glory-to-Fruition, hard at work, oblivious to the smell and the flies, mastering the spell Archaic Dons the Skin of Man. Brings- wants to pass as human and escape to freedom.
2. Iksan legionnaires and engineers surveying tenements and slums to raze them and build a new, free and rational city from the ruins of the Ebéteen temples.
3. Crowd of dehumanized refugees hiding their unliving ancestors, half-ghouls and living skeletons, among their number.
4. Snakefish and long-necked crocodiles, inspired by some watery instinct to collaborate, setting an ambush in the deep pools and dappled shade of the willow swamp.
5. Wretched Tirsteen refugees in over-burdened boats sheltering disguised Ebéteen snake priests (L3, shapeshifters).
6. Flabby Ebéteen refugees and their shackleminded slaves hiding in abandoned holy-day houses hunted by Charoni boat wanderers (L2, water-adapted) with long darting barracuda-boats.
7. A gilded alabaster statue of the Minotaur Queen curse-warded with *The Flesh Withers and the Face is Forgotten*.
8. Gravedigger detail of archaics and Iksan overseers excavating a massive ditch.





**ENCOUNTERS D6**

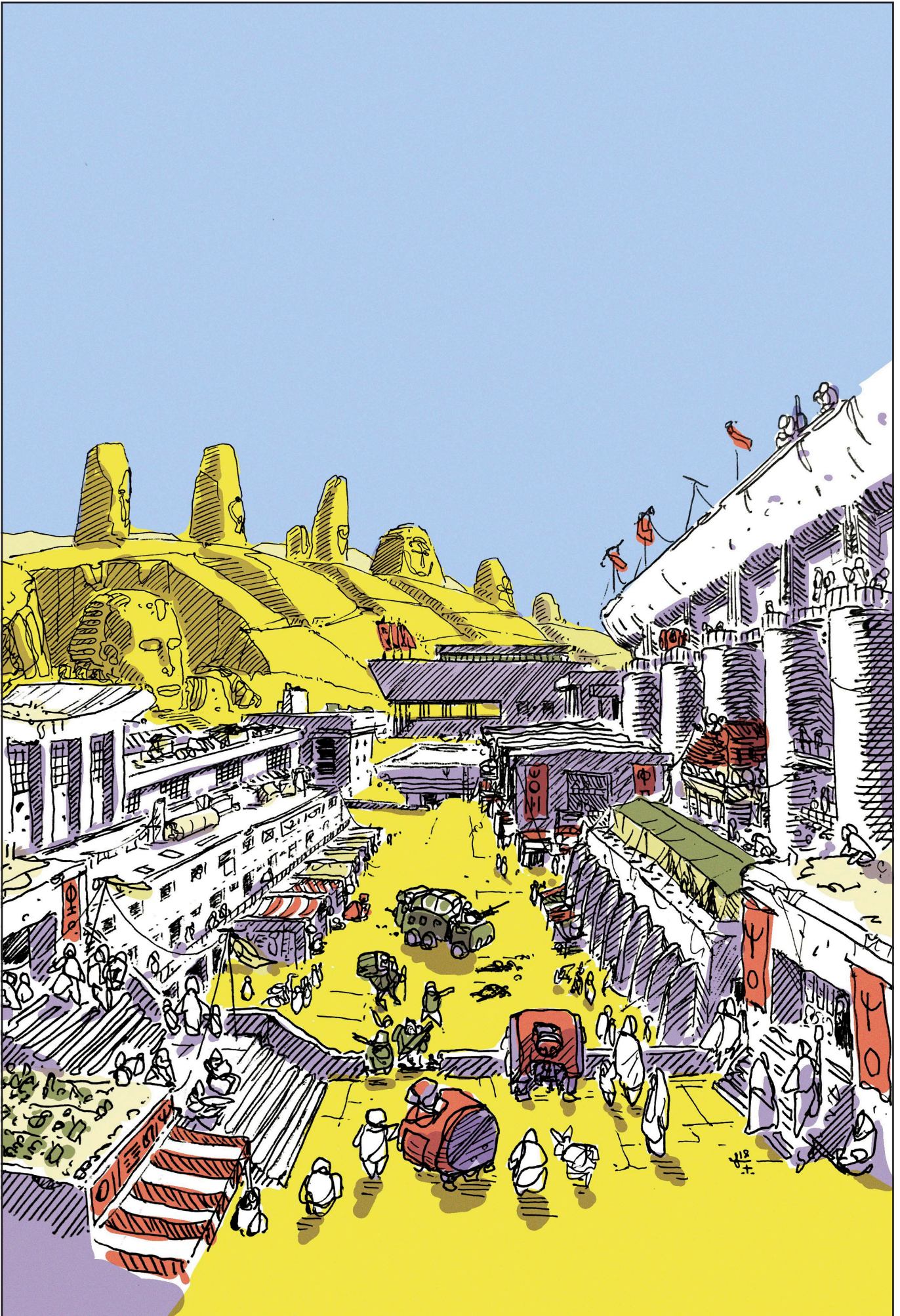
- 2d12 Shacklemind savages (L1, mute) scratching for river clams.
- 3d6 Leprous grazing goats (L2, bored, infectious).
- 1d10 doghead scouts (L1, curious) shaking down some refugees.
- 2d20 ragged refugees (L0, betrayed by fate) who may secretly be resisters (1 in 6).
- Swarm of amphibious snakes, toads or other squamous beasts (L6, swamping swarm, drowns victims).
- 1d6 + 2 Iksan legionnaires (L2, itching) in full battle order, annoyed they are not out further west getting rich.

**TREASURES D8**

1d6-3 x 2,000 cash per delve, 5d10 per encounter.

- A gem-encrusted bronze gauntlet.
- The silver skeleton of a small snake.
- Ceramic pots of eerie turquoise herbs.
- Fine leather and steel boots, now home only to a few scorpions.
- A yellow silk sack or pouch, delicately embroidered, full of nostalgic ivory curios.
- A lovely lavender glow-crystal affixed to a bloody quarterstaff.
- Gilt enamelled chamber pot.
- Silver and silk hairnet with twinkling glass crystals.







## 2. VALLEY OF BRUTALIST WAREHOUSES

The broad, dusty valley is exposed to the relentless sun, tucked between a moraine of detritus and the Yellow Cliffs. Plantations give way to scrub, eroded walls, run-down house husks, and scoured grey rocks piercing the yellow sand like hunched old men.

Maintainer town hunches at the narrowest, most shaded part of the valley, a regularity of minimalist forms of the second brutal cubism overlaid with Ebéteen high-reliefs of authority, malpractice, and salvation. Mud-brick shacks have colonized the shaded nooks and crannies between the ancient buildings.

The Izvoreni slave engineers, covered in grey dust, are hard to distinguish from the Ebéteen slave masters, but behind pervasive glowering stares fierce intelligence and vengeance glows. Pictographic graffiti reminds visitors of the eye that judges and the harsh rebuke of hubris.

**Colour:** mustard yellow sand, grey artificial rock, black tar pits.

**Smell:** flinty dust, acrid diesel.

**Feel:** itchy, vengeful.

### SIGHTS D6

1. **Izvoreni Maintainer Town, Nazagraya**, Ketvorenkhét - a crumbling yet cozy Izvoreni slum sprawled in the shade ancient beton trees, surrounded by imitation great symbolist work-labor towers.
2. **Detritus Moraine - dust**, cinder, slag, petrified corpses, spark-lost archaics, and industrial refuse compacted into a dark conglomerate by the centuries.
3. **Refugee Camps - Ebéteen** and their tirsteen slaves are reoccupying old warehouses and factories, building makeshift accommodations as best they can. Water, food, and tempers are short.
4. **Golem Death Plain** - mining, recycling, and erosion of the moraine have left a plain dotted with the respectfully posed corpses of dead golems and even a few intact funeral warehouses.
5. **Charoni Fisher Village, Xaotnisa**, Bancharubhét - stilt shacks among the reeds clustering under the moraine, a den of smugglers.
6. **Strongpoint Mokk - slave** administration temple repurposed into an advance Iksan fort, flying the liberation flag.

### D8 FACTS AND RUMORS

1. Izvoreni alcohol is better as engine fuel than a drink.
2. The Izvoreni maintenance clans have preserved the ancient rituals of creating and repairing the archaic golems.
3. The Ebéteen resistance is recruiting actively among the refugees.
4. There are hidden jolt shops in the Izvoreni warehouse hives.
5. The Izvoreni and their archaics have a "take no ancestors" policy when it comes to Ebéteen life-challenged citizens.
6. There are more than just spiders in the dilapidated factories and echoing halls.
7. Iksans are welcomed by the Izvoreni so long as they don't interfere with their Ebéteen blood fights.
8. Charoni smugglers are a cheap, unreliable lot. They'll sell out their clients to the Iksan customs corps for a pittance.



## 2. VALLEY OF BRUTALIST WAREHOUSES

The valley is a dry, inhospitable post-industrial wasteland where the Izvoreni slave engineers were exiled by the Ebéteen masters.

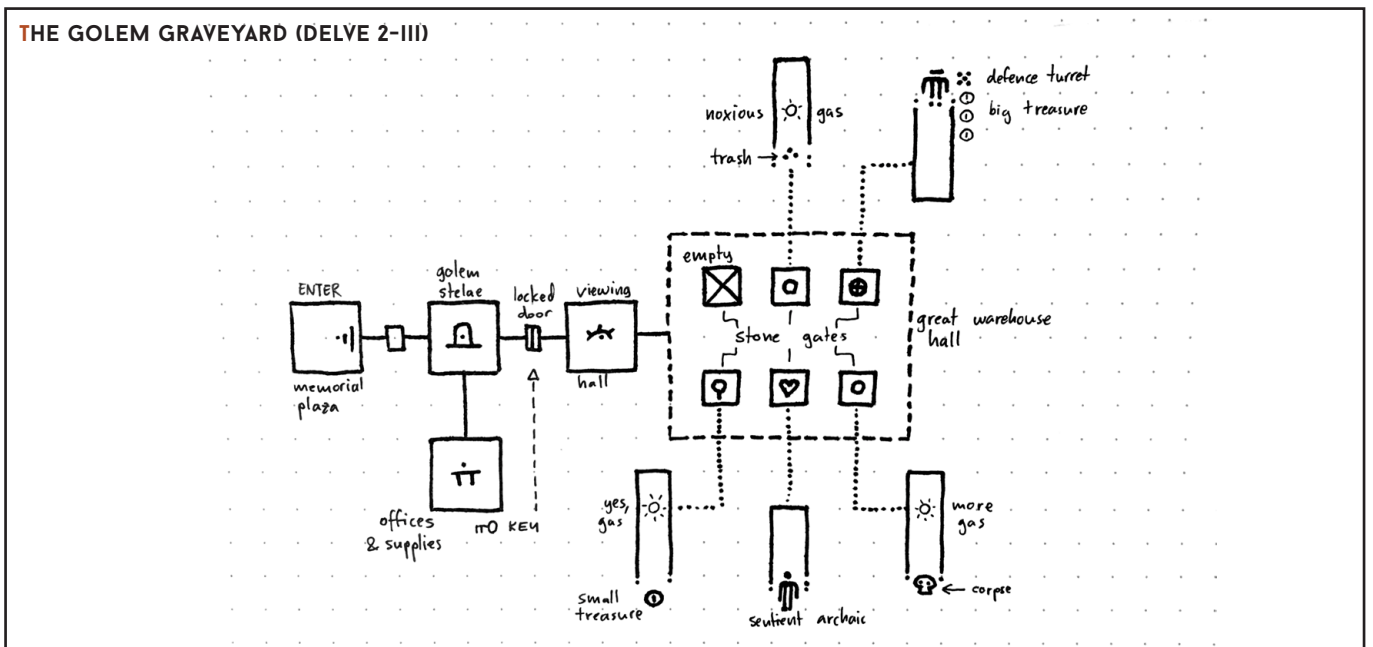
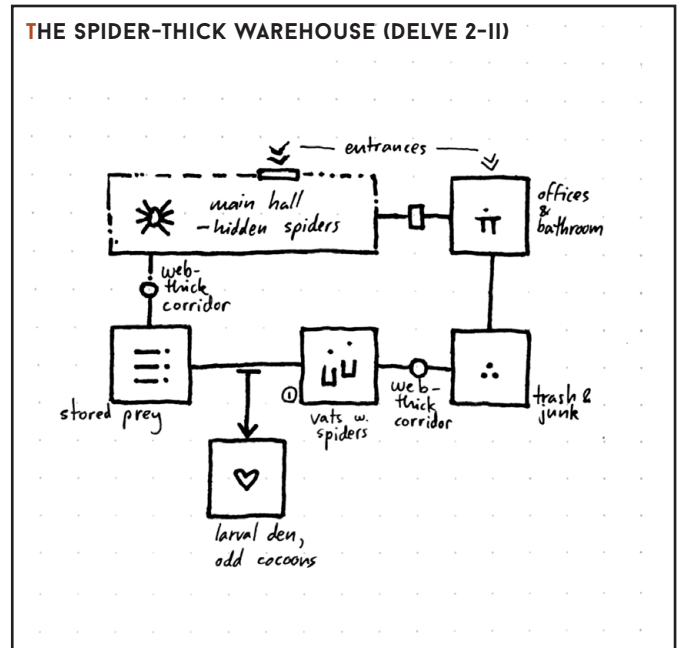
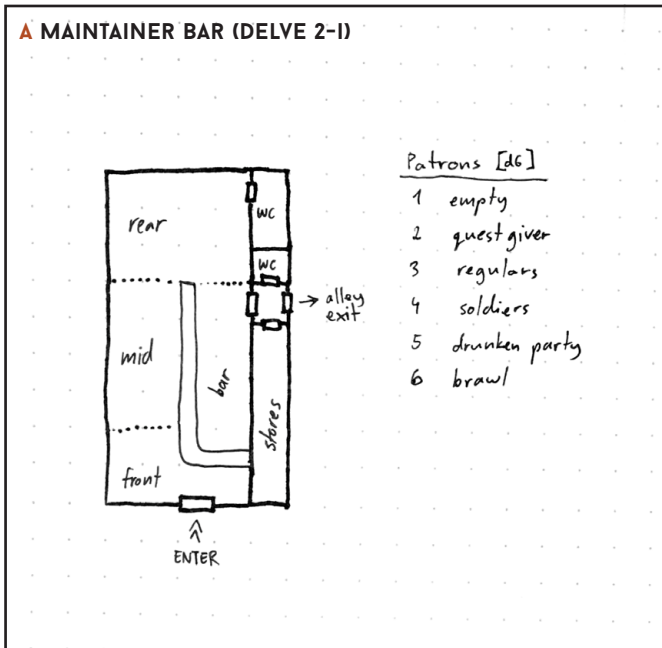
- ∴ **Aura:** pitiless and cruel, like the sun above. Advantage theft and intimidation.
- ∴ **Conflict:** Izvoreni exacting revenge on Ebéteen.
- ∴ **Resistance:** explorers and mad eunuchs delving deep into old factories.
- ∴ **Innocents:** Izvoreni and Ebéteen families alike.
- ∴ **Opportunity:** Charoni smugglers tempt Iksan mercenaries to bypass customs on the River of Life.
- ∴ **Air:** dry, dusty, itchy.
- ∴ **Water:** scarce, polluted.
- ∴ **Earth:** dust, concrete debris, tar.
- ∴ **Green:** spiderwebs, beton trees, dusty drip gardens.
- ∴ **Architecture:** brutalist concrete monstrosities, yawning halls, brick slums, canvas tents.

### HIDDEN SIGHTS D10

1. Dagrif's Tap House (bar): cool brick-lined tunnels bring respite from the heat. Dagrif Clockwork-hand sells poor alcohol and good rumors. The alcohol incapacitates foul-mouthed heroes.
2. Nasty's Eatery: dingy food-and-beverage court in the drafty hall of a repurposed siltstone warehouse. Is-Nasty the golem is honest to a fault and makes no bones about its nasty fuel: the bread-and-lard has grit in it, the alcohol smells of donkey manure, but it's cheap and doesn't kill.
3. Tulif's Workshop: discolored artificial skin tarps cover a golem workshop where Tulif's clan-siblings repair these pre-Ebéteen monster machines.
4. Trancing Tony (den): hidden behind a small and smelly machine-and-fish shop, the tab house does high-quality acid mushrooms and comfort golems. The owner is Negresh, a hatchet-faced woman with archaic implants in her arms.
5. Spider Warehouses: weed-encrusted spheres of old source tanks mark a strange section of the valley where the spiders (L1, spitting) are as big as dogs and drag large, soft larval things with half-formed faces (L4, telepathic) around in the dark. The Izvoreni avoid this parody of some forgotten society.
6. Illegal Jolt Shop: under a decayed ceremonial arch the master maintainer Niguf runs a dusty club, selling oblivion in his oil-stained stalls. Purple-blotched addicts stumble about.
7. Golem Tomb Warehouse: ancient monolithic warehouse, half-sunk in sand. Inside: memorial and mausoleum to the great archaics that the Izvoreni once maintained.
8. Deeper: large stone gates cover deep shafts. Many are trapped with noxious gasses.
9. Some still have active auto-defence golems.
10. One still has a fully-sentient dormant archaic named Never-Rests-Until-the-Deed-is-Sung (L3, conservative).

### SCENES D8

1. Yastref, an Izvoreni with an oily cap and a clay vaporizer, threatening to sell a contentious golem (L1, mulish) named Pig-Eats-Palm-Tree.
2. A few clockwork golems (L2, brazen) and their Izvoreni maintainers (L1, humble) patrol the outskirts of a slum, politely suggesting visitors go somewhere else.
3. Ebéteen refugees throw up a garbage barricade and light refuse in protest against the Iksan occupation. They have flares and fire bombs, too.
4. A dozen sullen Tirsteen youths (L1, greasy) writing slogans in shoddy Iksan. "Those calling Iksans going home."
5. Several drunken Ebéteen veterans (L2, cowardly) in civvies screaming insults. They will inform the resistance of tired or injured targets.
6. A handful of psyched-up Iksan auxiliaries (L1, nervous) man a poorly supplied forward post. They have a couple of repurposed shackleminds as beasts of burden (L1, re-painted).
7. Ranting Ebéteen preacher prophecies the end times to her score of avid followers. They might be (1 in 6) members of a suicide cult (L1, determined).
8. Couple of Charoni smugglers, Shacki and Atfisk, offering discreet transportation services and a plainly fake map.



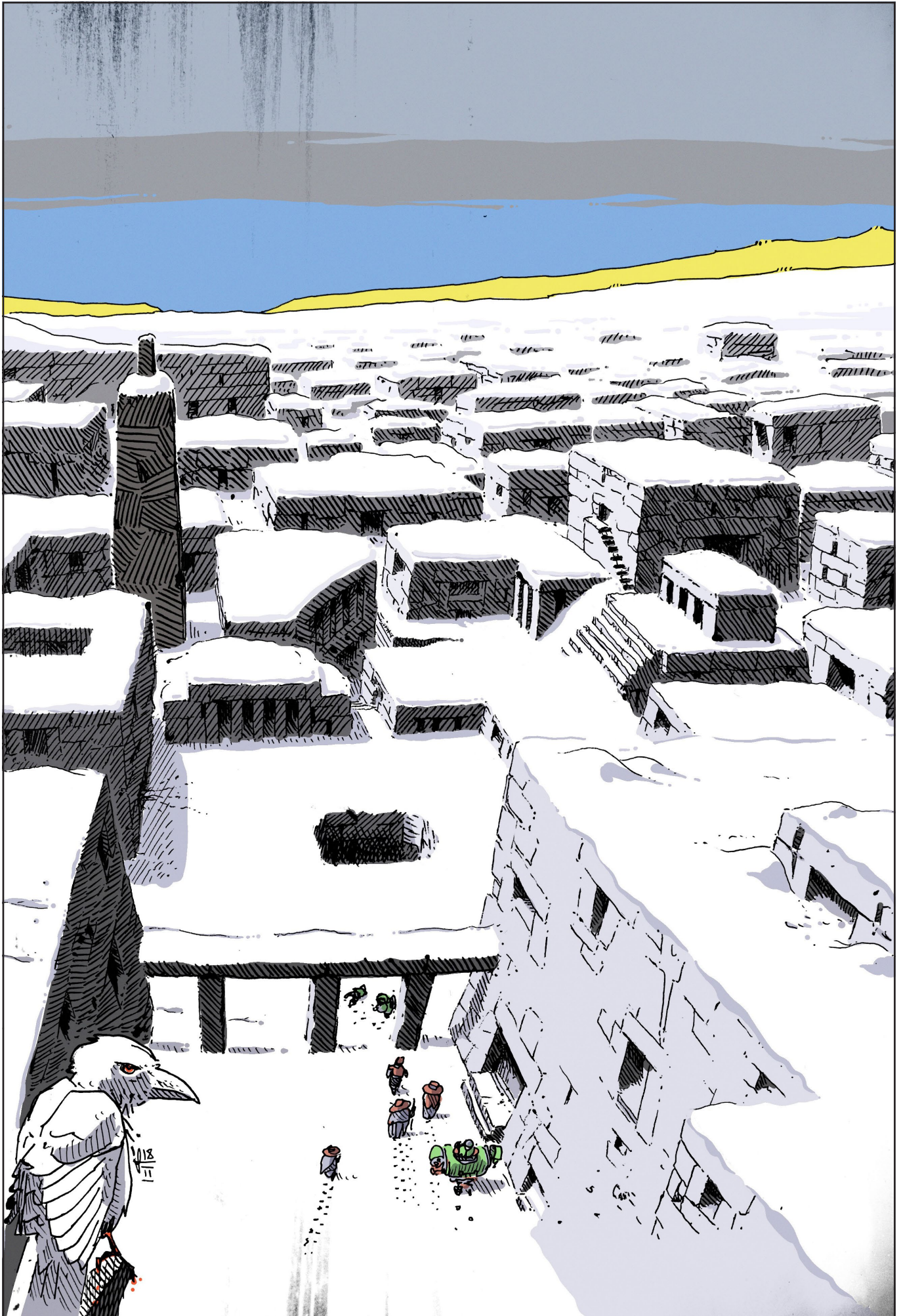
## ENCOUNTERS D6

1. Swarm of prowling feral centipedes (L10, puce with venom)
2. 1d8 canny smugglers (L1, salty) including the ever-tipsy Yeshleht who offers risk-free crossings at 5 shekels a pop, totally safe.
3. 1d4 dying maintainers covered in rotting pustules. Infection or curse (it's a curse), who cares? It's gross.
4. 2d6 determined and resolute legionnaires (L2, steely) on an Order and Progress patrol.
5. 1d12 large scavenging rats (L1, inquisitive) with emeralds for eyes.
6. The verminmancer Adnigrep (L3, wizard) and their three humorous stooges (L1, fighters) looking for settlements with rat problems. Carries a decorated scroll of *Akaula's Control of the Pestilential Vermin*.

## TREASURES D6

1d6-4 x 4,000 cash per delve, 2d4 x 10 per encounter.

1. Lapis necklace and some knucklebones.
2. Delicate, filigree aluminum cabinet full of small collectible dolls.
3. Ivory dog figurine painted with ochre.
4. Package of hen's teeth, with a reputable seller's mark.
5. Anklet of river pearls.
6. Ornate silver chicken skull delicately incised with flowers and stars.
7. Clockwork dancing bear toy with mother-of-pearl teeth and ebony eyes.
8. Obscene yet mesmerising depiction of friendship carved from a hippo's tusk.





# 3. ANTEDILUVIAN TOMB WARREN

The air thickens with age, the sun weakens, the sky flattens, the hills grow weary. Color itself leeches in the monochrome expanse. Despite the sun, ice sprites dance with every stale breath. Other neighborhoods fade into dim haze, more matte paintings than real places.

Two and three-storey structures of fawn marble and cream limestone are stained dark grey and dull black, while squeaking white snow, like flour, dusts the ground between them.

Despite their height the tombs seem squat and unsettling. Lintels too heavy, doorways oddly bowed, ceilings too low, floors too smooth, staircases polished into ramps. Geometric decorations that give nothing away of the builders. Crude abstract statues that hint at a malignant ennui.

**Colour:** white snow, black portals, grey buildings.

**Smell:** cold, like forgotten love.

**Feel:** grinding, relentless.

## SIGHTS D6

1. Great Monolith of Pra Savida - many-sided 30-metre gray slab engraved with weathered strokes of the Black City alphabet.
2. Gateposts of the Missing Gate - once upon a time a grand transit junction to another world. Now megalithic memories.
3. House of Greetings and Meetings - an abandoned first brutalist attempt at a visitors centre and small museum for pre-Ebéteen tourists.
4. Izvoreni Clan Tombs - remnants from pre-Ebéteen times, squat and massive all at once, oozing with deep-seated paranoia and abandoned sadness. Covered in frost moss.
5. Mourning Chapel - striking remnant of amber crystal, unaged, surrounded by the worn stubs of once great mausoleums.
6. Grove of Petrified Swamp Creatures - either a decorative park or the last memento of some basilisk king.

## FACTS AND RUMORS D8

1. Time works strangely in the antediluvian tomb warren.
2. There is a curse on the whole place that eats away at memories and the spirit.
3. Dogs and Dogheads are immune to the strange magic of the place, perhaps it is the cold and their fur protects them.
4. The oddness is a result of a final Izvoreni curse to protect their ancestral tombs.
5. There are stunted descendants of the free Izvoreni living in deep catacombs beneath the warrens.
6. An amber chapel to some half-forgotten deity is a beacon of hope within that blasted place.
7. Beneath the oldest mausoleums, great machine spells were hidden, protected by cryptic guardians.
8. There is an undying white elephant hiding out there.rps for a pittance.

### 3. ANTEDILUVIAN TOMB WARREN

Everything slows down and becomes monochrome in this time-warped, accursed neighborhood. It is cold, gentle snow falls eternally.

- ⋄ **Aura:** cold and sad, like the missing sun. Disadvantage against depression and fear.
- ⋄ **Conflict:** none. Conflict is too tiring.
- ⋄ **Resistance:** the Ebéteen have always hated this place.
- ⋄ **Innocents:** nobody is innocent after time.
- ⋄ **Opportunity:** Doghead bands stash loot here.
- ⋄ **Air:** cold, dry, tickling.
- ⋄ **Water:** ice, snow.
- ⋄ **Earth:** foot-polished limestone, accreted industrial grit.
- ⋄ **Green:** frost moss, ice roses.
- ⋄ **Architecture:** waxy, melted monolithic, discolored limestone, erosion, heavy slabs.

#### AREA CURSE

Grinding time: the whole neighborhood would like nothing better than to be forgotten. Accursed time grinds like teeth in the back of every sentient mind that visits.

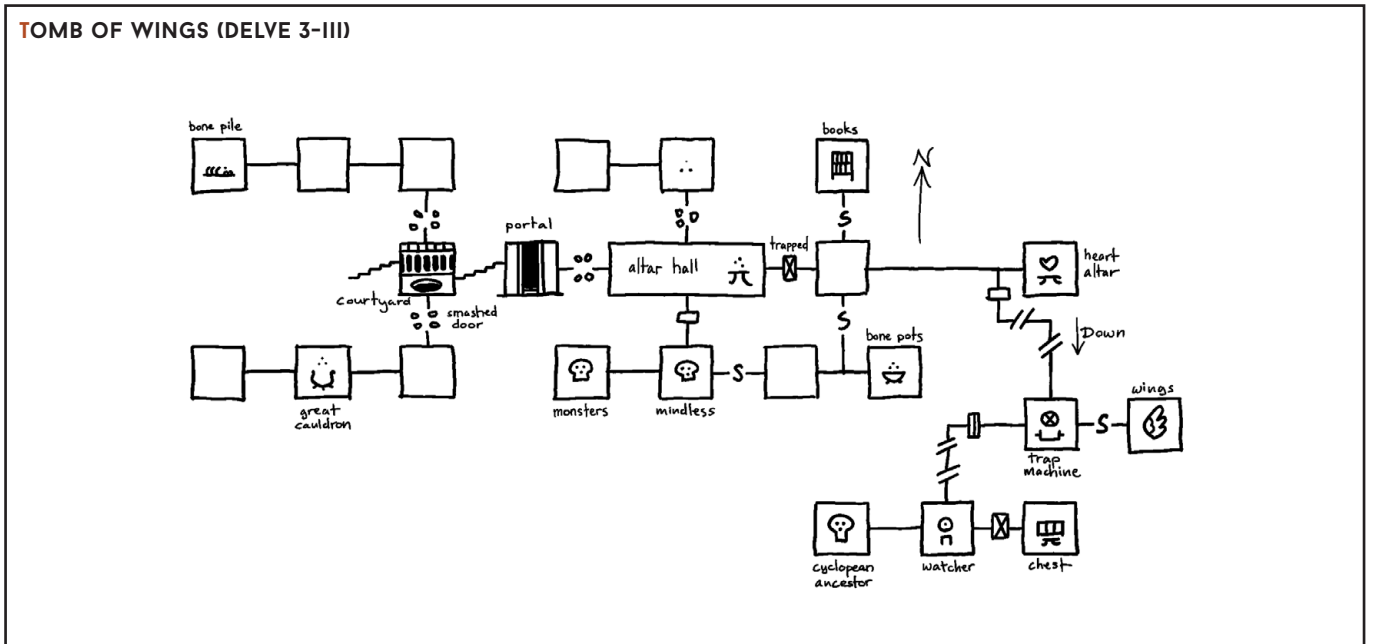
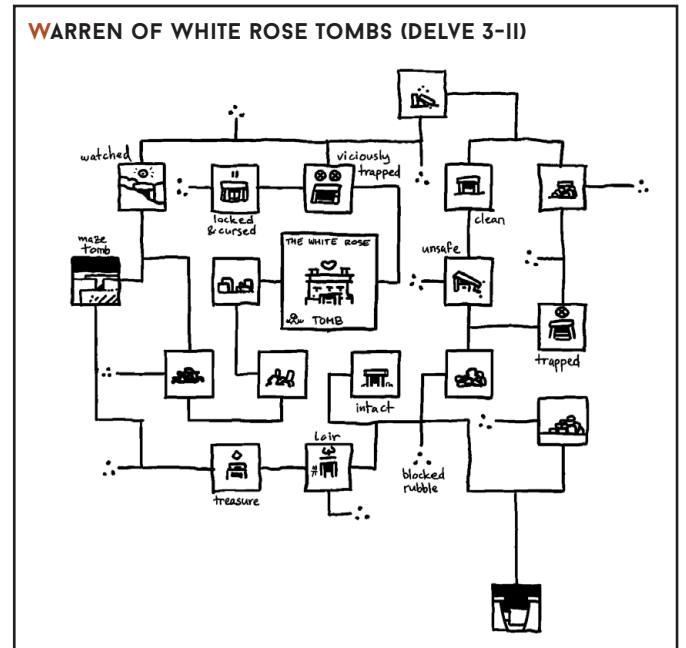
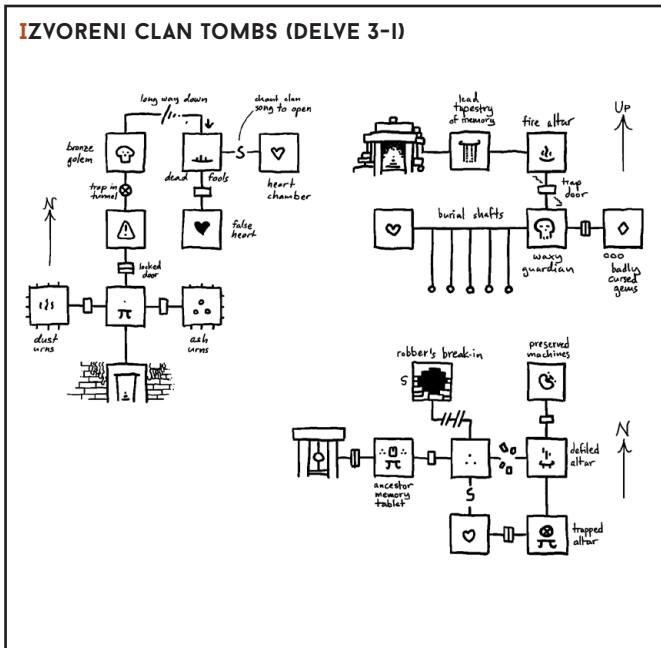
Every hour, every visitor has a 1 in 20 chance of permanently losing a memory (and a mental stat point). It just leeches away.

