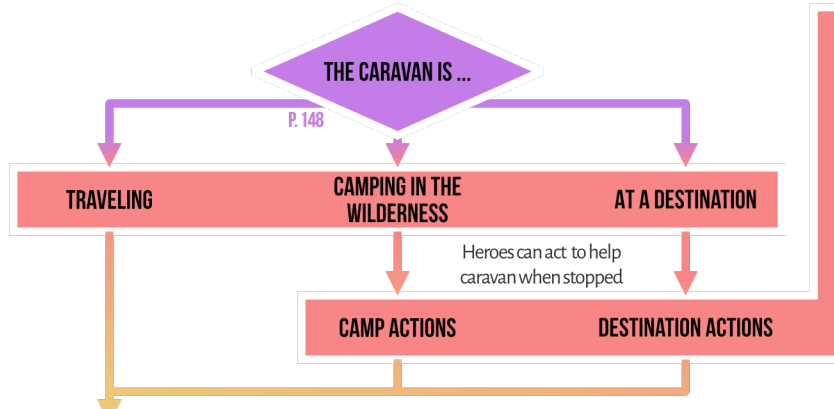


UVG

METAL CARAVAN REF SCREEN



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WHAT TO DO ... AT A DESTINATION

Destination Actions

- » Buy and Sell
- » Explore
- » Market Research
- » Carouse
- » Any Camp Action

P. 176 BUY AND SELL

any hero ★ full week for bulk sales
 » accept local price: no test
 » haggle: spend €1d6 × 10 to wow

d20	Buy (÷) / Sell (×)	... and
1-3	0	Misfortune
4-11	½	Bad deal
12-15	1	Deal
16-19	2	Well done
20+	3	Played a con?
20/20	6	Resentment?

Camp Actions

- » Ambush
- » Care
- » Forage
- » Hide
- » Study

SPEND SUPPLIES SUPPLIES ... OR STARVATION

P. 149 SUPPLIES & INVENTORY

- 1 sack of supplies / person / week ★
- 1 sack = 10 stones = 100 soaps = €2,500
- » 1 cash = laborer's day pay
- » 1 soap = potion, pen, parasite
- » 1 stone = sword, shovel, shield
- » 1 sack = a human's inventory
- » 2 sacks = encumbered human, [-] physical

If at a Destination, a hero may pay expenses instead of spending supplies.

At This Destination

Bad Supplies	€1d4*/sack
Good Supplies	€3d6*/sack
Living Expenses	€2d4*/week

P. 152 STARVATION

each hero tests every week without full rations
 » if stopped: test [+]
 » success: hero is hungry, [-] physical activity, -1d4+1 every physical stat (not below 0)
 » fail: hero is starving, [-] all tests, slow, physical stats reduced to zero, -1d4+1 every mental stat

- ★ thirst: test every day
- ★ suffocation: test every couple of minutes

Supplies	heroes always test		NPCs & mounts can auto-starve	
	Targets	Healthy	Starving	
Full ration	No test	—	½ recover	
½ rations	Easy (7)	¼ starving	¼ die	
¼ rations	Moderate (11)	½ starving	½ die	
Nothing	Hard (15)	¾ starving	¾ die	

CHECK FOR MISFORTUNE

RESOLVE ENCOUNTERS

CHECK FOR REST

RESTING: THE DO NOTHING ACTION

P. 148 LONG REST

Any hero that did not fight or flee and took no action treats the week as a long rest.
 » fully restore 1 attribute (Life, Stat, or Fatigue)
 » or recover from 1 harmful effect (death, soul theft, etc.)

TALLY EXTRA DAYS

DAYS FLOW ENDLESS IN THE SUN

P. 148 TALLY EXTRA DAYS

caravan / week
 » from misfortunes, events, and actions (e.g. foraging harder)
 » fast tags negate 1 tally each: all mounted, good guide, fine steeds, fast golems, etc.
 » flow tags add 1 tally each: encumbered, sick, heavy, slow, damaged, crippled, etc.

7+ DAYS TALLIED?

YES

RETURN TO SPEND SUPPLIES

ARRIVED AT NEW DESTINATION?

