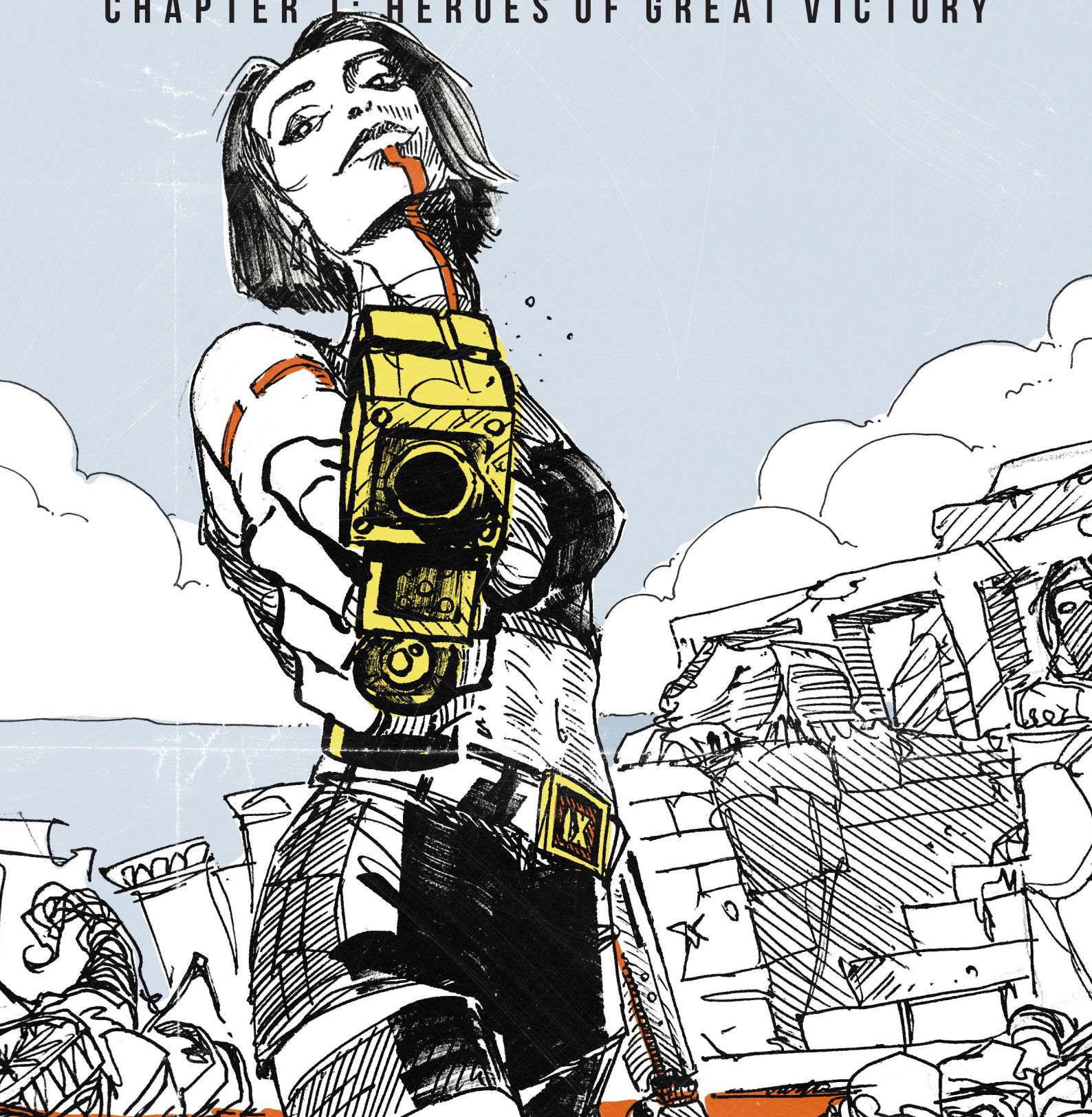


RED SKY DEAD CITY

CHAPTER 1: HEROES OF GREAT VICTORY



A D O N A I
A D O N A I
A D O N A I
A D O N A I
A D O N A I
A D O N A I
A D O N A I

-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.

This is Chapter 2 of *Red Sky Dead City* for the patrons of WizardThiefFighter. If you are not yet a supporter, join at <https://www.patreon.com/wizardthieffighter>.

All art & writing copyright © 2018 by Luka Rejec

Layout: Luka Rejec

www.wizardthieffighter.com

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.



CONTENT

Game Concepts	6	3. Antediluvian Tomb Warren	37
<i>The Assumed Game System</i>	6	4. Esplanade of high sphinxes	41
HEROES & WORLD	9	THE LIVING WORLD	45
The City of the Hundred Gates	10	How to Run the City of the Dead	46
Heroes and Scum	11	<i>Day Encounters</i>	48
1. <i>the Iksan 'Liberators'</i>	12	<i>Night Encounters</i>	49
2. <i>Mercenaries of Iks</i>	13	<i>Monster stats</i>	50
3. <i>Vagabonds and wastelanders</i>	14	<i>Dead City Arthropod Generator</i>	51
4. <i>The Odd Outsiders</i>	15	<i>Iksan Patrons</i>	52
5. <i>The 'Opium-addicted' Masses</i>	16	APPENDIX: LISTS & TOOLS	53
6. <i>the defeated ebéteen imperialists</i>	17	Peoples v01	54
Equipment	18	<i>People of Iks</i>	54
<i>Weapons</i>	19	<i>People of Ebét</i>	54
<i>Armors</i>	20	<i>The Wasted People</i>	55
<i>Poisons</i>	21	Equipment v01	56
<i>Food & Drink</i>	22	Spells and Rituals v01	58
<i>Services</i>	23	Curses and Diseases v02	59
<i>General Equipment</i>	24	Bestiary v01	60
THE DEAD CITY	27	Mythos and History v02	61
1. Lagoon of Life and Death	29	Neighborhood mapper v01	62
2. Valley of Brutalist Warehouses	33	Hour Tracker v01	63

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 dzo 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 & 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 Thirsteen 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

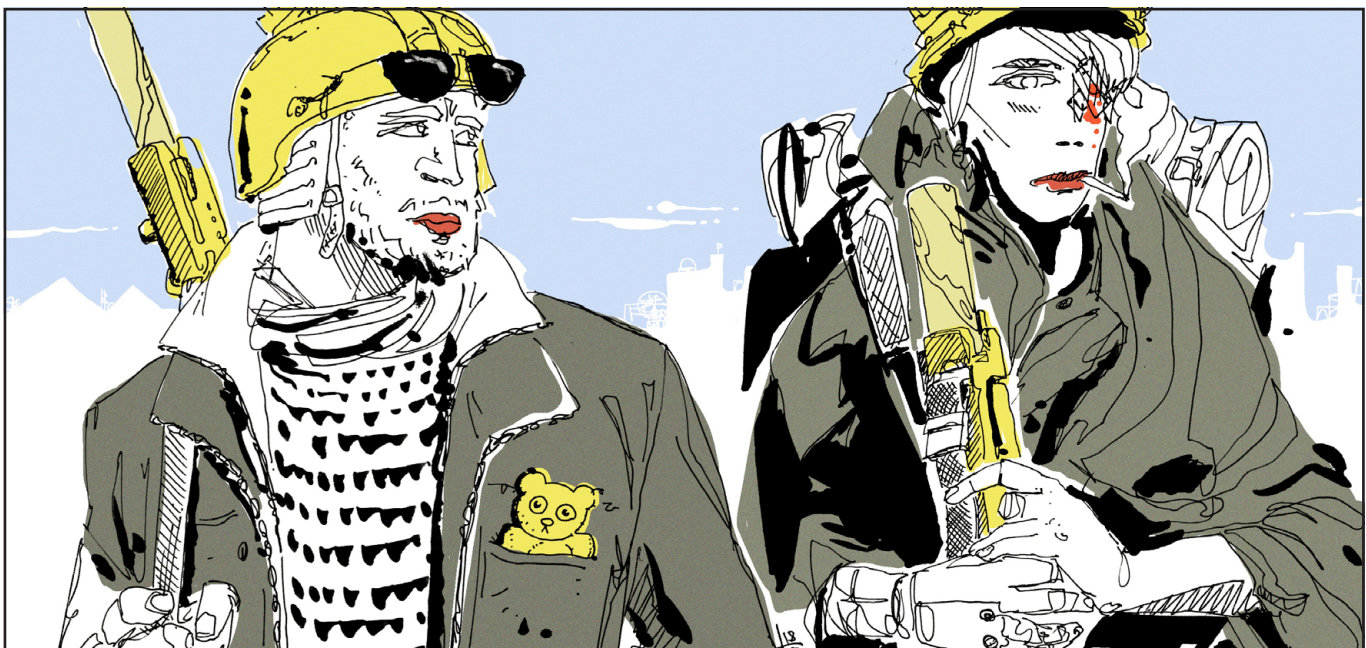
1. Purified Legionaire. Reasonably secured mind. Advantage against enchantment and mind-control.
2. Fearless Trooper. Panic response training. Immune to fear effects. Adds +Level damage when charging.
3. Veteran Sergeant. Respected by ordinary soldiers, inspire allies. Increase health die one step.
4. 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 electro-magical 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

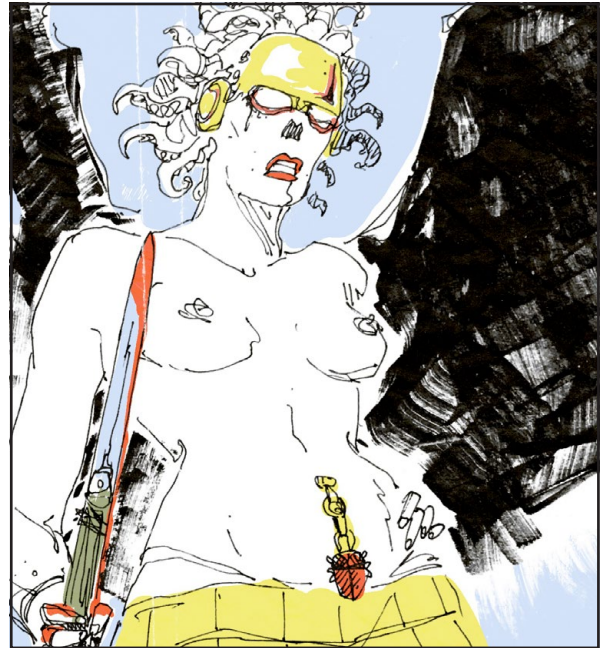
1. Gorri Hairy Barbarian. Unarmored hair defense (add Endurance to Defense when unarmored). Has a pair of combat shears.
2. Gorri Mountain Barbarian. Acrobatics skill and advantage on Endurance checks. Has a pair of boots made for walking.
3. Gorri Dwarf. Advantage on trip attacks. Improved criticals 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