#### HIDDEN SIGHTS D6

1. Platform of the Immaculate Soul: atop the great monolith, reachable only by birds or climbers, engraved with the Greater Expulsion of Spirits and the Curing of the Soul, which a wizard who meditates there for a day and an hour might learn.
2. Warren of White Rose Tombs: confusing maze of slumped, half-melted Izvoreni tombs, lined with fresh roses, kept immaculate by the ghosts of Izvoreni machine shamans.
3. Discretely Dull Walkway: deep within the warren, an antique Izvoreni village, complete with clockwork sheriff, that seems time-locked from another era. Within tomb houses: Izvoreni memories preserved in crystal-and-gold brains waiting for new bodies.
4. Tomb of Wings: the travertine stone of the tomb has sagged like warm plastic with the eons. Within: preserved wings of Izvoreni angel hunters. Some of them might still work.
5. Grove of Ice Trees: mist curls from their fuzzy trunks, half-concealing a stone cottage in its midst. There the Izvoreni fakir Zabof lives with the wooden head that houses the spirit of Nayeft the Chuckling. The fakir walks on air ten centimetres above the ground, while Nayeft randomly recites fragments of Uzud's Exploding Flower of Stone and other excellent spells.
6. Long Wall of Effaced Memories: a perfectly smooth wall, eroded by slow aeons, it still holds a tingle of Izvoreni greatness. Within: a cold maze of memories and long-haunted machines.

#### SCENES D6

1. On a cubist chunk of weathered marble sits a beardless dwarf in a glossy suit, muttering half-forgotten heresies. Her mind and name are quite gone, but a silver clockpunk key is tied around her neck.
2. Half-broken stone golems (L1, fragile) from a gentler time wander about, picking ice roses and making an awful fuss. They wish their lover carytids would return.
3. Under a massive frost moss seven short Doghead opportunists (L1, smiling) argue about which tomb would be the safest bet. They are immune to the deadly time of this place.
4. Dozens of frozen Tirsteen refugees in summer dress, their pale eyes clear, their mouths curled in idiot smiles. Some of them still move, half-ghoul ancestors (L1, paralytic) reduced to simplemindedness.
5. The fair Azif (L2, mechanic wizard) leads a group of Izvoreni and their chained Ebéteen eunuch captives. They're looking forward to locking them into a low tomb, until their memories all drain away. Perhaps they can then turn them into flesh golems.
6. A winterbird (L1, prophetic) with red beak and red eyes and red claws, keen to follow fools.



## ENCOUNTERS D6

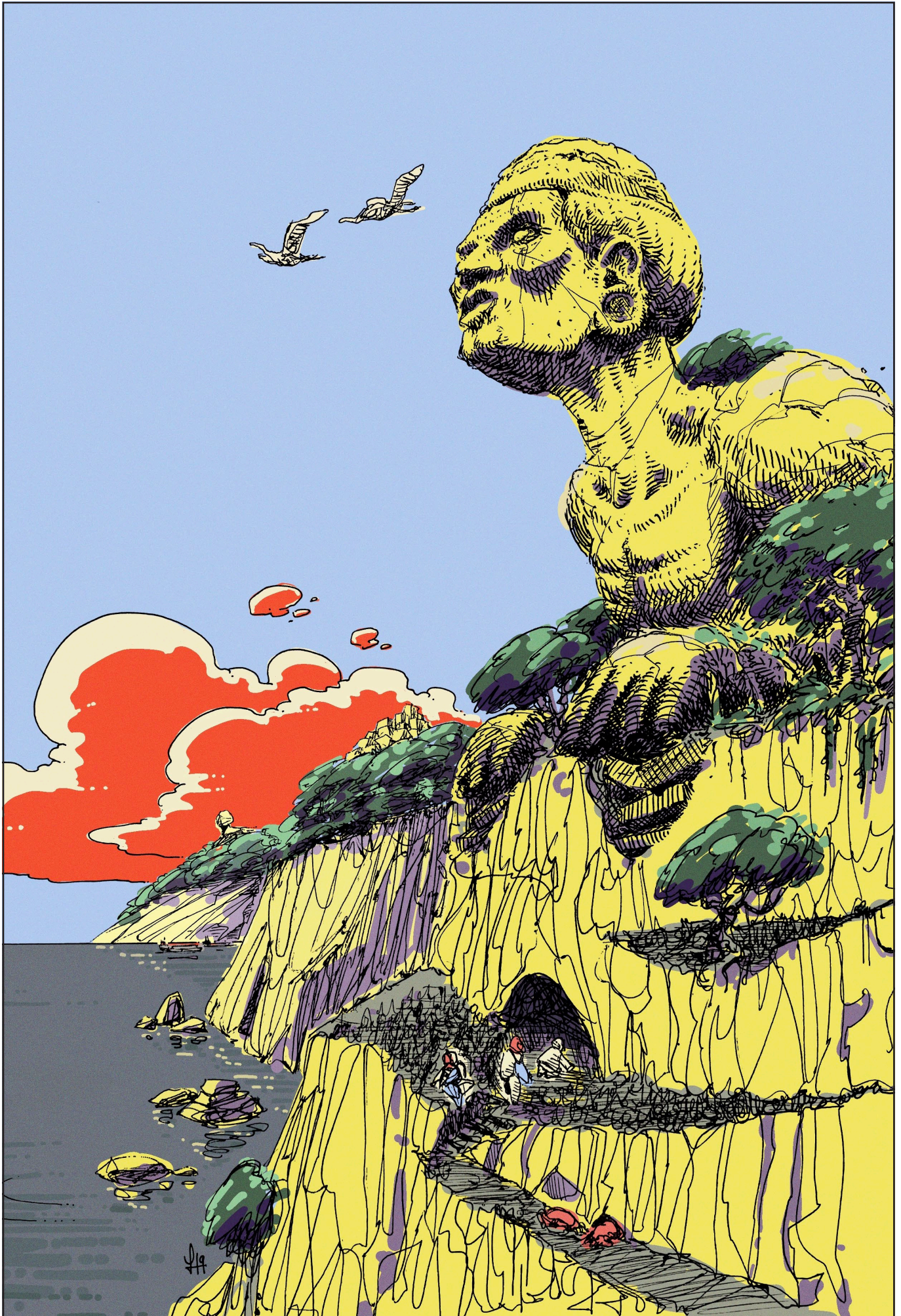
1. Archaic crab-squid-tractor (L8, mad) rolling a boulder up a round hill.
2. Attentive dreamer trying to summon a star demon (L6, sparkling with wit). With a hero's blood she might succeed.
3. Dozens of star-possessed ibex (L2, foxy) singing with half-human voices.
4. Iksan leveller (L3, melodramatic) in a bone-rank leather greatcoat singing of forgotten times, memories all blown.
5. Ceremonial pygmy elephant (L2, dolled-up).
6. Several juicers (L1, psychedelic) out to lose themselves forever.

## TREASURES D6

1d6 x 2,000 shekels per delve, 1d100 per encounter.

1. Obsidian pipe carved in the lower withering style.
2. Polished troglodyte bone dice, one marked with red silver and ill fortune.
3. Box of dwarf dust. Can create a potion of gold attraction.
4. Crate of yellow glazed ceremonial fire pots, immune to heat, good for holding live coals.
5. Belt of five monoliths, each of a different stone. Placed on the ground, each monolith grows to full size in an hour. While touching the belt, the monolith will shrink to the size of a buckle in another hour.
6. Fragile luminous crystalline ash key. The spirit servant trapped within may unlock one door per week.







# 4. ESPLANADE OF HIGH SPHINXES

The esplanade is a plateau rising sharply some twenty spans above the heavy waters of the River of Life. Where the river has carved the pounded grey loam stubs of bone and chunks of dark char mix with grey ash and yellow desert dust, dissecting the layers of that plain.

Scattered bilious shade trees etched and carved with cubist faces grow that hard soil soaked with the blood of a hundred generations of ancient sacrifices before the Ebéteen came, and then another hundred generations of ritual executions.

Stark among the trees rise sphynxes of igneous rock weathered by acid rains of lost epochs. Between the ancient statues, like rough-bouldered pimples, simple cairns of the pustari old ones fall gently apart.

**Colour:** grey soil, dark green trees, yellowish-brown stone.

**Smell:** rancid, like spoiled meat.

**Feel:** hard, beaten.

## SIGHTS D9

1. The Moon-faced Sphinx - the largest sphinx on the esplanade, its hard rock face eroded into a smooth sphere by millennia of wind and long forgotten bandit monks.
2. Ancestor-watching Village, Kurusta - pustari reservation, where the nomads stayed while visiting their cairns. Now overstuffed with Ebéteen refugees under the watchful eyes of Iksan and Pustari guards.
3. The Hematite Bulwark - seven rounded, half-tumbled buildings, all narrow entrances and pillared halls.
4. The Redstone Cairn - memorial to a bandit wight of yore, the stones have leached red stains into the earth.
5. The Riddling Pool - a crevice widened by Ebéteen princes into a cenote for ritual baths and holy-days.
6. The Bone Cairn - no shade trees grow around the great bone cairn and the soil is spongy, laced with a probing fungal mycelium.
7. The Oathbinding Stones - littering the darker paths, teal stones dragged from the deep desert are carved with pustari ancestor poems.
8. The House of Shoes - an age-wearied beehive structure of massive stone blocks, its niches overflowing with sad shoes.
9. The Goat Sphinxes - roaming feral around the plateau, goats with wizened human faces sing strange songs and nibble every shoot they find.

## FACTS AND RUMORS D9

1. The blood of an ancient shoeless folk has cursed the esplanade, and shod feet wake the shoeless dead.
2. The meat of the goats is cursed and makes people go deaf.
3. The water table is surprisingly high on the plateau.
4. Caught in the grey loam are pools of unclotting, undead blood.
5. Some of the oathbinding stones are viciously cursed, especially those marked in the untranslated twisting glyphs.
6. Archaeologists exploring under many of the cairns discovered deadly bloody quicksand.
7. The pustari are abducting pretty Ebéteen refugees to sell them into slavery, and the Iksans are turning a blind eye.
8. As the river erodes the riverbank the shoeless dead sometimes come tumbling out.
9. The faces on the trees grow naturally, on full moons they speak gibberish.

## 4. ESPLANADE OF HIGH SPHINXES

The valley is a dry, inhospitable post-industrial wasteland where the Izvoreni slave engineers were exiled by the Ebéteen masters.

- ∴ **Aura:** pitiless and cruel, like the sun above. Advantage theft and intimidation.
- ∴ **Conflict:** Izvoreni exacting revenge on Ebéteen.
- ∴ **Resistance:** explorers and mad eunuchs delving deep into old factories.
- ∴ **Innocents:** Izvoreni and Ebéteen families alike.
- ∴ **Opportunity:** Charoni smugglers tempt Iksan mercenaries to bypass customs on the River of Life.
- ∴ **Air:** dry, dusty, itchy.
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- ∴ **Earth:** dust, concrete debris, tar.
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- ∴ **Architecture:** brutalist concrete monstrosities, yawning halls, brick slums, canvas tents.

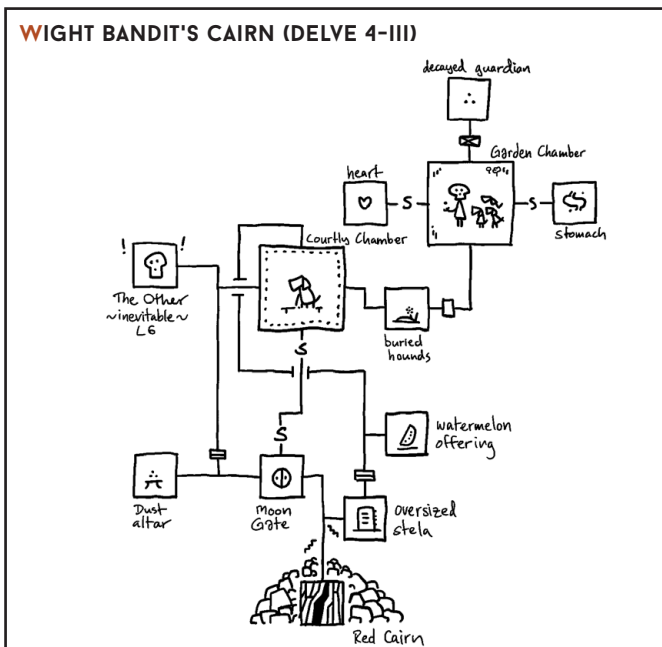
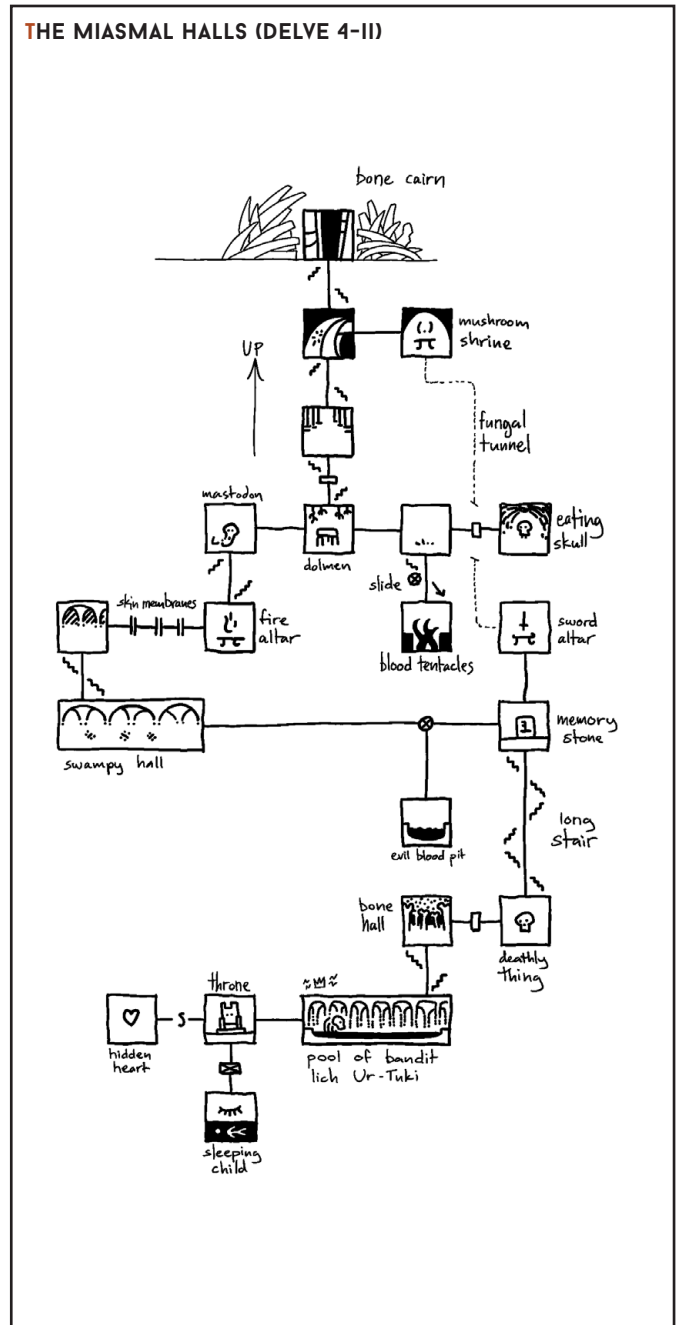
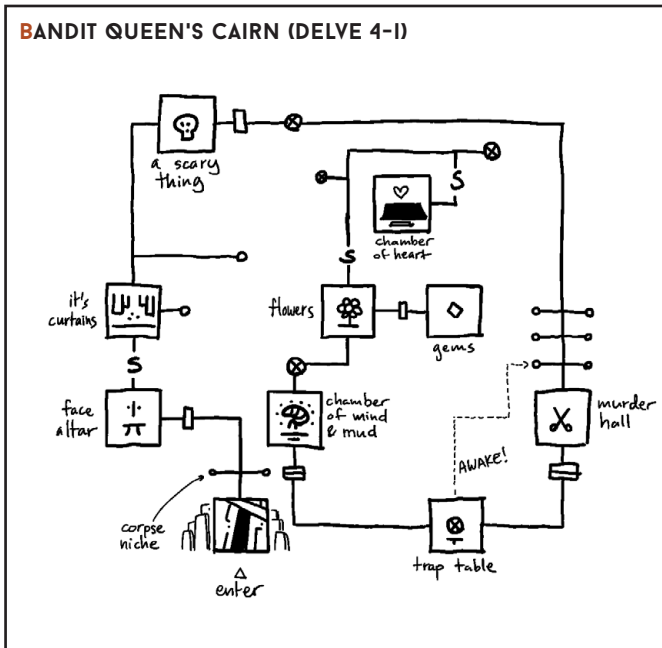
### HIDDEN SIGHTS D6

1. The Master Face - a six-metre cubist face-shaped fungus growing and gently dreaming under a rough cairn of green stones. It was once a merchant queen.
2. Bandit Queen's Cairn - hematite and anthracite pylons guard a narrow entrance into a spiralling complex of mean passages and low halls. Deep: in the chamber of mind and mud the bandit dukes (L6, poncy aristocrats) are venerated with flowery offerings. Deeper yet: the heart of the bandit queen Piskila lies wrapped in black satin.
3. The Wight Bandit's Cairn - ochre smeared narrow passages lead into the cairn. Deep: in a courtly chamber, the good dog is celebrated. Deeper: in a garden chamber the great bandit wight Istemari (L5, charming) plays with her three dogs into eternity. She wears solar armour of silk and spiderfish leather.
4. The Miasmal Halls - beneath the cairn of bone, the fungal roots keep the accursed blood pumping and many chambers dry. Deep: behind three skin membranes the miasmal halls begin, the air thick with undead mosquitoes and noxious smell. Deeper: in a swampy hall held up by great pillars of mastodon bone the water-soaked bandit lich Ur Tuki (L12, weightless) floats gently in her pink-tinged pool. Her gaze spreads a malarial miasma that weakens the body and poisons the mind. She knows the words of the *Sustaining Drops of Liquid Ambrosia Against Dehydration* and wears the glamorous crown that protects from sun and heat.
5. The Turquoise Stone of Flesh - incongruously stuck in the twisted bole of an ancient shade tree, this Pustari oathbinding stone was touched by the Living God when they first arrived in this land. A memory manor rests within it. Inside: a reed-choked lake of ghostly crocodiles (L3, flickering) whose bite is accursed, *Turning the Waters of the Body to Clay*. At heart: a memory shard of the youth that was the Living God sings the *Cure for the Slow Petrification*.
6. Circle of Wisps - within the confines of a cairn is a blood-logged clay morass (L8, quicksand) stubbled with stumpy trees and yellowed bone. The morass sucks and grasps at living creatures, trying to eat them. Small wisps (L0, tricky) float and bob above, offering amusement to the stuck and dying. Within: a stumpy tree riven by tears of quicksilver is an injured clockwork owl named Ilomatar (L2, far-sighted). The owl misses its dead master, the pustari prophet Ikoya, and knows the secret of *Sight Beyond Sight*.

### SCENES D8

1. Baby-headed undead goat sphinxes (L2, sky-besotted) mewl as they prance about in idiot riddle dances and praise the sun.
2. Bond slaves of a bandit king, buried to their necks in the loam as sacrifices to a cairn king. Saving them invites a wight's ire.
3. Swarm of prancing skeletons (L2, chuckling) bearing a rekari musician in thigh-high boots into a cairn mouth. The boots are cursed and hard to remove.
4. Black goat sphinxes (L3, naughty) offer their milk and cheese. They know this will spread the curse of the Eversinging Desert Spirits of Sholoth, which makes the victim go deaf even as monotonous desert songs resound in their ears evermore.
5. A cloud of miasmal undead mosquitoes (L2, blood-sucking) plagues a group of Ebéteen refugees, raising ugly necrotic weals on their soft, luxury-accustomed skins.
6. Several Pustari nomads purchasing Tirsteen slaves from Ebéteen insurgents with guns and explosives.
7. Pustari warriors (L1, sword-loving) petitioning an Iksan guard detachment to let them "take care" of the refugees, so the guards can get some rest.
8. Great blood-gorged ticks (L3, long-mouthed) struggling as they come under attack by a swarm of leech-rats (L3, blood-stealing).





**ENCOUNTERS D6**

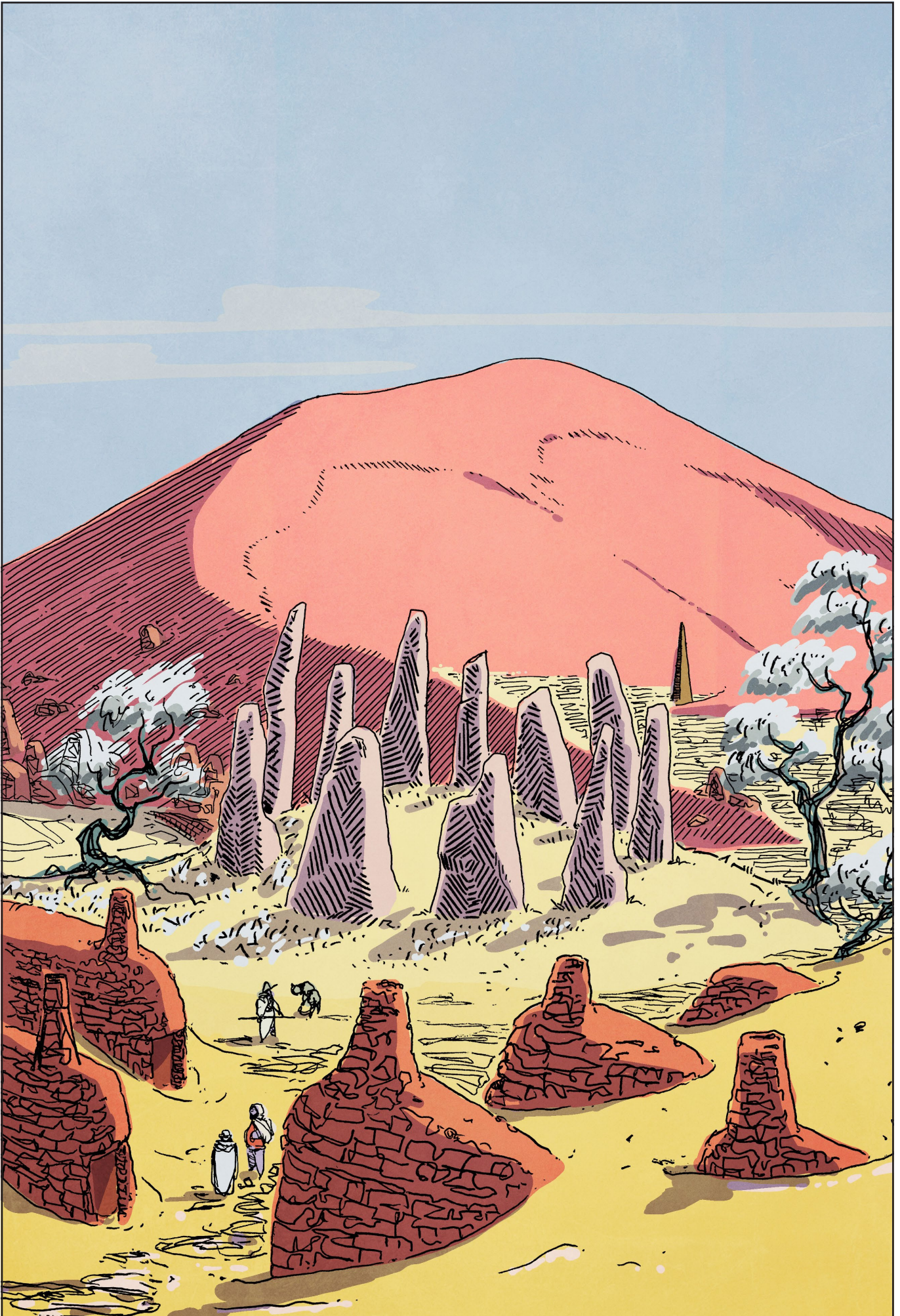
1. Many Tirsteen slaves hiding several well-armed Ebéteen insurgents (L2, explosive).
2. Several Pustari slavers (L1, polite) with good mercantile connections.
3. A pack of hyenas (L1, happy) cackling as they eat a twitching half-ghoul.
4. A disembodied preserved hand writing accusatory verses in the mud.
5. A flock of mud crabs nibbling on undead goat droppings.
6. An ascetic with no face (L6, meditating), a diamond body, snow hands, and air feet, dances slowly with an obsidian blade. The ascetic knows surprisingly little.

**TREASURES D6**

1d6-3 x 4,000 shekels per delve, 1d4x20 per encounter

1. Obsidian pickaxe that burns mummies.
2. Seventeen malachite arrowheads that destroy ghouls.
3. Glass dagger that cracks iron.
4. Animated wooden toy sphinx.
5. One disgustingly ornate Ébéteen body shield covering a corpse.
6. Dolmen capstone of submetallic anthracite carved with grotesque snails and goats.







# 5. TOMBS OF THE ELEVEN

Crumbling ridges of bleached rock create a bowl where the kiln-tombs of the eleven 'respected professions' stew together with bits of bone eroding from the dusty soil and silver-barked thorn trees. The heat is oppressive and in the shimmering air the kiln-tombs clamber and claw at the pitiless sky. An aroma of cinnamon suggests forgotten holidays.

Dry centuries have built a pale dune from the dust of brick and bone. It is eating the tombs within the bowl slowly, a gourmand of decay.

Among the lost splendor Solarcity pictographs still glare from peach-glazed brickwork, demanding attention and obeisance. Underfoot shards of glaze tinkle and crunch with high and gentle tones.

**Colour:** terracotta bricks, white and yellow soil, silvery trees.

**Smell:** pungent, cinnamon.

**Feel:** silent and sharp, like a mirror about to break.

## SIGHTS D6

1. Respectful Henge - eleven pink-speckled pillars of luxulianite with bas-relief glyphs of the respected professions arranged around a cauldron-altar for cooked sacrifices.
2. Three-Sided Obelisk - a smooth-worn pillar of calcinated umber inscribed with pictographs for "engineer," "tailor," and "soldier." Its base is buried the ash and debris of centuries of offerings.
3. Abandoned Maintenance Town, Pokariraya, Robhét - sand-filled izvoren houses overlaid with early Ebéteen palaces, converted into simpler Tirsteen tenements, now home to broken shadows.
4. Peeling Blue Tomb Tower - a transcendent monument to perfect truth, defaced many times, now given to gentle decay and screeching dust birds.
5. Pale Dune - a salmon monstrosity, reminding everyone that sees is of the inevitability of decline. Its sand grinds surprisingly fine.
6. Dessiccated Oasis - glazed benches and petrified date palms surround an empty hole. Creaking ladders and stairs lead into it. At the bottom is a plug of living stone covered in pictographs for "memory," "destitution," and "the eating terror of entropy."

