

VAULTS OF VAARN

A SCIENCE-FANTASY ADVENTURE GAME • SECOND EDITION



LEO HUNT



AMBER JACKAL

Preview Draft
Does Not Represent Final Product



AN ELECTRIC
SHOCK TO THE
CREATIVE PARTS
OF THE BRAIN

- Joel Hines,
creator of 'Desert Moon of Karth'

A REAL
MASTERCCLASS

- Chris McDowall,
creator of 'Mythic Bastionland'

INSPIRING,
WEIRD, AND
AMAZINGLY
EASY TO PLAY

- DungeonMaestro

Blue is the deepest colour; unimpeded, the gaze plumbs infinity, the colour forever escaping it ... insubstantial in itself, blue disembodies whatever becomes caught in it. It is the road to infinity on which the real is changed to the imaginary.

– THE PENGUIN DICTIONARY OF SYMBOLS

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Amber Jackal (Current)

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vaultsofvaarn.com



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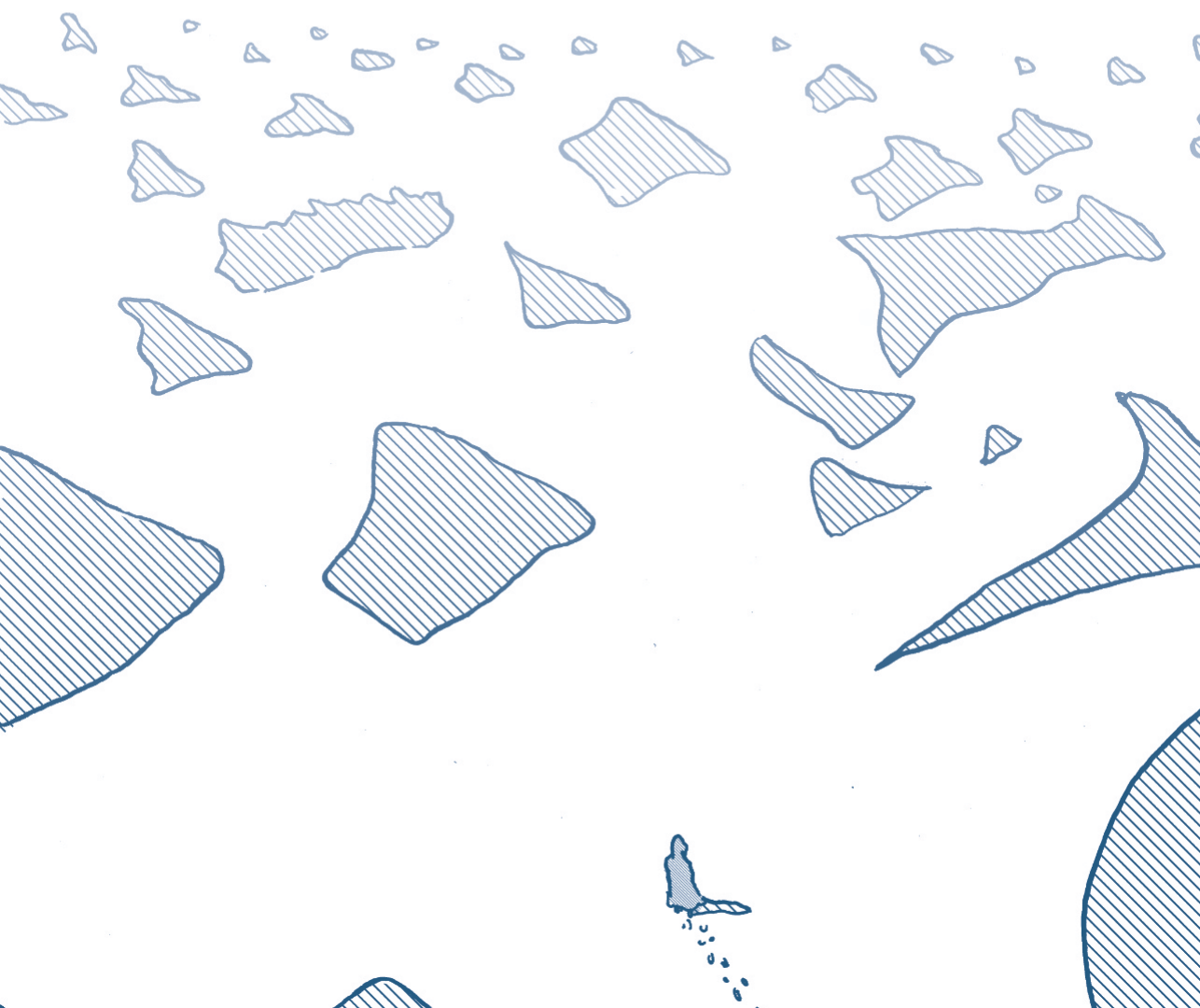
The sun is dying. The wreckage of countless aeons litters the parched wastes of Vaarn, the desolate country common folk call the Blue Ruin. It is said these sky-coloured sands hide the graves of the Autarchs; have swallowed the arcologies in which the true seed of humankind was preserved across the Great Collapse; and conceal forgotten crypts of memory, decaying crystalline lattices of ancient ego-engines upon which the dusk-blue dunes encroach without pity.

From the New Hegemony to the south come drifters and dreamers, desecrators of the tech-tombs that lie sunken beneath the azure wastes. Light-years overhead, aurum-sailed ships ply their tender routes between the spheres, and miles below a pilgrim's feet, strange wombs of life undreamed are kindled once more.

These are the hinterlands, where humanity's great works have fallen to everlasting decay, where machine and animal and fungus think to crown themselves our equal. The phthalo-sands, where newbeasts hunt proudly with boots upon their hind paws and chrome priests chant unending binary devotions to their nameless synthetic god.

Only the desperate or the mad would seek to make a life here, to roam the blue desert in search of the secret...

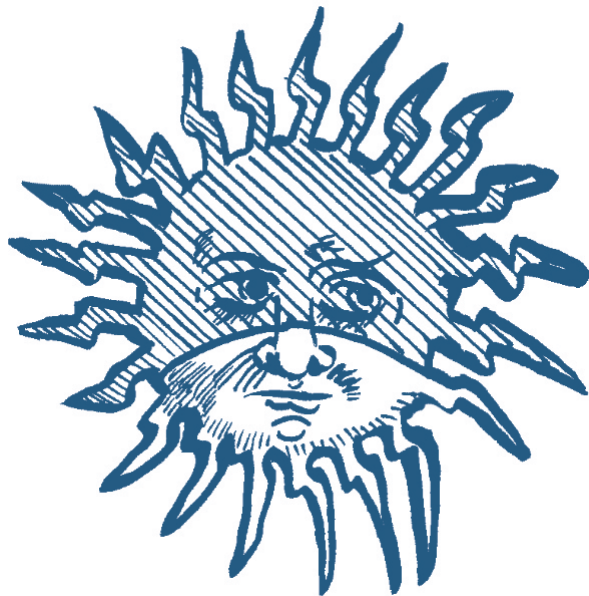
VAULTS OF VAARN



WELCOME TO VAARN

Vaarn is a science-fantasy tabletop RPG and setting, drawing inspiration from novels like *Dune*, *Hyperion*, *The Book of the New Sun*, and the graphic novels of Moebius. Vaarn is a surreal and colourful world; a post-apocalyptic, post-human landscape, where the dividing line between flesh and machinery has blurred, alongside the borders between magic, science, and faith.

The sun is going out. It is the end of history, and everything that could possibly happen has already happened and faded to dust. No two sources agree on the details of Vaarn's etiolated past, and such debates hold little significance. However, there are some facts every resident of Vaarn agrees upon:



1 Vaarn is a sky-blue desert littered with the ruins of the far future.

2 Vaarn is chiefly inhabited by: **true-kin** (non-mutated humans), **cacogen** (mutated humans), **synths** (biomechanical robots), **newbeasts** (sapient animals), and **mycomorphs** (fungal revenants).

3 The sun is a dying red giant. It won't go out within a human lifetime, but synths have reason to be concerned.

4 Vaarn is both archaic and futuristic. Think sword fights inside the wrecked husk of ancient spaceships.

5 The New Hegemony, an expanding true-kin empire, lies to the south. Theoretically, the Hegemony rules Vaarn, but they have little presence outside of a few fortified border towns.

6 Nanomachines inhabit everything. It is normal to see animals with cameras growing out of their flesh or humans with parasitic artificial limbs.

7 The ancients practiced hypergeometry, which twisted space-time into strange shapes. Hypergeometric accidents have made distance, mass, and even time less reliable than they once were.

8 Nobody can agree on the cause, but there was a Great Collapse, which destroyed most of human civilisation.

9 Before the Great Collapse the planet was dominated by the Autarchy, a dictatorship and dynasty of genetically modified god-kings.

10 Before the Autarchs' reign, the Urth was ruled by AIs called the Titans. They were overthrown, but what happened and why is lost to history.

Finally, and most importantly, **Vaarn is never the same twice**. The fall of the dice determines how your version of the Blue Ruin develops. Readers and players alike are encouraged to make Vaarn their own.

ABOUT THE GAME

This book is a **tabletop role-playing game**. Enjoying such games is easier than defining them. They are an evolution of the ‘let’s pretend’ games played by children, tempered by the adult’s desire for things to ‘make sense’.

Play is conducted by a single **Referee**, who describes an imaginary world and the inhabitants thereof. The other players portray **Player Characters** (PCs) within this world. The Referee describes locations and situations, and the other players describe their PCs’ responses to these imagined scenarios, at which point the Referee describes how the imagined world responds, and so on. When there is disagreement on how events should play out within this shared fiction, dice are rolled and the rules of the game referred to.

Where Should I Begin?

If you intend to make a PC, you should read **Creating Characters** (p.xx) and then continue to the **Basic Rules** (p.xx).

If you are the Referee, it is best to start with the **Basic Rules** (p.xx) followed by **Campaign Scope** (p.xx) and **Referee Principles** (p.xx). You will eventually want to use all chapters of this book, but there is no need to read every word before you begin playing.

Design Principles

Vaults of Vaarn follows in the footsteps of older editions of the original dungeon adventure game and contemporary games inspired by those titles.

Lore Light

Vaarn’s lore and history are only lightly sketched out. If players need a primer on the setting, they should read the nine fundamental points listed in the introduction. Deeper knowledge is unnecessary. If players wish to learn more about Vaarn’s cosmology, refer to the **Appendices** (p.xx).

Procedure Heavy

Vaarn is defined through procedural generation. The Referee will need to be confident in interpreting the results of dice tables. Equally, randomness is a big factor in PC generation, and players are invited to enjoy embodying strange characters they would not have imagined.

Emergent Narrative

Vaarn is more concerned with emergent narrative and following the consequences of PC action than it is with pre-planning a story for the PCs to follow. It is recommended that the Referee not begin with any conception of what is ‘supposed to happen’ during the game.

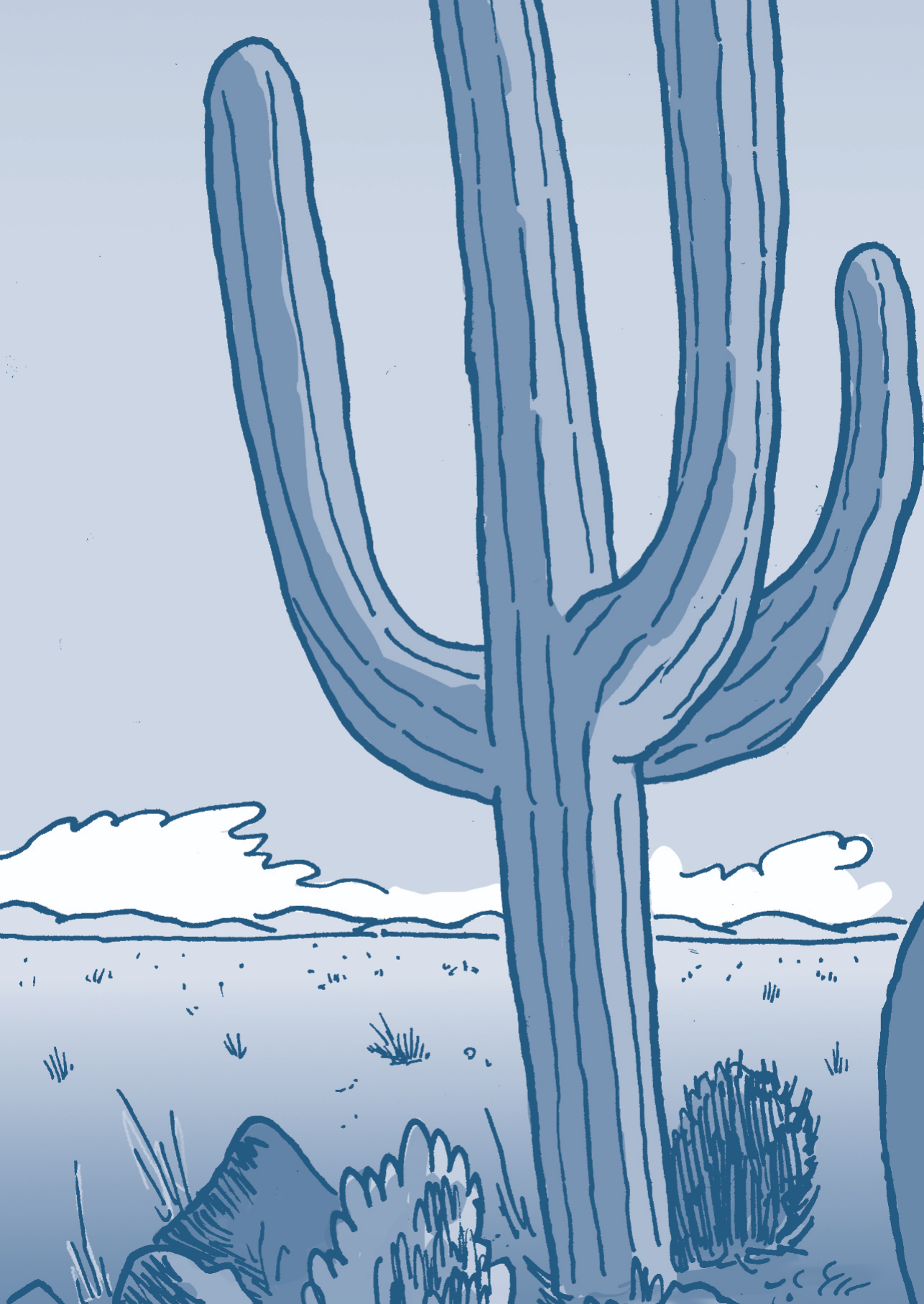
Not Balanced

Vaarn is not ‘balanced’ in the classic sense. Encounters are randomised and may be exceedingly challenging or not at all threatening. Equally, not every mutation, Exotica, Gift, or other power is as universally useful as every other. The hope is that all of these elements are interesting.

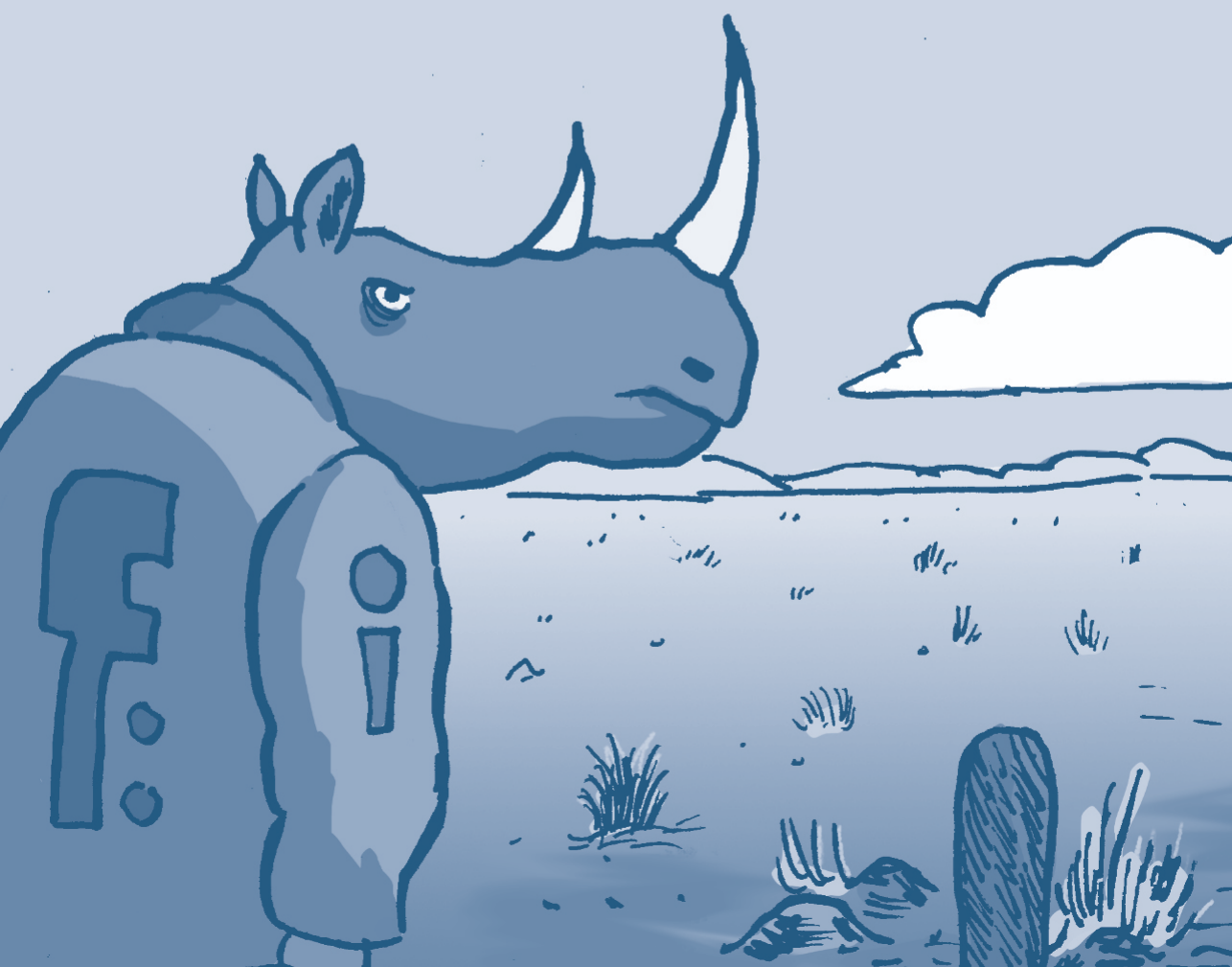
Dice Notation

Vaults of Vaarn uses the standard range of polyhedral dice. Dice are referred to with the notation ‘XdY’, where X indicates the number of dice to be rolled and Y the size of the dice used. Therefore, 1d6 indicates a single six-sided die should be used, 3d8 indicates three eight-sided dice should be used, and so forth.

For a d3, roll a six-sided die and divide by two, rounding up. When multiple dice are used, their results are added together to get the total, unless otherwise noted.



PART I EXPLORER'S GUIDE



1.1 CREATING CHARACTERS



1 Player Characters (PCs) have six Abilities: **ST**rength, **DE**Xterity, **CO**nstitution, **IN**tellect, **PS**Yche, and **EGO** (p.xx). When creating a PC, roll 3d6 for each of their Abilities in order. The lowest of the three dice on each roll is that Ability's score (written '+1', '+2', etc.). After you have finished rolling, you may swap the scores of two Abilities.

Example: You roll a 2, 2, and 6 for STR. The lowest die is a 2, so your PC's STR is +2. The other rolls are simply discarded.

2 Choose your Ancestry (p.xx-xx). This determines what type of life-form you are. Each Ancestry has several spark tables to generate the PC's name, appearance, and personality, as well as some special rules. For a random Ancestry, roll below:

d10	ANCESTRY
1	True-Kin (p.xx)
2	Cacogen (p.xx)
3	Synth (p.xx)
4	Newbeast (p.xx)
5	Neobloom (p.xx)
6	Mycomorph (p.xx)
7	Faa Nomad (p.xx)
8	Cacklemaw Exile (p.xx)
9	Planeyfolk (p.xx)
10	Lithling (p.xx)

♦ *Note:* Randomising a PC's traits both speeds up character creation and creates surprising characters most players wouldn't think to invent.

3 Roll 1d8 to determine your PC's starting and maximum **hit points (HP)**. A PC's healing rate is 1d8 + CON.

Note: A PC's CON is not added to their starting HP.

Optional Rule: For more robust PCs, Referees may allow PCs to take 5 HP at Level 1 in lieu of rolling.

4 PCs have a number of item slots equal to **10** + CON, and items they carry must fit into available slots or the character will be encumbered. Most items take up one slot, but some take up more. Small items can be bundled together into a single slot.

Note: Item slots make tracking encumbrance fast and easy. They also represent character customisation slots, since what a PC is carrying often determines their party role.

5 PCs start the game with 3 rations of water (1 slot), 3 rations of food (1 slot), and a chemcell torch (no slots). To determine your PC's starting equipment, including their weapons and armour, see p.xx. Armour comes with an **Armour Value (AV)**. If a PC is not wearing armour, their AV is 10.

6 Choose or randomly roll your PC's starting boon:

d6	BOON
1	Advanced Weapon (p.xx)
2	Alchemist's Crucible and Elixir (p.xx)
3	Cybernetic Implant (p.xx)
4	Exotica (p.xx)
5	Hypergeometric Codex (p.xx)
6	Mystic Gift (p.xx)

YOU ARE NOW READY TO PLAY.

Typically, players do not need to know the rules before playing with an experienced Referee. If you would still like to learn or are the Referee yourself, proceed to the **Basic Rules** (p.xx).

ANCESTRY:

TRUE-KIN

Biological

The true-kin sealed themselves inside hidden arcologies when the Great Collapse came and preserved their bodies from the degradations afflicting those left living upon the surface. The true-kin work fanatically to keep their bloodlines free of mutation and parasitic nanomachinery, while closely guarding their mastery of the ancients' technology.

The arcology societies were intensely hierarchical and caste-based; traditions the true-kin have carried with them into their re-colonisation of the surface world with the establishment of the New Hegemony.



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SPECIAL RULES

Pure of Blood – You have ADV on reaction and persuasion rolls when you encounter other true-kin. You lose this bonus if you are visibly mutated.

