

UVG



ULTRAVIOLET GRASSLANDS & THE BLACK CITY
~ A PSYCHEDELIC RPG CRAWL ~
LUKA REJEC

THE ULTRAVIOLET GRASSLANDS AND THE BLACK CITY

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Design: Luka Rejec

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Experiments that failed too many times
Transformations that were too hard to find
Poison's in my bloodstream, poison's in my pride
I'm after rebellion, I'll settle for lies

Yes, I know the secrets of the iron and mind
They're trinity acts, a mineral fire
Yes, I know the secrets of the circuitry mind
It's a flaming wonder telepath

—*Flaming Telepaths, Secret Treaties, Blue Öyster Cult*

WELCOME

The Ultraviolet Grasslands (UVG) is a rules-light rpg pointcrawl module inspired by psychedelic heavy metal, the Dying Earth genre, and Oregon Trail games. It takes a group of 'heroes' into the depths of a vast and mythic steppe filled with the detritus of time and space and fuzzy riffs.

The UVG is for referees, game masters, judges, players, and fans of role-playing games who want to run a months' long science fantasy Marco Polo-style voyage across a weird, old world.

The UVG is for any gamer who wants to mine it for inspiration, adventuring locations, odd characters, maps, items, and random encounters.

The UVG is also an artbook knitting together my art and maps and writing. Yes, every nut and fault, from layout to lamarckian monstrosity, is my own work.

It is dedicated to the genre of heavy metal, which gave me sonic worlds to explore in difficult times; to the G+ DIY rpg community, which inspired me to return to art; to the Hydra Cooperative, whose commissions encouraged me to take art seriously; to Skerples for the editing advice that made this version possible; and finally to all my heroic patrons of the Stratometaship at <https://www.patreon.com/wizardthieffighter>, who keep putting their money where their mouth is with their steady support of the UVG.

It is also still a work in progress. The responsibility for every typo, every error, and every missing stat block, is entirely mine.

Now, enter the silver machine.

—Luka Rejec, February 2019

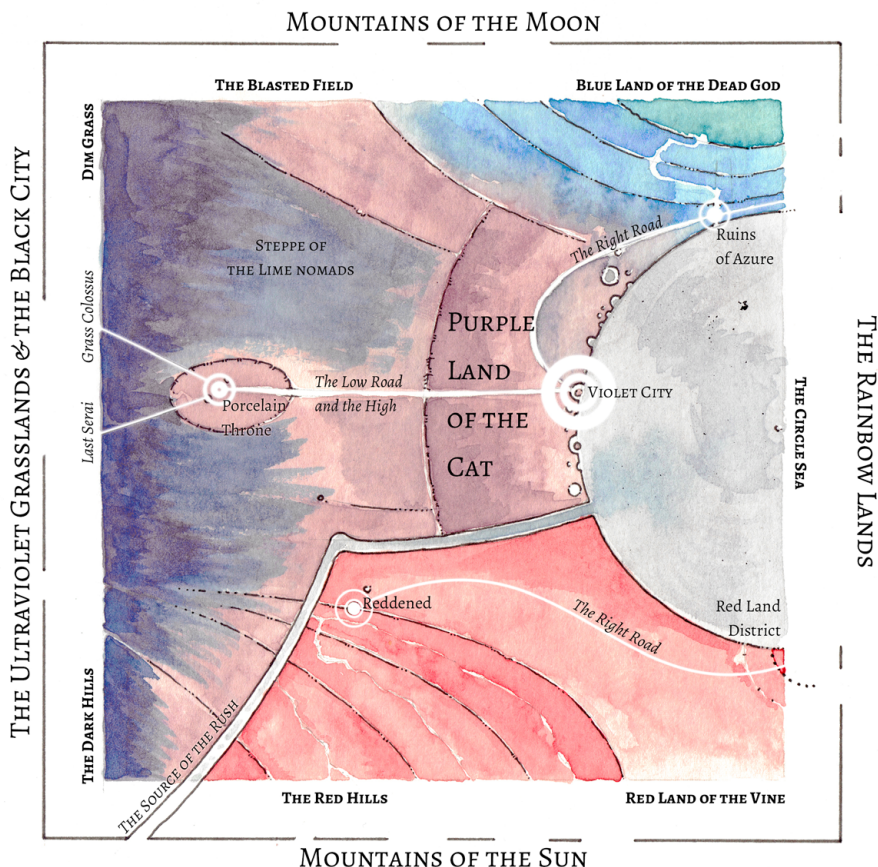
CONTENTS

THE EDGE OF THE WORLD.....	7
Why Go to the End of the World?.....	8
BEFORE THE VOYAGE BEGINS.....	11
The Moving Pieces.....	15
THE BIG MAP.....	19
RULES AND SUGGESTIONS.....	25
1: Time, What is Time.....	26
2: Inventory and Sacks.....	29
3: Supplies and Survival.....	32
FACTIONS OF THE ULTRAVIOLET GRASSLANDS.....	35
UVG EQUIPMENT.....	43
grassland essentials.....	44
Transport: Mounts and Wagons.....	46
Weapons.....	48
Armors.....	50
TRADE & GOODS.....	53
Starter Caravans.....	60
DESTINATIONS IN THE UVG.....	63
1. Violet City: a last eerie house	71
MORE ULTRAVIOLET GRASSLANDS?.....	77



THE EDGE OF THE WORLD

A world begins when it emerges from the mists of time. So it is with the civilizations of the Rainbowlands, which mark their count from when the Long Ago ended and the Now began.



The Rainbowlanders are the humans of a later era, undisputed masters of the fertile lands around the Circle Sea, dwellers in the Eye of Creation. They come in many shapes, colors, creeds, and faiths. They pile unkempt technology and misremembered lore together into a teetering whole. They rule the settled lands under their polychrome deities of ill-repute.

This story is not their story. This story begins at the edge of their world, at the Left End of the Right Road. At the westernmost outpost of humanity, the Violet City. Bastion against the hordes, entrepôt to the exotic sunset lands, and last port of civilization before the trackless steppe studded with the detritus of the Long Ago.

The last glimmer of the Rainbow before the skin-blistering glow of the Ultraviolet Grasslands.

WHY GO TO THE END OF THE WORLD?

The premise is a caravan, a motley crew, journeying into a wild, half-forgotten land, somewhere between the sunset and the stars, where the veterans of the psychic wars still dwell, ruminating on their lost lives.

Why would the heroes do this? (d12)

- 1 **Because it's there.** This is a valid reason, lots of explorers go off simply to see something new. In this case, consider replacing XP for gold and combat with 1d6 x 50 XP for every new destination explored.
- 2 **To make money.** Another simple reason and valid. Provide the party with a financier that loans them the money for their first caravan (and creates a debt), then consider awarding 1d6 x 100 XP for every new profitable trade route discovered, and for every profitable trade completed.



- 3 **To explore forgotten ruins for a patron.** A university wants to build its reputation with an incredible new collection, and hires the party to escort an archaeologist, or perhaps they are the archaeologists. Consider awarding 1d6 x 100 XP for every suitable find recovered, and remember to delay and cut the expedition's funding at the most stupid and inopportune moments, because the university rector needed a new dining room.



- 4 **To learn ancient secrets.** A reason that should appeal to wizards. Give each destination a 20% chance of having lore and remains that lead to the discovery of an ancient secret. Once five pieces are recovered, a wizard can spend a week to research the lore and figure out the *Teleportation of Innocents* or perhaps the secret of *Liquid Stone Lamps*. Consider awarding 1d6 x 200 XP for every such secret learned.
- 5 **A diplomatic mission.** A faction in the 'civilized' lands wants to foment strife among the barbarians of the wilderness, to stop them from getting strong enough to threaten the civilization. Award 1d6 x 1000 XP for every war started.
- 6 **A tribute mission.** The party is delivering, or collecting, a large amount of wealth, or perhaps a groom, to seal a diplomatic agreement, or pay a debt. The challenge here is staying unnoticed and making it as quickly as possible. Award 1d6 x 500 XP on delivery.
- 7 **Escort duties.** This is the duller option, in my opinion. The party are simply along for the ride, and don't actually control the caravan. But, if you want to run set piece battles ... sure, go for it.
- 8 **Raiding.** If the heroes start off as barbarians or semi-nomads in the wilderness, this is a very valid choice. Determine the goods their clan requires, perhaps animals, armor, weapons, or medicine, and have them go a-hunting. Consider awarding 50 XP for every sack of the required goods acquired, no matter how they do it (including trade).

- 9 **Assassination.** A rogue leader of a faction, a scary wizard, an important researcher, or perhaps just a beautiful gladiator slave, has escaped into the wilds. The upstart must be taught a lesson and their head delivered back to the Divine President. Provide the group with 1000 starting cash and give each destination a 20% chance of holding a clue to the target's location. Once three clues are discovered, randomly determine the targets location and award 1d6 x 1000 XP on delivery of the head.
- 10 **Witness the End of Time.** The party knows that the world is ending and they must deliver the holiest of relics, a large and bulky artifact from Long Ago, to the Final Destination. Each destination has a 20% chance of holding part of the map to the End of Time. Once three pieces are recovered, determine the location of the Final Destination and a key for unlocking it. Award 1d6 x 1000 XP on arrival at the Final Destination. Actual End of Time is optional.
- 11 **Saving the World.** The party is convinced that the world is ending, and they must recover the Holiest of Relics from the Final Place to avert it. Each destination has a 20% chance of holding a clue to the Final Place and a 20% chance of being home to an Avatar of the End. Once three pieces are recovered, determine the location of the Final Place and a challenge for entering it (perhaps Death Frost Doom). Award 1d6 x 1000 XP on arrival at the Final Place. The End of Time is optional.
- 12 **Ascending into the Sky like the Shamans of Old.** The people's myths tell of the Long Long Ago, when the ancestors walked in the stars. Following visions from the True Mother, a group of noble and ruthless warriors and seers has been chosen to return to the stars and tell the tale of their oppression and bring the Ancestors back to the earth. Each destination has a 20% chance of holding part

of the key to the sky. Once three keys are recovered, a Demon of Lies appears. Inside the Demon's head is a crystal compass that points to the destination of ascendance. Award 1d6 x 1000 XP on arrival at the space port. Actual space faring is optional.





BEFORE THE VOYAGE BEGINS

Now. What the hell have you gotten yourself into?

Did you let your players convince you that it would be fun to do a cool campaign where their heroes crossed the trackless wastes of Eurasia to discover new kingdoms in Oceania? Did you roll up characters and set off hex-crawling across a thousand leagues of wilderness because it looked cool in the Lord of the Rings?

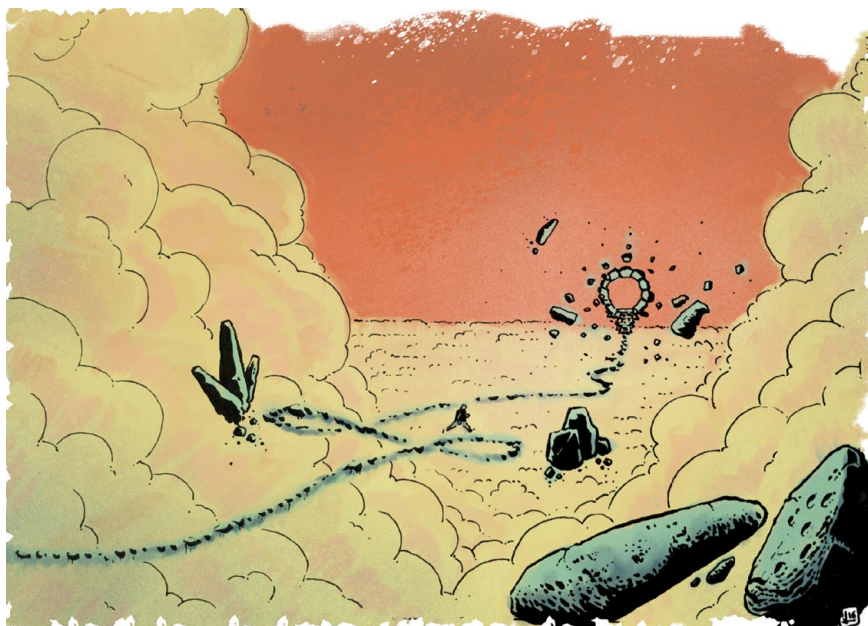
Oh, you're in for some trouble.

The UV Grasslands are big. They're weird, sure, but foremost they are mind-bogglingly big. Vast and empty. And it's that emptiness that kills heroes, because that emptiness means there's no wishing well to drink from and no turnip farm to plunder.

But, hey, we can make this work. The UVG is modelled on the historical silk road, trans-saharan caravans, medieval pilgrimages, picaresque fantasy, and stoner doom metal.

Have a look at the **Caravan Sheet** (overleaf, p. 15–16). It has three types of characters: heroes, henchmen, and transport; two crucial constraints: time and inventory; and one crucial resource: supplies. After reviewing it, look at the **Big Map** (p. 19–23). It is a point-crawl on a vast scale, and consists of destinations, routes, and points of interest.

In the section after, **Rule Mods**, I detail some crucial game rules for the UVG. Think of it as a light referee's guide.



UVG CARAVAN SHEET

Company:

Financier:

WEEKS

DAYS

CASH

MOUTHS TO FEED

#

Heroes:

Helpers:

Other:

VISIBILITY

#Transports +
#Mouths (95 max)

Slow factors

SPEED

Fast factors

+/- day
tally

HELPERS

HD	Name	Skill	+X
			
			
			
			
			
			
			
			
			

TRANSPORT

HD	Type	Carry	Cargo
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			
			

FIGHTERS #

AC

HD

Count all combat ready helpers. Treat as pool.

Use avg AC of fighters: light + shield, AC 13, 20 cash/ft; med + shield, AC 15, 60 cash/ft; heavy + shield, AC 18, slow, 85 cash/ft. Weapons: 1d8 melee, 10 cash/ft; 1d8 ranged + 100 ammo, 30 cash/ft.

WEEKLY ACTIONS



o. Extra action *only when stopped*: a) forage; b) care for other hero; c) prepare ambush or defenses; d) study artifacts; e) hide camp to reduce visibility. When stopped at settlement also: f) explore for additional discoveries; g) buy and sell; h) pay expenses instead of consuming supplies.

1. Consume one sack of supplies per human.
2. One hero checks Cha for Misfortune.
3. Referee checks visibility and encounters. Resolve them.
4. Heroes that did not fight or flee receive long rest.
5. Check if caravan arrived at destination. If not, repeat 1-5.
6. At destination, one hero checks Int for discoveries.

Remember to tally days & weeks. Strict records must be kept! Hrrumph!

#beasts and vehicles

Inventory sacks of: (S)upplies, (C)oods, (E)quipment, (C)ash (2,500), (T)reasure, (R)ider, (P)ulling, (X)other.

Transport: (M)ule, 2HD, carries 2 sacks, costs 50 cash; (K)amel, 4HD, 3 sacks, 300 cash; (B)urdenbeast, 6HD, 4 sacks, 600 cash; (W1)agon, small, 4HD, 6 sacks, 150 cash, req: 1 animal; (W2)agon, large, 8HD, 12 sacks, 600 cash, req: 2 animals.

UVG TRADE GOODS

Campaign:

Players:

GOOD	PRICE	Buy Destination(s)	Sell Destination(s)

EXPLORING MARKETS

Check d20 + skill bonus (e.g. Investigate skill).
1 day: discover price of 1 good in 1 adjacent destination.
1 week: prices of 1 good in 3 linked adj. destinations.

Check Result	Price Factor	Note
natural 1	1*	They produce it here!
1-5	1*	Can't sell it here.
6-14	1	Eh. Unconvincing.
15-19	1.5	Want it. +100 xp
20-29	2	Need it. +200 xp
30+	3	Need it desperately! +300xp

SELLING AND BUYING

Check d20 + skill bonus (e.g. Persuasion skill).
1 day: find merchant and negotiate price.
1 week: spend 1d6 x 100 cash to gain advantage on price check.

Check Result	Price Factor	Note
natural 1	0	Goods confiscated!
1-5	0.5	Can choose to not sell.
6-14	1	No profit found.
15-19	1.2	Nice margin.
20-29	1.5	Good trade.
30+	2	Masterful.

