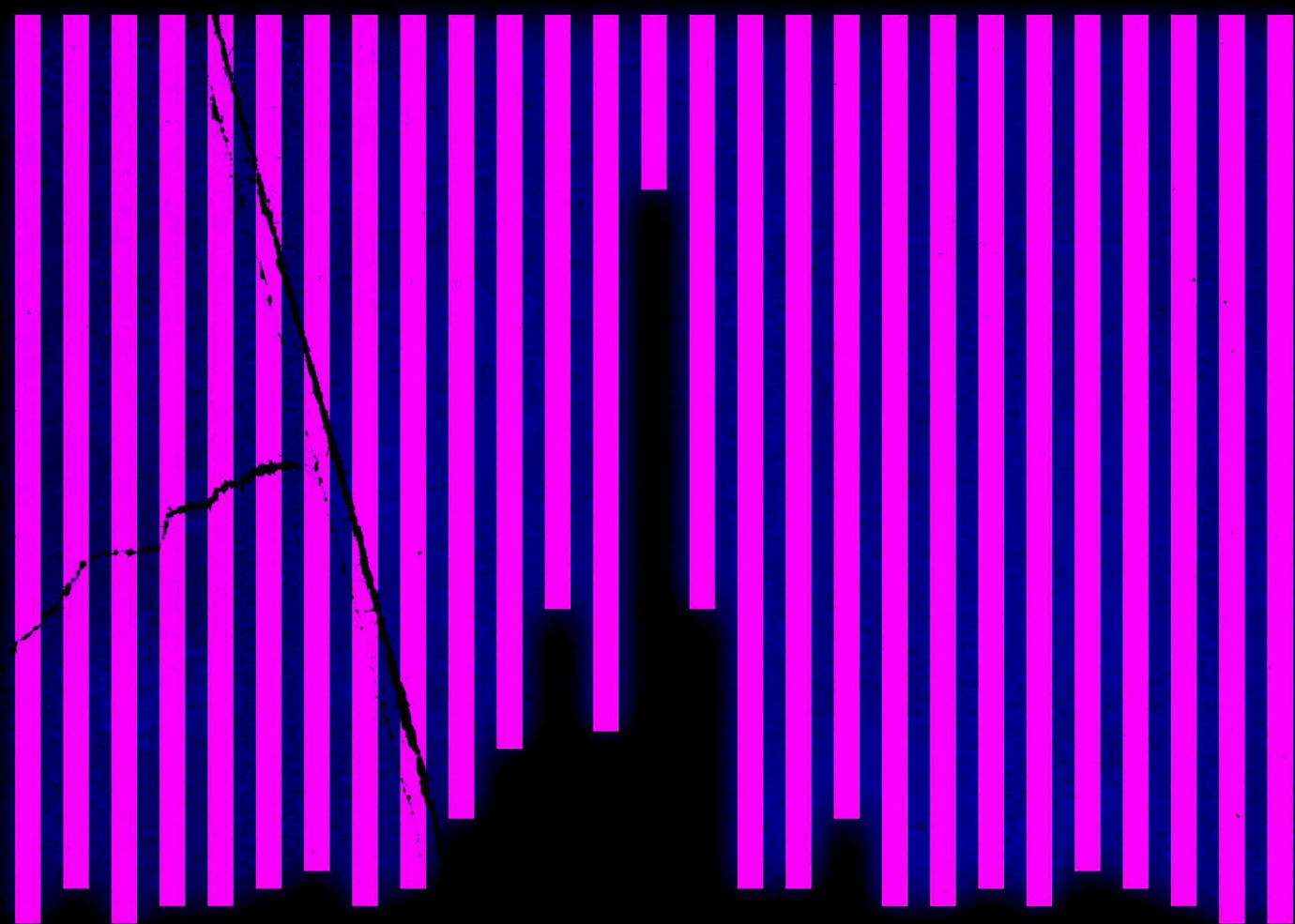


UVC



AND THE BLACK CITY
PSYCHEDELIC METAL ROLEPLAYING
WIZARDTHIEFFIGHTER STUDIOS & EXALTED FUNERAL PRESS
LUKAREJEC

Time is the essence
Time is the season
Time ain't no reason
Got no time to slow

Time everlasting
Time to play B-sides
Time ain't on my side
Time I'll never know

Burn out the day
Burn out the night
I'm not the one to tell you what's wrong or what's right
I've seen suns that were freezing and lives that were through.

—*Burnin' For You, Fire of Unknown Origin*, Blue Öyster Cult

This edition of the *Ultraviolet Grasslands and the Black City* was made possible with the support of thousands of backers on the successful kickstarter campaign organized with the help of Exalted Funeral Press. The cats of the Violet City salute the Exalted.

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Art, writing & design: Luka Rejec
Editing: MoonRat Conspiracy
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www.wizardthieffighter.com
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WELCOME TO THE ULTRAVIOLET GRASSLANDS



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 space, time, and fuzzy riffs.

The UVG is for referees, game masters, judges, players, and fans of rpgs 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.

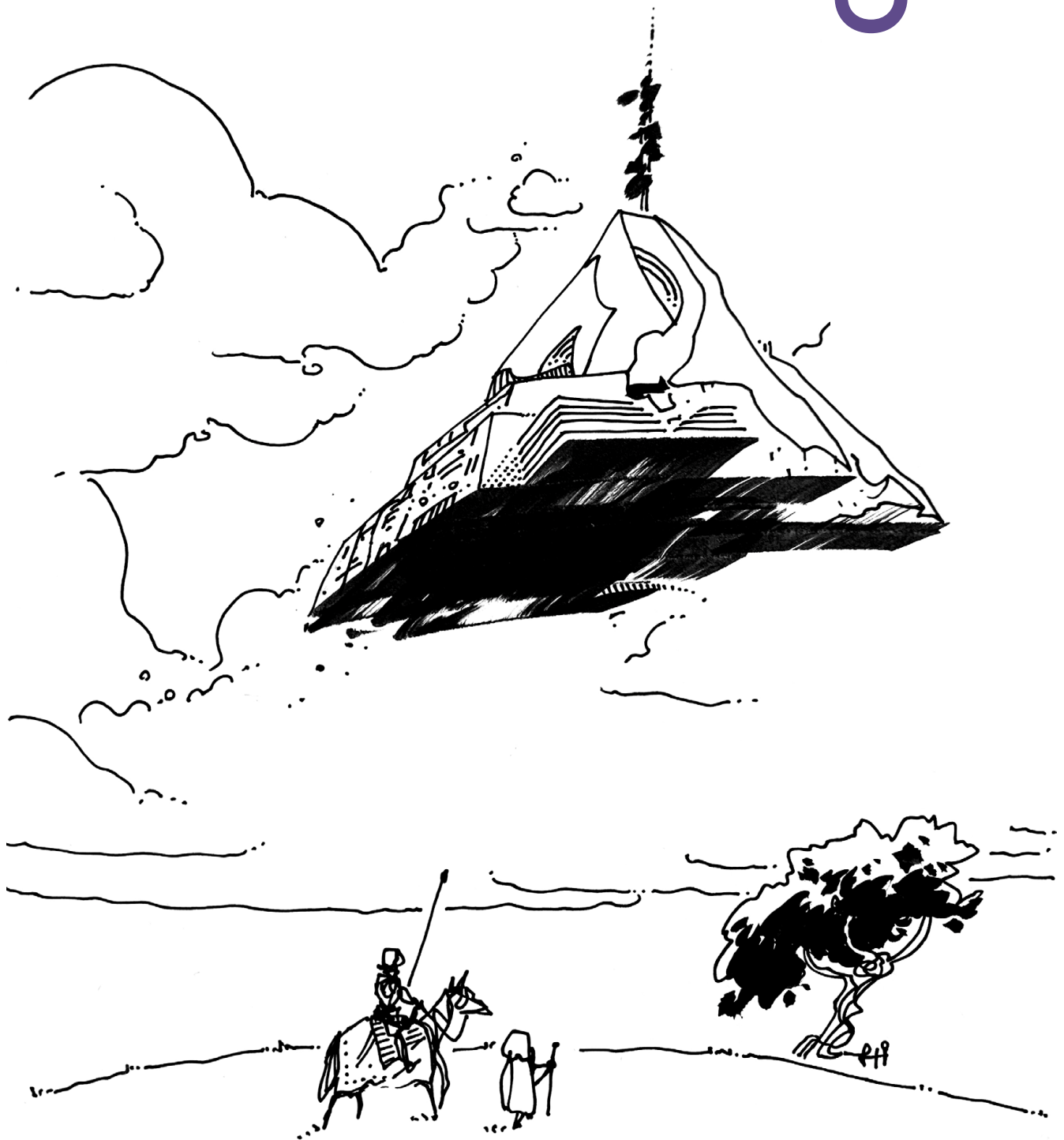
The UVG is also an artbook knitting together my art and maps and writing. Yes, every nut and fault, from layout to Lamarckian Monstrosity, is my own.

It has been encouraged, and made possible, by the fantastic support of my fans on Patreon. Thank you, heroes of the stratometaship.

Now, enter the silver machine.

—Luka, 2019

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THE WORLD'S EDGE

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 theirs. 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.



You put the Cat Coffee in the samovar and rub sleep sand out of your eyes.

On the other side of the hotrock the Dwarf rubs magitechnical ointment into his golem armor's joints. That means it's half an hour to sunrise. Same thing, every day like clockwork. Perhaps it is clockwork. Everyone says those Salters aren't human anymore.

The demon-talker sits down beside you, noiseless as always yet somehow comforting. You pass it a cup.

"Ah," she gurgles, "you make the best brew. It almost warms my bones."

"We'll all be warm soon," rumbles Eater-of-the-Dead from his sleeping sack, "we're nearly at the Violet City."