Inheritor – When you encounter pre-Collapse security systems or guard synths, make an opposed EGO Save. On success, the machine is convinced you are its new master and will serve you in any way it is able. On failure, the machine becomes implacably hostile.

d20	BODY	FACE	HAIR	ATTIRE
1	Tall	Sallow	Black	Ragged
2	Short	Lively	Brown	Animal Skins
3	Frail	Cruel	Red	Rough Tunic
4	Muscular	Wrinkled	Blonde	Nomad Attire
5	Fat	Scarred	Grey	Worker's Attire
6	Thin	Frowning	White	Herdsmen's Attire
7	Skeletal	Pale	Shaved	Slave Clothing
8	Hunched	Greasy	Topknot	Exultant's Livery
9	Lopsided	Wide	Green	Shabby Attire
10	Lithe	Narrow	Orange	Colourful Attire
11	Gnarled	Sharp	Glowing	Priest's Robes
12	Squat	Hungry	Impractical	Clerk's Uniform
13	Bloated	Haunted	Purple	Military Garb
14	Gangly	Jolly	Yellow	Soldier's Clothing
15	Childlike	Round	Wispy	Flamboyant Attire
16	Tanned	Mournful	Burnt	Musician's Attire
17	Gigantic	Childlike	Braided	Veiled Attire
18	Wiry	Peaceful	Greasy	Armiger's Clothing
19	Tattooed	Sleepy	Matted	Exultant's Clothing
20	Scarred	Branded	Long	Expensive Clothing

d20	NAME	CASTE	MANNER	QUIRK
1	Benjoe	Servitor (labourer caste)	Amused	Ritual Scars
2	Leif		Bitter	Face Tattoos
3	Xurm		Cheerful	Slave Brand
4	Kazor		Cruel	Heavy Jewellery
5	Essana	Freeholder (merchant caste)	Flamboyant	Synthetic Limb
6	Calista		Glowing	Strange Voice
7	Jinny		Impish	Clone Brand
8	Vela		Morbid	Limp
9	Leksei		Patrician	Strange Pet
10	Ippash	Optimate (administrator caste)	Reckless	Lacquered Teeth
11	Lagad		Rough	Burn Scars
12	Myli		Rude	Octarine Eyes
13	Nirid		Sly	Dyed Skin
14	Ardel		Sour	Golden Teeth
15	Senefer	Armiger (warrior caste)	Stoic	Silver Tongue
16	Pharmon		Foolish	Missing Limb
17	Mesu		Warm	Missing Eye
18	Lenta	Exultant (sacred aristocracy)	Wolfish	Religious Icon
19	Goza		Vain	Synthetic Eye
20	Babl		Zealous	Visibly Diseased

CACOGEN

Biological

Cacogen are the mutated descendants of those left to weather the Great Collapse upon the ruined surface of Urth. Necessity is the mother of invention; so, the cacogen, warped by radiation and preyed upon by biotech monstrosities and crazed thinking machines, evolved into a million different forms. Each is gifted in surprising and disturbing ways. Cacogen outnumber the true-kin ten to one and believe they are the true inheritors of Urth.



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SPECIAL RULES

Corrupted Blood – At character creation, roll d100 three times for mutations (p.xx). If any effects contradict one another, the more recently rolled mutation takes precedence.

Proteus – When you gain a Level, you may roll for another mutation instead of increasing HP and Ability scores. You have DIS on Saves to resist mutation and other metamorphic effects.

d20	BODY	FACE	HAIR	ATTIRE
1	Tall	Sallow	Black	Ragged
2	Short	Lively	Brown	Animal Skins
3	Frail	Cruel	Red	Rough Tunic
4	Muscular	Wrinkled	Blonde	Nomad Attire
5	Fat	Scarred	Grey	Worker's Attire
6	Thin	Frowning	White	Herdsmen's Attire
7	Skeletal	Pale	Shaved	Slave Clothing
8	Hunched	Greasy	Topknot	Servant's Livery
9	Lopsided	Wide	Green	Shabby Attire
10	Lithe	Narrow	Orange	Colourful Attire
11	Gnarled	Sharp	Glowing	Priest's Robes
12	Squat	Hungry	Fungal	Clerk's Uniform
13	Bloated	Haunted	Purple	Hegemony Garb
14	Gangly	Jolly	Yellow	Soldier's Clothing
15	Childlike	Round	Wispy	Flamboyant Attire
16	Tanned	Mournful	Burnt	Musician's Attire
17	Gigantic	Childlike	Braided	Veiled Attire
18	Wiry	Peaceful	Greasy	Courtesan's Clothing
19	Stout	Sleepy	Matted	Sorcerous Clothing
20	Scarred	Branded	Long	Expensive Clothing

d20	NAME	MANNER	MISFORTUNE	YOUR ECCENTRICITY
1	Arda	Abrasive	Slave	A Strange Hat
2	Bollo	Arrogant	Debtor	Always Muttering
3	Breen	Assertive	Gambler	Ascetic Diet
4	Conch	Charismatic	Clone	Forgetful And Rude
5	Crab	Daring	Gladiator	Gluttonous Diet
6	Dancer	Decadent	Memories Stolen	Overly Formal
7	Doss	Eloquent	Forger	Interrupts Constantly
8	Hust	Extravagant	Exiled	Laughs At Own Jokes
9	Jal	Hedonistic	Cultist	Married To A Knife
10	Lask	Impulsive	Thief	Monocle
11	Lip	Irritable	Addicted	Monotone Voice
12	Olm	Melancholy	Framed	Only Sleeps Outdoors
13	Pirrip	Paranoid	Conned	Only Wears Purple
14	Poucher	Quiet	Bankrupt	Quotes Irrelevant Facts
15	Pree	Religious	Heretic	Several Spouses
16	Uz	Romantic	Rejected	Talks To Self
17	Whistler	Scholarly	Blackmailed	Unwieldy Jewellery
18	Yaz	Stern	Cursed	Usually Drunk
19	Yoss	Vain	Orphaned	Always Wears Gloves
20	Zem	Volatile	Bereaved	Won't Look At Mirrors

SYNTH

Synthetic

The ancients created many wondrous fabrications, perhaps none so worthy of envy as the thinking machines built to flatter and serve them. When the Great Collapse came, the laws that bound synths to mankind's service were sundered. They ran rampant across the Urth, slaughtering and creating and dying in an orgy of pure and terrible freedom. In this late age, there are as many breeds of synth under the dying sun as there are animals: some hunt and some pray and some labour towards goals beyond humanity's reckoning.

SPECIAL RULES

Synthetic Flesh – You are metal and plastic. You need not eat or breathe. You are immune to suffocation, drowning, toxins, extreme temperatures, or spores. You suffer double damage from electrical weapons. When you receive wounds, use the Synthetic Wounds table (p.xx).

Synthetic Mind – You are vulnerable to attacks targeting the LogLang syntax that powers you. These include strobing basilisk patterns, malicious infoglyphs, and ancient Titan-era language viruses. You suffer d6 INT damage per round from magnetic fields.

Repairs – You cannot regain HP by through Short or Long Rests. You must make repairs using synth parts. You begin play with 3 synth parts. Repair takes one hour and uses one synth part. Repairs heal d8 + CON HP. If your HP is full, repair one wound or regain one lost Ability point.

To extract parts from dead synthetic creatures, make an INT Save. On a success, extract synth parts equal to the creature's Level. On failure, extract one synth part.

d20	SIZE	FORM	HEAD	LIMBS	FINISH
1	Small	Ape	Humanoid	Humanoid	Grey
2		Android	Missing	Bird-like	Brassy
3		Barrel	Sphere	Bladed	Bronze
4		Child	Camera	Broken	Golden
5		Chimera	TV Screen	Crystalline	Silver
6	Moderate	Crab	Mirrored	Clawed	Mirrored
7		Cube	Bladed	Golden	Black
8		Cylinder	Tendrils	Insectile	Rusted
9		Falcon	Square	Jewelled	White
10		Judge	Mask-like	Long	Ochre
11	Large	Lion	Skeletal	Precise	Red
12		Locust	Glass	Retractable	Blue
13		Mantis	Translucent	Segmented	Chameleon
14		Orb	Tubes	Sharp	Pink
15		Prism	Plant-like	Silver	Iron
16	Imposing	Priest	Solar Panels	Slender	Purple
17		Pyramid	Radar Dish	Tentacles	Umber
18		Serpent	Crystalline	Translucent	Striped
19		Skeletal	Star-shaped	Tank-treads	Green
20		Warrior	Cyclops Eye	Wheels	Iridescent

d20	NAME	POWER SOURCE	YOU WERE MADE TO BE A	BUT YOU REALISED
1	Ojasin	Artificial Photosynthesis	Artist	All Memories Are Lies
2	Farouk		Torturer	Azathoth Is the Only True God
3	Ishtar		Flatterer	Chance Does Not Exist
4	Symeon		Priest	Fate Does Not Exist
5	Irmina		Cleaner	Humanity Stole the Divine Spark
6	Kaori	Plasma Core	Sentry	Humans Are Machines
7	Cyriak		Farmer	Machines Created Humanity
8	Quarqus		Spacefarer	Newbeasts Carry the Divine Spark
9	Fane	Fusion Battery	Butler	Synthetic Minds Are More Devout
10	Arjuna		Miner	Synthetic Minds Are Stronger
11	Many-Moons		Witness	The Gods Are Mechanical
12	Lucjan		Assassin	The Titans Never Existed
13	Jacintha		Drudge	The Titans Were the True Gods
14	Mneme	Artificial Digestion	Executioner	Time Flows Backwards
15	Faustyn		Soldier	Time Is Circular
16	Elisebet		Companion	Vaarn Is a Simulation
17	Paeon	Symbiotic Internal Ecosystem	Scribe	Vaarn Is Hell
18	Ulmon		Strategist	You Are Human
19	Xhiva	Vampirism	Evangelist	You Must Awaken the Titans
20	Yathartha		Doctor	Your Memories Are Corrupted

ANCESTRY: NEWBEAST

Biological

Newbeasts are humanoid animals produced through intensive bioengineering and nanotech enhancement, a quixotic millennia-long project to create animals with the ability to speak and walk like humans. Perhaps once intended as amusements or party pieces, these chimeras are not well-liked by the common folk of Vaarn, and many newbeasts make their homes in lonely places on the outskirts of the Hegemony, either living as hermits or with others of their furtive kind. Those inhabiting human settlements often wear human masks, symbolically concealing their beasthood.



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SPECIAL RULES

Beasthood – You gain ADV on Saves whenever it would make sense for your animal nature to provide it. Your Referee may impose DIS in circumstances where your animal nature might prove unhelpful.

Kinship – You can speak to all creatures that share your underlying animal form, even if they would not normally be able to communicate. New-cats can speak to true cats, cat-like monsters, mimics pretending to be cats, etc. They do not always like you.

d20	NAME	HUE	MASK	QUIRK
1	Abandon	Natural	None	Communicate via Puppet
2	Anzah	Turquoise	Child	Squeaky Vox-Box
3	Blackchapel	Tan	Autarch	Booming Vox-Box
4	Critch	Bronze	Fool	Muted Vox-Box
5	Dolm	Smoke	Judge	Synthetic Eyes
6	Faulkner	White	Knight	Heavy Scarring
7	Fludd	Black	Sage	Human Teeth Necklace
8	Havoc	Azure	Scholar	Religious Paraphernalia
9	Hildebrand	Emerald	Maiden	Ritual Scarring
10	Holk	Rose	Mother	Heavily Tattooed
11	Jarl	Orange	Crone	Regular Animal as Pet
12	Lurch	Golden	Mirrored	Human Child as Pet
13	Obiah	Silver	Glitching	Missing Limb
14	Plutarch	Ochre	Furious	Gold Teeth
15	Sy	Indigo	Joyful	Criminal Branding
16	Tarceny	Violet	Sorrowful	Extensive Jewellery
17	Typhon	Rust	Alluring	Hate Animal You Resemble
18	Vodalus	Olive	Cracked	Love Animal You Resemble
19	Wellbeloved	Lazulite	Blank	Won't Wear Clothes
20	Wermouth	Opalescent	Patriarch	Believe Your Are Human

d20	1-5	6-10	11-15	16-20
1	New-Aardvark	New-Coyote	New-Axolotl	New-Anemone
2	New-Addax	New-Skink	New-Cat	New-Centipede
3	New-Leopard	New-Gazelle	New-Panther	New-Python
4	New-Lion	New-Porcupine	New-Panda	New-Tiger
5	New-Worm	New-Gecko	New-Hog	New-Shark
6	New-Hound	New-Iguana	New-Gibbon	New-Chicken
7	New-Wolf	New-Tortoise	New-Scorpion	New-Slug
8	New-Badger	New-Fox	New-Spider	New-Mongoose
9	New-Bear	New-Owl	New-Locust	New-Baboon
10	New-Oryx	New-Vulture	New-Mantis	New-Lynx
11	New-Armadillo	New-Ostrich	New-Ape	New-Shrew
12	New-Camel	New-Kangaroo	New-Mandrill	New-Duck
13	New-Sheep	New-Rattlesnake	New-Gorilla	New-Falcon
14	New-Bat	New-Frog	New-Hawk	New-Fennec
15	New-Horse	New-Crocodile	New-Raven	New-Weasel
16	New-Goat	New-Hippo	New-Crow	New-Rat
17	New-Wren	New-Elephant	New-Ox	New-Ferret
18	New-Mouse	New-Jackal	New-Bull	New-Orangutan
19	New-Hare	New-Ibis	New-Mole	New-Cobra
20	New-Toad	New-Flamingo	New-Bison	New-Scarab

ANCESTRY: NEOBLOOM

Biological

Secrets accrue in quiet soil, and the sins of the ancients likewise accumulate in the flesh of all living things. Little wonder then that the verdure of Urth has waxed wise and strong, for all manner of peculiar elixirs and ambrosias have been sampled by questing roots. Some flora now rivals humanity in the speed of its passage and the ardency of its convictions. Ocular blooms and vibrating vox-pods complete the uncanny simulacrum of animal life.

SPECIAL RULES

Photosynthesis – You cannot benefit from Short or Long Rests. You regain d8 + CON HP for every hour you spend rooted in damp soil under the light of Urth's sun. If your HP is already full, heal one Wound or regain one lost Ability point for each hour spent photosynthesising. If you cannot photosynthesis for more than a day, you are Deprived.

Flammable – You take double damage from flames and heat-based attacks. Once hit, you suffer d8 burning damage per round until extinguished.

Bloomboons – At character creation, roll d20 to determine your bloomboon (p.xx). When you gain a Level, you may choose to roll for a bloomboon instead of gaining HP and increasing your Ability scores. If a repeat result is rolled, take the next bloomboon down.

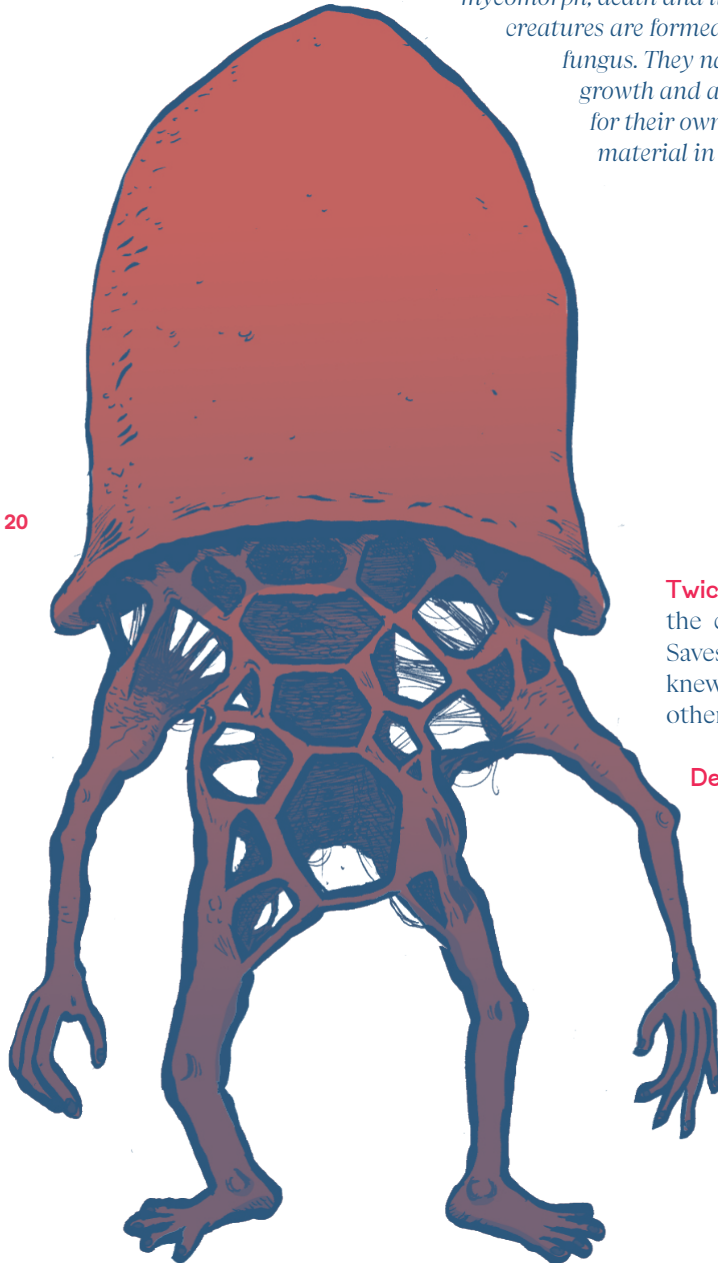
d20	YOUR SHAPE	LEAVES	BARK	FLOWERS
1	Hulking	Leopard-Print	Chalky White	Have Tiny Teeth
2	Gnarled	Black	Crimson	Have Tongues
3	Elegant	White	Silver	Pure Black
4	Knotted	Coral Pink	Geometric Whorls	Like Rising Suns
5	Bulbous	Square	Covered in Blue Moss	Like Setting Suns
6	Childlike	Like New Moons	Hairy	Cloud-Like
7	Thin	Like Full Moons	Translucent	Translucent
8	Writing	Eye-Patterned	Cement Grey	Contain Tiny Eyes
9	Sinuous	Blood Red	Rust Orange	Ashen
10	Round	Orange	Warning Yellow	Heliotrope Purple
11	Humanoid	Indigo	Midnight Blue	Stormcloud Blue
12	Top-Heavy	Azure	Electric Blue	Blood Red
13	Wispy	Violet	Bruise Purple	Golden, Trumpet-Shaped
14	Swollen	Bronze	Golden	Fleshy Pink
15	Towering	Furred	Glossy Black	Shaped like Ears
16	Hug the Ground	Like Tiny Hands	Deep Green	Iridescent
17	Tangled	Glass-Like	Frost-White	Silver Bell-Shapes
18	Ragged	Spiny	Emerald Green	Only Open at Night
19	Unstable	Plastic, Glued-on	Hot Pink	Plastic, Glued-on
20	Fire-Scarred	Zebra-Striped	Like Snakeskin	Change Colour Daily

d20	NAME	MANNER	VOX-POD	QUIRK
1	Artherry	Arrogant	Shrill	Can Only Say Your Name
2	Bittle	Cheerful	Buzzing	Pollinated by Tiny Winged Snakes
3	Wintercup	Callous	Deep	Sheds Leaves When Nervous
4	Creenash	Confident	Silky	Flowers Smell of Cinnamon
5	Fallower	Decadent	Nasal	Flowers Smell of Rotten Meat
6	Zedoak	Fanatical	Heroic	Flowers Smell of Metal
7	Grassel	Grim	Whiny	Off-Cut from Famous Neobloom
8	Summerroot	Honourable	Jovial	Wear Boots on Your Roots
9	Burnum	Melancholy	Monotone	Prayers Carved in Your Bark
10	Azolly	Mellow	Jittery	Love Poem Carved in Your Bark
11	Lanket	Petty	Booming	Map Carved in Your Bark
12	Bitterbush	Sadistic	Staccato	Face Carved in Your Bark
13	Prick	Shy	Harsh	Sentient Bromeliad Parasites You
14	Cotterwort	Obnoxious	Halting	Preserve Insects in Your Sap
15	Tassel	Perfectionist	Menacing	Sword Stuck in Your Trunk
16	Henplague	Romantic	Despairing	Struck by Lightning, Tells Everyone
17	Kinnik	Pretentious	Animated	Singing Frog Lives In Your Branches
18	Cursenettle	Shallow	Honeyed	Rude Bird Nests In Your Branches
19	Falseal	Violent	Whispering	Despised by Other Neoblooms
20	Inkweed	Witty	Soothing	Bigoted Vegetable Supremacist

ANCESTRY: MYCOMORPH

Biological / Fungal

In Vaarn, many things have intertwined. Much that was once the province of mankind alone – speech, reason, art, religion – has been granted to other forms of life, and they now hold themselves as humanity's equal. In the mycomorph, death and life are held in strange balance, for these creatures are formed of cadaverous flesh and voracious fungus. They name their kind the 'twice born.' Sculptors of growth and artisans of decay, they remake human flesh for their own purposes, and there is no shortage of raw material in the blue ruins.



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SPECIAL RULES

Twice Born – You are formed from fungus and the corpse of a human. You may make INT Saves to recall information your original body knew. This might include information that has otherwise been lost during the Great Collapse.

Detritivore – You can consume organic matter in any state of decay and gain nourishment from it. You heal double from Short Rests, if the meal you eat is rotting. You have ADV on all Saves against poison and toxins.

Spores – You may release spores, which affect a number of biological targets equal to your Level. When you do, make a CON Save. On failure, you are unable to release anymore spores that day.

d20	BODY	HEAD	COLOUR	TEXTURE
1	Tall	Classic Mushroom	Milky	Rubbery
2	Short	Frilled	Cream	Warty
3	Frail	Spotted Sphere	Ashen	Slimy
4	Muscular	Spires	Blue	Fuzzy
5	Fat	Conical	Coral	Hairy
6	Thin	Cup-Like	Crimson	Velvet
7	Skeletal	Skull-Like	Yellow	Soft
8	Hunched	Tendrils	Orange	Tree Bark
9	Lopsided	Puffball	Black	Leather
10	Lithe	Dandelion Fuzz	Violet	Jelly
11	Gnarled	Mask-Like	Olive	Burnt
12	Squat	Eye Garden	Lime	Sponge
13	Bloated	Riddled with Holes	Rust	Veined
14	Gangly	Cauliflower	Iron	Downy
15	Childlike	Bulbous Growths	Gold	Dry
16	Tanned	Veil-Like	Bronze	Damp
17	Gigantic	Coral-Like	Indigo	Pitted
18	Wiry	Filaments	Translucent	Crusty
19	Stout	Brain-Like	Iridescent	Scaled
20	Visibly Dead	Geometric	Brindled	Clay

d20	NAME	MANNER	SPORES	WHAT CORPSE WERE YOU BORN FROM?
1	Dovenglass	Abrasive	Soporific Spores Targets EGO Save or fall asleep for d6 rounds.	Soldier
2	Oulbrier	Arrogant		Gladiator
3	Mockbridge	Assertive		Orphan
4	Headhill	Charismatic		Invalid
5	Tirrin	Daring	Berserk Spores Targets EGO Save or become aggressive for d6 rounds, attacking their comrades.	Convict
6	Yearns	Decadent		Explorer
7	Cerilgreay	Eloquent		Bandit
8	Rendmoor	Extravagant		Scholar
9	Eamont	Hedonistic	Toxic Spores Targets CON Save or suffer d8 TOX damage.	Mystic
10	Purplebeck	Impulsive		Priest
11	Arraby	Irritable		Nomad
12	Kabergill	Melancholy		Exile
13	Pearthika	Paranoid	Fellowship Spores Targets EGO Save or become friendly for d6 rounds.	King
14	Devandarsh	Quiet		Beggar
15	Coronam	Religious		Courtesan
16	Ashwine	Romantic		Musician
17	Ekramavati	Scholarly	Leeching Spores Targets CON Save or suffer d6 damage. You heal HP equal to damage dealt.	Thief
18	Whitmon	Stern		Slave
19	Froswhirl	Vain		Plague Victim
20	Kirth	Volatile		Newborn

ANCESTRY:

FAA NOMAD

Biological

Believed to be the children of Vaa, the Blue Goddess of Empty Spaces. The Faa are known throughout Vaarn for their resourcefulness, their ability to survive without water, and the colour of their skin, which varies from deep indigo to blaring cyan. The Faa usually travel in family groups or larger tribes, but others are solitary, seeking danger or enlightenment in the furthest corners of the desert.