THE MOVING PIECES

CARAVAN

The caravan is like a group character for the players, or perhaps a joint mobile base of operations.

CASH

Coinage is listed as cash. Treat 1 cash as 1 gold piece, silver piece, or credit, whichever is the base unit in your game.



COMPANY

This is the name the players choose for their caravan.

DESTINATION

Main nodes of the UVG pointcrawl on the big map. Some are settlements. They can serve as temporary bases of operation, and link to additional points of interest.

You can expand your game world north and south from any point on the big map.

FINANCIER

This would be an NPC that fronts the cash required for a group of heroes to equip a caravan and buy initial trade goods.

FIGHTERS (OPTIONAL)

If the caravan has a lot of fighters, you can add all of their Hit Dice together and treat them as a swarm with a pool of hit points and a maximum number of attacks equal to their total number.

For every Hit Die over their number, simply add a +1 to hit and damage bonus to one of their attacks. If they have fewer Hit Dice than their number, then you did something wrong and one of them is dead or knocked out.

HELPERS

Henchmen and hirelings, note down their primary skill(s) and their associated bonus (assume their bonus is double their HD). Helpers with combat abilities count as fighters in a pinch. Example helper:

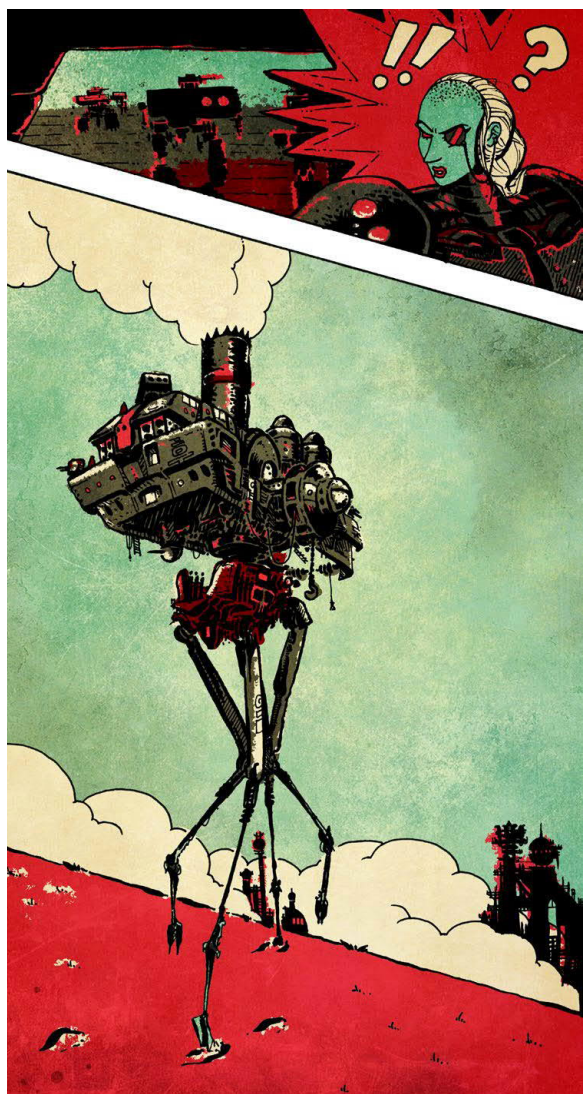
Black Joni (HD 2, gunsmith and hunter) was forged in the fires of the Scorch. Despite her mute visage, she is a kind soul, who shows her love by bringing dead game to her employers and crocheting poorly color-coordinated scarves.

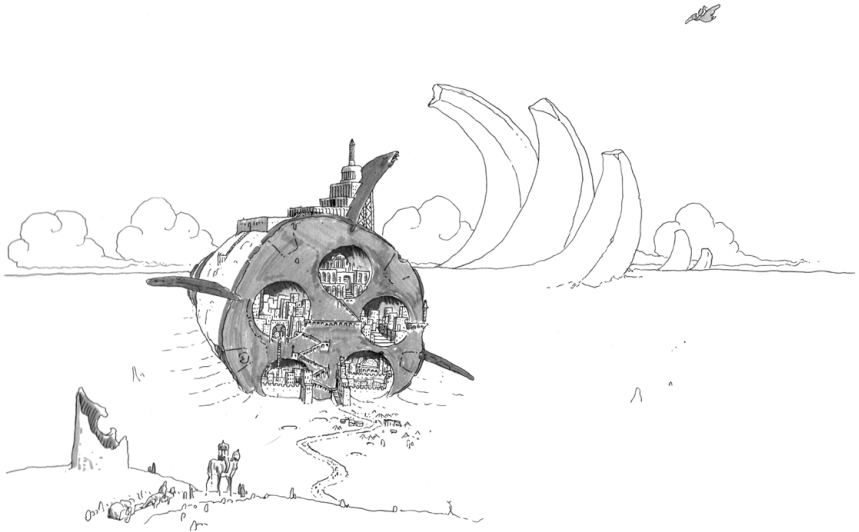
MOUTHS TO FEED

How many sacks of supplies are needed every week.

MEEPLE

A useful piece for representing the caravan on the map.





POINT OF INTEREST

A pointcrawl sub-node, sometimes a dungeon, accessible from a destination. Worth XP when explored. Example:

Chromium Dome (+3 days, 100 XP): a sparkling, smooth dome. It can be opened by the expert application of *Prelapsarian Metonymic Poetry* and contains a cache of ancient music inscribed on malachite rods (1,000 cash, 5 sacks).

The days are how long it takes to reach the point of interest from the nearest destination. Giving it a tourist-style once-over takes an hour or two, but a more involved investigation should take longer (days for a delve, weeks for full-on research). Without a key, actually figuring out how to get in, or extracting information about its construction, takes more time and effort. Tally days and don't forget encounters.

ROUTE

The fastest connection between two destinations, with time required marked in weeks.

SPEED (OPTIONAL)

The lower the number, the better. Add every slow attribute (like heavy wagons) and subtract every fast attribute (like fast horses).

At the beginning of every week tally extra days. If the caravan is very fast and has a negative speed rating, use that to negate tallies accrued from misfortune or exploration.

TRANSPORT

Porters, animals, and wagons lumped together.

VISIBILITY (OPTIONAL)

This is an optional mechanic to see if a large group of bandits or other (potentially) hostile NPCs discover the caravan and decide to “investigate” it. Count up all the mounts, vehicles, and humans in the caravan to get a percentage chance of being spotted in any given week. The Referee rolls this check in secret (while the players roll the encounter check).

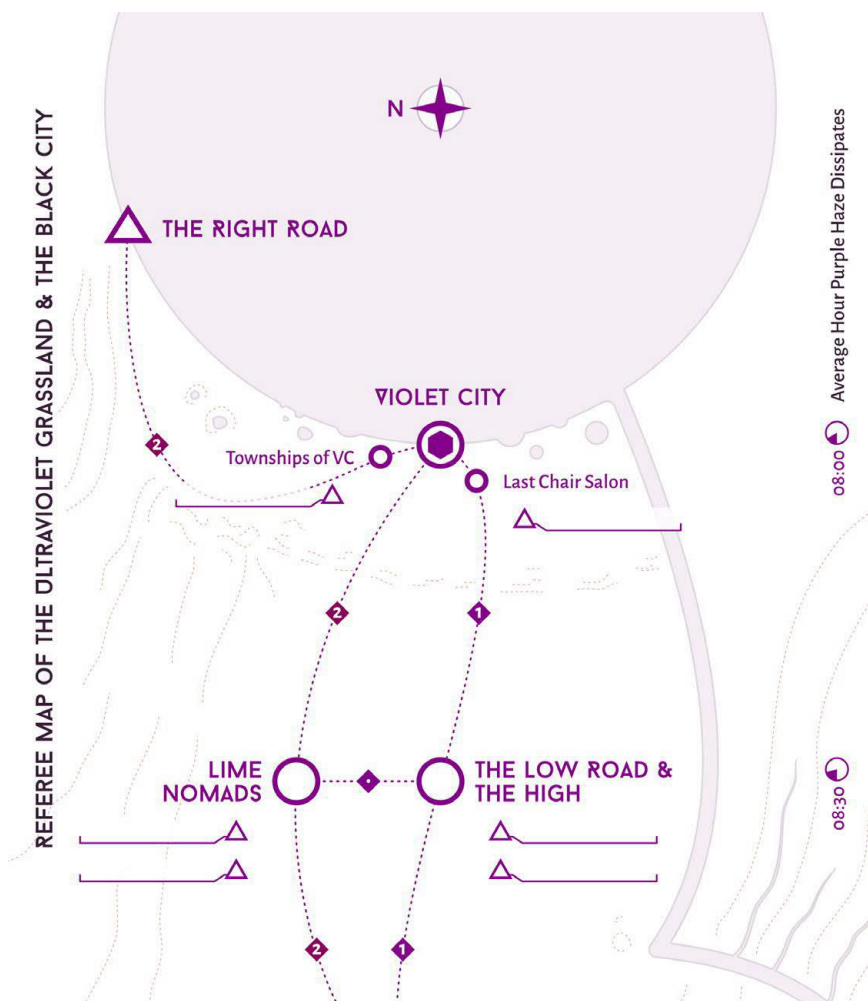
Example: 7 mules + 2 warhorses + 1 wagon + 2 helpers + 3 heroes = visibility 15.