STARTING CHARACTER IDEAS (D40)

d40	Who are you?	Why Are you on the road?	Starting with ...
1	Decapolitan ambassador	Sent by a grim corporation	One black metal vertebra
2	Redland district folk hero	Dreams of a world ending	Half a white porcelain skull
3	Hexad enforcer militant	Blood memories of a great patrimony	Green brick with the light and warmth of a candle
4	Safranian merchant adventurer	Tracking a missing ledger	Pink bottle with a singing spirit
5	Emerald city preacher	Seeking new converts	Three machine beetles with gem eyes
6	Redland bourgeoisie botanist	Rumors of a fabulous autofactory	Yellow plastic ivory tablet with four truths
7	Oranjetic travelling entertainer	Found clue to abmortality	Silver book proclaiming revolution
8	Greenlander nomad herdsfolk	Ordered by an ominous disembodied voice	Cabochon ruby with a regal hologram inside
9	Exiled pirate liberal	Map to an unclaimed aerolith	Intaglio red pearl of a lingish trader
10	Salt dwarf prospector	Soul of loved one stolen by a horror	Violet bone crystalized in soulfire
11	Yellowlander climate migrant	Stories of a secret healing vegetable	Copper star incised with naughty limericks
12	Undercover rainbow inquisitor	Portents of a deadly machine demon	Four brassy cogs from a soul mill
13	Undergraduate purple wizard	Paintings of a gorgeous cyan seaside	Dusty positronic rat brain in a crystal case
14	Dilettante noble tourist	Pursued by loving enemies	Small lavender plant that cannot die
15	Exiled bluelander noble	Grandmother's lost autowagon	Translucent dinner-plate sized force disk
16	Secret azure cultist	Brother was stripped into a ba-zombie	Grey healing lichen culture in ceramic jar
17	Violet revolutionary emigré	Master boneworker sent an invitation	Manual of the vechs, annotated with scribbles
18	Oranjist courtesan singer	Delivering a letter of inheritance to a count	Stainless steel thermos of blood wine
19	Metropolitan accountant monk	Cure for a plague that killed your son	Glass tub of vampire-grade sunscreen
20	Volkan diesel dwarf	Biomantic bible in a lost library	Platinum necrogoggles that reveal undead
21	Woodlander elf-touched trapper	Repaying debts to the butcher bank	Small furry brown vome that giggles when petted
22	Settled steppe-lander engineer	Visions of a world ending in falling fire	Machine horse in dappled shades of rust
23	Wine vampire priest	Bearing a priceless pearl for a princess	Crystal personality box to create ka-zombies
24	Purplefolk doghead anarchist	Tracking a vile intruder from the void	Yellow-orange weightless rock—an aerolith
25	Half-ling lunatic seer	Mind entwined with a dying sentence	Blue and white mechanical hand
26	Scrubland barbarian hero	Nightly dreams of a lost world	Quartzite tooth of a space worm
27	Black gold industrialist	Seeking a prosthetic body for mother	Animate furry chitin kite
28	Violet city mendicant healer	Ordered by the clan quest golem	Carmine cactus that secretes drops of blood
29	Independent freehold archaeologist	Keeping tabs on a rival explorer	Cogwheel monocle with small pits
30	Old city tutor	Exploring clues to the great forgetting	Seven strands of unbreakable silver wire
31	Exotic wastelander summoner	Possessed by a demon in childhood	Citrine soul stone with a third of a hero's soul
32	Tumult fisher wizard	Seeking allies for a revolution	Gourd fetish with cowrie teeth
33	Safirian ruins scavenger	Looking for new lands for lost tribe	Teal warlock helmet with three white stripes
34	Wildfolk demon hunter	Compulsion after meeting a seer	Yellow cape of pure steel silk
35	Cogflower necromancer lawyer	Sheer industrial greed	Unaging plastic travel cutlery
36	Pueblo heretic rancher	Determined to end a crippling disease	Rainbow unicorn horn
37	Dessicated slaver spy	Found the testament of a dead god	Grey cube that weighs five times more than lead
38	Moon mountain witch	Pursued by furies and a dark fate	Lime green onion-and-skull cup
39	Half-island syndicalist tinker	Visions of glory and rebirth	Clear crystal heart of a vile
40	Union machinehunter general	A queer unease after reading a metal book	Red staff made of fused ancient pistols

100,000 XP

Experience points (XP) appear throughout the UVG. In common with many classical rpgs, referees award XP to heroes for experiences: discovering new locations, interacting with strange creatures, making good trades, recovering cash, looting weird artifacts, or completing missions. With increasing XP, heroes increase in ability.

The book assumes that the maximum possible XP a hero can ever accumulate is 100,000. If your game allows higher XP totals, like 355,000 XP, adjust the awards to taste.

All the players in a group, heroes and referee together, should decide before play begins on what XP awards to use. This incentive can greatly change gameplay.

TRAVEL QUESTS (D12)

This caravan, this 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. What does it seek?

As the referee (or as a group) you can decide (or randomly determine) an initial quest that takes the whole crew into the Deep West.

1. BECAUSE IT'S THERE

This is a valid reason, lots of explorers go off to see something new. **Award 1d6 x 50 XP for every new destination explored.**

2. MAKE MONEY

Another simple, valid reason. Provide the party with a financier that loans them the money for their first caravan (creating a debt). **Award 1d6 x 100 XP for every new profitable trade route discovered and for every profitable trade completed.**

3. EXPLORE FORGOTTEN RUINS

A university wants to build its reputation with an incredible new collection and hired the party to escort an archaeologist or as archaeologists. **Award 1d6 x 100 XP for every suitable find recovered**—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. LEARN ANCIENT SECRETS

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 researching the lore and figure out the *Teleportation of Innocents* or perhaps the secret of *Liquid Stone Lamps*. **Award 1d6 x 200 XP for every such secret learned.**

5. 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 1,000 XP for every war started.**

6. 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. Remain unnoticed and complete this delivery as quickly as possible. **Award 1d6 x 500 XP on delivery.**

7. ESCORT DUTIES

The party is helping 3 to 10 squabbling clients reach their remote destination. The clients may be bumbling aristocrats, over-eager dilettantes, cloistered cultists, pampered merchants, ivory-tower scholars, or amateur archaeologists. **Award 400 XP for every client that reaches the destination alive.**

8. RAIDING

Start the heroes off as barbarians or semi-nomads in the wilderness. Determine the goods their clan requires (animals, armor, weapons, or medicine) and have them go a-hunting. **Award 50 XP for every sack of the required goods acquired, regardless of means (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 1,000 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 target's location. **Award 1d6 x 1,000 XP on delivery of the head.**

10. WITNESS THE END OF TIME

The party is convinced that the world is ending and 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 1,000 XP on arrival at the Final Destination**—The End of Time is optional.

11. SAVING THE WORLD

The party is convinced that the world is ending, and 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 (use a death trap dungeon of your choice). **Award 1d6 x 1,000 XP on arrival at the Final Place**—The End of Time is still 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 1,000 XP on arrival at the space port.** Actual void-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 first and foremost they are mind-bogglingly big. Vast and empty—it's that emptiness that kills heroes because it means there's no wishing well to drink from and no turnip farm to plunder.

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.

THE PLAYERS: REFEREES AND HEROES

I'm the author and a referee just like you (I assume you are or want to be an rpg referee). As the referee you're the bass-player of this rpg. But this ain't a dungeon, it's a steppe. Still, it's cool. We've got this.

The heroes are the players' characters. They're out for adventure, loot and revolution. Don't assume they're good. Heroes are not good, they're excessive and over the top. Over the top is good.

THE MOVING PIECES

The UVG is rules-loose and adaptable to most popular current tabletop rpgs, indie or behemoth, but still—there are *some* rules.

First is a series of rules modules for the UVG (XX location).

1. **Descriptive Mechanical Skeleton:** making it rules-loose.
2. **Time:** the key to making spaces feel big.
3. **Destinations and Discoveries:** places in those spaces.
4. **Inventory:** because it's always a pain in the ass.
5. **Starvation:** because running out of water kills.
6. **Misfortune:** dysentery happens while you travel.
7. **Encounters:** you meet people as you travel.

It's followed by a list of terms to get you familiar with the equipment at your disposal. Grab the **Caravan Sheet** (XX location) and study it. It represents a group asset for the players.

Finally, look at the **Big Map** (XX location). It's a point-crawl consisting of destinations, routes, and points of interest on a vast scale. All the players use it, drawing and writing on it as they play and explore the fantasy steppe.

DESCRIPTIVE MECHANICAL SKELETON

“Think of them more as guidelines, not rules *per se*.”

—Skittens Three-Horned, councilor and machine whisperer

The skeleton of the UVG is descriptive, but though it assumes playing pretty fast-and-loose with the rules, there is nevertheless a solid, metal core underneath. Reading this section might help you enjoy and run the UVG.

THE DICE ARE NOT YOUR MASTERS

At the heart of roleplay in the UVG is a conversation between players and referees, which creates a shared world. When common sense, or uncommon, dictate how a situation should pan out, don't bring dice into it. However, when outcomes are uncertain, referees and players should determine probabilities before rolling dice. And players? Yes, a player can appeal a referee's ruling, and after discussion, the referee might adjust the probability.

However, once the dice *do* come out, they are the oracle and they determine outcomes.

CLASSIC POLYHEDRAL DICE

UVG assumes you have a couple of sets on hand, from d4 to d20. Sometimes a strange die, like a d40, might be written. Use a digital die roller or a creative combination of dice in those cases.

GLORIOUS D20

The twenty-sided die is the core die of the UVG's descriptive mechanical skeleton because it is my favorite polyhedron and because it has a comfortable, flat spread of probabilities.

HIGH IS GOOD, LOW IS BAD

Throughout the text, from encounters to random results.

THE STAT TEST

Whenever the d20 comes out to determine uncertain outcomes, that's a *test*. It means **d20 + Stat + Skill over Target**. A common format is “easy Charisma test”—this means rolling a d20 then adding Charisma and a relevant skill to beat an easy target.