- with axes and shrubberies. Starts with a pet bear dog (L3, red).
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

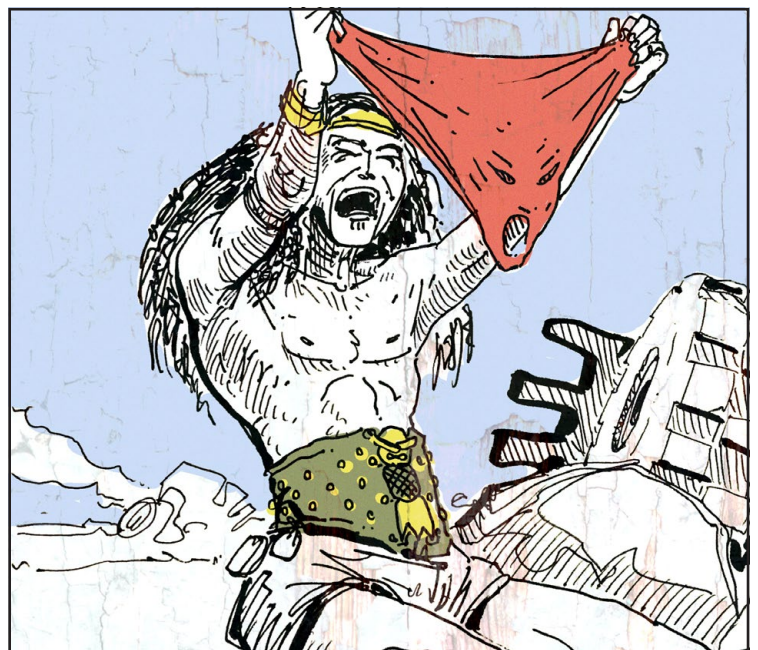
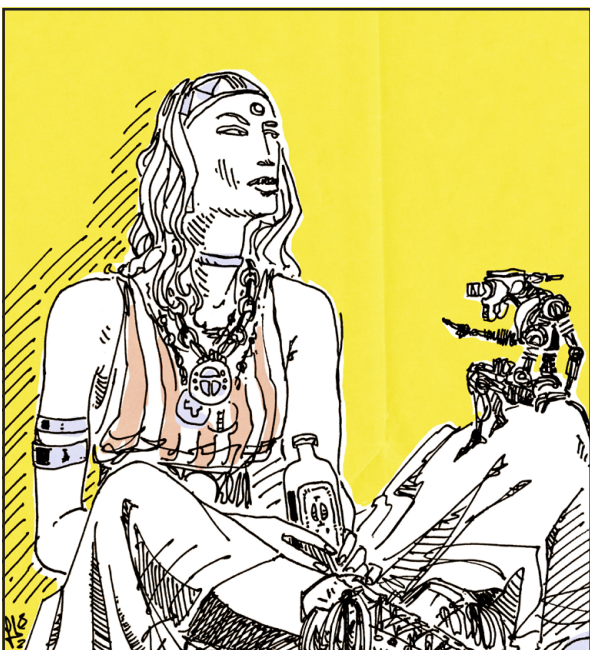
1. Ambassador. Papers and tattoos of the [d4]: (1) Parallel Domain, (2) Unfurled Moon, (3) Black City, (4) Alphabet of Creation to earn the respect of Iksan administrators and levellers. Persuasion skill optional. Odd coins worth 1d100 cash.
2. Spy. Forged papers and tattoos of the [d4]: (1) Society 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.
3. 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).
4. Tourist. Slightly confused, disadvantaged in all social situations, but preternaturally lucky (takes half damage from all critical hits and fumbles).
5. Doctor. Says is a doctor. Not entirely clear of what exactly. Advantage with one skill.
6. Bohemian. Very persuasive, very lubricated, resilient against intoxicants, has an artistic talent that is being horribly wasted and dissipated.
7. 'Archaeologist'. Acrobatics skill. Very good at jumping, rolling, dodging, and appraising "liberated" artifacts.
8. Merchant Adventurer. Advantage on all corruption checks.
9. 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.
10. 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.

11. Adventurer. Very brave, possessed of impressive armor skills, exceptionally good at running away from a fight, advantage against opportunity attacks when fleeing.
12. 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.
13. Scholar. Skilled in poetry, calligraphy and watercolor painting. Would make a good referee.
14. 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.
15. 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.
16. 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.
17. Cook. Chose a terrible time to open an exotic restaurant in Ebét. But can cook.
18. 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.
19. 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.
20. 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-mak-

ing, and perception skills.

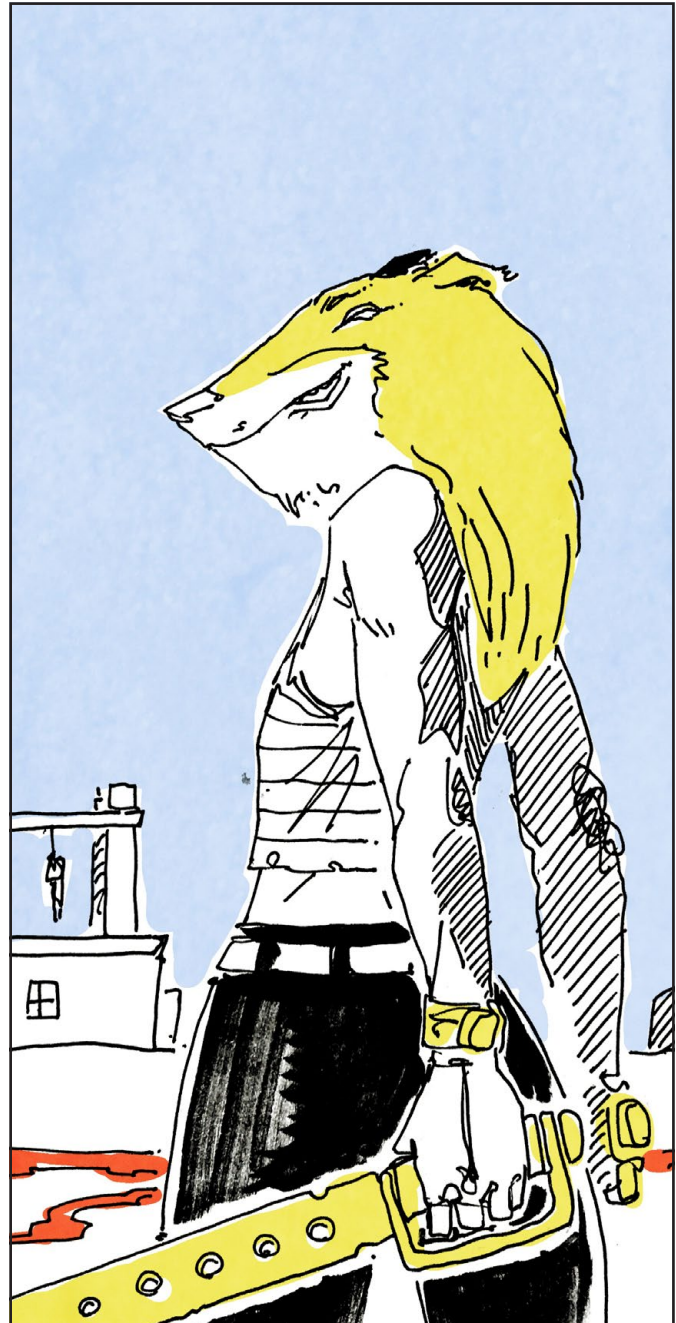
19. Green Doghead. The leafy gender has survival and nature skills and can subsist entirely on woody vegetable matter.
20. Traitor Ébéteen Commander-Priest. Magitech and arcana skills, advantage to shacklemind management checks. Has access to an Iksan Leveller 'handler' and surprising amounts of leverage 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 scabble 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. Range is abstracted to melee, short, or long. Size is an abstraction for weight and space required to carry.

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 BENEFIT FROM HERO AGILITY)

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

d89	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	Candle	small	Filthy and primitive life source.	Burns for an hour.	-
10	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
11	Carabiner	small	Metal loop with spring-loaded gate.	Essential for safe climbing.	1
12	Chain	heavy	Sturdy chain for dragging heavy loads.	5 metres of chain.	1
13	Chalk	small	Good way to mark where you've been.	Charcoal also works.	-
14	Compass	small	This way is north.	Useful for navigation.	1
15	Charm, lucky	small	Bronze, clay, or bone charm with a whisper of folk magic.	Reroll one die per charge.	2
16	Crowbar	average	Metal tool, perfect for cracking open tombs. Also, useful for cracking skeletons.	Advantage when leverage helps.	1
17	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
18	Crystal, glowing skull	average	Skull-sized glowing crystal.	Blazes like a bonfire.	45
19	Dolly	bulky	Four-wheeled dolly for moving heavy objects.	Lets one person pull eight sacks.	2
20	Drill, golem	heavy	Iksan or Izvoren high-end hole-making equipment.	It makes holes quickly.	55
21	Drill, hand	average	Simple, hand-operated tool for making holes.	It makes holes in solid rock.	1
22	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 22 1d10 x 10 damage in a small radius.	22
23	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
24	Fetish, basic	average	Homunculus of sticks, rods, and strings, powered by blood.	Follows simple orders, but is quite stupid and very weak.	3
25	Flour	average	Pouch of common flour. Can be used to spot tracks or outline invisible creatures when thrown.	It's quite white.	-
26	Flare	small	Rough chitinous rod filled with agitated luminous animalcules. Strike against hard surface to activate.	Blazes like a bonfire for an hour.	1
27	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
28	Gloves, godskin	small	Translucent pinkish gloves from the Ebéteen flesh looms.	Advantage against poisons and such.	21
29	Gloves, sturdy	average	Thick, high gloves for handling dangerous substances.	Advantage when handling poisons or diseased substances.	1
30	Glue	small	Tube of glue, just enough to reattach some broken pieces. Takes an hour to harden.	Restore 1 health to a golem.	1
31	Goggles, reflective	small	Iksan crystal art to protect the wearer from gaze attacks.	Advantage against gaze attacks.	11
32	Goggles, protective	small	Basic goggles to protect from dust and shrapnel.	Advantage against blinding attacks.	2
33	Golem, charge	average	Iksan battery used to power other gear.	Iksan ammo.	5
34	Grease, machine	average	Pot of Izvoren high quality grease.	Slippery. Also useful for unsticking machinery or restoring 1d4 health to a golem.	1
35	Hammer	average	Useful for nailing things shut or cracking sarcophagi and chests open.	Hammers are good. Advantage against chests.	1
36	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
37	Handcuffs	average	Solid Iksan model.	Hard to escape from these.	1
38	Hat, widebrim	average	Impressively wide pustari desert model.	Advantage against sun and heat.	1