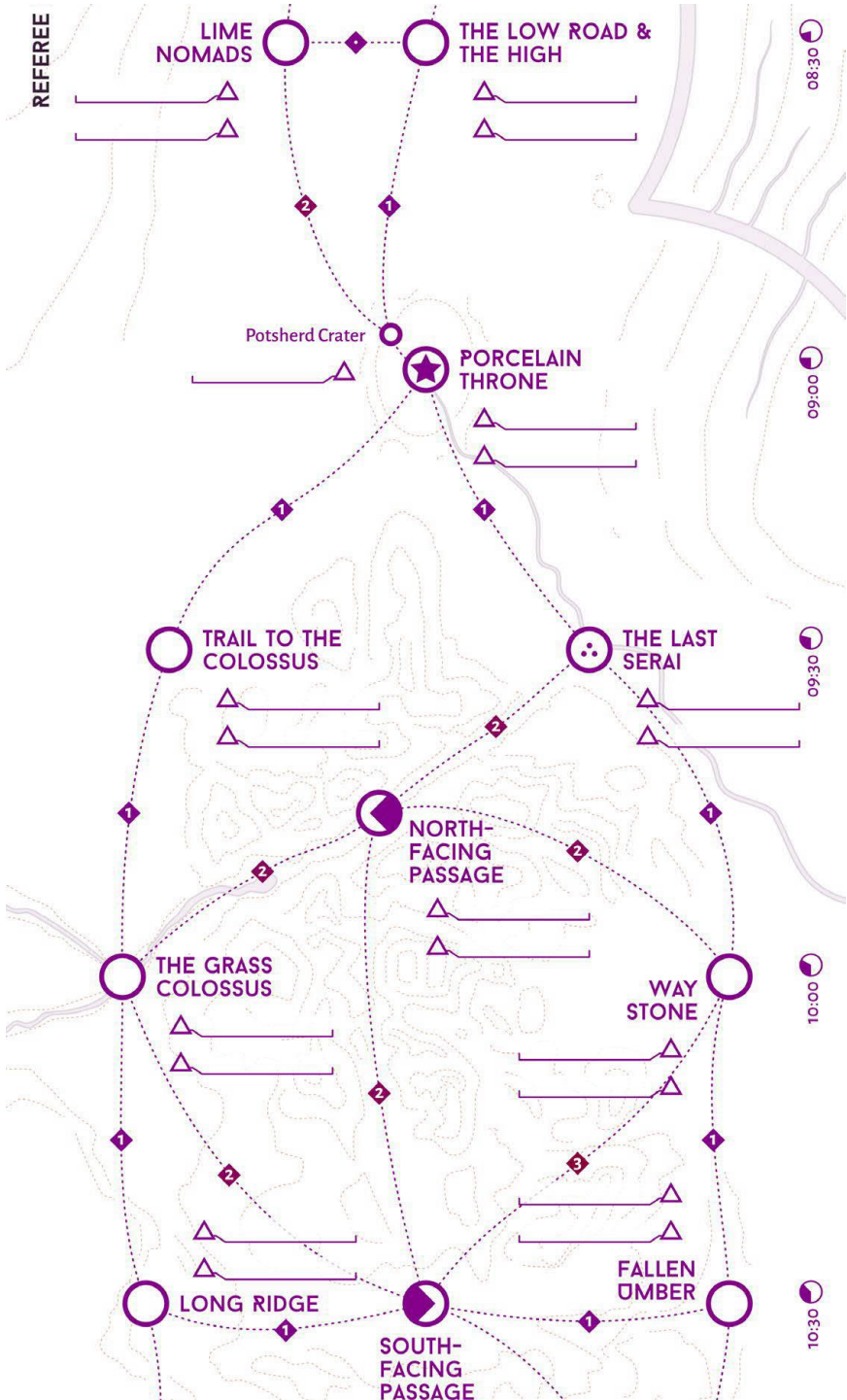


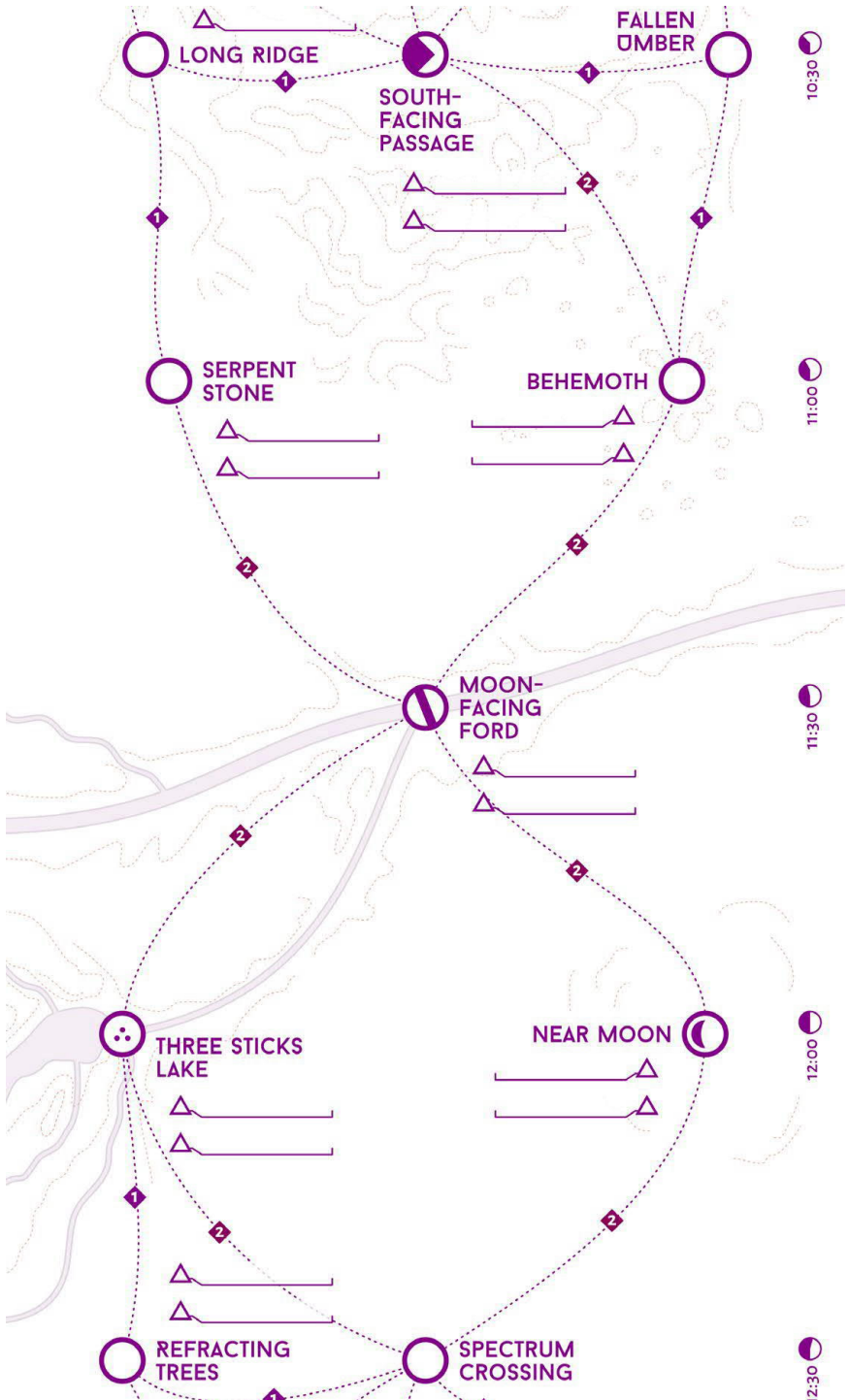
THE BIG MAP

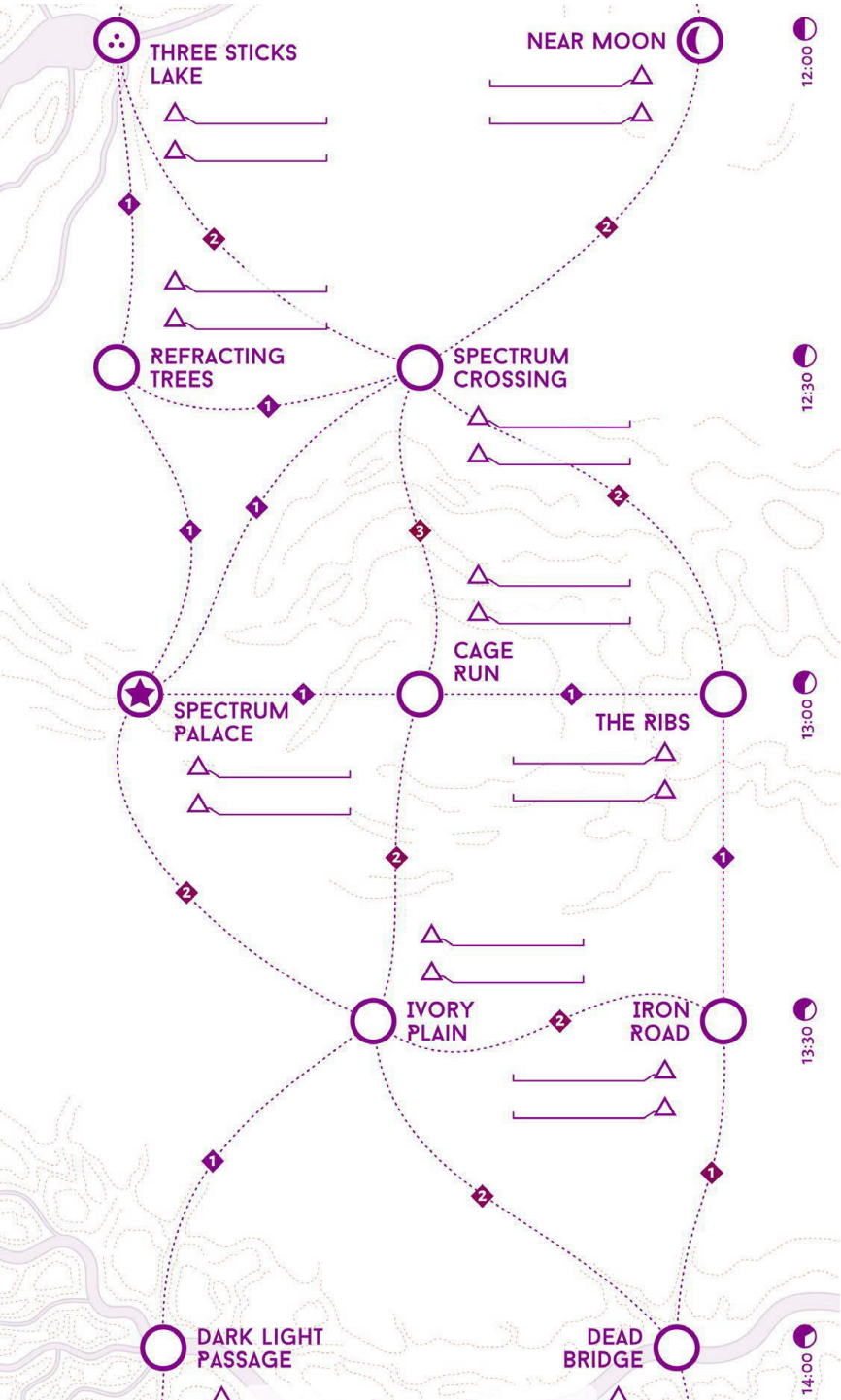
This is the Big Map of the UVG. It is purposefully left very pale and very empty, so you and your players can add weird new locations to it, creating a unique artifact of your game as the journeys progress.

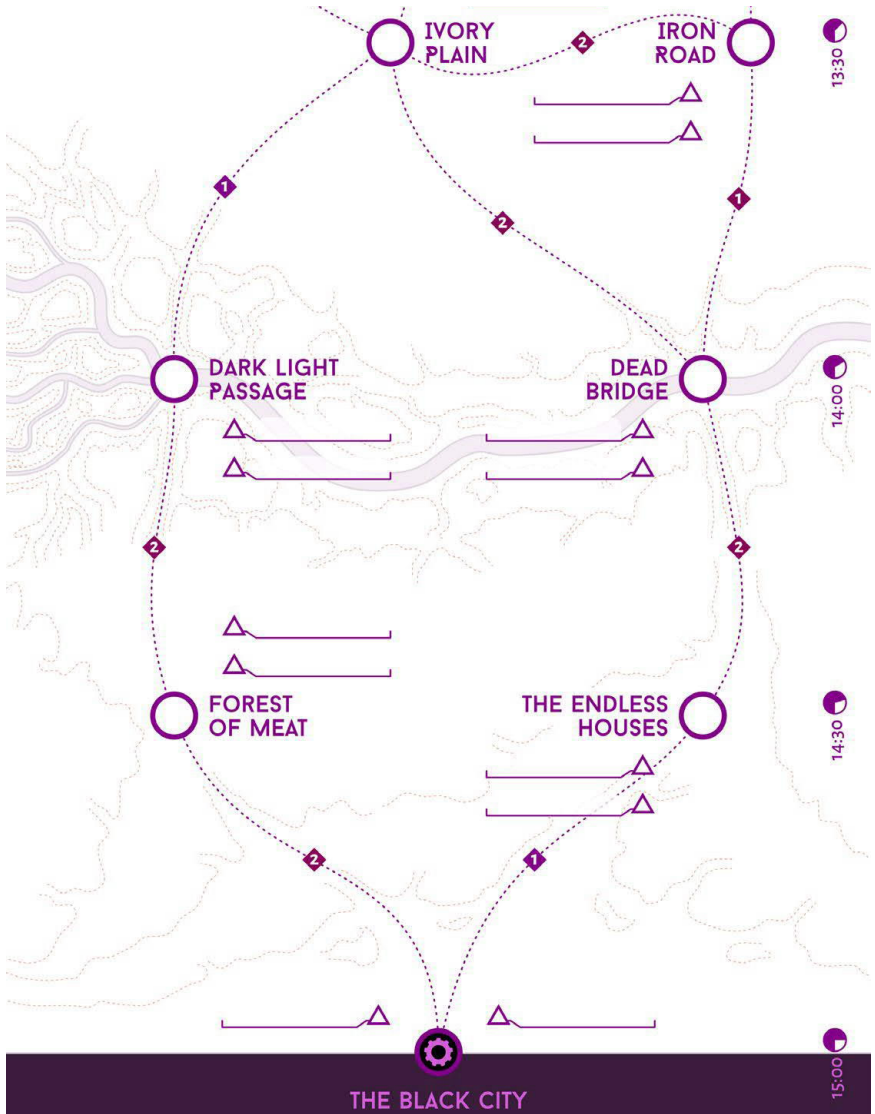
North is left, and the UVG assumes a voyage into a half-mythic west. The destinations are the big circles, the triangles are placed to mark the some of the closest points of interest. The diamond shapes list how many weeks a given route takes. The numbers at the right side of the map mark what time the sun rises above the purple haze ... and also, conveniently, give an idea of how many time zones the heroes have voyaged.

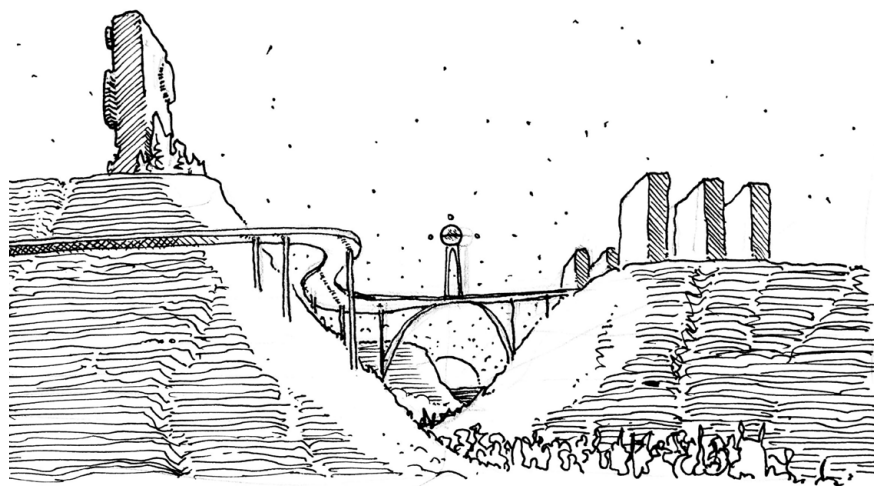












RULES AND SUGGESTIONS

In this section I go into detail on some crucial rule mods for the UVG.

- 1 **Time** is the key to making places feel big.
- 2 **Inventory**, because it's always a pain in the ass.
- 3 **Supplies**, because running out of water kills.

And two notes on terminology and my assumptions:

REFEREES AND HEROES

I'm the author, and I'm a **referee** just like you (I'm assuming you are or want to be an rpg referee). As the Ref you're the bass-player of this role-playing game. But this ain't a dungeon, it's a steppe. Still, we've got this.

The **heroes** are the **players'** characters. They're out for adventure, loot and revolution. Don't assume heroes are good. They're excessive. Excessive is good.

RULES LIGHT

I assume six stats, hit dice, AC, and all that jazz, but most of the UVG is descriptive and you have to add your own specific stats to suit your game. An example creature:

Deathmachine (HD 6, fast, lasers). Born of a mad ghost's crucible, this steel and carbon golem has dragged pieces of flesh over its metal skeleton and used the *Ritual Preservation of Living Tissue* to keep it from rotting away entirely.

If this is not enough for you, the UVG might not suit you.

1: TIME, WHAT IS TIME

In most types of tabletop rpg, rounds, minutes, and turns are used during the exploration of dungeons or ruins, while hours and days are used for overland travel and the exploration of terrain hexes.

In the UVG a **week** is the basic unit of activity to drive home how far everything is.

EVERY WEEK

- 1 **Remove one sack** of supplies per human-sized person from the caravan inventory.
- 2 Have one hero **roll a Charisma check for misfortune**. The misfortune applies to the whole caravan, but heroes may roll saves individually.
- 3 Check what **encounters** happened and resolve them.
- 4 Any heroes that did not participate in a fight or a flight can treat the week as a **rest**.
- 5 Check if the caravan has arrived at a **destination**. Most destinations are a week apart, but some require two or more weeks of voyaging in the wastes. If the caravan has not yet arrived at a safe location, repeat steps 1 to 5 until it does.
- 6 When the caravan arrives at a destination, have one hero roll an **Intelligence check** (or Investigation or other relevant skill) for discoveries and note these down on the map. These are points of interest or minor locations a few days' journey from the destination. Three or four should suffice.

What about precise distance? Only worry about details like miles and leagues on the scale of individual encounters and locations. For the scale of the UVG, time is a better experiential measure of distance.

STOPPING FOR A WEEK

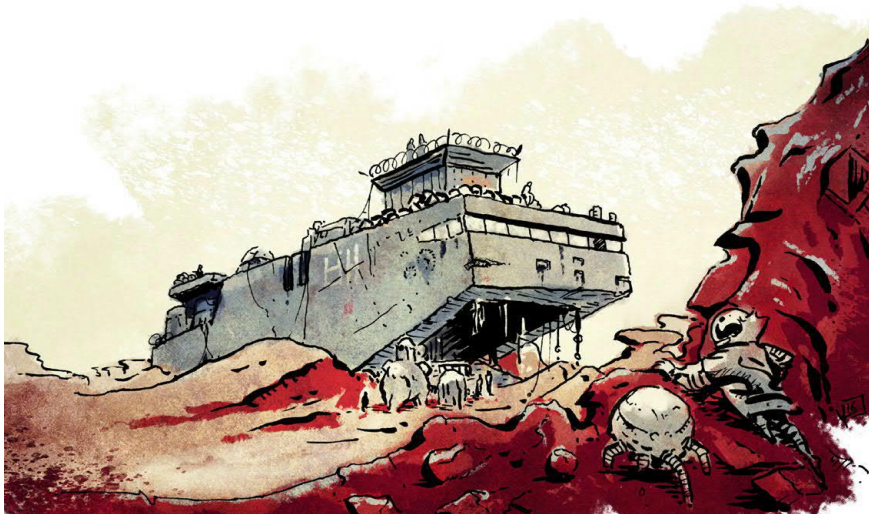
Instead of of traveling, heroes may stop for a full week. When a caravan is **stopped in the wilderness**, each hero may take one of the following activities before step 1:

- 1 **Forage** for supplies. If the hero succeeds at a DC 10 Survival check they gain one sack of supplies, and an additional sack for every five points over the target number. Vary the difficulty depending on how plentiful the wilderness is.
- 2 Take **care** of another hero. That hero recovers one more attribute, and has advantage on disease and poison saves.
- 3 Set an **ambush**. The hero can prepare a trap to waylay other travelers, or to gain advantage in a hostile encounter.
- 4 The hero can also **study** ancient artifacts, scrolls, or items to figure out how they work, learn a new spell, and so on.
- 5 Or the hero may **hide** the camp, to give advantage to avoiding encounters.

If the caravan is **stopped at a destination**, each hero may also:

- 1 **Explore** further, for additional points of interest.
- 2 **Buy and sell** trade goods.
- 3 **Research** trade routes, or other information.
- 4 Additionally, every hero may pay **expenses** for lodging and food, instead of consuming sacks of supplies, and maybe even buy additional sacks of supplies.

Heroes can obviously do anything else that seems reasonable while stopped, like carousing, training, working at their knitting, or writing their novel. If something seems like a person could do it for a week, then let 'em.



THE USE OF DAYS

Heroes traveling across the UVG will also find uses for **days**, particularly for taking short rests (a day), roughly exploring a point of interest (one more day), mucking around a destination, and most crucially, dying of thirst when supplies run out (a baroque and brutal subsystem built in days).

Tally extra days accrued from misfortune, exploration, short rests, and other miscellaneous events until they reach a full week. Then repeat steps 1 to 3 (no rest) and reset the tally.

A caravan is **slowed down** when the animals are encumbered, passengers are sick, it is using slow, clumsy, or heavy vehicles, and so on. At the beginning of every week tally **an extra day for every applicable condition** (thus an encumbered caravan with sick heroes using slow, heavy wagons starts every week by tallying four extra days).

A caravan is **fast** if everybody is mounted, if they have an exceptional guide, if they are using excellent steeds, or fast golem vehicles. Every applicable condition negates one tally per week.

REST AND RECOVERY

The UVG assumes **gritty realism** and an additional healing constraint: a rest restores only one depleted attribute. After a rest, a hero fully recovers one of the following:

- 1 either their hit points and Hit Dice,
- 2 or one of their ability scores (Str, Dex, Con, etc.),
- 3 or from a miscellaneous terrible condition (like death, or having their soul removed through their liver, or whatever).

If a hero is being cared for by another character, they recover more quickly, regaining two attributes per week.

2: INVENTORY AND SACKS

How to convey how horrible it is to carry lots of gear long distances without a hover-wagon, yet not strangle the players with the classic pounds and packs while their heroes slog across a giant savanna for months at a time? As with time, we change the scale for the rigors of trans-continental travel.

Each human can carry **one sack** unencumbered.

Each human can carry **two sacks** encumbered.

