

# RED LAND





Here, say the origin myths of humanity, humanity became free. Here, between the Winedark Mountains and the pale, turquoise Circle Sea, humanity traded blood for power, life ever-lasting for freedom never-ending.

That is why the land is red. It was painted in the ultimate sacrifice.

Two cities dominate this land. The younger is the Red Land District, a coastal mess of channels and bricks, the golem-guarded bastion of anarchy and commerce. The older is the Red End, a cloud-piercing mass of terraces and livingstone, the blood-pact bastion tradition and honor.

Three groups divide the country between.

The dwarfer industrialists pay lip-service to the tenets of the RLD and coin-service to the hexad societies of that same city. Their factory towns harvest and repackage the coast.

The vintner lords pay kind words to the free parliament of the Red End and vein-rent to the vampire knights. Their plantation villages tessellate the vast length of the Wine River valley.

The half-barbarous rust folk clans pay neither heed nor deed to anybody. Their hybrid hamlets crawl the rugged backcountry of the Redwine Hills and the River Mountains and even reach the deep old mines in the Winedarks far south of the civilized reach.

## TRAVEL

The mountains that saved humanity in the forgotten Long Long Ago now make much of the Red Land a tourist backwater ... a hidden gem in the parlance of popularizers.

**Portal:** a narrow week-walk thread links Red End to Safranj and the City Azure. The price is €50 or a favor from the vintner lords.

**Right Road:** a week to Oranje from the Tollem. A bus seat costs €10, food and drinks are not included.

**Coasthugger:** a week to the Violet City, two weeks to the Decapolis. Most wallows dock at the Red Land District, but some also stop at smaller ports like the Tollem. Steerage costs €5, a private cabin is €25.

**Airbeast:** the skies are very clear of stuckforce and other archaeomagical debris, making for well-marked air lanes. Private blimps are available from €100. The RLD maintains a secure public air-cutter service to the Emerald City (1 week, €50 per seat).

**Local:** coalem golem barges and land-trains connect the coastal towns with the villages of the Wine River valley. Beyond the valley, automules and walkers serve for portage. Basic golem vehicle rental costs €20 per week.

## WEATHER

In the far south of the Rainbowlands, past the Rushing Tumult, the seasons are harsher, the winters more severe. When winters fade, the mountain's ice and snow feeds the rich farmlands, but then summer's heat bakes the land and summons storms to break against the heights. The greatest of storms bring cyan spores sweeping across the summits, poisoning crops and painting the sky garish hues.

**Winter:** (1–3) whistling winds, (4–5) soft snows, (6) electric skyfire.

**Spring:** (1–3) green days, (4–5) fog walls, (6) rainbows.

**Summer:** (1–3) humid heat, (4–5) downpour, (6) cyan storm.

**Autumn:** (1–3) yellow days, (4–5) forest fires, (6) pine rose blooms.

## FORTUNE

Even in safe, civilized lands, the tourist must beware. Roll d6+cha.

1. Skyfire scorch damages exposed machinery and causes brain fog in humans. Burden: reduce thought by 1d4. Consider wearing a foil hat in future.
2. Slippery cyan spore residue. Travel delays are expected (1d4 days). Be careful if climbing.
3. Golem glitch. Please find an alternate route as it will take a while to bring the golem back under control (1d4 days, less 1 per €10 spent).
4. Local flood. The fords are out, the bridges are closed. The waters should recede soon (1d3\* days).
5. Forest fire smoke. Cough. Ack. Poor visibility.
6. Harbor hustlers. That friendly local was a pickpocket.
7. Blown tire. It'll take a few hours and €1 to fix. Why not explore this old giant's barrow while you wait?
8. Pine rose allergies. The beautiful flowers make a mess of your fluid ducts. Atchoo! Sniff. A week's supply of anti-flower meds costs €5.
9. Sudden gust or playful zephyr? Roll to find out which of your belongings fly off a ledge.
10. Rainbow mirage. It looked like a proper road. But now you're at a creepy hill, with rust folk warning signs, and the threat of oldtech corruption (lose 1 day). Delve within, if you don't fear decayed post-humans and think old glitchware is worth your while.
11. Lost in translation. Confusingly, you ended up in a location with the same name as your destination, but it's definitely wrong. For one thing, this one is holding a festival to celebrate an archaeomagical drake. That must be wrong (lose 1 day).
12. In the vines. The sun is setting and the vine maze looks confusing at night. Fortunately, the old vintner looks friendly and offers blood sausages.