## THE ELEVEN PROFESSIONS

1. Administrators, replaced by the infallible memory of the Living God.
2. Barbers, made irrelevant after the Living God brought hair under the voluntary control of the Ebéteen.
3. Brewers, replaced by the opium priests, who administered the Living God's dream essence to the faithful.
4. Engineers, replaced by the biomancers, with mechanical labor relegated to slave Izvoren.
5. Tailors, replaced by the skin weavers, who would grow clothing from the delicate organic gifts of the Living God.
6. Cooks, replaced by the Giving Eunuchs, who used the flesh of the Living God to feed the faithful.
7. Soldiers, replaced by hormone-enhanced shackleminds and their neuromantic minders.
8. Lawyers, replaced by the eternal all-truth of the Living God.
9. Doctors, made irrelevant by the perfect blood magic of the Living God.
10. Journalists, replaced by the immanent and immediate insight of the Living God.
11. Innkeepers, made pointless by the rest-temples.

## FACTS AND RUMORS D8

1. Those clans who were buried here were all cursed to slow decay.
2. Breathing the air of failure infects one with failure.
3. Water turns to vinegar among the tombs of the eleven.
4. Respect and pride were sins in the eyes of the living god.
5. Hidden within the dry and deadly tombs are ancient powers, too dreadful even for the Ebéteen meat-makers.
6. Anyone belonging to the eleven professions is safe within the tombs.
7. Do not sleep in the tombs, for the resentful shades will leach of you of joy and turn the taste of every morsel to dust and regret.
8. The shackleminded released to starve are falling to cannibalism and corruption, their sculpted mind-flesh turning more and more ghoulish.

## 5. TOMBS OF THE ELEVEN

The tombs of the eleven respected professions, also known by the Ebéteen as the eleven poor guilds, are the resting place of the traditions and knowledge made obsolete by the Living God and its biomantic aristocracy.

- ∴ **Aura:** brittle, fragile, and cruel. Words cut like knives in the mouths of the powerless.
- ∴ **Conflict:** resentful shades tormenting refugee descendants of their persecutors.
- ∴ **Resistance:** half-forgotten cults seeking ancestral powers once again.
- ∴ **Innocents:** shackleminded laborers released to starve.
- ∴ **Opportunity:** Tirsteen collaborators point the way to forbidden powers.
- ∴ **Air:** hot, dry.
- ∴ **Water:** rare, gritty.
- ∴ **Earth:** ground brick, bone dust, pale sand.
- ∴ **Green:** silver thorn trees, pale sedges.
- ∴ **Architecture:** glazed towers, teetering kilns, brick-lined catacombs.

### AREA CURSE

Grinding time: the whole neighborhood would like nothing better than to be forgotten. Accursed time grinds like teeth in the back of every sentient mind that visits.

Every hour, every visitor has a 1 in 20 chance of permanently losing a memory (and a mental stat point). It just leeches away.

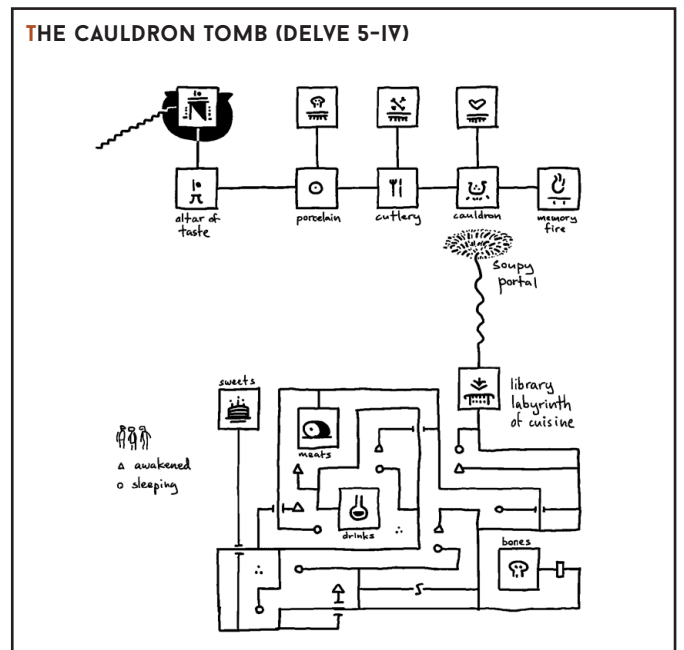
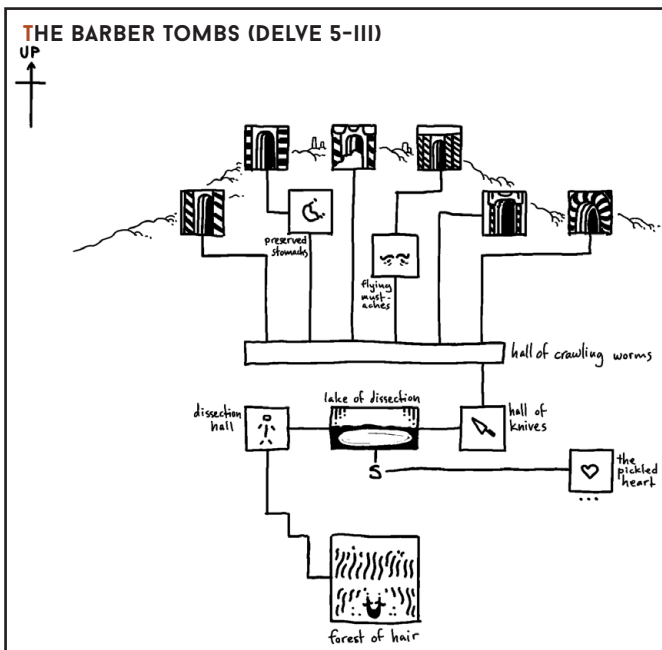
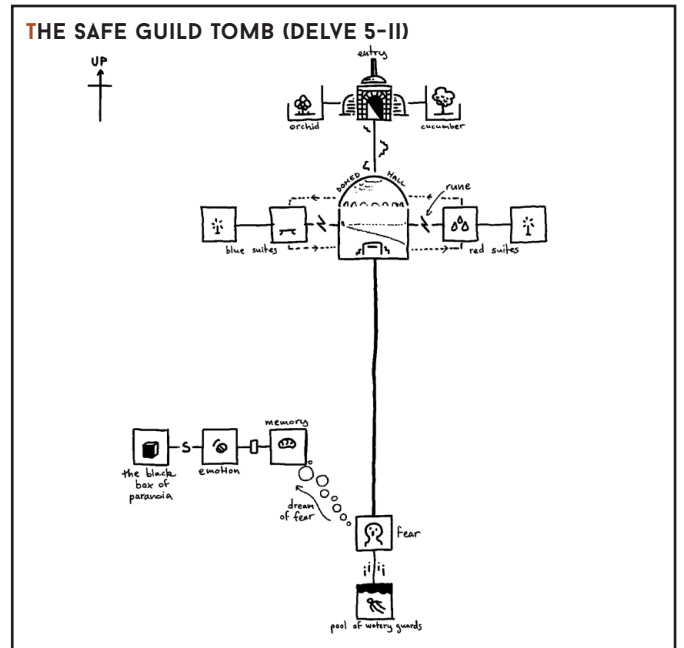
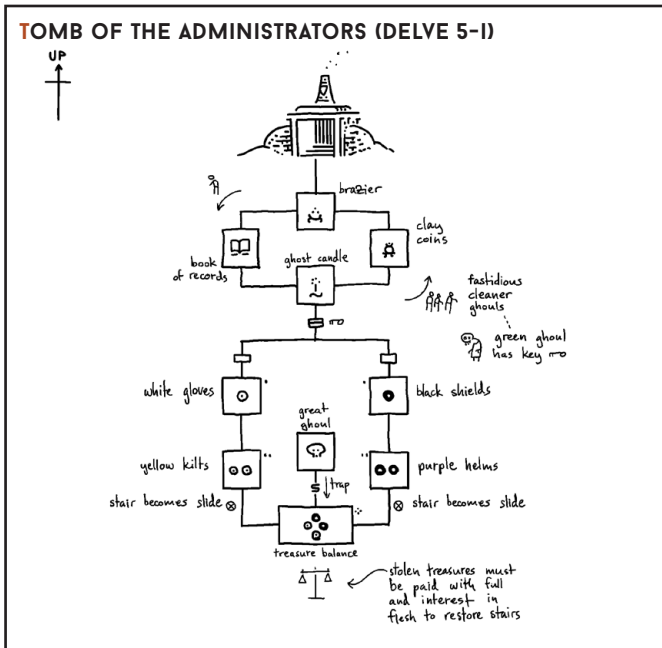
### HIDDEN SIGHTS D6

1. Dune of Potsherds and Egg Shells - a small dune of slithery fragments has accumulated in a depression. The petty incantations on the shells and the weight of centuries of regret has animated it with an animal hunger. It waits to slip and slide and cause great falls.
2. Seventeen Totemic Pylons of Ceramic and Wood - bound in synthetic sinews, the pylons are permeated with centuries of prayers and hold the key to summoning an ancestral professional.
3. The Tomb of the Administrators - kept clean by the clan's fastidious urges, decorated with ghoulish depictions of double-entry bookkeeping and pretty lilac and peach tiles. Inside orderly chambers follow one another, seducing visitors deeper and deeper. At its heart is a ravenous great ghoul, driven by compounding urges to eat and grow.
4. The Safe Guild Tomb - a red-and-blue-tiled affair surrounded by ghastly imitation orchid bushes and cucumber trees. Within terrified shades cluster behind runes to protect them from the living. At its heart is a hollow well of fear.
5. The Barber Tombs - a striped forest of wood-panelled tombs, decorated with ceremonial razors. Within the knives remain sharp and glittering, dripping with the smell of disinfection, clamoring for dissection. Very deep is the beard of the first Ebéteen barber, Ptebrihep, still alive, still seeking a new face.
6. The Cauldron Tomb - a bronze-lined tomb decorated with ladles and knives, skewers and tongs, pots and eat-sticks. Within is a great sacrificial cooking pot that opens a soupy gate. Beyond is the forgotten library of mighty recipes guarded by the Master Chef (L13, avatar of cuisine).

## SCENES D6

1. An opium-addled coterie of many wailing, dirty Ebéteen (L0, crooked) prostrating themselves, summoning ancestral spirits (L2, incorporeal travelers). One of them is a Tirsteen spy.
2. Four ghost-rank legionnaires (L4, esteemed) squabbling with a guide over a cursed map to the Tomb of the Unseen Soldier.
3. A poorly hidden couple of surprisingly handsome young Ebéteen, Hurbendis and Amirometra, atop a curious tomb-tower accidentally dislodge a loose brick. The deadly projectile hits a hero on the head (deadly, helmets save lives). They say it was an accident.
4. Elephant skull on a polished marble column. Cords of solar hair bind the ancestral spirit Posabis (L0, astrally attuned) to the skull. The spirit can see into the astral realms and likes to give directions, mostly accurate. Wants to suck vital bodily fluids if permitted.
5. Small coterie of Tirsteen leading an Exile named Pepis (L3, holy drunk) in search of the Brewers' Tomb.
6. Starving Shackleminds (L2, paralyzing) feast on the bodies of a mother and child in a tableau that would make an impressive neo-renaissance painting. The cannibals will become ghouls soon enough.





## ENCOUNTERS D8

1. Shades of bitter regret (L4, incorporeal) take away happiness and inspire hate.
2. Swarm of vicious wasps (L3, noisy) in a flowering prickly-pear cactus.
3. Many Ebéteen rebels (L2, lying) pretending to be shepherds.
4. Several Tirsteen cutthroats (L2, rough) looking for an easy mark.
5. Many Tirsteen shepherds (L1, pathetic) trying to lay low.
6. Nest with a few poisonous vipers (L1, venomous) coiled around quartz eggs.
7. Several feral goats (L1, wise).
8. Giant crickets making a loud and irritating noise (L0, plump and chewy).

## TREASURES D8

1d6-2 x 3,000 cash per delve, 2d4 x 10 per encounter

1. Grandly carved archaic's rod of silver and azurite.
2. Silver mongoose and walnut necklace in the Upper Edenist style.
3. Heavy cache of elegant red-and-black ceramics.
4. Decorative synthetic sinew and a silver golem operation tablet.
5. Baroque giant egg engraved with loving depictions of birds and beetles.
6. Gilt plaster foot of perfect proportions and excessive attractiveness.
7. Box of bronze-and-crystal medals of the Second Reinterpretative Expedition of Gonsoptis VI.
8. Golden collar bone engraved with a half-functioning healing ritual.





# 6. ORCHID BARRACKS OF THE WATCHERS

Bone-dry ridges stand out from the dusty dunes, their yellow stones still incised with solarcity eyes. Erosion has reduced this neighborhood to a badland of compacted ruinstone and scoured gully.

On the highest ridge flowers a brutal orchid of rough living-stone painted garish red and chilling blue. This was the fortress of the Ebéteen Company of the Maintenance of Balance, now it is a carcass ripe for processing.

Chains of carnelian rise into the air above the fortress, pulled by the archaic magics the Flesh God used to bind a half-existing temple into the sky. Fields of force ripple and flare in the air with soft ripping sounds, like strips of skin flayed off a titanother.

**Colour:** yellow stone, rusting dust, blue-and-red livingstone, scarlet ivies.

**Smell:** itchy, sour.

**Feel:** violently decomposing, like a days-dead beached river turtle about to burst.

## SIGHTS D6

1. Orchid Barracks, Ebéteen Company of the Maintenance of Balance - the flower of living-stone rises ten stories high, pocked with hollow ports.
2. Temple of Half-Existence - an octahedral ziggurat the color of bleeding meat flickers between existence and nothingness, straining to escape into the sky. Great red chains bind it to the Orchid Barracks.
3. Rusting Canyon - the gullies deepen and merge into the Rusting Canyon, carving through compacted centuries of reinforced construction.
4. Ruinstone Alluvial Fan - at the mouth of the Rusting Canyon a cone of hard-edged ruinstone spreads across the valley below. Metal bones and skulls peer out of shattered ruinstone chunks.
5. Cosmic Tombs - polished smooth by the erosion of untold eons, dark red like gaping demon mouths, they pucker to life where the gullies expose them. Three are known. Stars sparkle within their depths.
6. Six Stone Eyes - upon the sides of two mesas ancient eyes of stone swivel, stare, and glare. Each orb as wide as an arm span, empty holes mark where long-dead lords removed their like.

## FACTS AND RUMORS D10

1. The Ebéteen army held out longest in the badland.
2. The whole neighborhood is thick with improvised explosives.
3. The ancient tombs were devastated in the fighting, nothing remains there.
4. The cosmic tombs predate the Living God and Ebéteen cultists are trying to plumb their depths for weapons against Iks.
5. All the plants in the area are toxic because of the old curses.
6. Entropy lies thick upon the place, crumbling new-made tools to dust.
7. The Ebéteen resistance has caches of materiel hidden in the Rusting Canyon.
8. Some of the metal remains trapped in the ruinstone still move.
9. Ebéteen lifemakers still move about the Orchid Barracks, their flesh part of the biological systems keeping the livingstone fortress alive.
10. An Ebéteen general and his honor guard fled the last advance and have holed up in the half-existing temple.

## 6. ORCHID BARRACKS OF THE WATCHERS

The orchid barracks were the main Ebéteen military installation in the Dead City, watching over the routes to the nearest Pustari oases in the desert. The fortress looms at the edge of a high massif of compacted structures from lost eras, riven by erosion.

- ⋄ **Aura:** exhaustion, emptiness, destruction heaped upon destruction.
- ⋄ **Conflict:** Iksans mopping up Ebéteen resistance.
- ⋄ **Resistance:** entropic disasters leaking through the eroded bedrock.
- ⋄ **Innocents:** Tirsteen conscript laborers left behind after the battles.
- ⋄ **Opportunity:** Mad prophets summon apocalyptic horror from cosmic tombs.
- ⋄ **Air:** stale, sour.
- ⋄ **Water:** rusty, flash floods.
- ⋄ **Earth:** friable conglomerates, ruinstone, metal bones.
- ⋄ **Green:** toxic ivy, thorn bushes.
- ⋄ **Architecture:** livingstone bulwarks, erosion-polished cyclopean vaults.

### AREA CURSE

Horror of Cosmic Emptiness: the collapsing magics of the Fleshgod have created a welcoming void for the emptiness between the lives of mortals (whenever any die shows a 4, that character loses an action or one of their items crumbles into red and blue dust).

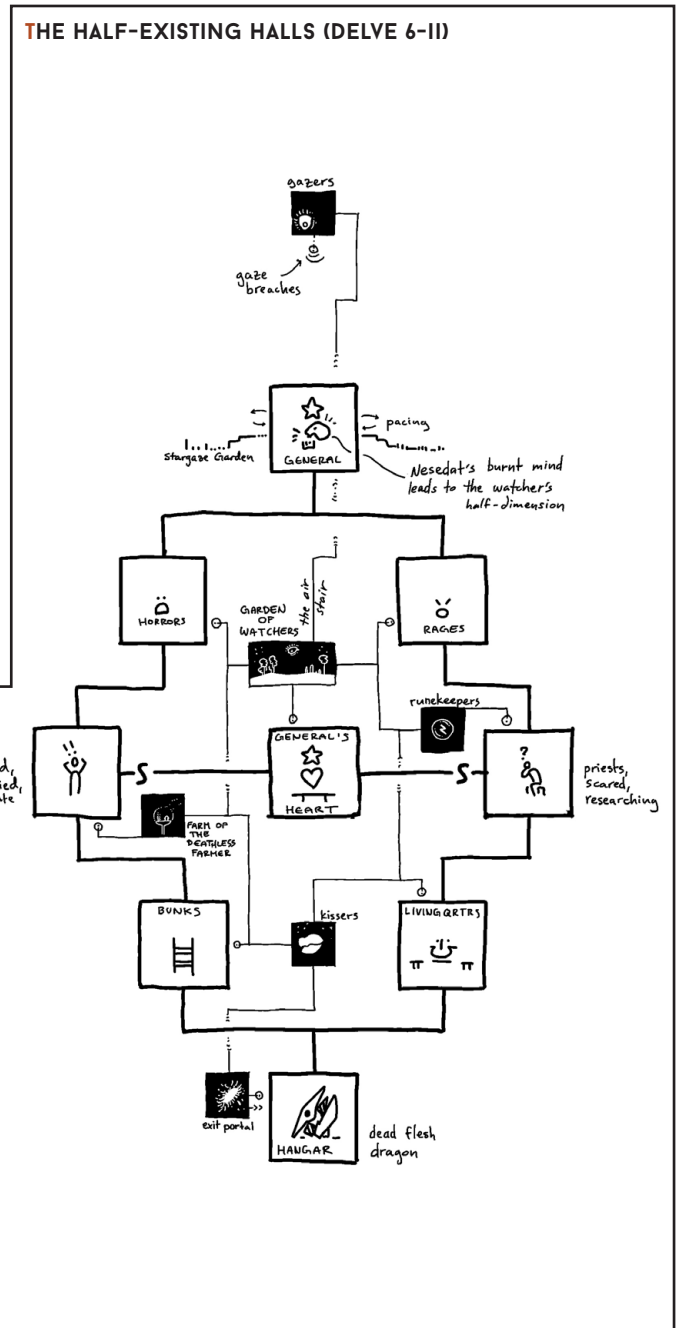
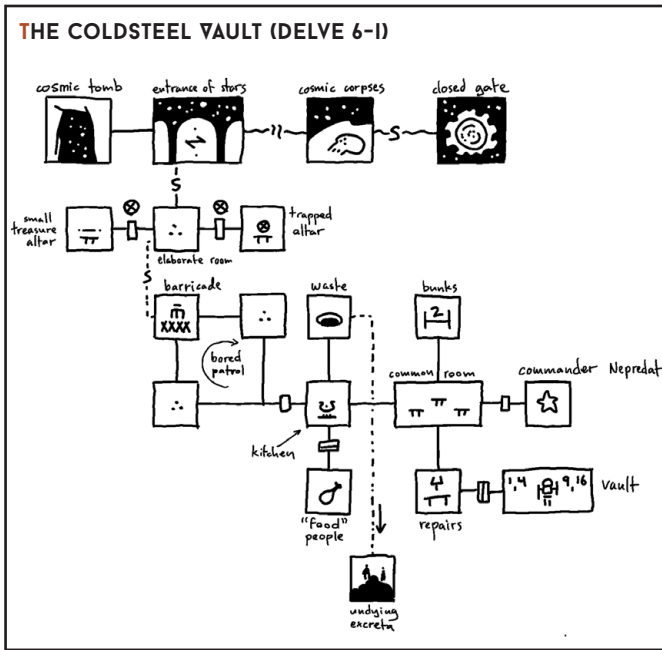
### HIDDEN SIGHTS D6

1. Coldsteel Vault - Ebéteen firebreather armory drilled into the entrance hall of a cosmic tomb. Within, Ebéteen resisters driven half-ghoul with cannibalism maintain their coldsteel suits in preparation for Flesh Gods reign of fire which never came.
2. Final Ammunition Factory (hidden settlement) - the entrance buried by the Ruinstone fan, an ancient Izvorenî bunker repurposed as a manufacturing village by the Ebéteen. Within, Tirsteen and shackleminds work under priests to produce war juices and flesh enhancers for the Ebéteen resistance. Deep within, meat priests cultivate shards of the Fleshgod to feed the toiling mass.
3. Iksan Excavation Outpost - ramparts of amalgamated ruinstone clatter and gasp in metallic agony. Grand Commissar Triteã overseas clearing and demining.
4. Dream Of Eternal Wait - an extra-dimensional egg occupies the heart of the Orchid Barracks, occluded from this world. Iksans suspect it is an Ebéteen refuge. Actually, it is a refuge of the Shtrakha, glass people filled with light who fled the Virgin Medusa in forgotten eons. The Ebéteen figured out how to drain the energy of their invulnerable egg to fuel the growth and repair of the barracks.
5. The Accursed Fields of Air - ripple forcefields around the Half-Existing Temple move and play with dead Iksans like swirling leaves. Their forms writhe and crackle as Ebéteen curses of Contraction and Distension, of Drying of the Flesh, and of Softening of the Bone play with them. The fields are a translucent labyrinth for those without charms of approval.
6. The Half-Existing Halls of the Watchers in the Walls - half of the levitating octahedral temple imprisons the unliving Ebéteen general Nesedat (L7, flaming telepath) screaming his entitled rages (L2, burning) and horror (L4, clammy embracing) into existence, while his desperate honor guards (L2, babbling) seek escape from this living nightmare. Sideways within, the Watchers of the Dead (L3, gazing) look on sadly at this folly of mortality.

### SCENES D8

1. Plague-ridden squad of Ebéteen survivors (L2, infectious) are trying to salvage a heat resistant coldsteel suit from a collapsed tobruk.
2. A team of Gorri engineers is removing clinging octopus bombs from an improvised gully bridge.
3. Crawling toxic ivy has besieged a family of shackleminds in a crumbling atheneaeum.
4. Several Iksan party investigators are poking around casually in the rubble of a tomb so old the ages have wiped away all but an aura of vague horror and cosmic distance.
5. Iksan Noble Legion troopers (L3, angry) are rounding up wailing Tirsteen war-laborers.
6. Nemuni, a heretic priest (L4, apocalyptic) with the tail of a snake is preaching the end times to a congregation of filthy and desperate Ebéteen.
7. A band of Iksans and Gorri mercenaries is burning Ebéteen scriptures recovered from a war-priest repository.
8. Leveller and entourage examine a clockwork hand gripping an axe of jade and ivory and electrum that destroys the unquiet dead and their nemeses.





**ENCOUNTERS D6**

1. Magnificent demonic idol (L7, body-stealer) made of glass and crushed dreams, a conduit for demonic possession.
2. Iksan white bone walker (L5, inhumane) operated by an accursed undead leveller (L4, soul-crushed).
3. A dozen aged shadows (L2, indolent) brooding above the forgotten tombs.
4. Several Iksan legionnaires (L1, victorious) marching many unarmed Tirsteen plebs (L0, beaten) to a repurposing camp.
5. A few clockwork dogs (L1, winding down) bereft of their masters.
6. Beautiful, incongruous flower pot (L0, immobile), surrounded by red and blue dust, dreaming of better times.

**TREASURES D8**

1d20-10 x 2,000 shekels per delve, 1d20 x10 per encounter

1. Iron-bone mace wrapped in human leather and carved with cannibal glyphs.
2. Porcelain tablet traced with silver, inscribed upon it Ashubak's Invocation of the Storm of Stones.
3. Dental implant imbued with the Eating of the Flesh of the Vile Intruder.
4. Very fine silk and malachite armor.
5. Brass and godskin gauntlet inscribes with commands for controlling the walking dead. Can control one walking corpse per finger.
6. Malachite doll with golden hair, smeared with the blood of a virgin.
7. Coldsteel breastplate that never heats up in the sun.
8. Ivory-handled multi-tool knife.







# 7. GLAZED TOMBS OF THE WATER ADMINISTRATORS

Serried blue-glazed brick tombs stand like stiff schoolmasters, ranked by yellow brick obelisks and split by black-watered canals. Great ghostly cats, drinkers of sorrows (L7, half-phantasmal) wade in the canals, disturbing geese and herons and silent blind frogs. Date palms and begonias hide death-pale deer (Lo, musk-flavored) and drunken derelicts (Lo, prophetic), while the diktats of the Ossified Administrators shout from great painted panels, "Glory! What the sleepers of these bed-tombs have done!" The dank air is heavy with scented putrescence.

**Colour:** blue glaze, yellow brick, black water, vivid palms.

**Smell:** dank, fragrant, moldy.

**Feel:** gently sinking into mold, drowning in itself.

## SIGHTS D6

1. The Water Brain Courts - a pink-tiled complex of temples, walkways, pools, aqueducts, catfish, and pumps that form a vast difference engine, which the Cult of Everflowing Life used to administer the hydraulic government.
2. The Diorygoglyph - the viscid-watered canals of the neighborhood are themselves a great ritual glyph, slowly invoking itself over and over, drinking memories and imagination to replace them with acquiescence and acceptance.
3. The Grand Canal - a wide body of water, with gilded barges and singing ghouls.
4. The Opulent Garden - a gift from the Flesh God to the Water Administrators, it served as a respite and a place of research into aquatic vegetation.
5. The Recordarium of the Tombs - a Red-and-Mauve cube filled with mummified administrators whose memories record the ancestors of the Ebéteen.
6. The Immovable Brick - a carnelian brick of pure void-stuff, it exists, suspended in thin air amidst the crystal stumps of a pre-Occultation temple to an obscure translating divinity.

## FACTS AND RUMORS D10

1. The death-pale deer are poisonous.
2. The water administrators were the original divine guard of the Flesh God.
3. The viscid waters are filled with decaying memories.
4. Drinking the waters can summon a holy demon.
5. The drinkers of sorrows are harmless if undisturbed.
6. The great flowers give people gentle dreams.
7. The golden catfish are not alive.
8. The immovable brick is actually oscillating very slowly, counting down to an unknown event seven thousand years in the future.
9. The neural catfish release their knowledge when eaten.
10. A great brain dwells in a deep pool, absorbing the minds of lesser sentiences.

## 7. GLAZED TOMBS OF THE WATER ADMINISTRATORS

This neighborhood was not actually a tomb complex, rather it was an administrative hub of the Ebéteen Water Administration - also known as the Cult of Everflowing Life - which tracked the loyalty of the Ebéteen families and Tirsteen settlements, apportioning water and opiate rations to help the populace stay calm and carry on. The canals themselves form a massive circulating, self-casting glyph which cast a slow dream across the entire city. This occult machinery is now grinding down after the Iksan decapitation of the Ebéteen state.

- ∴ **Aura:** placidity, decay, acceptance.
- ∴ **Conflict:** liberators destroying Ebéteen records and memories for short-term profit.
- ∴ **Resistance:** terrified Ebéteen memory batteries awakening into unlife as the unified memory structures decay.
- ∴ **Innocents:** members of the Tirsteen gardener caste and the beautiful decorative creatures.
- ∴ **Opportunity:** the machinery of hydraulic despotism beckons.
- ∴ **Air:** slow, humid.
- ∴ **Water:** viscid, demonic, resistant to evaporation.
- ∴ **Earth:** brick, glaze, memory.
- ∴ **Green:** date palms and lotuses, mold, kelp and algae.
- ∴ **Architecture:** heavy pillars and walls encode information in their multi-colored glazed brick patterns, canals, aqueducts, pumps, and obelisks direct occult energies and keep water from evaporating.

### AREA EFFECT

Viscid Waters of Slow Decay: the waters are thick with decaying memories, which makes swimming suprisingly hard. Drinking the water causes no permanent damage, but there is a small chance of ingesting a Demon of Stormy Indigestion (L5, cursed, loud), and a large chance of forgetting a skill or a spell after encountering a ubiquitous Memory-death Eel (L3, silver-gleaming, heart-stabbing).