DESCRIPTIVE TARGETS

The difficulty of a test is described in the text as trivial, easy, moderate, difficult, or extreme. A hero must roll over a target number to succeed. The referee may decide on a case-by-case basis whether the actual target number is fixed or a little bit random.

Target	Number	d6 Targets	Flat Spread	% Target
Trivial	3	1d6	1d6	15%
Easy	7	2d6	1d8+3	35%
Moderate	11	3d6	1d10+6	55%
Difficult	15	4d6	1d12+9	75%
Extreme	19	5d6	1d12+12	95%

RELEVANT TEST

Sometimes you'll spot the phrase a “relevant test,” this means that a hero can use any combination of stat and skill that makes narrative sense in the circumstances.

OVER-DEFINED TESTS

Some tests, particularly misfortune tests, may have multiple fail and/or success results—you'll recognize them by relevant tables of outcomes. They do not require a descriptive target beyond, “just roll high. High is good.”

ONE FAILS, TWENTY SUCCEED

In every d20 test, if the die rolls and turns up 1 or 20 this is a “natural 1 or 20.” These always fail or succeed. If failure is impossible, a roll should never be required. Don't try to build tension with fake rolls.

ADVANTAGE AND DISADVANTAGE

This is one of the better rules around and the UVG uses it broadly, for every die roll from a d4 to a d100. Advantage (+a) means rolling an extra die and taking the better result, disadvantage (-d) rolling an extra die and taking the worse result. They are shortened to **+a (advantage)** and **-d (disadvantage)**.

Advantages cancel disadvantages. Heroes can “store” advantages for later and use multiple advantages at once to boost their odds.

CONSECUTIVE ROLLS

Sometimes a result in a table is written with a slash, e.g. 6/6. This means that when you roll a natural six, you roll an extra consecutive die, and if this is also a six, voilà—you have a rare result. Additional slashes indicate additional yet rarer possibilities.

CONSECUTIVE CRITICALS

In combat, heroes deal x2 damage on a natural 20. Natural 20s are also always consecutive, and every additional twenty doubles the damage multiplier (**20/20/20/... = x2/x4/x8/...**).

EXPLODING DICE, NOT KITTENS

Rarely you will come across other exploding dice, written with a little asterisk, e.g. d6*. Every time you roll a natural 6 on a d6*, roll an extra die and add the result. Repeat as long as you keep rolling sixes. Exploding dice come into play with strange weapons, artifacts, and spells—and even if you forget this little rule, it won't matter much.

LIFE NOT HITPOINTS

The key resource of every creature, which keeps them narratively viable, is abstracted to Life. In practice this is exactly like hitpoints in most games, but the name change emphasizes that combat does not necessarily entail spurting wounds, and that words can, indeed, also kill. Further, the UVG often assumes that heroes can activate artifacts and spells with their own life force.

SIX STATS: SEACAT

The UVG plays with six stats, named **Strength**, **Endurance**, **Agility**, **Charisma**, **Aura**, and **Thought**. A stat of 0 is the minimum, 5 is the maximum. They map to the ability modifier bonuses of the stats of classical fantasy roleplaying games.

Strength is the active physical stat. It does what it says on the tin. Lifting bars, bending gates. That kind of stuff.

Endurance is the passive physical stat. It's about how much pain and strain a character can take. Long-distance running and such.

Agility is the dynamic physical stat. It's about applying the hero's body with precision and speed to dodge oncoming triceratopsians and throw head-lopper bombs with razor precision.

Charisma is the active mental stat. It's vitally important in Skeleton because it goes back to its classical Greek *khárisma*, representing divine fortune and favor. The gods and reason hate the uncharismatic, and Charisma also serves as a luck stat. When a hero tries to batter down resistance to their arguments through force of personality, this is what they use.

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, that calls for a Charisma check.

Further, nine times out of ten, random effects or mindless creatures attacking a party of heroes will target the least charismatic one first. Clearly explain this rule to players before they generate heroes.

Aura is the passive mental stat. It indicates how much punishment the hero's soul, spirit, aura can take when faced by horror and stress. It correlates almost completely with Endurance.

It is explicitly not Wisdom. It does not show good judgement or shrewd insight. Those are character traits that the player may decide for their hero, much like they decide on the color of the hero's hair or shoes, without affecting mechanics in any way.

Thought is the dynamic mental stat, correlated with how quickly the hero can process and manipulate information. Its naming is also a silly reference to the Egyptian god Thoth.

STAT DAMAGE

In the UVG you'll notice that many dangers damage the heroes' stats, from starvation to disease to monsters. When the text simply says something like "reduce Strength," remove 1 point of Strength. If the text says a stat is severely reduced, remove 2–5 points (1d4+1). Reduced to a minimum means the stat is now 0.

All stat damage is temporary unless otherwise specified or a character dies, in which case, yeah, it's permanent. Stats are one of the key attributes, along with life, that heroes recover by resting.

SKILLS

The UVG assumes a preexisting natural ability to each hero (represented by their six SEACAT stats) which is different from learned skills (represented by an inchoate series of descriptive skills which vary from setting to setting and over time within a campaign).

Examples of skills might range from "Sleight of Hand," "Swimming," "History," or "Carpentry," to "Project Management," "Bricklaying," "Neurosurgery," or "Golem Whispering." Players and referees are both encouraged to make up their own and to apply them when they make sense—skills are one of the simpler ways to distinguish one game and campaign from another.

An external comparison: in UVG parlance there is no mechanical or terminological difference between what other games call proficiencies, tools, and saves. They're all just skills.

Skills are linked to the level of a hero and have a minimum score of 2 and a maximum of 6, except for dashing thief types, like adventurer archaeologists, whose skill scores can go as high as 8.

Skills define what a hero is *good* at. Anyone can use a first aid kit, dive to cover from a dragon's death weapon attack, or say they know some history—but a skilled hero is actually good at it. A character can attempt any task, even if they don't have a relevant skill, but they make their rolls with disadvantage and without adding a skill score to their roll. For example, a Saffranjian painball star can try to decipher the glyphs on a Black City pseudolith or a Cat wizard can try to fire a laser rifle with those cute paws, but they roll with disadvantage because they're not much good at it.

For a list of example UVG skills check (XX location).

GAINING NEW SKILLS

To gain new skills heroes must visit different locations and mentors. At the end of a week of study, they make a moderate Thought test. After achieving five successes, they gain a new skill. Simpler or more difficult skills are possible. Heroes can gain one skill per level.

Players can invent new skills they want their heroes to learn based on their experiences in the UVG. A good referee may then pepper random sites and non-player characters around the steppe, creating an instant personalized quest.

SACRIFICE

Heroes can sacrifice something they value at any point to gain an advantage or two—so long as it makes some narrative sense. Exactly how big an advantage results is up to players and referee. A standard sacrifice, as a rule of thumb, is 10 life for an advantage.

HAKABA

Body (ha), soul (ka), and personality (ba) form the really existing trinity of every creature in the UVG. In game terms, body maps to Endurance, soul maps to Aura, and personality maps to Charisma. This makes raising the dead and reincarnation in the UVG weird. Check out the appendix (XX location).

TIME, WHAT IS TIME

EVERY WEEK OF TRAVEL:

1. **Remove one sack of supplies** per human-sized person from the caravan inventory.
2. One hero tests Charisma for **misfortune**, which applies to the whole caravan but heroes resist effects individually. A different hero tests each week.
3. Check what **encounters** happen and resolve them.
4. Any heroes that did not participate in a fight or flight can treat the week as a **long rest**.
5. Check if the caravan has arrived at a **destination**. Most destinations are a week apart but some require two, or even three, weeks of voyaging in the wastes. If the caravan has not yet arrived at a safe location repeat steps 1 to 5 until it does.
6. When the caravan arrives at a destination, one hero makes a moderate relevant test for **discoveries** and notes any on the map. These are points of interest a few days' journey from the destination. There is a limited number of discoveries available at each destination.

Instead of traveling a caravan may **stop for a full week**.

When a caravan is **stopped in the wilderness** each hero may take *one* of the following actions before step 1:

- ⚡ **Forage** for supplies: with a moderate relevant test they gain one sack of supplies. Difficulty varies depending on how plentiful the wildlife is.
- ⚡ Take **care** of another character, who fully recovers a damaged attribute and has advantage on tests against illness and poison.
- ⚡ Set an **ambush**: prepare a trap to waylay other travelers or to gain advantage in a hostile encounter.
- ⚡ **Study**: ancient artifacts, scrolls, or items to figure out how they work, learn a new spell or skill.
- ⚡ **Hide** the camp: advantage to avoiding encounters.

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

- ⚡ **Explore** further for additional discoveries.
- ⚡ **Buy and sell** trade goods.
- ⚡ Every hero may pay **expenses** for lodging and food rather than consuming sacks of supplies and, in some places, even buy additional sacks of supplies. This action is free.

In most rpgs 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.

When traveling in the UVG a **week** is the basic unit of activity to drive home how far apart everything is.

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

THE USE OF DAYS

Heroes traveling 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 (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 and adjective** (thus an encumbered (1) caravan with sick (2) heroes using slow (3), heavy (4) wagons would start every week by tallying four extra days).

A caravan is **fast** if everybody is mounted, they have an exceptional guide, they are using excellent steeds, or fast golem vehicles. Every applicable condition **negates one tally** per week—leaving more time for short rests and exploration.

REST AND RECOVERY

In keeping with the emphasis on weeks; a long rest takes one week and each hero recovers *only one* of the following:

- ⚡ Their full Life (hitpoints or health in some systems).
- ⚡ One attribute (ability score or stat).
- ⚡ From one harmful effect (death, soul removal, and so on).

If a hero is being cared for by another character, they recover more quickly. Looking at the starvation and survival rules, you will quickly realize this is horrible.

DESTINATIONS AND DISCOVERIES

The UVG is a pointcrawl—this is a bit of jargon to distinguish it from a hexcrawl. All it means is that in the UVG you have a series of known locations (“destinations”) connected by a network of routes. You can see them clearly on the suspiciously minimalist long map of the grasslands.