I'm using sacks as a unit of measurement of the unwieldiness and weight of things, not literal sacks. They could be barrels, crates, bales, whatever. How much is a sack? A sack is:

- all of a hero's adventuring or professional gear. Magic skulls of memory for wizards, a year's supply of axes for fighters, golf clubs for the thief, whatever.
- A **sack of supplies**. Enough food, water, camping gear, and toilet paper to survive for a week.
- one **rider** or unconscious human.
- a unit of trade goods.
- 2500 5E coins of any type.

In the interest of simplicity, a sack is exactly as many pounds, stones, or inventory slots as an average character can carry in your system. You may allow very strong characters to carry multiple sacks.

CONVERTING UNITS

1 sack = 10 stones = 100 soaps = 2500 cash

Sack: basic inventory unit, defined by a Str 10 human.

Stone: a tenth of a sack, also a generic significant item, like a sabre or spear or short sword or shovel.

Soap: a hundredth of a sack, also a generic small item, like a signal whistle or signet ring or spike.

ENCUMBRANCE

Encumbrance imposes a **disadvantage** on every physical activity. At least. As a referee, feel free to impose additional penalties when a fighter is carrying a platinum refrigerator out of a zombastodon lair.

Players will come up weird justifications for how they are going to rig up rollers, ropes, and pulleys to drag heavy things long distances. This is good. Encourage them.

TREASURE IS HEAVY

So the heroes come across a series of beautiful crystal sculptures with diamond eyes? Why do they hack out just the eyes? Space.

Any time a treasure or item is described with fancy words, increase **add a sack to its size** for every relevant word. Add sacks for heavy materials, fine workmanship, intricate mechanics, cyclopean architecture. Just pile it on.

For example, the fabulous *gold* and *marble statue* of the *metaphysical insinuation* of *being* by Jeerida the Artistique is worth 6,000 cash and takes 6 sacks of inventory to transport safely (one sack for each italicized word).

HACKING UP TREASURE

A smart (philistine) hero can **hack out** $1d6 + \text{Charisma modifier percent}$ of a treasure's value in one turn. This will reduce the value of the rest of the work by 10x that amount in percent.

Example: Pointy d'Or rolls 5%, gouges out the gold bits for 300 cash and pockets them. The remaining defaced sculpture is now worth 50% less: 3,000 cash.

Yeah, looters like Pointy d'Or are assholes.



3: SUPPLIES AND SURVIVAL

A sack of supplies is an abstraction. It's the food, water, camping gear, video games, gum, prophylactics, nylon stockings, and toilet paper a human needs to survive for a week.

CONSTITUTION SAVE VS. STARVATION

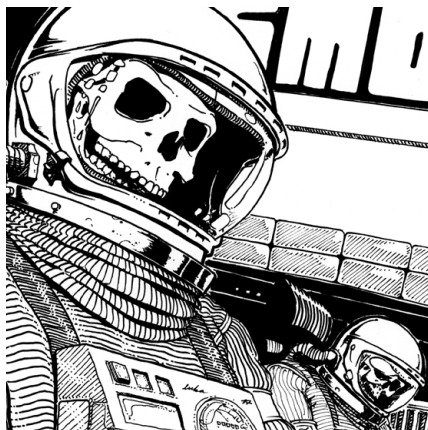
When there are no supplies left, bad things will happen quickly and lethally. In deserts, without fodder, animals make saves, too.

No supplies	DC 15
Quarter rations	DC 10
Half rations	DC 5

Success: physical stats reduced by 6 and hero has disadvantage on all physical checks. Stats cannot be reduced below 3.

Failure: hero is **starving**, physical stats are reduced by 9, mental stats by 6, hero has disadvantage on all checks, movement is slow. If any stat reaches zero, the hero dies.

Repeat the roll every week spent with reduced supplies. Heroes have advantage on the roll if they do not travel (this may cancel out a disadvantage already incurred).

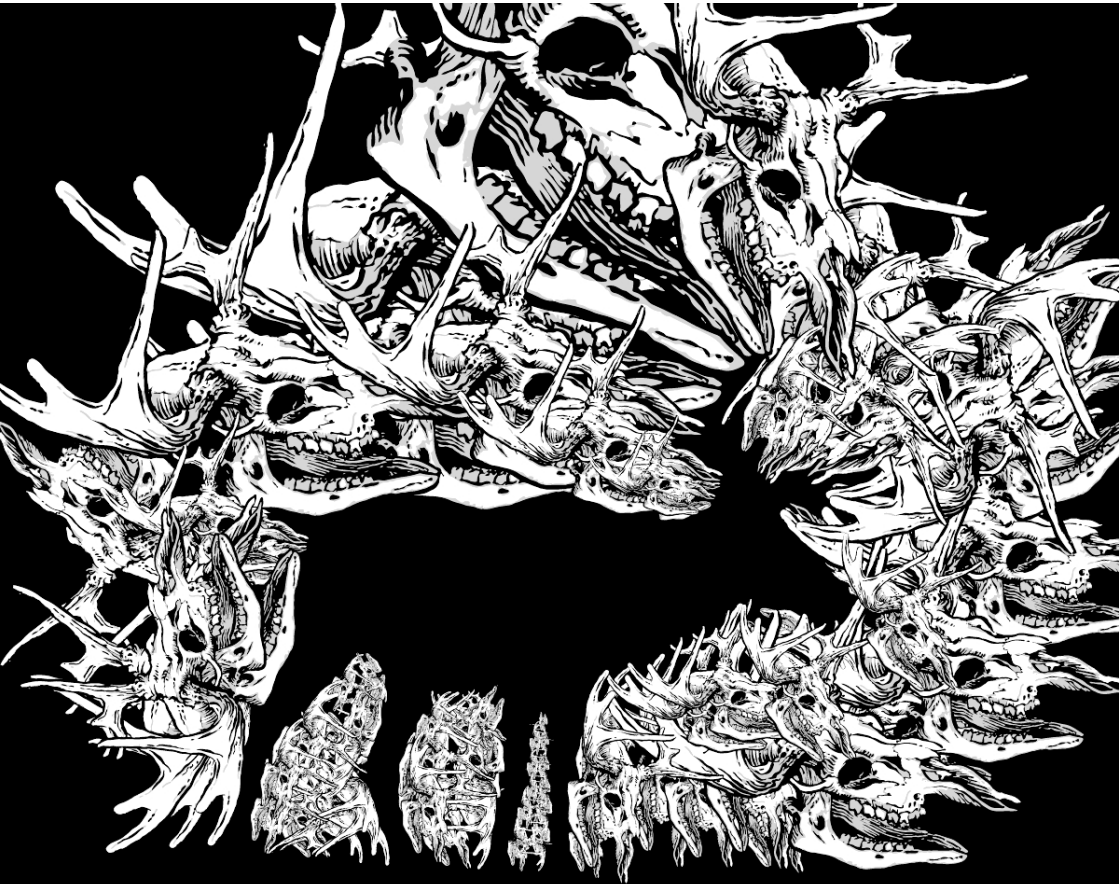


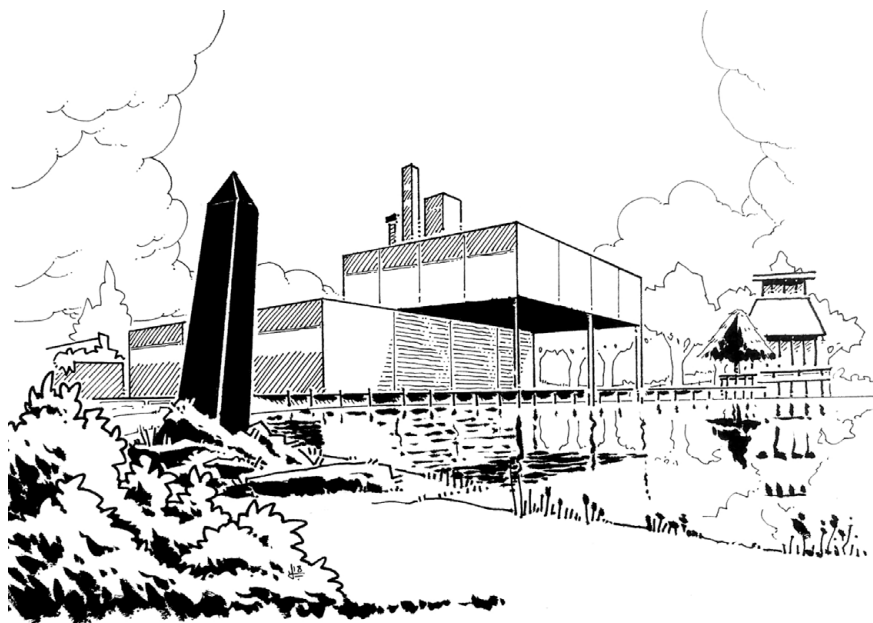
HOW NOT TO STARVE

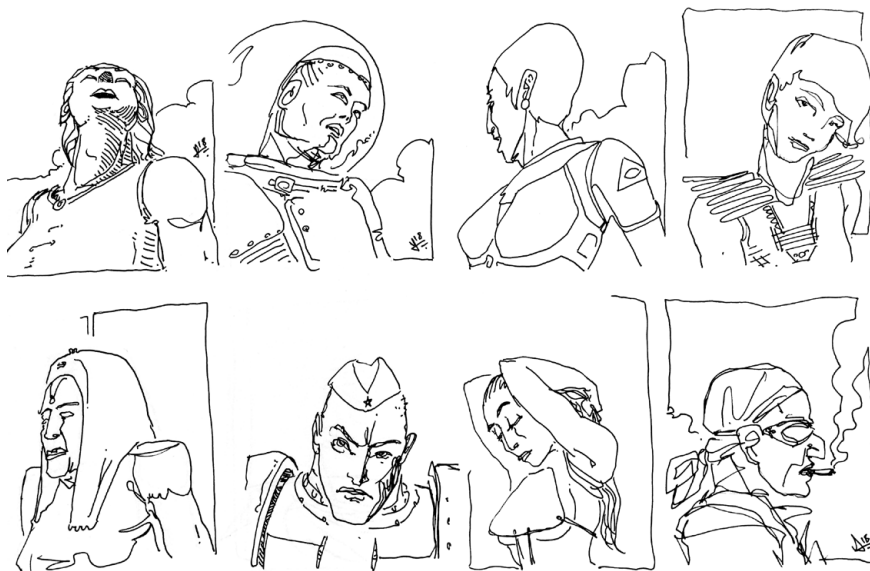
Running out of supplies is bad. Waiting until things are very bad can be terrible. Sometimes, the weak must be sacrificed for the strong.

- 1 **Cannibalize** the expedition. This is the fastest way to get supplies. A human provides one sack of supplies, an ordinary pack animal provides two sacks of supplies.
- 2 **Forage** for supplies before the caravan runs out. If a hero succeeds at a DC 10 Survival check, they gather one sack of supplies, plus an additional sack for every five points rolled over the target. The difficulty may vary.
- 3 **Buy** more supplies in a settlement. Duh.

Some humans in the Ultraviolet Grasslands may frown on outright cannibalism.







FACTIONS OF THE ULTRAVIOLET GRASSLANDS

“Why do all of their merchants carry cats?” asked Poncho.

“The cats *are* the merchants,” replied Demiwarlock.

These are some of the larger factions encountered throughout the Ultraviolet Grasslands. At your discretion heroes may join, or come from, these factions.

CATLORDS OF THE VIOLET CITY (CATS)

The Purple God(dess), divinity of magic, and most prominent deity of the Violet City has a fondness for cats. Indeed, cats are the rulers of the Purple Land, running it through their doting human servants.

Some or all of the following may be true:

- 1 Cats are the priests of the Purple God(dess).
- 2 The high magi of the University of the Citadel are changeling cat-people.
- 3 Cats eat traveler babes.
- 4 Hidden horned rat masters secretly dominate the cats.
- 5 The cats have small, perfectly shaped human hands instead of paws.
- 6 There are doghead insurrectionists in the Broken Wall districts.
- 7 The cats are lazy and conservative, with no agenda beyond staying in power.
- 8 The cats weave powerful charms that bind their servants to them.

Names: Twinklestar,
Brighteyes, Sleekums,
Mazzo, Sparkles, Mr
Cuddles, Kittles, Lady
Elegant.



HUMANS (RAINBOWLANDERS)

The common humanity of the Rainbowlands includes all the close-to-baseline sentient and soulful post-humans as. This includes the retro-humans, dwarfs, half-elves, half-lings, quarter-lings, and half-orcs.

Rumors:

- 1 Dwarves are a culture-class of selectively biologically altered humans who fought the traditional aristocrats of the Red and Orange lands to a draw and now for a major industrialist class of the Rainbow Lands. Famously bureaucratic and collectivist.
- 2 Half-orcs are the degenerate descendants of the combat-adapted para-humans of Long Ago.
- 3 Quarter-lings are a motley collection of moderately rare human phenotypes marked by Lingsh traits, such as exceptional hand-eye coordination and odd fur patterns.
- 4 Half-elves result from the elf-touch, a progressive neuro-moral degeneration that prolongs lifespans as a side-effect. Many eventually succumb to the elven infection and disappear into the Wall of Wood.
- 5 There was a mysterious sentient subtype in the past known as the lings.
- 6 Long ago a subtype known as the machine humans managed to weld their soul-personalities to machines built from the dust of the earth.
- 7 The steppelanders are subhuman.
- 8 The great folk are degenerate bone-shapers.
- 9 The greenlanders are the most industrious and devout of all humans.
- 10 The yellowlanders have the best noses for business and the finest sense of dress.
- 11 The bluelanders were abominations, exterminated for their worship of the Rot.
- 12 The orangelanders are all half-lings.

Names: Bagaglio Misto, Colle deJus, Isamba Allorca, Deleuse Iaourd, Van Gnee, Blanche de Namur, Soren deColpa, Ala Decapolitana, Ugo Xorizo, Slaba Scialla, Imona Citronella, Origen od Grozze, Yuan di Pusca.

PORCELAIN PRINCES (PARA HUMANS)

Steppeland Not-quite-liches who seek immortality by spreading their vital cognitive essence among several bodies linked by real-time glandular psyche-to-psyche links. Customarily, they each polybody entity uses the same porcelain masks for every one of its drones.

Rumors say:

- 1 They are not more intelligent than before, but the addition of new bodies keeps their minds from dying.
- 2 The continuity of personality is flawless and perfect.
- 3 The link between bodies has a limited range.
- 4 Princes do not like to send individual bodies too far by themselves, in case they go rogue.
- 5 Rogue bodies have on occasion tried to take over the original parent sentience.
- 6 They always travel in groups of three or four to reduce the risk of personality collapse.
- 7 They are conservative to a fault.
- 8 They maintain their oldtech porcelain walkers religiously, but without the understanding to upgrade or jury-rig them if they fail.
- 9 Any change to the status quo is a problem to be crushed.
- 10 They are allergic to alcohol and it breaks up their psychic links.

Names: Vitreous Spark 3-body, Orangeware Spiral 8-body, Engobes Oxide 5-body, High Fire 3-cycle.

SPECTRUM SATRAPS (PARA HUMANS)

Para-human cult or clan living far to the west, fond of bright-colored suits that cover their whole bodies, and glass helmets. They travel in great prismatic walkers and are fond of illusions and radiant magics.

Rumors:

- 1 All telepaths.
- 2 There can only be 360 satraps at any one time.
- 3 They are not human, but colony swarms of vermin like rats or roaches unified by transplanted minds.
- 4 Their suits are the actual satraps, there is nothing inside.
- 5 Their language is based on lights and tones.
- 6 Satraps store backups of their personalities in great prismatic crystals.
- 7 They have no souls, the price they pay for becoming creatures of light.
- 8 A satrap can be embedded in a golem.
- 9 Satraps can be duplicated.
- 10 The satraps are all dead.



Names: Satrap 13, Satrap 200, Satrap 359.

STEPPE NOMADS, STEPPELANDERS (HUMANS)

The civilized pastoralists and agriculturalists of the Ultraviolet Grasslands and other steppes look down on the soft and decadent city-dwelling barbarians of the Rainbowlands, and regard the Para-humans with a mixture of fear and disgust. They live at one with the world now, accepting the detritus of the Long Ago and creating a new, strong society, free from the strictures of the dead hand of time and capital.