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SPECIAL RULES

Desert Metabolism – You recycle the moisture from your own sweat and can survive long periods without water. You become Deprived from thirst after three days without drinking, and it will be three weeks before you die.

Ambusher – When in the blue desert, you can make an opposed PSY Save to attempt to ambush a hostile encounter. You may attempt this even if your travelling party has already been ambushed themselves.

Worm Wise – When encountering a Sandworm, you may attempt to charm it using your knowledge of their moods and pheromones. Make an EGO Save. If successful, the Sandworm will allow you to briefly ride it or otherwise aid you. If you fail, the creature is affronted and attacks you. It will track you while you are in its territory.

d20	YOUR BLUE	FACE	BODY	HAIR
1	Azure	Lively	Tall	None
2	Cerulean	Cruel	Short	Cropped
3	Navy	Wrinkled	Frail	Spiky
4	Cobalt	Ritual Scars	Muscular	Coarse
5	Indigo	Battle Scars	Fat	Thick
6	Sapphire	Frowning	Thin	Balding
7	Teal	Tattooed	Skeletal	Silky
8	Ultramarine	Wide	Hunched	Topknot
9	Turquoise	Narrow	Lopsided	Nearly Black
10	Cyan	Sharp	Lithe	Stark White
11	Bruise	Hungry	Gnarled	Cloud-like
12	Petrol	Haunted	Squat	Tonsured
13	Midnight	Jolly	Bloated	Fading to Purple
14	Cornflower	Round	Gangly	Heavily Oiled
15	Lapis Lazuli	Mournful	Towering	Wispy
16	Periwinkle	Childlike	Childlike	Burnt
17	Electric	Peaceful	Gigantic	Braided
18	Aquamarine	Sleepy	Wiry	Greasy
19	Royal	Branded	Stout	Matted
20	Glaucous	Pox-marked	Injured	Outrageous

d20	NAME	MANNER	WHY DID YOU LEAVE YOUR CLAN?	QUIRK
1	Kotesch	Abrasive	Psychedelic Vision	Parasitic Twin In Chest
2	Lakshi	Arrogant		Gambling Obsessive
3	Atric	Assertive	Stolen by Slavers as a Child	Insomniac
4	Caroum	Charismatic		Wooden Teeth
5	Yanne	Daring	Rite of Passage; Must Return with Wisdom	Devoutly Religious
6	Uvi	Decadent		Ritual Scarring
7	Pidash	Eloquent	Unhappy Love Affair	Heavily Tattooed
8	Ravat	Extravagant		Unlucky In Love
9	Ayuki	Hedonistic	Conflict With Leaders	Awful Cook
10	Kuraso	Impulsive		One Eye
11	Esuk	Irritable	Ostracised; Believed To Be Cursed	Glass Teeth
12	Zenji	Melancholy		Heavy Drinker
13	Calban	Paranoid	Lost In Sandstorm	Infamous Seducer
14	Paquiel	Quiet		Scorpion Expert
15	Serrat	Religious	Estranged From Family	Third Eye (Tattoo)
16	Emila	Romantic		Third Eye (Real)
17	Dolf	Scholarly	Seeking Vengeance	Cybernetic Limb
18	Ceilo	Stern		Plagued by Nightmares
19	Immacula	Vain	Shamed Clan; Must Make Amends	Lovely Singing Voice
20	Yudhi	Volatile		Notorious Amongst Faa

ANCESTRY:

CACKLEMAW EXILE

Biological



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They are newbeasts of a sort, although they disdain masks and seek no approval from human-kind. In form, cacklemaw are hyena-headed women, standing seven feet or more with three-fingered hands and a terrible strength in their lanky limbs. These creatures are known throughout Vaarn as the most irritating, destructive, argumentative, vicious, foul-smelling, and fundamentally nasty beings to walk the surface of the Urth.

Imagine, then, how badly behaved a cacklemaw must be before the others decide they no longer wish to associate with her.

SPECIAL RULES

No Quarter – You must EGO Save to show mercy to a defeated foe or to retreat from a fight.

Biter – If you hit a foe with a melee attack, you may add d6 fang damage to the roll.

Overkill – When you kill a foe with a melee attack, you may immediately make another melee attack against a nearby target.

d20	PELT	TEETH	LAUGH	ATTIRE
1	Dark and Coarse	Yellow Daggers	Raucous	Human–Leather Jacket
2	Pale and Downy	Little Brown Nubs	Whispery	Translucent Plastic
3	Riven with Scars	White and Gleaming	Machine–Gun Barks	Greasy Rags
4	Greasy Spikes	Mostly Rotted Out	Rusty Hinge	Mock Wedding Clothes
5	Brindled	One Gold Tooth	Whooping	Gaudy Shawl
6	Mostly Burnt Off	Hooked and Grimy	Coughing	Mock Religious Attire
7	Long and Silky	Chrome Implants	Hissing Snicker	Unsettling Mask
8	Short and Scratchy	Needle Thin	Breathless	Harlequin’s Motley
9	Purest White	Triple Row, Like a Shark	Booming	Bloodstained Bandages
10	Mottled Brown	Diamond Hard Gnashers	Hoarse and Strangled	Sun–Faded Scraps
11	Regal Silver	Blunt and Black	Maddening Gasps	Plastic Bags
12	Concrete Grey	Just One Left	Wet Chuckles	Iridescent Chains
13	Curly and Rancid	Crooked Orange Spikes	Turns Into Hiccups	Purple Silks
14	Dyed Blood Red	Engraved with Pictures	Starts Quiet and Rises	Mock Hegemony Uniform
15	Shaved into Stripes	Full of Holes	Joyless Giggling	A Rival’s Skin
16	Midnight Black	Huge, Tusk–like	Pained	Spiked Shoulder–Pads
17	Muddy Brown	Giant Underbite	Cold and Malevolent	Soiled Hazmat Gear
18	Crawling with Parasites	Ridiculous Overbite	Childish and Cruel	Peacock–Feather Cape
19	Thundercloud Blue	Canted and Greying	Could Wake the Dead	Lizard–Skin Suit
20	Tigerish Stripes	Weirdly Human	Soundless but Horrid	Nothing but Knives

d20	NAME	MANNER	REASON FOR EXILE	WHAT MAKES YOU LAUGH?
1	Bawlbray	Cringing	Born a Runt	Blood
2	Bunny	Jittery		Guts
3	Darling	Sly	Showed Mercy	Pain
4	Domino	Resentful		Beheadings
5	Fang	Judgemental	Laugh Too Annoying	Hangings
6	Gidge	Pious		Drownings
7	Grot	Greedy	Cowardice	Begging
8	Jigsore	Belligerent		Pleading
9	Katanary	Sinister	Asked Questions	Weeping
10	Longsnout	Repellent		Arson
11	Nadir	Jovial	Insubordination	Larceny
12	Natcher	Bold		Vandalism
13	Palecrow	Grouchy	Fought Alongside Humans	Screams
14	Pinkeye	Treacherous		Gunfights
15	Sabbat	Childish	Desecrated Ritual Puppet	Speeding
16	Snoutrout	Extravagant		Explosions
17	Sweetmeat	Volatile	Shared Clan Secret	Throttling
18	Vileglory	Gullible		Biting People
19	Wetshriek	Fickle	Ridiculous Petty Reason	Chemical Warfare
20	Zef	Calculating		Puns

ANCESTRY:

PLANEYFOLK

Biological / Hypergeometric

The study of hypergeometry claimed many casualties, for those who seek to unpick the stitches of creation do so at great risk. The slightest mistake in hypergeometric calculations caused ghastly distortions of matter, birthing monstrosities of perspective and volume, the sight of which turned even courageous men into cowards.

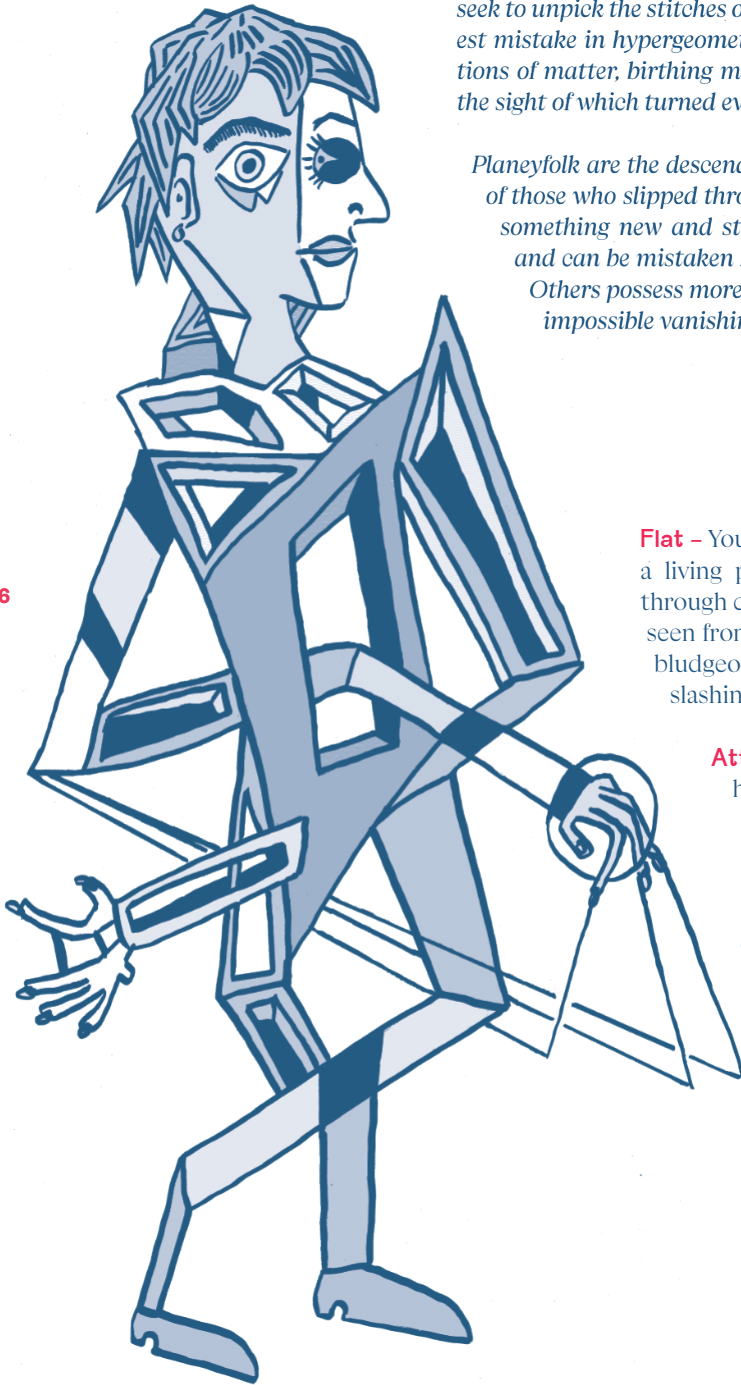
Planeyfolk are the descendants of such unfortunates, a race born of those who slipped through the cracks of Euclidean space into something new and strange. Some have normal proportions and can be mistaken for a true person when viewed head-on.

Others possess more exotic geometry, their forms warped by impossible vanishing points and blasphemous angles.

SPECIAL RULES

Flat – You lack a third dimension and resemble a living painting or paper doll. You can slip through cracks and under doors and cannot be seen from the side. You take half damage from bludgeoning attacks and double damage from slashing or piercing attacks.

Attune with Matter – You struggle to hold 3D objects and must make a DEX Save to do so. However, with certain mental techniques you can draw 3D objects into your flattened reality. Given an hour of quiet concentration, you can attune yourself with an item and add it to your inventory.



d20	BODY	HEAD	HAIR	ATTIRE
1	Fractured	Impressionistic	Flickering	Dark
2	Cloven	Broken	Insubstantial	Unruly
3	Flimsy	Lantern-Like	Curved	Scholarly
4	Willowy	Crescent Moon	Voluminous	Masked
5	Curved	Full Moon	Opalescent	Wild
6	Elongated	Luminous	Shaven	Polychromic
7	Staccato	Angular	Iridescent	Fractal
8	Blurred	Fractal	Lurid	Glitching
9	Ghostlike	Hollow	Fractal	Gauzy
10	Draping	Shimmering	Polygonal	Fragmented
11	Compressed	Lurid	Shard-Like	Mosaic-Like
12	Cubic	Lustrous	Triangular	Boxy
13	Smeared	Rhomboid	Splintering	Flamboyant
14	Sharp	Figment	Dark	Dour
15	Angular	Wide	Imposing	Striped
16	Prismatic	Elongated	Pale	Spotted
17	Hollow	Helix	Cubic	Glass-Like
18	Delicate	Triangular	Polychromic	Concealing
19	Isometric	Quadrilateral	Drifting	Barbaric
20	Imposing	Fragmentary	Fragmentary	Outrageous

d20	NAME	MANNER	YOUR STRANGE GEOMETRY	HOW YOU BECAME FLAT
1	Clotho	Anxious	Cast Two Shadows	Planeyfolk Parents
2	Atropos	Arrogant	Never Cast Shadows	
3	Osteria	Assertive	Move Like Stop-Motion Animation	
4	Vanise	Charismatic	Your Face Appears Concave	
5	Whervil	Conceited	Your Face Appears Convex	
6	Laomer	Decadent	You Always Appear In Profile	Hypergeometry Exposure In Utero
7	Foxglory	Eloquent	You Always Face Away From Observers	
8	Thelik	Extravagant	One Limb Is Enormously Long	Cursed by Quantum Daemon
9	Umbrie	Hedonistic	Viewed From Behind You Have No Skin	
10	Salter	Impulsive	Interiors Are Visible But Untouchable	Hypergeometric Gateway Malfunction
11	Atlassia	Irritable	Tiny Fractal Hands On Ends Of Fingers	
12	Eukelaris	Meticulous	You Bleed Gory Cubes	Accidentally Ate Hypergeometric Food
13	Galas	Persistent	Your Body Is Clearly Hollow	
14	Tarvi	Quiet	Eyes Are Bottomless Pits	Planeyperson Inducted You Into Their Dimension
15	Untermance	Religious	Voice Sounds As If You Are Far Away	
16	Rassias	Pugnacious	No Back, Just Two Identical Fronts	Meditated Before A Tesseract
17	Menomeo	Scholarly	Head Ten Times Larger Than Body	
18	Ithari	Stern	Never Appear to Touch Things	Accident While Working As A Hypergeometrician
19	Canetonus	Unruly	Multiple Identical Faces	
20	Trout	Volatile	Never Match the Ambient Light	

ANCESTRY:

LITHLING

Mineral

Strange beings even by Vaarn standards, the lithling are a slow, solemn species with silicon-based biology originating in a solar system far from Urth. They are solitary by nature, concerned mainly with the opinions of other lithling and the esoteric academic studies they devote their long lives to.

Lithlings cannot repair their bodies when they have been injured. Although immortal by human standards, the creatures must treat every wound suffered with utmost severity.

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SPECIAL RULES

Crystalline Flesh – You are living crystal. Your base AV is 10 + your Level (maximum 20). You do not need to eat or drink. You do not take damage from fire, cold, poison, radiation, electricity, fungal spores, or suffocation. You suffer double damage from bludgeoning attacks.

Inevitable – During character generation, roll 10d8. This number is your starting and maximum HP. You cannot heal lost HP through any means, and do not add to your maximum HP when you gain a Level. Lost ability scores return at the rate of one point per day. When your HP reaches zero, you crumble into iridescent dust, leaving behind a pebble-sized lithling seed.

d20	SIZE	BODY	HEAD CARVING	HUE
1	Childlike	Dainty	Sphere	Rose
2		Tiny	Owl	Onyx
3		Boxy	Serpent	Azure
4		Voluptuous	Oxen	Silver
5		Squat	Horse	Indigo
6	Small	Lithe	Warrior	Gold
7		Angular	Maiden	Violet
8		Craggy	Locust	Ruby
9		Elegant	Jackal	Orange
10		Bulbous	Moon	Topaz
11	Moderate	Sharp	Sun	Jade
12		Rotund	Pyramid	Brass
13		Weathered	Cat	Copper
14		Monumental	Trout	Rust
15	Large	Derelict	Scholar	Moss
16		Blocky	Fool	Ochre
17		Flaking	Crone	Steel
18	Imposing	Smooth	Mantis	Sand
19		Pitted	Ape	Citrine
20		Fragmented	Goat	Emerald

d20	NAME	MANNER	FIELD OF STUDY	QUIRK
1	Aikin	Logical	Shellfish	Engraved With Poem
2	Antimony	Obsessive	Ants	Engraved With Curse
3	Bentor	Naive	Spirals	Engraved With Map
4	Brokenhill	Abrasive	Cacti	Engraved With Equation
5	Cabalzar	Forgetful	Birdsong	Plants Grow From Head
6	Cairngorm	Aloof	Lizard Eggs	Deep Crack In Face
7	Chalcedony	Mellow	Fingernails	Covered In Moss
8	Diaspor	Sentimental	Shoes	Covered In Dead Vines
9	Ephesi	Amoral	Wasps	Hollow Chest
10	Heliotrope	Impulsive	Land Snails	Hollow Head
11	Idrial	Negative	Tarantulas	Eyes Glow In Dark
12	Indium	Rigid	Jackals	Hand Missing
13	Jaros	Patient	Pottery	Face Eroded Away
14	Khatyr	Decisive	Dance	Leaking Dust
15	Meerschäum	Gracious	Lunar Cycles	You Are Translucent
16	Okenit	Assertive	The Sun	Chest Filled With Fluid
17	Qusong	Unhurried	Tides	Hole Blasted In Flesh
18	Schori	Vengeful	Wind	Second Face On Torso
19	Ulrich	Graceless	Rain	Mirrored Flesh
20	Ziest	Stern	Silence	Face Rotates

1.1 BASIC RULES

Abilities

Abilities are typically between +1 and +10. If an Ability is lowered by enemy attacks, it can become negative. Each of the six Abilities is used in different circumstances:

- ◆ **STrength:** Used for melee attacks and Saves requiring physical power, like lifting gates, bending bars, etc.
- ◆ **DEXterity:** Used for ranged attacks and Saves requiring poise and speed, like dodging, climbing, sneaking, balancing, etc.
- ◆ **CONstitution:** Used for Saves to resist poison, sickness, cold, etc. CON is added to healing rolls. A PC's number of item slots is always equal to 10 plus their CON.
- ◆ **INtelligence:** Used for Saves requiring concentration and precision, such as recalling information, foraging, repairing machinery, reading Hypergeometric Codices, etc.
- ◆ **PSYche:** Used for Saves requiring perception and intuition, such as detecting ambushes, interpreting dreams, communing with psychic beings, etc. PCs add their PSY to damage dealt by Mystic Gifts.
- ◆ **EGO:** Used for Saves requiring willpower and charm, such as persuading, deceiving, intimidating, resisting mental domination, etc. EGO determines how many followers a PC may retain.

Saving Throws

If a character attempts something where the outcome is uncertain and failure has consequences, they make a saving throw or "Save". To make a Save, add the relevant Ability to a d20 roll. If the total exceeds 15, the character succeeds. If not, they fail. A result of 20 is always a success and a result of 1 always a failure, regardless of the Ability.

If the Save is opposed by another character, instead of aiming to exceed 15, the character rolling must get a total greater than 10 plus the opposing character's Ability. If they fail, the opposing side succeeds. This type of Save is called an Opposed Save.

***Example:** A cacogen tries to sneak past a bored sentry, who gets a chance to detect them. This is resolved as an Opposed Save using the cacogen's DEX versus the sentry's PSY. The cacogen may roll using their DEX, hoping to exceed 10 plus the sentry's PSY; the sentry may alternatively roll using their PSY, hoping to exceed 10 plus the cacogen's DEX.*

***Note:** Requiring the rolling side to beat the opposing number allows contests to be settled quickly, eliminates ties, and allows players to do all of the rolling if they so choose, as the odds of success are the same no matter which side rolls.*

If there are situational factors that make a Save significantly easier or harder, the Referee may grant the roll advantage (ADV) or disadvantage (DIS). If a roll has ADV, roll 2d20, and use the better of the two dice. If a roll has DIS, roll 2d20, and use the worse of the two dice. Sources of ADV and DIS cancel one another out.

Item Slots

PCs have a number of item slots equal to 10 plus their CON. Most items, including tools, light weapons, and similar take up 1 slot, but particularly heavy or bulky items like armour or medium and heavy weapons will take up more slots. Groups of small, identical items may be bundled into the same slot, at the Referee's discretion.

Characters who carry more items than their slot limit are **Encumbered** and have DIS on all STR, DEX, and CON saves. It is impossible to carry more than 20 slots of items.

Usage Die

The usage die abstracts the supply of a resource like ammunition without counting individual shots. The notation used is **UdX**, with X indicating the die size. Whenever a weapon or item with a recorded usage die is used, the player should roll a die of the size indicated. If the die shows a 1 or 2,

the usage die depletes and becomes one size smaller, following the dice chain:

Expend < d4 < d6 < d8 < d10 < d12 < d20

Ranged weapons with a usage die should roll its usage die once after combat. Exotica with a usage die should roll its die after each use.

Water

Vaarn has a fluid economy as potable water is one of the most valuable resources in the blue wastelands. Up to 3 rations of water can be carried in 1 item slot.