DESTINATIONS

Destinations are main nodes of the UVG pointcrawl on the big map, safe-ish **known locations** on the trade and travel network from the Violet City to the Black City. Some of them are cities, some are ruins, some are just famous landmarks. Each **route** between two destinations has a label indicating how long the average caravan takes to cover it. Some destinations have facilities where heroes can trade, rest, resupply, even stay at a guest house of some sort and use them as temporary bases of operation.

Give the players a copy of the map of the UVG. It will help them imagine how far they are going and what they can discover. Encourage them to write and make notes on their map. Although this is a group asset, it is also an inventory item, and should be carried by a character. Warn the players that storms or fires may destroy their map, and that they might want to make backup copies.

Near destinations travelers and locals mingle, strange omens mingle with decayed signposts, and messages inhabit curiously forgotten bottle. In short, there is information, and some of that information may let heroes make **discoveries**.

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

DISCOVERIES

Discoveries are interesting locations, usually within a few days journey from an existing destination, which are new to the heroes. When heroes arrive at a new destination, one hero makes a moderate relevant test for discoveries. Have heroes take turns, so it is not always the same character making discoveries.

Limit the number of possible discoveries per destination to five or less, unless you want a very cluttered map. Each discovery visited and given a touristic once over (1 day spent on site) is worth some XP.

DISCOVERIES NEAR YOUR DESTINATION

d20 Relevant Test (usually Thought)

1	Nothing but blank stares, but 1d6 days after leaving the heroes get to experience an honest-to-goodness bonus ambush encounter.
2–3	Nothing interesting nearby, but -d on the next encounter check.
4–10	Dust and haze and broken dreams, that is all.
11	Nothing here, but there's this amazing place near the <i>next</i> destination.
12–15	The locals mutter and nod, ah. A visitor. Another foreign “discoverer.” Note down one discovery.
16–19	In the silences. In the gaps in conversation. In the forgotten words there is a map. Two discoveries.
20+	The locals no longer read the old manuals or the old stelae in the crypts of their founders, but here is a dark clue. Three discoveries.

When they discover new locations, note them on the map and how many days it takes to reach them. The precise location is not crucial, but players will usually ask, so give them a d6 and a d8 to roll.

WHERE IS THE DISCOVERY?

d6	How Far Away?	d8	Which Way?
1	A mere day. Maybe less?	1	West, towards the Black City.
2	Two days.	2	Southwest.
3	Three.	3	South, towards the Cyan Sea.
4	Four. Getting the idea?	4	Southeast, to the Red Mountains.
5	Five.	5	East, towards civilization.
6	Six. This is redundant.	6	Northeast, to the Moon Mountains.
6/6	A full week away.	7	North, towards the Silent Forest.
6/6/6	Right here! Hidden!	8	Northwest, towards the Flesh Coast.

EXAMPLE DISCOVERY: BLUE PYRAMID OF THE PUNTA

(2 days, 150 XP)

Eroding from a tufa cliff, a blue pyramid as hard as granite and as blue as cobalt ceramics. Metal struts and bits remain embedded in the pyramid, studding blasted entrances. At its summit a large sphere was removed in some forgotten time.

Within hyper-regular passages describe geometries leading into its heart. There another blasted way thick with debris and skeletons leads *down* to a devastated city of troglodytic half-humans. From there worn tunnels lead *up* to a dead city buried in the tufa, built around a prayer machine named Punta Mark IV. The machine offers paltry blessings and mind-numbing platitudes. Fossilized machines offer some reward (\$500, 5 sacks).

INVENTORY AND SACKS

How do you convey how horrible it is to carry lots of gear long distances without a hover-wagon, without strangling the players with the classic pounds and packs as their heroes slog across a giant savanna for months at a time? As with time, we change the scale for the rigors of trans-continental travel.

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

- ⋈ All of a hero's adventuring or professional gear. Magic skulls of memory for wizards, a year's supply of swordmaceaxes for fighters, golf clubs for the thief, whatever.
- ⋈ A **sack of supplies**. Enough food, water, camping gear, and toilet paper to survive for a week. Bad quality supplies cost \$2/sack, good ones \$10/sack—or more the deeper they are in the wastes!
- ⋈ One **rider** or unconscious human.
- ⋈ A unit of trade goods.
- ⋈ \$2,500 in coins.

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 if you want.

UNITS AND ENCUMBRANCE

1 **sack** = 10 **stones** = 100 **soaps** = 2,500 **cash**

- ⋈ Sack: basic inventory unit
- ⋈ Stone: a tenth of a sack, also a generic significant item, like a sabre or spear or shield or shovel. About 15lbs.
- ⋈ Soap: a hundredth of a sack, also a generic small item, like a signal whistle or signet ring or spike. Or bar of soap.
- ⋈ Cash(\$): one standard unit of currency.

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

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

Encumbrance imposes disadvantage on every physical activity. 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.

THE PLEASURE OF TREASURE

Regardless of whether you award XP for treasure recovered or not, heroes will try to make away with rare treasures like the insidious crystal omphalos of Last Fish Heaven (\$4,500, 3 sacks). How much are treasures worth? You can either decide based on your rough estimate, a hero's Charisma test, or a flat doo roll.

doo	Rough Idea	Charisma Test	Cash Per Sack
01–50	Uncommon	1–10	\$50
51–80	Valuable	11–15	\$250
81–98	Rare	16–19	\$1,000
99–00	Exceptional	20+	\$5,000
00/0	Unique	20/20	\$25,000

00/0: on a result of 00 roll an additional d10. 20/20: if a player rolls a natural 20 on their Charisma test, they roll an additional d20. Yes, the odds aren't the same. This is because heroes are luckier than statistics imply.

TREASURE IS HEAVY

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

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

Example: the fabulous *gold* and *marble statue* of the *metaphysical insinuation* of *being* by Jeerida the Artistique is worth \$6,000 and takes 6 sacks of inventory to transport safely.

SO HACK IT UP

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

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

STARVATION

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

HOW NOT TO STARVE

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

1. **Cannibalise** the expedition. This is the fastest way to get supplies. A human provides one sack of supplies, an ordinary pack animal provides two sacks of supplies.
2. **Forage** for supplies before the caravan runs out. If a hero succeeds at a moderate relevant test, they gather one sack of supplies.
3. **Buy** more supplies in a settlement. Obviously. Prices can vary, but between 2 and 10 cash per sack is reasonable.

Some inhabitants of the Ultraviolet Grasslands may frown upon cannibalism.

TEST VS. STARVATION

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

Supply Situation	Endurance Test Target
Full rations (pewh!)	No test
Half rations (1 sack, 2 humans)	Easy (7)
Quarter rations (hungry!)	Moderate (11)
No supplies (thirsty!)	Difficult (15)

Success: physical stats are severely reduced and disadvantage on all physical tests. Hero cannot die from this effect.

Failure: hero is **starving**. Physical stats are reduced to a minimum, mental stats severely reduced, disadvantage on all tests, movement slowed. Hero can die from this.

Repeat the roll every week with reduced supplies. Heroes have advantage on the roll if they do not travel.

MISFORTUNE

Voyages can be summarized as long periods of boredom punctuated by moments of terror and loss. [Mis]fortune and encounters simulate those moments. They deplete the resources of the voyagers, threaten their survival, and provide vital color to the environment.

In the UVG Charisma is crucial in both cases.

The concept of Charisma comes from Ancient Greek, where it referred to grace and divine fortune bestowed by capricious deities. This wasn't some approximation of "sex appeal" or "leadership potential." This was straight up divine favoritism. A hero could be a complete dirtbag but her divine mother had dipped her in god ju-ju and given her teflon skin. Others got the plague, she was untouched. Others got scarred, she glowed with beauty and grace.

Classical Charisma is utterly unfair which is why it works so well in games as a proxy for luck, misfortune, and encounter checks. If players are new to this concept let them know in advance so they can adjust their hero's stats.

Each area of the UVG has its own perils and every week of travelling a different hero tests Charisma to see what kind of bad luck has befallen the caravan this time. Misfortune applies to the whole caravan, but heroes make individual moderate relevant tests to avoid the worst outcomes (like contracting a horrible disease).

GENERAL TRAVEL MISFORTUNE AND MISERY

d20	Charisma Test
1	Horribly lost (waste a week).
2	Contracted a debilitating disease (lose 3 stats).
3	Drought-afflicted land without fodder. Each animal needs a sack of supplies. Starvation tests ensue if there is not enough.
4	Vicious food poisoning (lose 1d6 life), humorous side effects.
5	Floods wash away road (lose 1d4 days).
6	Contracted a loud, attention-grabbing cough.
7	Storm blows away loose item, soaks documents.
8	Weevils or dust rats get into supplies (lose 1 sack).
9	Pack animal wanders off. Lose 1 day or 1 animal.
10–11	Piece of equipment worn out and useless until repaired.
12–20	The road is dusty, long, and dull. Boredom grows.
21+	Your understanding of the steppes grows, gain one success towards acquiring a UVG wilderness skill, like Mule Whispering, Steppeland Protocols, or Storytelling (XX location).

When circumstance requires, feel free to invent your own travel troubles, or use this table:

ENCOUNTERS

Each week **at least one encounter will occur**. The only questions are: how intense and hostile is the encounter, and what is it?

Roll three d12s for the intensity, type, and hostility of the encounter. If the total of the three rolls is 13 an additional encounter occurs (possibly simultaneously). Keep adding encounters as long as you keep rolling 13s (within reason).

Each destination region has its own list of creatures and encounters. Use that to further clarify the type of encounter the players are facing. One biomechanical buffalo might be useful as a steed but a herd would be very dangerous.