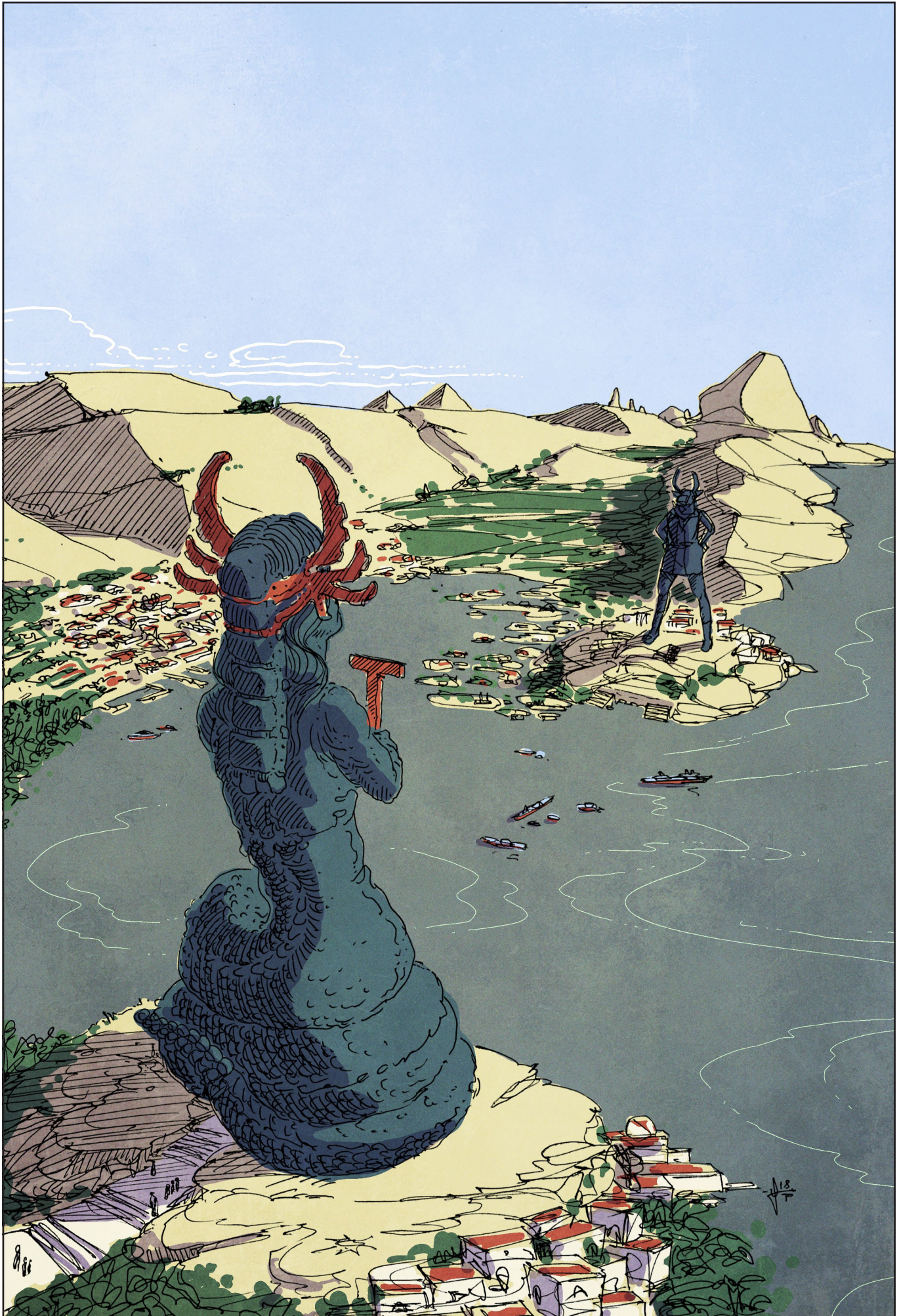
d89	Equipment	Size	Description	Effect	Cost
39	Helmet, explorer	average	Bulky protective helmet with holder for candle or glow crystal.	Advantage against falling rocks. Can be sacrificed to resist critical hit.	2
40	Homunculus, curse	bulky	Mewling creature of pickled flesh made by Ebéteen art.	Absorbs a curse instead of its master.	75
41	Hook	average	A metal hook. Possibly three-pronged. Combine with rope to easily climb up walls.	A bit loud when thrown.	1
42	Hook, snap	average	Heavy duty metal clip that keeps straps and chains attached.	Smaller versions also available.	1
43	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
44	Ladder	bulky	Wooden ladder.	A 3-metre long ladder.	1
45	Ladder, collapsible.	bulky	Metallic ladder that collapses for easier carriage.	A 10-metre ladder.	7
46	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
47	Lighter	small	Start fires with this ghastly greenish flame-maker.	Burns very hot.	7
48	Lock picks	small	Great for locks, not so much for massive stone tomb doors or sarcophagi.	Makes picking locked doors easier.	2
49	Lunchbox, Iksan	average	Protects food from being spoiled by water or dirt.	Can be useful.	1
50	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
51	Magnifying glass	small	Zoom and enhance cliché.	Makes it easier to read small details.	1
52	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
53	Matches	small	Pack of matches. They don't like water.	Make fire quickly.	0.1
54	Microscope, portable	heavy	An arrangement of lenses and light crystals in a brass housing.	Makes it easier to study animalcules and biomagical parasites.	30
55	Mirror	small	Tiny mirror on a metal rod for looking around corners.	It's a mirror.	1
56	Notebook	small	The perfect way to store information, clues, and other details. Fine pink Iksan paper.	Advantage to memorizing routes and details.	1
57	Net	average	Sturdy rope net, can double as a sack for carrying heavy objects if necessary.	Good for entangling or trapping things.	-
58	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
59	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
60	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
61	Parasite, medical	average	Symbiotic branching annelid that lives within the host.	Restores 3 health per level once per long rest.	31
62	Parasite, re-life	average	Grotesque hydra-derived parasite that protects from death.	Attack that would reduce to 0hp, reduces to 1 hp instead. Costs 1 permanent damage to random stat.	270
63	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
64	Pencil, greasy	small	Izvoreni engineer's pencil. A stubby, simple tool.	It writes.	-
65	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
66	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
67	Pickaxe	average	It's a mining tool. Or for digging through walls.	Advantage against masonry.	1
68	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
69	Pole	bulky	3-metre long pole. Good for prodding things or fishing.	It's a pole.	-
70	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
71	Pliers	average	A great tool for pulling things out and apart.	Good for repairing things ... or torture.	1
72	Rope	heavy	20-metre loop of sturdy fibres, useful in many situations. Best carried neatly looped.	It's a 65' rope.	1
73	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
74	Saw, chain	bulky	Powered chainsaw for cutting down trees.	Clumsy as a weapon, but deals 3d6 damage to zombies.	33
75	Saw, golem	bulky	Powered saw for swiftly cutting through rock and iron.	Very clumsy as a weapon.	39
76	Saw, metal	average	Fine tool for cutting dense, solid substances.	Also cuts bone.	2
77	Scale, engineer	bulky	Measures very precise quantities.	To within a tenth of a gram.	25
78	Scale, merchant	average	Measures small quantities quite precisely.	To within a few grams.	2

d89	Equipment	Size	Description	Effect	Cost
79	Scalpel	small	Incredibly sharp blade made from ur-obsidian.	Great for surgery and flaying.	1
80	Shovel	bulky	Perfect for digging through sand and loose gravel.	Speeds up excavations.	1
81	Struri herbal remedy	small	Tube of pungent translucent remedy that is nominally not superstitious.	Paliative against venom, bugs, parasites, diseases, rashes, and blisters.	11
82	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
83	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
84	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
85	Watch, pocket	small	Crystal-based Iksan timepiece, very sturdy.	Tells the time.	5
86	Waterskin	average	Cheap way to carry water, but vulnerable.	Might smell of goat.	-
87	Wire, barbed	average	This wire gets people stuck and hurts them.	5 metres of cruel barbs.	1
88	Wire	average	Coil of sturdy metal wire.	10 metres of wire, useful for tripping people or fixing up skeletons.	1
89	Wrench	average	Basic tool for working on golems and machinery.	Makes golem repair possible.	1





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

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.