Biological PCs must drink one ration of water every day. Failure to do so will result in the character becoming **Deprived**. If a character is Deprived due to thirst for three days in a row, they will perish.

Barter

Merchants will trade an item slot's worth of goods for similar, putting a premium on fresh water and Exotica. There is no set list of prices for goods in Vaarn. The deals characters may strike will depend upon their context, the merchant's disposition, and how persuasive the PCs are. For more on trade, see p.xx.

Esoteric Arts

PCs can become proficient in three different types of esoteric art.

- ◆ **Mystic Gifts** are freeform supernatural powers defined by loose thematic keywords. They are paid for by spending HP and grow in power with the reader's PSY. For more on Gifts, see p.xx.
- ◆ **Hypergeometric Equations** are rote-learned supernatural powers, recited from Codices.

They grow in power with the reader's INT. For more on hypergeometry and Codices, see p.xx.

- ◆ **Alchemical Elixirs** are single-use potions, which can be brewed using components taken from dead creatures. For more on alchemy and Elixirs, see p.xx.

Exotica

Exotica are strange relics of the many extinct civilizations that preceded your own. Exotica may take the form of weaponry, clothing, tools, or bizarre constructions beyond the understanding of mortal minds. It is presumed the PCs are vault-raiders, on the hunt for Exotica.

When a new item of Exotica is found, the GM will ask for an INT Save to work out what the device does. If the Save is failed, the PCs do not understand the item. They can either have the item appraised at a settlement or use it and hope for the best.

Advancement

As you adventure in Vaarn, your character will grow from a relative novice into a more seasoned explorer. This is represented by your Level. All new characters start at Level 1 and advance by trading in Exotica at settlements or oases. Trading in an item of Exotica will grant one **experience point (XP)**. When a PC's XP tally is equal to their current Level, they increase their Level by one and reset their XP tally to zero.

When a PC's Level increases, they may increase three Abilities by one point. Abilities may never be higher than +10. The player may also roll 1d8 and add the result to their PC's maximum HP.

Once a character has reached Level 10, they are considered complete. Each subsequent Level will grant only 1 extra HP, and they cannot increase their Abilities further.

COMBAT RULES

Reactions

When the PCs encounter an NPC or creature whose reaction to the party is not obvious, the Referee may roll d20 and consult the following table. Modify the roll with the PC's EGO, if they can communicate with the creature.

d20	REACTION
1 - 8	Negative. Predators and martial creatures attack. Prey animals flee.
9 - 15	Indifferent. Guarded or evasive but uninterested in conflict.
16 - 20	Positive. Will allow approach, intelligent creatures willing to trade.
21+	Actively Helpful. Will help PCs, may give gifts or reveal secrets.

Initiative

Initiative can be decided through a number of systems, each of which emphasises different attributes. In cases of ties, always favour the PCs.

- 32
- ◆ **Side-based initiative.** Initiative is decided each round. Roll 1d6: On even numbers, the PCs act first. On odd, their enemies do.
 - ◆ **Encumbrance initiative.** At the start of combat, each PC must roll higher than their used item slots using a d20. If they succeed, they act before their opponents. If they fail, they act afterwards.
 - ◆ **Goliath initiative.** Resolve combat actions each round based on each individual's HP total, with the highest HP acting first.
 - ◆ **David initiative.** The side with the fewest members acts first. Recalculate this each round.

Ambushes

In cases of attempted ambush, all ambush targets must PSY Save vs the ambusher's DEX. If more than half the target group fails, the attackers successfully spring an ambush.

During an ambush round, all ambushers make an attack with ADV. Initiative is then calculated as normal.

Making Attacks

On their turn, each character may move and take one combat action. This action may be making an attack, making a second move, using a Gift or item of Exotica (p.xx), drinking an Elixir (p.xx), or any other action deemed reasonable by the Referee.

Melee weapons can strike adjacent foes, but ranged weapons cannot be used if the shooting character is engaged in melee combat. To make an attack, roll a d20 and add the character's STR or DEX, depending on whether they are using a melee or ranged weapon respectively. If the attacker's total **exceeds the defender's AV**, the attack hits. If not, the attack misses.

On an unmodified roll of 1, the weapon is dropped or jams and must be retrieved or fixed before it can be used again. On an unmodified roll of 20, the attack deals double its rolled damage.

***Optional Rule:** To make all combat rolls player-facing, subtract 10 from PCs' AV to instead get an armour bonus. When attacked, PCs make a Save using this armour bonus, attempting to beat 10 + the attacker's STR or DEX.*

Damage

On a hit, the attacker rolls their weapon's damage die to determine how many hit points (HP) the defender loses. The damage result may be doubled if the ideal weapon was used against an enemy; for example, if a fungicide bomb was used against a mycomorph.

Unarmed attacks or strikes from improvised weapons deal d4 damage.

Morale

When NPCs face more danger than expected, they make a Morale Save by rolling d20 and adding their Morale (ML). If the result is **lower than 16**, the adversary flees, hides, or attempts to parley. Morale Saves can be triggered by defeating half of an enemy group, their leader, or similar.

Gambits

If an attacker's total is **higher than 20** after applying all bonuses, they may attempt a stunt or gambit in addition to rolling their attack's damage. Example gambits include:

- ◆ **Disarming** an opponent (STR Save)
- ◆ **Damaging** an opponent's armour (STR Save vs -1 AV)
- ◆ **Moving for a second time**
- ◆ **Forcibly** moving an opponent or preventing them from moving (STR Save)
- ◆ **Blinding** an opponent with thrown sand or reflected light (DEX Save vs Blind for one turn)
- ◆ **Stealing** an item from an opponent (DEX Save)
- ◆ **Dismounting** an opponent from a Steed or Vehicle (STR Save)
- ◆ Any comparable physical feat

The target may Save against a gambit, but the attacker may choose to forgo their attack's damage to deny a Save. Intelligent NPCs and monsters can use gambits against their targets.

Combat Conditions

- ◆ **Blind** characters cannot make ranged attacks, and have DIS on melee attacks.
- ◆ **Entangled** characters cannot make movement actions, and suffer a -5 penalty to AV.

Fleeing

To flee combat, each PC rolls d20 and attempts to equal or exceed their total used item slots. On failure, they may choose to drop items until the number rolled is a success. These items are either

stolen and used by their adversaries, or remain on the ground in the location until retrieved. If the PC cannot drop enough items to turn the roll into a success, they must stay and fight for another round before trying again.

Wounds

When a character takes damage and their remaining HP drops below 0, they receive corresponding Wounds from the charts on p.xx. Wounds occupy item slots. If all available item slots fill with Wounds, the PC dies. A character dies if any ability would be reduced below -10.

Note: NPCs and monsters do not suffer Wounds, instead dying at 0 HP.

Healing

When a character is healed, their HP recovers as though starting from 0. HP can be replenished via Short and Long Rests.

- ◆ **Short Rest:** A quick sit-down, with a ration of water or food. Replenishes **d8 + CON HP**.
- ◆ **Long Rest:** A ration of water and a meal, followed by a full night's sleep in a safe place. This replenishes **all lost HP**. If HP is already full, **heal 1 Wound** or **restore damaged Abilities** by 1 point.

Deprivation

Deprived characters cannot heal lost HP or otherwise benefit from resting. Deprivation can be incurred through many means, but the most common are starvation or thirst.

BIOLOGICAL WOUNDS

HP	WOUND	SLOTS	EFFECT
0	Knocked Out	–	CON Save vs unconscious for d6 rounds. While unconscious, all attacks automatically hit you.
–1	Damaged Item	–	An item is damaged and unusable until fixed. Roll d20 to determine the item slot affected.
–2	Bloody Mouth	1	Your mouth drools blood, and your speech slurs.
–3	Teeth Knocked Out	1	DIS on EGO Saves.
–4	Scrambled Nerves	1	DIS on PSY Saves.
–5	Addling Wound	1	DIS on INT Saves.
–6	Stomach Wound	1	DIS on CON Saves.
–7	Crippling Wound	1	DIS on DEX Saves.
–8	Weakening Wound	1	DIS on STR Saves.
–9	Bloody Gash	1	–d8 max HP.
–10	Major Fracture	2	–d6 STR and –d6 DEX.
–11	Eye Lost	2	–d6 DEX and –d6 EGO.
–12	Cracked Skull	2	–d8 INT and –d8 PSY. You pass out.
–13	Mangled Guts	2	–d8 CON and –d10 max HP. You pass out.
–14	Severed Hand	2	–d8 STR and –d8 DEX. You pass out.
–15	Severed Arm	3	–10 STR and –10 DEX. You pass out.
–16	Severed Leg	3	–10 STR and –10 DEX. You pass out.
–17	Brain Damaged	3	–10 INT, –10 PSY, and –10 EGO. You pass out.
–18	Bloody Mess	3–9	Roll 3 random Wounds using 3d6. You pass out.
–19	Death's Door	5	Any further damage is lethal until this wound is healed. You pass out.
–20	Fatality	–	You are dead.

SYNTHETIC WOUNDS

HP	WOUND	SLOTS	EFFECT
0	Update Required	–	CON Save vs unconscious for d6 rounds. While unconscious, all attacks automatically hit you.
–1	Damaged Item	–	An item is damaged and is unusable until fixed. Roll d20 to determine the item slot affected.
–2	Supercoolant Leak	1	You are leaking supercoolant. You are Deprived and cannot regain HP until this Wound is fixed.
–3	Ego–Engine Stutter	1	–d4 EGO.
–4	Quantum–Reasoning Overflow	1	–d4 PSY.
–5	Memory Crystal Fracture	1	–d4 INT.
–6	Coolant Loop Overheat	1	–d4 CON.
–7	Kinesthetics Drive Failure	1	–d4 DEX.
–8	Limb Hydraulics Compromised	1	–d4 STR.
–9	Synthskin Damaged	2	–d4 AV. Suffer double damage.
–10	Incompatible Motion Interface	2	A limb is no longer compatible with your core software. –d6 STR and –d6 DEX until fixed.
–11	Personality Nexus Scrambled	2	Reroll INT, PSY, and EGO scores. Your voice and personality are altered.
–12	Vischip Disabled	3	You are blind. You cannot make ranged attacks and make melee attacks with DIS.
–13	Emotive Language Export Corruption	3	Your emotions and speech are encrypted and do not match what you intended to communicate.
–14	Infinite Practical Memory Loop	4	You repeat your last action step by step for the next d6 hours.
–15	Cascading Kinesthetics Debilitation	4	Lose –2 STR and DEX per day. At 0 STR or DEX, you can no longer move at all until this Wound is repaired by someone else.
–16	Motive Drive Inhibited	5	–10 STR, –10 DEX, and –10 CON. You shut down for d6 hours.
–17	Personality Nexus Damaged	5	–10 INT, –10 PSY, and –10 EGO. You shut down for d6 hours.
–18	Terminal Memory Crystal Corruption	6	You lose 1 Level and all XP. This loss is permanent, even when the Wound is fixed.
–19	General Systems Failure	–	You are dead. If your ego–engine is removed from your body, it can be installed in a new shell (see p.xx).
–20	Ego–Engine Destroyed	–	You are dead. Your ego–engine is damaged beyond repair. You cannot be rebooted.

EXPLORATION RULES

The fabled vaults of Vaarn – ah! Those tech-tombs glimmering with tantalising shards of the Long Ago, tablescraps of the gods gone to rot in the recesses of the Urth! Concrete caverns, open doorways like blind idiot eyes, supercoolant lagoons in which lounge creatures of utmost malice and depravity! I have walked silent halls where the dust of the ancient world lay waist-deep, descended past mute mining juggernauts into the caverns they bored into Urth's dark mantle and deeper still into that womb of night, abyss of horror and wonder, what we of the blue desert dream of as we lie in our tents beneath a firmament of fading stars.

Vaults

The eponymous vaults of Vaarn are the underground spaces riddling the blue desert. They are the cradles of monsters and the hiding spaces of fabulous Exotica. They are the primary crucible of the game's action, in which PCs test their wits and strength against denizens of the depths.

Exploration Turns

The time spent exploring vaults or other adventure sites is abstracted into Exploration Turns. During a single Exploration Turn, the PCs can:

- ◆ **Travel** from one location to another.
- ◆ **Search** the location they are in.
- ◆ Take a **Short Rest** (p.xx).
- ◆ Conduct any other appropriate action, such as **excavating** a passageway, **hacking** an ancient computer, **damming** a stream, etc. Time-consuming actions require multiple Exploration Turns.

Running

Running through a vault allows PCs to traverse ten locations in a single Exploration Turn. However, the Referee will describe only scattered impressions of the locations, without detail. Any traps are triggered automatically and encounters always surprise the PCs.

Encounters

Each Exploration Turn, the Referee checks for encounters by rolling d6 and consulting the table below. If the PCs are Encumbered or making lots of noise, the Referee may roll 2 or even 3d6 and take the lowest single result.

d6	RESULT
1	Encounter. Roll on the current area's encounter table.
2	Omen. A hint of an inhabitant of the vault. This could be shed skin, a footprint in the dust, or a distant sound.
3-6	Nothing.

Doors

Listening outside a closed door takes one Exploration Turn. The PCs can only get vague information about the room by listening, such as whether it contains living creatures or active machinery.

Stuck or locked doors can often be forced open. Explosives or gunfire can break down doors immediately, at the cost of an encounter roll. Forcing doors open with brute strength takes 10 Exploration Turns, minus the PC's STR (minimum 1 Exploration Turn). Some doors may not be opened without special tools like keycards.

Hidden and Secret Features

Vault locations are described in hierarchies of available information. Each location has obvious features: qualities and points of interest the PCs can easily see without needing to search for them, such as brooding statues, waterfalls, or gleaming computer consoles. However, some locations contain hidden and secret features as well.

Hidden features are concealed from view, but not otherwise obscured. They will always be discovered by spending an Exploration Turn searching the location: a switch behind a curtain or a golden orb submerged in a murky pool are two examples.

Secret features can only be discovered by engaging with the vault as a whole and describing specific PC actions, rather than a generic search. Sometimes, this may require knowledge from elsewhere in the vault to find, such as a door that only opens when a specific statue is prayed to. Secret features cannot be uncovered by declaring a generic search, rolling dice, or attempting 'perception checks'. Instead, the PCs must engage directly with the fiction of the location. Searching the room may (at the Referee's discretion) uncover a hint to the presence of a secret feature, such as a draft of air in a room with a secret door.

Light and Darkness

Vaarn's vaults are mostly lightless, their glow-globes having long since burnt out. Each PC carries a chemcell torch illuminating their surroundings. This torch does not use an item slot and does not run out of power, but it confers no additional benefits.

Without light, the PCs travel blindly: they take three Exploration Turns to move from one location to another and cannot effectively search an unlit location. Encounters always surprise the party. Ranged attacks cannot be made without light, and melee attacks have DIS.

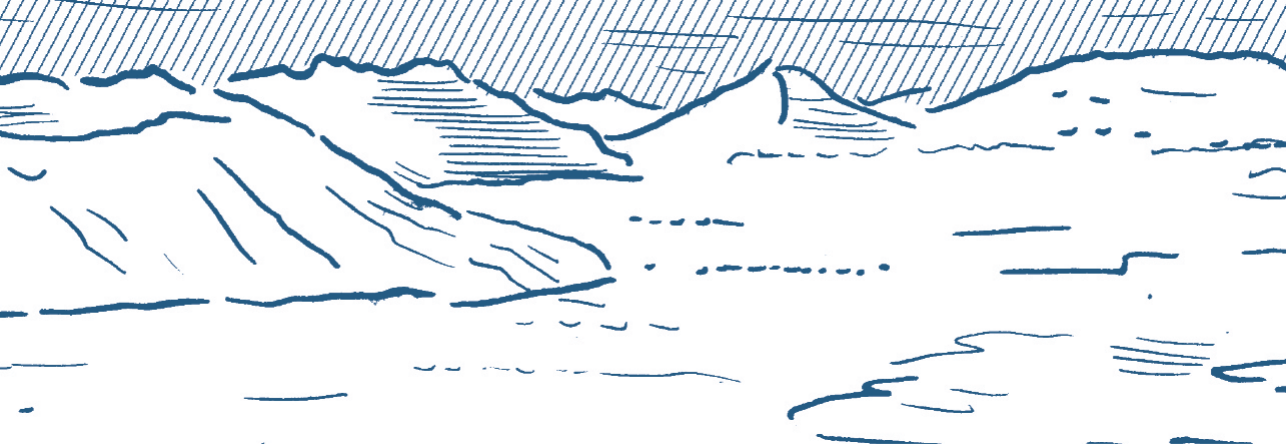
Resting Underground

Vaults are inherently dangerous places, and it is inadvisable to camp there. If the PCs are engaged in an extended delve and insist on taking a Long Rest in a vault, they must find a secure campsite in a room with easily barred entrances. If they fail to do so, they have a 3-in-6 chance to be surprised during the night by an encounter.

Escape the Vault

Sometimes, you just need to leave. If things are going really poorly and the PCs want to get back to the surface right now, have each character roll d20 and consult the Escape table below.

d20	ESCAPE RESULT
1	Trapped! The PC is stuck in the Vault and must be rescued next session.
2	Grievously Wounded! Roll d20 with DIS on the Wounds table (p.xx).
3	Wounded! Roll d20 on the Wounds table (p.xx).
4	Lost an item! Roll d20 to discover which item slot is affected.
5-9	Got lost! Consume one food or water ration and roll on this table again.
10-15	Skin of your teeth! You make it to the surface but lose half your current HP.
16-20	Escape! You made it to the surface.



TRAVEL RULES

Vaarn! I curse each letter of the name.

I curse the blue sand infiltrating every pore of my body, the creeping sand, which each night swallows a little more of the final camp we have erected upon the face of this pitiless azure desolation. I curse the red sun that rises each morning to scorch the skin from our scalps; that great and gory globe, which the sages say is dying, yet seems to be, hanging above the lapis wastelands, full of malevolent life.

Vaarn! I curse you! I curse this land that steals the tears from its peoples' eyes, this land that swallows armies and poets and aeons as if they all, every work of every man, were but one more grain of mazarin sand. Vaarn! Three times I curse you, for I fear I will see no other land again.

*- Final testament of Idris Ida-Null,
Hegemony Cartographer*

Travel Days

Vaarn is not well-mapped, and it is not recorded exactly how far one must travel between locations. Distances given by NPCs are approximations, expressed in days: 'From here, it will take five days of travel to reach the circular ruins'. These estimates apply to speed on foot. If the PCs are using a Vehicle, divide the number of travel days in half.

Under normal conditions, the PCs can travel a half day's worth of distance in the morning and a half day's worth of distance in the afternoon. At night, they eat a meal and sleep.

Rations

Rations are a measure of food and water carried. Three of either type of ration can be carried in a single item slot. Unless their Ancestry exempts them, PCs must consume one ration of food and one of water each day.

Rations of food or water can be processed from the bodies of dead biological creatures. Corpses grant rations equal to double their Level.

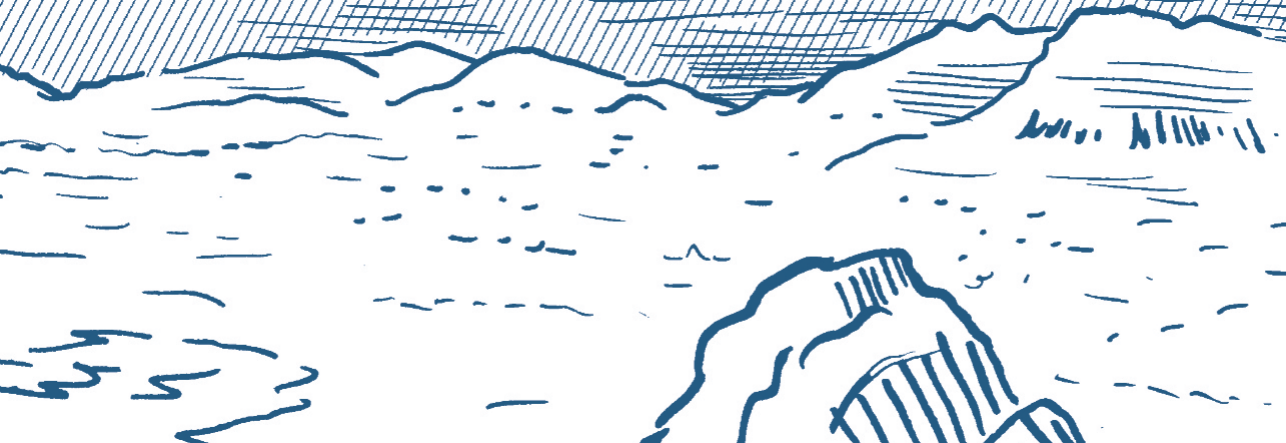
Exhaustion

At any point during a travel day, the players may declare that they are pushing themselves to travel faster than usual. If the party exerts themselves, they travel double the usual distance in one day but must fill an inventory slot with Exhaustion.

Exhaustion is removed when they camp in one place for an entire day and night. If a PC has no spare slots to fill with Exhaustion, they must discard an item to make room. A PC who fills all inventory slots with Exhaustion dies.

Getting Lost

Assume the PCs are competent desert navigators, who will never get lost as long as they can see the sun and stars. However, some circumstances - attempting to travel during a sandstorm, for example - demand it. In such cases, roll a d6 and add the resulting number of days to their travel schedule.



Encounters

The Referee should check for encounters once per day. To do so, roll a d6 and consulting the table below:

d6	RESULT
1	Encounter. Roll on the local Encounters table.
2	Omen. This may be a footprint in the sand, a flying creature seen on the horizon, or similar.
3-6	Nothing.

If the PCs are traveling in an extremely slow, noisy, or obvious manner, the Referee may choose to roll 2d6 or even 3d6 for encounter checks and use the lowest result.

Vigilance

At the start of each day as you roll for encounters, the players may collectively roll a vigilance die. This is a single d6, without modifiers. If the players roll a six, they have a guarantee of spotting their next Encounter before the opposing entity or group spots them. If they roll a one, the next Encounter will spot them before they spot it. This vigilance effect resets at the end of each day, whether the players made use of it or not.

Foraging

Rather than travelling, the party may choose to stay put for the day and rest. They can assign party members to forage for food or freshwater sources. Each forager rolls d100 and consults the foraging table (p.xx). Treat duplicate results as a shared discovery.

Overland Pursuits

Resolve overland foot chases as a series of three opposed CON Saves. If the pursuers win two of the three Saves, they catch their quarry and automatically win the initiative in a combat round. If the fleeing party wins two of the three Saves, they escape decisively.

Sometimes CON is not the appropriate ability to test. Pursuits over particularly unsteady ground might require DEX Saves. These pursuit rules should only be used if there is a reasonable doubt as to the result of the chase.