Of course, the Rainbowlanders would disagree, and have many rumors about them:

- 1 They grow the best purple haze.
- 2 They are all thieves and raiders.
- 3 Their clans are all named after citrus fruits because they believe in the Lemon World Tree.
- 4 Actually, they are named for colors, much like the Rainbowlanders, they just take to more citrusy colors.
- 5 Actually, their ancestors came from the grasslands between the Yellow and Green lands during the Latter Imperial Collapse.
- 6 They are actually semi-nomadic, settling for extended periods around fresh springs and in areas of lush grass.
- 7 A nomad only becomes an adult after hunting down and executing a violent mechanism (vome).
- 8 They are oddly friendly with the Ultras, many of their shamans visiting them in their dreams.
- 9 They worship underground grass cults and create wicker and bone fetishes from their own essences.
- 10 Farther west the clans grow stranger, and less human, with more lingish heritage.
- 11 The clans oscillate between very egalitarian and horribly stratified depending on the phases of the Dark Moon and the weeping of the Earth Mother.
- 12 They expose the weak and the infirm.

Clan Names: Teal, Lime, Tangerine Dreaming, Pinegreen, Pine Nut, Darling Tree, Fortunate Son, Unbroken Patrimony, Prodigal Father, Copper, Jale, Citrine, Ever-Roasting Man, Ashwhite.

Names: Saloc, Pugnat, Colpec, Saltat, Draganogac, Gromoc, Lisciac, Lemonc, Sorbec, Passegiat, Rundat.

ULTRAS (AFTER-HUMANS)

Ghosts or body-hopping spirits that rewrite the spiritual vital essence of their hosts to suit their needs. They are rumored to live in the wildest of wild places.

Rumors:

- 1 They are biomancers par excellence.
- 2 The apocalypse is their ultimate goal.
- 3 They have no goals.
- 4 They were once human.
- 5 They are undead.
- 6 They are unborn.
- 7 All true religions and trading organisations treat them as a hostile menace.
- 8 To call them demons is inaccurate.
- 9 They have infiltrated many settlements.
- 10 They were once elves.
- 11 They cannot die, because they do not live.
- 12 They can incarnate as trees, rocks, or even machines.

Names: Visec Brego, Daleni Vis, Eter Kabe, Kaba Simeone, Tri Eskatin, Lomo del Pavo, Karne di Sosta.



VIOLENT MECHANISMS (VOMES)

Self-replicating synthetic organism or auto-golems, many of them hive-minded. They do not seem to have any overarching organization, but then, most of them seem incapable of communications.

Rumors:

- 1 They were created by a serpentine capitalist faction in the Long Long Ago to fight in a series of mutually-assured wars of extermination.
- 2 They are mindless.
- 3 They are differently minded, intelligent and hateful.
- 4 They are insane.
- 5 They assimilate or modify creatures on a whim.
- 6 Their source is riddled with baseline bugs and coding cockroaches, which makes them weaker than they could be.
- 7 They travel through time.
- 8 They form vome nests.
- 9 They can be severed from their nest mothers with electromagnetic rays and fields.
- 10 They know
how to create
auto-factories.
- 11 The original
designer of the
vomes was named
Jane.
- 12 The first assimilated
unit was named
John.

Names: Jane, John-Five, John Jane, Jane Golem, Doe Nohn, Zero-John, Ane Machine, Error, Naming Error.



UVG EQUIPMENT

“We’re going to the Black City and we don’t care if it’s supposed to take eight weeks, we’ll make it in four and bring enough black-light to set us all up. Now, how many horses will you loan us?”

Inge and Ingot, the bearded ambiguously dwarfish merchants glowered and pointed to the large sign that read, “*No Lones to Adventerers, Frybooters or Wagonbonds.*”

The Violet Citadel is the last place in the Rainbowlands to buy supplies and animals for the long crossing. Old hands advise at least four beasts per traveler, loudmouths suggest it’s possible with just two.

MONEY (CASH)

Cash is the currency of the UVG. An unskilled laborer earns one cash per day. Lower denominations exist, as do letters of credit for transporting larger amounts.

RARE AND RESTRICTED

Rare equipment is hard to find, and often overpriced outside of the settlement where it is produced. Restricted equipment is controlled by some faction or power group, and may provoke hostile reactions.

GRASSLAND ESSENTIALS

SUPPLIES, POTIONS, AND LAMPS



- 1 Curative Snake Oil: generic remedies against venom, bugs, parasites, diseases, rashes, and blisters. Surprisingly, actually works. Small, 10 cash per dose.
- 2 Lamp, Iron: a basic travel lamp, hooded against wind, burns oil, can be used to warm tea, lights stuff up nearby. 5 cash.
- 3 Lamp, Solar: a magic lamp of the long ago that eats sunlight to light things nearby. 100 cash.
- 4 Lamp, Spectrum Ray: a crystal lamp of Satrap manufacture that projects a ray of light far away. It is powered by tears and sunlight. 100 cash.
- 5 Supplies, Premium Basic: dwarf bread, water, hempen cloth, and wrapping rags. Disadvantage on healing and recovery. 2 cash per sack.
- 6 Supplies, Voyager: tinned meat, travel ale, disinfectant schnapps, novelty items, rough newspapers, socks, gum, and prophylactics. 10 cash per sack.
- 7 UV Lotion: protects from the UVG radiation and provides resistance against radiant damage. Small, 5 cash per daily dose.
- 8 VC Healing Potion: restores 2d6 hit points or 1d6 ability points, er, stats. Small, 40 cash per dose.

EQUIPMENT: TOOLS AND KITS

- 1 Adventure Kitchen: portable stove, samovar, canteen, cast iron pots and pans, oils, salts and spices, ladles, tongs, knives, chopping blocks and more. No more eating raw game! 100 cash, 1 sack.
- 2 Ambassador's Trunk: fine dress, etiquette manuals, beads, liquors, ink, forgery equipment, sealing wax, hidden drug compartment. Perfect for making trade deals or pretending you're a count. Servant not included, but recommended. 300 cash, 1 sack.

- 3 Dungeoneer's Kit: telescoping pole, net, rope, hook, crowbar, hammer, lamp, oil flasks, block and tackle, pitons, magnifying glass, flour, chalk, grease, lock picks, and bag of marbles. Everything you might need for safely poking around a dungeon. 100 cash, 1 sack.
- 4 Excavator's Kit: block and tackle, pulley, cable, ropes, snap hooks, carabiners, knives, shovel, pick, crowbar, drill, chain, sledgehammer, rollers. The gear you want for removing heavy objects easily. 100 cash, 1 sack.
- 5 Inquisitor Standard Case: pliers, portable rack, small bellows, selection of scalpels, lunchbox, comfortable chair, many colored robes, fire-starting equipment, and more. You know what it's for. 100 cash, 1 sack.
- 6 Mechanic's Chest: a tough steel chest full of picks, wrenches, nuts, screwdrivers, Allens, duct tape, bolts, wire, glue, and suggestive literature. 200 cash, 1 sack.
- 7 The Original Medikit: everything a real doctor could want, degree included. 300 cash, 1 sack.
- 8 My First Archaeologist Kit: shovels, picks, sacks, ropes, buckets, brushes, pith helmets, more mustache wax, shiny boots, notebooks, and lamps. Everything a budding tomb raider could want! 100 cash, 1 sack.
- 9 Naturalist's Portable Laboratory: jars, flasks, pins, boxes, nets, scalpels, prods, pens, brushes, paints, notebooks, easels and the like. Perfect for the budding amateur biomancer. 100 cash, 1 sack.
- 10 Navigator's Suitcase: a case full of compasses, maps, little telescopes, odd crystals, and baroque clockwork for the astrologer or direction wizard. 100 cash, 1 sack.
- 11 Necromancer Gear: saws, knives, scalpels, leather cords, needles, petri dishes, wires, batteries, starters, and legal tomes. Perfect for the budding dead-talker. 300 cash, 2 sacks.
- 12 Prospector's Kit: amazingly similar to the archeologist's kit, save with far more hammers and a hidden revolver or stiletto, and fewer beauty products. 50 cash, 1 sack.
- 13 UVG Walker Kit: toiletries, zinc sunscreen, tent, sturdy walking stick, Greenland army knife, sombrero, mustache wax, kangaroo bag, schnapps and wineskins, nifty cord belt, and a sturdy backpack. 20 cash, 1 sack. Yes, a hero with the full wilderness survival kit and a full backpack of premium basic supplies is encumbered. No surprise there.
- 14 Veterinarian Kit: everything a doctor could want! Works on humans! 100 cash, 1 sack.

TRANSPORT: MOUNTS AND WAGONS

Smart players will quickly realize that carrying their own supplies is not a good idea. If they do not realize this, tell them to get two mules each to be on the safe side.

The vehicles in the transport table are all less cost effective than buying a lot of animals. It's hard to keep machines running in the wilderness, and their key value is transporting big heavy things that a single mule or camel couldn't manage, like magical sarcophagi, golden idols, and glass cannons.

- 1 Human, Common-ass (HD 1). Carries 1 sack unencumbered, requires 1 supply per week, pay is 3 cash per week.
- 2 Porters (HD 2) are tough-ass folks trained in packing and carrying stuff, preparing supply depots, and surviving in the wilds. Carries 2 sacks, requires 1 supply per week, pay is 10 cash per week.
- 3 Disposable Slave (HD 1), for evil caravans. Carries 1 sack, requires 1 supply per week, costs 50 cash.
- 4 Pony, Mule or Camel (HD 2). Carries 2 sacks, costs 50 cash.
- 5 Proper Heroic Horse or Charger Camel (HD 3). Can be ridden in combat. Carries 2 sacks, costs 150 cash.
- 6 Slave Porter (HD 2). Carries 2 sacks, requires 1 supply per week, costs 200 cash.
- 7 Skeleton Porter (HD 1). Slow. Carries 1 sack, costs 200 cash. Restricted.
- 8 Zombie Porter (HD 2). Very slow. Carries 2 sacks, costs 200 cash. Restricted.
- 9 Magnificent Velblod Camel (HD 4). Carries 3 sacks, costs 300 cash.
- 10 Biomechanical Beast or Burdenbeast, like a small-headed rhinobuffalo (HD 6). Carries 4 sacks, costs 600 cash. Rare.
- 11 Small Wagon, Rickety Coach or Swaying Cart (HD 4). These vehicles are slow and vulnerable. Carries 6 sacks, requires a draft animal, costs 200 cash (animal included).
- 12 Solid Coach or Wagon (HD 8). These vehicles are slow and heavy. Carries 12 sacks, requires 2 draft animals, costs 600 cash (animals included).
- 13 Vech (HD 12), a slow, enormous biomechanical beast, it can carry 1d4 passengers in internal gall-like cavities. This is one of the most stylish biomech travel systems money can buy. Golem versions also exist. Carries 12 sacks, requires 1 supply per week, costs 4000 cash. Restricted.

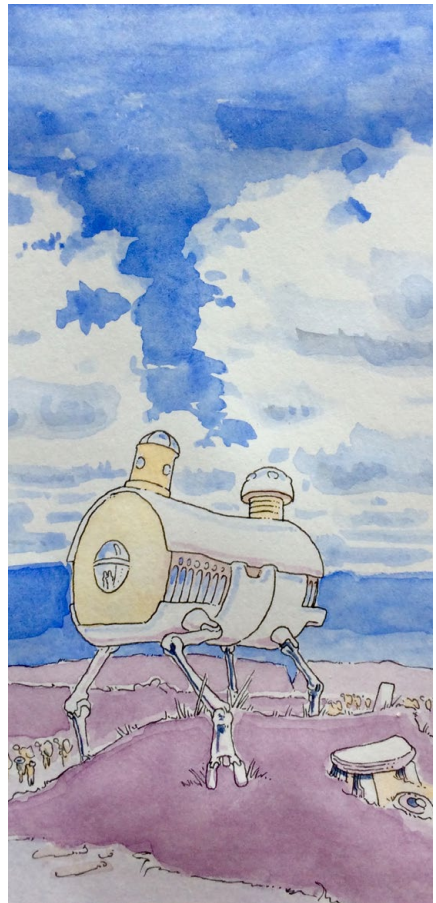
- 14 Massive Hauling Wagon (HD 16). This wagon is very slow and running away from anything faster than a ground sloth will not happen. Carries 24 sacks, requires 4 animals, costs 1800 cash (animals included).
- 15 Autowagon (HD 16): a slow, self-propelled golem wagon. Armored, tough, and impressive as heck. Also, it can drive itself completely safely. Just be careful when crossing marshes or rough terrain. It can carry 2d3 passengers in ridiculous bolted-on cabins. Carries 24 sacks, requires 1 supply per week, costs 5000 cash. Restricted.
- 16 Epic Floating Barge or Hover Wagon (HD 4). A magical thing from Long Ago, it can be pulled by a single animal or person, however, it is very fragile and may be disabled by a single well-placed shot. Carries 20 sacks, costs 6000 cash (animal not included). Restricted.

Dragging stuff: as a rule of thumb, using improvised stretchers, ropes, rollers or skids, a creature can pull double its normal sacks.

Carting stuff: adding wheels is great, because the drag is reduced, letting a creature pull triple its normal allotment of sacks.

Flying is not a good idea because of the Purple Haze, which rots human minds. At least, that's what the natives say.

Overloading is possible, but not smart. Check once a week to see if something goes wrong, like a broken axle or a lamed animal.



WEAPONS

RANGED (BOWS AND GUN-WANDS)

It wouldn't be a pseudo-colonial-apocalyptic savanna-crawl without guns.

- 1 Bow, 1d6 damage, far, 25 cash.
- 2 Crossbow, 1d8 damage, far, reload 1, 25 cash.
- 3 Composite Bow, 1d8 damage, far, 150 cash.
- 4 Heavy Crossbow, 1d10 damage, far, reload 1, 50 cash.
- 5 Scavenger Bolter, 1d10 damage, far, reload 2, 100 cash.
- 6 Porcelain Prince Pistol, 2d6 damage, near, reload 10, 200 cash. Restricted.
- 7 Violent Cat Rifle, 2d10 damage, far, reload 5, 500 cash.
- 8 Satrap Radiant Gun, 2d12 light damage, far, reload 3, 1000 cash. Restricted.
- 9 Redland District SMG, 2d6 damage, near, burst, reload 20, 500 cash. Rare.
- 10 Vome Slagger, usually implanted, 3d6 damage, far, frag, reload 2, 1000 cash. Restricted.
- 11 Ultra Blaster, 3d6 radiant damage, near, blinding, reload 20, 2000 cash. Restricted.
- 12 Blue God Blaster, 4d8 necrotic damage, close, burst, reload 3, 2000 cash. Restricted.

- 13 Inquisition Squirtgun, 1d6, near, intravenous, reload 4, 200 cash. Rare.
- 14 Voice of Death, 3d10 sonic damage, near, reload 2, 2000 cash. Restricted.

Note on Range: the UVG assumes abstract narrative range: close, near, far, and distant. On their turn, any hero can move somewhere near as a move action, somewhere far with two move actions, and somewhere distant with three (or more) move actions.

- Adjacent: within 3 metres or 10'.
- Near: about 10 metres or 30' away.
- Far: about 40 metres or 120' away.
- Distant: further away. Shooting at this range takes careful aiming.

Blinding: if any of the damage dice on a blinding weapon deals maximum damage, the target is blinded for one round. Critical hits with a blinding weapon may cause permanent blindness, Dex save DC 15.

Burst: unload all your charges or ammo to deal area damage in a 3m (10') cube, Dex save DC 15 (or 8 + proficiency bonus + attack bonus) for half damage. Targets under cover take half damage, none if they make their save.

Frag: charged with epic energies beyond mortal ken. Enemies killed with a frag weapon explode and deal 1d6 damage to all nearby creatures.

Intravenous: rounds can be loaded with 6 liquid toxins or holy water.

Reload X: when a gun is out of ammo, 7 or a wand is out of charges, it takes an action to reload. X is how many shots a weapon gets. As a rule of thumb, ammo costs one tenth the cost of the weapon. Skilled fighters can reload for free.

Mounted 1H Weapons, Lance (10 cash), Cavalry Sabre (20 cash), 1d12 damage.

2H Weapons, Great Axe (30 cash), Great Sword (50 cash), 2d6 damage.