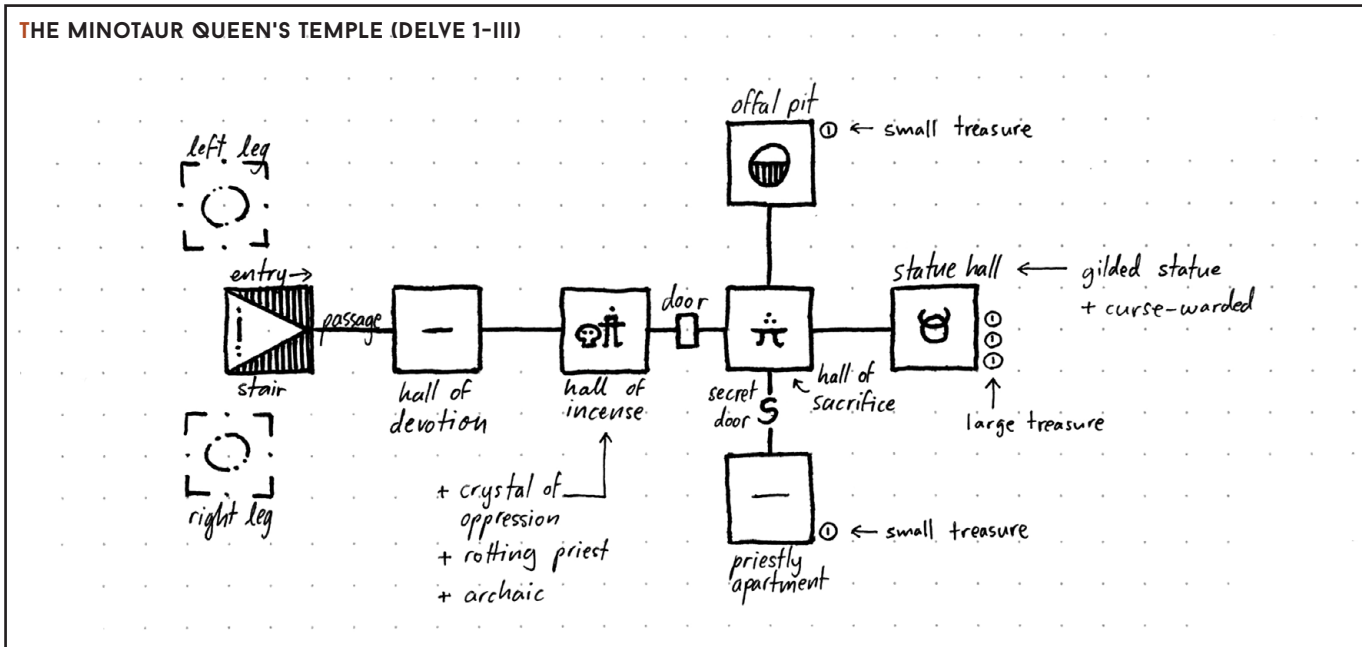
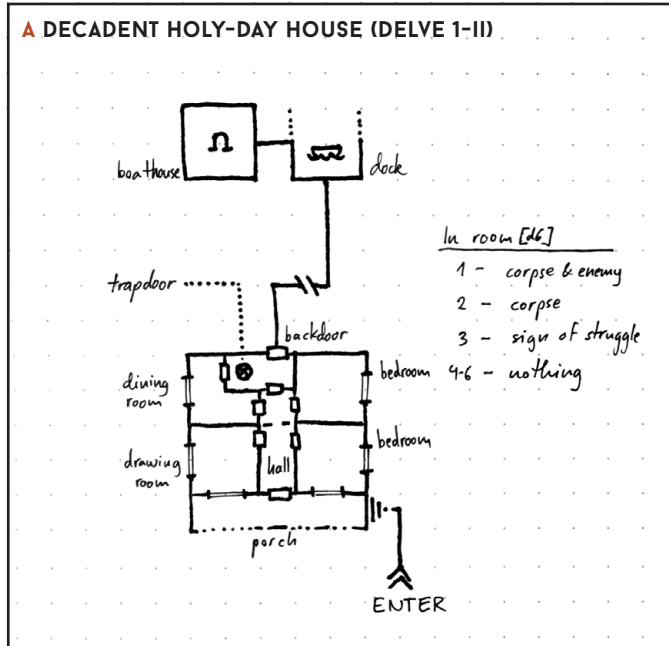
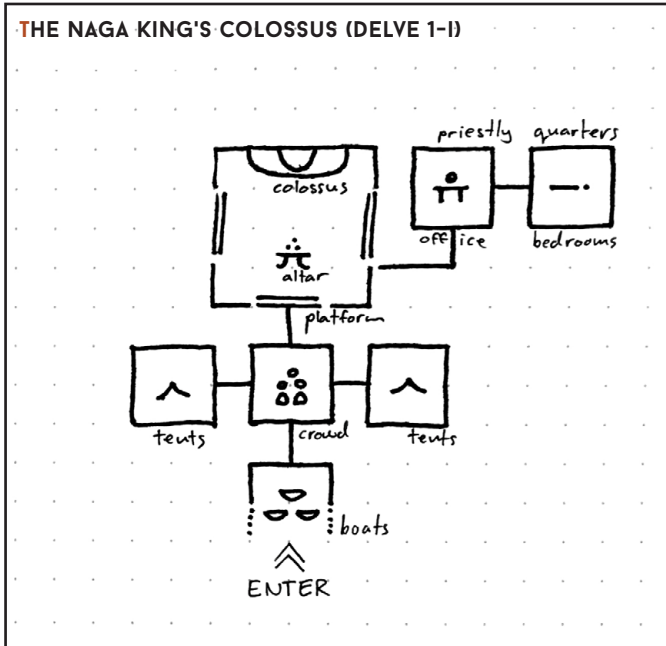
- ∴ **Aura:** the tension is so thick you could cut it with a knife. Disadvantage calming down and keeping fights from spiralling out of control.
- ∴ **Conflict:** Iksans are crushing Ebéteen resistance.
- ∴ **Resistance:** Necromancers and commandos in the dark.
- ∴ **Innocents:** mingled Ebéteen, Tirsteen, 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 Korveeven: 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.

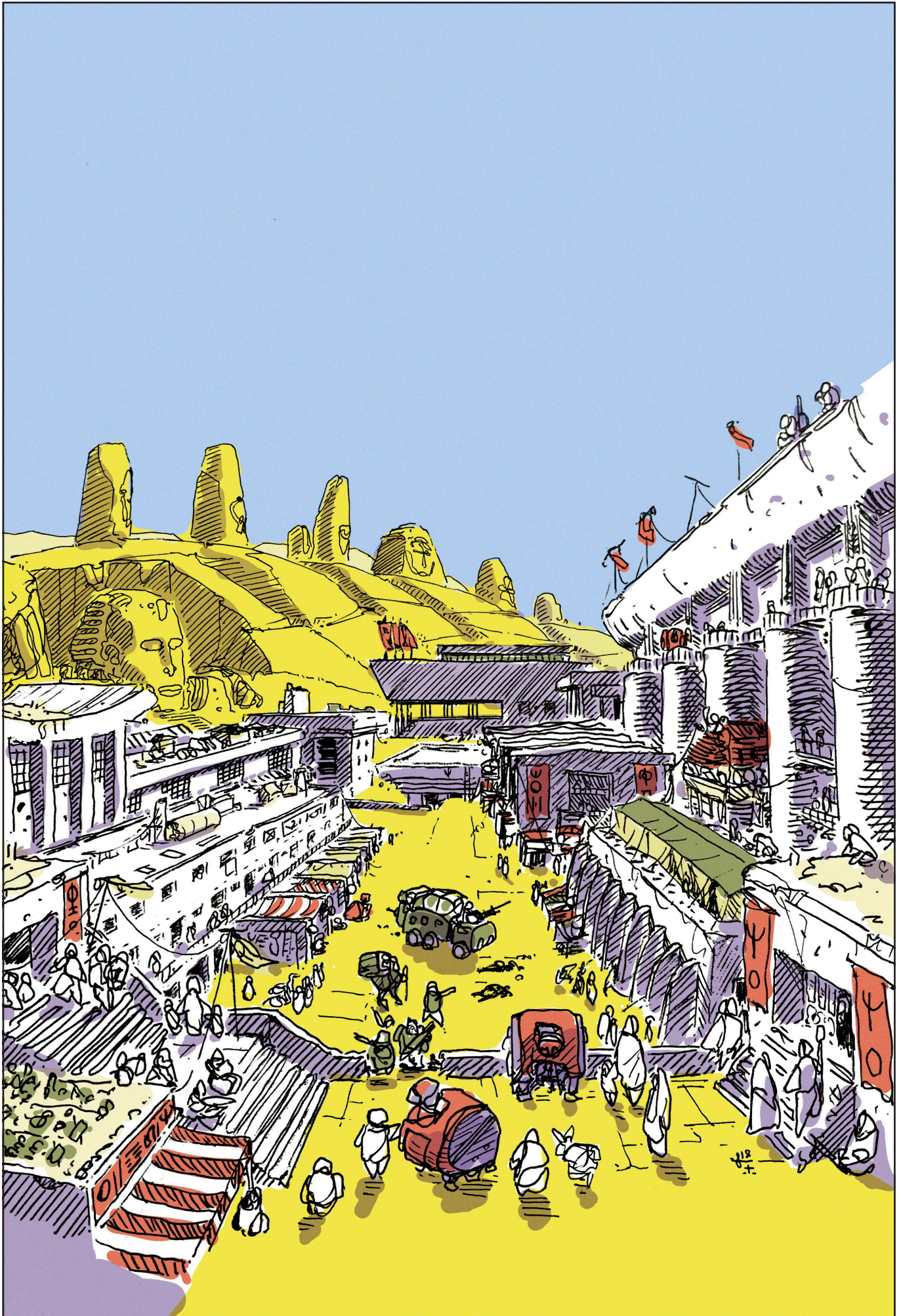


ENCOUNTERS D6

1. 2d12 Shacklemind savages (L1, mute) scratching for river clams.
2. 3d6 Leprous grazing goats (L2, bored, infectious).
3. 1d10 doghead scouts (L1, curious) shaking down some refugees.
4. 2d20 ragged refugees (L0, betrayed by fate) who may secretly be resisters (1 in 6).
5. Swarm of amphibious snakes, toads or other squamous beasts (L6, swamping swarm, drowns victims).
6. 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.
1. A gem-encrusted bronze gauntlet.
 2. The silver skeleton of a small snake.
 3. Ceramic pots of eerie turquoise herbs.
 4. Fine leather and steel boots, now home only to a few scorpions.
 5. A yellow silk sack or pouch, delicately embroidered, full of nostalgic ivory curios.
 6. A lovely lavender glow-crystal affixed to a bloody quarterstaff.
 7. Gilt enamelled chamber pot.
 8. 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

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.