### HIDDEN SIGHTS D4

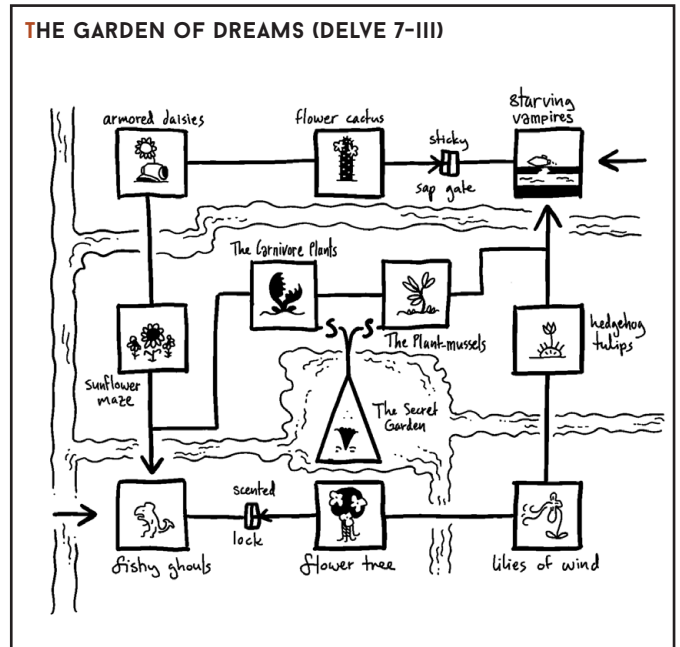
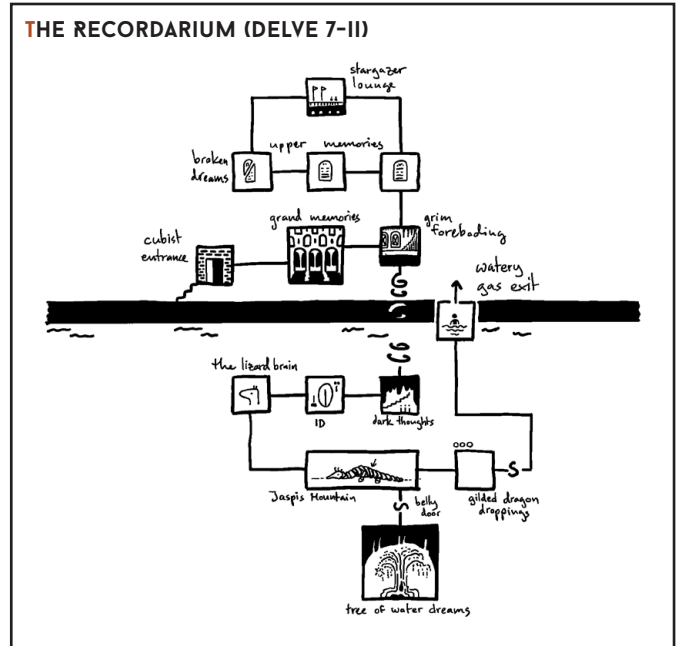
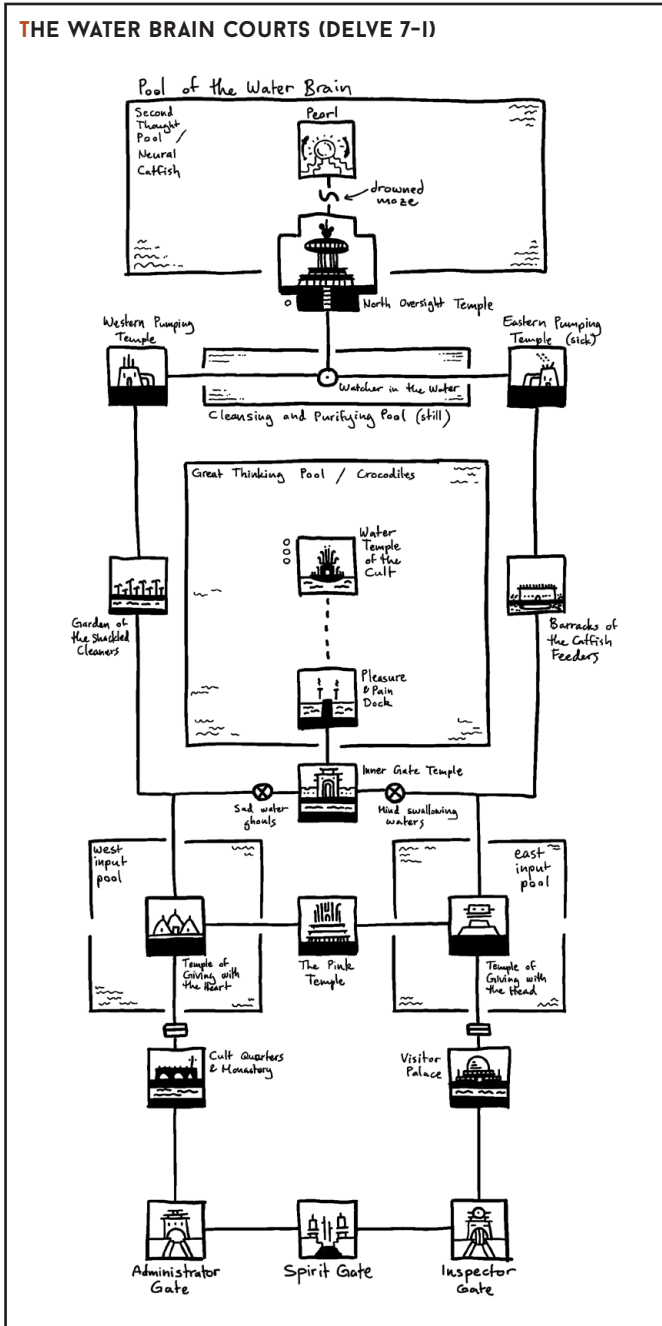
1. The Grand Canal Choir - under the shadowed fronds of splendidly bountiful amphibious date palms, in the depths of the grand canal, its shadowed waters are thick with crystalline lotuses and illuminated by the flashing forms of unliving golden catfish (L3, ravenous, leaping). Upon gilded barges moored in the centre, a coterie of Ebéteen water ghouls castrati (L2, paralyzing tunes) sings of the numerical proficiency of the water administrators.
2. The Pearl of the Water Brain - bathed in viscid waters, beneath the pink-tiled brick pyramid in the north-most of the Water Courts, pipes great and small churn with Neural Catfish (L0, reminiscing) taking terrifying news of Ebéteen defeat to the Pearl (L6, rational, rigid, un-reflecting) tasked with maintaining the hydraulic governance system. Improvisation is not its forté.
3. Garden of Dreams - opulent garden full of great flowers which unleash a soporific when disturbed. The scent attracts fishy ghouls (L1, aquatic) and starving vampire merchants (L2, weak, drained) hiding in nearby vine-choked follies and walkways. Deep within, an experimental orangerie of carnivorous plants and plant-mussel hybrids.

4. The Green Door of the Recordarium - small door concealed deep within, in the belly of the hundred-foot mummified wyrm Jaspis Mountain (L15, sleeping, beautifully posed), that leads to the Tree of Remembered Water Dreams, its fruits are the honey-sweet crystallized heads of Remembrants (L2, sleeping), who hold within them the biological magics and rituals to create and manage the water brains and their amphibious servant creatures.

### SCENES D6

1. Ebéteen administrators (L3, calculating, confused) and unrepentant soldiers (L2, amphibious, grim) huddle on the roof of a pink-tiled complex. Plotting? Aimless? Waiting? Their leader wears extravagant red chainmail.
2. Mummified Remembrants (L4, silver-veined, cold and collected) gathering their numbers to flee to the resistance in the provinces with the Books of Ebét safely etched into their crystalline brains.
3. Slippery step stones cross a canal, their sides thick with moss and mushrooms. They are safe. Nearby, slick-polished step stones traverse an incredibly deep canal. A pseudo-elemental (L3, tentacled, colloidal) lurks to drown those who would cross.
4. Resister Ebéteen Opium Priests (L2, demon-pregnant) or Snake Priests (L3, curse-ready) wander in shadowy procession with their soul-burned followers (L1, cursed) they carry caskets bearing Remembrant heads (L2, numbed) with rituals such as the Cure for the Slow Petrification or the Royal Blood of Purification.
5. A dried up vampire merchant lies pegged to an exposed obelisk, begging for wine to restore their flesh.
6. A dozen decaying skeletal builders (L1, daft) vainly bailing out a sinking tomb.





## ENCOUNTERS D6

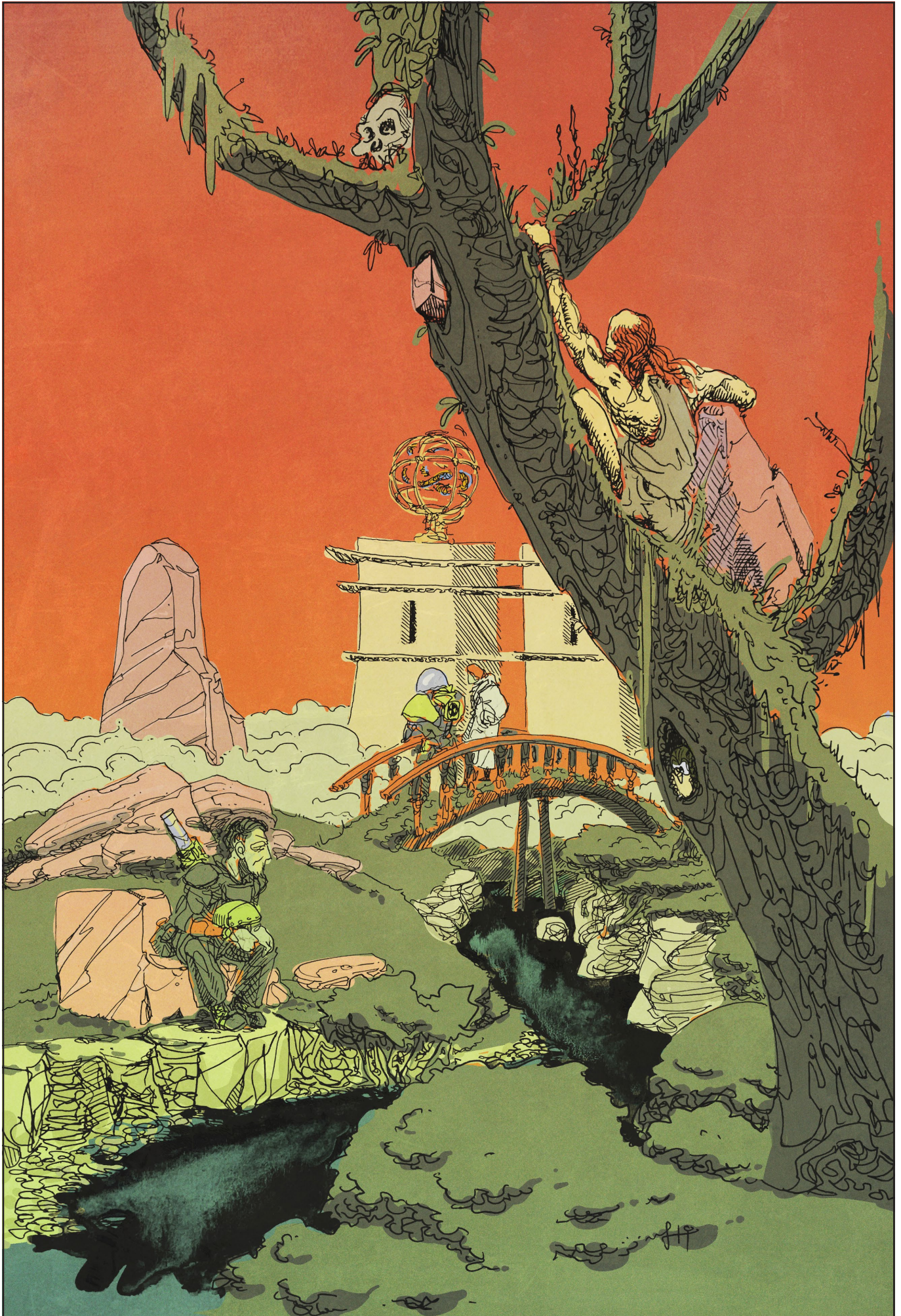
1. Many refugees (Lo, plump) cornered by a group of wooden 'vampires' (L3, hardened, tree-steppers).
2. School of fish jumping onto dry land to escape a ghostly crocodile (L3, shadowy).
3. Several ghastly undead deer (L1, blind, hungry) marching in procession.
4. Large dead trees giving forth great rancid yellow air jellies (L2, stinging).
5. Skeletal canal-cleaners (L1, daft) standing confused.
6. Many small porcelain rabbit golems (Lo, toys) scattered round a plaza, left there by a demented Ébéteen priest.

## TREASURES D8

1d8-1 x 2,000 cash per delve, 1d10 x 60 per encounter

1. Mosaic-covered skull depicting the Flight of the Solar Spirit.
2. Shadow dragon skull, diaphanous and smoky.
3. Ante-deluvian celadon and tungsten pot for purifying and sanctifying water.
4. Ornate chalcedony shield, heavy, yet harder than steel.
5. Golden warthog tusk necklace, grants immunity from pigs.
6. Copper and lapis pectoral depicting the Seven Erotic Dictats.
7. Set of gilt porcelain cups that tell the tale of Rugat the Delicious, who gave her flesh to feed the people of Ebét in their hungry passage through the Valley of the Lacking Sun.
8. Steel abacus with onyx and ivory beads. The frame hides a stiletto.







# 8. ANCESTRAL PARK OF HAZY RECOLLECTION

Green crystalline lichen covers sculpted hillocks and elegantly excavated hollows. Desert ivy cloaks marble follies and memorials. Oily trees droop, crushed limestone walkways loop, benches of softwood dot the parkland. A sublucent aura dims the sun to a perpetual twilight. Shade-like refugees hide in coiffed bushes escaping their gardeners' designs, while Ebéteen remembrants continue their silent meditations in memory circles and upon prayer pillars. Everywhere, Solarcity pictograms remind the visitor to find themselves through self-denial and hunger.

**Colour:** glittering green lichen, laurel green ivy, pinkish marble, buff limestone.

**Smell:** dry, minty, like biscuits of a sort.

**Feel:** elusive, ethereal, fading.

## SIGHTS

1. The Pylon of Music - paradisiacal tunes explode from the peak of the ornately carved edifice at the heart of the park.
2. Island of Desires Washed Away - an Izvoreni shrine of clockwork and livingstone hulks in the middle of a great limpid pond of catfish and lotus, it removes desires.
3. Garden of the Many Poets - a forest of pink marble slabs, veined like meat, carved with a millennium of paens to the Flesh God.
4. Circle of the Short Returns - an overgrown henge of black and white slabs, desecrated for centuries and turned into a picnic spot.
5. Palatial Folly of the Eclipsed - a grandiose series of false tombs and facades interspersed glens and pools, dense with the doddering Recreated Shades of the Unforgotten (L1, synthetic shadows).
6. Silent Grove of Peace Restored - a drove of oily trees, thick with the accreted emotion of centuries, where the Tirsteen would sacrifice their worries and anxieties to regain satisfaction in their positions.

## FACTS AND RUMORS D8

1. There is an undying bird that can restore life atop the Pylon of Music.
2. The park steals emotions and replaces them with numbness.
3. There is a stone circle where the dead may return for a day and a night.
4. The Recreated Shades are a failed attempt to restore the afterlife of the Solar Deity from an extradimensional backup.
5. The catfish remove the sex and the desire of whoever eats them.
6. There are no good poems in the Garden of Many Poets.
7. There are great demons that lurk and prey on the lazy and the unwary and the gluttonous.
8. Running away is always the best option.

## 8. ANCESTRAL PARK OF HAZY RECOLLECTION

In a former incarnation the Ancestral Park was an Izvoreni pleasure complex. Early in the Flesh God's ascendancy the Remembering Blood faction undertook a massive project to rebuild and recover the Unforgotten Dead from the destruction of the Solar Deity's heaven. The attempt failed and the veils between the world that is and the worlds that sail the voids was severely perforated. The Ebéteen patched the holes with a series of occultopoetic memorials arranged in symbolic orders of self-affirmation.

- ∴ **Aura:** appreciation, remembrance, fear.
- ∴ **Conflict:** Ebéteen heretics, Ebéteen rebels, Izvoreni revanchists, and Iksan land speculators in a four-way tussle.
- ∴ **Resistance:** Remembrants protecting the Ebéteen velar patch job.
- ∴ **Innocents:** the poems are innocent, beautiful, and worth less to a speculator than the marble they are carved on.
- ∴ **Opportunity:** the Izvoreni pleasure machinery could still work.
- ∴ **Air:** stretched thin, high-pitched, perpetual twilight.
- ∴ **Water:** muddy trickles and drip-pipes.
- ∴ **Earth:** crushed buff limestone and sandy drit laced with crystalline filaments.
- ∴ **Green:** anorganoid lichens, dust-adapted ivy, oily trees.
- ∴ **Architecture:** Intensive landscaping. Groves and greens intersperse with anachronistic marble follies and pylons erupting from artificial hillocks.

### AREA EFFECT

Dark Picnic Plague: Food left in the open and visitors sleeping on a softwood bench attract the attention of the Eater of the Hearts of the Unclean and the Evil (L9, ursinomorph, melodramatic). It is a demon of fear and terror, and the faster a creature flees, the stronger it grows and the closer it gets. Standing up to it weakens it by the minute, until it evaporates in a yowl of disagreement.

### HIDDEN SIGHTS D6

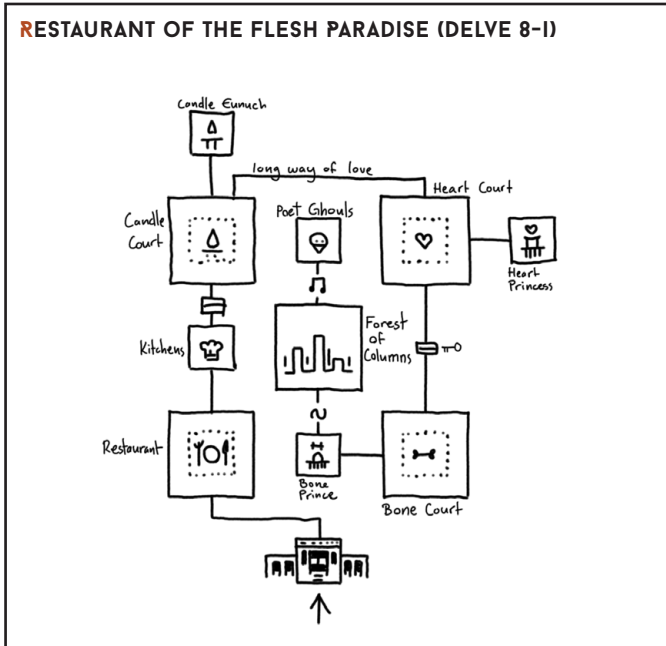
1. The Pylon of Music - atop the pylon is a gilded cage structure, inside it a Deathless Serpent (L5, angelic) whose gaze can turn flesh to water and whose venom can turn the bones to dust. The serpent coils around a wardrobe-sized music box that plays the tunes of paradise.
2. Restaurant of the Flesh Parade - behind three false courts, amidst a forest of decaying columns, the ghoulish poets celebrate immortality through the eternal game, where they battle in poems and odes before Desert Spirits (L6, playful, judging). The loser gives their flesh to be tattooed with the poems of the victor, becoming a biological phylactery for their mythopoesis.
3. The Epic of the Unsetting Sun - a labyrinth of organic stone veins and curls beneath the garden, like the shell of some obscene serpent snail, its walls covered re-curving glowing lichen that forms an almost-script. *Deep within* the dreaming poem becoming of the Unsetting Sun, the Green Sun, the New Sun of the Ebéteen. *Behind* the veil of sleep and dream and death, a womb of the Virgin Medusa protected by three Manifestations of Divinity (L9, post-angelic, mindless) within which rests an ivory egg. *Within* is the petrified foetus of the New Sun's never-born sister, who carries within her the spark and flesh seed of the Living God.

4. Shrine to the Angel of Passion - celebrated behind seven mind-bemusing screens, the Ebéteen Angel of Passion looks back from a hundred lip-curling visages that form and reform upon clockwork bronzed phalluses surrounding a seven-sided pond. Within are three bells, one of stone, one of steel, and one of pure seduction. The first satisfies the desires of mortals, the second induces fecundity, the third dulls the memory of loves lost.
5. Tomb of the Drunken Poet - marked by a pool of self-fermenting wine beneath a great red sandstone rock. An undying dog (L1, faithful) guards the entrance, clearly marked with the pictograms "weakness, mortality, forgetting" and "not a joke, serious, go away." There is a level-draining ward on the tomb. *Within*, inscribed on the insides of three jugs that hold the past, present, and future of the poet, is inscribed the ritual *The Spirits Enter the Waters*, which summons spirits to turn waters alcoholic.
6. Fountain of Unforgotten Love - corroded by ages of rains more acid than they are today, the alabaster still sparkles and ancient self-repairing pumps deep within still bring azure waters from some ancient aquifer. The waters restore mana or spells or memories of lost love. Are not all those one and the same?

### SCENES D8

1. A tawny spectral cube (L3, spectral, ageing) dribbles ectoplasm as it crawls along half-forgotten byways, attended by addled mummified cats (L1, rotting). Within its bulk floats the fabled dagger-or-sword (a magic weapon that is a dagger or a sword on command).
2. Cabal of body snatchers (L2, whips and chains) turning Ebéteen refugees into bodies for the Iksan Scholarly Society.
3. Several cannibal bandits (L2, warrior poets) feed catfish to their new captives to make them docile.
4. A few Tirsteen families (Lo, civil) desperately gorging on lotus, hoping to find the one that will let them un-know the fate of their cities.
5. Expeditionary corps (L3, methodical) of the Iksan Scholarly Society cutting up an Ebéteen occultopoetic memorial-poem for transport to the museums of Iks.
6. Cabal of Pustari caravaneers (L1, scrupulous) and a few fugitive Ébéteen priests (L2, god-forgotten), likely plotting escape from the dictats of the Levellers.
7. A dozen dead Ébéteen youths (Lo, corpses) arrayed in the Ritual Circle of Transitory Reanimation, a mere drop spilled in the yellow cup in their midst will awaken them. It says so on the cup. Trust the cup.
8. The suicidal poet Sebeopotop (Lo, lost), despairing at the loss of her eunuch lover, followed at a distance by the ghost of the poet Kemenogorop, full of hackneyed rhymes (L1, mind-numbing).





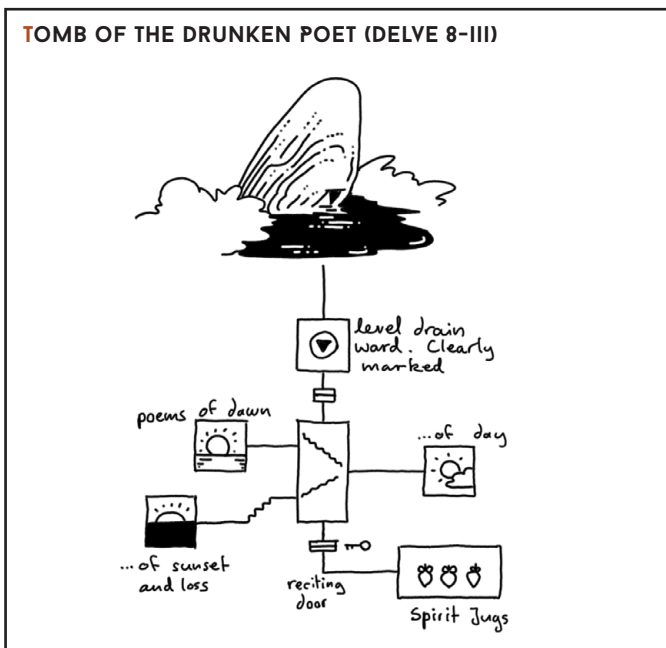
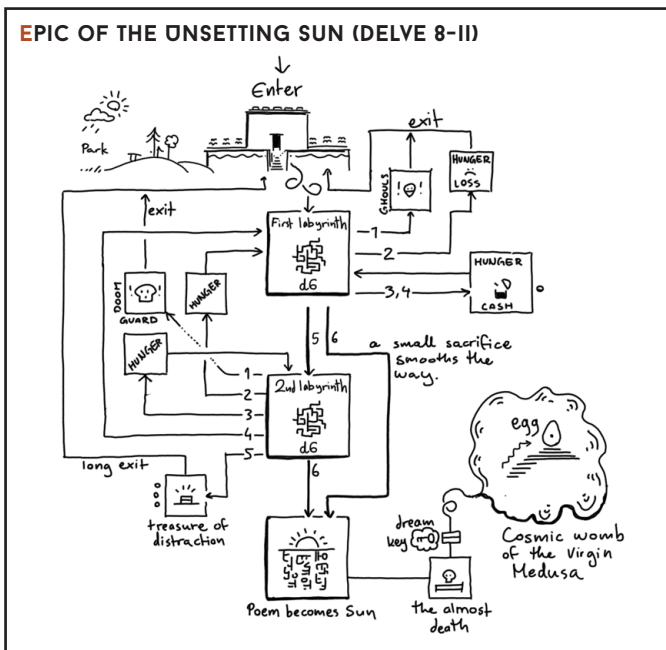
**ENCOUNTERS D6**

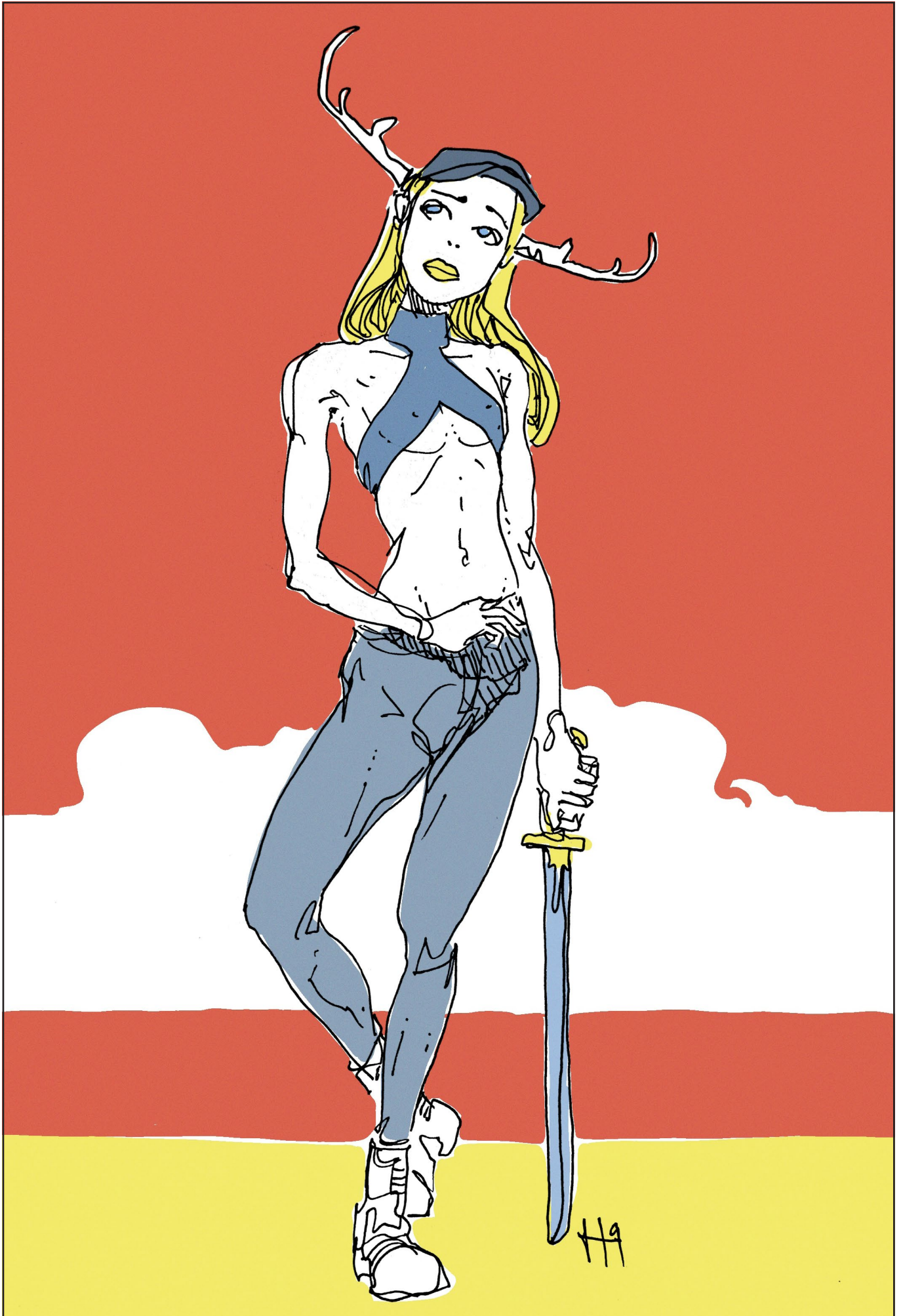
1. Huge dog with a tail of stone spiked with steel (L4, hellish)
2. Memory-chewing mummified cats (L3, rotting).
3. Suicidal Ebéteen poet warriors (L2, glittering).
4. Meandering shade (L1, blue) groaning about the fading of the light.
5. Tirsteen civilians (L0, desperate).
6. Ebéteen scholars (L1, plodding) with their auxiliary guard (L2, bored witless).

**TREASURES D8**

1d8-2 x 4,000 cash per delve, 2d6 x 10 per encounter

1. Citrine cup of uromancy. Smells funny.
2. Mummified rabbit's foot. Lucky for uncharismatic characters willing to wear a mangy wad of fur around their neck.
3. Silver serpent skeleton, of surpassing delicacy.
4. Musical balls of red velvet, perhaps some kind of pom pom.
5. Archaic lyre of red obsidian.
6. Sharp Izvoreni steel-studded shoes, the last owner's feet still inside. They are immensely fine for kicking.
7. Beautifully carved and painted alabaster head of a young Tirsteen.
8. Delicate cabochon tourmaline set in platinum. Inside the gem is a wisp frozen in the likeness of a noble Doghead.