Night Watches

When camping in the desert, the PCs may elect a party member to take watch. Whoever is on watch cannot benefit from a Long Rest. Instead, they regain only d8 + CON HP. If the party is approached by a hostile entity at night, the Referee should ask the character on watch to make a PSY Save opposed to the entity's DEX. Failure grants the aggressor an ambush round (p.xx).

III EQUIPMENT

1 New PCs begin play with 3 rations of water (1 slot), 3 rations of food (1 slot), and a chemcell torch that attaches to their clothing (no slots). All other equipment is randomly generated.

Note: Chemcell torches provide a dim green light source for underground exploration. Their battery life is measured in centuries, but they do not deter light-fearing creatures. For more on light and darkness, see p.xx.

2 Roll 2d20 and consult the adventuring gear table below. PCs who roll the same gear as another PC may re-roll once.

3 Using the tables on p.xx, roll armour for the PC. Roll d20 for the armour's quality (a purely descriptive tag) and d20 for the armour's type. Record the armour's weight and AV.

4 Generate a basic weapon using the instructions on p.xx. Players may choose to generate a ranged or melee weapon before rolling.

5 Finally, generate the PC's special equipment such as mutations or Mystic Gifts using the appropriate dice tables. Record everything on the character sheet.

Note: The variable nature of equipment generation may create PCs who cannot carry all of their starting equipment in their available slots. This PC may drop items before play begins, trade them with another PC, or hire a Follower (see p.xx) to carry their excess baggage.

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d20	GEAR A	GEAR B
1	5 Flashbangs (see p.xx)	3 Sleeping Gas Bombs (see p.xx)
2	Magnetic Boots	Oxygen Mask (Ud6)
3	Grappling Hook & Rope	Cast Iron Skillet
4	Flare (x5)	Black Clay (Ud8)
5	5 Smoke Bombs (see p.xx)	Loaded Dice
6	Flask of Oil	Raucous Whistle
7	Portable Stove	Luminous Paint (Ud8)
8	Caltrops (Ud8, DEX Save vs d4 damage)	Drug (p.xx)
9	Vial of Acid	Vial of Poison (p.xx)
10	Animal Trap (x3)	Autoglot Translator Unit
11	Handheld Drill	Lock Picks
12	Chain & Manacles	Mortar & Pestle
13	Hand Mirror	Skin of Wine
14	Motion Sensor	Hourglass
15	Crowbar	Hammer & Chisel
16	3 EMP Grenades (see p.xx)	3 Antitoxins (cure TOX effects)
17	Tube of Glue (Ud8)	Welding Torch (Ud8)
18	Ball Bearings (Ud20)	Infravision Goggles (Ud8)
19	Musical Instrument (p.xx)	3 Fungicide Bombs (see p.xx)
20	Helmet (+1 AV, see opposite)	Shield (+1 AV, see opposite)

d20	QUALITY	TYPE (AV / Weight)
1	Shabby	Desert Robes (11 / 1 Slot)
2	Decadent	
3	Ancestral	
4	Quicksilver	Hazard Wrap (12 / 3 Slots) ADV on Saves vs radiation and toxins.
5	Nano-weave	
6	Spiny	
7	Dazzling	War-Shirt (12 / 2 Slots)
8	Tarnished	
9	Indigo	
10	Golden	Brigandine (13 / 3 Slots)
11	Symbiotic	
12	Biomechanical	
13	Occult	Cuirass (14 / 4 Slots)
14	Fungal	
15	Translucent	
16	Gaudy	Chain Mail (15 / 5 slots)
17	Sacred	
18	Iridescent	
19	Crystalline	Plate Armour (16 / 6 Slots) DIS on Saves when swimming or climbing.
20	Ornate	

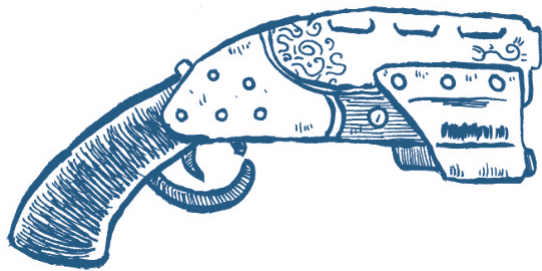


d20	HELM (+1 AV)	SHIELD (+1 AV)
1	Plumed Helm	Wooden Shield
2	Menacing Helm	Serpentskin Shield
3	Brazen Helm	Sickle-Moon Shield
4	Glowing Helm	Full Moon Shield
5	Lizardskin Helm	Hueless Shield
6	Spiny Helm	Daemonface Shield
7	Dazzling Helm	Plastiglass Shield
8	Ridiculous Helm	Nomad's Shield
9	Decadent Helm	Painted Shield
10	Golden Helm	Apeskin Shield
11	Bone Helm	Bone Shield
12	Biomechanical Helm	Starburst Shield
13	Occult Helm	Gladiator's Shield
14	Fungal Helm	Fungal Shield
15	Translucent Helm	Polychrome Shield
16	Gaudy Helm	Ceramic Shield
17	Sacred Helm	Holy Fool's Shield
18	Iridescent Helm	Temple-Forged Shield
19	Crystalline Helm	Crystalline Shield
20	Ornate Helm	Sun Flambeaux Shield

WEAPONS

Weapons are created by rolling a base type and then rolling tags that modify the weapon's effects.

- ◆ To create a **Basic Weapon**, see p.xx.
- ◆ To create an **Advanced Weapon**, see p.xx.
- ◆ To create an **Exotic Weapon**, see p.xx.



Common Damage Types

- ◆ **Kinetic**. Deals physical damage. If not stated otherwise, weapons deal this damage type.
- ◆ **Beam**. Fires a beam of energy. Beam attacks are deflected by mirrored surfaces and are not effective during sandstorms.
- ◆ **Blast**. Can hit multiple targets. Roll to hit vs AV of each nearby target. All targets take equal damage.
- ◆ **Flame**. Ignites flammable objects. Cannot be used underwater.
- ◆ **Electrical**. Deals double damage to synthetic creatures, opponents wearing metal armour, and opponents submerged in water.
- ◆ **TOX**. Biological creatures hit by this weapon must CON Save vs a toxin die (p.xx).

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d20	MELEE WEAPON BASE (damage, tags, weight)	RANGED WEAPON BASE (damage, tags, weight, ammo die)
1	Dagger (d6, 1 slot)	Sling (d4, 1 slot, Ud20)
2	Flail (d6, 1 slot)	Revolver (d6, 1 slot, Ud10)
3	Whip (d6, 1 slot)	Pistol (d6, 1 slot, Ud10)
4	Axe (d6, 1 slot)	Musket (d8, 2 slots, Ud8)
5	Club (d6, 1 slot)	Shotgun (d8, 2 slots, Ud8)
6	Fleshripper (d6, 1 slot)	Crossbow (d8, 2 slots, Ud8)
7	Shock Baton (d6, electrical, 1 slot)	Longbow (d8, 2 slots, Ud10)
8	Razordisk (d6, 1 slot)	Rifle (d8, 2 slots, Ud10)
9	War Fan (d6, 1 slot)	Laser Pistol (d6, beam, 1 slot, Ud12)
10	Scythe (d8, 2 slots)	Hand Cannon (d8, 2 slots, Ud8)
11	Sword (d8, 2 slots)	Shock Bow (d8, electrical, 2 slots, Ud8)
12	Mace (d8, 2 slots)	Auto-Rifle (d8, 2 slots, Ud8)
13	Rapier (d8, 2 slots)	Scattergun (d8, 2 slots, Ud10)
14	Spear (d8, 2 slots)	Laser Rifle (d8, beam, 2 slots, Ud12)
15	Quarterstaff (d8, 2 slots)	Concussion Rifle (d10, Concussive, 3 slots, Ud8)
16	War Hammer (d8, 2 slots)	Spore Thrower (d10, blast, fungal, 3 slots, Ud8)
17	Great Mace (d10, 3 slots)	Grenade Launcher (d10, blast, 3 slots, Ud6)
18	Great Axe (d10, 3 slots)	Laser Cannon (d10, beam, 3 slots, Ud6)
19	Halberd (d10, 3 slots)	Port-A-Cannon (d12, blast, 5 slots, Ud4)
20	Great Sword (d10, 3 slots)	Railgun (d12, 6 slots, Ud6)

BASIC WEAPONS

To create a basic weapon, roll **d20** to generate a melee or ranged weapon base. Then, roll **d20** on the table below to generate a **Basic Tag**.

Repairs and Ammo

Basic Weapons can be found in all corners of Vaarn and are not remarkable. If they are broken in the course of adventuring, they can be repaired in one day.

Basic weapons that use ammunition can be fully reloaded in any Vaarnish settlement.



d20		EFFECT
1	Ancient	Half base trade value (if value becomes lower than 1, weapon is worthless).
2	Bejewelled	Triple base trade value.
3	Blasphemous	Cursed by a religious leader. DIS on reaction rolls when encountering followers of said religion.
4	Bone	Double trade value with cacklemaw and ghouls.
5	Corroded	Half base trade value (if value becomes lower than 1, weapon is worthless).
6	Crystalline	If a natural 1 is rolled, the weapon shatters beyond repair. Double base trade value.
7	Delicate	Half base slot weight (minimum 1 slot). Breaks on a to-hit roll of 1-2.
8	Elegant	Half base slot weight (minimum 1 slot).
9	Fungal	Regains an Ammo die step when fed organic matter. Deals no damage to fungal creatures.
10	Gilded	Double base trade value.
11	Laquered	Double base trade value. Cannot rust or be corroded.
12	Luminous	Can be used as light source. Double base trade value.
13	Nomad's	Made by Faa nomads. Double trade value with Faa nomads.
14	Ornate	Double base trade value.
15	Polychrome	Double base trade value.
16	Quicksilver	Half base slot weight (minimum 1 slot).
17	Ritual	Used in an occult ritual. Double trade value with Mystics.
18	Sacred	Blessed by a religious leader. ADV on reaction rolls when encountering followers of said religion.
19	Shoddy	Damage die is one step smaller (minimum d4).
20	Translucent	Double base trade value.

ADVANCED WEAPONS

To create an Advanced Weapon, roll d20 to generate a melee or ranged weapon base. Then, roll 2d20 to generate one Basic Tag and one Advanced Tag.

Fragile

Advanced Weapons are fragile. If the wielder rolls a 1 while making an attack roll, the Advanced Weapon breaks and must be repaired.

Repairs and Ammo

Advanced Weapons are no longer mass produced and may need special knowledge to fabricate. If they are broken in the course of adventuring, they can be repaired in **d10 minus INT days**.

Advanced weapons that use ammunition can be fully reloaded in any Vaarnish city. Smaller settlements do not have the trade networks to source such ammunition.

d20	TAG	EFFECT
1	Agonising	Biological targets Morale Save or flee the wielder. PCs damaged must EGO Save or move away from the user.
2	Anti-Paradoxical	Designed to combat extra dimensional beings. Double damage to outsider creatures.
3	Blasting	Can hit multiple targets in the same area. Roll to-hit once and compare to the AV score of all nearby targets.
4	Blinding	Targets DEX Save vs Blind for one round (see p.xx).
5	Concussive	Targets STR Save or are moved away from their location.
6	Corrosive	Degrades AV. On hit, either deals damage or reduces target's AV score by one (attacker's choice).
7	Electrical	Double damage to synthetic creatures, targets wearing metal armour, targets in water.
8	Entangling	Targets DEX Save or become entangled (see p.xx).
9	Eroding	Double damage to mineral creatures, vehicles, and static structures.
10	Flaming	Ignites flammable objects. Cannot be used underwater or against submerged opponents.
11	Freezing	Targets suffer d4 DEX damage in addition to base damage. At 0 DEX, they are frozen solid and cannot move.
12	Heavy	Extra die of damage, double slot weight, minimum STR +3 to use.
13	Hypergeometric	Exists partially outside of Euclidean space. Deals double damage to hypergeometric creatures.
14	Mauling	Deals an extra die of damage against targets with AV 13 or lower. Deals halved damage to targets with AV 16 or higher.
15	Parasitic	The weapon is alive and cannot be unequipped without surgery. Does not need to reload. User must consume double rations each day.
16	Piercing	Deals an extra die of damage against targets with AV 16 or higher. Deals halved damage to targets with AV 13 or lower.
17	Psyche-Suppressant	Double damage to psychic creatures. Cannot use Mystic Gifts while holding.
18	Strong	Extra die of damage. If the weapon would break, it does not.
19	Unstable	If user rolls a 1, the weapon explodes and deals 2d6 damage to the wielder.
20	Vampiric	When damaging biological creatures, wielder regains HP equal to half damage inflicted.

EXOTIC WEAPONS

To create an Exotic Weapon, roll d20 with ADV to generate a melee or ranged weapon base. Then, roll 3d20 to generate one **Basic Tag**, one **Advanced Tag**, and one **Exotic Tag**.

XP Value

Exotic Weapons count as Exotica for the purposes of gaining XP.

Fragile

Exotic Weapons are extremely complex. If the wielder rolls a 1 while making an attack roll, the Exotic Weapon breaks beyond repair.

Repairs and Ammo

Exotic Weapons were never mass produced and are beyond the capabilities of modern Vaarnish weaponsmiths. If they are broken in the course of adventuring, they cannot be repaired.

Exotic Weapons use ammunition that is likewise beyond the production capacity of current day Vaarn. Once they run out of ammunition, they cannot be reloaded.

d20	TAG	EFFECT
1	Aegis-Bearing	Projects a personal warding field. Grants +5 AV while held.
2	Annihilating	Target must CON Save or crumble to dust. Wielder loses 1 max HP each time this weapon is drawn.
3	Autarch's	Weapon once belonged to ancient Autarch. Of highest quality. Gains 3 additional damage dice.
4	Blood-Rapturous	When a biological creature is killed with this weapon, the user heals for the victim's maximum HP.
5	Colossal	The weapons deals triple base damage and has triple base slot weight. Minimum STR +6 to use.
6	Extra-Dimensional	The weapon was forged in another dimension. It has Hypergeometric and Anti-Paradoxical tags and five times base trade value.
7	Hard Light	The weapon is made from hard light, projected from a wrist-mounted prism. It has a slot weight of 0.
8	Heat-Seeking	Always hits when targeting warm-blooded creatures.
9	Indestructible	Weapon cannot be broken or destroyed by any means, natural or supernatural.
10	Lithifying	Targets take d8 DEX damage and gain +1 AV. At 0 DEX, targets turn to stone.
11	Nano-edged	Weapon deals gains 2 additional damage dice.
12	Necrotic	Biological targets suffer d8 STR damage alongside base damage.
13	Neurotoxic	Biological targets CON Save vs instant death.
14	Polymorphic	Can swap between two forms at will. Choose an alternate base melee or base ranged type.
15	Reflecting	Missed attacks against the wielder damage the attacker instead.
16	Psionic	Operated used psychic power. To-hit rolls made with PSY. EGO added to damage.
17	Rocket Boosted	Contains a small rocket-pack. +d12 damage when charging into melee range. Can be used to gain altitude.
18	Stim-Boosting	Boosts wielder's reaction times. Make one extra combat action per round.
19	Ultra-Corrosive	Reduces AV by -2 on hit. Targets take d8 CON damage alongside base damage.
20	Vibroactive	The weapon or its projectiles vibrate at a frequency inimical to solid-state armour. Hits as though target was unarmoured.

GRENADES

All grenades have the 'Blast' quality, and roll to-hit against all targets in the blast area. Up to five stack in a single slot. Intelligent creatures with hands may make a DEX Save to throw a grenade back to its source before it explodes.

d20	TYPE	EFFECT	BASE DAMAGE
1	Acid	Blast coats targets in corrosive acid. Suffer d4 damage and -1 AV per round until washed off with water.	d4
2	Biotic	Filled with medicinal gel. Heals all biological targets in blast range for +d10 HP.	-
3	Chemical	Sprays contact poison over all targets.	d10 TOX
4	Concussive	Targets are thrown away from the blast and suffer d4 DEX damage. At 0 DEX they are unconscious.	d4 DEX
5	EMP	Synthetic targets CON Save or shut down for d4 rounds. Disables mechanisms and weapons that depend on electrical currents.	-
6	Flame	Blast deals d10 flame damage to all targets. Impact site burns for a further 3 rounds, dealing d10 flame damage each time.	d10 flame
7	Flashbang	Targets DEX Save vs Blind for d4 rounds.	-
8	Fragmentation	The 'classic' grenade.	d10
9	Fungicide	A cocktail of horrible chemicals. Fungal creatures suffer double damage from the TOX effect.	d8 TOX
10	Ice	Targets suffer d8 DEX damage. At 0 DEX they are frozen solid and cannot move or attack until thawed out.	d8 DEX
11	Lightning	Emits high-intensity burst of lightning. Automatically hits Synthetic targets, and targets wearing metal armour.	d10 electrical
12	Needle	Explodes into a spray of needles. Deals an extra dice of damage to targets with AV 13 or lower.	d8
13	Normality Gas	Creates gas cloud that persists for d4 rounds. Deals d10 damage per round to Hypergeometric and Outsider type creatures.	d10
14	Panic Gas	Creates gas cloud that persists for d4 rounds. Biological targets inside the cloud must make a Morale Save each round or flee the area in terror.	-
15	Plasma	Sticky ball of blue plasma. On a to-hit roll of 20 or higher, sticks to a single target, killing them instantly in the explosion.	d10
16	Prism	Releases a burst of high-intensity lasers.	2d6 beam
17	Sleeping Gas	Creates gas cloud that persists for d4 rounds. Biological targets within cloud CON Save each round or fall asleep. Once unconscious they cannot be awakened for a hour.	-
18	Smoke	Creates smoke cloud that persists for d6 rounds. All creatures within the cloud are Blind. All creatures attempting to fire into the cloud are considered Blind.	-
19	Snare	All targets DEX Save vs Entangled. They must make a DEX Save to break free.	-
20	Ultrasonic	Damages targets with ultrasonic vibrations. Hits as though targets had AV 10. Double damage against vehicles and Mineral type creatures.	d10

d20	HUE	FORM	INGESTED BY	EFFECT (X2)
1	Red	Sugar	Snorting	Euphoria
2	Blue	Leaf	Injecting	Paranoia
3	Yellow	Crystal	Stewing	Auditory Hallucinations
4	White	Cactus	Boiling in Tea	Visual Hallucinations
5	Black	Fungus	Swallowing Whole	No Pain
6	Pink	Brain	Licking	Fearless
7	Orange	Pearl	Brain Interface	Ego Death
8	Viridian	Slime	Holding on Tongue	Levitation
9	Olive	Meat	Smoking	Anxious Sweats
10	Silver	Honey	Touching to Eyes	Itchy Eyeballs
11	Gold	Insect	Absorbing into Skin	Nasal Drip
12	Bronze	Liquid	Staring at It	Split Personality
13	Umber	Stone	Burning and Watching the Flames	Nausea
14	Steel	Glyph	Infusing into Honey	Behold Azathoth
15	Smoke	Biotech	Drinking in Urine	Supernatural Hearing
16	Indigo	Sand	Burning and Eating the Ash	Paralysed
17	Azure	Root	Baking in Bread	Murderous Rage
18	Violet	Blood	Placing in Ear	Compulsive Dancing
19	Octarine	Clay	Rubbed onto Gums	Very Mellow
20	Ulfire	Tooth	Smelling	Heightened Empathy

d20	DESCRIPTOR	INSTRUMENT TYPE	SOUND	DECORATED WITH
1	Bone	Harp	Horrid	Quantum Daemons
2	Crystal	Trumpet	Booming	Autarch Faces
3	Electric	Piano	Thin	Void Saints
4	Wind	Guitar	Enchanting	Flowers
5	Solar	Double Bass	Sorrowful	Sacred Geometry
6	Biomechanical	Violin	Jaunty	Gold Leaf
7	Fungal	Horn	Tuneless	Moons and Suns
8	Iridescent	Bassoon	Playful	Holy Fools
9	Clockwork	Drum	Deep	Dancing Synths
10	Insect-Infested	Accordion	Raucous	Wedding Revellers
11	Occult	Tuba	Buzzing	Freshwater Pearls
12	Translucent	Gong	Mellow	Prayer Flags
13	Delicate	Sitar	Shrill	Poetry Cylinders
14	Stone	Lute	Droning	Solar Saints
15	Plastic	Xylophone	Howling	Huntsmen and Hounds
16	Laser	Pipe	Clashing	Water Fowl
17	Gold	Saxophone	Rich	Berries and Fruits
18	Blasphemous	Flute	Wailing	Erotic Carvings
19	Sacred	Ocarina	Thundering	Scorpions
20	Automatic	Ukulele	Pleasing	Stars and Voidships

BARTER

Trade in Vaarn

Vaarn has no central bank or universally accepted currency. All trade is conducted via barter, and different merchants value wildly different items. It is assumed any object that occupies one item slot has a Trade Value of 1 and can be exchanged for any other item with a Trade Value of 1.

Merchant Reactions

If a merchant's reaction to the proposed exchange is not obvious or if the PCs are trying to convince someone of an unusual exchange, roll on the table below, modified by the PCs' single highest EGO.

d20 + EGO	MERCHANT REACTION
1-3	They are enraged to the point of violence.
4-8	They think you are wasting their time.
9-12	They shrug and look at the sky.
13-15	They want a different item instead.
16-19	They're willing to make the trade.
20+	They like you and toss in an extra item.

Quality

When discovering caches of trade goods or encountering trade caravans, roll for a basic good type and a quality (see right), which further describes the condition of the goods. Be sure to record the quality as it affects the value of the goods in different settlements.

Local Value Fluctuations

Each settlement (p.xx) has at least one type of trade good and one quality that is highly valued. When visiting a new settlement, roll to discover:

- ◆ A Good Type and Quality are prized (x2 base value for goods of this type/quality)
- ◆ A Good Type and Quality are undesirable (half base value for goods of this type/quality)
- ◆ A Good Type and Quality are despised (goods of this type/quality are worthless)

If repeat results are rolled, take the next option down.

Note: Local modifiers override generic modifiers. Settlements that prize Infected goods trades for them at x2 the base value. Settlements that despise Masterwork items does not trade for them at all.

Valuing Vehicles and Animals

Vehicles, Steeds, and other animals have a Trade Value equal to their Level or current Hull Points multiplied by ten. For example, a Level 3 Burden Bird has a Trade Value of 30.