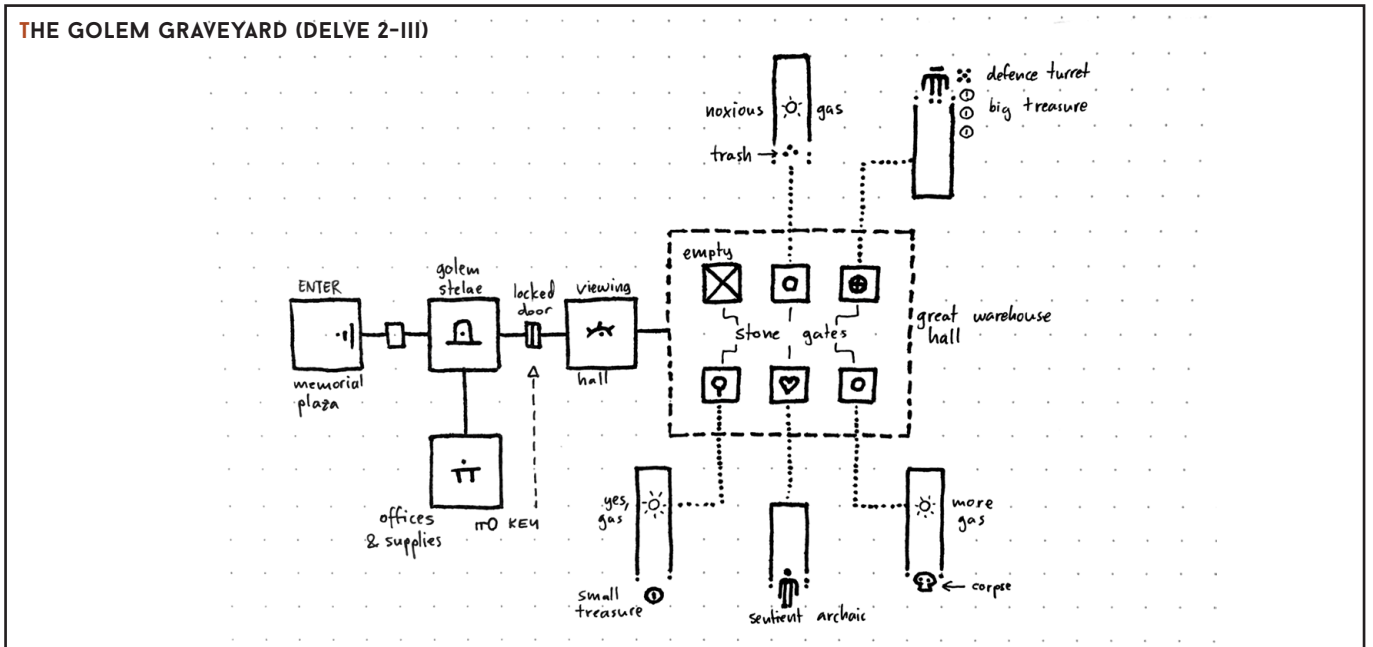
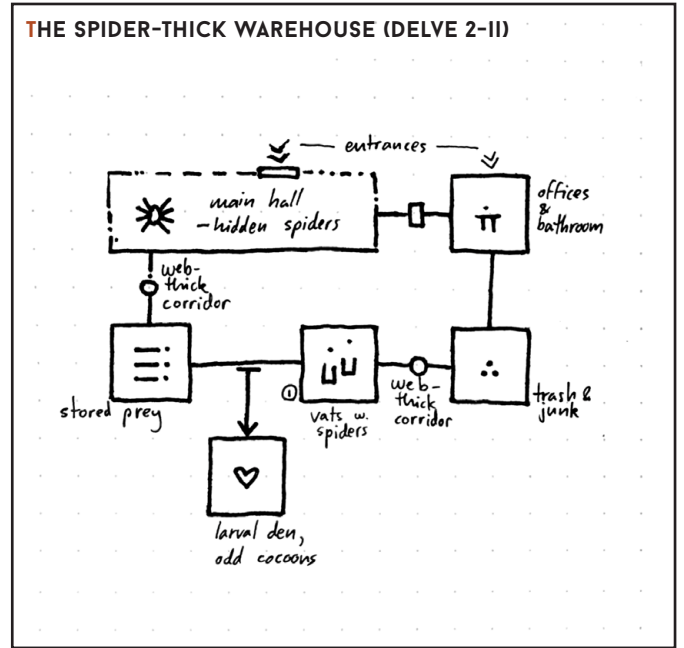
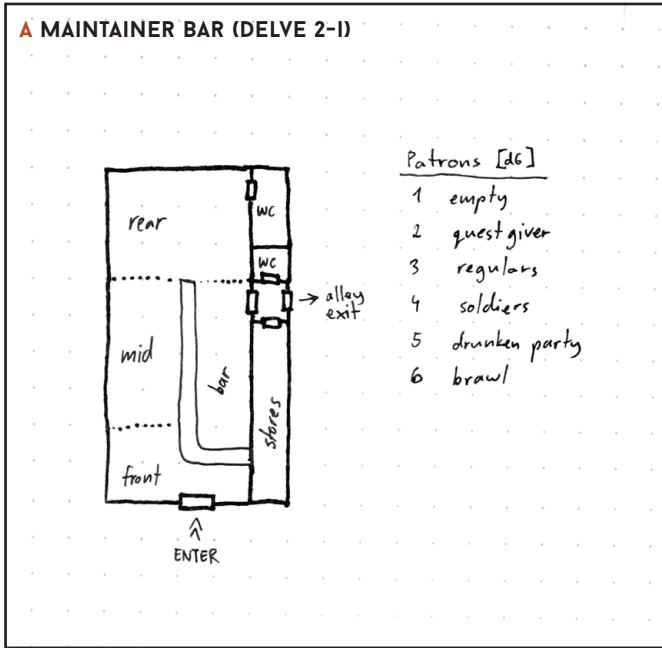
- ∴ **Aura:** pitiless and cruel, like the sun above. Advantage theft and intimidation.
- ∴ **Conflict:** Izvoreni exacting revenge on Ebéteen.
- ∴ **Resistance:** explorers and mad eunuchs delving deep into old factories.
- ∴ **Innocents:** Izvoreni and Ebéteen families alike.
- ∴ **Opportunity:** Charoni 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.



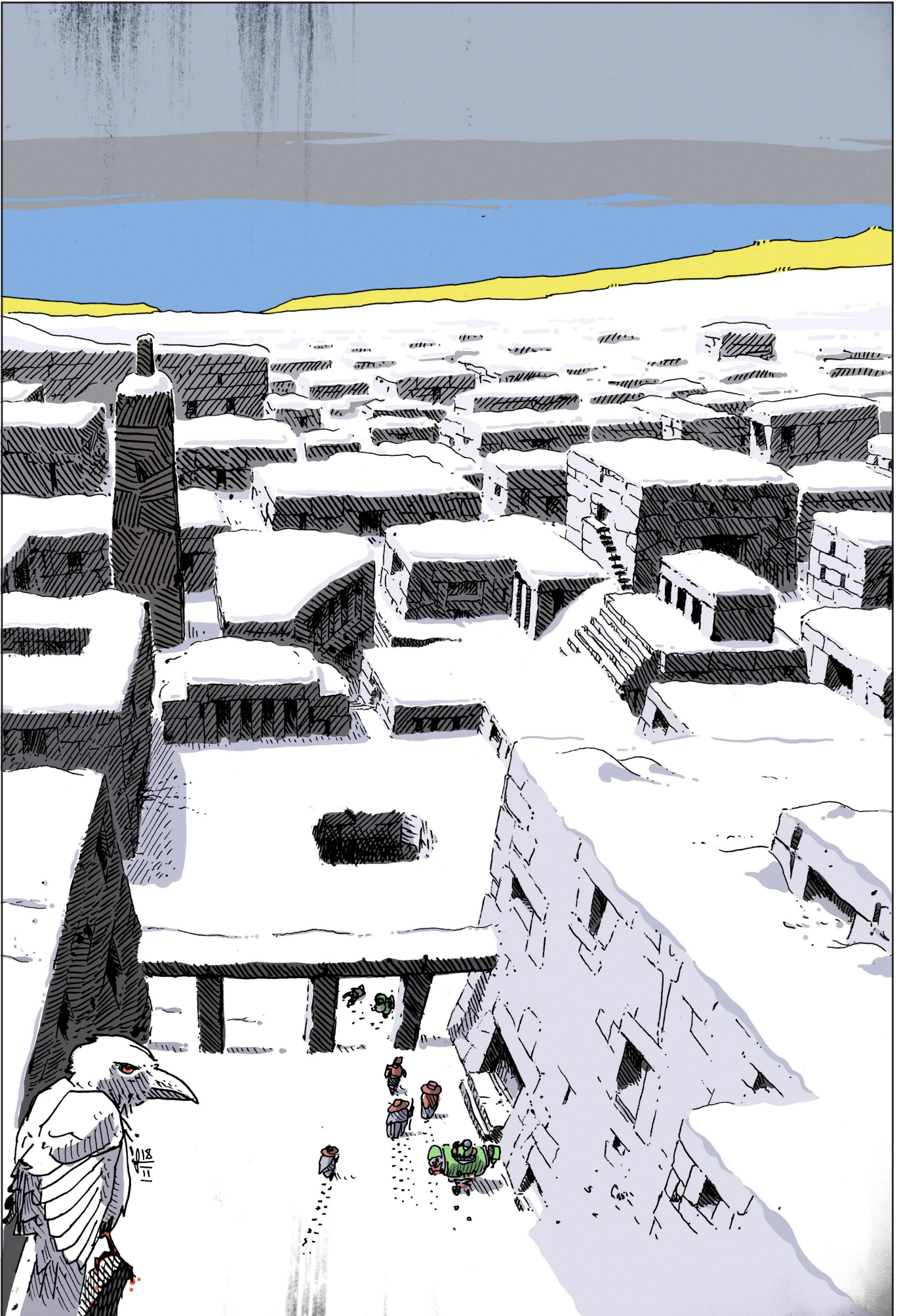
ENCOUNTERS D6

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 ennuui.

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.