## CULTURE

Vampires, wine, and fun under a cyan sun. Beware. Not all these tales are true.

1. The vein-rent is a traditional tax on every resident in the Red Land, though collection in the hinterlands is spotty. The blood banks fuel the biomanancy of the vintner lords and provide raw material for the famous Red Land universal regenerative healthcare programme.
2. Red Land vampires are humans chosen by lottery, election, or wealth to receive the life-amplifying bloodwine.
3. You can gauge the purity of bloodwine by how much its drinker sparkles after indulging.
4. Most human biologies have to be magically adapted to accept the bloodwine. Bloodwine rejection is a truly horrible syndrome, described as "a cross between an ebola daemon and the leaping runners."
5. Red Landers continue the classic tradition of mulching their dead and spreading them on their fields.
6. Allium vegetables have been outlawed in Red Land since the reign of Nasho the Allergic, five-time elected Lord Speaker.
7. The more taxes a citizen pays, the more votes they get.
8. Cats are forbidden to ascend the mountains or urbiducts.
9. Enhanced sentient bat swarms named red-eyes patrol the neighborhoods of Red End and keep them safe.
10. Non-residents are required to wear green badges.
11. All residents wear blood type tablets. Type O-negative tablets are especially prized and decorated.
12. Vampire knights killed in battle are restored from the holy blood bank kept in their citadel.
13. Most agricultural laborers are of bovine descent. Similar to minotaurs. Literal c[h]attle.
14. Medical and neurological tests in childhood determine each Red Lander's career prospects.
15. Red Landers are horrified by necromantic traditions. Skeletons and zombies disgust them.
16. The oldest vampires require a constant stream of blood and light to stay sentient. Some are kept in dark refrigerators, revived when their expertise or memories are needed.
17. Proles stay euphoric by regularly taking sing-blood.
18. Dogheads are praised by the Red Landers as humanity's best companions in the battle against the Old Demons.
19. The young are worshipped in the Red End as symbols of the pure innocence once possessed by humanity.
20. Excessive materialism is a failing in Red Land tradition.

## ECONOMY

Consumption is not the lifeblood of the Red Lands. They run on honor, tradition, blood and soil. For what is wealth if not land?

1. **Bloodwine.** Regenerative vintages harvested under the Green Sun. A cup regrows a finger, ten cups an arm. Prices start at €100 per traditional *votesha*, or €500 per barrel.
2. **Hiking.** The backcountry and mountains offer spectacular views. Maps and gear will set the solo hiker back between €5 and €25 per week. A guide will ensure you don't get lost for another €25 per week.
3. **Theater.** From the chattler baudy shows to the crimson theater's aerial spectaculars, there is something for everybody. Tickets range from pennies for the street theaters to €100 for a crimson theater jaspis box.
4. **Vampire wine.** The richest ruby vintages, infused with the flesh of creation as part of their aging process. A cup restores 1 life to a human and 1d6 to a vampire. Prices from €20 per bottle, €100 per barrel.
5. **Viviphagic gastronomy.** Not for the faint of heart—the wine vampires maintain the tradition of "live food". Nowadays fine eateries no longer offer just slave veins, instead the sophisticated diner can enjoy the tissues of a large variety of specially developed lifeforms, from giant lobsters to tentacled rabbits and undulant bovinds. Most places use bloodwine, so they can continue to graze on their livestock, but pricier establishments do still offer "live-to-grave" dining. Recently, an anesthetic live food trend has taken off, so that creatures no longer suffer during the meal. Prices range from €10 to €5,000 for such a traditional eating experience.
6. **Youngwine.** Not wines per se, these beverages use proprietary techniques to extract youth from donated blood and vitality from the rubescent bloodvine. The most famous vintage is the Plasmatique amber. A cup restores 1 year of life and prices start at €500 per cup. Visitors are restricted to one cup, with the strongest varieties restricted to the vampire knights.