WEAPONS: RARE MELEE

Stranger things are found in the wilds.

WEAPONS: SIMPLE MELEE

- 1 Finesse Weapons, Battle Stick (1 2 cash), Dagger (1 cash), 1d4 damage.
- 2 1H Weapons, Axe (5 cash), Club (1 cash), 1d6 damage.
- 3 Versatile Weapons, Spear (2 cash), Staff (1 cash), 1d6 or 1d8 damage.
- 4 2H Weapons, Great Rod (1 cash), 4 1d8 damage,

- 1 Gauntlet, Cat Claws (50 cash), 1d4 damage, unarmed attack.

- 2 Finesse Reach Weapon, Neural Whip (50 cash), 1d8 damage, stun on critical.

- 3 Finesse Light Weapon, Sabre Tooth (200 cash), 1d8 damage, necrotic damage, intravenous.

- 1H Weapons, Ceramic Mace (300 cash), Black City Blade (300 cash), 1d10 damage, ignores damage resistance.

- 5 Versatile Weapons, Chain Sword (300 cash), 1d10/2d6 damage, decapitate on critical.

- Polearms, Crystal Swordspear (200 cash), 1d12 damage, stores up to 2 direct damage radiant or fire spells.

- Mounted 1H Weapons, Vomish Centaur Flail (300 cash), 2d8 damage, stun on critical.

- 2H Weapons, Ghost Bone Axe (400 cash), 2d8 damage, deals full damage to ghosts, ignores undead immunities.

WEAPONS: MARTIAL MELEE

- 1 Finesse Reach Weapon, Whip (2 6 cash), 1d4 damage.
- 2 Finesse Light Weapon, Scimitar (15 cash), 1d6 damage.
- 3 1H Weapons, Flail (10 cash), Mace 7 (10 cash), Dagger-axe (10 cash), 1d8 damage
- 4 Versatile Weapons, Battle Axe (10 8 cash), Warhammer (15 cash), Sabre (15 cash), 1d8/1d10 damage.
- 5 Polearms, Great Spear (5 cash), Halberd (20 cash), 1d10 damage.

ARMORS

Armors that are suited for the hot steppe climate are italicized.

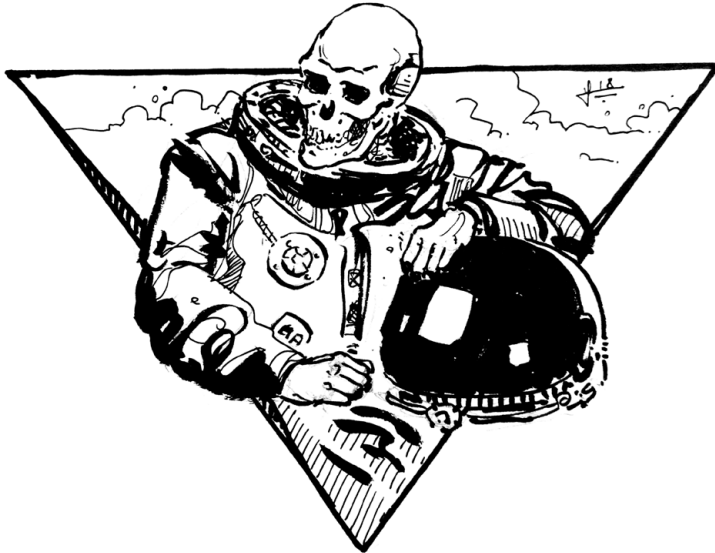
- 1 *Nomad Robes* (Cheap Light Armor),
with padded bits, AC 11 + Dex, 10
cash.
- 2 Boiled Leather, hot, AC 11 + Dex, 10
cash.
- 3 *Ballistic Linen Suit* (Good Light
Armor), perfect for the gentleman
adventurer, AC 12 + Dex, 100 cash.
- 4 Spiked Leather, hot, AC 12 + Dex, 13
50 cash.
- 5 Synthskin Light Environment Suit,
dedicated to the goddess Hazmaat,
hot, AC 11 + Dex, 150 cash. Rare.
- 6 *Cat Armor*, a tiny helmet and little 14
silken cuirass. Ever so cute. Cat-
sized, AC 11 + Dex, 200 cash.
- 7 *Dryland Weave* (Cheap Medium
Armor), woven from the cilli of
special dryland coral hybrids,
surprisingly cool, AC 13 + Dex (max
2), 100 cash.
- 8 Scale Shirt, hot, AC 13 + Dex (max
2), 50 cash.
- 9 *Chitin Cuirass* (Good Light Armor),
also called lobster armor, AC 14 + 17
Dex (max 2), 600 cash.
- 10 Breastplate, hot, AC 14 + Dex (max
2), 400 cash.
- 11 *Watersuit* (Medium Environment
Armor), cool-suit of synthskin over
woven bone mesh, with an uncanny
vascular cooling and filtration
interlink system, disadvantage
stealth, environmental AC 14 + Dex
(max 2), 600 cash.
- 12 *Spectral Combat Suit* (Epic Medium
Armor), combines Satrapy steel-
glass scales with an environment
maintenance parasite, powered
6, environmental, disadvantage
stealth, AC 15 + Dex (max 2), 1500
cash. Restricted.
- 13 *Bone Mesh Armor* (Cheap Heavy
Armor), horrible product of the
bone wizards, but pretty cool,
disadvantage stealth, Str 13, AC 16,
200 cash.
- 14 Chain Mail, hot, disadvantage
stealth, Str 13, AC 16, 100 cash.
- 15 *Porcelain Walker Suit* (Good Heavy
Armor), the best in princely
technology with integrated
intravenous administration system
for healing potions, powered 6,
heavy, AC 17, disadvantage stealth,
600 cash.
- 16 Splint, hot, disadvantage stealth,
Str 15, AC 17, 200 cash.
- 17 *Full Archaic Armor* (Epic Heavy
Armor), a suit that's also a golem,
may develop personality, powered
6, environmental, intravenous,
disadvantage stealth, Str 13, AC 18,
4000 cash. Rare.
- 18 Plate, hot, disadvantage stealth, Str
15, AC 18, 1500 cash.

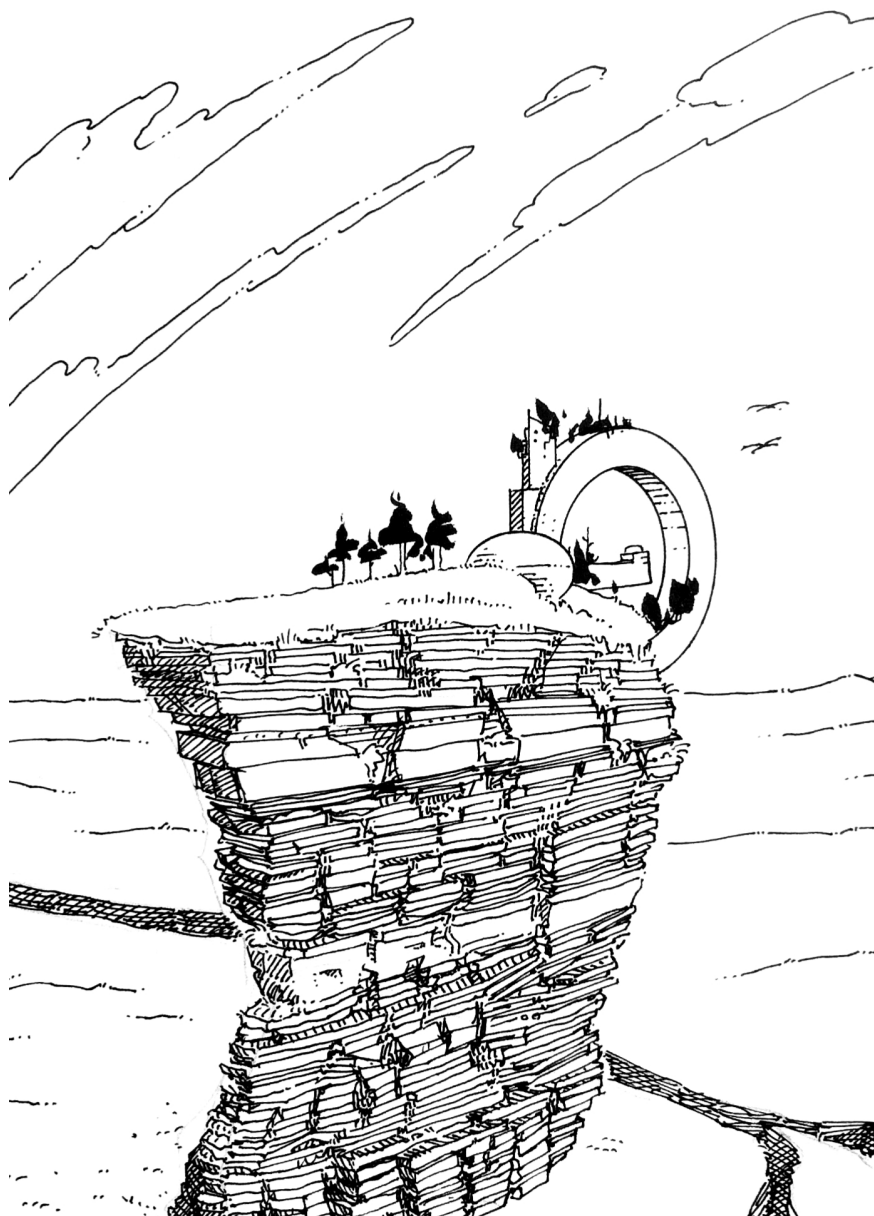
Hot: this armor sucks in hot environments. After every exertion (e.g. a battle) the hero has to make a Con save. The DC depends on the heat. On a failed save the hero gains a lovely disadvantage to attacks and physical checks (including Con saves) and needs to rest.

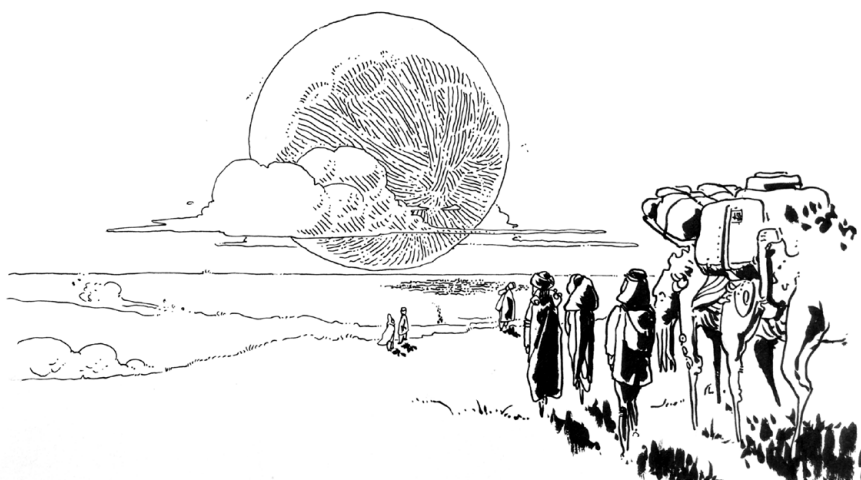
Powered: a powered armor uses some sort of magical source of energy, be it solar prayers, thermonuclear batteries, blood sacrifice or something else. It loses a charge after every combat or significant exertion in the armor. An extra power source and protective cradle (or prayer altar) takes a whole sack.

Environmental: this is armor that magically provides advantage to saves against horrible environmental effects, from acid to toxic clouds, often with magical hazmat runes or post-mechanical breathing implants.

Intravenous: this armor can be setup to inject a potion directly into the body with a free action.







TRADE & GOODS

Trade is a big reason to go into the vast UV Grasslands, and trade is very simple: buy dear, sell cheap.

MARKET RESEARCH

Yes. I made an rpg setting where the heroes can perform market research. I feel like I deserve some stupid prize for that. It uses time as a resource heroes spend.

1 day: hero finds out the price of a trade good in an adjacent destination.

1 week: hero finds out the price of a trade good in a chain of three adjacent linked destinations.

For each destination, make a market check with a relevant skill and the result determines the price of one trade good there.

Multiply the price of the trade good by the price factor to find its value at a given destination. Note down good locations or producers.

Market Check (d20 + skill)

Result	Price	
	Factor	Note
nat 1	1*	They produce it here!
1-5	1*	Can't sell it here.
6-14	1	Eh, unconvincing.
5-19	1.5	Want it. +100 xp
20-29	2	Need it. +200 xp
30+	3	Need it desperately. +300 xp



SELLING AND BUYING

When heroes finally arrive at a destination they can negotiate a deal.

1 day: hero finds a merchant and negotiates a deal. Roll on the negotiation table.

1 week: hero schmoozes, boozes and wines for 1d6 x 100 cash, then has advantage on the negotiation check.

Negotiation Check (d20 + skill)

Result	Price	
	Factor	Note
nat 1	0*	Goods confiscated
1-5	0.5	Ripped off!
6-14	1	No extra profit to be made.
5-19	1.2	Nice margin.
20-29	1.5	Good trade.
30+	2	Masterful.

D30 UVG TRADE GOODS (PRODUCTION PRICES)

- 1 Odd Fruits (luminescent vavilov velvets and cherenkov cherries), prized, rare, delicate, delicious and fragile. 100 cash. Produced in Porcelain Throne.
- 2 Black Light Lotus, a delicate flower and a pricy drug. Illegal. 500 cash.
- 3 Indigo Ivories, from the teeth of the rare midnight beasts of the Deep West. 500 cash.
- 4 Rainbow Silks, shifting colors woven from the silky strands of crystal spiders by the Spectrum Satraps. 500 cash. Produced in Spectrum Palace?
- 5 Sanguine Porcelains, the color of blood and now mined mostly from the deposits of older times, though many say that in the Black City folk still know how to make them. 200 cash. Produced in Porcelain Throne.
- 6 Vampire Wines from the Red Land, rich and ruby red, revitalizing for they grow from source-rich soils infused with the flesh of creation. 100 cash. Produced in Rainbowlands (Red Land).
- 7 Livingstone Bricks grown from seed in the Yellow Land are heavy, but malleable, used by petromancers to create artworks and delicate furnishings. 200 cash. Produced in Rainbowlands (Yellow Land).
- 8 Dryland Coral Seeds, incredibly vulnerable, and have to be kept in sealed containers to protect them from the open air, but they are also very valuable construction material. 500 cash.
- 9 Beast Egg Masses, used by biomancers to grow and modify new servitor creatures, kept in cooled vats to prevent them from spoiling. 500 cash.
- 10 Replacement Bodies, slaves. 100 cash.
- 11 Horses, trail birds, and other animals. 100 cash. Produced by Nomads in Grass Colossus?
- 12 Alchemical Lubricants, popular with golemancers and biomancers, as well as with mechanomancers and engineers. 100 cash.
- 13 Medical Magics and Machines (ointments, potions, implants), valuable to any doctor anywhere. 200 cash.
- 14 Saffron, a mind-altering spice from the Yellow Land, used by wizards to improve their cognition and bodyguards to boost their reflexes. 300 cash. Produced in Rainbowlands (Yellow Land).
- 15 Soul-stones, highly illegal animantic containers charged with distilled spirit. 1,000 cash.
- 16 Cat Snip is a powdered fungus derivative, a euphoric drug and addictive. 200 cash.