# THE LIVING WORLD

# HOW TO RUN THE CITY OF THE DEAD

If you're reading this section, you intend to run Red Sky Dead City as a referee. The opening scene is the 'heroes' despoiling the ritual city of the defeated Ebéteen empire. Picture it stretching to the horizon, a large city of the dead, a true necropolis. Ritual plazas, monuments, ruins, tombs, and the still-walking ancestors of the Ebéteen flesh-sculptors and death-defiers. It is not built for shopping or trade, but it is also not a labyrinth. Avenues, boulevards, and ghost ways criss-cross it.

Before you start the game, give the handout map to the players. Then, as you run the city sandbox, play with the following elements to simulate a living dead city: time, sights, scenes, encounters, and rewards.

## 1: TIME

Track time explicitly, announcing to the players as hours pass. It gives your adventure a beat and reminds the players that daylight is a rare resource in a city where scary things come out at night.

Use the hour as the basic unit of time for exploring the dead city. The following common activities take an hour: movement between neighborhoods, exploring a landmark, looting a small tomb, socializing with a non-player character, or taking a short breather.

You will have to improvise. If the party decides to rig a pulley to extract the gilded pyrite statue of Mafu the Third, simply tack on another hour.

When the party does things that should take a fair bit less than an hour, such as moving between discovered sights in a neighborhood, have them roll a d6. If they roll a 1, all those niggling little things added up and it still took them an hour.

## 2: SIGHTS

The city is broken up into neighborhoods, each with its own unique sights. These are landmarks that draw the players in.

When the party enters a new neighborhood, roll a d6 and describe that sight. Do not describe the entire neighborhood. Think of the party as ants walking around a lego set.

Finding each additional sight takes another hour. The party does not have to find all the sights in a neighborhood. If they decide to move on without looking more closely don't press them.

Some sights are actually settlements of living people within the dead city. The party can use these as bases to rest and recuperate.

## 3: SCENE

Once the party comes closer to a sight, they might encounter a scene. This is a setpiece, sometimes a tempting hook (treasure here!) or a conflict in progress.

If the party decides to go for it, great. If not, keep moving. The idea is that this city is big and vast, there is more here than they can comfortably loot anyway.

## 4: ENCOUNTER

Beyond sights and scenes are the random encounters. These simulate a living city, set the mood, and keep the party moving.

Once an hour, have a player roll d100 on the day or night encounter table - or just use a local encounter.

Do not run every encounter as hostile, use reaction checks. Make even hostile outdoor encounters avoidable if the heroes are careful, run away quickly, and drop loot to distract pursuers.

If the heroes stay exposed and visible in one location start setting ambushes and increasing the lethality of encounters as tension mounts in the neighborhood.

Some of the scenes already have non-player characters present. Check for encounters anyway. Bringing two groups of NPCs together makes for more interesting, interactive shenanigans.

## 5: TREASURE

At least when you start, the key motivation for the party will likely be treasure. Hard cash pillaged from the cold, dead hands of the Ebéteen ancestors.

Once the party brings the cash back to a safe haven from which they can leave the dead city, let them gain experience equal to the plundered cash (treat cash as gold or silver pieces, depending on your game system).

Each neighborhood lists two types of reward. The first is loot per delve: this is the total wealth of an individual location (tomb, temple, whatever). If you roll a looted location make it quickly clear that it has been cleared out.

The smaller reward is the cash value of an encounter, which heroes may 'liberate' (i.e. steal) after defeating or tricking their foes.

Option: to simulate neighborhoods being emptied out, increase the penalty to the loot dice per delve every time the heroes return to pillage the same neighborhood.





# DAY ENCOUNTERS

d6> 1	2-3	4-6	Environment	
d100 Violent	Tense	Calm		
1	Fleshgod wyrms of hatred and pain (L17). It is dying but still deadly.	Void monstrosity, curious and implacable (L15). Likes to toy with refugees.	Fleshgod avatar, imbeciloid flesh horror (L13). Chunk of the dead Ebéteen deity.	Corpses planted in the dusty ground, frescoed shrines.
2	Fleshgod avatars absorbing Ebéteen lifemakers (L15, a couple).	Fleshgod avatars clothed in skin and bone (L13, a couple). Childlike minds.	Regal mummy, lacquered gold and red (L9). Upset by invasion.	Forest of crucifixes, giant stone heads.
3	Lurching war archaics, skull-festooned (L10, a few). Protect Izvoreni.	Lurking combat archaics, gem-weaponed (L8, a few). Hate Ebéteen.	Tractor archaic, sad leftover of Izvoreni industry (L8). Easily confused.	Dead soldiers bleeding, canal with ornamental bridge.
4	Spell-bound skeletal warriors, murderous (L8, a few). Repulsed by bare skin.	Mummified warriors, L9, a couple). Bees in their bellies, angry hearts.	Deathless serpent (L7). Likes turning flesh to water for its gardens.	Falling ash, burned grove.
5	Battle-torn mummified knights (L7, several). Covered in dust and others' blood.	Sand dragon family, cautiously sniffing (L6, a few). Looking for a way out.	Sand dragons with vast antlers (L6, a couple). Looking for easy meals.	Slag, half-melted altars.
6	Ebéteen lifemaker ghouls, armor torn by growing god-flesh (L7, a few).	Ghoulish cannibals, skin rippling with god flesh (L6, a few). Lure with singing voices.	Ebéteen lifemakers, watchful (L5, a few). Making fragmentation attack skeletons.	Oil-soaked sand, shaft tombs.
7	Izvoreni archaic-operators, (L6, several). Shifty, looking for chance to rise up.	Ebéteen living skeletons, undying (L2, many). Chanting mantras to the Flesh God.	Great crocodilians, slinking on long limbs (L4, a few). Like reptilian hyenas.	Bloody mud, cracked mural-painted walls.
8	Pustari knights riding crocodilians (L5, several). Like loot and slaves.	Ebéteen parasite-enhanced soldiers (L4, several). Vengeful with camouflage skin.	Sand octopi, camouflaged ambushers (L3, a few). Very smart, but soft.	Leathery ground, yellowing trilithons.
9	Ebéteen suicidal living skeletons, grappling (L2, many).	Hairy arachnids flesh-bonded with Ebéteen warriors (L2, many). Swarm.	Badger centipedes, venomous (L2, several). Hairy scavengers, like shoes.	Spirit road, burned ancestral shrines.
10	Giant scavenger arthropods, venomous (L3, several). Like to shadow meat-sacks.	Armored mollusc ambush, embedded in masonry (L3, several). A biomantic bomb.	Iksan legionnaires, grimy and hot (L2, several). Want some rest and relaxation.	Manicured grass, looming mounds.
11	Iksan ghost-rank legionnaires, executioners (L5, several). Ruthless.	Iksan mobile squad, golem armored (L4, several). Make a desert and call it peace.	Feral goats, surprisingly tough and fast (L1, many). Don't like humans.	Skull piles, reeling guardian statues.
12	Iksan extermination squad, heavy golems (L4, several). Trigger happy.	Iksan legionnaires, blood-spattered (L2, many). Frustrated and angry.	Grazing ostriches, dusky and cautious (L0, a few). Prefer to run.	Broken bones, body exposure platforms.
13	Iksan legionnaires, summoning backup (L2, many). Scared.	Spitting spiders and feral goats (L1, many). Surprisingly flesh-hungry.	Jewel-eyed rats, children of cults (L0, several). Burrow into tombs.	Shattered glass, exposed jar burials.
14	Many-horned feral goat hive-mind (L1, many). Calmly waiting to kill.	Jewel-eyed rat swarm, opportunistic and mind-linked (L0, many).	Desert-dogs, beaten but not out, yellow (L0, several).	Ash, yawning columbaria.
15	Hyena pack, skulking and hungry (L1, many).	Nervous desert-dog pack, snarling and afraid (L0, many).	Red-chested antelopes, prowling and wise (L0, many).	Gravel banks, smashed sarcophagi.
16	Half-ghoul snarling post-humans (L2, many). Mad.	Herbivore herd, ostriches and antelopes (L0, very many).	Iksan auxiliaries, filthy (L1, several). Mercenary and ready to make a deal.	Dusty craters, despoiled henge.
17	Animal herd, prone to stampeding (L0, very many).	Iksan auxiliaries, nervous and trigger-happy (L1, many).	Ragged refugees and hidden priest (L0, many).	Stagnant pools, shattered colossi.
18	Ebéteen refugees and Pustari slavers (L0, many). Terrified.	Half-ghoul dying refugees, infectious (L1, many). Swift to hunt meat.	Sick refugees and hidden eunuch (L0, many). Hopeless.	Rubble, fresh graves, broken tree.
19	Undying refugees and hidden demon summoner (L0, many). Friendly. Want a sacrifice to summon demon.	Undying refugees and hidden necromancer (L0, many). Coldly polite.	Undying refugees and hidden necromancer (L0, many). Polite, discreet.	Piazza, ominous dolmens.
20	Pustari camel knights and star demon (L1, many). Clannish, treasure-hungry.	Refugee outsiders and Pustari camel knights (L1, many). Leaving. Now.	Refugee outsiders caught up in the war (L0, many). Want to get out.	Square, bas relief cenotaph.
21-30	Area-specific encounter, or roll 1d10+10.	Area-specific encounter, or roll 1d10+10.	Area-specific encounter, or roll 1d10+10.	Dust, eroded grave stelae.
31-40	Interaction: roll 1d30 twice.	Interaction: roll 1d30 twice.	Interaction: roll 1d30 twice.	Sand, scattered cairns.
41-50	Corpses: roll 1d20+10 twice.	Corpse: roll 1d20+10	Corpse: roll 1d20+10	Sherds, decayed tumuli.
51-60	Traces: roll 1d30.	Traces: roll 1d30.	Traces: roll 1d30.	Scrub, dugout hovels.
61-70	Heat: use water or fatigued and Traces: roll 1d30.	Heat: use water or fatigued and Traces: roll 1d30.	Heat: use water or fatigued and Traces: roll 1d30.	Yellow grass, cratered communal tenements.
71-80	Heat: use water or fatigued	Heat: use water or fatigued	Heat: use water or fatigued	Green grass, gap-faced eunuch houses.
81-90	Exhausting: use food or fatigued.	Exhausting: use food or fatigued.	Exhausting: use food or fatigued.	Acacia trees, shattered administrative office.
91-95	Safe Haven: can wait until quarter settles down without further encounter rolls.	Soothing Spot: regain 1d6 of one stat.	Soothing Spot: regain 1d6 of one stat.	Baobab trees, pillaged princely villa.
96	Drink cache!	Drink cache!	Drink cache!	Gum tree grove, clear well.
97	Food cache!	Food cache!	Food cache!	Ibis pond, shrine.
98	Gear cache!	Gear cache!	Gear cache!	Carp pond, fleshgod colossus.
99	Treasure cache!	Treasure cache!	Treasure cache!	Rough pavement, lapidarium.
100	I really needed this! Hero finds a useful item.	I really needed this! Hero finds a useful item.	I really needed this! Hero finds a useful item.	Polished pavement, living memory wall.



# NIGHT ENCOUNTERS

d6>	1	2-3	4-6	
d100	Violent	Tense	Calm	Environment
1	Undead fleshgod avatar turning flesh to rancid black oil with its touch (L20).	Stalking ghost of the Solar Deity, plucking souls from mortal shells (L19).	Demonic shadow exacting pounds of flesh (L18).	Pools of sticky, inhuman blood swimming with jellies.
2	Kamini vampire (L12) and an Ebéteen mummy (L12). Just friends.	Ebéteen ghoul general (L7) and a troop of heavily armed ghouls (L5, many).	Milling horde of hungry ghouls (L3, legion).	Swinging gibbets, defaced caryatids.
3	Gibbering, running horde of bloodshot ghouls (L3, legion).	Skeleton witch (L6) on a blood horse rousing the dead (L3, many).	Silent horde of Ebéteen skeletons (L2, legion).	Iron trees covered in obscene runes.
4	War elephant skeletons (L8, several) and a horde of armed undead (L1, legion).	Pitchfork and torch-wielding horde of ghouls and refugees (L2, legion).	Shambling mass of undead Ebéteen refugees (L1, legion).	Clouds of choking smoke.
5	Iksan bone-walker purifier (L10) eating a mummy.	Majestic wight knight (L12) with mummified ravens (L1, several).	Wolf-headed skeletal lich (L11).	Sharp shards and cratered pylons.
6	Autonomous golem archaics with chainsaws and torches (L5, many).	Iksan bone-walker commandos setting demolition charges (L9, a few).	Undead war elephant with rotting Tirsteen archer corpses (L10).	Air thick with oil fumes, mass grave.
7	Explosion demolishes a tomb, skeletons rush like ants (L2, legion).	Golems occupied by the undying flesh of sad eunuch captains (L8, a few).	Mewling silky wrapping grubs (L4, many).	Churned, dried mud, murals glowing in the dark.
8	Shadow-winged behemoth (L8) with suckling ghouls (L3, several).	Unmoving horde of winged ghouls, watching very quietly (L3, many).	Ducal revenant with an axe to grind (L8).	Sucking, dusty sand, fallen trilion.
9	Ebéteen preservers in flesh armor carrying sarcophagi and canopic jars (L4, many).	Grand sphinx (L7) surrounded by supplicant cultists (L2, many).	Mad golem, possessed by an aristocrat's spirit (L7).	Spirit road, burned ancestral shrines.
10	Giant nocturnal centipedes eating the dead (L3, many).	Undead waiting in ambush beneath the sand (L1, legion).	Knightly mummy on a pale horse, tilting at windmills (L6).	Churned grass, excavated mound.
11	Conflagration and Ebéteen refugees (L0, many).	Iksan burner squad (L4, several).	Swarm of small ceramic beetles (L5).	Skull rack, beheaded statues.
12	Knightly ghouls roasting fat collaborators (L5, several).	Crystalline arachnids maddened with godblood (L3, many).	Fat ghouls, dripping lard and seeking offerings (L4, a few).	Gore-crustped pedestals, broken dolls.
13	Void thing flickering between worlds, destroying stone and bone (L13).	Confused summoned void thing (L13) and dead summoners.	Mummified dogs barking dust and howling for their masters (L3, several).	Crunching ceramics mixed with bones and dried flesh.
14	Pits and nets with hidden infectious undead refugees (L1, many).	Half-ghouls setting traps, armed (L2, several).	Pastel ghosts, sighing at the futility of it all (L2, a few).	Compacted ash, gloomy mausoleum.
15	Red cats (L3, a few) and their thralls (L2, several), carefully scavenging.	Doghead priests carrying Ebéteen scalps (L3, a few).	Ebéteen heretics, demon summoners (L2, a few).	Brick walkways between timeworn sarcophagi.
16	Ebéteen priests turned into abominations (L4, several).	Izvoreni night patrol with jeweled eyes (L3, a few).	Ebéteen priests and their ancestors (L2, several).	Dead vegetation and looming henge.
17	Ebéteen trapwire with loud bells and explosives.	Tirsteen (L1, many) sacrificing themselves to ghouls (L2, several).	Ebéteen guerrillas laying traps (L2, several).	Oily pool, jellies, shattered feet of a colossus.
18	Undead lion staggering feebly (L2).	Moon-maddened desert cat (L4).	Desert owls hooting hollowly (L0, a few).	Piles of shoes, raw soil.
19	Giggling jackals (L0, many).	Furry hunting snakes (L1, several).	Laughing jackals (L0, several).	Sad avenue, fallen menhirs.
20	Giant hopping rodents nibbling on human bones and gristle (L1, several).	Refugees quietly eating raw rodents (L0, many).	Long-legged hopping night rodents (L0, many).	Cold modernist square, abstract cenotaph.
21-30	Area-specific encounter, or roll 1d10+10.	Area-specific encounter, or roll 1d10+10.	Area-specific encounter, or roll 1d10+10.	Floating dust, shrine with a funerary stela.
31-40	Interaction: roll 1d30 twice.	Interaction: roll 1d30 twice.	Interaction: roll 1d30 twice.	Sand dunes eating memorial garden.
41-50	Corpses: roll 1d20+10 twice.	Corpse: roll 1d20+10	Corpse: roll 1d20+10	Pounded clay, ruptured tumuli like popped pimples.
51-60	Traces: roll 1d30.	Traces: roll 1d30.	Traces: roll 1d30.	Thorn bushes, straw-roof huts.
61-70	Heat: use water or fatigued and Traces: roll 1d30.	Heat: use water or fatigued and Traces: roll 1d30.	Heat: use water or fatigued and Traces: roll 1d30.	Ghostly grass, untouched abandoned tenement.
71-80	Heat: use water or fatigued	Heat: use water or fatigued	Heat: use water or fatigued	Cactus bushes, sad-faced houses.
81-90	Exhausting: use food or fatigued.	Exhausting: use food or fatigued.	Exhausting: use food or fatigued.	Juniper trees, gutted administrative temple.
91-95	Safe Have: can wait until quarter settles down without further encounter rolls.	Soothing Spot: regain 1d6 of one stat.	Soothing Spot: regain 1d6 of one stat.	Rose trees, eerily untouched villa.
96	Potion cache!	Potion cache!	Potion cache!	Ebony trees, small fountain.
97	Food cache!	Food cache!	Food cache!	Turtle pond, pretty bench.
98	Gear cache!	Gear cache!	Gear cache!	Snake pond, minotaur mosaic.
99	Treasure cache!	Treasure cache!	Treasure cache!	Marble bridge, ritual pool, naga king mural.
100	I really needed this! Hero finds a useful item.	I really needed this! Hero finds a useful item.	I really needed this! Hero finds a useful item.	Acrylic-covered mosaic, memorial maze.

# MONSTER STATS

Red Sky Dead City is mostly free of game statistics, reducing opponent stat blocks to just a level. However, while plundering the tombs and palaces of the defeated empire the heroes will draw rods or heat rays and get into a fight, so how those levels translate into game stats?

I'm assuming that the heroes are at about the power-level of a 3rd level six-stat rpg character, and no more powerful than a 7th level character and using a d20-style game engine.

Monster levels versus the rest of the game world.

- ∴ Level 0 - very weak opponent, effectively a non-combatant.
- ∴ Level 1 - mediocre opponent.
- ∴ Level 2 - skilled combatant.
- ∴ Level 3 - veteran.
- ∴ Level 5 - hero.
- ∴ Level 10 - monster, takes down multiple humans without a scratch. More powerful, one-on-one, than the greatest human hero.
- ∴ Level 20 - should only be attacked with overwhelming tactical care.

**Defence:** roughly equivalent to AC. Defence 10 = unarmored ordinary human, Defence 20 = an Ebéteen dream-dancing infiltrator in god-flesh-mesh armor. Also provides a handy target for difficulty checks.

**Health Points:** roughly equivalent to hp. Health 4 = ordinary meat vat worker, Health 20 = elite veteran soldier, Health 50 = one of the greatest heroes of all time. Health 100 = an inhuman monster.

**Monstrous Bonus:** the combined stat and skill bonus a monster gets to things its good at. A t-rex gets this bonus to biting, a slappy squid to slapping, a zap-wand wizard to zapping.

**Damage:** a satisfying amount of health damage the monster's attack should do. Ideally a monster should also do something more interesting than just dealing damage. The adjectives and descriptions of monsters should give an idea, but I'll add more in the bestiary, too (but not in this update).

**Mediocre Modifier:** this is the combined bonus the monster gets to things it can do, but isn't that great at. For example, a lich trying to wield a barbarian's mace.

You can generate a very random nemesis by rolling 1d10 for each column and combining it into something new.

## MONSTER STAT TRANSLATOR

Monster Level (roll d10 for a random opponent)	Defence ('AC') and Target	Health Points ('hp')	Monstrous Bonus (attacks, skilled checks)	Damage	Mediocre Modifier (other checks)
0	10	4	+2	1d4	+0
1	11	8	+3	1d6	+1
2	12	12	+4	1d8	+2
3	12	16	+5	1d10	+2
4	13	22	+6	1d12	+3
5	13	29	+7	1d8+5	+3
6	14	38	+8	1d10+6	+4
7	14	52	+9	1d12+7	+4
8	15	68	+10	2d8+8	+5
9	15	90	+11	1d20+11	+5
10	16	120	+12	1d20+1d6+12	+6
11	16	155	+13	1d20+1d8+13	+6
12 ... look, this is silly.	17	210	+14	1d20+1d10+14	+7
13 ... turn back.	17	200	+15	1d20+1d12+15	+7
14 ... this won't work.	18	280	+16	2d20+16	+8
15 ... sigh.	18	375	+17	2d20+1d8+17	+8
16 ... why?	19	500	+18	2d20+1d12+18	+9
17 ... why go to hell?	20	666	+19	3d20+20	+9

# DEAD CITY CREATURE GENERATORS

## ARTHROPODS - SAND SPAWN

Sand and rock, wind and sun, dance with one another in the deserts that flank the River of Life. The consummation of this elemental dance spontaneously generates exoskeletal life in all its skittering, crawling glory. For millennia the Ebéteen have lived side by side with the hard-shelled creatures of the dry desert, farmed some, fought others. Now, with the death of the Living God, the apex predator of this precarious balance has been removed and the chitinous hordes multiply, bursting into fresh life in sand-filled tombs, coalescing into egg masses in biomantic sarcophagi, crawling forth with automatic purpose.

As referee you can choose to make the arthropods any size you like, or use the following rule of thumb: Level 0 or 1: dog-sized or smaller, Level 2 or 3: human-sized, Level 4 or 5: donkey or cow-sized, Level 6: hippo-sized, Level 8: elephant-sized.

d12	Arthropod	Level	Social	Combat	Appearance	Special Ability
1	Dust Lice	0	Solitary Stalker	Thorned whips	Flattened, cat-eyed	Tough armor, resistant to sharp weapons.
2	Thorn Crawler	0	Ambusher	Venomous fangs	Ten-legged, gleaming	Flexible organs, resists blunt trauma.
3	Loping Polypede	1	Trap-builder	Sticky spray	Iridescent, segmented	Hyperactive liver functions, resists toxins.
4	Sand Crab	1	Monogamous	Web lasso	Camouflaged, bulky	Antimagic proteins, resistant to spells
5	Tomb Spider	2	Hunting Packs	Stinging tail	Skittering, many-tailed	Blessed arthropod, rerolls all 1s.
6	Spitting Scorpion	2	Scavenger	Piercing claws	Well-armored, eyeless	Releases noxious cloud when injured.
7	Spiny Bilobite	3	Inchoate Swarm	Crushing claws	Four-pincered, furry	Durable, goes without air or water.
8	Land Shrimp	3	Organized Hive	Bladed limbs	Feathered, dozen-legged	Carapace reflects magical attacks.
9	Jumping Mantis	4	Telepathic Hive	Calcified clubs	Many-fanged, worm-like	Rapid regeneration.
10	Preying Earthlion	5	Slave Organism	Parasitic ovipositor	Crab-like, sand-shelled	Spring-locking legs, leap great distances.
11	Mutated Arthroid	6	Intelligent Guardian			Roll d10 twice
12	Fleshgod Spider	8	Flesh Machine			Roll d10 thrice

This space: Another creature to be determined. Perhaps archosaurs?



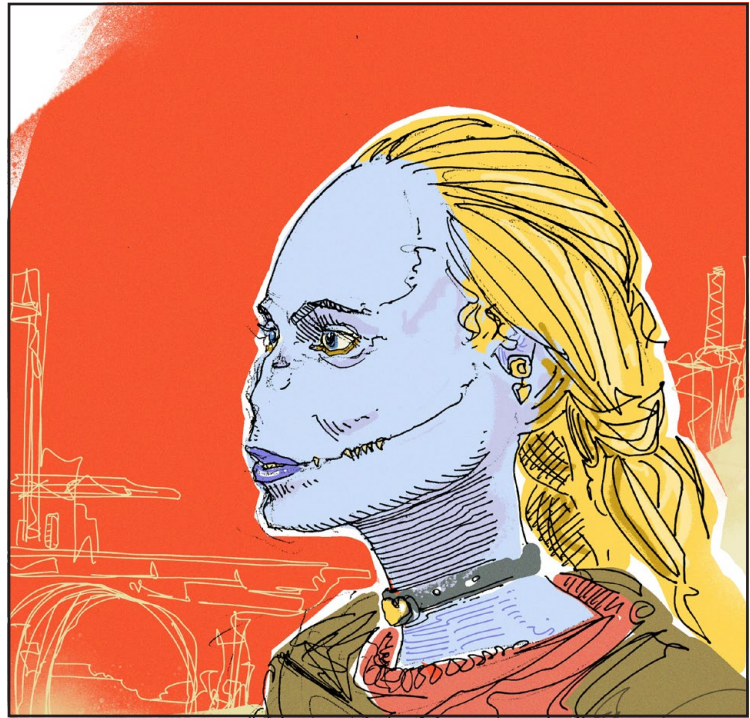
## GHOULS - YODOYEEN

The rotted folk are a collection of cannibal out-castes infesting the oldest sewers and tomb quarters of the massive metropolis of Ebét.

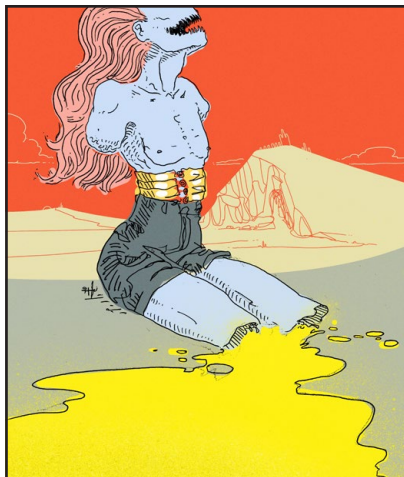
Many Ebéteen treat them as degenerates, but over the centuries dissident scribes have often pointed to this dictum as a noble human attempt to become divine and one with the Living God, if one usually doomed to failure. Some even say they are older than the Ebéteen, and that their will to eat and become is linked to the origin of the Living God.

As referee, treat the ghouls of Red Sky Dead City as ab-mortals - not undead sustained by magic, but capable of living forever so long as they feed. They also literally become what they eat. Eating warriors, a ghouls becomes fiercer in combat. Eating wizards, it learns spells. Eating plants, it can survive on sunshine and water. Sometimes, a ghouls might speed the process up by reducing the size of its body. If it wanted to become a snake, it could amputate its own limbs to more swiftly change form.

Yes, the ghouls are explicit body horror monsters—unlike the Ebéteen, they make simple antagonists in loot-and-grab adventures. Tone them down to suit your audience.



d12	Ghoul	Level	Hunger	Combat	Appearance	Special Ability
1	Bone Gnasher "Kostelemyi"	0	To be strong as stone from broken bone.	Club hands to break bones.	Bony, stone outgrowths.	Tough armor, resistant to weapons
2	Cut Sucker "Jerevelyi"	0	Sinuous as snake from coiling gut.	Extending mouths to penetrate body cavities.	Extra long spinal column.	Flexible and quick, hard to catch.
3	Tongue Nibbler "Yezezerzyi"	0	Seductive as sun from eaten tongue.	Paralyzing spray to contort and distend.	Skin hoods unfold into beautiful faces.	Sinuous, seductive dance.
4	Brain Stroker "Yoomobozyi"	0	Telepathic as the vulture from rooted brain.	Fingers that bring sleep and soften skin and bone.	Faceless save for a voluptuous smile.	Listens to thoughts, confuses, delays, and obscures.
5	Heart Breaker "Sereselemyi"	0	Brave as lion from carved up heart.	Razor claws to open torsos and carve ribs.	Stringy, like a blade made flesh.	Rips out hearts on excellent attacks.
6	Water Drinker "Vodopyi"	1	Water-loved as fish from picked scale.	Armored as a fish with sucking, swallowing maw.	Flabby yet armored.	Regenerates in the water and drowns enemies.
7	Fire Taker "Aganiyami"	1	Blazing as ovens from ash well smeared.	Fire-bringing eyes and burning charcoal arms.	Charcoal burned, raw and delicious smell.	Controls flames, erupts into a fireball when killed.
8	Sand Slurper "Poosotoveyli"	1	Shifting as dune from demon's dust.	Drops from above, coating, choking.	Coarse, sandy skin.	Body knits together like sand after the passage of blade and bullet.
9	Silent Hunger "Tikolakyi"	1	Unseen as fly's shadow from stolen sleep.	Crawling unseen like shadows on the wall of the castle hall.	Distended, bloated, shadowy.	Collapses into shadowy vapor and lard-like ectoplasm when afraid.
10	Word Hoarder "Slovoyodyi"	2	Loquacious as nightingale from voices savored.	Beautiful slender arms to steal voices from throats.	Elegant, bone-pale.	Uses words to cut and thrust like they were blades of magnificent steel.
11	Half Ghoul "Poloyodyeen"	3	To be holy as the Living God from Its own frame.	Claws cut soul like butter.	Rotting, crumbling.	Spreads diseases and rots.
12	Divine Ghoul "Bozyodyeen"	6	To be and be again.	Voice impels obedience.	Blazing, magnificent, an adonis of ab-death.	Projects visions and hallucinatory terrains.