YES

EXPLORE FOR DISCOVERIES

END OF THIS LEG OF THE JOURNEY



SIMULATING A CRUEL WORLD

P. 150 MISFORTUNE

different hero tests every week ★ Charisma
 » affects every hero, heroes test individually

d20	Cruelties of the Road
1	Confusion, disaster (caravan loses 1 week)
2-3	Affliction, disease (test or -1d3 stat)
4-5	Delay, errors (caravan loses 1d6 days)
6-7	Breakdown (test or -1d2 mounts)
8-9	Injuries, annoyances (test or -1d6* life)
10-11	Waste and spoilage (test or -1d3 supplies)
12-13	Items lost or worn out (test or -1d3 items)
14-19	Scenery, mood, weather, chit chat
20+	Good fortune, at a cost (test to acquire item, skill, or ally)

P. 176 MARKET RESEARCH

any hero
price at destination ...
» 1 adjacent: 1 day
» chain of 3: full week

d20	x Price	... and
1-7	0	Taboo, disliked
8-11	½	Local production?
11-19	1	Some demand
20-29	2	Popular
30+	3	Illegal?
20/20	4	Essential?

P. 152 EXPLORE

1 hero / week
» free at new destination
» €1d6 × 10 for 'research'

d20	Discoveries
1-3	Misfortune
4-11	Nothing
12-19	1 discovery
20+	2 discoveries
20/20	3 discoveries

choose or create discoveries

P. 147 CAROUSE

any hero
» 1 week + €1d6* × 100
» gain XP = € spent

d20	Carousing Side Effect
1	No XP, bad outcomes
2-7	Bad luck, silver lining
8-11	Annoying side effect
8-15	Silly results
16-19	All's well, colorful
20+	Good, humorous boon
20/20	Magical or rare gift

P. 153 FORAGE / WORK FOR SUPPLIES

1 hero / week ★ ¼ of caravan busy
» gain supplies / mouths
» tally time → forage extra

d20	Supplies Foraged	Forage Harder
1	nothing	1d6 days, ⅙ rats
2-3	⅙ rations	
4-7	¼ rations	1d6 days, ¼ rations
8-11	½ rations	
12-15	¾ rations	
16-19	full rations	1d4 days, ½ rations
20+	1½ rations	

GOODS & PRICES

P. 177 TRADE GOODS

best in the steppes ★ low risk

d20	Goods	Price
1	Alchemicals	€100
2	Chitin cap	€100
3	Marrow-beet	€100
4	Odd fruits	€100
5	Strange mounts	€100
6	Vampire wines	€100
7	Livingstone bricks	€200
8	Raw bonework	€200
9	Sanguine porcelain	€200
10	Last steel	€400
11	Medimagicals	€400
12	Egg masses	€500
13	Indigo ivory	€500
14	Joy worms	€500
15	Radiothermal fuel	€500
16	Rainbow silks	€500
17	Vidy crystals	€500
18	Cosmic scales	€600
19	Dryland coral seeds	€1k
20	Karma dust	€1k
21	Saffron	€1k
22	Cat coffee	€2k
23	Replacement body	€2k
24	Silver metals	€2k
25	Military gear	€3k
26	Black light lotus	€10k
27	Soul-stones	€10k
28	Gold, red and blue	€15k
29	Gems of long ago	€25k
30	Ultrajay needles	€25k

LIFE, DEATH, O, NO MORE ...

SIX S.E.A.C.A.T. STATS: STR, END, AGI, CHA, AUR, THO

P. 155 DEATH ROLL (CHA)

any hero at 0 life
★ decision beckons
» roll d20: gamble to recover
» choose 7-14: go out in style

d20	Death Roll Results
1	Slo-mo permadeath
2-6	Death inevitable
7-14	Temp life, then retire
15-19	Out for a bit, then recovery
20+	Action hero supercharge