3D12 ENCOUNTER ROLLS: INTENSITY, TYPE, AND HOSTILITY

d12	Intensity (Distance and Time)	Encounter (Who or What They Are)	Their Attitude
1/1	It's an ambush.	Utterly deadly.	Murderous, disguised.
1	It's on. Everyone is surprised.	Something very bad.	Aggressive (attacks).
2–3	Close. Hard to avoid.	Something bad.	Hostile (may attack).
4–6	Near. Moderate test to avoid.	Potentially dangerous.	Unfriendly and cautious.
7–9	Distant. Easy to avoid.	Interesting, but not useful.	Neutral and indifferent.
10–11	Fresh tracks. Easy test to read.	Potentially useful.	Polite or friendly.
12	Cold tracks. Hard test to read.	Someone useful.	Helpful.
12/12	Easy to track and ambush. Oblivious.	Someone or something valuable.	Ally for the road.

“Remember: most encounters should not result in combat and not all combat should be to the death!”

—Galina Foreburn 4-body, porcelain walker pilot and scout

SACRIFICE TO SKIP

Sometimes encounters waste time. Running into several angry limping zombies ambushing the heroes may be funny once; but on your way to the Blue Pyramid of the Punta those zombies are dull. In such cases let the heroes ditch some of their stuff and narrate how they overcame the encounter. If their story is funny feel free to even dish out a reward.

Simply sacrifice some sacks: one sack of supplies or other valuables per level of the enemies. A pack of Red Hounds (L1, vampiric) will be distracted with a sack of salamis, but it will take a couple of asses or mules to distract a pride of Thundercats (L4, sword-wielding).

CUT TO THE CHASE

In a chase the key question is: how long till the pursuers catch their prey? The handwave and the fiat are both valid referee options. Another option is for **the pursuers to make a relevant test** on the Chase Table. If they are faster, they roll with advantage. If they are slower they roll with disadvantage.

CHASE TABLE

d20	Relevant Test
1	1d6+1 days wasted on a failed chase. Led astray, possibly lost, and roll for misfortune.
2–3	1d6+1 days wasted in a wild goose chase and roll for misfortune.
4–7	After a chase of 1d6+1 days those pesky fools got away!
8–11	Losing them. Roll again with disadvantage in 1d6+1 days.
12–14	Gaining steadily. Roll again with advantage in 1d6+1 days.
15–19	Running the prey down. Catch them in 1d6+1 days.
20+	On top of them. Catch them in 1 day.
20/20	Surprise! They prey took a wrong turn and are caught.

Most chases over the long distances of the steppe play out over days. For closer encounters reduce the time frame to hours or minutes. If running a chase over hours or minutes replace misfortune rolls with obstacles and injuries, like crevasses and lame horses.

MORALE: FEAR AND LOATHING IN THE WASTED WONDERLAND

Not all fights should be to the death: most creatures want to live to ride another day across the glorious vastness of the UVG, to sire more offspring, to put off the end of time another day.

When combat goes badly, when a leader dies, when a horror from beyond the colourless wall emerges from the ventral cavity of a camel the wizard just dispatched with his plasma rifle, its time for a random member of the troubled side to make an Aura test. The difficulty of the test depends on how badly the fan is being hit. If the whole side doesn't retreat, subsequent tests have disadvantage.

MAKING OR BREAKING THE TEAM

Aura Test Difficulty	Situation The Team Is Facing
Trivial (3)	Bad omen, upset stomach, impressive war chants.
Easy (7)	First casualties, unusual opponents, scary champion.
Moderate (11)	Larger numbers, multiple casualties, gore, monsters.
Difficult (15)	Overwhelming fire, resistant enemies, horror.
Extreme (19)	Invulnerable foes, mass slaughter, maddening horrors from beyond time and space.

A character (or group) that's failed their morale test retreats carefully from combat. If things go badly enough, or they roll a natural 1, they may turn and flee—and devil take the hindmost.

TERMINOLOGIA & MISCELLANEA

CARAVAN

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

CASH

Coinage is listed as cash (\$). Treat \$1 as 1 base unit of system currency.

COMPANY

This is the name the players choose for their caravan.

CARAVAN COMBAT COMPANY

When a caravan or has a lot of similar combatants, it helps to treat them as a simple swarm. You just need two numbers: their **total levels** (add up all the combatants' levels) and their **total number** (add up how many combatants there are).

COMBAT COMPANY STAT CALCULATOR

Combat Attribute	...And How To Figure It Out
Life	5 x total levels. Every time a swarm takes 10 damage, it loses one of its number. Swarms <i>never</i> fight to the death.
Number of Attacks	= total number. One of the attacks is special, the others are regular. Only 3 attacks can target the same target.
Regular Attack	= d20 + lowest level + 2
Attack Damage	= lowest combatant damage
Special Attack	= d20 + lowest level + total number
Special Damage	= highest combatant damage + total number

FINANCIER

An NPC that fronts the cash required for a group of heroes to equip a caravan and buy initial trade goods. 1d20 x \$500 with 100% annual interest should make things interesting.

HELPERS

For henchmen note down their primary skill(s) and their associated bonus (assume their bonus is double their level). Helpers with combat abilities count as fighters if the caravan is in a fight. Example:

Black Joni (L2, gunsmith, hunter): 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.

MECHANOMAGICAL VOYAGERS

How many characters, creatures, or vehicles need no supplies.

MOTORS TO FUEL

How many vehicles need supplies.

MOUNTS TO WATER

How many mounts need supplies in harsh environments.

MOUTHS TO FEED

How many sacks of supplies are needed every week for humans.

MEEPLE

A useful piece for representing the caravan on the map.

MOBILITY ATTRIBUTES

A caravan accrues both slow (wagons loaded with heavy bullion) and fast (fresh horses) attributes over time. List both, but keep a single tally of attributes: fast and slow cancel each other out one for one. At the beginning of every week tally excess slow attributes. Excess fast attributes negate tallies from misfortune or exploration.

POINT OF INTEREST, ALSO A DISCOVERY

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

ROUTE

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

TRANSPORT

Porters, animals, and wagons lumped together.

TRAVELING SLOW

If a caravan travels slow they tally an extra 7 days every week, but have advantage on all misfortune and encounter rolls.

VISIBILITY

This attribute only comes into play if the caravan is explicitly trying to avoid being spotted by large groups of bandits or other (potentially) hostile NPCs who might want to "investigate" it.

Visibility equals the number of mechanomagical voyagers, motors, mounts, and mounts (to a maximum of 95). Consult the table at right and let a random player make an appropriate Agility test once a week. Or just let them roll doo over visibility. That's cool, too.

BEEN SEEN CHECK

Visibility	Agility Test Target
1	Trivial (3)
2-5	Easy (7)
6-20	Moderate (11)
21-100	Difficult (15)
101+	Extreme (19)

ROUND DOWN

When you divide numbers, round down. This makes exploiting fractions less interesting.

SPECIFIC BEATS GENERAL

Where a specific mechanic clashes with general rules, default to the specific.

THE CARAVAN SHEET

Insert here

THE BIG MAP

Insert here

Next, look at the **Big Map** (XX location). It's a point-crawl consisting of destinations, routes, and points of interest on a vast scale. All the players use it, drawing and writing on it as they play.

ADD NOTES ON LOCATIONS FOR THE REFEREE! MENTION UNLABELLED HANDOUT FOR PLAYERS AND HOW TO USE IT.

The next section, **Rules Modules** (XX location) goes into more detail on the following five crucial rule modules for the UVG.

1. **Descriptive Mechanical Core:** making it rules-light.
2. **Time:** the key to making places feel big.
3. **Inventory:** because it's always a pain in the ass.
4. **Supplies:** because running out of water kills.
5. **Misfortune and Encounters:** stuff happens while you travel.

FACTIONS OF THE UVG

“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 you may permit heroes to 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—through their doting human servants.

SOME OR ALL THESE RUMORS MAY BE TRUE (D8)

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 traveller babes.
4. Hidden horned rat masters secretly dominate the cats.
5. The cats have small, perfectly-shaped hands instead of paws.
6. There are doghead insurrectionists in the Broken Wall districts.
7. The cats are lazy and conservative and have no agenda beyond staying in power.
8. The cats weave powerful charms to bind their servants to them.

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

CATLORDS AS HEROES

Cats advance as wizards, they have cute little opposable thumbs, sharp claws and a keen sense of smell (works like a skill).

- ⚡ **Bonuses:** Cats start with 9 life, cats have higher Agility, Thought, and Defence.
- ⚡ **Penalties:** Cats gain less life as they level up, cats have lower Strength and Endurance
- ⚡ **Feline Telepathy:** Cats can telepathically communicate with their pet.
- ⚡ **Ventriloquism:** Cats can make their pet speak, like a ventriloquist with their dummy.
- ⚡ **Enthrall Human (cat spell):** Cats can turn an independent-minded human into their pet. A pet happily serves their cat master until the cat grows bored and mistreats them. Level 3: as soon as a human pets the cat it can begin to weave its magic. If the cat succeeds at a moderate Charisma test, it has a new pet. If it fails, the human turns out to be allergic. A cat can only control one pet in this way.
- ⚡ **Cat Pet:** A secondary character for the Catlord player. The cat pet's goal in life is to feed, groom, and care for “their” cat.
- ⚡ **Serpent Tail:** Catlords have serpent-headed tails with narcotic bites (moderate Endurance test).

HUMANS (RAINBOWLANDERS)

The common humanity of the Rainbowlands includes all the close-to-baseline sentient and soulful post-humans. This includes the Retro-Humans, Dwarfs, Half-Elfs, Half-Lings, Quarter-Lings, and Half-Orcs.

RUMORS OF HUMANITY (D12)

1. Dwarves are a culture-class of selectively biomagically altered humans who fought the traditional aristocrats of the Red and Orange lands to a draw and now form 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 their life spans 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 Sub-Human.
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 laourd, Van Gnee, Blanche de Namur, Soren deColpa, Ala Decapolitana, Ugo Xorizo, Slaba Scialla, Imona Citronella, Origen od Grozze, Yuan di Pusca.