## UNITS

As is tradition, the Red Lands have traditional measures. The visitor will encounter them in any *taberna*.

100 cups (*qoppe*) = 10 bottles (*voteshe*) = 1 barrel (*varil*)

Merchants will be aware that a barrel is a sack. Underhanded rogues will suspect they could hide a corpse in a barrel.

## INTOXICATION

The rich wines of the Red Land, like other mind-altering beverages, intoxicate the indulging human. Each alcoholic unit of drink occupies a burden slot, one unit dissipates every 4 hours.

## EXPERIENCES

The stranger (and more expensive) the experience, the more experience a pc will gain. For, to them that have shall be given.

€10–100 1d6 × 10 xp

€100–1k 2d4 × 10 xp

€1k–10k 2d6 × 10 xp





## RED END

Grown from the bones of the land, the livingstone terraces of Red End march up the slopes of the mountains Silver (Arshenu) and Cinnabar (Shinabru) which soar over the headwaters of the Wine River and Bearded Vulture Pass (Qol Shipetu). Clouds play among the urbiducts linking the two citadel-mountains.

### ENVIRONMENT

**Silver Mountain (Arshenu):** (1) under-terraces, (2–4) administrative terraces, (5) ministry way, (6–7) bloodwine cellars, (8) great rebellion museum, (9) tessellation park, (10) parliament plaza, (11) free parliament, (12) citadel of the vintner lords.

**Cinnabar Mountain (Shinabru):** (1) prison of the hated pretenders, (2–3) officer terraces, (4–5) great blood banks, (6–7) offices of the scalpel, (8) crimson theater, (9) marcher square, (10) statue of Great Dalgba, (11) barracks of the drake, (12) citadel of the vampire knights.

**Upper Urbiducts (Skyfire District):** (1–3) vehicular migration routes, (4–5) sculpted gardens, (6–7) translucent apartments, (8–9) rainbow circle manors, (10) crystal mall, (11) electric promenade, (12) astral heights.

**Lower Urbiducts (Pine Rose District):** (1–2) vehicular migration trails, (3–4) meta-electric light rail, (5–6) pine rose gardens, (7–9) high-density accommodations, (10) blood clinic, (11) market hive, (12) hanging gardens

**Bearded Vulture Pass (Qol Shipetu):** (1) recycler maws, (2) utility tunnels, (3–4) vehicular trade routes, (5) transit stations, (6) soul generators, (7) soul pens, (8) customs warehouses, (9–10) great red emporium, (11) the blooming vaudeville, (12) walls of bone.

**Wine River District (Ôt Raushevin):** (1) the mulch teats, (2–3) access roads, (4–6) high plantations, (7) chattel hives, (8) oversight towers, (9) overseer cottages, (10) chattel market, (11) chateau, (12) living fences.

### ENCOUNTER

1. **Haemodryad drive.** The blood tree nymphs are out in force, encouraging the young to donate their excess vein rent to the popular blood bank.
2. **Dwarfer pop-up.** An industrialist land-train here by special dispensation to truck and trade. A chance to stock up on contraband, if you dare risk the red-eyes.
3. **Flower festival.** Processions, pop-music, plasma-fizz, and pyrotechnics. The youths who win the electric blossom games get to join the vampire knights.
4. **Bloodwine heist.** Tunnel-dwelling sun-haters hit a blood clinic to secure their vital fluids.
5. **Planter protest.** A civilized picket-off between supporters of human labor and promoters of auto-golemification.
6. **Gladiatorial athletics.** Two sparkling vampire teams face-off in the traditional blood sport. Decapitations illegal.
7. **Ruster obsides.** Noble clan children on a fieldtrip with their vintner minders, learning about freedom's blood price.
8. **Doghead radicals.** Handing out pamphlets, soliciting donations, and preaching about the "Coming Howl."
9. **Drake display.** Vampire knights and their obsidian drakes put on a small airshow.
10. **Anti-chattel attack.** Vintner post-materialist terrorists attack a chattel market. Their aim: kill enough chattel to disrupt the city's economic infrastructure.