LIFE & STAT DAMAGE

both: minimum 0

← at 0 life: death roll

any amount of excess life or stat damage taken: +1 fatigue →

Fatigue Effect

1	grumpy
2	[-] all tests
3	slow
4	½ life
5	coma
6	death

ENCOUNTERS: SOMETHING HAPPENS EVERY WEEK

P. 151 ENCOUNTER

different hero rolls every week ★ Sacrifice 1 sack / enemy Lvl to skip encounter

D12	Intensity (Distance, Time)	Efficacy (Threat, Value)	Hostility (Attitude)	Numbers (Visibility, Size)	D8
1/1	An ambush!	Deadly, overwhelming	Murderous, disguised	Ghosts, illusions	1
1	It's on, everyone surprised	Very bad, threatening	Aggressive, attacks	One, just one	2
2-3	Close, hard to avoid	Bad news, powerful	Hostile, may attack	A few (1d3+1)	3
4-6	Near, moderate to avoid	Potentially dangerous	Unfriendly and cautious	Several (2d4+1)	4
7-9	Distant, easy to avoid	Interesting, not useful	Neutral and indifferent	Many (3d6)	5
10-11	Fresh tracks, easy to read	Potentially useful	Polite or friendly	Many many (2d20)	6
12	Cold tracks, hard to read	Definitely useful	Kind or helpful	Scores (1d10 × 20)	7
12/12	Oblivious, easy to ambush	Valuable entity	Ally for the road	Hundreds (1d20 × 100)	8

P. 151 CHASE

different hero rolls for every chase
» faster pursuer [+]
» slower pursuer [-]

D20	Chase Outcome
1-3	Failed, Misfortune
4-7	Failed
8-11	Losing, spend 1d6+1 time to try again [-]
12-15	Gaining, spend 1d6+1 time to try again [+]
16-19	Catch in 1d6+1 time
20+	Catch in 1 time
20/20	Prey surprised and caught!

P. 149 LOOT VALUE GENERATOR

when looting
hack bits out of large loot:
» hero gets (1d6 + L)% value
» rest loses 10 × that amount

doo	d20	Item	Sack
1-50	1-10	€1	€50
51-80	11-15	€10	€250
81-98	16-19	€100	€1k
99-00	20+	€1,000	€5k
00/0	20/20	€10k	€25k

P. 154 HA KA BA

totality of a creature
» ha: body, Endurance
» ka: soul, Aura
» ba: personality, Charisma

Ha	Ka	Ba	It's a ...
0	0	0	full person, human, animal
0	-	-	corpse, shell, dead metal
-	0	-	ka-elemental, ball-lightning
-	-	0	ghost, echo of creature
0	0	-	ka-zombie, voodoo-style
0	-	0	ba-zombie, animated shell
-	0	0	daimon, ultra, sentience

P. 148 CARE

any hero ★ once per patient
 » fully restore 1 attribute and
 [+] on health tests that week

Medimagicals	Price
UV lotion. Radiant resist	€5
VC special-heal™ lotion.	€40
Restore 2d6 Life or 1 stat	€320
Villager bone-ju. Fix fracture	€320
Porcelain soul-seal. [+] vs. death, revives recently killed	€2,4k
Memorium suture. Cure broken heart & hopelessness	€1k

AMBUSH

1 hero / week
 » [+] to surprise encounter
 » gain tactical [+]

HIDE CAMP

1 hero / week
 » [+] to avoid or choose encounters

P. 152 STUDY

any hero
 » average skill = 4 successes
 » only 1 success per book, artifact, location, or mentor

dzo	Study Outcome
1-3	dead end, need +1 success
4-11	learned nothing
12+	1 success!
20/20	2 successes or ability

EXPERIENCE FOR HEROES

P. 146 EXPERIENCING SOMETHING NEW (XP)

any hero ★ once per new site, organism, anomaly
 » 100+ xp earned: 1st success for new skill (study)

Experience	Requires	Xp
New location	Observe with 2+ senses for 1d6* hours	per location Organism Lvl × 10 1d100
New organism		
New anomaly		

P. 146 RESEARCH SOMETHING NEW (XP)

one hero ★ once per site, organism, anomaly
 » produces 1d4 stone of notes and samples

Research	Requires	Xp
Site		
Organism	1d6* + 1 days	(1d6 + Thought) × 10
Anomaly	1d6* + 5 days	(1d6* + Thought) × 10

FLESHING OUT THE WHO AND THE WHAT ...

P. 138 CREATURES & TRAVELERS

of special abilities = level ★ human max: level 9 ★ each level 10+ creature is unique