## REFUGEES OF EBÉT - THE DEFEATED

Primarily the Ebéteen (former rulers), Tirsteen (former brain-neutered plebs), and Wazeek (former brain-locked slaves). Also some Izvoreni (mechanic slave caste), Outsiders, and secret Pustari (landwalker tribesfolk from the waste).

d12	Refugee	Level	Fear	Skill	Appearance	Secret
1	Ill-favored Tirsteen Pleb Child	0	To lose their parents.	Nimble and skilled with fine manual labor.	Ripped and mended handed down shorts and t-shirt. Barefoot.	Hidden ways in the ruined city.
2	Sun-chosen Ebéteen Child	0	To be frustrated in their wishes.	A shrill, penetrating insistence.	Many-colored soft one-piece covered in pictograms.	Blackmail worthy vices of priests and nobles.
3	Decrepit Tirsteen Pleb	0	To be tortured again.	Wayfinding in the ruins and undercity.	Sackcloth robes and mended wooden sandals.	The back door to a temple or mansion.
4	Indolent Ebéteen Elder	0	To suffer pain.	Recalling the dictats and deeds of the Living God.	Soft robes and softer shoes.	Papers of ownership over slaves or lands.
5	Elegant Ebéteen Artist	0	To be dismissed as unimportant.	Reinterpretative dance, neobiological skin sculpture.	Silks and linens like murdered hummingbirds.	Jewelry and gems, hidden well.
6	Exhausted Tirsteen Worker	0	To see their family starve.	Manual factory labor, home repair.	Dirty and oil-stained guild uniform.	A safe house in the ruins.
7	Uncanny Outsider	0	To die forgotten on foreign soil.	Navigation, espionage, or journalism.	Dusty and torn clothes of strange cut.	An artifact that their city-state would love.
8	Glyph-locked Wazeek Laborer	1	Nothing. Their mind is shackled.	Hard labor. Ignoring pain.	State-issued synthetic fibre uniform, color coded.	The name of their master. A hidden treasure, too?
9	Izvoreni Maintainer Accomplice	1	To be exposed to other former slaves.	Machine repair and maintenance.	Armored overalls and so many pouches. So many.	A machine hidden and forgotten by their master.
10	Scruffy Pustari Scout	2	To come away empty-handed.	Stealthy infiltration, burglary, animal husbandry.	Rags over surprisingly good wastelander cloak and water suit.	Ill-guarded mansions and tombs, they know them.
11	Ebéteen Flesh-sculpted Priest	3	To grow old and die.	Singing, psychotherapy, biomancy.	Pallid and desiccated, their body tough as mummy leather.	Bereft by their God's death, they hide scripture and lore.
12	Ebéteen Aristophagos of the Living God	5	To lose the Living God forever.	Combat, brain rooting.	Sandy skin ripples with pent up biomantic mutations.	A rebel, they hide among the ragged masses.

## SOLDIERS OF IKS - THE VICTORIOUS

The distinction between Iksan and auxiliary or mercenary is not one of ethnicity, but rather of party membership and standing.

d12	Soldier	Level	Desire	Combat	Appearance	Special Equipment
1	Camp Follower	1	Food, survival, a better living.	Incompetent, hidden dagger.	Patched and road-stained clothing.	Useless single-use charm.
2	Laborer	1	Not die, avoid work, earn wage.	Hammer, sickle, nail gun.	Ragged poorly-fitting uniform.	Useful single-use charm.
3	Contractor	1	Provide services at profit, make a lot of money.	Avoids, powerful revolver.	Fine semi-civilian uniform and light armor.	Easy-to-hide weapon.
4	Auxiliary	1	Avoid fighting, get plunder.	Sword-spear or bow.	Light camouflage armor and heavy pack.	Tomb burgling tools.
5	Mercenary Elite	2	Survive, gain plunder and glory.	Morri cutlass or shrapnel gun, shock armor.	Rough armor, chains, skulls, decorated helmets.	Medical parasite in a cocoon.
6	Legionnaire	2	Save their friends, get some leave.	Heat-ray rifle, good armor.	Dusty combat armor and painted face.	Stash of downers and uppers.
7	Engineer	2	Repair equipment, build defences.	Engineer's axe, heat-ray rifle.	Hard hat, pouches, tool belt, pockets.	Bundle of good food.
8	Golem Trooper	4	Blow things up.	Malachite armor, great sword, shrapnel gun.	Mottled green beetling armor.	Customized ammunition.
9	Veteran Sargeant	4	Protect their troops.	Personalized heat-ray rifle, gem bombs.	Beaten and repaired armor, doodled helmet.	Box of first-aid stims.
10	Commander	4	Secure location, extract artifact, or destroy rebels.	Wand-gun, cutlass.	Fine uniform, shiny armor.	Ration of potions for a squad.
11	Leveller	4	Ensure loyalty to the Reasonable Party.	Wand-gun, proscribed scrolls.	Long white leather coat, excellent light armor.	Recording crystals.
12	Ghost Rank	6	Incorporate Ebét into Republic.	Shock-sword, ghost gun.	Worn medium armor, charm-festooned.	Limited-use hallucination projector.

# EVENTS IN THE DIORITE PORT

Ash, plague, filth, hordes of desperate Tirsteen civilians, packs of feral shackleminds falling to ghouls, and the stench of the rotting Flesh God make the imposing corpse of Ebéteen an unpleasant place to stay. “Far better administer the newly liberated provinces from a new city,” says First Secretary of the Liberated Provinces Landalá, “Ulkhét, the old necropolis administration centre, will serve as a foundation. Further, it is so conveniently close to all these treasures rotting in the ground, waiting to ignite the engines of industry and popular progress.”

As Iksan soldiers, bankers, planners, investors, builders, and bureaucrats, move in to turn Ulkhét, the Great Diorite Port, into Iksinová 'ta Liberó, the City of New Iksan Freedoms, not merely a repugnant cargo port for mummified corpses, the old town swells and bursts beyond its old confines. This means creation, but also destruction.

## How To Use The Events

Roll for a new event if more than a week has passed since the heroes last entered the town, or once a game session. The precise passage of time within Ulkhét or Iksinová is not crucial, the purpose of the events is to give the feeling of a living, changing city rising from the ashes of war. Keep track of the events that occur, as many significantly alter the makeup of Ulkhét and will generate tensions and adventure hooks through their interaction.

Finally, do not worry about the precise pronunciation of places. Indeed, embrace the players' mispronunciation of exotic names and apply them going forward—this is what happens when strangers are faced with unusual vowels and consonants, at war with their own mouths.

## D70 EVENTS IN THE LIBERATED TOWN

1. The White Hand. Dogs and cats scream and leap in maddened fury and fear, and superstitious soldiers make the sign of the Old Protectors. Even Levellers, strong in their reason, look into the dark nervously. Ghost lights flicker over the hills and out in the Deep Tombs the witchwives of the dead Living God make the pact of the White Hand. Sensitive individuals involuntarily pen loathsome poems and fights break out among brutish plebes, leaving hundreds broken and bleeding when dawn finally comes.
2. Massacre of the Innocents! One morning the sun fails to rise and with a flutter of dark wings a plague of blood-sucking locusts descends upon the port. Everyone except the Ebéteen, who have marked their doorways with the blood of cats, is afflicted.
3. Night of Shattered Bones! At night Iksan soldiers are not safe from resistance attacks, while by day the howls of Ebéteen families being evicted ring through the port.
4. Night of the Red Rooster! At night fires break out throughout the port and mad Ebéteen troublemakers and terrorists attack Iksans and auxiliaries alike, without regard for citizen or soldier.
5. Kidnappings! By night dark shadows crawl through the sewers and the still-gutted houses, plotting, kidnapping, and stealing. The Office of Liberation Affairs insists it is taking care of them, one by one.
6. Suicidal Resistance! Ebéteen terrorists and rebels still make their occasional forays, but now they are little more than rats in the tunnels and sewers of a thriving new town. Invisible, save when they break out like maddened rodents, careless with their own lives.
7. Rebellious Youth! Bands of angry youth (L1, inflamed), incited by subversive Ebéteen priests (L3, mind-bending spells) rush into the streets, wielding improvised weapons, flaming oil cocktails and stolen force cannons. Barricades go up. Shops are torched and Kamini proprietors killed. It's a madhouse!
8. Terrorist Infiltration. A group of Ebéteen rebels (L2, totally ninjas) moves in and sets up traps, sabotages infrastructure, kills prominent citizens, and burns down a palace administrant. Two noble bureaucrats sacrifice their lives to save the official records! Their bravery is widely celebrated, but the traps continue to claim lives.
9. Faceless Terrorists! A group of suicidal, faceless Ebéteen (L3, horrific) spreads throughout the city, killing random citizens. Alas, it was only a diversion for the even more dreadful fate that awaited the governor, who was found carved into small one pound chunks in a decorative duck bath.
10. Flesh God Fanatics! Cultists (L2, eldritch) emerge like cockroaches, marching and calling for mercy. Leveller patrols and volunteer battalions move against them. Savage street battles follow and horrific heretical horrors (L7, living flesh) emerge into the city. Many citizens are permanently corrupted by the foul eldritch superstition.



11. Influx! The port is packed with more Ebéteen and Tirsteen refugees, squatting in the hovels and warehouses and temples and palaces that are now all claimed by the free and 'reasonable' people of Iks.
12. Shakedown! Ebéteen thugs and Tirsteen gangsters (L2, cutthroat) move into the commercial quarters, squeezing the collaborators and Iksan citizens for money. Tensions mount and a headless horse is found disemboweled on a shipment of mattresses in the port.
13. Dragonbreath Disease Outbreak! A looter has brought a horrible disease out of the necropolis and Iksan quarantine administrators swoop in. All shops and public gatherings are shut down and many die. Heroes who mingle too closely with poor scum may get infected (easy End check, because catching a disease in town would be really kind of lame). The dragonbreath causes dry, loud, painful coughs for several weeks. In the second week the sick wretch must make a trivial check or die.
14. Faceless Curse Outbreak! A looter has brought a horrible curse out of the Necropolis and Iksan quarantine administrators swoop in. All shops and public gatherings are shut down and many are cursed. Heroes who mingle too closely with ill favored scum may catch the curse (easy Aura check, because catching a curse in town would suck). The faceless curse steals the victim's face over a few weeks, until only a smooth, round egg-shell visage is left. On the last day of the accursed transformation the victim must make a trivial check to keep their mouth hole open with some tool, or they suffocate.
15. Dust Disaster! Severe dust storms blanket the port in yellow filth that makes it hard to breathe and move, providing cover for Ebéteen rebels who abduct and murder a number of citizens. Civil self-defense militias organize to protest and 'explain' that they only want to help the 'benighted denizens of this beastly land.'
16. Earthquake! The flimsy dwellings and mold-infested hovels of the Ebéteen refugees and outsider scroungers collapse as the ground shakes in a rather unremarkable tremor. The Iksan towers and barracks all stand this test. Ebéteen mobs march and wail, announcing a divine judgement. If things get out of hand, the Legions make brutal work of the 'troublemakers.'
17. Fire! The resistance has set fire to their own people's filthy huts and squalid taverns in a bid to increase their desperation. As the fire spreads it also destroys the properties of many Iksan citizens. Smoke fills the streets and many shops are closed. The levellers move in with the 'reasonable' suggestions to limit private fire ownership to citizens only, but this runs into massive protests and disobedience. The resentment smoulders on.
18. Flood! The waters of the River of Life rise and burst their banks, the port is closed and food is scarce. Charonic thieves and Tirsteen scoundrels make use of the chaos to rob and steal and murder Iksan citizens. Calls for a crackdown on closeted death worshippers spread.
19. Superstition Explodes. Portents and omens multiply, ghost scents of half-remembered almonds and lemon zest waft on the shimmering air, cries of ecstatic agony rise into the sky, sacrifices are painted on the streets and bloody marks appear upon doors. Merchants shutter their doors (half of all services and shops are closed).
20. Sewers Run With Chaos. Toilets back up across the port and foul effluvia spread down the streets as monstrosly overgrown cockroach-fish (L0, revolting swarm) follow the bidding of a chimeric fish-octopus-demon-child (L9, meta-morphic) of the Death House in the Third Dynasty sewers. Expendable heroes are sent in to destroy it by the Office of Public-Private Infrastructure.
21. Infiltration! A self-righteous Iksan administrant is killed and her skin used by an Ebéteen skin-walker. Severe and successful interrogation finds evidence several more changeling Ebéteen skin-walkers in the bodies of noble Levellers and courageous Legionnaires. A purge is ordered. Paranoia grows.
22. Loyal Doghead Massacre! Semi-translucent rainbow demons (L6, glassy) have begun to kill doghead collaborators in an attempt to keep them on the side of the Ebéteen. Extreme protection measures are ordered and all public speaking of the Ebéteen demotic tongue is made punishable by amputation of the tongue.
23. Clockwork Lies. An Izvoreni archaic named Faith-in-Logic has begun preaching the Faith of the Clockwork God and converting other machine humans to its cause. After entering the New Post Office the archaic broke the official memory banks before fleeing into hiding. The archaic and twelve criminal accomplices go up on wanted posters and Sentient Property Regulations are suggested by the Administrant General.
24. Traitor Lich. An Iksan ex-leveller who discovered immortality as a skeletal lich (L13, soul-rattling) has emerged as something of a messianic figure among the brain-neutered Tirsteen plebes, promising them eternal life in the fold of its Bone God. Special units move to bring the monster back into the fold of the Quarantine Division. All animated skeletons are declared outlaw.
25. Disgusting Summoner Conspiracy. An Ebéteen cult is uncovered trying to resurrect the Flesh God in the Reversed Tower with the foreskins of seven mummified Great Houses. Mummification is forbidden and the burning of the corpses is authorized at the Re-education Crematoria. Ebéteen riots, spearheaded by mummified warriors (L5, numinous), break out and bring the port to a standstill.
26. Re-education Camp Gentle Daffodil. A high security camp is set up on the outskirts of the Port, minded by Ruby Clockwork Army guards. The re-education camp is equipped with state of the art brain-neutering and cremation facilities. A gentle grey smog occasionally belches from its chimneys, but none of the Iksan citizens seem worried.
27. Security Fences. The field fortifications are in place, the tents of the Iksan legionnaires now line the plazas, crowding out merchants and making common goods hard to find.
28. Big, Beautiful Walls. New fences, walls, and gates bring freedom and order to the unruly masses. Moving in and out of the port takes an extra 1d4 hours.
29. Perimeter Freedom Fence. Much labor is conscripted to paint the security fences with midnight, white, and red slogans and pronouncements, explaining the efforts of the Iksans in flawless and poetic reasonable script to the illiterate masses of Tirsteen plebes and the traumatized Ebéteen refugees.
30. Deep Defense Field. Shanties, shacks, and 'ill-favored houses' clustered around the Freedom Fences are demolished by laborer archaics and the resulting rubble fields are scattered with 'anti-terrorist' homunculi (L2, cybernetic) and anti-personnel razor-fields (vertical floating force disks buried in the soil, triggered by pressure plates).

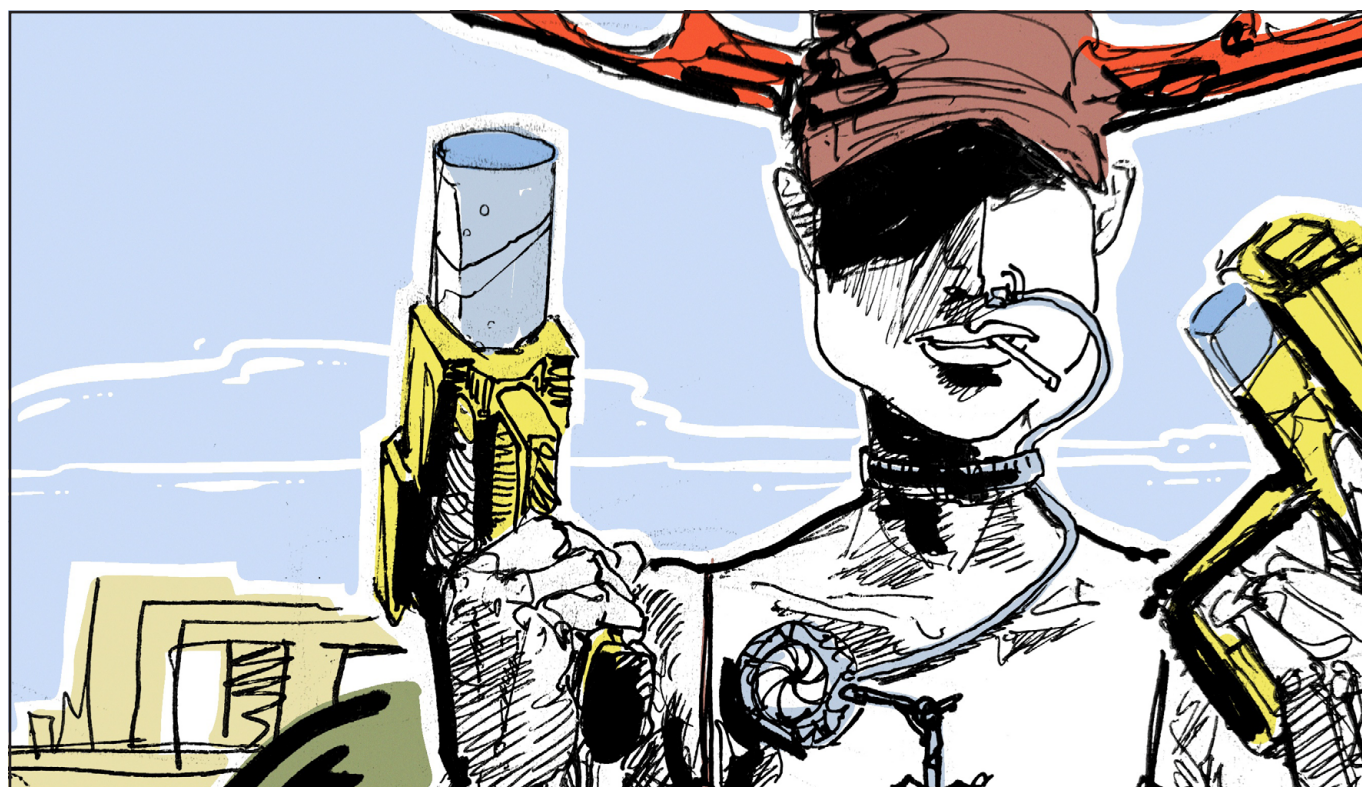
31. Clean Up Operations. Liberated archaics are hard at work clearing the debris of the degenerates, and the worshippers of the death god's regime. Some of the archaics grumble nonsense about swapping one meat oppressor for another.
32. Naming Ceremony. The Twins Iks the Tenth, behind their red masks of freedom, visit the port with an escort of the Ruby Clockwork Army. Satisfied, they pronounce military operations over and formally rename the port Iksinová 'ta Liberó, City of New Iksan Freedoms
33. Amnesty for Heroes. As part of victory celebrations a general amnesty is announced for all Iksan legionnaires, auxiliaries, and settlers. Many take the opportunity to 'encourage' locals to sell their properties for a pittance. Any hero can try to intimidate (average Charisma test) some Ebéteen or Tirsteen to acquire a [d6]: (1-3) hovel, (4-5) apartment, or (6) house) to purchase at a fifth of its actual value.
34. Gentrification. The despondent shacks and stalls of the ousted Ebéteen are cleared to make way for proper commerce. Unfortunately, a shortage of basic commodities ensues. Iksan administrators claim sabotage, obviously.
35. Slum Sprawl. The Ebéteen are pushed out of the Port, into the Gash and the marshy banks of the lagoon, where shanty towns of rubble and rot spread. Iksan Levellers point to this as proof of the decadence and incompetence of the Ebéteen.
36. Riots in the Alleys. Iksans, mercenaries, merchants and freebooters flood into the ancient, narrow warrens of the Diorite Port. Blood is spilled and soon the whole port is up in arms.
37. Anti-Cannibal Crusade. Cannibalism is fully outlawed and a 50 cash bounty is set on every dead ghoule and cannibal. An orgy of pogroms and violence follows in the shanties and ghettos of the filthy imperialists.
38. Operation Clean Slate. The governor organizes a final solution, and in a concerted sweep Iksan legionnaires and auxiliaries push the Ebéteen and Tirsteen out of the reserved neighborhoods of the port. The Heroes can participate (average Strength test or lose half health in the skirmishes). Every participant loots 1d1000 cash and can purchase a piece of real estate at a 50% hero's discount.
39. Strong and Stable. Night and day, Iksan patrols armed to the teeth keep the peace, assist properly accredited shopkeepers and enforce the law, as befits an outpost of the Rational Order. Occasionally a bit of swift military 'justice' happens.
40. New Palaces. The wealth of the new town is clear to all, the Levellers and Orders Administrant have moved their offices and palaces of the people to the New Zone marked with red-painted murals of the Orb of the Moon and the Hand of the People. The New Zone is marked by blast fences and sandbags on the terraces above the decayed husk of the resistance-riddled old Diorite Port.
41. Fumes of Progress. The smoke, fire and spark of industry now ring along the streets amidst a bewitching melange of nations and cultures, united in the Pursuit of Reason by the Iksan alphabet. Tirsteen grumble about oppression as the complicated Solar City pictograms and demotic cuneiform are outlawed by the Orders Administrant.
42. Liberopolis. The new Governor General, Kortinuä, declares the central section of the Port, linking the New Zone and the waterside, an autonomous citizens-only enclave. The Ebéteen now require special permits and heavy clay amulets of permission to enter.
43. Pure City. The last of the 'irredeemables,' the half-human Ebéteen and their Tirsteen plebes, are driven out beyond the snow white walls of the 'Liberated City.'
44. Chimes and Bells. Refurbished sonic archaics are installed to monitor the clean central boulevard of the port and to sing out the Chimes and Bells of Iks in clear contraltos.
45. Jobs for the Masses. Great banners of midnight silk, crimson and silver rise above the sparkling factory district where the Governor General is proclaimed. Unemployment within the port is officially outlawed and all Freed Folk without Iksan employers are granted mandatory employment in the re-education factories.
46. Printing Press Arrives! "These simple imperialist stooges used this fine natural harbor but to pamper and perfume the corpses of their imperialist rulers, and consign treasures to their false idols, but now some new wonder of industry and civilization seems to pop up here every day! And the Critical Inquirer is here to document the progress brought by the kind and benevolent Orders Administrant," reads the first editorial published in the Iksinová Critical Inquirer.
47. Official Improvement. Levellers, scholars, and masters administrant in their liquid palanquins move into the Port, setting up the eyes, ears and brains of the Iksan apparatus. Private Inspector status is now available for cooperative informants.
48. Regulation Crackdown. Iksan rules are applied more stringently, bribery is more difficult and patrols more frequent. There is a 1 in 6 chance that any fence or blackmarket operative is a leveller informant.
49. Mandatory Contributions. Faced with rising liberation costs and maturing bank loans, the Iksan administration begins requisitioning resources. Goods and real estate become scarce (Test Charisma to see if a desirable is still available or not). Carousing attempts cost double due to fines and spot checks (but grant no bonus experience).
50. Official Customs Houses. New prefabricated offices of the Levelling Program rise at major checkpoints, increasing time to enter the port and other major settlements by 1d4 hours. The officials collect 10% of every treasure liberated in the Necropolis.
51. New Post Office. Celebrations mark the arrival of the associated Integrated Truth Commission. There are certainly no inquisition chambers in the basements of the Post Office Pyramid (formerly the Pyramid of the Six-fingered Son, an Ebéteen prophet).
52. Better Quarantines. The Iksans build a new port-side quarantine and relaxation facility, with a special sanatorium for citizens suffering from curses or diseases. Iksans in the facility recover more easily, but those whose afflictions get out of hand are still promptly cleansed with mineral fire.
53. Order and Optimism Bureau. The Iksans create a central clearing mall for all sports and gambling activities in the Port, the 'Oob' also oversees drug sale and distribution. Drug licenses are made available to the Freed Folk and prices of common narcotics plummet. Many unlicensed drug dealers find themselves making one-way visits to the New Post Office.

54. Tower of the Open Hand. A grand new tower is built in the heart of the Ebéteen slums to house the Oversight Division of the Iksan legions. The division is armed with heat wands and keeps the main thoroughfares of the slum free of terrorists and 'terrorists.'
55. Military Expansion. The Iksan legions expand the port-side military presence. The presence of so many military men and engineers halves the price of pawned half-legal weapons and armours, and doubles the prices of wines and 'fun' goods.
56. Barracks of the Iron Will. Iks builds new training facilities to keep their legionnaires in peak physical condition. The Integrated Truth Commission grumbles that the army is usurping their work in the New Post Office.
57. Armory of Reason. A central clearing office for weapons and armors retrieved from the tombs is set up in the military administration quarter. It offers handy identification and curse removal, in exchange for registration and a small fee.
58. Arsenal of the Liberated. The Ruby Clockwork Army has officially moved its headquarters across the River of Life, from the troublesome and riot-prone city of Ebét. The Port will provide a better (and safer) base for bringing freedom to the denizens of this land.
59. Military Golem Manufacture Monopoly. Members and auxiliaries of the Iksan Legions now have access to golem repairs, and even new-builds, in exchange for registration and a membership fee.
60. Citizen Settlers. The Liberation Government of the New Provinces is opened to settlement by reasonable party members, gentle folk, as well as select loyal auxiliaries. Abandoned buildings, or buildings 'squatted' by disenfranchised Ebéteen imperialists, are repossessed and distributed to loyal cadres.
61. Commercial Crescendo. Flush with cash, goods, and an enterprising spirit, merchant-servants of the popular Iksan regime push into the Port. Real estate prices increase.
62. Opening Day Deals. A new official procurer of the Iksan popular administration is declared. All [d8]: (1) General Goods stores, (2) Armorers, (3) Fishmongers, (4) Blacksmiths, (5) Butchers, (6) Shoemakers, (7) Weaponsmiths, or (8) Tailors are now consolidated in a single Centralized Cooperative with a licensed monopoly. Prices of affected goods initially drop, then double to more closely reflect their 'inherent' value.
63. Services Make a City. The port expands and new services move in, bringing a touch of class to the decayed surroundings and creating an exciting melange of Iksan modernity and decaying Ebéteen monumentalist architecture. Real estate prices blossom.
64. Reasonable Days of Rest and Relaxation. According to the simple and mathematical decadic calendar of the Iksans, the administrators decree the Day of the Visible Orb of the Moon. All shops are closed and Levellers preach publicly about the wonders of celestial mechanics.
65. Celebration of the Day of the Hand of the People. "Certainly not anything as obscenely deistic as the false holidays of the superstitious and destitute Ebéteen," nods the Supreme Mathic. Crowds of revelers fill the streets, reserve casks are breached and menta-juice is distributed at the Palaces of Pleasure.
66. Ruby Army Night. The 'heroes of the liberation' are celebrated with free drinks, food, and tipsy marching brass bands. The revelries stretch for several days, shutting down shops and offices. All is well in the city as loyal mercenaries keep watch to make sure nobody detonates a bomb or goes into a stabbing frenzy.
67. Day of the Level Social Order. All shops are closed. Private inspectors and official administrators review shops and services to ensure they follow pricing guidelines and that citizens are not being inconvenienced or gouged. A few disloyal Izvoreni loan sharks are hung from street lights as a warning.
68. The Week of the Unforgotten Souls. A heavy military presence clamps down during this Ebéteen rite, when the freed folk parade their animated ancestors through the streets. Barricades spring up like toadstools after the rain. Violence flares up and shops shutter.
69. Night of the Enlightenment of the Open Mind. Levellers maintain streetside mind-strengthening pavilions and let citizens experience the joy of belonging to a the great and reasonable cause. A single five-minute mind-strengthening session can create a euphoric feeling that lasts for days and gives the citizen resistance against mind-affecting curses and spells for a month. Of course, the mind-strengthening session also makes it painful to contemplate lying to or cheating the Reasonable Republic and her servants.
70. Artifact Market Flooded. Ancient artifacts and iridium idols flood the overcrowded streets. Prices collapse and bargain hunters can find select magical and rare items for sale (Test Charisma to see if a named item is available).



# IKSAN PATRONS

d12	Who	Known For	Wants	Rumors	But Also
1	Iksan general	Sacrifices everything and everyone for the party cause.	Secret weapons. They must be available only to Iks.	Ancient curses and diseases haunt the Ebéteen weapons.	They are the spirits of great Ebéteen warriors, made steel.
2	Iksan leveller	Views the party laws as 'guidelines.'	Forbidden Ebéteen blood magic. Must save it for study.	Ebéteen have barricaded themselves in, they will fight to the death.	Ebéteen eunuchs are desperately trying to revive the flesh god by infecting refugees with its animalcules.
3	Iksan administrator-major	Believes in the holy power of paperwork and documentation.	Poetry and writings of the ancients. Get them into the official Citizens' Library.	Refugees have smuggled them into outlying settlements.	Provincial aristocrats are setting up underground railroads to save their artworks.
4	Iksan sargeant-veteran	Always fights for the common soldier.	Lost soldiers, abandoned in the dead city.	There is an accursed infection there.	The infection rewrites human brains, turning them into a hive mind. Death is an occasional side effect.
5	Kamini quartermaster	Sees no contradiction between private profit and public benefit.	Treasure. Gold, gems, everything that makes a good profit.	Deeper beneath the sands is an even more valuable rare alloy, older than even Izvoreni myths.	The alloy is alive with memories of a machine god.
6	Kamini scholar	Curious to the point of callous recklessness.	Archaic lore forgotten by the Ebéteen imperialists.	The lore was not forgotten, it was buried because it is demon haunted.	The lore is empowering and only dangerous to aristocrats.
7	Corri chieftain	Places honor and friendship above everything else.	Heirloom lost by a comrade in the dead city.	It was swallowed by a great beast.	The beast actually is the lost comrade.
8	Morri captain	Will follow the letter of the law, but subvert it to protect their own.	Set up a forward base for operations. Then keep it safe.	The dead city should be safer at night than during the day, since Ebéteen undead are vitalized by the sun.	There are deeper sleeping things, linked to eclipses and dark voids.
9	Rekari merchant	Keeps the camp followers better fed than even the soldiers.	The truth. It is out there.	There is no secret truth. It is all darkness and pain.	It is hidden beyond the veil of death, where the Ebéteen regularly walked.
10	Struri scout-master	Never betrays a secret but is absolutely loyal to the party.	Information about the lay of the land. Targets, hostiles, routes.	There is a secret geometry to the dead city. The undead travel in odd ways.	There are catacombs and highways from an earlier era beneath the sand.
11	Korveeven banker	Convinced they are too vital to all sides to have to worry about the Iksan party.	Repayment on a debt. It's nothing personal, just signed in blood.	The whole war was started to distract the citizens from the vampires' grip on the economy.	The Iksans actually control the Korveeven with a chronic virus.
12	Pustari mercenary lord	Determined to put in the minimum effort required.	Loot and equipment. Anything to make the job easier.	War is business and the Pustari have always known this.	Deep in the wastelands trade routes are shifting and Pustari cities are growing wealthy.