## DISCOVERY

Red End is a large city. Plan 1d4 hours to travel to a specific district, and at least an hour per location you visit there. Each new location enjoyed nets 1d6 × 10xp.

### CHÂTEAU PLASMATIQUE

Once, only vampires and their kin were allowed to partake of the rejuvenating bloodwine of the Red Land. However, thanks to the proprietary techniques pioneered by Vel Yugoshi, anyone can now regain a taste of their youth by sipping on the chateau's amber plasmawine.

### CHTHONIC SCALPEL INTROSCOPE

The great ruby observatory, where the first masters of the vintner renaissance explored the human body and learned how to read its source code. This site was instrumental to the human acquisition of the divine science of biomancy. Even today, visitors can book treatments at the affiliated clinics of bodily perfection. Prices are quite reasonable. Parasite-resistant blood costs €100, while a new, perfectly fashionable face costs just €300. Learning about one's encoded destiny costs a mere €1, but beware charlatan interpreters.

### TEMPLE OF THE HOWL

Rumors that this doghead religious complex is a center of anti-Violet and anti-cat radicalism are overblown. Marvel at its sonic and scent landscapes, and chuckle in good humor at the overwrought doghead theories about the meta-intelligence accessible to dogheads as they unite in the howl. Avoid the holy of holies, as the subsonic howling of the canine anchorites tends to trigger severe delusions and vivid hallucinations. The seven-fold council holds public displays of their mystic powers every fifth-day at sunrise.

### CLOUD-PIERCER

The great crystal train recently celebrated its bicentenary. There are few better ways to enjoy the spectacular views of Red End and the Upper Wine River. Do be aware that some of the lookout stations are currently closed for renovation. This has nothing to do with rumors of sun-hater and mosquito infestations.

### CLOCKWORK BLOOMERY

The great rotating garden is famed for its perpetual flowering cycles, tied to the Red End's unique meta-electric light fields. The ancient puzzle garden is also a popular mulching ground for the city's great and good. It is said that one cannot smell a bloomery rose without inhaling one's ancestors. The bloomery is closed on full moons. This has nothing to do with ghosts.

## VIGNETTE: OLD MAN'S LOVE

An anthracite limogolem pulls up at the Ôtel Neü Palé opposite the Crimson Theater. The concierge rushes past the bell golem to personally greet the guest. Shock of pale hair, skin blazed to mahogany leather, golden eyes.

"Moyshi Pomo dey Arshen, welcome" bow, discrete gesture. The bell golem slides to the side and helps the butler with the vine-and-lilac decorated luggage.