Lvl	Targ	Life	Maj / Min Bonus	Damage	Common Creatures
0	10	4	+2/0	1d4 (3)	rat, degenerate quarter-ling, radiation ghost, vome lapin
1	11	8	+3/+1	1d6 (4)	average human, android, husk, chemovore, swinedeer, wire ghoul
2	12	12	+4/+2	1d8 (5)	foot soldier, ur-eagle, vome drone, time-broken things, necro vome
3	12	16	+5/+2	1d10 (6)	elite rider, fire fetish, majestic elk, machine person, heretic ecstatic
4	13	22	+6/+3	1d12 (7)	vomish irrupter, steppe-wolf, crab-lion, arcane hermit
5	13	29	+7/+3	1d8+5 (9)	biomech queen, lunar antibody, polybody swarm, cat count
6	14	38	+8/+4	1d10+6 (11)	great hero, porcelain golem, ultra, swarm, black metal autonom, vome generator, mirror dragon
7	14	52	+9/+4	1d12+7 (13)	void assaulter, quickwater reptile, spectrum walker, machine bear
8	15	68	+10/+5	2d8+8 (15)	nature spirit, memory gazer
9	15	90	+11/+5	1d20+11 (18)	legendary hero, moon-breaker, lightning lizard, crystal golem
10	16	120	+12/+6	1d24+12 (22)	grand golem, ghost of light, living ship, house mimic
11+	16	155	+13/+6	1d30+13 (28)	angel out of time, crawling city, floating fortress, machine folly
17	20	666	+13/+6	3d20+30 (66)	demiurge, void crawler, rebuildier, lord luminescent, artificial deity

SURVIVING CONFLICT (XP)

every hero ★ 1 × per conflict
 » 1d6 × 10 xp
 » +1d6 × 10 xp for victory, killing blow, cool deeds

P. 171 MOUNTS & VEHICLES

give named veteran mounts and vehicles special abilities ★ it'll hook the heroes

d14	Mount / Vehicle	Lvl	Carry	Fuel	Cost
1	Random laborer. Cowardly	0	1 sack	1 supply	€7/wk
2	Porter. Professional	1	2 sacks	1 supply	€20/wk
3	Zombie. Very slow. Smelly	2	2 sacks	necro	€200
4	Pony. Mule. Stubborn	1	2 sacks	grazing	€70
5	Horse. Riding	2	2 sacks	grazing	€200
6	Marmotfolk crestbird. Fast	2	2 sacks	omnivore	€500
7	Metal steed. Roaring	2	2 sacks	none	€1,200
8	Wicker autogolem. Fast	3	3 sacks	golem	€2,000
9	Magnificent camel. Swaying	4	3 sacks	grazing	€300
10	Wagon. Slow and vulnerable	4	6 sacks	1 animal	€200
11	Burdenbeast. Slow	5	4 sacks	grazing	€600
12	Large coach. Slow and heavy	7	12 sacks	2 animals	€600
13	Ancient vech. Slow biomech	9	12 sacks	1 supply, grazing	€6,000
14	War autogolem. Slow, sentient	10	24 sacks	1 supply, ammo	€10,000

THESE STRANGE NEW PLACES

P. 152 DISCOVERIES

places off the main road
 » more research = more details

dzo	Distance	Xp	Shape
1	Dimension gate	-307	Non-euclidean
2	2d6 weeks	-53	Cube
3	1d6 weeks	0	Pyramid
4	1d4 weeks	10	Prism
5	2 weeks	20	Tower
6	1 week	30	Needle
7	1d12 days	50	Ring
8	1d10 days	70	Plain
9	1d8 days	110	Depression
10	1d6 days	130	Pit
11	1d4 days	170	Cave
12	2 days	190	Crater
13	1 day	230	Canyon
14	1d20 hours	290	Mountain
15	1d12 hours	310	Chaos
16	1d10 hours	370	Maze
17	1d8 hours	410	Shapeless
18	1d6 hours	430	Shifting
19	1d4 hours	470	Protean
20	Hidden here	970	Sphere

2d8 for typical distances & xp values

THESE VARIED THINGS

P. 182 DETAILS

locations, treasures, artifacts, vehicles, weapons, and more ★

» heroes can study unusual details to learn strange skills ... or hack them up for sale