- 17 Ultra Jay needles and feathers 27 Vidy Crystals, orbs of ancient
come from the Black City and are provenance laced with stories
exceptionally expensive. Used and tales that provide joy and
more as status symbols, than entertainment, but fade rapidly
anything truly useful. 500 cash. after watching. Makes for great
Produced in Black City? rewatch value! The Spectrum
Satraps harvest them from ancient
18 Cat Coffee, one of the prized runes, most likely. 500 cash.
products of the Violet City. 200 Cosmic Scales, in different shapes
cash. Produced in Rainbowlands 28 and colors, iridescent and rare,
(Violet City). there must be mines near the
19 Whiskers, a mind-expanding Dark City. The richest denizens of
substance. 100 cash. Produced in the Rainbowlands craft suits and
Rainbowlands (Orange Land). capes with them, twinkling as they
20 Felix Whizz, an energy beverage, go. 600 cash.
known to revitalize and "give Joy Worms, empathic symbiont
wings." 100 cash. Produced in 29 worm-like creatures that are
Rainbowlands (Violet City). sometimes implanted into workers
21 Purple Haze, a weed grown by the or servitor beasts, flooding their
nomads. 100 cash. consciousness with pleasure and
22 Dog's Tail, a prized chew root. joy even when they are performing
Produced in Rainbowlands (Green odious and boring tasks. Popular
Lands). 100 cash. with many masters. 500 cash.
23 Chitin-cap, sheets and rods and Karma Dust, purified extract of
fibres of chitin grown from the 30 the demiurges, so they say, it can
Umber fungoid bio-mantics. Once cleanse sins and purify souls.
very widely used, but are now Popular with those about to die,
rare and more prized. 100 cash. and those about to sin. If someone
Produced in Fallen Umber? were to commit an evil act, this
24 Marrow-beet, edible, protein-rich would absolve them. No damned
gory chunks in calcinous shells. Detect Evil might touch them,
100 cash. Produced in Behemoth, and no memory of the sin or guilt
25 Bone-work, moldable or editable would remain in them. For some
chunks of raw bone, still warm reason the Inquisition bans karma
with bone-sculpture. 200 cash. dust with a vengeance. 1,000 cash.
26 Last Steel, the excavated nodules Very illegal.
of ever-warm steel from the Long Ago.
prized by smiths and mechanists
who swear themselves blue that it is
almost alive. 400 cash.

MILK RUNS

What if the heroes figure out a milk run, where they can just travel the same journey over and over for profit? Well, let them—but this is boring. Abstract this into a route a henchperson can handle, and roll for cash and complications every year. As a rule:

Safe investment, 5% return per year, no risk of losing the investment

Profitable, 10% return per year, DC 4 Charisma check each year or a complication happens (1 always fails)

Aggressive, 20% return per year, DC 10 Charisma check or a complication occurs (1 always fails).

D20 COMPLICATIONS

- 1 Extra-dimensional rift swallows the caravan. Everything is gone.
- 2 Monsters attack the caravan, there are no survivors but the goods have been dragged to a lair.
- 3 Ghosts have possessed the caravan and tried to use it as an infection vector to take over a settlement.
- 4 Monsters attack caravan, a sole survivor tells of horror and woe. Half goods eaten or destroyed.
- 5 Savage flash flood has washed away half the caravan.
- 6 Bandits attacked the caravan and took most animals and goods.

Slavers attacked the caravan and took it to a nearby market.

Hostile nomads blocked route and goods taken, caravan returned.

Caravan upset local faction, goods seized and caravan returned.

Local faction locks up caravan for infraction of obscure customs.

Large and unexpected local taxes have cost 30% of the investment.

Reavers attacked the caravan, killing half of the defenders and taking 20% of the investment.

Autonom warriors killed 1d6 of the drivers for unknown reasons.

Caravan explored an unusual site of interest, half the drivers went mad and 30% of goods were lost. But site could be looted.

A plague has killed 60% of the caravan beasts.

Weather and hostile tribes caught the caravan in the wastes. The drivers hid the goods and escaped with half of the beasts.

Freak snowstorm killed half of the caravan, the goods and corpses were hidden in a cave.

A rival mercer guild bribed drivers to their side with all the goods.

The drivers decided to strike out as independent operators, dumping the initial investment at a safe town for the owners, and making off with the beasts and the profits.

The drivers were converted by a millenarian cult, they gave away all the goods to the poor and joined a fraternal organization.

D12 TRADE OBSTACLES

Bureaucrats, inspectors, customs officials, monopolists, and other governmental ne'er-do-wells try to extract a cut (say a tenth of the cargo or gold) at every settlement on the voyage. Make them amusing with this little d12 table.

- 1 Tollmistress Netejette maintains the entrance to a spirit-fetish protected road. The road is actually safe (advantage on encounter checks). Avoiding the road is dangerous because all the ne'er-do-wells had to go somewhere.
- 2 Belizawrio the Bureaucrat who manages this caravan stop keeps very meticulous books about everything, from latrine use to camel ankle ointments. Belizawrio will gladly waste 1d4 weeks of a caravan's time, though a voluntary contribution to the Belle Epoque Guesthouse might change his mind.
- 3 Two inspector golems slaved to a local Overseer ensconced in a Crystal Ka-Ba Maintenance Body make a very particular inspection, finding illegal drugs or munitions on every caravan they inspect. Complaining about fines to a 12-foot obsidian golem is hard, however.
- 4 Colico the Customs Cat maintains the traditions of a ceremonial bridge crossing that requires

participation in an obscure play to placate a vome-troll nest. Is there actually a vome-troll nest below the gilded era bridge? Do you even want to check?

The Free Bank and Security Association of the Lime and Teal Fields maintains a complete monopoly on security services in the region, requiring 1d4 of their green-helmeted security officers to accompany every caravan. The green-helmets do not fight and provide no additional security.

The Dukes of Dust invite every caravnmaster to their High Residence for a fine dining experience, where they are treated to regard the two Silver Helmet Era heat-cannons the dukes use to protect the local pass where the caravans travel. Of course the heat-cannons will not hit the caravan by accident.

The Tangerine Dreaming clan of half-nomads claims all the grazing lands of this part of the steppe as their property. They don't mind caravans crossing their lands, but they do require a contribution of one tenth of their animals or 10 cash per animal for food consumed.

- 8 The local Guild of Concerned Citizens represents the interests of local craftsmen, merchants, and househusbands, and work hard to ensure that no imported goods might threaten their control of the means of production and reproduction. To that end they require a small fee and a detailed inspection at the local House of All Flesh.
- 9 The Many-headed Collective of Biomancers Extraordinaire that runs this settlement under a private-public partnership with the elders of the Clans of Settlement and Roadbuilding require a pound of flesh from every creature entering the settlement to ensure no vomish or ultra infiltration might occur. Alternatively, a less invasive procedure can be performed that unfortunately costs 50 cash per person and requires $1d4 + n$ days for the processing of results (where n is the total number of procedures to be performed). Alternatively, the Quarantine Camp may be hired at 50 cash per day (houses 20).
- 10 The Guardians of the local Porcelain-associated Leadership Council accuse the party of running over a dog, who was a member of the polybody of porcelain prince 9-Glazed Chrome. The fine is a fresh body or a tenth of the cargo.



The Inspectors of Spiritual (Ka) Propriety discover a radiation ghost infestation in the cargo and want to destroy all of it. Reasonable negotiations (or bribes) could result in a thorough inspection costing 100 cash and requires the destruction of just the radiation ghost's spirit nexus (i.e. 10% of the cargo).

A plastic faced Automat Taxman following a convoluted ritual dating to the Long Ago Federated Democratic Empire of Joyful Libertarian Equality™ discovers an irregularity. The Automat Taxman will require $1d4$ days to figure out that the party must pay taxes and fines totalling $2d6 \times 10\%$ of their total cargo. Getting out fast would upset the taxman, but void the procedure.

STARTER CARAVANS

These are example caravans, if you want to skip the planning and optimization. Animals and equipment are per person.

SCOUT

Cost: 306 cash
Speed: fast
Visibility: 3 (includes the human)
Transport: two horses
Capacity: 4 sacks
Inventory: 3 sacks of cheap rations, 1 rider.

Two horses to swap between, and you can make very good speed. Sacrificing capacity for speed.



POOR PROSPECTOR

Cost: 106 cash
Speed: normal
Visibility: 3
Transport: two mules
Capacity: 4 sacks
Inventory: 3 sacks of cheap rations, 1 sack of kit (purchase separately).

This is the bare minimum. A hero with two mules can safely travel a one week distance, spend a week prospecting (or something), and return. If the hero also forages, they can extend that duration.

PLUNDERING PARTY

Cost: 364 cash
Speed: normal
Visibility: 6
Transport: four mules, one war horse
Capacity: 10 sacks
Inventory: 7 sacks of cheap rations, 2 sacks of kit (purchase separately), 1 rider.

A hero equipped this way can safely travel throughout most of the Ultraviolet Grasslands, with enough animals and supplies to survive even the longest wilderness trails. Plus, the war horse is great for running away if the other voyagers are on foot.

SMALL TRADER

Cost: 758 cash

Speed: normal

Visibility: 6

Transport: five mules

Capacity: 10 sacks

Inventory: 4 sacks of cheap rations, 5 sacks of trade goods, 1 sack of kit (purchase separately).

Trade Value: 500 cash

A small trader is probably headed to a destination not more than two weeks away. It's a risky proposition, going without any guards, but the potential for profit is large.

DUNGEON EXPLORATION EXPEDITION

Cost: 1250 cash

Speed: slow

Visibility: 8

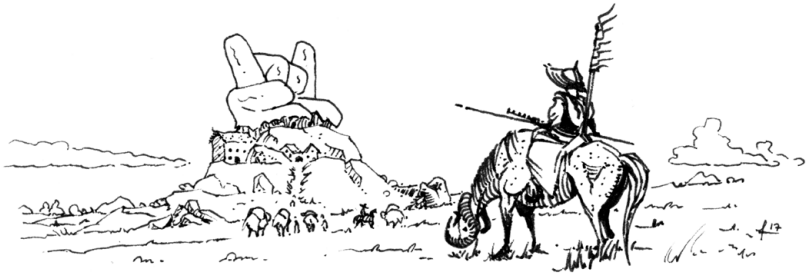
Transport: five mules, one wagon (req. 2 mules), one horse

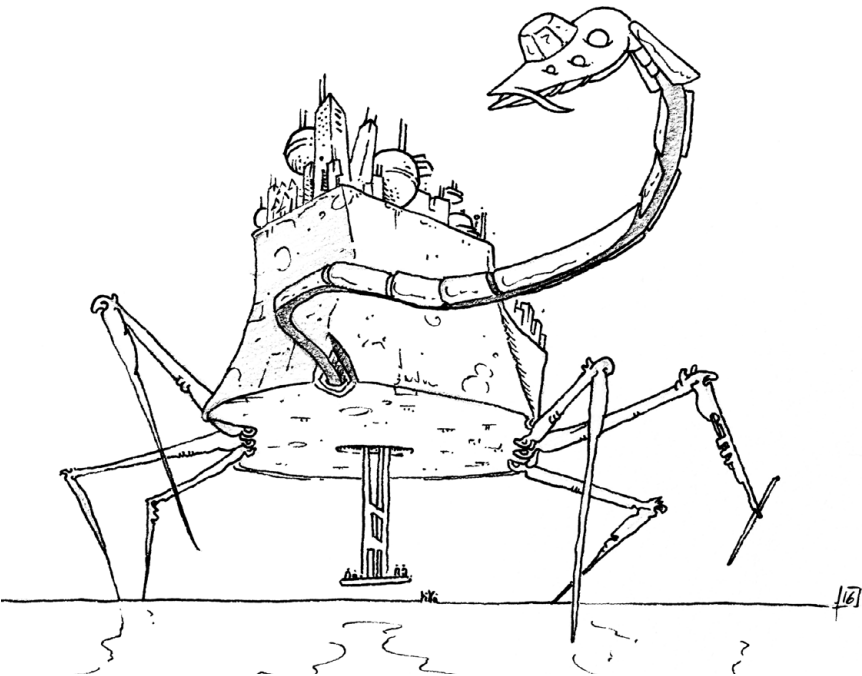
Capacity: 20 sacks

Inventory: 15 sacks of good rations, 1 sack of trade goods, 3 sacks of kit (purchase separately), 1 rider

Trade Value: 100 cash

This is a caravan that could drag large statues, pieces of machinery, or a small mountain in coin out of a dungeon. Additional warriors recommended.





DESTINATIONS IN THE UVG

These are the destinations deep within the Ultraviolet Grassland. They, along with a greater number of points of interest, make the core of the full UVG being supported by my patrons at <https://www.patreon.com/wizardthieffighter>. In this free version only the Violet City is presented in its entirety. The patreon has recently completed its 12th update and is now up to destination 22, the Cage Run.

—Luka, May 2018

1. VIOLET CITY: A LAST EERIE HOUSE

This is the end of the Right Road. Humanity's dominions wind down in the purple haze that wreathes the sunrises of this western reach. No roads, but caravans brave the Ultraviolet Grassland into the eternal sunset of the Black City. Porcelain Princes and Spectrum Satraps oversee great herds of biomechanical burdenbeasts that bring the odd fruits, the black light lotus, the indigo ivories, the rainbow silks, and the sanguine porcelains so popular among the meritocrats of the Rainbow Lands. Many voyagers are taken by the vomes, but nobody likes to talk of those lost to the ultras.

2. THE LOW ROAD AND THE HIGH

The cratered viaduct of the High Road runs on crumbling pylons of dying dryland coral across the pallid grasses. Beneath the half-passable testament to the follies of the long-long-ago, the low road winds, smeared threads of soil and loam and oil and blood pounded into a hard surface by the pounding feet, hooves, wheels and treads of pilgrims, nomads, caravans, and mechs.

3. STEPPE OF THE LIME NOMADS

The limey nomads' lands are harsh and dry, forbidding to travelers, dotted with odd remnants of that misty period that the Saffron City's Opiate Priests refer to as the best-forgotten ages. In Spring the limeys graze west towards the Grass Colossus, returning east to the Circle Rim for winter.

4. THE PORCELAIN THRONE

The four robed figures turned their faceless glazed masks as one to face P.T. and the band.

"This stair leads to the High Houses. Only the permitted penitents may ascend to serve us there. Stay back, our Pillars of Power remain as potent as in your forgotten Long, Long Ago," they spoke in an impeccable chorus of disparate voices.

5. POTSHERD CRATER

Scrub. Pallid soils of crushed ceramic. Drifts of porcelain exoskeletons crunch and ring underfoot. The autumn and spring rain showers bring sudden blooms of flowers and tubers, covering the pale landscape in a rainbow of color.

The rim rises pale, like deep porcelain ribs, from the dusty soils. Remnants of quarries from before the days of the Porcelain Princes lie abandoned to vomish lurchers, while the sanguine porcelain prospectors whisper of lion caves in the far rims.

6. TRAIL TO THE GRASS COLOSSUS

The grass grows high here, sparkling and lush. Watered by sacrifice and, rumor says, an ancient Source Fac, nomad clans come here when the grazing fails elsewhere, but even here they cluster in thornstone enclosures close to the trail, driven to cooperation by the deadly machine-infested giant beasts that regularly traverse the step here.

7. THE GRASS COLOSSUS

Crossing a last purple ridge, the wide vale promised respite from the harsh grassland. Trees dotted the courses of two rivers, and at their juncture prehistoric ramparts of pitted ceramic, traces of pre-wizard spell-arms on their ancient shellac surface.

8. THE LAST SERAI

Three days out you sight it. A metallic stepped tower, glinting in the day, glowing a ghostly, coppery green in the night. Two days out you smell it, like cocoa. Soft, seductive. A day out you hear it, drumming out a rumbling staccato without rhythm.

9. THE WAY STONE GRAVEYARD

Larger by far than the Ignored Tower, a crumbling green obelisk rises from the bare bedrock, exposed by millennial storms lashing the tired earth. Surrounded by wrinkled iron husks and a veritable graveyard of Long Long Ago machine creatures.

10. THE NORTH-FACING PASSAGE

A sharp, artificial canyon runs rough but true North-West towards the Grass Colossus. The rough crags and cinder dunes, all lit from behind by the glare of the static ghosts, are littered with reminders to not turn back: the flickering soul-echoes of travelers seduced by the siren song of the Ignored Tower's Face of Death. Travelers say not every look at the tower from this angle will bring death, but travelers prefer not to try. Four or five days along the passage, after a landslide, the Face is mercifully obscured.

11. THE SOUTH-FACING PASSAGE

Rough, high steppe country, torn by the tracks of prehistoric behemoths, but relatively safe. The journey from the Grass Colossus to the Behemoth Shell will interest every gentle-person naturalist.

12. FALLEN UMBER

Beyond the Way Stone the steppe continues, flat, tasteless, tone-deaf. The caravan trails have carved a route down to the bedrock, and at a long-dry gully buttresses of gently crumbling livingstone still attest to the long-lost land of UMBER, once grown rich on the local deposits of titanic biomatter, which supported a thriving chitin-cap agro-industrial aristocracy.