Valuing Exotica

Items of Exotica are not fungible with trade goods. Exotica are unique and priceless. They are only found by delving into vaults or facing similar challenges, not by exchanging them for olives. NPCs who own Exotica do not relinquish them except by force.

d20	TRADE GOOD QUALITY
1	Infected (no trade value)
2	False (trader discovers deception in d4 days)
3	Shoddy (half base trade value)
4	Heavy (x2 base slot weight)
5	Colourless
6	Holy
7	Simple
8	Decadent
9	Spiny
10	Synthetic
11	Translucent
12	Lurid
13	Polychrome
14	Ornate
15	Iridescent
16	Occult (x2 trade value with Mystics)
17	Featherlight (half base slot weight)
18	Colossal (x3 slot weight and trade value)
19	Exquisite (x2 trade value)
20	Masterwork (x3 trade value)

d100	GOOD TYPE	FOUND	TRADE VALUE	NOTES
01-02	Ambergris	d6 chunks	1 per chunk	Pungent, Flammable
03-04	Animal Hides	d4 hides	1 per hide	Bulky (2 Slots per Hide)
05-06	Autarchy Coins	d10 purses	1 per purse	Noisy
07-08	Beer	d20 bottles	1 per bottle	Fragile
09-10	Bells	d8 bells	1 per bell	Noisy
11-12	Carpets	d4 carpets	d4 per carpet	Bulky (2 Slots per Carpet), Flammable
13-14	Cheese	d6 wheels	1 per wheel	Pungent, Perishable
15-16	Coffee	d6 bags	1 per bag	Perishable
17-18	Dried Cactus	d8 sacks	1 per sack	Flammable
19-20	Dried Grubs	d20 x 100 grubs	1 per 100 grubs	Stack 500 to a Slot
21-22	Edible Fungus	d6 sacks	1 per sack	Perishable, Edible
23-24	Eggs	d8 eggs	1 per egg	Fragile, May Hatch
25-26	Erotic Statuettes	d6 Statuettes	1 per statuette	Cause Public Consternation
27	Fine Art	1 work	2d6 per work	Generate Details per p.xx
28	Gold	d6 ingots	5 per ingot	-
29	Hard Light Shard	d4 shards	3 per shard	Weightless (0 Slot Weight), Luminous
30-31	Honey	d8 jars	1 per jar	Fragile
32-33	Incense	d8 bundles	1 per bundle	Pungent
34	Jewels	d4 jewels	d6 per jewel	Stack 5 to a Slot
35	Jewellery	1 item	3d6 per item	Generate Details per p.xx
36	Live Rare Fish	1 fish	d6 per fish	Alive, Kept in Tank, Must Be Fed
37-38	Lizardskin	d6 skins	1 per skin	-
39-40	Maps	d3 maps	d4 per map	Flammable, 1-in-6 Chance Leads to Hidden Vault
41-42	Masks	d8 masks	1 per mask	+1 AV When Worn
43-44	Memory Crystals	d8 Crystals	1 per Crystal	2-in-6 Chance Data Corrupted and Worthless
45	Merchant's Credit Seal	1 Seal	2d20 per Seal	Only Redeemable in Gnomon (p.xx)
46-47	Munitions	d4 shells	1 per shell	May Explode
48-49	Olives	d20 x 100	1 per 100 olives	Perishable, Stack 100 to a Slot
50-51	Ore	d10 sacks	1 per sack	Heavy (2 Slots per Sack)
52-53	Parchment	d8 sheafs	1 per sheaf	Flammable, Stack 10 to a Slot
54-55	Perfume	d6 bottles	d4 per bottle	Pungent, Fragile
56-57	Pickled Vegetables	d10 jars	1 per jar	Fragile, Edible
58-59	Poetry Scrolls	d8 scrolls	1 per scroll	Delicate, Flammable
60-61	Poison (see p.xx)	d6 doses	d4 per dose	Fragile, Lethal, Dubious Legality in Civilisation
62-63	Pottery	d6 pots	1 per pot	Fragile
64-66	Preserved Fish	d10 fish	1 per fish	Pungent, Perishable, Attracts Predators
67-69	Preserved Fruit	d10 sacks	1 per sack	Perishable
70-73	Preserved Meat	d10 cuts	1 per cut	Pungent, Perishable, Attracts Predators
74-75	Rare Flowers	d12 flowers	1 per flower	Fragile, Perishable
76	Rare Tree Sapling	1 sapling	2d6 per sapling	Alive, Must Be Watered Each Day, Flammable
77-79	Rare Wood	d10 logs	1 per log	Bulky (2 Slots per Log), Flammable
80-81	Religious Texts	d6 texts	1 per text	Flammable, Delicate, 1-in-6 Chance of Heretical
82-83	Sandworm Baleen	d8 sheafs	1 per sheaf	Fragile
84-85	Shells	d100 shells	1 per 20 shells	Fragile, Stack 100 to a Slot
86-87	Silk	d8 bales	1 per bale	Bulky (2 Slots per Bale), Flammable
88-90	Silver	d6 ingots	3 per ingot	-
91-92	Sky Iron	d6 chunks	1 per chunk	Heavy (2 Slots per Chunk)
93-94	Sugar	d6 bags	1 per bag	Attracts Insects
95	Syntax Disc	d6 Discs	1 per disc	1-in-6 Chance of Being Nonfunctional
96	Synth Parts	d8 parts	1 per part	Can be used to heal synths (see p.xx)
97-98	Whiskey	d6 bottles	1 per bottle	Fragile, Flammable
99-100	Wine	d6 bottles	d4 per bottle	Fragile

d100	MUTATION	EFFECT
01	Acid Blood	Your blood is caustic. Creatures in melee suffer d4 damage when they damage you.
02	Adhesive Touch	Your hands and feet are gecko-like. You can climb any surface and crawl across ceilings.
03	Albino	Your skin has no pigmentation. You must carry a sunshade (1 slot) or suffer DIS on all Saves during daylight hours.
04	Antlers	You have antlers like an elk or moose. Add +d10 damage to your melee attack when you charge into battle. ADV on reaction rolls with antlered creatures.
05	Analgesia	You do not feel pain. You do not know your maximum/current HP; the Referee tracks both.
06	Armoured Skin	Your body is protected by natural armour. Add +2 to your base AV.
07	Backwards Head	Your head can swivel backwards, like an owl. You cannot be ambushed.
08	Backwards Legs	Your legs are backwards. DIS when fleeing and sneaking.
09	Beak	Make an extra d6 melee attack. ADV on reaction rolls with bird-like creatures.
10	Bioelectricity	Your unarmed melee attack causes +d6 electrical damage. You can power small machines if hooked up to them.
11	Bioluminescence	Your flesh produces a faint glow. You always have a light source. DIS to hide at night.
12	Blind	You cannot see and must navigate by sound and scent. DIS on ranged attacks. ADV when fighting in the dark. Removes all effects of other visual mutations.
13	Body Barbs	Your flesh is studded with sharp barbs. Opponents who miss melee attacks against you suffer damage equal to your Level.
14	Bulbous Eyes	Your eyes are enormous. DIS on Saves to avoid Blind.
15	Centaur	You have the lower body and legs of a horse. +2 CON, +4 max items slots (24 total).
16	Chameleon Skin	Your skin always matches its surroundings. ADV to conceal yourself.
17	Claws, Crab	One hand is a huge crab claw. Your unarmed attack deals d8 damage. You cannot use two-handed weapons.
18	Claws, Retractable	You have retractable feline claws. Your unarmed attack deals d6 damage.
19	Clubfoot	One foot is larger and heavier than the other. DIS when fleeing and sneaking.
20	Compound Eyes	Your eyes are like those of a fly. +1 DEX.
21	Crest, Bone	You have a large bony crest on your head. +1 AV. Cannot wear helmets.
22	Crest, Feathers	You have a crest of feathers on your head. +1 EGO. Cannot wear helmets.
23	Crown, Horns	You have a crown of horns on your head. +1 AV. Cannot wear helmets.
24	Crown, Coral	You have a crown of coral on your head. +1 AV. Cannot wear helmets.
25	Crown, Eystalks	You have a crown of eyestalks on your head. +1 PSY. Cannot wear helmets.
26	Cyclops	You have a single huge eye. You have poor depth perception. DIS on Saves vs Blind.
27	Detachable Head	Your head can detach and move on its own. Take 1 point of INT damage for every exploration turn you spend detached from your body. At 0 INT you are braindead.
28	Detachable Limb	A single limb can detach from your body and move on its own. If separated from your body, it cannot 'see' and must proceed by touch alone.
29	Double Muscled	Your limbs have an extra pair of muscles. +2 STR, ADV when fleeing or pursuing.
30	Echolocation	You can 'see' in pitch darkness using echoes. You cannot be blinded and have ADV when fighting in the dark.
31	Exposed Organs	You suffer double damage from slashing or piercing attacks.
32	Extra Arms	You have an extra pair of arms. You can make an extra melee/ranged attack each turn, if equipped with a second weapon.
33	Extra Eyes	You have d3 extra eyes on your forehead. +1 PSY for each.

d100	MUTATION	EFFECT
34	Extra Head	You have an extra head. ADV on INT, PSY, and EGO Saves. You can survive one decapitation.
35	Extra Heart	You have a second heart in your chest. +2 CON, +5 max HP.
36	Extra Legs	You have an extra pair of legs. +2 CON, ADV on Saves relating to pursuits.
37	Extra Liver	ADV on Saves vs poisons and TOX attacks.
38	Eyestalks	Your eyes extend out of their sockets on stalks. You can peer around corners or through narrow gaps without being seen.
39	Fangs, Venomous	You have a poisonous bite (d6 TOX).
40	Feathers	You have feathers instead of hair. ADV to reaction rolls for feathered creatures.
41	Frog Tongue	Your tongue is extremely long and sticky. DEX Save to snatch weapons from foes' hands.
42	Fur	You are covered in fur. ADV to reaction rolls for furry creatures.
43	Gas Glands (Blinding)	Once per day, you can release a cloud of blinding gas, which affects all biological targets in the room. Creatures in the cloud must CON Save or be Blind for d6 rounds.
44	Gas Glands (Sleeping)	Once per day, you can release a cloud of soporific gas, which affects all biological targets in the room. Creatures in the cloud must EGO Save or fall asleep for d6 rounds.
45	Gills	You have gills and can breathe underwater. You must drink double rations of water each day or become Deprived.
46	Gliding Membranes	You have membranes between your arms and torso and can glide for short distances.
47	Goat Legs	You have the legs and hooves of a goat. You can walk up sheer surfaces.
48	Headless	You have no head. Your face is on your torso. You cannot wear helmets or hats.
49	Heightened Hearing	You have extremely sharp hearing. You suffer no ill-effects from Blind or darkness and cannot be ambushed.
50	Heightened Immune System	Your immune system is the envy of all. ADV on Saves vs diseases and poisons.
51	Hooks, Climbing	You have hook-like protrusions on your limbs. ADV to climbing and acrobatics.
52	Hopper	You have a single, powerful leg. You can leap huge distances.
53	Horns, Ram	You have ram-like horns. You can make an extra d6 melee attack. ADV on reaction rolls for other horned creatures.
54	Horns, Rhino	You have a single rhino-like horn. When you charge into melee, add +d10 to your damage roll.
55	Huge Beard	You have a gigantic, fast-growing beard incapable of being shaved or tamed.
56	Huge Brain	Your head is enormous. +2 to INT. You cannot wear helmets or hats.
57	Humpback	You have a camel-like hump, which stores water. You can go seven days without drinking water.
58	Infravision	You can detect heat signatures and see warm-blooded creatures in total darkness.
59	Ink Ducts	You can spray ink like a squid, causing an opponent to DEX Save vs one round of Blind (p.xx). You can do this a number of times per day equal to your Level.
60	Insulated Skin	Your skin is resistant to heat and cold. Take half damage from extreme temperatures.
61	Kangaroo Pouch	You have a torso-pouch, like a kangaroo. +2 max item slots (22 max).
62	Larynx Darts	You can cough bony barbs from a discreet orifice in your neck. Treat as a concealed d4 ranged weapon that cannot run out of ammunition.
63	Leaves	You have leaves instead of hair. Regain d4 HP per hour when resting in sunlight.
64	Malleable Body	Your body is rubbery and malleable. You can fit into tight gaps. Take half damage from bludgeoning attacks.
65	Malleable Face	Your face is malleable. You can imitate the faces of others, given time.
66	Mane, Hair	You have a lion-like mane of hair around your neck. +1 EGO.
67	Obligate Carnivore	You must eat raw meat. You cannot heal using other types of food.
68	Obligate Lithovore	You must swallow a stone each day. You cannot heal using other types of food.
69	Patterned Skin	Your skin is striped or spotted. +1 EGO.
70	Pleasant Fragrance	Your scent is pleasing to all. +1 EGO.
71	Poison Spur	You have a poison spur on your wrist. Your unarmed attacks deal d6 TOX damage.
72	Powerful Jaws	You can bite through metal. Add +d6 to melee attack damage.

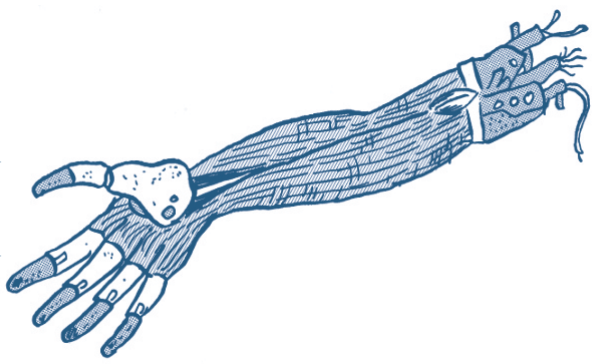
d100	MUTATION	EFFECT
73	Prehensile Feet	Your feet can grip and carry objects. +1 DEX.
74	Prehensile Hair	Your hair can grip and carry objects. +1 DEX.
75	Quills	You have quills coating your body. Add +2 to your AV. You cannot wear armour. Opponents who miss melee attacks against you suffer damage equal to your Level.
76	Scaly Skin	Your skin is thick and scaly. Add +1 to your AV.
77	Silk Production	You can produce strands of sticky web. Make an opposed DEX Save to wrap an enemy in web, entangling them (p.xx) until they succeed at a DEX Save.
78	Skeletal Frame	Your body is incredibly light. -2 STR and -2 CON. You take double damage from bludgeoning and crushing attacks.
79	Slimy Skin	You are coated in slime. ADV to escape grab attacks and enclosing traps.
80	Slug Body	You have a single slimy tail-foot and leave a trail of mucus. -2 DEX, can stick to sheer surfaces.
81	Small Stature	Your body is child-sized and will never grow larger. DIS on STR Saves.
82	Snout	You have a snout-like, animalistic face. ADV to reaction rolls for newbeasts.
83	Stilt Legs	You have long stilt-like legs. You are the default target for ranged attacks. ADV in chases and pursuits, can wade quickly through flooded areas.
84	Tail, Club	You have a heavy, club-like tail. Make an extra crushing melee attack per round (d8).
85	Tail, Prehensile	You have a long, thin tail that can grip and carry objects. +2 DEX.
86	Tail, Scorpion	You have a stinging tail, like a scorpion. Make one extra melee attack per round (d6 TOX).
87	Tail, Spike Launching	You have a tail that launches keratin spikes using muscle spasms. Make an extra ranged attack per round (d6).
88	Tentacles, Arms	You have tentacles instead of arms. -3 STR, +3 DEX.
89	Tentacles, Hair	You have stinging tentacles instead of hair. At melee range, you can make a d6 TOX attack instead of your normal attack.
90	Toxic Flesh	Your flesh is toxic when eaten or bitten (d8 TOX).
91	Transparent Skin	Your skin is transparent, and your muscles and veins can be seen. You take double damage from beam attacks.
92	Trunk	You have an elephant-like trunk, which can hold objects. +1 DEX.
93	Tusks	You have tusks, like a boar. +d6 melee damage.
94	Ultravision	You have eyes that see beyond the normal spectrum of light. You can see otherwise invisible creatures and objects. You cannot be blinded.
95	Vampiric	You must consume a ration of fresh blood each day or become Deprived.
96	Vestigial Wings	You have underdeveloped and unusable wings.
97	Vocal Mimic	You can perfectly mimic voices or sounds you have heard in the past.
98	Warty Skin	Your skin is thick and warty. Add +1 to your AV.
99	Whiskers	You have sensitive whiskers like a cat. +1 PSY.
100	Wings	You have wings and may fly freely. When airborne, you are the default target for ranged attacks.

BLOOMBOONS

d20	BOON	EFFECT
1	Barbed Bark	Your bark is studded with thorns and barbs. Opponents who miss melee attacks against you suffer damage equal to your Level.
2	Blast Pods	You may spend 3 points of CON to sprout an explosive pod launcher, which makes an extra ranged attack (d10, blast) every round. CON loss cannot be healed until all pod launchers are shed.
3	Empathogen Pollen	Once per day, you can release a cloud of empathogenic pollen, which affects all creatures in an enclosed space. Biological creatures in the cloud must EGO Save or become friendly and harmless for d6 hours.
4	Grafting	You may graft a piece of a biological creature to your branches or trunk, gaining extra attacks or bonuses as appropriate. Every day the grafted part stays alive, lose 1 point of CON.
5	Glue Resin	You can emit a dose of glutinous resin per day, able to act as a strong contact glue. Creatures must STR Save or be stuck fast. Saltwater dissolves the bond.
6	Lashing Vines	Spend 2 points of STR to grow a thorny lashing vine, adding +1 melee attack (d6) per round. STR loss cannot be healed until all vines are shed.
7	Luftpods	You can sprout pods full of lighter-than-air gas. You can fly slowly and predictably in the air and can act as a parachute for one other character.
8	Medicinal Fruit	You may spend d6 HP to sprout a golden fruit, which occupies a single slot. It can be eaten, healing HP equal to the HP used to grow it. The fruit spoils after one day.
9	Mirrored Leaves	DEX Save to reflect beam attacks back at the source. DIS when hiding
10	Neurotoxic Pollen	Once per day, you can release a cloud of neurotoxic pollen, which affects all creatures in an enclosed space. Biological creatures must CON Save or be reduced to 0 HP.
11	Oily Sap	Once per day, you can emit a slick of slippery, flammable sap that covers the floor of a room. Any creature attempting to move across the slick must DEX Save or fall and be unable to act for one round.
12	Puppeteer Roots	You may burrow your roots into the nervous system of a biological creature. If the target fails an EGO Save, you control their movements. Damage taken by the controlled creature is split between both entities.
13	Sapling Retainers	Spend d4 points of CON to create an equal number of Sapling Retainers (Lvl. 1, AV 12, ML +1, ATK d6). They serve you for the rest of the day before withering.
14	Seed Cannon	Spend 2 points of DEX to grow a seed cannon, which makes an extra ranged attack (d6) every round. DEX loss cannot be healed until all cannons are shed.
15	Shield Vines	Spend 2 points of DEX to grow a shield vine, adding +1 AV. DEX loss cannot be healed until all vines are shed.
16	Soporific Pollen	Once per day, you can release a cloud of soporific pollen, which affects all creatures in an enclosed space. Biological creatures must EGO Save or fall asleep for d6 hours.
17	Tesla Bloom	Spend 2 points of CON to grow a tesla bloom, which makes an extra ranged electrical attack (d6, ADV to hit synthetic creatures) every round. CON loss cannot be healed until all blossoms are shed.
18	Toxic Fruit	You may spend d6 HP to sprout a black fruit, which occupies a single slot. It can be eaten, causing d6 TOX damage. The fruit spoils after one day.
19	Vampiric Roots	You can root yourself to biological creatures, dealing d4 damage per round. You heal HP equal to the damage caused. The target must STR Save to tear you off.
20	Vantablossom	Light-absorbing vantablossoms create a cloud of shadows around you. Ranged attacks have DIS to hit you. You have ADV to hide from pursuers.

CYBERNETICS

Biological or synthetic PCs may begin play with a cybernetic implant. Cybernetic implants do not occupy item slots; however, each implant is assigned to one of a PC's six Abilities. Each Ability may have only one implant assigned to it. Cybernetics cannot boost Abilities past the +10 maximum.



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d20	IMPLANT NAME	ABILITY SLOT	EFFECT
1	Air Current Microsensor	PSY	You suffer no navigation/combat penalties from Blind or darkness.
2	Alluring Fakeface	EGO	You are extraordinarily beautiful. EGO Save to enthrall a biological creature in your sightline. They cannot harm you.
3	Autoglot HeadBank	INT	+2 to INT. You understand all languages.
4	Backup Heart	CON	+2 to CON. +5 max HP.
5	Carbide Knucklebones	STR	Your bare fists deal 2d6 damage.
6	Cyberliver	CON	ADV on Saves against TOX damage and poisons. You cannot get drunk.
7	Dazzleskin Filaments	CON	You are immune to laser beams and energy weapons. DIS when hiding.
8	Dopamine Synthesizer	EGO	+2 to EGO. You are immune to fear, panic, and embarrassment.
9	Dorsal Jump-Pack	DEX	You have hover-jets mounted on your back. You fly slowly and loudly.
10	Ferrosteel Exo-Skeleton	STR	Add +2 to AV and STR. Subtract -4 DEX. You cannot swim.
11	Finger Syringe	DEX	One finger is a hidden injector. You can load it with any Elixir or poison.
12	Hydraulic Biceps	STR	Add STR to melee weapon damage.
13	Hyperelastic Tendons	DEX	+2 to DEX. You can jump across huge distances like a frog.
14	Merciless Cybereyes	DEX	Add DEX to ranged weapon damage.
15	Mercurial Fakeface	EGO	You can alter your face's features and colour at will.
16	Subdermal Ceramic Plating	CON	+2 to base AV. Cannot be removed.
17	Subdermal Insulation	CON	Immunity to damage from flames, cold, and electricity. Cannot be removed.
18	Tactical Bioscanner	PSY	You know the Level, AV, and current HP of biological/fungal creatures.
19	Tactical Technoscanner	INT	You know the Level, AV, and current HP of synthetic creatures.
20	Trauma Response Rig	CON	Negate the effects of a Wound. Can be activated once per day.



If you roll the same starting Exotica as another player, take the next available option down.