HUMANS AS HEROES

Humans can advance as any class, change their minds during creation or afterwards, rearrange their stats a bit, mix and match different backgrounds, and choose precisely how they look pretty much at will. Do they want little horns, pointy tails, and golem-derived legs? Sure, fine—so long as they can explain it. There is a large appendix section on the rainbowlanders (XX location).

PORCELAIN PRINCES (PARA HUMANS)

Stoppeland 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 each Polybody Entity uses the same porcelain masks for every one of its drones.

MASKED RUMORS (D10):

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 sentence.
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 repair 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.

PORCELAIN PRINCES AS HEROES

The defining features of the Porcelain Princes are their masks, obscuring their bodies' original unique identities, and the fact that they are one personality and soul with multiple bodies.

- ✧ **More Bodies:** Adding additional bodies requires a body lab, a specialist surgeon-psychopomp, a (hopefully willing) body donor, and at least \$2,000. Each additional body in the polybody is essentially a fragile psyche-to-psyche linked henchman with unlimited morale.
- ✧ **More Stats:** Generate physical stats for the new body and list it as a secondary body.
- ✧ **More Life:** When polybodies are in visual (or glandular) range treat them as having a single shared life pool, but every polybody gets an attack. Add an additional 1d8+1 life to the hero's total for each extra body (optionally limit the number of additional bodies to one per level).
- ✧ **Splitting Poly:** If a polybody is sent off on its own, the hero decides how much life to send off with it (roll a die if you like).
- ✧ **Every Body Burns:** Area attack damage against a polybody is multiplied by the number of bodies.
- ✧ **Soul Merger:** Heroes may merge bodies and psyches instead of outright dominating the additional body. In this case roll mental stats too, and use the better result. This may result in significant personality change, including outright domination of the original body (and class change and so on).

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.

FIERY RUMORS (D10):

1. All telepaths.
2. There can only be 360 Satraps at any one time.
3. They are inhuman 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. They store personality backups in great prismatic crystals.
7. They have no souls, the price 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.

SPECTRUM SATRAPS AS HEROES

It is unclear exactly how many satraps there are, but the number seems to be quite small and each satrap possesses a unique color combination and pattern. Within their suits (or are those mirror-faced secondary skins?) they mostly conform to a human body plan.

- ✧ **Crystal Bodies:** The spectrum palace and its outposts possess great crystals which can replicate the personalities of the stored Satraps. A Satrap character can effectively be restored to its last save point, if its body is killed. The player with a satrap character should make a "save sheet" when they want visit a Satrap outpost, detailing all skills, abilities, and attributes they want to store in the backup crystal. Restoring a Satrap body costs around \$5,000. Satraps in good standing have access to service credits.
- ✧ **Endosymbionts:** Satraps can store small, telepathically-bonded symbiotic creatures in their synthetic skin (one per level). These can perform specialized tasks, whether many-fingered monkey-lizards, or venomous rabbit-snakes. They do not occupy inventory slots.
- ✧ **Light Magic:** Satraps retain some of the force-shaping magics of Long Ago, creating *illusions* and *scorching rays of coherent light*, as well as solid *planes and lines of 'hard' light*.

STEPPE NOMADS, STEPPELANDERS (HUMANS)

The uncommon humanity of the vast steppes, inheritors of the Long Ago, warriors against the vast madness left by fall after fall.

IT IS SAID (D12)

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 or lush grasslands.
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, Pugnath, Colpec, Saltat, Draganogac, Gromoc, Lisciac, Lemonc, Sorbec, Passegiat, Rundat.

STEPPELANDERS AS HEROES

Though many cityborn disagree, the Steppelanders are as human as they come, even if many have a bit more Ling in them. They change their minds, rearrange their stats, mix and match different backgrounds, and choose precisely how they look. From light fur and dappled patterns to snake eyes or gills, it is known that Long Ago many changes were made.

- ∴ **Stronger:** Steppelanders have higher Strength, Agility, or Endurance.
- ∴ **Vulnerable:** But their immune systems are not as well trained and they are disadvantaged against diseases.

ULTRAS (AFTER-HUMANS)

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

TRUTHS BEYOND TRUTHS (D12)

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 for 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.

ULTRAS AS HEROES

If the Ultras do exist, and they are not simply wives' tales, then they are immortal spirits who can wear and shed bodies and personalities.

- ∴ **Body Borrower:** The Ultra can possess weak body-personalities and make them its own. This process takes a few hours and is best done at night, when their target is asleep.
- ∴ **Astral Walker:** The Ultra can walk as a spirit. It walks at its normal pace, unless it attaches itself to an object, like an arrow or a rocket. While walking this way, its body-personality is comatose.
- ∴ **Literally Cannot Die:** An Ultra whose body-personality is destroyed merely becomes a ghost. It can try to acquire a new body once per week, if it comes near enough. Dying at the bottom of an ocean trench can mean a *long* underwater walk.
- ∴ **Let's See Who I Am Now:** Generate new stats when an Ultra puts on a new body-personality. The Ultra must accept the new physical stats, but can choose whether to keep its current mental stats or the new ones. For every new mental stat it accepts, it is changed and loses one of its old abilities or skills.
- ∴ **Bodies Like Moccasins:** When an Ultra takes over a body-personality it is like a new shoe, tight and stiff in all the wrong places. All stats start reduced and must be recovered by resting.
- ∴ **Drop Memories Behind:** When an Ultra leaves behind an old body-personality it can only take a number of abilities and skills equal to its level along, the rest are lost. New abilities and skills up to the Ultra's current level are gained randomly afresh for the new body-personality one per week.

VOMES (VIOLENT MECHANISMS)

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

IT IS KNOWN (D12)

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 make them fall short of their potential.
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, Jane Machine, Error, Naming Error, Johnny-Seven.

VOMES AS HEROES

Vomes should never be heroes! They are supposed to be villains! Just joking. of course they can be heroes.

- ⚡ **Start Normal:** Vomes are autonomous machine interwoven with biological substrate at the source code level—but start at level 0 as basic biologicals with just a simple bug in their brain.
- ⚡ **New and Improved:** Every level the Vome's machine essence expands, bringing it new features and abilities, whether concealed biomechanical weapons, super-normal sensors, transmutation drives, communication arrays, or even straight up biomechanical replicators. The Vome can assimilate found weapons or body parts this way.
- ⚡ **It Was Probably Not Important:** Every level the Vome's biological body degrades due to errors integrating machine and biological source codes, permanently reducing one stat.
- ⚡ **Power From The Sun:** As one of its upgrades, the Vome becomes photovoltaic, feeding only on sunlight.
- ⚡ **Power From Nothing:** Upgrading itself further, the Vome begins to feed on a strange zero-point energy, which is certainly not creating micro-tears in the fabric of reality.

SPIRIT VOYAGERS AND ULTRAS

The crystal cilia wriggled as they crawled into his ears. Sparks of light dashed along as they pierced the brain barrier, connecting with his cortex. The snakeman's eyes rolled, citrine orbs in jade-studded sockets. With a few final flashes the translucent worms melded into his brain, attuning him to the world-spirit.

His eyes swam hazily, but his mind expanded and sharpened, it looked at Demiwarlock through the eyes of every insect in the glade, felt her through the crushed grass beneath her.

"Ah, these are the good whiskers," he said.

"Will you speak now of the voyager?"

"The voyager and her companion, yes. Tourists of ruined empires.

They've been travelling for a long time, though time is different to the over-bodied."

"So, she is an Ultra?"

"You would say that. When they travel through on the spirit voyage they sometimes incarnate like your Ultras do. A body for a secret, that is often their way."

"So, she is not an Ultra?"

"You would think that. But truly, there are no Ultras."

"What? Of course there are! I've seen them with my own eyes!"

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 Adventurers, 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 two.

MONEY (CASH)

Cash (\$) is the currency of the UVG. An unskilled laborer earns \$1/day. Adventurers earn 1 XP per \$1 recovered from Long Ago ruins. Lower denominations exist as do letters of credit for large amounts.

SIZE

Equipment is usually sized in sacks, stones, and soaps. A sack is the size of a pack, ten stones fit in a pack or a sack, and a soap is small enough to slip in a pocket. Sometimes another unit is mentioned, like doses, flasks, bricks, or kegs. This is purely cosmetic.

GRASSLAND ESSENTIALS

d8	Essential Item	Description	Cost, Size
1	Supplies, Premium Basic	Dwarf bread, water, hempen cloth, and wrapping rags. Disadvantage on healing and recovery.	\$2/sack
2	Supplies, Voyager	Tinned meat, travel ale, disinfectant schnapps, novelty items, rough newspapers, socks, gum, and prophylactics.	\$10/sack
3	Curative Snake Oil	Generic remedies against venom, bugs, parasites, diseases, rashes, and blisters. Surprisingly, actually works.	\$10/dose
4	Lamp, Iron	Basic travel lamp, hooded against wind, burns oil, can be used to warm tea, lights stuff up nearby.	\$5, stone
5	Lamp, Solar	Magic lamp of the Long Ago that eats sunlight to illuminate things nearby.	\$100, soap
6	Lamp, Spectrum Ray	Satrap crystal lamp that projects a ray of light far away. Powered by tears and sunlight. Can start fires.	\$100, stone
7	UV Lotion	Protects from the UVG radiation and provides resistance against radiant damage.	\$5/daily dose
8	VC Healing Lotion	Restores 2d6 Life or 1 physical Stat point.	\$40/dose

TOOLKITS

These are portable assemblies of kit, ready made for heroes venturing out into the grasslands. They give advantage to relevant tests. Unsurprisingly, a hero carrying both a kit and a full backpack of premium basic supplies is encumbered—mules *do* help (see transport).