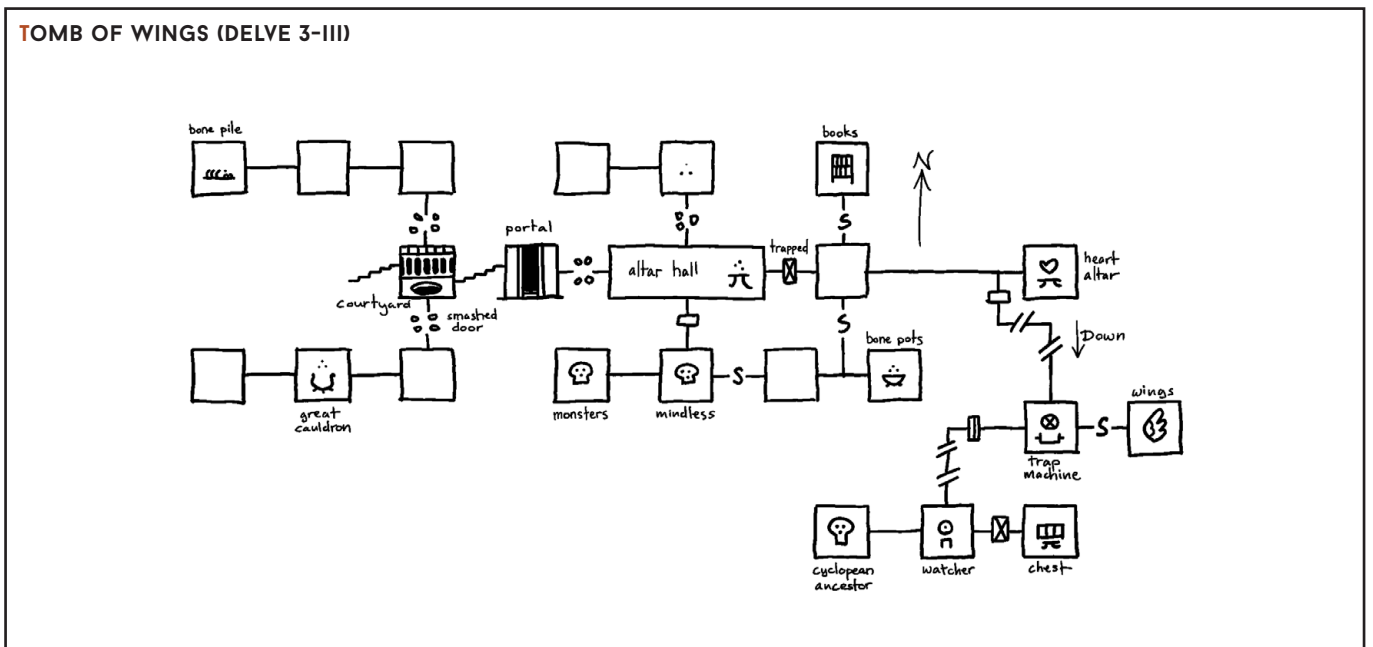
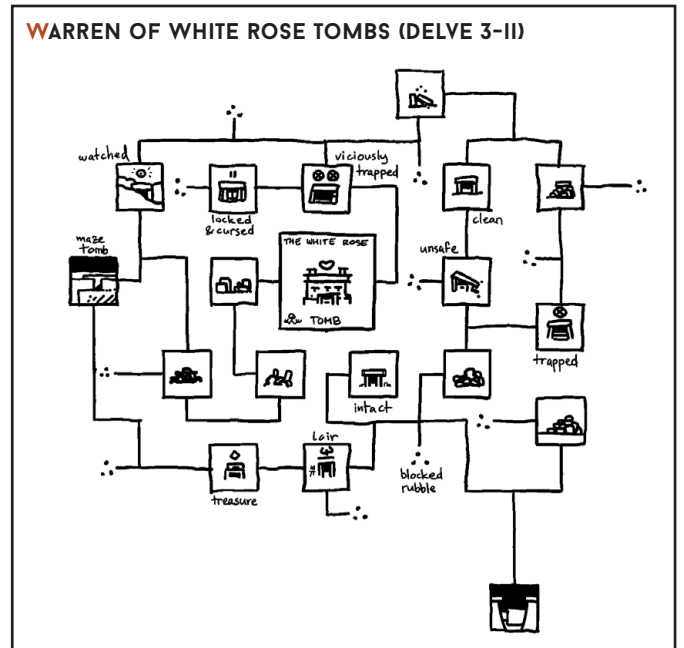
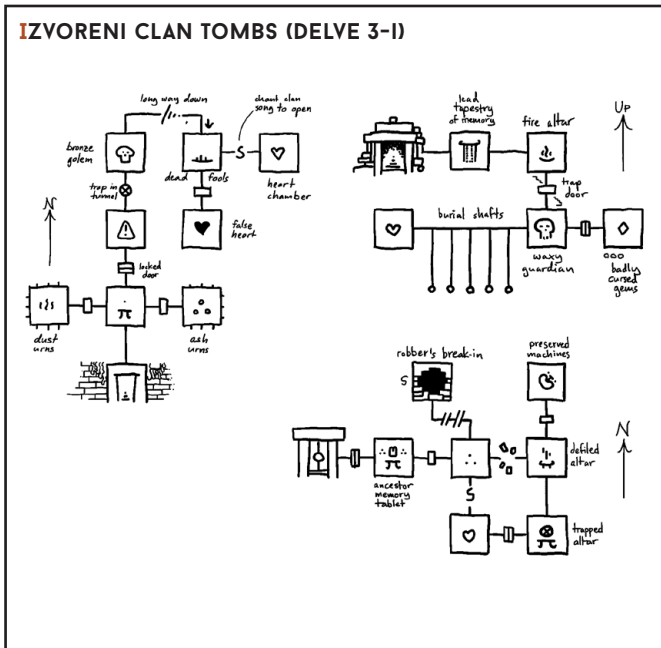
Every hour, every visitor has a 1 in 20 chance of permanently losing a memory (and a mental stat point). It just leeches away.

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.



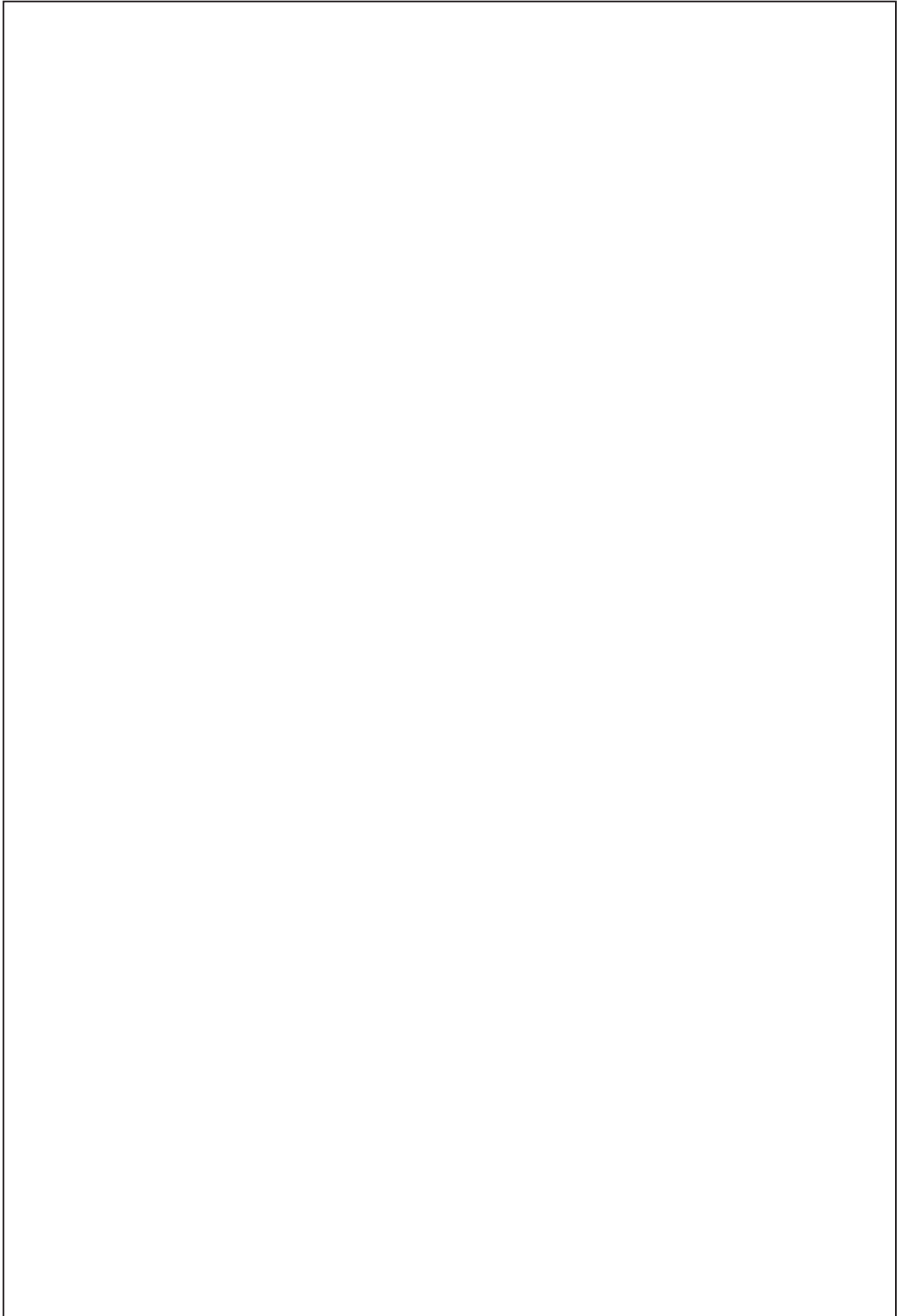
ENCOUNTERS D6

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 sphinxes 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

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-weary 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.