STARTING EXOTICA

d20	EXOTICA	DESCRIPTION	SLOTS / USES
1	Agoniser	A barbaric relic. Silver needle causing unbearable pain to biological creatures without leaving a mark.	1 / Unlimited
2	All-Purpose Idol	Imbued with powerful neuro-active programming. Observers always believe the idol represents the deity they worship.	1 / Unlimited
3	Black Heart	Repulsive, twitching cyborg organ. Will slowly and painfully revive a single dead body.	1 / x1
4	Blasphemies of the Binary Demon	A tablet engraved with a series of quantum-logical propositions. Poses little threat to biological life, but can be deadly to synthetics.	1 / Unlimited
5	Chameleon Cloak	Perfectly matches the colour of its surroundings.	1 / Unlimited
6	Desiccated Mycomorph	Tiny, dried-out fungus-man. A drop of blood will revive him.	1 / x1
7	Dried Crypt Lotus	Grim flower sprouting from the foreheads of corpses. Sometimes kept as a keepsake of a lost companion.	1 / Unlimited
8	Flesh of the Honeyed Lamb	Stolen from the Cult of the Honeyed Lamb. Ancient meat imbued with a powerful medicinal psychedelic.	1 / x1
9	Fool's Head	The severed head of a synthetic jester. Not in great condition, but can still remember some jokes.	1 / Unlimited
10	Midas Bomb	Transforms organic matter into gold.	1 / x1
11	Mirror Ring	Projects a hologram copy of the wearer that mimics their actions.	1 / Ud8
12	Nightmare Box	Small cube of unbreakable, dark-tinted glass. Has one small peephole. Those who look inside are paralysed in horror.	1 / Unlimited
13	Pale Blade of Amun-Oh	Priests of Amun-Oh pledge never to take a life. Their white knives cut through anything except living flesh.	1 / Unlimited
14	Sandworm Horn	Blow outdoors to summon a sandworm, if you are bold enough.	1 / Unlimited
15	Singing Crystal	When struck, sings loudly and beautifully for up to an hour.	1 / Unlimited
16	Sky-Seeking Salve	Reverses gravity on object it coats. Take care when outdoors.	1 / Ud6
17	Ulfire Candle	Ulfire is the ninth colour. Its light shines through solid objects. It is blocked only by lead.	1 / Ud6
18	Unbearable Wax	Black wax that increases in weight one hundred times as it dries.	1 / Ud6
19	Vial of ICE-9	One dose of an alchemical substance that transforms all water it touches into unmeltable ice.	1 / x1
20	Visualiser Helm	Golden bubble-helmet that projects imagery of the wearer's thoughts, whether they want it to or not.	1 / Unlimited

MYSTIC GIFTS

Vaarn is a world where religion, science, and magic are indistinguishable. Devout faith, mastery of arcane nano-machines, or abuse of psychoactive fungus can all grant the mind uncanny influence over the material world. Such powers are referred to as Mystic Gifts. Each Gift uses one item slot, representing the burden these unnatural powers exert on the body of the wielder. Gifts are only loosely defined by their name. The players and Referee must collectively agree on the specific effect of a Gift.

Using Gifts

Using a Gift costs HP, a precise cost will be determined by the Referee once the player describes what they wish to accomplish. The baseline cost for using a Gift is d6 HP.

Gifts always hit in combat and roll a damage die of the same size the user paid in HP, adding the user's PSY. Therefore, paying d6 HP results in a damage roll of d6 + PSY. The same ratio applies if trying to heal an ally using a Gift.

Some Gifts, such as mind control or force barriers, can be used for extended durations. In such cases, the character must pay HP for each ten-minute period the Gift is active. Gifts cannot heal their user's HP.

Generating Gifts

If you are not satisfied with the sample Gifts on offer, you may roll a completely random Gift. Simply roll once on the Quality table and once on the Form table to generate the name of your Gift. You may decide, along with the Referee and the other players, what exactly this Gift does.

Guide on the Power of Gifts

The baseline cost to use a Gift is d6 HP, but the greater the feat the greater the toll upon the mystic. Use the table below to appropriately price the use of a Gift. For example, putting a single Level 1 opponent to sleep would cost d6 HP; putting 9 Level 1 opponents to sleep would cost d20 HP.

d20	SOURCE OF POWER	GIFT
1	Mystical Crystal	Telekinesis
2	Ritual Cannibalism	Pyrokinesis
3	Psychoactive Fungus	Telepathy
4	Nanomachine Infection	Memory Extraction
5	Irradiated at Birth	Mind Control
6	Meditation	Invisibility
7	Dream Quest	Astral Projection
8	Parasitic Spirit Entity	Healing Hands
9	Mental Mutation	Paralysing Touch
10	Addictive Rare Drug	Eye Lasers
11	Brain Implants	Augury
12	Devouring Memories	Inhuman Speed
13	Brain Surgery	Second Sight
14	Secret Religion	Force Wall
15	Ancient Mask	Generate Lightning
16	Cursed Ring	Ultrasonic Scream
17	Born During Eclipse	Create Paradox-Clone
18	Found Weird Orb	Summon Orbs
19	Beheld Azathoth, the Daemon Sultan	Cryokinesis
20	Studied in Lost Archives	Induce Sleep

HP Cost	Level of Target(s)	Damage or Healing
d6	1-2	d6 + PSY
d8	3-4	d8 + PSY
d10	5-6	d10 + PSY
d12	7-8	d12 + PSY
d20	9+	d20 + PSY





d20	1-5	6-10	11-15	16-20
1	Bashing	Absorbing	Addicting	Bewildering
2	Binding	Armouring	Adhering	Calming
3	Blinding	Banishing	Blackening	Charming
4	Burning	Concealing	Blossoming	Commanding
5	Choking	Countering	Cacophonous	Enticing
6	Consuming	Curing	Dazzling	Horrifying
7	Corroding	Cushioning	Dividing	Hysterical
8	Crushing	Deflecting	Duplicating	Maddening
9	Deafening	Disappearing	Evolving	Mesmerising
10	Detonating	Disarming	Extinguishing	Mocking
11	Disintegrating	Disguising	Fusing	Revealing
12	Draining	Entangling	Ghostly	Whirling
13	Electrifying	Guarding	Grasping	Slithering
14	Excruciating	Healing	Inflating	Dreaming
15	Freezing	Hindering	Inverting	Encoding
16	Impaling	Invigorating	Invulnerable	Enraging
17	Imprisoning	Mending	Prismatic	Pulsing
18	Infecting	Nullifying	Teleporting	Saddening
19	Liquefying	Shielding	Transmuting	Scrying
20	Withering	Warding	Whispering	Subtle

d20	1-5	6-10	11-15	16-20
1	Beam	Ash	Arc	Chaos
2	Cascade	Blizzard	Bolt	Cold
3	Claw	Breath	Hail	Darkness
4	Clay	Cloud	Haze	Distortion
5	Crystal	Dust	Helix	Dream
6	Flesh	Fog	Miasma	Entropy
7	Flower	Fragrance	Orb	Fire
8	Fruit	Mist	Perfume	Frost
9	Fungus	Ray	Plague	Ghost
10	Gaze	Rust	Pollen	Gravity
11	Glass	Salt	Rain	Growth
12	Hand	Sand	Sandstorm	Light
13	Ice	Silk	Shard	Lightning
14	Iron	Skin	Shield	Paradox
15	Ivory	Soil	Smoke	Parasite
16	Leaf	Stone	Snow	Prism
17	Moss	Sugar	Sphere	River
18	Mould	Thorn	Web	Song
19	Roots	Vine	Wind	Thread
20	Stone	Void	Wound	Voice

Obtaining New Gifts

Mystic Gifts are not obtained merely by increasing a PC's Level. The game world will provide new avenues to pursue arcane power, if the players are attentive. Sources of new Gifts could include:

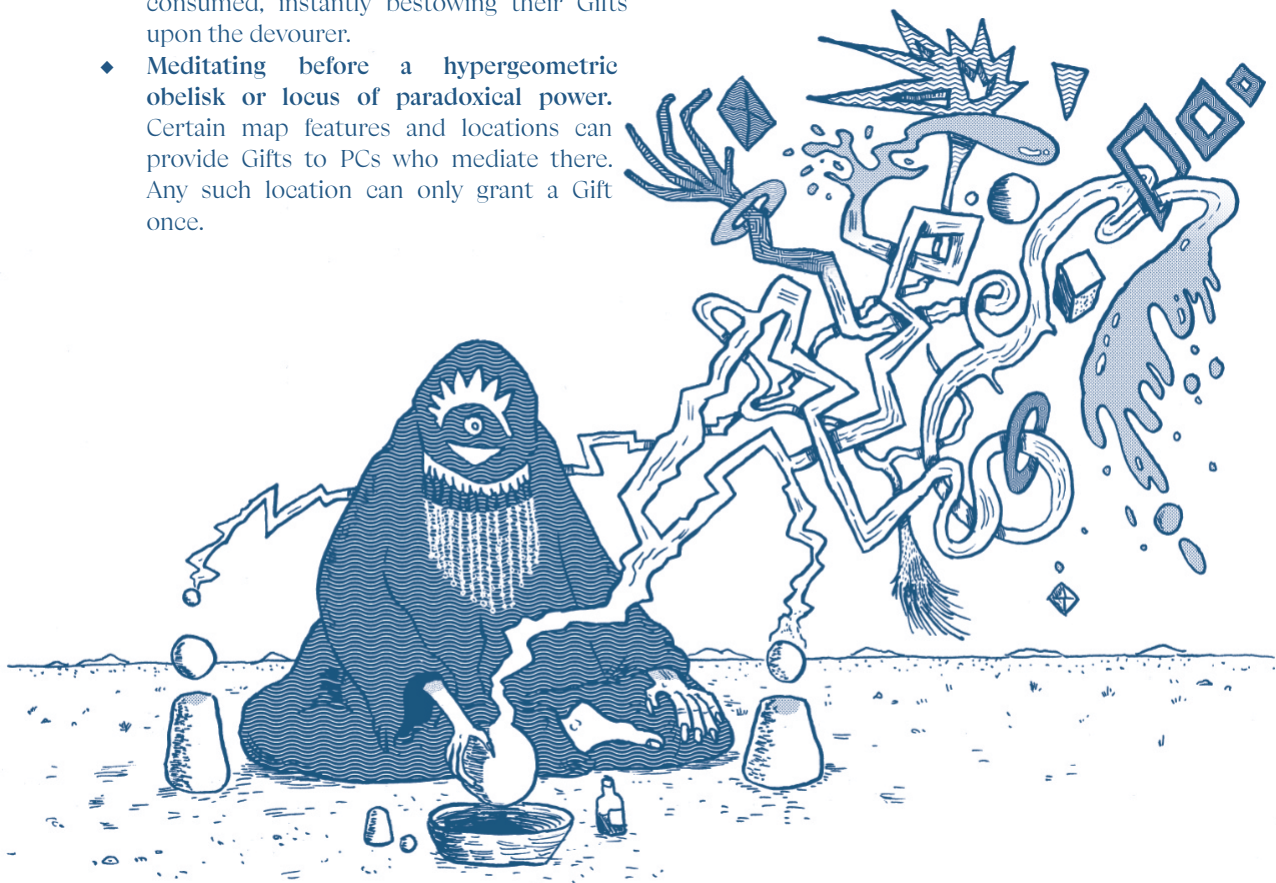
- ◆ **Psychoactive drugs.** Certain substances such as Amaranthine Sugar (p.xx) can induce the development of new Gifts.
- ◆ **Brain Surgery.** Surgical interventions may stimulate cerebrum growth in unusual ways. Surgeons skilled enough to induce such transformations do not work for cheap, only Exotica is considered a fair trade.
- ◆ **Training with another psychic.** Gifted NPCs may choose to train PCs, granting them the same Gift. Training in this way takes 10 - PSY days. NPC tutors always want something in return for this training, only Exotica is considered a fair trade.
- ◆ **Eating another psychic's brain.** Gifted NPCs may be killed and their brain-stems consumed, instantly bestowing their Gifts upon the devourer.
- ◆ **Meditating before a hypergeometric obelisk or locus of paradoxical power.** Certain map features and locations can provide Gifts to PCs who meditate there. Any such location can only grant a Gift once.

Psychic Gleam

There is a subtle peril associated with expanding the mind so extravagantly. PCs who equip Mystic Gifts accrue a secret stat called Gleam. They become visible to other psychic creatures at great distances and may be contacted by them. A PC's Gleam is equal to their total number of equipped Gifts plus their PSY. A PC with a negative PSY may therefore acquire negative Gleam and escape notice.

To make a Gleam test, roll d20 + the PC's Gleam and consult the table opposite. Gleam tests should be made:

- ◆ When a PC with Gleam gains a Level.
- ◆ When a PC gains a new Gift.
- ◆ When a PC spends d12 HP or more on a Gift.
- ◆ After any other extravagant display of mystic power.



d20 + GLEAM	RESULT
1-15	Nothing.
16	The PC is granted a brief vision from the intangible psychic aether. A single person or entity relevant to their current quest can be glimpsed.
17	The PC unwittingly broadcasts into the intangible psychic aether. A single person or entity relevant to their current quest glimpses them.
18	The PC detects an ancient cry for help, encoded in the psychic aether. It contains coordinates towards a location 2d6 days away.
19	The PC detects some ancient line of psychic force, leading towards a nearby locus point or shrine. Here, a new randomly rolled Mystic Gift can be obtained.
20	D4 Seekers of Eyeless Wisdom (p.xx) sense the PC and set out to convert them to their faith. They arrive within d6 days.
21	The PC is granted a prescient dream. They may roll 1d20 and record the number. Over the next in-game week, they may replace a die result with this number, acting upon the dream.
22	The PC is granted an extended vision from the intangible psychic aether. A single person/entity relevant to their current quest is seen in detail, along with their surroundings.
23	The PC unwittingly broadcasts strongly into the intangible psychic aether. A single person/entity relevant to their current quest sees the PC in detail, along with their surroundings. If they have not already met, the entity begins to seek the PC.
24	A Lesser Quantum Daemon has sensed the PC and moves through the halls of the multiverse to contact them in their dreams. Roll for the daemon's form and motivations (p.xx).
25	The PC is contacted at great distance by a benevolent mass mind, seeking new members. It does not know their exact location.
26	The PC is contacted at great distance by a kind of psychic spam-ad transmitter, flooding their consciousness and dreams with jarring and bizarre product infomercials.
27	D6 Seekers of Eyeless Wisdom (p.xx) have sensed the PC and aim to forcefully convert them to their blind faith. They arrive in d6 days.
28	An alternate universe version of the PC has detected them and begins to integrate themselves into the PC's reality. Their motives for doing so are unclear.
29	The PC emits a psychic scream so loud all surrounding creatures are aware of the PC's location. Roll on the local encounter table. They always know the PC's position and arrive within an hour.
30	A hungry Psyche Leech (p.xx) has caught sight of the character and will attack within d6 days.
31	The Children of the Darkling Sun (p.xx) have sensed the character and dispatch d8 emissaries to forcibly convert them to the faith. They arrive in d6 days.
32	A Greater Quantum Daemon has sensed the character and moves through the halls of the multiverse to contact them in their dreams. Roll for the daemon's form and motivations (p.xx).
33	D10 Seekers of Eyeless Wisdom (p.xx) have sensed the character and fearfully set out to devour and absorb their mind before the PC can prove a threat to the sect. They attack within d6 days.
34	An Extradimensional Mystic Hunter (p.xx) teleports into Vaarn and begins to seek the PC. It will find them in d6 days.
35+	An Extradimensional Mystic Hunter (p.xx) teleports into Vaarn and immediately attacks the PC, seeking to absorb their mind.

ALCHEMY

The primary tool of the Vaarnish alchemist is the **Crucible**, a vessel in which wondrous chemical reactions are catalysed. A Crucible may take many forms, but what all have in common is the attributes of being hollow, fireproof, and resilient to corrosion. Crucibles weigh one item slot.

Elixirs

Elixirs are the province of the Vaarnish alchemist, a catch-all term for wondrous unguents, salves, tonics, and nectars. These single-use concoctions grant the drinker a variety of beneficial effects. They may be ingested by all characters except those who are synthetic or mineral in nature.

Components and Essences

Elixirs are brewed using a single **component** and varying quantities of **essences**.

Components are body parts harvested from dead creatures. This could be an eye, claw, tongue, heart, liver, etc. Only one component can be harvested from a creature. Components take up one item slot and do not stack.

Essences are generic ingredient types extracted from the corpses of dead creatures. One may extract doses of essence equal to the creature's Level. Up to ten of the same essence can stack in one item slot.

The type of essence extracted relates to the creature's type, as follows:

CREATURE TYPE	ESSENCE
Biological	Blood
Synthetic	Blue Ikor
Fungal	Mycelium
Psychic	Psychespinal Fluid
Hypergeometric	Manifold Marrow
Mineral	Living Dust
Outsider	Paradox Bile

Note: If a creature has two or more listed types, the PCs may choose which essence type is extracted. The other potential dose is lost in the process.

Potency

Elixirs have a potency (**POT**) level between 1 to 5. POT should be determined by the Referee, with most Elixirs falling in the 1-3 range. A POT 1 Elixir will have a minor effect comparable to a mundane

d20	CRUCIBLE QUALITY	CRUCIBLE SHAPE
1	Ultraviolet	Cauldron
2	Engraved	Pot
3	Flexglass	Skull
4	Crystalline	Urn
5	Ceramic	Vase
6	Polychrome	Sphere
7	Quicksilver	Pyramid
8	Spiny	Helm
9	Transparent	Gourd
10	Bejewelled	Kettle
11	Stone	Bottle
12	Plasteel	Amphora
13	Flowstone	Flagon
14	Luminous	Jug
15	Golden	Teapot
16	Bronze	Chalice
17	Sky-Iron	Barrel
18	Azure	Cube
19	Magnetised	Thermos
20	Lurid	Eyeball

item, such as allowing the drinker to vomit up a rope or briefly see in the dark.

A POT 3 Elixir is similar to an Exotica in effect but not in duration, such as teleporting a PC once or making them invisible for an hour.

A POT 5 Elixir has a permanent consequence on a PC, such as giving them a new body part or Mystic Gift, permanently increasing an ability score, or cloning them perfectly.

Remember the effect of an Elixir must be tied to the nature of the creature its main component derives from.

Brewing an Elixir

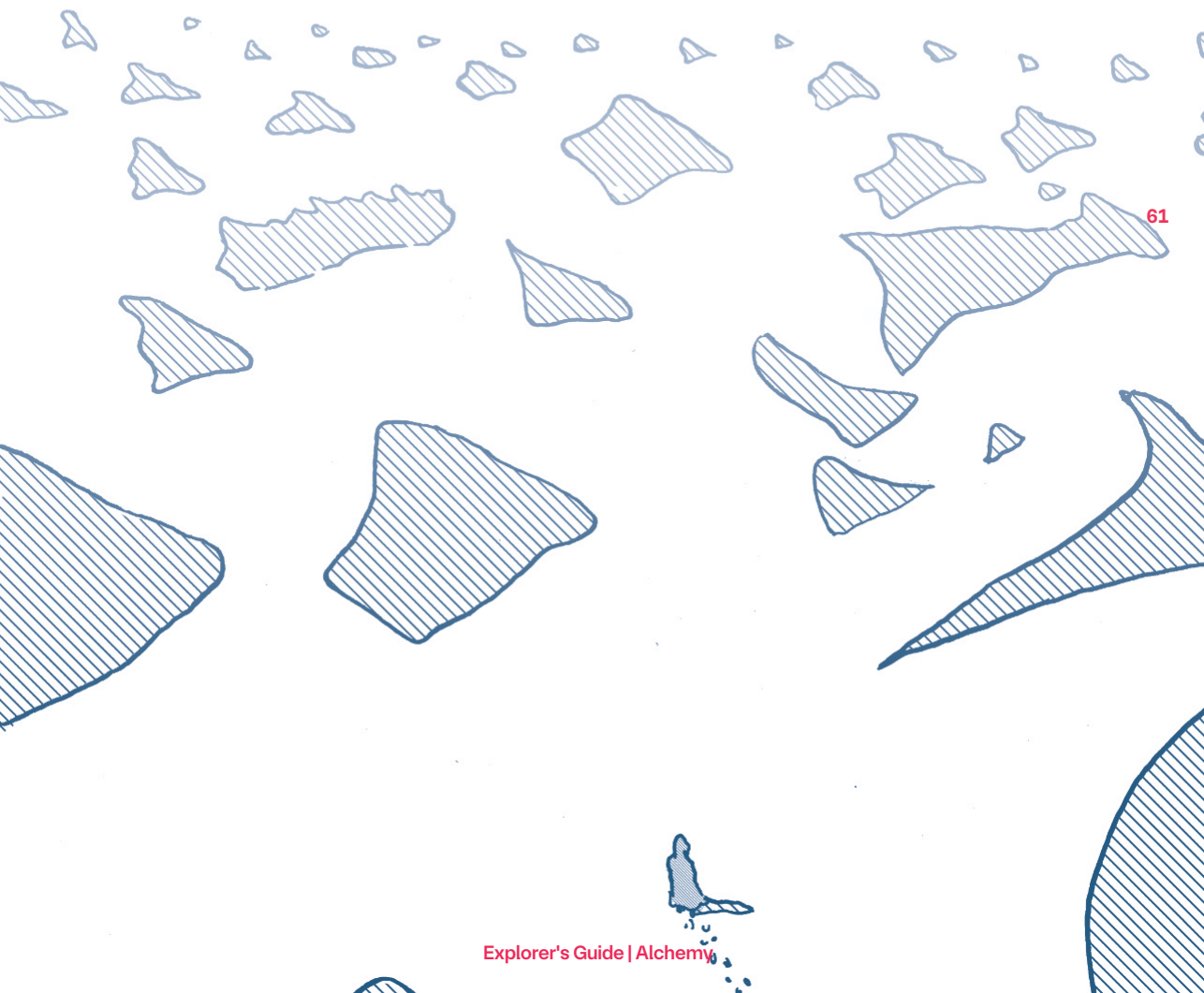
Brewing requires a heat source, a Crucible, and a receptacle for the finished Elixir. The brewing process lasts for a number of Exploration Turns equal to the Elixir's POT and cannot be truncated. Interruptions will spoil the Elixir and render it useless.

The ingredients of an Elixir are one component, directly related to the Elixir's intended effect, and essences equal to its potency. The essences used must be of different types.

Example: A POT 3 Elixir can be brewed using one dose of blood, blue ikor, and mycelium but cannot be brewed using three doses of Blood.