d18	Tool or Kit	Description	Cost, Size
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, 1 sack
2	Ambassador’s Trunk	Fine dress, etiquette manuals, beads, liquors, ink, forgery equipment, sealing wax, hidden drug compartment. Perfect for trade deals or pretending you’re a count. Servant not included but recommended.	\$500, 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 need to poke around a dungeon.	\$100, 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 easily removing heavy objects.	\$100, 1 sack
5	Farmboy’s Big Adventure	Bulky backpack full of pockets, a pet rodent, mementos, heirloom weapon, and a sack’s worth of trail mix.	\$10, 1 sack
6	Golem Coding Gear	Leather tubes of writing paper, inks, pens, chisels, scalpels, ritual writing desk, and portable potter’s wheel.	\$200, 1 sack
7	Inquisitor Standard Case	Pliers, portable rack, small bellows, selection of scalpels, lunchbox, comfortable chair, many colored robes, nice shoes, kissable knuckle rings, fire-starting equipment, and more. You know what it’s for.	\$200, 1 sack
8	Mechanic’s Chest	Tough steel chest full of picks, wrenches, nuts, screwdrivers, ratchets, extractors, pliers, hammers, snips, crimpers, files, scrapers, keys, Allen wrenches, bolts, wire, glue, duct tape and suggestive literature.	\$200, 1 sack
9	The Original Medikit	Everything a real doctor could want. Stethoscope, scalpels, placebos, alcohol, morphine and degree included.	\$300, 1 sack
10	My First Archaeologist Kit	Shovels, picks, sacks, ropes, buckets, brushes, pith helmets, more mustache wax, shiny boots, safety whip, notebooks, and lamps. Everything a budding tomb raider could want!	\$100, 1 sack
11	Naturalist’s Portable Laboratory	Jars, flasks, pins, boxes, nets, scalpels, prods, pens, brushes, paints, notebooks, easels, and an organic source reprogramming handbook (with pictures in five colors!). Perfect for the amateur biomancer.	\$200, 1 sack
12	Navigator’s Suitcase	Case of compasses, maps, little telescopes, odd crystals, and baroque clockwork for astrologer or wayfinder.	\$200, 1 sack
13	Necromancer Gear	Saws, knives, scalpels, stakes, hammers, leather cords, needles, petri dishes, wires, batteries, starters, and legal tomes. Tailored to the aspiring dead-talker.	\$300, 2 sacks
14	Porter’s Pack	Great walking boots, beat-up tea flask, extra water bottle, sunscreen, lamp, bandages, sleeping bag, blister cream, numbing chew root and carry rack for one more sack of supplies.	\$20, 1 sack
15	Prospector’s Kit	Similar to archaeologist kit, but more hammers, a hidden revolver or stiletto and fewer beauty products.	\$50, 1 sack
16	Shaman’s Gear	Psychopomp relics, antivenom, laxatives, emetics, pickles, pipe, tobacco, “tobacco” and a psychedelic brick.	\$100, 1 sack
17	UVG Pro Hiker Kit	The tourist’s dream: toiletries, zinc sunscreen, tent, sturdy walking stick, Greenland army knife, sombrero, mustache wax, kangaroo bag, schnapps and wineskins, nifty cord belt, and a sturdy backpack	\$50, 1 sack
18	Veterinarian Kit	Saws, rubber gloves, knives, scalpels, leather straps. Everything a doctor could want! Works on humans!	\$100, 1 sack

TRANSPORT: MOUNTS AND WAGONS

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

The vehicles in the transport table are all less cost effective than 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.

DAGGING

Using improvised stretchers, ropes, rollers or skids, a creature can pull double its normal sacks. A creature pulling one load can't also carry a second load. Just no.

CARTING

Adding wheels is great, because drag is reduced, letting a creature pull triple its normal allotment of sacks.

FLYING

Not a good idea because of the Purple Haze, which rots human minds. At least, that's what natives say. Also, there are fragments of stuck force littering the sky, an invisible cutting hazard.

OVERLOADING

possible, but not smart. Moderate relevant test once a week or something goes wrong, like a broken axle or a lamed animal.

EPIC VEHICLES AND MOUNTS

Sure. Possible. Double the cost and Charisma test.

d20	Relevant Test
1	It's infectious or cursed! This is terrible! If only we had known!
2–6	It was a con. See, the red paint is coming off!
7–9	It is quieter than usual (does not increase visibility).
10–12	It is stronger than usual (carries 1 more sack).
13–15	It is tougher than usual (increase level).
16–18	It is faster than usual (increase speed).
19+	It has an unusual mechanomagical ability.

d20	Transport	Level	Description	Capacity	Requires	Cost
1	Human, Common-ass	0	Random laborer hired to carry some stuff. Probably cowardly.	1 sack	1 supply/wk	\$7/week
2	Disposable Slave	0	Perfect for evil caravans.	1 sack	1 supply/wk	\$100
3	Porter	1	Tough-ass professional in packing and carrying stuff, preparing supply depots, and surviving in the wilds.	2 sacks	1 supply/wk	\$20/week
4	Slave Porter	1	Enslaved tough-ass professional. May be resentful.	2 sacks	1 supply/wk	\$300
5	Skeleton Porter	1	Slow but 'ethical,' smell-free alternative to slavery. Though...	1 sack	necromancy	\$200
6	Zombie Porter	2	Very slow and a bit smelly. ... this kind of necromancy might bother folks.	2 sacks	necromancy	\$200
7	Pony, Mule or Camel	1	The classic solution.	2 sacks	grazing	\$70
8	Proper Heroic Horse or Charger Camel	2	A noble steed. Can be ridden in combat.	2 sacks	grazing	\$200
9	Metal Steed	2	Fast and flash, it roars like thunder when pushed hard. Might be a golem.	2 sacks	—	\$1,200
10	Adventuring Handcart	2	A glorified wheelbarrow. Requires a human (not included).	3 sacks	—	\$10
11	Wicker Autowagon	3	Fast, self-propelled golem wagon of synthetic ivory, iron-reed, and rubber.	3 sacks	—	\$2,000
12	Magnificent Velblod Camel	4	A true galleon of the trackless steppes. May cause motion-sickness.	3 sacks	grazing	\$300
13	Small Wagon, Rickety Coach or Swaying Cart	4	These vehicles are slow and vulnerable, but trivial to maintain. Require a trained draft animal (not included).	6 sacks	—	\$200
14	Burdenbeast	6	Biomantically enhanced small-headed rhinobuffalo. Pretty rare.	4 sacks	grazing	\$600
15	Biomechanical Beast	8	Terrifying amalgam of twitching muscle and cybernetic endoskeleton sheathed in synthetic skin. Very rare. Can be ridden in combat.	6 sacks	grazing	\$3,000
16	Solid Coach or Wagon	8	These vehicles are slow and heavy. Require 2 draft animals (not included).	12 sacks	—	\$600
17	Generic Vech, Porcelain or Prismatic Walker	12	Slow, enormous biomechanical beast. Carries 1d4 passengers in internal gall-like cavities. Among the most stylish biomech travel systems money can buy. Golem versions also exist.	12 sacks	1 supply/wk, biomass	\$6,000
18	Massive Hauling Wagon	16	Very slow, barely faster than a sloth. Requires 4 draft animals (not included).	24 sacks	—	\$1,500
19	Autowagon	16	Slow, self-propelled golem wagon. Armored, tough, and impressive as heck. It drives itself safely—but beware crossing marshes or rough terrain. Carries 2d3 passengers in ridiculous bolted-on cabins.	24 sacks	1 supply/wk, energy	\$10,000
20	Epic Floating Barge or Hover Wagon	4	Magical float from Long Ago, it can be pulled by a single creature (not included). Very fragile and may be disabled by a single well-placed shot.	20 sacks	—	\$7,500

WEAPONS: GUNS, WANDS AND STEEL

It wouldn't be a pseudo-colonial-apocalyptic savanna-crawl without guns. Unless specified otherwise, weapons are one-handed.

BLINDING

If any damage dice deals maximum damage, the target is blinded for one round. Critical hits may cause permanent blindness (difficult Agility test).

BURST

Unload all your charges or ammo to deal damage in a small area, difficult Agility test for half damage. Targets under cover take half, none if they make their test.

FRAG

Charged with epic energies beyond mortal ken. Killed enemies explode and deal 1d6 damage to all nearby.

INTRAVENOUS

Rounds can be loaded with liquid toxins or holy water.

MOUNTED

A heavy one-handed weapon for use mounted, does double damage when charging.

RANGES AND AREAS

Like in the *Black Hack* (check it out), the UVG assumes abstract range: **close**, **near**, **far**, and **distant**. On their turn a hero can move somewhere near as an action, somewhere far with two actions, and somewhere distant with three (or more). The same dimensions also work for area affecting effects.

Range	Area	Dimensions	Movement
Close	Small	'Precisely' 2.5743 metres or 8.44586614 feet.	Adjacent, no movement.
Near	Medium	About 10 metres or 30 feet.	An action.
Far	Large	About 40 metres or 120 feet.	Two actions.
Distant	Massive	Further away. Attacks require careful aim.	Three or more actions.

RANGED WEAPONS: BOWS AND GUN WANDS

d14	Weapon	Damage	Range	Size	Description	Cost
1	Bow: first among weapons	1d6	Far	Stone	Two-handed (2H), the lack of features is a feature.	\$25
2	Crossbow	1d8	Far	Stone	Reload 20.	\$25
3	Steppelander Composite Bow	1d8	Far	Stone	2H, Decent at distant ranges.	\$150
4	Heavy Crossbow	1d10	Far	2 stone	Reload 20, 2H, optional knockback bolts.	\$50
5	Scavenger Bolter	1d10	Far	2 stone	Reload 10, 2H, a basic recycled rifle.	\$100
6	Porcelain Prince Pistol	2d6	Near	Half stone	Reload 2, automatic ceramic, rare.	\$300
7	Violent Cat Rifle	2d10	Far	2 stone	Reload 4, 2H, sturdy and deadly.	\$600
8	Satrap Radiant Gun	2d12	Far	2 stone	Reload 7, 2H, laser, blinding, starts fires, rare.	\$1,100
9	Redland District SMG	2d6	Near	Stone	Reload 1, 2H, burst, revolutionary, rare.	\$500
10	Vome Slagger	3d6	Far	2 stone	Reload 10, frag, usually implanted, rare.	\$1,500
11	Ultra Blaster	3d6	Near	Half stone	Reload 1, radiant, blinding, rare.	\$2,000
12	Blue God Blaster	4d8	Close	Stone	Reload 7, 2H, necrotic, burst, unholy, rare.	\$3,000
13	Inquisition Squirtgun	1d6	Near	Half stone	Reload 5, intravenous, rare.	\$300
14	Voice of Death	3d10	Near	3 stone	Reload 10, 2H, sonic, very loud, rare.	\$4,000

RARE AND RESTRICTED

Rare equipment is hard to find, overpriced outside of the settlement that produces it, often controlled by some faction or powerful group and may provoke hostile reactions. Zombies are such a thing.