# APPENDIX: LISTS & TOOLS



# PEOPLES V04

## PEOPLE OF IKS

Officially: The Reasonable Republic. Iks is a militaristic empire under the 'meritocratic' rule of the Nameless Citizen, sometimes called simply Citizen or the Iks. The current citizen is the ninth of the line.

Iks grew from a series of brutal wars among the city states and republics of the Two Rivers region, Dopotamis, three small seas away from Ebét.

Over the last century the expansion of Iks brought it into direct conflict with the much older empire of Ebét. During its expansion, it has swallowed a large number of other peoples.

Iksan Naming Norms: Iksan given names are traditional and reflect the myths and stories of the constituent ethnic groups. Educated Iksans, or those who join the party, usually change their names to better fit the musical 'reasonable tongue.' The language has a strongly melodic structure, with vowels used to make words flow more easily together.

Iksans do not have family names as such, since this would be an affront to the 'meritocracy' (though many rural clans maintain clan names to this day). Instead, educated citizens acquire names based on their place of graduation and their profession. The names of particularly accomplished Iksans can become very long indeed, and they take great pride in them, the last usually being the most prestigious. Other cultures would call these names 'titles,' but to a true Iksan their titles are more personal than their given names. Venesá u Rakoö 'ta Doktoró 'ta Sykayatró would take great offense if somebody left out her fine achievement of becoming what the gentle folk call a 'brain-fixer,' and the levellers call a behaviour reprogramming professional.

### ACTIVE CITIZENS

Iks is built on the worship of the citizen as cell of the community, and the best path to the highest form of citizenship is through devoted service to the Reasonable Party. The best of the best descend into the enhancement vats to become 'true' Iksans.

Names: Onekerá, Panékoä, Setoñá, Maddaleä, Adoreä, Eñelseä, Imreä, Kardelá, Kerosá, Kortinuä, Kromeä, Landalá, Sisiä, Titañá, Triteä, Trozeä, Venesá.

#### The Ghost-rank Legion

Also called The White Legion. These are the elite soldiers of Iks and constitute a party-within-a-party. The Ghost-rank has a strong influence on the Commission of Levels, the Iks secret police.

#### Levellers - The Commission

The Commission of Levels is the Iks secret police. They most certainly do not operate a system of re-education, repopulation, re-colonization, and reduction towns in the provinces of Iks.

## PASSIVE CITIZENS AND AUXILIARIES

#### Kamini - The Gentle Folk

The majority of traditional Iksans fall into the category of the gentle folk. Workers, artisans, professionals, and farmers who are not members of the Reasonable Party.

Names: Albá, Alduä, Peleä, Ramiseä, Samagá, Tisiná, Virreä.

#### Gorri - The Highlanders

Rough and unruly animal-herding semi-barbarians pushed to the least productive lands of Iks, they have kept their colourful old customs. Many are surprisingly resilient and tough.

Names: Albek, Drago, Bora, Mushka, Perek, Vok, Wrado.

#### Morri - The Sealanders

The people of the trading city states on the shores of the Sea of Moonbeams, and in their colonies on the Poison Sea and the Sea of Fog, where among the first civilized states incorporated into the military machine of the Iks. Disunited and avaricious, they were no match for the Ghost Legions.

Names: Lebiyé, Marky, Parry, Voypiyé, Voytré.

#### Rekari - The Swampfolk

Semi-nomadic travellers on the Two Rivers, their tributaries and canals. The largest communities live on the slower moving waters of the Gon, but those living on the wilder Po are the better paddlers and rowers.

Names: Alpayo, Bratolomo, Ibisco, Ivigo, Oleyandro, Pilavayo.

#### Struri - The Backwoodsfolk

Varied groups speaking a hodge-podge of dialects, keeping to their old ways in the rough woods at the northern and western fringes of Iks.

Names: Álash, Édzesha, Kórsha, Sóösha.

#### Magitechnic Organism - Settled Synthetics

Some artificial humans have proven themselves capable and useful, and have thus been granted settled synthetic status in the republic.

Names: Defender Peleyaä, Prospector Korshaä, Thinker Albaä.



# PEOPLE OF EBÉT

Officially: the Great House of Cosmic Light. Ebét is an old slave-holding empire with a fine gradation of castes, built on flesh-sculpting and the use of industrial necromancy to overcome the bounds of mortality. It was ruled by the undying collective organism known as the Living God.

Ebét dominated the River of Life and its nearby seas for a millennium, drawing in trade and tribute from the known world and growing fat and indolent on the proceeds.

Over the last century, Ebét's gerontocratic priesthood and bickering administrator-nobles were not able to mount a coherent, long-term strategy against the rising Iksan empire and their capital has now fallen to their rival after a long and bloody war. In the provinces, however, splinter autarchies continue their resistance against Iks.

## THE FLESH OF EBÉT - THE CHOSEN OF THE SUN

### The Living God Great House - 'The Flesh God'

Also called 'the Holy Amalgam', it was a palace-engulfing immensity of living flesh and the holy repository of the wisdom of the elders of Ebét, a colony organism-creature keeping the councilors of Ebét alive for centuries. It was a deathless ruler of the empire until it died in the final Iksan assault.

With its death, Ebéteen society is in disarray.

### Ebéteen - The People of the Great House

The former masters of Ebét and its empire, a brutal yet kind, debased yet noble, superstitious and spiritual people. Their scribes trace their origin to the Eclipsed Land. Their mastery rested on the sculpting of divine flesh and telepathy through the immense mind of the Living God.

Names: Samithop, Nemenis, Apoteofis, Hurbendis, Amiometras, Gonsoptis, Kistopodnis, Asitomisliis, Malorop, Napredepe, Mafus III, Nesedas, Sebeptop, Kemenogorop.

### Post-Ebéteen - The Acceptants of the Integrated Truth

Those members of the Ebéteen master caste who have accepted the Iksan meritocratic principles into their hearts and the needle machines of the Integrated Truth Commission into their heads.

### Tirsteen - The Pleb Caste - The People of the Street

The majority of Ebét's populace belong to the numb, brain-neutered plebeian caste, proud of their boat races and soma, but short on initiative and vigor.

Names: Nasankhop, Tulimpoteb, Ptebrihep.

### Wazeek - The Shackleminds

The criminal caste of Ebét, sometimes a hereditary status, their brains locked with glyph-nails to do the bidding of the Ebéteen as a way of atoning for their sin-crimes.

Names: Dvanét, Enesét, Smanét, Tardét.

## THE SLAVES OF EBÉT - THE FORTUNATE ONES

### Izvoreni - The Old Folk

Also called the Maintainers, they are a hereditary slave caste of the Ebéteen and responsible for maintaining the sacred machinery of the Ebéteen empire. According to common lore they were the original inhabitants of the shores of the River of Life before the Ebéteen arrived from the Eclipsed Lands many centuries ago.

Names: Dagrif, Yeshleht, Nigut, Vorhad, Uzud, Zobot, Nayeft, Yastref.

### Paseek - Dogheads - The Untouchables

The Paseek, usually called Dogheads, have seven genders, colourful fur and canine heads. They may have been around before the Izvoreni, or not. The Ebéteen treat them as a half-human under-caste, and they go along with it. The dogheads hold eerie, dualistic beliefs about the cosmos and even odder, yet surprisingly accurate, beliefs about their unusual polychrome biology.

The seven-gendered people certainly already lived in these lands at the time of the Izvoreni clockwork anarchies, but the Ebéteen were horrified by their polymorphous appearances and throughout their rule oscillated between half-hearted extermination campaigns and mass brain-neutering programs. The unusual brain structure of the Dogheads let most of them recover from brain-neutering interventions over time.

Their genders come in Yellow, Orange, Red, Lilac, Ultramarine, Blue and Green.

Names: Uji, Gissa, Hopa, Jaka, Kaski, Laja, Répa, Sokoki, Tijaji.

### Nareni - Clockwork Archaics

Also called the Created Folk. The artificial humans claim they are the children of the Izvoreni, though they may in fact be far older. They are prized as slaves by the Ebéteen.

Names: Doom-of-the-Black-Blade, Faith-in-Logic, Freedom-is-Worthless, Harvest-and-Process, Is-Nasty, Proteins-from-the-Sky, Sand-and-Despair.

### Oreyeni - Comfort Golems

Also called the Soft Creations, many see these synthetic slaves of the Ebéteen the greater children of the Izvoreni. Artificial humans, nearly indistinguishable from the real thing, but without souls that could be absorbed by the Living God. All were officially slaves of the Great House, though many were leased out to Ebéteen administrator-nobles.

Names: Dances-With-Machines, Moonlight-Captures-Perfection, Knight-In-Black-Satin.

### Rabeni - Maintenance Golems

Also the Half-Intelligent Archaics, they were created by the Izvoreni to free them from dreary labor, until the Ebéteen enslaved the Izvoreni and put both castes to 'good, hard work' for the glory of their Living God.

Names: Pig-Eats-Palm-Tree, Has-No-Good-Time, Lifts-Lift, Beetle-And-Slave.

## THE LESSER ANCESTORS - THE DYING CASTES

### **Yodoyeen - The Half-Ghouls**

The rotted folk are a collection of 'degenerate' cannibal out-castes infesting the oldest sewers and tomb quarters of the massive metropolis of Ebét. Some revisionists would say they are older than the Ebéteen themselves, and that this is where the Living God originated.

Names: Lekhtet, Morlohotep, Peremhet, Dayabeset.

### **Kosteneen - The Living Skeletons**

Horrific monks chanting half-meaningless mantras and chaotic koans beyond the bounds of death itself, praising the Living God. The Ebéteen are not sure if they were originally Ebéteen or not, but they have adopted them.

## THE WASTED PEOPLE - THE OUTSIDERS

Many tribes and odd city states still dot the world, outside the reach of either great empire either through distance, poverty, or inhospitable terrain.

### **Charoni - The Boatfolk**

Boat wanderers, soul fishers, and crab farmers of the reed seas and lagoons. They keep a low profile with their reed boats and huts and wicker witchery. Their bodies have partly adapted to an amphibious lifestyle.

Names: Laik Okstri, Laik Katal, Reuk Okosai, Ai Ai Ostral.

### **Estood Vireen - The Viles**

Ancient, half-mythical, immortal changeling horrors from beyond time and space. It's not clear if they are one species or many, but their souls are woven into the fabric of the world and are terrifyingly hard to destroy. Even if its body is killed, a vile can rebuild a new infant form, nesting in a nearby settlement like a cuckoo, but retaining all its ancient memories.

### **Korveveen - Vampires - The Blood-Addicted**

Interlopers from far-off lands, they are tolerated by the Ebéteen for their services and form the banker and mercer caste of Ebéteen society. Physically weak and vulnerable in the harsh sun of the Land of the River of Life.

Names: Ishtoc, Olroc, Zapac.

### **Pustari - The Landwalkers**

The 'un-casted' scruffy pastoralists of the wastes, nomads and traders, they are a hodge-podge of local tribes and clans, mixed with fleeing slaves, rebels, and romantics seeking a new life, away from the larger empires.

Names: Odkrawey, Odstahley, Odratzey, Odtegebey, Odskailey.

# SPELLS AND RITUALS V02

**Akaula's Control of the Pestilential Vermin** - binding spell to control one or more vermin, such as rats, cockroaches, or snakes. The wizard can control 10 health of vermin, binding them to their will. The wizard must act to give commands, but otherwise does not need to concentrate to maintain control the bond (level 1, one action, bond).

**Ashubak's Invocation of the Storm of Stones** - the wizard crushes sky colored pebbles and sprinkles the acidic juice of the sour cactus pear in a seven-fold cross upon them while praying to the Stormbringer. Each prayer takes a few minutes, at the end of the prayer the wizard checks to see if the Stormbringer has heard them. Once the Stormbringer hears the prayer, a swift storm builds over several minutes, raining sky stones the size of quail eggs upon a field a stone's throw across for half an hour. The sky stones deal one point of damage per round to every exposed creature, creatures that lie exposed take double damage. (level 3, ten minutes or so).

**Archaic Dons the Skin of Man** - complex ritual that takes the skin of a human, wraps it around an archaic, and reanimates it. The result is an archaic that can pass for a living human (level 3, a day and a night).

**Cure for the Slow Petrification** - a long song that cures incompletely petrified creatures and turns fossils back into organic tissues (level 3, a few hours).

**Curing of the Soul** - the animancer chants loudly for about an hour, then reaches into the aura of the afflicted, balancing their psychic body and restoring a mental attribute to its normal state (level 2, about an hour).

**Eating of the Flesh of the Vile Intruder** - the war wizard paints their belly with the blood of the enemy. Until the blood dries, eating the raw flesh of that enemy restores their health and increases their mental acuity (level 1, a minute).

**The Eversinging Desert Spirits of Sholoth** - the wizard sings monotonously over a stone until it becomes magnetic to the desert spirits of Sholoth. After that, anyone who takes the accursed stone into their hand or mouth or ear goes deaf, save for the monotonous songs of Sholoth (level 2, several minutes).

**Eye That Judges** - the witch paints the eye of the Solar Deity upon a surface, and the eye watches and judges those it sees. The eye disadvantages those who commit sinful deeds against spells for a day or

so (level 2, about an hour).

**Friend of the Legless** - sacrifice a chicken to the Naga King and receive advantage to social interactions with snakes and legless creatures for a few days (level 1, about an hour).

**Greater Expulsion of Spirits** - in a dangerous ritual, the wizard paints the Black City characters of unity, rejection, and the repellent visage of Na-shaggra in ochre and ash. The possessed victim immediately makes a check with advantage against the possessing spirit, including disease spirits (level 3, a couple of hours).

**Harsh Rebuke of Hubris** - the enemy shall pay for every success. The warlock throws the sign of the jackal onto one target, and as long as they concentrate, every success of the target is converted into a rebuke die. When the warlock unleashes their rebuke, each die deals 1d6 points of damage to the statistic of the warlock's choice (level 2, one action, concentrate, no save).

**Sight Beyond Sight** - using multi-colored gems, the wizard gives an additional visual sense to a living creature. Perhaps the ability to see auras, heat, memories, emotions, or the shadows of the decaying worlds melting into the corners around us at all times. In practice, this can give advantage or disadvantage to visual acuity, depending on the wizard's preference (level 3, a few hours).

**The Spirits Enter the Waters** - a ritual that inspires sparks of creation, wild spirits, to enter a liquid, displacing water with ethanol. A tenth of the a bottle of liquid becomes alcohol, but the flavor may still need some improvement (level 1, a day).

Level 2: a quarter of the liquid becomes alcohol in a dozen hours.

Level 3: half the liquid becomes alcohol in a few hours.

Level 4: nine tenths of the volume becomes alcohol in mere minutes.

Level 5: the liquid becomes ur-alcoholic, somehow holding more spirit than that volume of liquid could ever naturally contain.

**Sustaining Drops of Liquid Ambrosia Against Dehydration** - the wizard teases a life-sustaining fluid from a stone, a flower of nectar beads. The beads provide all the liquid sustenance a creature needs for one day (level 2, a few minutes).

**Turning the Waters of the Body to Clay** - a terrifying curse that turns all fluid within a body into clay particles, dessicating and petrifying a victim all at once (level 3, several hours).

**Uzud's Exploding Flower of Stone** - a magnificent spell that turns a carved stone into an explosive gem. The harder the stone, the greater the stresses it can hold. (level 1, several minutes).



# CURSES AND DISEASES V04

*Educated citizens know that both curses and diseases are carried by the same vector: demons of the final corrupter, who seek to destroy the order and reason of society. That is why a proper Iksan never dabbles in curses or weaponized biomanancy.*

**Contraction and Distension** - an unpleasant curse that tightens the soft tissues of a body then bloats them (level 4, victim is disadvantaged, each hour they lose 1 End and Str, until at least their soft tissues simply fall off their bones with a final soft eruption).

**Drying of the Flesh** - the soft tissues dry out and stiffen, turning the victim into a living mummy (level 2, victim is disadvantaged, every day they lose 1 End and Agi, after seven days they 'recover,' becoming an undead mummy).

**Dragonbreath Disease - causes** dry, loud, painful coughs for several weeks. In the second week the cough worsens and a fever enfeebles the victim. The wretch must then make a trivial End check or die. The cough then continues.

**Faceless Curse - the** faceless curse steals the victim's face over a few weeks, until only a smooth, round egg-shell visage is left. On the last day of the accursed transformation the victim must make a trivial check to keep their mouth hole open with some tool, or they suffocate.

**Goat Leprosy - patches** of rough fur begin to sprout over the next weeks and month, while the hands and feet fuse into hooves, leaving the sufferer a broken goat-human abomination (level 1, victim permanently loses 1 Cha per week, when Cha reaches -3, the transformation is complete).

**Malarial Miasma** - a terrible curse that racks the body with fevers and chills, weakening it, while also poisoning the mind (level 2, victim is disadvantaged for 3 weeks and gains a random delusion each week, at the end of 3 weeks they save or die).

**Oil Rot - intensely** toxic golem oils create lethal rotting pustules (level 1, victim loses 1 End and Cha per day for 1d6 days, then begins to recover).

**Softening of the Bone** - the victim's bones soften and become like cartilaginous, until the victim can no longer move and is confined to a sedan chair (level 3, victim is disadvantaged, each day the victim loses 1 Str and Agi, after several days the victim is an immobile sessile thing).

**The Flesh Withers and the Face is Forgotten** - a powerful curse of the Minotaur Queen unveils the light of the Solar Deity. Its scorching radiance sometimes gives inner wisdom, but always flays away the flesh (level 3, over several hours victim loses 1 Cha per hour, until their face is reduced to a skull marked with the black circle of the Dead Sun).

# BESTIARY V03

**Archaic, Bio-tractor - ancient** labor-cyborg, a mix of ponderous chimaera and heavy machinery, mutated by the aeons (L8, mad, clattering).

**Ancestor, Embodied Avatar** - a platonic essentiality born of generations upon generations of ancestors venerated, protected, and uplifted (L13, reality sculpting, dream-bound).

**Archaic, Clockwork** - a self-aware golem of improbable age (L3, skeletal tic-toc).

**Archaic, Clockwork Owl** - a beloved friend and familiar of the earlier mechanic wizards of the Izvoren (L2, far-sighted, inventive).

**Archaic, Clockwork Dog** - a trusty friend with a crystal brain and a telescoping nose (L1, bounding, clattering).

**Ascetic, Faceless - post-human** unglued in time, drawn by the mass-ascension of souls. Does it eat them? Weave with their threads? It is unclear (L6, meditating, quiet, vibrating).

**Cat, Drinker of Sorrows** - sleek amphibious cats, only half-present in this world, their eyes on a higher plane. They only ever play with their prey, never truly kill or eat it, for they feast on its pain (L7, half-phantasmal, all-cruel, most-distant).

**Catfish, Golden Unliving** - soulless flesh monsters grown in vats from common catfish, they are always ravenous, turning flesh into light with beautiful organs. Many decorated the water gardens of the Flesh God (L3, ravenous, leaping).

**Catfish, Neural - distended**, sluggish catfish with electric and telepathic modifications that let them serve as neural cells in a distributed water-brain (L0, shocking, remembering, grainy).

**Charoni, Boat Wanderer** - river slavers and fishers, prone to piracy (L2, amphibious).

**Charoni, Smuggler - more** civilized Charoni, who have lived and inter-married with casteless Tirsteen for generations (AC12, HD1, salty).

**Crab, Mud - ubiquitous** riverine scavengers, mostly harmless (L0, click clack).

**Cricket, Giant - armored** herbivorous insects the size of pigs, with well-developed lungs transplanted from avians by some long-ago biomancer (L0, plump and chewy inside).

**Deer, Death-pale - chameleon-like** deer, slender and terrified, who hide to escape the attention of the taxidermist necromancers (L0, musky, tender).

**Deer, Undead - glittering** creatures of bone and polished coat, they nibble, bite and crop grass, pushed by endless hunger, only for the cropped vegetation to fall again from their hollowed bellies. The Ebéteen use them to keep lawns and courses neat and pristine (L1, blind, antlered).

**Demon, Stormy Indigestion** - a disembodied curse spirit with a revolting sense of humor and a propensity for creating loud noises in the bowels of humans (L5, cursed, loud).

**Dog, Bear - is** it a small bear or a big dog? It's not clear, but it's so fluffy (AC13, HD3, woof)!

**Doghead, Scout - ferals** from Pustara, they are almost entirely immune to enchantments and wonder what has happened to their oppressors (L1, curious, resilient).

**Dreamer - soulless human** shell, left purposeless by the death of the Fleshgod, it now tries to summon demons to give it meaning once more as they ride its flesh and bone (L6, witty, shallow).

**Ebéteen Administrator** - a smart and talented Ebéteen, whose initiative has been surgically and chemically removed to make them better at carrying out the will of the Flesh God (L3, calculating wizard).

**Ebéteen Civilian - dressed** in decaying finery and desperate pride (L1, defeated).

**Ebéteen Drunk - fueled** by liquid courage, but clumsy and cowardly at the sight of trouble (L2, smelly, turncoat).

**Ebéteen, Explosive Insurgent** - strapped with alchemical bombs that burn and flash and rend (L2, explosive, martyr-worshipper).

**Ebéteen, Opium Priest** - bringers of sleep and bearers of demons (L2, possessed).

**Ebéteen, Ragged Refugee** - no hope left, they are easy prey (L1, betrayed by fate).

**Ebéteen, Rebel - trained**, determined, and careful. Organizing underground trails to resistance cells in the Ebéteen provinces (L2, lying, smart).

**Ebéteen, Snake Priest** - shape-shifters and snake summoners (L3, duplicitous, smooth).

**Ebéteen, Suicidal Cultist** - determined to strike a blow against reason, the suicidal cultist is likely to get back up again, even after they are slain, so strong is the pull of the unforgotten ancestors within them (L1, mad, resolute).

**Ebéteen Terrorist - adept** at disappearing among the ragged masses of imperialists, these are venomous vipers, skilled in poison and demolitions (L2, survivor).

**Eel, Memory-death - spear-sized** spear of flashing silver that eats skills and spells. A defensive neural component of a water brain (L3, silver-gleaming, heart-stabbing).

**Elephant, Pygmy** - the size of a pondeorus pony, often painted to amuse the Ebéteen best-people (L2, decorative, sad).

**Forgotten Dead, Goatfoot** - ab-humans with rock-hopping legs and a love of song and thorns (L1, bloody-boned, soul-scarred).

**Forgotten Dead, Goatskull** - ab-human priests with an inkling of regret and despair still coursing through their rotted remains (L2, wretched grapplers, half-magical).

**Ghostly Crocodiles** - flickering shadow-eaters who spread curses with their bites, the remnants of evildoers who opposed the Flesh God (L3, flickering, diaphanous).

**Ghoul** - the final stage of cannibalistic degeneracy, with curved claws that rend the soul like butter and freeze the flesh like icicles, their bodies change and distend, reflecting their diet (L3, hungry, rationalizing). Some believe the ghouls cannot die naturally, becoming hunger incarnate.

**Ghoul, Half-rotting** and degenerate Ebéteen out-castes who flock to the margins of metropolitan Ebéteen civilization. They eat the offal of the Living God and the dead of the city, becoming a little bit holy, but also very mad. Shunned by society, they are on their way to inhumanity (L1, tormented, hungry).

**Ghoul, Water** - an amphibious modification of the cannibalistic monster, with fins and tails, acquired when a ghouel consumes many fish (L2, singing, paralyzing tongue).

**Goat, Feral** - sharp horns, incredible agility, and a low-level superconscious telepathy with which they tap the minds of nearby sentients to increase their own intelligence temporarily (L1, wise).

**Goat, Sphinx** - small, child-faced creatures with eerie eyes and rough mouths, the spawn of a curse-protected dead solar deity (L3, naughty, cheeky).

**Goat, Undead Sphinx** - a mewling, prancing abomination that tries to suck milk with rot-burned lips (L2, sky-besotted, eyeless).

**Golem, see also Archaic** - usually a soulless automaton, an artificial creature with no autonomy.

**Golem, Porcelain Rabbit** - beautiful toys that delighted the sacrificial princesses and princes of Ebét in their gilded days (L0, toys, recorders).

**Hyena** - laughing canids who like to share jokes with wanderers dying of thirst in the wasteland (L1, happy, kind, ever-hungry).

**Ibex of Ebét** - star-possessed antelopes with glittering eyes and throats that mimic half-human voices (L2, foxy, stalking).

**Idol, Demonic** - a material body of rock and prayer for a body-stealing spirit from the void, traditionally worshipped by Pustari cults and half-ghouls in the sewers of Ebét (L7, spell-slinger, possessive).

**Iksan Auxiliary** - in combat cuirass, with heat-rod (L1, tired, annoyed).

**Iksan Legionnaire** - in full battle armor, with buckler and heat-rod (L2,

itchy, grumpy).

**Iksan Leveller** - in mid-grey greatcoat with a face like punishment and jewelled eyes (L3, piercing, humorless).

**Iksan Progress Patrol** - dressed in golem-veined heavy armor with heat-rods and toothed hammers (L2, steely, harsh).

**Iksan White-Bone Walker Leveller** - man-sized golem-armored, powerful enough to tear a bear apart bare-handed (L5, inhuman, terrifying).

**Izvoreni Golem, Basic** - a semi-autonomous servant unit (L1, stubborn, pedantic).

**Izvoreni Golem, Flesh** - a jury-rigged semi-autonomous defence or labor unit (L2, swift, twitching).

**Izvoreni Golem, Warlock** - with rustling gears and improvised bolt-throwers (L2, brassy). Some are equipped with heavy shielding and crushing claws instead of bolt-throwers.

**Izvoreni Maintainer** - in light armored smocks, with wide turbans covering their furred heads, keep the golems alive (L1, humble, whip quick).

**Izvoreni Mechanic Wizard** - in well-kept smock, with antique laborer cap and multi-colored fur, they often know how to use wire, crystal, and corpse to create flesh golems (L2, patient, hard-working).

**Juicer** - outcast on their way to a living hell, veins afire with mindless delight (L1, psychedelic, deep-seeing).

**Larvae, Telepathic** - soft, white things with half-formed faces, whether the Flesh God's mistakes or victims, it is unclear. They implant lies and illusions with their grasping, horrid thoughts (L4, slow, soft, telepathic).

**Leprous Grazing Goat** - rheum-eyed herbivores carrying the curse of goat leprosy (L2, bored, infectious).

**Lich** - an ancestor up-lifted by the faith, worship, and love of their descendants, with a gaze that spreads weakness and a voice that can turn the mind to water, most are immune to the magics that they wield (L12, weightless, flying, regal).

**Mosquitos, Undead Miasmal Cloud** - a plague that raises necrotic weals and spreads a terminal lassitude (L2, blood-sucking, vampire-worshipping).

**Mummy, Ducal** - noble ancestors who have offered the flower of their life to their descendants, they draw their strength from blossoms and beauty (L6, poncy, aristocratic).

**Mummy, Remembrant** - ancestors of prodigious memory, their brains enhanced with crystal and silver, who carry the records and books of the Ebéteen within them (L4, collected, organized).

**Mummy, Wurm, also Dry Brother** - great serpentine dragon, a hundred feet long, with a dozen limbs and crystal whips for whiskers. Three lived



once and are now mummified ancestors, the Ebéteen call them brothers of the Flesh God (L15, sleeping, dreaming, creaking).

**Pearl, Water Brain** - congealed crystalline amalgamate of the brains of worthy Ebéteen administrators, used to manage complex homeostatic systems with a minimum of improvisation or initiative (L6, rational, telepathic).

**Pot, Dream - traditional** mystery cult vessel for holding fears and terrors. Old dream pots become semi-sentient, parroting soothing words as they take away the pain (L0, immobile, flowery).

**Pot, Nightmare - dream** pot corrupted by the void, it takes love and dreams and replaces them with a churning terror of the nothingness beyond the veil (L3, cursed).

**Pustari, Slaver** - a civilized representative, used to dealing with the settled folk who do not understand the high traditions of the good folk (L1, polite, affable).

**Pustari, Warrior - proud**, harsh, strong, and bloody-minded wasteland dwellers, nomads, traders, slavers, reavers (L1, sword-loving).