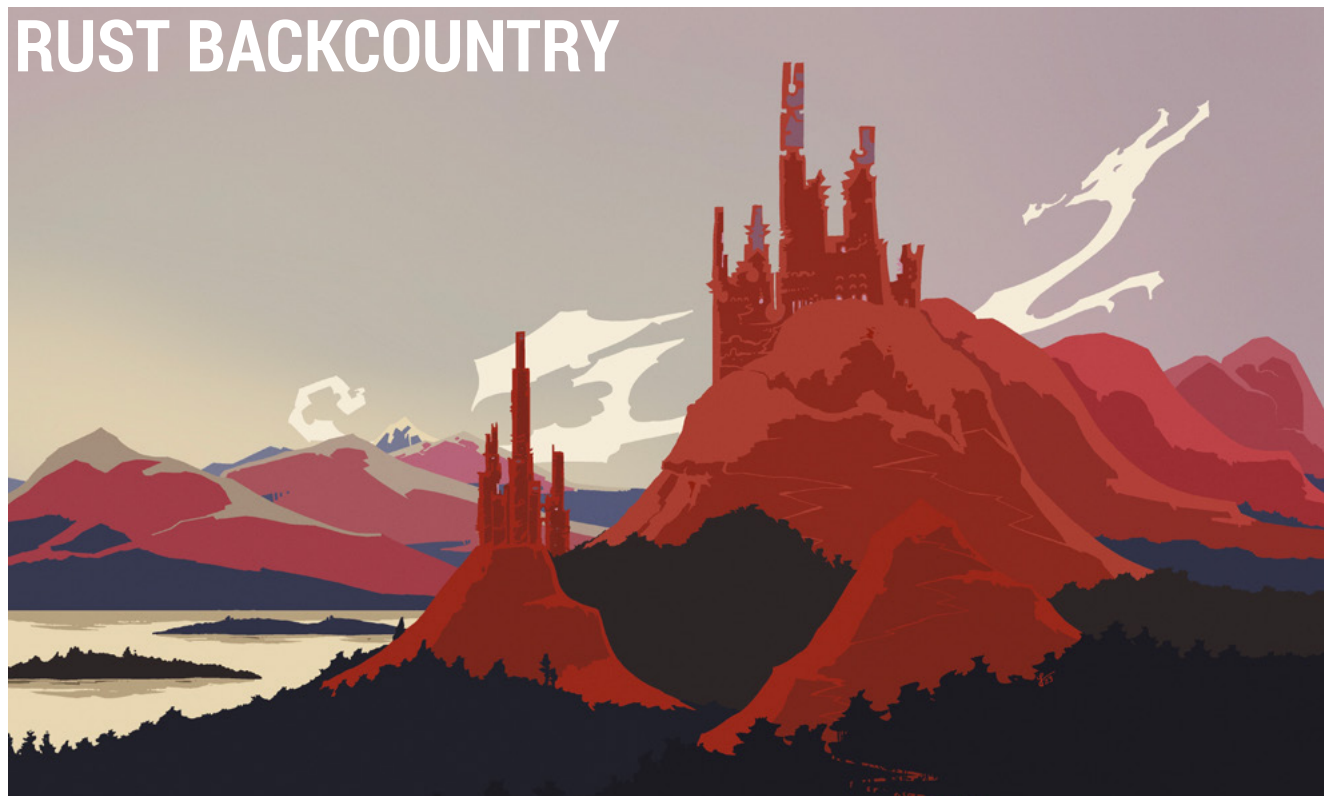
A slow nod.

"The suite is ready, the wheel of mercy, as usual."

A sad smile.

1. Robbery most vile! Someone has broken into the wheel of mercy suite and dispossessed old Shar Pomo dey Arshen of his well-earned pension. €50,000.
2. But why would he have so much wealth in cash cards?
3. Are the rumors true? Did he sell his estates?
4. Tall tales: that money was to bribe a scalpel official. Perhaps Maryush ul Nashter, the one with the race-rat habit?
5. Ah. We all know how secrets drip out of officials' veins at the vaudeville. A dancer face must have had sharp ears. Ygra, with the face of the vampire knight Eshtreya?
6. It must have been the sun-haters breaking in. They see at night like cats. The Pukka Daffodil gang?
7. A clinical at the door, famed young-maker Roshaw Yuriya. Raised voices. "Master Pomo dey Arshen, I have gone to great lengths, the youngblood is ready now, but you say you cannot afford my fee? And your license?"
8. The license is signed. A strange license. This old vintner is due to be mulched, why would he be given longer life?
9. The tale comes out. Sixty years, a full matter-and-form ago, young Shar was betrothed to young Eshtreya. Then she won the electric blossom games and joined the vampire knights. Shar lived a life, built a fortune, buried a wife, and in the twilight remembered once again Eshtreya.
10. Did anyone recover his money? Would he be prosecuted for bribing the scalpel official? Could he still get his youngblood? And if he did ... what would the vampire knight then say to her lover from sixty years ago?

# RUST BACKCOUNTRY



See, the blood standard rises high,  
Over the horizon's crimson sky.  
Do you hear in the distance dim,  
The roar of those dread lords grim?  
They march upon our caravan,  
To spill the blood of kin and clansman.

Arise now, comrades, take your stand,  
In serried ranks, a fearsome band.  
March on, march on, with hearty wrath,  
Let corrupted blood cleanse our path.

—traditional rust folk marching song.

PLACEHOLDER The half-barbarous rust folk clans pay neither heed nor deed to anybody. Their hybrid hamlets crawl the rugged backcountry of the Redwine Hills and the River Mountains and even reach the deep old mines in the Winedarks far south of the civilized reach