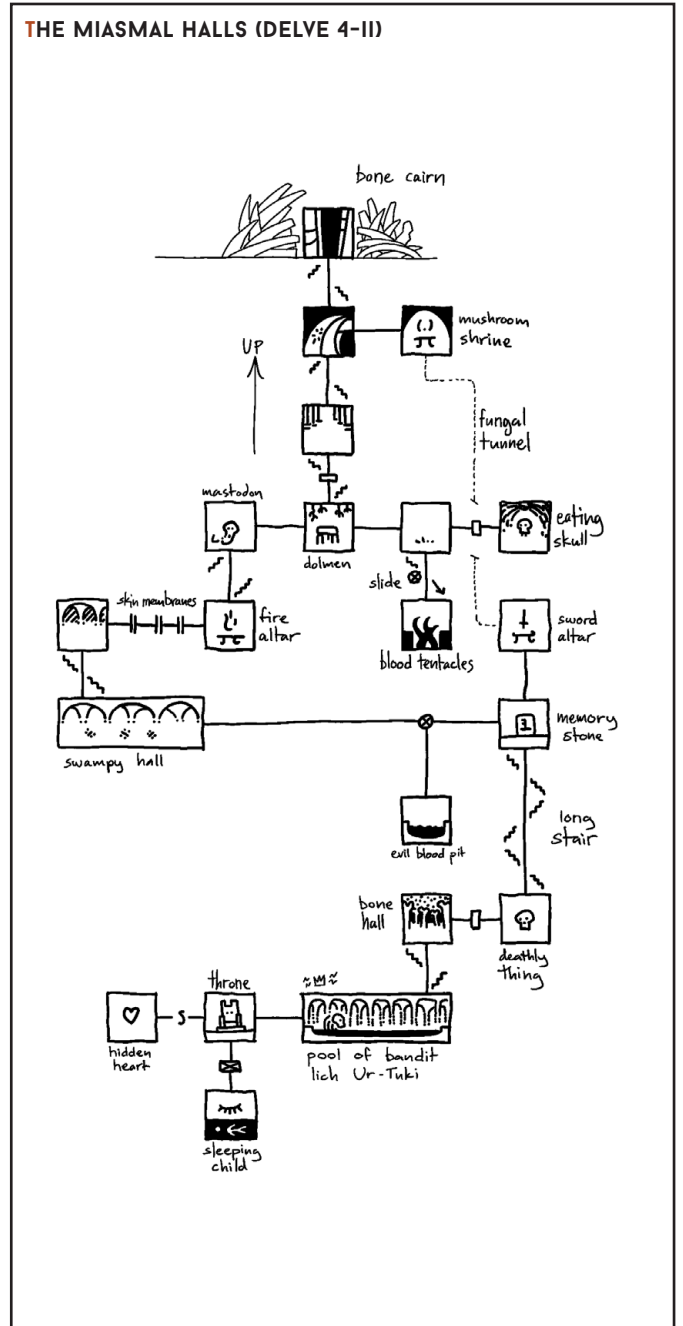
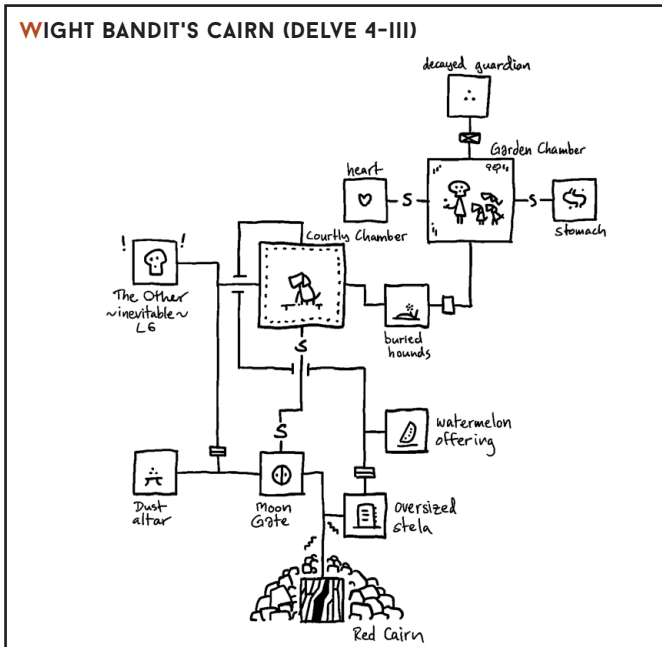
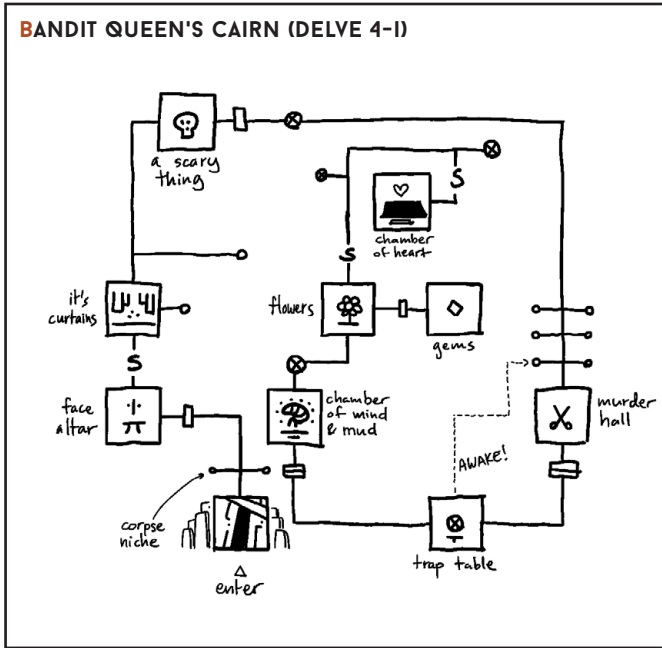
- ∴ **Aura:** pitiless and cruel, like the sun above. Advantage theft and intimidation.
- ∴ **Conflict:** Izvoreni exacting revenge on Ebéteen.
- ∴ **Resistance:** explorers and mad eunuchs delving deep into old factories.
- ∴ **Innocents:** Izvoreni and Ebéteen families alike.
- ∴ **Opportunity:** Charoni smugglers tempt Iksan mercenaries to bypass customs on the River of Life.
- ∴ **Air:** dry, dusty, itchy.
- ∴ **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 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).



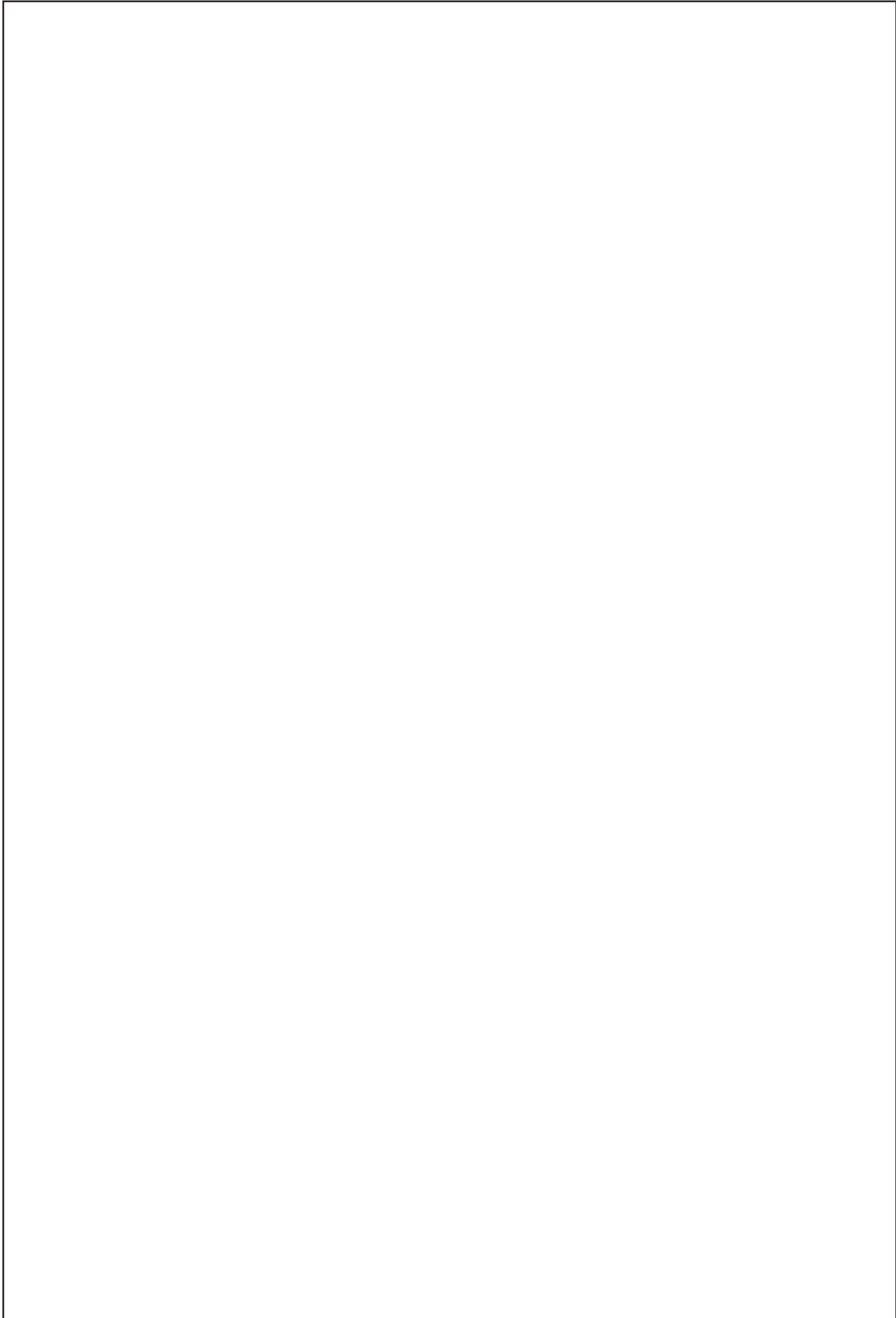
ENCOUNTERS D6

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 Ebéteen body shield covering a corpse.
6. Dolmen capstone of submetallic anthracite carved with grotesque snails and goats.