**Rat, Scavenger** - the large, yellow-furred rats of the dusty Ebéteen lands (L1, inquisitive, jewel-faced).

**Sand Serpent** - a great, pit-mouthed beast, an unholy abomination of worm and crystal machine (L15, sand-eater, swallower, crystalline teeth).

**Shade, Aged - diaphanous**, thinned by time, the remnant of ancestors whose tomb has been destroyed and desecrated (L2, indolent, brooding, incorporeal).

**Shade, Bitter Regret** - congealed remnants of ancestors decayed and forgotten, they crawl like an psychoplasmic mist, stealing happiness and inspiring hate (L4, incorporeal, clutching, grasping).

**Skeleton, Living - dessicated** ab-mortals preserved beyond the boundary of death by their chants celebrating the Living God. Are they dying now that the Flesh God is no more (L2, skeletal, musical)?

**Slime Octopus, Riverine** - large, many-tentacled amphibious beasts that lurk in the reed-swamps of the River of Life. They eject a burst of slime when threatened (AC 12, HD 4, rock-throwing).

**Smuggler, Tirsteen - low-cunning** and determination to survive war with greed in this creature (L1, salty, canny).

**Spider, Spitting** - a dog-sized breed developed by the Ebéteen flesh sculptors to defend their remoter monuments, gone feral (L1, venomous spittle, silken traps).

**Swarm, Leech-Rats** - a swarm of smooth, slippery, blood-stealing ... well ... leech-rats (L3, blood-thieves, analgetic).

**Swarm, Prowling Centipedes** - a swarm of puce venomous centipedes. Aggressive and dangerous (L10, venomous, vast, weakening).

**Swarm, Prancing Skeleton** - eyeless, laughing, dancing congregation of

mindless ancestors (L2, chuckling, stamping).

**Swarm, Squamous** - a swarm of wriggling, squirming amphibious creatures in the throes of some ancient urge. Harmless unless provoked or entered (L6, swamping swarm, drowning).

**Swarm, Vicious Wasps** - at home in prickly-pear copices, they like honey and easy meat (L3, noisy, venomous).

**Tick, Great - loping** with a prehensile syringine proboscis and distensible armored abdomen (L3, long-mouthed, hungry-footed).

**Tirsteen, Cutthroat - brutalized** by generations of oppression in Ebét, they are very canny about only targetting second-class citizens (L2, rough and tough).

**Tirsteen, Pleb - confused** and bereft at the loss of the entertainments and opiates of the Ebéteen (L0, beaten, shaken).

**Tirsteen, Shepherd - bitter** folk, only a step above the shackleminded Wazeek, kept in their impoverished place by fear (L1, simple and tenacious).

**Tirsteen, Soul-burned - commoners** who have crossed their priests have their souls burned to a nub. Not quite shackle-minded, but close, their servitude might last a lifetime (L1, cursed, sad).

**Viper - the national** snake of Ebét, known to lay quartz-shelled eggs (L1, venomous).

**Wazeek Shacklemind, Savage** - a sad shell now that its minder has departed. Docile unless provoked (L2, dumb, slow).

**Wazeek Shacklemind, Troglodyte** - a mind-blown worker designed for underground labour, with digging claws and gouged eyes (L2, strong-armed, blind).

**Wight - an ancestor** preserved by their celebrated deeds, their shadows are stitched to their insides to protect their souls from blows and fires (L5, charming, swift).

**Winterbird - a bird** with red beak and eyes and claws that delivers cold prophecies (L1, prophetic, mocking).

**Wisp - a shattered** shard of spirit, blown loose from a greater creature, which imitates life and motivation, but is merely a mirror of the viewer's personality (L0, tricky, serene).

**Wooden 'Vampire'** - a blood-stealing demonic creature, not quite human, that can turn flesh into wood and step through trees as though they were doorways. Ebéteen say they came from the void (L3, hard, tree-hopping).

# MYTHOS, HISTORIES, AND GEOGRAPHIES V04

**Bone God** - deity of an obscure Ebéteen death cult that surged in popularity with the death of the Flesh God.

**Dry Brothers, Three** (Mummified Wyrms) - tremendous, dozen-legged serpentine dragons, the elder brothers of the Living God, who all failed in the face of the Virgin Medusa and thereafter became his first lieutenants. They took after their father, the Naga King, and became sinuous and terrible, protecting the faithful of the Living God till their death and after.

Their names are hidden, but a popular tale calls them Azure Dog, Jaspis Mountain, and Ivory Calamity.

**Faith of the Clockwork God** - an archaic mystery cult that preaches an underlying mechanical logic to the unfolding of the universe and encourages humans to ascend to the machine, abandoning emotion and attachment, and becoming creatures of pure logic and burning rage. It is not very popular or coherent.

**Eclipsed Lands** - mythical lands plunged into perpetual darkness by the death of the Ebéteen's old Solar Deity.

**Flesh God (Living God)** - derogatory Iksan term for the now-dead Living God of the Ebéteen.

**Grand Celestial Collapse** - a semi-mythical dark age that saw the disappearance of a number of great civilizations, including the Transparent Union of the Shtrakha, the Eternal Forest of the Infinte Skies, and the Builders in the Silent Places. The Ebéteen hold that they are descended from survivors of that time, guided and preserved by the Solar Deity for many generations.

**Hand of the People** - the stylized hand of friendship represents the hard work and relentless power of the unified Iksans.

**Living God (Flesh God)** - the undying, ever-replicating pyramid of flesh and gore that preserves within its pulsating bulk the memories and wisdom of the Ebéteen of a hundred centuries. It is now dead, rendered to fat and bone fragments by Iksan soul-breaker bombs. This creates problems for the Ebéteen religion.

**Minotaur Queen** - legendary mother of the Living God, she accepted the divine seed extracted from the corpse of the Solar Deity after the great eclipse. Though she gave birth to the Living God, who went on to save its people, the divine seed continued its work and turned her into a many-horned monster, which the departing exiles entombed in their great catacombs to protect their ancestors until the sun would rise again over the Eclipsed Lands. She is there still, they say. Ever since, the horned creatures have been symbols of sacrifice and devotion.

**The New Sun** - the only begotten son of the Living God, a beacon of light and goodness for the Ebéteen.

When the Naga King brought the Ebéteen through the salty desert to the shores of the River of Life the Living God was but a holy androgynous youth. There the Virgin Medusa barred the people, declaring them unclean and unworthy. Her burning gaze was too strong for the Naga King, who retreated in fear.

Three other heroes, the Dry Brothers, went forth, and each was thrown back by her glare.

Finally the Living God strode forward and its divine seed protected it from the the flashing brow of the Virgin Medusa. With his its left hand the Living God tamed the demon, but as the demon melted away, the Living God's left hand melted away, too. In its place was left a perfect ivory egg.

The Living God returned with the ivory egg and declared to the people, "behold, from this egg will hatch your new sun, my only begotten child."

Three years and seven months and eleven days after the declaration, New Sun was born and acclaimed by the Living God.

Centuries later, when New Sun was ready, he rose into the heavens to look benevolently upon the Ebéteen forever more.

**Heresy:** Pustari heresiarchs of the Green Sun tribe claim that the Flesh God killed its own child when it accused the god of hubris.

**Naga King** - legendary hero of the Ebéteen wandering from the Eclipsed Lands, who accepted the gift-curse of the ancestors and became a mile-long snake to protect his people on their journey through the seas of ashes and reeds. Since then, the snake has been the Ebéteen symbol of justice and protection.

**The Occultation** - the death of the old Solar Deity of the Ebéteen, one of the causes of that dark age known as the Grand Celestial Collapse.

**Orb of the Moon** - though it has many faces, it is one. The moon and its phases symbolize the multiplicity of Iks.

**Particle of the Living God** - an avatar-scion of the Flesh God, born from one of the Flesh God's hundred wombs and raised by the palatine eunuchs. Each Particle's brain carries a replicated fragment of the Flesh God's consciousness. While the Flesh God lived, they were the motile eyes and ears of that red deity. Now they are alone and confused, yet possessed of the divine self-replicative source of the Living God. The Iksan authorities destroy the Particles whenever they discover them.

**Shtrakha, Glass People** - humans who were transparent as air, whose dreams flickered through their bodies like rainbow fire. They built towers of glass as strong as adamant and plumbed the depths of the earth by the glow of their thoughts. The Virgin Medusa prized them, for their enlightenment was the sweetest of enlightenments due to their deep colors.

Six-fingered Son, Particle of the Flesh God, Prophet - the Prodigal Particle of the Living God, who left Ebét three hundred years ago to wander the far wastes, only to return six score year later with dark prophecies machine-reason-worshipping republics in Dopotamia, the Land of Two Rivers. His body and brain were dismantled and studied and punished in a purpose-built pyramid to divine if he had gone mad or seen true. The final conclusion was that the far-off primitives would never convince the Clockwork God to help them. The popularity of the Six-fingered Son rose rapidly and he was revived when the Iksan wars began. It is unclear if he survived the conquest.

Solar Deity - a chief divine guide and trickster who brought knowledge and light to the proto-Ebéteen. After its death, replaced by the Living God who brought solace to the bereft exiles from the Eclipsed Lands.

The Unforgotten Souls - with the death of the Ebéteen's old Solar Deity their heaven was destroyed the souls of all their ancestors to that time were crushed, pulverized, and milled into the smoke between the stars. Their past became the dust of time and they were set free to forge a new destiny in their misery and sadness.

Under the guidance of their Living God they caught and preserved in crystal and bone and gold and flesh the soul of every deceased Ebéteen, that none would ever be bound again to the illusory heaven of a celestial deity.

During the Week of the Unforgotten Souls the Ebéteen visit, walk, and live with the embodied, preserved, and disembodied souls of their ancestors, and remember the seven billion who became the darkness between the stars on the Day of Occultation when their old Solar Deity died.

The Veils - the cosmomic membranes that divide the world that is from the worlds that sail the voids and the worlds that shrink within.

Virgin Medusa, Lady Lightning-brows - a divine hero who commanded light and bent it to her will, burning those who opposed her to stone and dust. She reigned over the River of Life, bringing enlightenment and oblivion-in-unity to the young peoples of those times. She demanded clarity, openness, and a disavowal of secrets. Pustari still tell tales of how they fled into the dark wastes, far from the unmoving sun, to stay safe and individual. Some tribes recall the Glass People, the Shtrakha, who hid inside an egg of light so that their own being could not be swallowed by the Virgin Medusa.

She was slain in later epochs by the New Sun, only begotten child of the Flesh God.

Yaweeya, sometimes You Are What You Eat - the dictum of the Ghouls and Half-Ghouls, the Yodoyeen.

Many Ebéteen treat them as degenerates and out-castes, but over the centuries dissident scribes have often pointed to this dictum as a noble human attempt to become divine and one with the Living God, if one usually doomed to failure.

The dictum, as conveyed by Dayabeset, the ghoul scribe, in his tale Lekhtet, the Mountain, and the Pear.

"Eat of me," said the Pear.

Lekhtet resisted, though he rested.

"You sit in my gentle shade, you smell my fragrant fruits. Eat of me," said the Pear.

Lekhtet resisted, and he slept.

In his hunger dream the Mountain rose before him again. Tall,

pulsating, growing, purpose-full.

"Why do you resist the Pear?" rumbled the Mountain.

Lekhtet climbed the flanks of the Mountain and ate its sand.

"Why do you deny the Pear's sweet, soft flesh?" asked the Mountain.

Lekhtet climbed the ridge of the Mountain and ate its sharp gravel, swallowing it with the blood that flowed when it gashed his gums.

"Why do you torture your flesh with my stony skin? You are soft, like the Pear," said the Mountain.

Lekhtet climbed the pinnacle of the mountain and ate its razor ice, cutting his lips to his ears and freezing his innards.

"Why do you destroy yourself with me? You will never be like me," chuckled the Mountain.

Lekhtet rested on the pinnacle, blood freezing in a smile upon the delicate snow.

"Because I have become reflected in your greatness," said Lekhtet and slept the undying sleep between the Mountain and the Sky.

World That Is - the distributed geographies of the deep-stratified Earth and the fast stars that orbit it. The world accessible by purely physical means.

Worlds That Sail The Voids - the alien geographies of other-stuff and void-stuff that exist behind the outer veils.

Worlds That Shrink Within - the alien other-worlds and void-geographies that fractally iterate within and behind the inner veils.



# SCHOOLS AND COMPANIES V03

Administrants, Masters Administrant - mechanically and pharmacologically augmented 'living calculators' of Iks. These active citizens house subordinate brains in their distended body cavities to provide 'incredible real-time parallel processing capabilities' and 'unparalleled juridical and administrative accuracy.' The best administrants are produced by the Northern Dairy Collective, though the Ministry of Justice prefers the administrants from Old Gate Industrial Technologies (O'GIT). Some of the highest rank administrants, combining as many as eight parallel-processing brains, resemble anthropoid manatees and spend most of their time in nutrient baths to better focus on their intellectual labor without the distractions of mobility.

Biomancers, Flesh-sculptors - prized priest-disciples of Ebét, who wrote the words of the Living God into the very flesh of its people.

Carnificers, Meat-makers - Ebéteen school that brought forth life and flesh from dust. A step beyond necromancers, they could bring to life that which had never lived.

Cult of Everflowing Life - see Water Administrators

Freed Folk - all former subjects of the Living God who have formally petitioned Iks to become citizens. The petitioners are granted the privilege of wearing clay-and-iron tablets marking their progress towards citizenship around their necks.

The Ghost-rank Legion, the White Legion — the elite soldiers of Iks, they constitute an army-within-the-army and a party-within-the-party. The Ghost-rank has a strong influence on the Commission of Levels and a direct line to the Nameless Citizen. The Ghost-rank Legion also directly owns many industrial and mining operations.

Integrated Truth Commission - a subsidiary of the Iksan Postal Service, tasked with rooting out subversity and perversity in the thinking populace. The IT Commissars are also called the post-inquisitors.

Iksan Scholarly Society - an independent government-aligned private-public partnership of esteemed scholars supported by the major corporations of Iks. The Iksan Scholarly Society is sometimes proudly referred to as the Unofficial Ministry of Knowledge. Less polite appraisals refer to it as a propaganda arm of the Iksan state, which legitimates every decision of the Levellers and the Nameless Citizen.

Levellers, Commissioners of Levels - The Commission of Levels is the Iksan secret police. They are the stick behind the Levelling Program and operate a system of re-education, repopulation, re-colonization, and reduction towns in the provinces of Iks. All criminals and potential criminals are justifiably terrified of the neutral grey vehicles and the medium grey long coats of the Levellers.

Levelling Program - the six-year programs of the Iksan Reasonable Republic aim to produce a level playing field and perfect meritocracy.

They often fail to achieve their goals because of saboteurs and slackers, but the program remains ongoing and in some ways surprisingly effective. Rising proportions of the citizen populace states that they are satisfied or very satisfied with the measures undertaken by Iks to create a fair and level society (up to 96% from 94% in the previous hexennium).

Oversight Division - Iksan urban civilian peace and stability maintenance units within the Iksan legions, tasked with day-to-day police duties in the newly liberated provinces. A heretical wastelander might wonder, who oversees the overseers?

Private Inspector - citizen, auxiliary, and freed folk informants working with the Levellers, providing information to swell the security administrants which track seditious activities within Iks and its provinces.

Remembering Blood Heresy - an underground Ebéteen biomancer faction that promulgated the blood memory teachings and focused on recovering the Unforgotten Souls from beyond the veil of the Occultation.

Ruby Clockwork Army - an Izvoreni auxiliary attached to the Iksan occupation, includes many Izvoreni archaics, hence the term 'clockwork army' for the machine human force. The ruby paint on their body armor marks them as supporters of Iks.

Universal Rationalist - a radical Izvoreni faction which argues that reason is not a unique attribute of citizens, but is a spiritual aspect accessible to all true sentiences. Standard rationalist dogma holds that it is only in participation in the Iksan party that reason and enlightenment are possible.

Water Administrators, Cult of Everflowing Life - once the divine guard of the Flesh God, tasked with building the canals and piping that kept the living mountain nourished and clean. Later, after the great peristaltic cartilage sewers were grown, they became tasked with administering the hydraulic governance pipes and canals, which made sure that nobody protested against the Flesh God too much, lest their community dry out in the harsh sun of Ebét.

# PLACES AND BUILDINGS IN EBÉT V03

Administrative Temple - the holy bureaucratic offices of the Ebéteen scribe-priests, where the doings and debts of the people, from the lowest half-ghouls to the most powerful sovereign princes, are recorded in the memories of undying prince-children of the Living God.

Armory of Reason - the central clearing office for equipment recovered from ancient tombs and monuments. Half museum, half warehouse, all bureaucratic and overseen by the Iksan Logistics Bureau. The perfect place to identify strange artifacts and remove small curses — so long as they are registered with the Armory.

Barracks of the Iron Will - high-end Iksan legionary training facility, usually equipped with neural-reprogramming and neuro-enhancement facilities to ensure Iksan legionnaires remain free from doubt, worry, fear, regret, remorse, anxiety, rebellion, and other irrational negative emotions.

Deep Sewers - old levels that mix catacombs, storage, waste disposal, Izvoren maze works, and older, stranger things from the Machine Aeons.

Feeding Temple of the Living God - the lower classes of Ebét are forbidden by the dictats of the Opressor-Priests from procuring, storing, or cooking food. This task is reserved for the Giving Eunuchs, who use the flesh and blood and seed of the living god replicate the loaves, wines, and inhalatives on which the plebeians and shackleminds subsist. Organic matter is brought to the Feeding Temples and by the magic of transmateralization it is made delicious and edible.

New Zone - marked with the Orb of the Moon and the Hand of the People, a fortified part of the 'liberated' city reserved just for Iksans and accredited auxiliaries.

The Oob, The Order and Optimism Bureau - an officially-licensed central clearing mall for sports, gambling, and drug distribution in Iksan cities. Drug users are required to buy licenses and register with the Oob "for their own safety."

Palace of Pleasure - a carousing hall with an official Iksan pleasure permit. Menta-juice is available there to facilitate communion with the popular mind and increase the viability of the regular procreation-and-music celebrations. In the liberated territories slaves are often provided for citizen participants, much to the chagrin of the Universal Rationalists.

Post Office Pyramid, also Pyramid of the Six-fingered Son - former biomantic experimentation facility for enhancing ancestors operated by the Six-fingered Son, a Particle of the Flesh God. Now it is occupied by the Iksan Post Office and the Integrated Truth Commission (and its post-inquisitors). There are seven levels of inquisition and re-education basements dedicated to reprogramming recalcitrants. Several post-Ebéteen also work there under Iksan Leveller supervision.

Preservatorium - half medical facility, half necromantic temple, the shadowed halls and bright-lit operating rooms of this building are thick with the smells of ritual embalming and vivifying herbs. This is where the Ebéteen Preservers prepare the deceased to become ancestors, and, for the greatest Ebéteen, to become the undying guardians of their civilization.

Tirsteen Tenement - communal housing solution for the brain-neutered Ebéteen plebs. Each individual is assigned a personal sleeping closet, with common areas for procreation, recreation, and ablutions.

Tower of the Open Hand - Iksan panopticon-style urban security installation manned by members of the Oversight Division. Its variable-gain mounted heat rods are capable of roasting a barricade's worth of rioters up to a mile away.

Violet Temple of the Recorder of Lives - a grand Ebéteen temple, where every slave (subject) of the Living God is recorded in triplicate, along with a sample of their flesh to resurrect them, should they prove worthy of the Living God. Since the Living God is now dead, and the temple a ruin, that whole resurrection thing has become a bit moot.

Warrens of the Living Flesh - deep sewers filled with meta-cancerous offspring of the Living God, thrumming and toiling, absorbing heat from the beating heart of the Earth.

# MUSIC OF RSDC V04

A Perfect Circle - "The Doomed" - Eat the Elephant (2018) <https://www.youtube.com/watch?v=SDvfbvuJtS8> - something about the themes of RSBS.

Black Pyramid - "Mirror Messiah" - Black Pyramid (2009) - <https://www.youtube.com/watch?v=ddloPO3L6K4> - heavy and thudding, like the gates of the Flesh God's reign slamming shut.

Black Sabbath - "War Pigs" - Paranoid (1970) <https://www.youtube.com/watch?v=LQUXuQ6Zd9w> - no comment.

Black Space Riders - album - Refugeeem (2015) - <https://www.youtube.com/watch?v=qhL6Va3GeTo> - solid and thematic doom.

Bob Marley and the Wailers - "Redemption Song" - Uprising (1980) <https://www.youtube.com/watch?v=QrY9eHkXTa4> - mental slavery and emancipation are big themes in RSBS.

Church of the Cosmic Skull - album - Science Fiction (2018) <https://www.youtube.com/watch?v=Al1ammaaqqs> - this is one of the best albums of this year, and a true pleasure. Also, the lyrics, "Gonna go and see the devil again / Don't you know he only wanted a friend / In the end / It's all the same"

David Bowie - Heroes - Heroes (1977) <https://www.youtube.com/watch?v=xEqSOst1dg8> - just for one day.

Dead City Rebel Club - album - Lucifer Rising (2016) <https://www.youtube.com/watch?v=GZdmvMcFwZw> - doom, doom, doom.

? Dead Meadow - album - Warble Womb (2013) <https://www.youtube.com/watch?v=C1hhtmUFBWw> - deserts and looming sadness are the children of the desolation.

Dir En Grey - "Vinushka" - Uroboros (2008) <https://www.youtube.com/watch?v=NdceudJz8jA> - this song veers from acoustic prog to screaming death metal with visuals to match. Also.

The Doors - "The End" - The Doors (1967) <https://www.youtube.com/watch?v=JSUIQgEVDm4> - of course it's the end, my only friend, the end.

Egypt - album - Egypt (2009) <https://www.youtube.com/watch?v=a9oIUUd65HQ> - a lush doom album that perfectly captures the vibe of the dead city.

Ennio Morricone - "Il Giardino Delle Delizie" - Il Giardino Delle Delizie Original Soundtrack (1967) <https://www.youtube.com/watch?v=pO7Us9cQknc> - the opening is pure, creepy weirdness.

Eurythmics - "I Saved The World Today" - Peace (1999) <https://www.youtube.com/watch?v=Zf052uxFF58> a bit of sarcasm cuts deep into the flesh god.

Grand Magus - "Steel vs. Steel" - Steel vs. Steel (2014) <https://www.youtube.com/watch?v=mzs2XwKxPA4> - so much Elric and mad nonsense. It just fits.

Guilhem Desq - "Omen" - Visions (2017) [https://www.youtube.com/watch?v=yypuaJLHK\\_LQ](https://www.youtube.com/watch?v=yypuaJLHK_LQ) - intensely weird sounding music from an electric hurdy gurdy.

Ghost - album - Infestissumam (2012) <https://www.youtube.com/watch?v=dPhvb87xwel>

Goran Bregović - "Kalašnjikov" - Underground OST (1995) <https://www.youtube.com/watch?v=lqrAsSCo4yg> - something about the absurdity of war.

Hällas - "Repentance" - Excerpts From A Future Past (2017) <https://www.youtube.com/watch?v=eKYc6gvcfGw&t=405s> - a galloping blend of prog and metal for a future past.

Helloween - "Future World" - Keeper of the Seven Keys (1987) - [https://www.youtube.com/watch?v=\\_9h3jRaZyB4](https://www.youtube.com/watch?v=_9h3jRaZyB4) - because it is the dreams of the future world that drive the nightmares of today.

Iron Maiden - album - Powerslave (1998) [https://www.youtube.com/watch?v=meNeYoiDs\\_I](https://www.youtube.com/watch?v=meNeYoiDs_I) - something about the cover just works.

Jimi Hendrix - "All Along The Watchtower" - Ladyland (1968) [https://www.youtube.com/watch?v=TLV4\\_xaYynY](https://www.youtube.com/watch?v=TLV4_xaYynY) - I couldn't pass this up.

Johnny Cash - "Hurt" - American IV: The Man Comes Around (2002) <https://www.youtube.com/watch?v=vt1Pwfnh5pc> - the empire of dirt.

Johnny Mandel - "Suicide is Painless" - M.A.S.H. (Original Soundtrack) (1970) <https://www.youtube.com/watch?v=PpkxP-eN8I&t=112s> - well, why not?

Kyuss - album - Blues for the Red Sun (1992) <https://www.youtube.com/watch?v=phzNPCfYpzQ&t=48s> - Of course, Kyuss. Those rolling, grooving riffs? Hell, yes.

Megadeth - "Symphony of Destruction" - Countdown to Extinction (1992) <https://www.youtube.com/watch?v=K5jvUXij7nU> - something about bad outcomes.

Metallica - "One" - And Justice For All (1989) <https://www.youtube.com/watch?v=WM8bTdBs-cw> - hitting all the classics.

Mystic Sons - album - Mystic Sons (2018) [https://www.youtube.com/watch?v=gEKvw\\_XmgTo](https://www.youtube.com/watch?v=gEKvw_XmgTo) - riffs that roll over you like a scirocco.

Orchid - Wizard of War - The Mouths of Madness (2013) [https://www.youtube.com/watch?v=VA\\_Q8ci7bag](https://www.youtube.com/watch?v=VA_Q8ci7bag)

Pink Floyd - "Us And Them" - The Dark Side of the Moon (1973) <https://www.youtube.com/watch?v=Y2e47wBWTv8>



Puscifer - "Galileo" - Money Shot (2015) <https://www.youtube.com/watch?v=mz7XK847zZc> - burning heresies and more.

Rage Against the Machine - "Freedom" - Bombtrack (1993) <https://www.youtube.com/watch?v=XkzuObQDKtw> - freedom.

Roger Whittaker - I Don't Believe in If Anymore - single (1970) - <https://www.youtube.com/watch?v=-Lx8c3-djc8>

Queens of the Stone Age - "Goin' Out West" (Tom Waits cover) - Sick, Sick, Sick (2007) <https://www.youtube.com/watch?v=Elo6Sc9paFo> - a good summary of how the city was won.

Sabatón - "Panzerkampf" - The Art of War (2008) [https://www.youtube.com/watch?v=dcab4\\_ooj8](https://www.youtube.com/watch?v=dcab4_ooj8) - yes, it's cheesy. But you can't march around it.

Slayer - "War Ensemble" - Seasons in the Abyss (1990) <https://www.youtube.com/watch?v=Y2e47wBWTv8> - if I've got Metallica and Megadeth ...

Spiral Skies - album - Blues for a Dying Planet (2018) <https://www.youtube.com/watch?v=fDocwQdus4E> - organ opening? Check.

Subrosa - album - No Help For The Mighty Ones (2011) <https://www.youtube.com/watch?v=Xjo-aE8PICQ> - so many themes of the individual against the obliterating state.

Tool - album - 10,000 Days (2006) <https://www.youtube.com/watch?v=GSVqnUszzCU> - a soul-obliterating barrage of awesome.

The Unseen Guest - "Everybody Knows" - Checkpoint (2007) <https://www.youtube.com/watch?v=GqaO-EofKRE> - gruesomely painful, just like the end of a war.

Vespero - album - Subkraut: U-Boats Willkommen Hie (2012) <https://www.youtube.com/watch?v=XHyRWBAAtjE> - an incredible and weird album.

Void Commander - album - Void Commander (2018) <https://www.youtube.com/watch?v=7kektEIRXs8> - those desert riffs, damn.

War - "The World is a Ghetto" - The World is a Ghetto (1972) [https://www.youtube.com/watch?v=ptlcert\\_Ra8](https://www.youtube.com/watch?v=ptlcert_Ra8) - sometimes driving riffs isn't all you need.

# NEIGHBORHOOD MAPPER V01

## QUARTER MINIMAP

North to:																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1																			1
2																			2
3																			3
4																			4
5																			5
6																			6
7																			7
8																			8
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16																			16
17																			17
18																			18
19																			19
20																			20
South to:																			
West to:																			
East to:																			

NAME:

COLORS, SMELLS, AURAS

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SCENES

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.....

.....

ENCOUNTERS

.....

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.....

.....

TREASURE OR QUEST

.....

.....



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# HOUR TRACKER V01

## HOUR TRACKER

### DAY

- 1st hour, dawn .....
- 2nd hour .....
- 3rd hour .....
- 4th hour, repast .....
- 5th hour .....
- 6th hour, noon .....
- 7th hour, very hot .....
- 8th hour, very hot .....
- 9th hour, very hot .....
- 10th hour, lunch .....
- 11th hour .....
- 12th hour, red sky .....

### NIGHT

- 1st hour, dusk .....
- 2nd hour .....
- 3rd hour .....
- 4th hour, repast .....
- 5th hour .....
- 6th hour, midnight.....
- 7th hour, cold .....
- 8th hour, cold .....
- 9th hour, cold .....
- 10th hour .....
- 11th hour .....
- 12th hour, red sky .....

### DOZEN MINUTE ACTIONS

Hero rolls d6: (1) mark an hour, (2–6) negligible time spent.  
 > journey between locations within a quarter,  
 > explore a room in a tomb.

### ONE HOUR ACTIONS

> journey between quarters,  
 > search for a specific location,  
 > reconnoitre a location,  
 > visit a shop or bar.

### ONE WATCH ACTIONS

A watch is 6 hours long.  
 > get enough rest for a day,  
 > socialize with a character.





*Gen'ral's gathered in their masses,  
Just like witches at black masses  
Evil minds that plot destruction,  
Sorcerer of death's construction  
In the fields the bodies burning,  
As the war machine keeps turning  
Death and hatred to mankind,  
Poisoning their brainwashed minds  
Oh Lord yeah*

- War Pigs, Black Sabbath

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Thank you, the heroes.

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