13. LONG RIDGE

On the way to the Serpent's Stone the grasslands fold back and forth on themselves, like sinuous serpents undulate under the coating of ash-white grasses, waving in the gentle breezes. Little steppe rodents nibble at the air, great eagles circle overhead, and for once, little trace of the disgusting remnants of the Long Long Ago are seen.

14. BEHEMOTH SHELL

What were these things? These mountain-sized calcite encrusted things that suspended themselves on levitation lenses and drifted and dragged themselves along the surface? Sages speculate that demiurges might have used them to sculpt the world, to deform it closer to some divine ideal they might have had.

15. SERPENT STONE MARKER

Beyond the Long Ridge the steppe flattens out and becomes a true sea of white grass. From horizon to horizon, the world spreads flat and still.

In its depth lies a great chocolate-brown stone marker, flat, rising a foot above the soil, and five hundred paces across. The entire surface of the marker is covered in curiously fractal serpent patterns. Compasses and guidestones swirl and direct themselves towards it, helping voyagers in this swirling place.

16. MOON-FACING FORD

The expanse of the steppe seems endless, from north to south the flat land rolls on under the sky dome. The slow stars and the fast glitter, icy and cold, and voyagers from the four corners approach the Moon River with exaggerated care. The great shallows of the Moon-facing Ford mark the easiest passage between the light grasslands and the dark. Weaker parties - or those with something to hide - seek other, far deadlier crossings.

17. NEAR MOON

Whispers only came to the Violet City of this oddity, a spherical moon come to Earth, suspended less than a bow-shot above the ashen soil of the Grassland. The mile-high sphere, dusty and cratered, mocks astounded travelers.

18. THREE STICKS LAKE

Three ragged villages cling to the steep shores of the cold, deep lake, built on layers of older settlements from the Long Long Ago. Caravans drag themselves around the harsh coastline, while smaller groups cross on the improvised and salvaged ferries of the Stick Folk.

19. SPECTRUM CROSSING

Fires of prismatic sentience gone mad light the crystal excrescences that mark old Satrap experiments and settlements. Whether the crystals are successes or failures, the Satraps do not tell.

Black glyphs mark the trails of nomads and adventurers from the Circle Sea, while the Satraps follow light shows of bold, avant-garde design through the pancake-flat terrain. A frosting of metallic salts kills the grasses in great rings around the eerily unruined corpses of grand traveling machines from Long Ago.

20. THE REFRACTING TREES

Light bends oddly here, the bark of the trees coated in a slimy sheen. Long ago mad experiments created tree-silicon symbionts and now most voyagers are cautioned to wear neutral-density eyewear, lest the strange geometries scald their minds.

Distances break with confusing abandon and most voyagers stick to the ditch roads left by the centuries of heavy vechs. Fools wander off and are lost in the broken planes of light. Nomads prefer to avoid these wooded, stream-carved lands altogether.

21. THE RIBS OF THE FATHER

A bone formation the size of a small mountain range erupts from the ground, creating a landmark visible for a week and more in each direction. The old, eroded bone range, garlanded in ancient long-needle pines, is usually capped by snow-heavy clouds. The Satraps mutter uneasily of the swift-breeding marmotfolk that live upon and within its bulk.

22. THE CAGE RUN

A great avenue of fused terranova runs due north from the Ribs, passing by the Spectrum Palace and disappearing into the Elf-haunted north. Along the distance of the road were once ranged multiple rows of ritualistic metal trees. Many have been removed and reused since the road was abandoned, but a number still remain, most decked with Satrap cages now, holding the bones of marmotfolk and other interlopers who would threaten Satrap dominance.

23. SPECTRUM PALACE

The palace of the powerful Spectrum Satraps is surprisingly small: a drum-shaped thing of dull metal and rivets, thirty meters lengthwise and across, and a hundred meters around. It sits upon a small saddle between two unremarkable hills, and a single doorway of pitch black looms ominous upon its southern face. Every night full-spectrum localized aurorae light the sky above the palace, hence its name.

24. THE IRON ROAD

Striking out due west from the Ribs, just like the Cage Run runs due north, the Iron Road is a series of mammoth skeletal iron towers that stand red and rusting, like an army of giants marching into the sunset. They stretch more than a week's journey distant, and Spectrum scholars claim that in the Long Ago cable wagons flew from one tower to the next, simulating the flight of an eagle or a golden barge.

25. THE IVORY PLAIN

The trackless deep Plain is a sea of ivory grass, which glows palely in the dark. Great herds of grazing beasts and their predators make their way across this plain in stately procession, under the harsh ultraviolet radiation of the hazy sky.

26. DEAD BRIDGE

The Chasm, forty miles wide, marks the western extremity of the Ultraviolet Grasslands. In its depths a sluggish ink-dark river courses towards some mysterious southern sea. The projectors of glittering force bridges rust on the precipices of the chasm, and one single archaic bridge of Livingstone and Dryland coral remains, overgrown and distended into a riot of towers and walkways. The old power generators are long since dead and the lights are long since gone, but the Dead Bridge crawls with degenerate quarterlings and subhumans.

27. DARK LIGHT PASSAGE

At its northern edge the Chasm branches and breaks out into a series of canyons, craters, and calderas. Many cultures have carved a series of steps, tunnels, hanging bridges and more across this morass. All are in poor repair, but travelers still descend into the eternal twilight of the Dark Light Passage: a series of parallel grooves cut east to west through the mesas and ridges, as though the stone were soft clay. The walls of this passage glitter with shock gemstones that give off a healthy UV glow.

28. THE ENDLESS HOUSES

Beyond the Dead Bridge is a seemingly endless ruinland. For over a week the landscape is a mind-numbing grid-work of abandoned houses, towers, palaces, monuments, aqueducts, and roads. Slow-growing ivy struggles to choke the dead buildings, and vacant mouthed ghouls chase radiation ghosts in this empty place.

29. THE FOREST OF MEAT

Long ago somebody, somewhere thought it would be a great idea if easily harvested protein grew on trees, so animals would no longer have to be slaughtered for their flesh. Then somebody, probably a mad druid, thought exploiting trees for their meat was cruel to the trees and gave them teeth and claws and venom-laced root lances. If it sounds like the Forest of Meat is a bad place to be, you might be right.

30. BLACK CITY

The Omega. The Last City. God speed you, Black City. It hunches upon the shore of an endless, oily ocean, a lacquered black chaos of cubes that seem to slide one across another in almost patterns that ever so slightly fail to repeat. Hair stands on edge with the background electromagnificent radiation and the corpses of fools who tried to walk into the Black City lie on the toxic dust of the Pre-city.

Five grand portals with mirror-sheen surfaces stand alone at the edge of the toxic dust, forty-two meters tall each, connected by a smear of black cubes to the city proper. Every day at three in the afternoon, when the sun finally blazes forth, white and harsh, after crossing the purple haze, a great tolling sound issues and the Black City Hermits scurry forth from the Last Period to announce the trading propositions and diktats of the Last and Most Divine Secretary of the Black City.

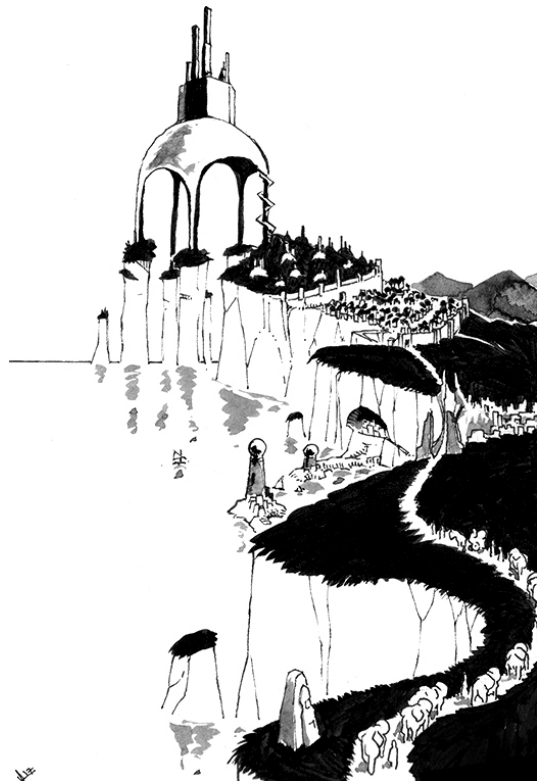
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Weather: The sun rises through a violet haze, slowly, reluctant to give up the shimmering phantoms of predawn to the dusty day.

Misfortune: It's been a long, hard, stupid journey and everyone should get into the mood with a friendly Charisma check to see how unlucky they are (DC 8+1d6). Unlucky voyagers who fail roll d6:

- 1 Got the runny blues, a depressive digestive disorder.
- 2 Picked up tendril tapeworms.
- 3 Got an infected sore on the muddy road.
- 4 Pick-pocket attack, lost something precious.
- 5 Fell in love with a swamp wisp.
- 6 Nice shoes ruined in a deceptive bog.



TOWNSHIPS OF THE VIOLET CITY, HALLS OF THE GRACEFUL CATS

“Soyez tranquil,” murmurs the dead-eyed lady in P.T.’s mind. Horned cats creep from hazy alleys and examine their baggage. The citadel looms, eerie and obnoxious, beyond the haze layer. A black cat nods, the lady steps aside. The townships beckon and the party strides into the stall-strewn streets.

Expenses: 5 cash per week for tramps, 50 cash per week to earn a modicum of respect.

Encounters in the streets (d6)

- 1 Green-blood shock-peddler Mencia pays for tales and pictures of the “Wonders of the West” (double for well-written, illustrated accounts).
- 2 Woger de R.F.D., a reputable moustachioed free-merchant, is sending a free caravan of vampire wines and livingstone bricks to the Last Serai to trade directly with the Spectrum Satraps. He’s hiring caravan guards (40 cash per guard on safe arrival).
- 3 Natega the Kind sells original ointments, shoddy shoes and downright dangerous gear at reasonable prices, but her Red Cat meows Charm Person at travelers (her supplies may give a disadvantage on checks, but she won’t admit it).
- 4 A scared urchin runs into the street, shouting “a cat tried to worm into my mouth!” She will integrate into society and become a cat pet soon. Her name is Uda, for now.
- 5 A sunburned man with pink hair staggers out of an inn, cruelly stabbed, sprays crimson bubbles and groans “a behemoth’s pearl for dear Cubina.” He clutches a map to Behemoth’s Shell far to the west (advantage on encounter checks, Δ6). If healed, his name is Vorgo and makes a shifty, cowardly, but loyally incompetent henchman. Who stabbed him? It was dark, he was drunk.
- 6 In Charming Square carriages cram into a meowing mob as confiscated traveler dogs are thrown into pit fights against trained sewer rats. Bookies take bets of up to 10 cash per bout (check Charisma to win). Saving a lucky dog costs 1d6 x 50 cash. Cheering the dogs draws glares from cat people.

CATS, CATS, CATS

Cats are the priests of the Purple God(dess). The high magi of the University of the Citadel are changeling cat-people. They eat traveler babes. There are hidden horned rat masters who secretly dominate the cats. The cats have little, manipulative human hands. All this may be lies spread by doghead insurrectionists.

Horned Cats silently monitor the townships around the Violet Citadel and all the townsfolk treat them with great kindness and respect.

AC 13, HP 2 (1d4), +1 claws 1,

Powers: Feline Telepathy, Ventriloquism,

Spells: Enthrall Human.

Black Cats are the silver-tongued mistresses of the townships, with serpents in their tails.

AC 13, HP 2 (1d4), +5 serpent bite 1, narcotic DC 10.

Spells and abilities as horned cat.

Bad Cats are half-glass, walk through corners and curse with a purr. So they say.



CAROUSING VOLEINJTLY

“Voi, pâle-couleur, pren an-tour!” shouts the tout in pasty Purple patois. Others chime in, mottled capes flutter, papier panels advertise “the last partie before lanotte.” Lips smack. The plebe churls crowd in to sell good time, forgetting or just a steppe-style rat sausage surprise.

Carousing was first invented, that I know, by Jeff Rients (<http://jrients.blogspot.com/>) and lets the DM easily and simply separate heroes from their treasure. The system I use is similar to Jeff's:

- 1 Hero blows 1d6 x 100 cash on a week of partying and gains that amount of xp.
- 2 Rolling more cash/ xp than the hero has available means a nasty debt to a local.
- 3 The hero makes a DC 10 Charisma save. On a fail, they roll on the Mishap Table.

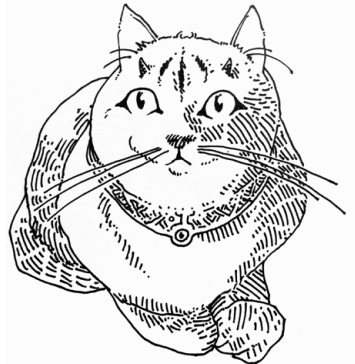
Bonus: a critical success on the Charisma save lets the hero carouse harder and party away another 1d8 x 100 cash. A critical fail means an extra roll on the mishap table.



D12 VIOLET CITY CAROUSING MISHAPS

- 1 Kicked out of town as a dirty dog. No XP and a reputation. Also, case of canine cooties or lycanthropy.
- 2 The odd fruits were odder than usual this time. Roll d6: an extra (1) ear, (2) nose, (3) wrinkle, (4) pearl, (5) tentacle, (6) cat grows.
- 3 Now addicted to cat snip. You're welcome. A weekly supply costs 50 cash. No cat snip = halved Charisma. Cure takes 1d6 weeks and 100 cash per week.
- 4 That cheap black light lotus? You now phosphoresce in ultraviolet light. UV creatures hit with advantage.
- 5 Ingested a magic cat spirit and became a cat pet. Your hero becomes a henchman/familiar of your new character: a horned cat named Twinklestar.
- 6 Got into a staring match with an eyebiter. Lost an eye.
- 7 Found the anthropic fighting pits. Lost half hit points. Succeed in a Str save to win 1d4 x 100 cash.
- 8 Acquired bananas. A whole cart of bananas and a surprisingly intelligent ape named Ananas.
- 9 Mind blown. Permanently gain 1 Wis and (roll d6) a case of (1) the shakes, (2) demonic possession, (3) split personality, (4) fine wine, (5) corruption, (6) brain worm.
- 10 The bloody flux. Hero now requires double supplies, especially toilet paper. DC 10 Con save to recover at the end of every week.
- 11 Dreams of porcelain-faced shadows, a fear of the dark, a missing tooth and a straw doll of yourself. Int save to avoid a paralyzing fear during the next battle
- 12 Wake with a bag of strangled cats drained of blood, a hundred ominous pieces of silver (100 cash) and a sense of foreboding. Hours later (roll d6) an (1) inn, (2) cat house, (3) opera shack, (4) general store, (5) political café, (6) mansion collapses in a whisper of necrotic decay.

Twinklestar is an ambitious old cat seeking the *Rat Rod of Immor[t]ality*. Roll stats with an extra d6 for Dex and Int and a d6 less for Str and Con. Advance as wizard. AC 13 (base), HD 1d4, +2 claws 1, keen smell. Powers: Feline Telepathy, Ventriloquism, Purr of Power. Spells: *Enthrall Human*, *Hold Portal*. Weaknesses: dogs, balls of yarn, thunder





MORE ULTRAVIOLET GRASSLANDS?

Did you like that? There's about five times more UVG available on the Patreon at <https://www.patreon.com/wizardthieffighter>. It's not all as nicely laid out as this 1.0 version, but it's functional and it has a lot more locations, tables, weird stuff ... and even some more maps and dungeons. Well, things-that-work-as-dungeons, anyway.

If Patreon's not your style (and that's fine, it's not for everyone), you can follow me at:

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- or even by checking my website, www.lukarejec.com, once a month.

Once the whole UVG is written, I'll be sure to let you know very loudly! And till then, well, you'll get to see a lot of art, some writing, and the occasional diatribe.

—Luka, May 2018

#UVG



This was the free version 1.0 of the Ultraviolet Grasslands, the psychedelic metal pointcrawl setting for tabletop rpgs. You can distribute this work under a [creative commons Attribution-NonCommercial-NoDerivatives 4.0 International \(CC BY-NC-ND 4.0\) license](https://creativecommons.org/licenses/by-nc-nd/4.0/). Yes, it was a freemium rpg book. Terrible!

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