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

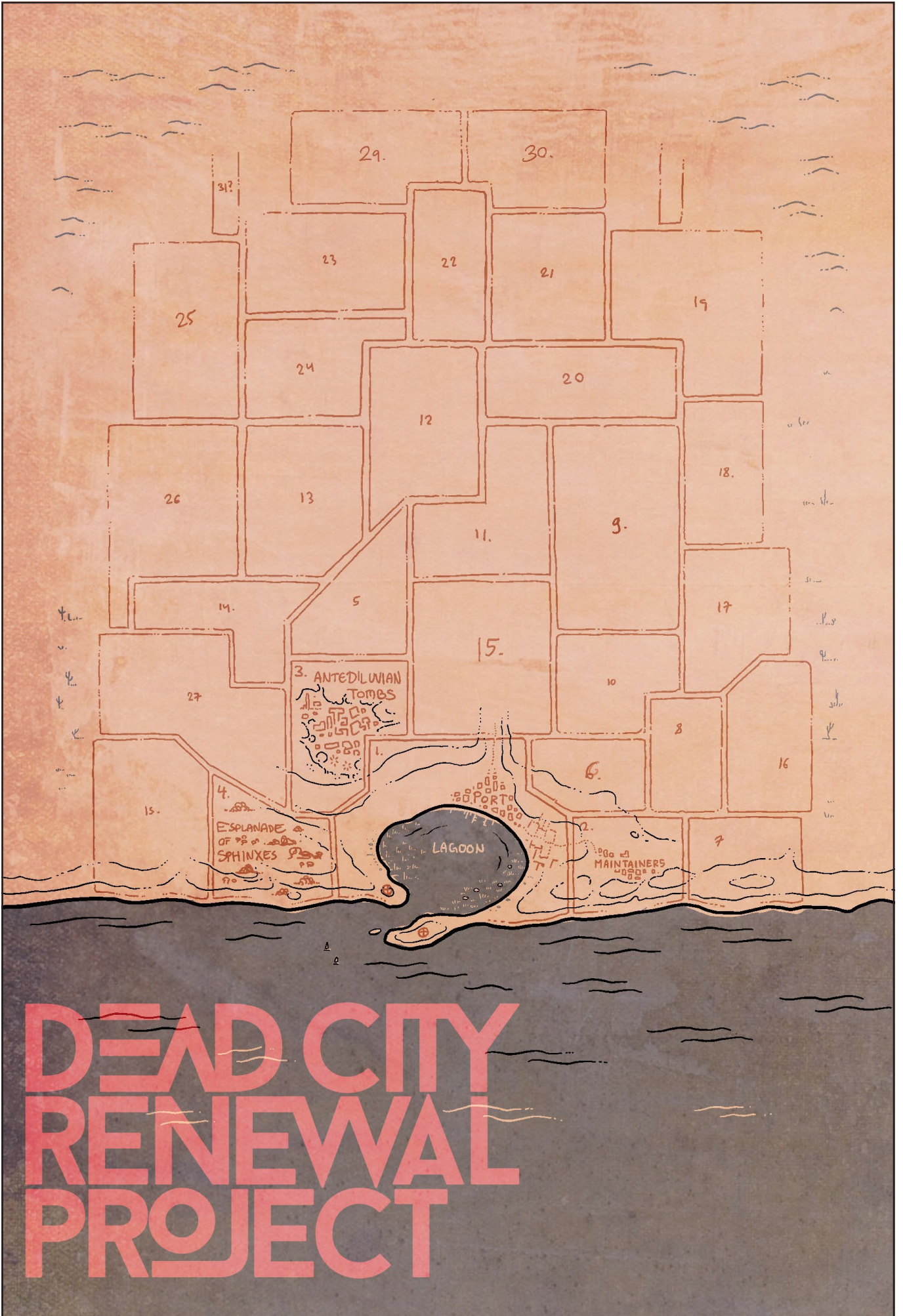
At least when you start, the key motivation for the party will likely be treasure. Hard cash pillaged from the cold, dead hands of the Ebéteen ancestors.

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	Environment
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 ARTHROPOD GENERATOR

For some reason, the first set of creatures I wrote up were the arthropods of the dead city. Skitter.

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, resistant to blunt trauma
3	Loping Polypede	1	Trap-builder	Sticky spray	Iridescent, segmented	Hyperactive liver functions, resistant to 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-pincerred, furry	Durable, can go long periods 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, can leap great distances.
11	Mutated Arthroid	6	Intelligent Guardian			Roll d10 twice
12	Fleshgod Spider	8	Flesh Machine			Roll d10 thrice

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 V01

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.

IKS - 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, Kardelá, Maddaleä, Adoreä, Eñelseä, Kerosá, Imreä, Sisiä, Trozeä, Titañá, Kromeä

IKS - 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.

IKS - 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.

IKS - 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: Ramiseä, Peleä

IKS - 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: Drago, Bora, Vok, Mushka

IKS - 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: Voypiyé, Voytré

IKS - 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: Ivigo, Pilavayo, Bratolomo

IKS - 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: Korsha, Soosha

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.

EBÉTEEN - THE LIVING GOD GREAT HOUSE

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 tyrant to the empire until it died in the final Iksan assault.

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.

Names: Samithop, Nemenis, Apoteofis, Hurbendis, Amirometra, Gonsoptis, Kistopodnis, Asitomislis, Malorop, Napredpe

EBÉTEEN - TIRSTEEN - THE PLEB CASTE

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

EBÉTEEN - WAZEK - 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: Enesét, Smanét

EBÉTEEN - 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

EBÉTEEN - DOGHEADS - THE UNTOUCHABLES

The seven-gendered beast people certainly lived in these lands already 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, Répa, Sokoki

EBÉTEEN - 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: Is-Nasty, Doom-of-the-Black-Blade, Harvest-and-Process, Proteins-From-the-Sky

EBÉTEEN - COMFORT GOLEMS

Also called the Soft Creations, these synthetic slaves of the Ebéteen are considered 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.

EBÉTEEN - MAINTENANCE GOLEMS

Also the Half-Intelligence 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.

Names: Pig-Eats-Palm-Tree, Has-No-Good-Time

EBÉTEEN - 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.

EBÉTEEN - CANNIBALS - THE HALF-GHOULS

The rotted folk are a collection of degenerate 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: Morlohotep, Peremhet

EBÉTEEN - 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

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

PUSTARI

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

CHARONI

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.

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.

EQUIPMENT

V01

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 lapis 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 Izvoreni 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.



SPELLS AND RITUALS V01

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 2 HD of vermin per level, binding them at a cost of 1 point per HD of vermin. The wizard must take an action to give commands, but otherwise does not need to concentrate to maintain control (level 1, one action).

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).

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 makes those who commit sinful deeds disadvantaged 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 save 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 (level 3, a few hours).

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 V02

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 biomancy.

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).

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 V01

Archaic, Clockwork - a self-aware golem of improbable age (AC 15, HD 3, skeletal).

Charoni, Boat Wanderer - river slavers and fishers, prone to piracy (AC 13, HD 2, amphibious).

Charoni, Smuggler - more civilized Charoni, who have lived and inter-married with casteless Tirsteen for generations (AC 12, HD 1, salty).

Doghead, Scout - ferals from Pustara, they are almost entirely immune to enchantments and wonder what has happened to their oppressors (AC 15, HD 1+2, curious).

Ebéteen Civilian - dressed in decaying finery and desperate pride (AC 11, HD 1, defeated).

Ebéteen Drunk - fueled by liquid courage, but clumsy and cowardly at the sight of trouble (AC 9, HD 2, smelly).

Ebéteen Ragged Refugee - no hope left, they are easy prey (AC 9, HD 1, betrayed by fate).

Ebéteen Snake Priest - shape-shifters and snake summoners (AC 16, HD 3, duplicitous).

Ebéteen Suicidal Cultist - determined to strike a blow against reason, the suicidal cultist makes a save when reduced to 0 hp. If they succeed, they are instead reduced to 1 hp and keep coming (AC 11, HD 1+2, mad resolution).

Ebéteen Terrorist - adept at disappearing among the ragged masses of imperialists, these are venomous vipers, skilled in poison and demolitions (AC 14, HD 2+3, survivors).

Iksan Auxiliary - in combat cuirass, with heat-rod (AC 14, HD 1+1, tired).

Iksan Legionnaire - in full battle armor, with buckler and heat-rod (AC 16, HD 2, itchy).

Iksan Progress Patrol - dressed in golem-veined heavy armor with heat-rods and toothed hammers (AC 17, HD 2, steely).

Izvoreni Golem, Basic - a semi-autonomous servant unit (AC 14, HD 1+1, stubborn).

Izvoreni Golem, Warclock - with rustling gears and improvised bolt-throwers (AC 14, HD 2, brassy). Some are equipped with heavy shielding instead of bolt-throwers (AC 18).

Izvoreni Maintainer - in light armored smocks, with wide turbans covering their furred heads, keep the golems alive (AC 12, HD 1, humble).

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 (AC 7, HD 4, slow, telepathic).

Leprous Grazing Goat - rheum-eyed herbivores carrying the curse of goat leprosy (AC 13, HD 2, bored, infectious Con DC 7).

Rat, Scavenger - the large, yellow-furred rats of the dusty Ebéteen lands (AC 11, HD 1, inquisitive).

Sand Serpent - a great, pit-mouthed beast, an unholy abomination of worm and machine (AC 15, HD 15, sand-eater, swallows, crystalline teeth).

Savage Shacklemind - the sad shell of a human that remains of a shacklemind once it's minder has departed. Docile unless provoked (AC 11, HD 1+3, dumb).

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).

Spider, Spitting - a dog-sized breed developed by the Ebéteen flesh sculptors to defend their remoter monuments, gone feral (AC 12, HD 1, venomous spittle, silken traps).

Swarm, Prowling Centipedes - a swarm of puce venomous centipedes. Aggressive and dangerous (AC 12, HD 10, venom Con DC 13 weakens muscles, automatically hits).

Swarm, Squamous - a swarm of wriggling, squirming amphibious creatures in the throes of some ancient urge. Harmless unless provoked or entered (AC 6, HD 6, swamping swarm, automatically hits, also: Dex DC 15 or drowning).

MYTHOS AND HISTORY V02

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.

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

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

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 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 for accusing it 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.

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.

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

NAME:



COLORS, SMELLS, AURAS

.....

.....

.....

.....

.....

©2018 Luka Rejec

SCENES

.....

.....

.....

.....

.....

ENCOUNTERS

.....

.....

.....

.....

.....

TREASURE OR QUEST

.....

.....

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.



RED SKY DEAD CITY

*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

Chapter 2 of *Red Sky Dead City* has been made possible by the support of over 270 patrons of the stratometaship at <https://www.patreon.com/wizardthieffighter>.

Thank you, the heroes.

All art & writing copyright © 2018 by Luka Rejec
www.wizardthieffighter.com