REACH

The weapon reaches further and always attacks first in close combat.

RELEVANT STATS

Most ranged attacks use Agility, while melee attacks use Strength. If a weapon can use other Stats, this is noted.

RELOAD

A weapon is out of ammo and needs to be reloaded when the attacking d20 rolls a natural # or below. Option: simplify the rule and have every weapon run out of ammo on natural 1 and 13.

When out of ammo or charges, it takes an action to reload. Skilled fighters reload for free. A box of ammunition takes up a stone's worth of space and costs one tenth as much as the weapon.

TWO-HANDED

This big weapon needs two hands (2H) to use properly.

VERSATILE

This weapon *can* be used two-handed. In that case, its damage dice increase one step (1d6 becomes 1d8, 1d12 becomes 1d20).

WEAPON SIZE

The average weapon occupies one stone in the inventory. Light weapons take less space, heavy ones more. Precise dimensions really don't matter too much.

SIMPLE MELEE WEAPONS

d8	Weapon	Damage	Range	Size	Features	Cost
1	Rock	1d3	Close	Stone	Throwing (near). Can usually roll.	—
2	Dagger: a cult classic	1d4	Close	Half stone	Strength or Agility, throwing (near).	\$2
3	Battle Stick	1d4	Close	Stone	Strength or Agility.	\$1
4	Axe	1d6	Close	Stone	Combine with a shield for best effect.	\$5
5	Club	1d6	Close	Stone	A blunt, cheap axe.	\$1
6	Spear	1d6/1d8	Close	Stone	Versatile, throwing (near).	\$2
7	Staff	1d6/1d8	Close	Stone	Versatile. A long stick.	\$1
8	Great Rod	1d10	Close	2 stone	Two-handed, a bigger badder stick.	\$1

MILITARY MELEE WEAPONS

d14	Weapon	Damage	Range	Size	Description	Cost
1	Whip, Burdenbeast Leather	1d4	Close	Stone	Strength or Agility, reach. Can be used to swing.	\$3
2	Scimitar	1d6	Close	Stone	Strength or Agility.	\$15
3	Flail	1d8	Close	Stone	Swingy and hitty. A symbol of chaos.	\$10
4	Mace	1d8	Close	Stone	Blunty and bashy. A symbol of chaos.	\$20
5	Dagger-axe	1d8	Close	Stone	Sharpy and stabby. A symbol ... ok is this a joke?	\$15
6	Battle Axe	1d8/1d10	Close	Stone	Versatile.	\$20
7	Warhammer	1d8/1d10	Close	Stone	Versatile.	\$30
8	Sabre, Symbol of Chaos	1d8/1d10	Close	Stone	Versatile. Good for ending nonsense.	\$45
9	Great Spear of Stabbing	1d10	Close	2 stone	Two-handed, reach. Whose was that chaos joke?	\$5
10	Halberd of Polearming	1d10	Close	2 stone	2H, reach, armor-cracking. Ok, fine.	\$20
11	Cavalry Lance	1d12	Close	2 stone	Mounted, double damage on charge.	\$15
12	Cavalry Sabre	1d12	Close	2 stone	Mounted, double damage on charge.	\$70
13	Great Axe	2d6	Close	2 stone	Two-handed, beloved of barbarians.	\$40
14	Great Sword	2d6	Close	2 stone	2H, also goes well with loin cloths.	\$100

WEIRD MELEE WEAPONS

d10	Weapon	Damage	Range	Size	Description	Cost
1	Cat Claws (Gauntlet)	1d4	Close	Half stone	Counts as an unarmed attack.	\$50
2	Neural Whip	1d8	Close	Stone	Str or Agi, reach, stuns on natural 20. Beloved of slavers.	\$50
3	Sabre Tooth	1d8	Close	Stone	Str or Agi, necrotic, intravenous. The tooth of a grim predator.	\$200
4	Ceramic Mace	1d10	Close	Stone	Ignores damage resistances. Favored by the Porcelain Princes.	\$300
5	Black City Blade	1d10	Close	Stone	Ignores damage resistances. Whispers to you.	\$300
6	Chain Sword	1d10/2d6	Close	2 Stone	Versatile. Decapitates on natural 20.	\$600
7	Crystal Swordspear	1d12	Close	2 Stone	Two-handed, stores up to 2 direct damage radiant or fire spells.	\$450
8	Vomish Centaur Flail	2d8	Close	2 Stone	Mounted, double damage on charge, stuns on natural 20.	\$300
9	Ghost Bone Axe	2d8	Close	2 stone	2H, deals full damage to ghosts, ignores undead immunities.	\$600
10	Forty Pound Rare Metal Rod	2d10	Close	4 stone	2H, always loses initiative, stuns on matching damage dice.	\$900

Stranger things have also been found in the wilderness.

ARMORS

Armors suitable and unsuitable for the continental steppe climate of the Ultraviolet Grasslands.

COOL

Looks good in a hot environment, but a thermal blanket is recommended at night because it gets chilly.

CUMBERSOME

Disadvantage on Stealth and other relevant physical tests.

DEFENSE

Usually **10 + Agility + Armor**. This is a character's difficulty target when attacked. In the UVG it has a hard cap of 19.

ENVIRONMENTAL

Magically provides advantage to tests against environmental effects like acid, toxic clouds and dying of thirst. Often with magical hazmat runes or post-mechanical breathing implants.

HOT

Good in winter, but sucks in hot environments. After every exertion (e.g. a battle) the hero rolls an Endurance test—the heat determines the difficulty. If the hero fails they are fatigued (disadvantage to attacks and physical tests (including Endurance) until they rest.

INTRAVENOUS

Set up to inject a potion directly into the body with a free action.

POWERED

Uses a magical source of energy, be it solar prayers, thermonuclear batteries, blood sacrifice or something else. Armor has # charges and loses a charge after every combat or significant exertion. The wearer can spend a charge to increase Strength by 1 for the duration of combat. An extra power source and protective cradle (or prayer altar) takes a whole sack.

SIZE

As a rule, ordinary shields and light armors take one stone, medium armors take two stones, and heavy armors take three.

ALL THE ARMORS AND SHIELDS

d20	Armor or Shield	Armor	Type	Size	Description	Cost
1	Shield (there is only one)	+2	Shield	1 stone	A basic shield. Sunder to negate one attack.	\$5
2	Nomad Robes	+1	Light	1 stone	Cool, with padded bits.	\$10
3	Boiled Leather	+1	Light	1 stone	Hot. But cheap. And shiny when oiled. Goes well with sandals.	\$10
4	Ballistic Linen Suit	+2	Light	1 stone	Cool, perfect for the gentleman adventurer. Secret pocket for a nip.	\$100
5	Spiked Leather	+2	Light	1 stone	Hot, with space for mounting skulls, furs, and masks.	\$50
6	Synthskin Light Environment Suit	+1	Light	1 stone	Environmental, hot, dedicated to the goddess Hazmaat. Rare.	\$150
7	Cat Armor	+1	Light	5 soaps	A tiny helmet and little silken cuirass. Ever so cute. Cat-sized.	\$200
8	Skinchanger Suit	+3	Light	Light	Symbiotic biomechanical suit grafted with wearer's skin. Adapts to different environment in a week. Requires regular feeding. Takes a few hours to fully remove. Versions without face cover possible.	\$2,000
9	Dryland Weave	+3	Medium	2 stone	Cool. Woven from the cilia of special dryland coral hybrids, surprisingly breathable, cumbersome.	\$100
10	Scale Shirt	+3	Medium	2 stone	Hot and cumbersome. Made from extinct iron pangolin scales.	\$50
11	Chitin Cuirass	+4	Medium	2 stone	Cool, cumbersome. Also called lobster armor.	\$600
12	Iron Breastplate	+4	Medium	2 stone	Hot, cumbersome. A classic.	\$400
13	Watersuit	+4	Medium	2 stone	Cool-suit of synthskin over woven bone mesh, with uncanny vascular cooling and filtration system. Cumbersome, environmental.	\$1,200
14	Spectral Combat Suit	+5	Medium	2 stone	Satrapy steel-glass scales with an environment maintenance parasite. Cool, powered 6, environmental, cumbersome.	\$2,400
15	Bone Mesh Armor	+6	Heavy	3 stone	Horrible product of the bone wizards. Pretty cool, cumbersome.	\$500
16	Chain Mail	+6	Heavy	3 stone	Hot and cumbersome, but a classic heavy armor design.	\$200
17	Porcelain Walker Suit	+7	Heavy	3 stone	Cool, powered 6, cumbersome, intravenous. The best in Princely technology, with shiny polychrome ceramic plates.	\$600
18	Splint	+7	Heavy	3 stone	Hot, cumbersome, primitive and cheap.	\$400
19	Plate and Ballistic Weave	+8	Heavy	4 stone	Hot, cumbersome, combines modern smithing with old tailoring.	\$1,500
20	Full Archaic Armor	+8	Heavy	3 stone	Cool and rare. A suit that's also a golem. May develop personality, powered 8, environmental, intravenous, cumbersome.	\$5,000