Appearance	Material	Special Material	Original Function?	Creator?	Discoverer?	Current Function?	d20
Hyper-morphic	Stone	Megaliths	Personality reprogramming	Barbarian sorcerer	Charismatic revolutionary	Terrain modification	1
Brittle	Concrete	Dryland coral	Time ark	Blue prophet	Spiritual shaman	Communication	2
Chaotic	Rusty metal	Ageless metal	Spiritual improvement	Celestial cat	Solitary prospector	Defense	3
Divine	Glass	Ur-obsidian	Soul decomposition	Post-human King	Simple farmer	Education	4
Energy	Adobe	Livingstone	Transport revolution	Faceless abmortal	Religious innovator	Energy production	5
Fractal	Brick	Aerolith	Neo-genesis	Heroic wanderer	Proud aristocrat	Energy storage	6
Gaseous	Crystal	Psionic crystals	Musical creation	Hive community	Poor trader	Entertainment	7
Terrifying	Ceramic	Porcelain	Military vault	Ling architect	Military liason	Espionage	8
Illusory	Wood	Luminescent wood	Matter processing	Mahogany entity	Merchant adventurer	Farming	9
Liquid	Bone	Carved ivory	Knowledge capsule	Neo-scientist	Mad savant	Luxury goods	10
Malleable	Flesh	Synthetic skin	Government control	Plastic machine	Lucky dilettante	Manufacturing	11
Mobile	Chitin	Iridescent scales	Energy generation	Polybody precursor	Loyal imperialist	Mining	12
Motionless	Force	Stuckforce	Economic supremacy	Rat monarch	Exiled ruler	Reality repurposing	13
Omega	Plastic	Plaz steel	Deep prison	Scavenger lord	Driven researcher	Refining	14
Perfect	Wicker	Lightmetal struts	Cyber enhancement	Semi-sentient rhizome	Downtrodden refugee	Biomodification	15
Reassembling	Shadow	Frozen smoke	Cosmic escape	Sleeping horror	Angry archaeologist	Transportation	16
Self-ordering	Light	Reality ripples	Body augmentation	Spectrum generator	Curious reporter	Water extraction	17
Solid	Cloth	Corundum silk	Biological uplift	Timelost warrior	Cunning industrialist	Weapon	18
Time-rifted	Sand	Grey ooze	Athletic games	Ultra progenitor	Cultist of the End	Weather editing	19
Void	Earth	Flowering mosses	Aesthetic perfection	Vile refugee	Spurned lover	Worship	20

... AND THE WHAT THEY GOT.

P. 172 WEAPONS

- » versatile: use 1-handed (1h) or 2-handed (2h)
- » attack natural roll ≤ reload: spend 1 action to reload clip
- » attack natural 13: clip and ammo box are empty after this shot

d12	Some Weapons	Dmg	Range	Size	Reload	Cost
1	Ammo	-	-	1 stone	-	10% wpn
2	Rock (1h)	1d3	close	1 stone	-	-
3	Axe (1h)	1d6	close	1 stone	-	€5
4	Great rod (2h)	1d10	close	2 stone	-	€1
5	Battle axe (versatile)	1d8/1d10	close	1 stone	-	€20
6	Great sword (2h)	2d6	close	2 stone	-	€100
7	Chain sword (vers.)	1d10/2d8	close	2 stone	1	€600
8	Crossbow (2h)	1d8	far	1 stone	20	€25
9	Scav bolter (2h)	1d10	far	2 stone	10	€100
10	Porcelain pistol (1h)	2d6	near	½ stone	2	€300
11	Cat rifle (2h)	2d10	far	2 stone	4	€600
12	Vome slagger (2h)	3d6	far	2 stone	10	€1,500
12	Ultra blaster (1h)	3d6	near	1 stone	1	€2,000

P. 174 ARMORS

- » cumbersome (c): [-] stealth & relevant physical tests
- » powered: 1 charge per battle ★ spend +1 charge: +1 Str for battle
- » cool armor: no test in heat ★ all listed armors are cool ★ hot: cheaper
- » hot armor: test Endurance after exertion or +1 fatigue

d10	Cool Defensive Gear	Armor	Size	Charges	Cost
1	Charging cradle	-	1 sack	+1 / day	€1,500
2	Shield	+2	1 stone	-	€5
3	Traveler robes	+1	1 stone	-	€10
4	Cat armor (cat-sized)	+1	5 soaps	-	€200
5	Ballistic linen suit	+2	1 stone	-	€100
6	Dryland weave (c)	+3	2 stone	-	€100
7	Chitin cuirass (c)	+4	2 stone	-	€600
8	Spectral combat suit (c)	+5	2 stone	6	€2,400
9	Bone mesh armor (c)	+6	3 stone	-	€500
10	Porcelain walker suit (c)	+7	3 stone	6	€600
11	Full archaic armor (c)	+8	3 stone	8	€5,000
12	Malachite siege-suit (c), +30 ablative life, Str +5	+5	10 stone	10	€10k

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