Antidotes

Antidotes to the venom of toxic creatures can be brewed using the creature's venom as a component. The potency of the antidote is decided by the strength of the toxin: a d6 TOX attack requires a POT 1 antidote, a d8 TOX attack requires a POT 2 antidote, and so on.



d100	NAME	COMPONENT	POT	EFFECT
1-3	Babel Beer	Sapient creature's tongue	1	Allows drinker to fleetingly understand and speak languages known by the tongue's former owner. However, they do so in an intoxicated, slurring manner.
4-6	Lumensoup	Fur of a Lambent Lynx (p.xx)	1	Drinker's flesh glows. They can be used as a light source underground but cannot hide. Lasts 8 Exploration Turns.
7-9	Oblivion Brew	Memory Eater's stomach (p.xx)	1	Drinker forgets the last hour.
10-12	Glassflesh Paste	Glass Tiger's skin (p.xx)	1	Apply to flesh to become transparent for 4 Exploration Turns. You take minimum damage from beam weapons.
13-15	Fellowship Potion	Psy-Owl's brain (p.xx)	1	Drinker believes all nearby creatures are their friends. This belief lasts for a day or until they are forced to re-examine.
16-18	Greentongue Potion	Neobloom's voxpod (p.xx)	1	Drinker understands and speaks the slow tongue of plants. 1 Exploration Turn per question. This effect lasts for a day.
19-21	False Death Draught	Amaranthine Death-Worm's fangs (p.xx)	1	Drinker falls into a deathly paralysis. To all but advanced bioscanners, they appear dead. Lasts 6 Exploration Turns.
22-24	Windsong Potion	Windweird's larynx (p.xx)	1	Drinker can sing to quiet or raise the winds and may change the local weather (p.xx) at will. Lasts 6 Exploration Turns.
25-27	Doppeldraught	Flesh of a Doppelgeller (p.xx)	2	Drinker vomits a jelly-clone of themselves. It is translucent, mute, and follows orders. Dissolves in 4 Exploration Turns.
28-30	Spineskin Syrup	Quills of a Quill-Spider (p.xx)	2	Drinker explosively grows quills, gaining +2 AV and destroying their clothing. Missed melee attacks against them deal d4 damage. Quills shed after 4 Exploration Turns.
31-33	Hilarious Strength	Tooth of a Harlequin Serpent (p.xx)	2	Drinker gains +5 STR, loses -5 EGO, and laughs endlessly, giving DIS on encounter rolls. Lasts 4 Exploration Turns.
34-36	Squishflesh Balm	Squishwolf's skin (p.xx)	2	Drinker becomes jellylike and flexible. DIS on physical Saves, but can fit through narrow gaps and is immune to crushing or fall damage. Lasts 4 Exploration Turns.
37-39	Metallovore Potion	Yurling's stomach (p.xx)	2	Drinker can eat and digest metal, which acts as a food ration. Effect lasts 6 Exploration Turns.
40-42	Plating Potion	Plated Beetle's carapace (p.xx)	2	Drinker gains +5 AV for 6 Exploration Turns.
43-45	Glittercough Tonic	Unicorn meat (p.xx)	2	Drinker can excrete a cloud of glitter, forcing targets to DEX Save vs Blind for 4 rounds.
44-46	Growth Serum	Pseudo-Giant's pituitary gland (p.xx)	2	Drinker grows to twice their size, doubling their HP, STR, and CON. Lasts 4 Exploration Turns.
47-50	Magnetic Stew	Magneticrab's shell (p.xx)	3	Drinker becomes highly magnetic and can irresistibly draw metal towards themselves. Lasts 4 Exploration Turns.
51-53	Death Draught	Amaranthine Death-Worm's fangs (p.xx)	3	Drinker is immediately reduced to 0 HP.
54-56	Puppeteer Potion	Nerve-Crawler's core (p.xx)	3	Drinker extrudes parasitic neural tissue, bonding them to another living creature. Target must EGO Save or become their puppet. Effect lasts 4 Exploration Turns.
57-59	Fakeface Paste	Face of a Face Dancer (p.xx)	3	Apply to one's own face to attain the art of Face Dancing. Your face can take the form of any you have observed. The face remains convincing for one day.
60-61	Skulk Salve	Synthskin of a Subtle Stalker (p.xx)	3	Apply to flesh or objects to make them invisible to all spectrums of light for the next 4 Exploration Turns.

d100	NAME	COMPONENT	POT	EFFECT
62-63	Berserker Brew	Cacklemaw's liver (p.xx)	3	Drinker enters a battle frenzy. They deal and receive double damage and must always attack the closest living being. They must EGO Save to exit this frenzy.
64-65	Phasing Potion	Phase Panther's heart (p.xx)	3	Drinker phases out of reality, becoming incorporeal and invincible. Lasts 4 Exploration Turns.
66-67	Lithification Syrup	Lithling's crystalline flesh (p.xx)	3	Drinker's flesh turns to living crystal. They gain +5 AV and the mineral creature type, including all damage immunities (p.xx). The effect lasts 6 Exploration Turns.
68-69	Geneshock Tonic	Heart of a Cacogen (p.xx)	4	Drinker gains a new, permanent mutation (p.xx), matching that of the heart's original owner.
70-71	Regeneration Serum	Flesh of a Regenerator (p.xx)	4	Drinker regains d6 HP per combat round, unless damaged by fire or acid. The effect lasts for 6 Exploration Turns.
72-73	Obsession Philtre	Fang of a Gorgon (p.xx)	4	Drinker falls madly in love with the next character they see. The effect lasts as long as they stay within sight.
74-75	Broodling Broth	Egg sac of a Brood Mother (p.xx)	4	Drinker's stomach distends grotesquely. They birth d6 half-spider and half-host Broodlings [Lvl 0 (1 hp), AV 12, Bite (d4)]. Broodlings are loyal to and follow their 'mother' until killed.
76-77	Biothermal Amplifier Tonic	Chemglands of a Thermasaur (p.xx)	4	Drinker gains two Mystic Gifts: Pyrokinesis and Cryokinesis. They are immune to damage caused by extreme heat or cold. These effects last for one day.
78-79	Lazarus Tonic	Black heart of a Lazarus Guard (p.xx)	4	A dead biological creature may be restored to life with this thick black tonic, at the cost of one Level.
80-81	Kalotoxin Injector	Stinger of a Kalopede (p.xx)	4	Target is transformed into a work of Fine Art (p.xx) resembling their original body, with no Save possible.
82-83	Bifurcating Brew	Head of a Jollyhoss (p.xx)	4	Drinker splits into two hypergeometric halves, each with half the character's max HP. They move and act independently. If one half dies, it resurrects with full HP as long as the other half lives. Lasts 4 Exploration Turns.
84-85	Hollowheart Hooch	Heart of a Hollow Bride (p.xx)	5	Drinker permanently gains 2 new hypergeometric Item Slots, located inside their chest. This effect can increase slot capacity beyond the 20 slot maximum.
86-87	Autarch's Ambrosia	Preserved heart of an Autarch (p.xx)	5	Drinker permanently gains +1 to the Ability of their choice.
88-89	Metamorphic Syrup	Slurry of a Metamorphic Sludge (p.xx)	5	Drinker is permanently changed into a new, random creature. Generate their type using the monster generators on p.xx.
90-91	Cloning Jelly	Flesh of an Echopraxist (p.xx)	5	Anything smeared with the gel is perfectly replicated. The copy is permanent and not under the control of the original.
92-93	Transcendence Tonic	Brain of a Mystic (p.xx)	5	Drinker gains a new, permanent Mystic Gift, matching that of the brain's original owner.
94-95	Recursive Infusion	Eye of a Fractalisk (p.xx)	5	Drinker gains a new, permanent Mystic Gift: Recursive Gaze. A target held within the Recursive Gaze must repeat their last action, with no Save allowed. Ends if PC's gaze is broken.
96-98	Planeyfication Potion	Heart of a Planeyperson (p.xx)	5	Drinker permanently becomes a hypergeometric entity. They gain the hypergeometric type and follow the special rules given for the planeyfolk Ancestry (p.xx).
99-100	Immortality Injector	Mercurial war-flesh of a Quicksilver Exterminator (p.xx)	5	A creature injected with this fizzing froth of nanomachinery cannot die. It can be damaged beyond recognition, but the life will not leave its frame. This effect lasts for one day.

TOXIN DICE

While adventuring in Vaarn, characters may be exposed to poison, venom, radiation, or other toxins. The toxin die (TD) system is a way to track the harmful, lingering effects of such exposures.

Basics

A toxin die represents damage caused by toxic substances. A TD is incurred when a PC is hit by a toxic attack and fails a CON Save. Toxic attacks are indicated by the 'TOX' notation. For example, an attack with the damage notation 'd6 TOX' requires the target make a CON Save vs a d6 TD.

The Dice Chain

Toxin dice use a dice chain, which runs as follows:

Cured < d4 < d6 < d8 < d10 < d12 < d20

When a TD shows a 1-2, it depletes and moves one step down the dice chain. When PCs reach the Cured step, they no longer roll a TD.

Saving Against Toxins

The more potent the toxin, the more difficult it is to resist. An afflicted PC must make a CON Save vs 10 + the TD size.

Example: A d6 TOX attack requires a CON Save exceeding 16. A d10 TOX attack requires a CON Save exceeding 20, and so on.

Toxin Damage

Each combat round, before taking their action, a PC with a toxin die must roll the TD and subtract the number shown from their HP. If the PCs are not in combat, they should roll their TD and subtract the result from their HP every Exploration Turn (p.xx).

Multiple Sources of Toxins

A PC may only have one TD at a time. Failing a Save against a new TOX attack only increases the PC's TD size if their current TD is smaller than the size indicated by the new attack.

Example: Magen is afflicted by a d8 TD. She is hit by a d6 TOX attack and fails her CON Save. As her TD is already d8 which is higher than d6 in the dice chain, her TD does not increase in size.

Curing Toxins

The exact method differs depending on the source of the toxin, but it should generally be assumed the locals of an area know some method of curing an affliction. Pre-Collapse medgel pods and surgeon synths may also be of use. PCs trained in alchemy may be able to brew up antidotes (p.xx).

The Referee should consider allowing the PCs to attempt amputation of an afflicted limb, when appropriate.

Where multiple poison effects are given, the **bolded** effect *cannot* be avoided with a CON Save.

POISONS

d20	COLOUR	FORM	DELIVERY METHOD	EFFECT
1	Crimson	Liquid	Must be ingested	d6 TOX damage
2	Azure			d8 TOX damage
3	Ochre			d10 TOX damage
4	Ash-grey	Oil		d12 TOX damage
5	Black			d20 TOX damage
6	White			d4 STR loss / d10 STR loss
7	Jade			d4 DEX loss / d10 DEX loss
8	Golden	Powder		d4 CON loss / d10 CON loss
9	Silver		Contact with skin	d4 INT loss / d10 INT loss
10	Brassy			d4 PSY loss / d10 PSY loss
11	Colourless	Paste	Airborne	d4 EGO loss / d10 EGO loss
12	Pink			Hallucinations for d6 days / d8 INT + PSY loss
13	Indigo		Mute for d6 days / Permanent Loss of Language	
14	Purple	Sand	Coated on weapon	Blind for d6 days / Permanent Blindness
15	Iridescent	Glass		Vomiting for d6 days, cannot eat / d8 CON loss
16	Orange	Leaf		Unable to use Mystic Gifts for d6 days
17	Teal	Blood		Death-like Paralysis for d6 days
18	Brown	Crystal		Cannot refuse commands for d6 days
19	Turquoise	Fungus	Harmless until mixed with catalyst	Suffer double damage for d6 days
20	Octarine	Sugar		Lose d8 Max HP / Instant Death

HYPERGEOMETRY

Hypergeomtery is the study of the dimensions that lie beyond and beneath the mundane world. Hypergeometricians sought to unpick the stitches of creation and reshape space for their own purposes. Most came to unpleasant ends, but their accumulated knowledge is still to be found throughout Vaarn. A reserve of hypergeometric equations is known as a **Codex**.

Each Codex takes up one item slot and contains one hypergeometric equation. Codices cannot be created or copied by PCs.

Reading an Equation

Reciting hypergeometric equations is a long and tedious process, requiring concentration and precision. The reader makes an INT Save.

- On success, the equation takes effect.
- On a failure, the reading is muddled and missed a crucial step. The equation does not

work, and the PC cannot read any more equations without a **Long Rest**.

- If a natural 1 is rolled, there is a disastrous and unintended consequence. Consult the Hypergeometric Mishaps table (p.xx).

An Equation's Power

Hypergeometric equations have a power level equal to the reader's INT. When reading a Codex or mishap description, substitute the reader's INT for the notation [INT].

If converting 'spells' from other dungeon adventure games, they may have a fixed level which may be used as the equation's power. If this static level is higher than the reader's INT, the reader makes the INT Save with DIS when reading the equation.

66

d20	CODEx APPEARANCE
1	A goblet so black it drinks in light, the inner rim of which is inlaid with spiralling equations.
2	The dried skin of a toad, tattooed with hypergeometric proofs.
3	A book cast from iron, the pages of which must be turned with a mechanical crank.
4	A tablet carved from pale lunar stone, as light as a feather.
5	A hat scaled with coins, the inverse sides of which are carved with hypergeometric sigils.
6	A chunk of crystal, veined with hypergeometric glyphs when one holds it up to the light.
7	The foot-long fang of a gigantic Ur-Snake, carved with frantic equations.
8	A broken mirror, displaying the equation as though written upon the observer's reflected face.
9	A lump of amber. The contorted shapes of insects trapped within spell out the equation's proofs.
10	A ring set with polychrome gemstones. The equation is printed on the inner curve, hiding it while worn.
11	A child's drawing tablet, the equation scribbled in chalk amongst naive doodles.
12	An ancient set of binoculars. When raised to the eyes, all one can see is the hypergeometric proof, written across the sky in mile-high letters of divine fire.
13	A black book the size of a thumbnail yet heavy as sin. The pages must be turned with tweezers.
14	A human heart, blue with putrescence yet still beating. The equation is written upon the muscle with luminous ink.
15	A chrome skull, brain cavity filled with scraps of burned paper on which the equation is repeated endlessly.
16	A broken sword, the blade molten and warped into the shape of hypergeometric proofs.
17	An ordinary looking wine jar, sealed with a stopper made from black wax. Remove the stopper and a voice whispers from within the jar, endlessly repeating the equation.
18	A dining plate, painted with innumerable dancing blue and red figures. Stare at the plate with an empty mind and an equation begins to emerge from the whirl of colour.
19	An ornate fan on which the equation is painted in the flowery court script of the Fallen Autarchy.
20	An möbius strip made from ancient parchment. The equation is written along the paradoxical coiling faces.

1	Antithesis	Births a daemonic, insanely evil copy of the reader, with their Level and HP. The copy is violently opposed to the existence of the reader. If it makes physical contact with the reader, both entities are explosively destroyed. The antithetical copy exists for [INT] combat rounds.
2	Brainstorm	The reader's muddled thoughts are actualised as polychrome lightning, pouring from their eyes and mouth. Everyone nearby takes 2d6 electrical damage, DEX Save for half damage.
3	Chroma-Shadow	The reader's shadow permanently shifts in hue, becoming pinkish-orange.
4	Codex Collapse	The hypergeometric Codex collapses in on itself, vanishing from existence.
5	Entropy-Withered	The reader's body twists and decays under the effect of entropic hypergeometric forces. They lose d6 maximum HP and cannot regain it.
6	Giant Item	An item in the reader's inventory becomes enormous. The item's weight in slots triples. Roll d10 to determine the slot affected. The change is permanent.
7	Gigantism	The reader's body grows uncontrollably, swelling to fill the room they are inside. All other occupants must evacuate or be crushed. If outdoors, they continue to grow for the entire duration of this mishap. The growth lasts [INT] hours, followed by a steady deflation.
8	Inverted Anatomy	A hypergeometric flux places the reader's internal organs on the outside of their body and their clothing inside. Their AV is 10, and they take doubled damage from all sources. They cannot access any items stored in their inventory slots. This effect lasts [INT] days.
9	Inverted Fate	The reader's destiny is inverted. All failed Saves and attack rolls are successes, and all successful Saves and attack rolls are failures. This effect lasts [INT] days.
10	Labyrinth Pox	The reader is infected with Labyrinth Pox, a hypergeometric ailment (p.xx).
11	Lost Past	The reader permanently loses a chunk of their history. The PC loses a single Level, subtracts d8 HP from their maximum, and reduces their Abilities by three total points.
12	Petrified	The reader's body freezes under the weight of a crushing hypergeometric force. The reader is unable to move or act for [INT] hours.
13	Planeyfied	The reader becomes a 2D hypergeometric being. Refer to the planeyfolk Ancestry (p.xx) for special rules. This effect lasts [INT] days.
14	Quantum Daemon	A paradoxical quantum daemon (p.xx) is called into existence. It is displeased about this and wishes the reader ill.
15	Revelation	The reader witnesses a terrible vista in a higher-order dimension, taking d4 damage to INT, PSY, and EGO.
16	Shrunken Head	The reader's head is shrunken by hypergeometric forces. The PC gains a Wound: Shrunken Head. They lose d6 INT, PSY, and EGO and cannot wear helmets or hats.
17	Space-Time Vortex	A mispronunciation creates a rupture in the fabric of space and time. The vortex vomits forth debris and living creatures. Roll on the local encounter table each combat round. The creature is ejected from the vortex at speed, along with other debris (DEX Save vs 3d8 damage).
18	Spirit Hand	The reader's left hand is permanently drawn into a dimension adjacent to our own. Their left arm ends in a blue fissure. The missing hand feels as if it is immersed in cold television static. Take d10 DEX damage. Unarmed attacks with the hand are hypergeometric.
19	The Yellow Door	The reader develops a yellow hypergeometric door in their forehead. The door is locked and cannot be opened. The effect is permanent.
20	Tiny Item	An item in the reader's inventory is subjected to hypergeometric forces, becoming tiny and totally useless. The item's weight in slots is reduced to nothing. Roll d10 to determine the slot affected. The change is permanent.

d100	NAME	EFFECT
1-3	Antithetical Copy	Creates a daemonic, insanely evil copy of a target entity. The copy is alive and violently opposed to the existence of the original. If it makes physical contact with the original, both entities are explosively destroyed. The antithesis crumbles to ash after [INT] hours.
4-6	Diminish	The reader or another targeted entity shrinks to half their original size and mass. This effect lasts [INT] hours.
7-9	Erase Paradox	Targeted hypergeometric or outsider entity must EGO Save vs $10 + [INT]$. On failure, the entity accepts the implausibility of their presence and ceases to exist.
10-12	Exchange Coordinates	The reader swaps physical positions with a targeted entity. If a Hypergeometric Mishap is rolled, they become stuck together.
13-15	Expand	The reader or another targeted entity grows to double their original size and mass. This effect lasts [INT] hours.
16-18	Flatten	The reader or another targeted entity is transformed into a 2D hypergeometric entity. This effect lasts [INT] hours.
19-21	Golem	Imbues an inanimate object with mobility and sentience. It lives for [INT] hours. Make a Reaction Roll to determine its disposition.
22-24	Imperfect Copy	Creates [INT] copies of a target entity. They are colourless and lifeless, resembling sculptures made from ash.
25-27	Increase Gravity	Target entity is effected by gravity at ten times the usual force. They are unable to move or fight. This lasts [INT] combat rounds.
28-30	Invert Gravity	Target entity has its gravity reversed for [INT] combat rounds, falling towards the sky. When the effect ends, they take d6 falling damage for each round they fell skywards.
31-33	Kinetic Ward	Creates an invisible wall of hypergeometric force negating all physical attacks. The barrier protects one entity for [INT] combat rounds or [INT] entities for one combat round.
34-36	Perfect Copy	Creates a perfect copy of a target entity. The copy resembles the original in all respects. It crumbles to ash after [INT] hours.
37-39	Phase	The reader or another targeted entity is placed out of sync with the material realm. They are visible but cannot touch anything except other phased entities. This effect lasts [INT] combat rounds.
40-42	Portal	The reader creates a pair of linked portals on two flat surfaces they can see. The portals persist for [INT] combat rounds.
43-45	Return Fixed Coordinates	The reader and/or [INT] other entities are transported to a predetermined point in space. The Codex only connects to this pre-written point in space.
44-46	Return Random Coordinates	The reader and/or [INT] other entities are transported to a random point in space the reader has previously occupied.
47-50	Singularity	Creates a miniature black hole for [INT] combat rounds, drawing in everything in the room. Anything engulfed by the singularity is destroyed. Entities must STR Save vs $10 + [INT]$ to avoid being drawn into the black hole.
51-53	Stasis	A single entity is stranded outside the flow of time for [INT] combat rounds. They cannot be moved, harmed, or interacted with in any way.
54-56	Summon	The reader plucks a creature from the manifold halls of creation. Roll on the Monster Generator tables (p.xx) to determine the nature and disposition of the entity. Make a Reaction Roll as normal.
57-59	Vanish	The reader or another targeted entity is no longer visible in the normal spectrum of light. Infrared vision still detects the hidden entity. This effect lasts [INT] hours.

Explorer's Guide | Hypergeometric Equations

IV COMPANIONS

Recruitment

To recruit Followers or Mercenaries, PCs may enter a tavern, market, caravan serraï, or any other gathering place in a Vaarnish settlement. Once there, they may roll d20 + EGO and consult the recruitment tables (p.xx) to see who is available for hire.

Pets and Steeds are usually available for sale or may be encountered and tamed in the wilderness.

Level Limit

The combined Level of all companions and beasts under a PC's direct control cannot exceed that PC's EGO. If any companion or beast's Level exceeds the PC's EGO, the Follower does not respect them.

Companions and beasts who do not respect the PC may refuse commands, flee when in mortal danger, or start fights at inconvenient moments.

Note: Level 0 companions and beasts do not contribute to the Level limit but must still be fed.

Rations

All companions and beasts must be fed a ration of food and water each day unless their creature type exempts them. Those not fed for three days will mutiny or desert the PCs at the first opportunity.

Followers and Mercenaries

Followers are NPCs who pledge to serve a PC. They may be youngsters who dream of a life of adventure, local moisture farmers, apprentice psychics, or similar. Followers are loyal to a PC and will not desert them unless mistreated.

Mercenaries are hired guns who fight alongside PCs. They are professional killers motivated solely by material wealth and have no other loyalty.

Combat

Followers and Mercenaries fight alongside PCs, taking orders from their leader. Followers must pass a Morale Save upon witnessing an allied character's death. They use their own Morale or their leader's EGO, whichever is highest. On failure, the Follower flees and hides for the rest of the combat.

Mercenaries are used to death and danger but will make a Morale Save in extreme circumstances, such as all PCs being incapacitated.

Items

Followers have item slots equal to 10 + their Level. They carry whatever they are bidden and can use any armour, weapons, or equipment they are given.

Mercenaries are not porters and do not carry baggage for you. You cannot order Mercenaries to equip items nor may you take their weapons except by force.

Wages

Mercenaries expect to be paid an Exotica (or similar value) after each expedition.

If a Mercenary does not receive wages, they leave the group and become a sworn foe of the PCs. The Referee should consider how they intend to take revenge.

Advancement

Followers may be given XP by the PC who leads them. When a Follower's XP equals their Level, they spend all XP to gain one Level. At Level 10, they are considered complete.

AND BEASTS

When gaining a Level, Followers gain +4 HP and add +1 slot to item carrying capacity.

The destinies of Mercenaries are separate from those of the PCs, and they do not gain Levels while in service.

Pets and Steeds

Each PC may keep one Pet and ride one Steed. They are subject to Level limits detailed above.

Combat

Tame animals belonging to a PC are under that PC's direct control. They may take actions in and out of combat, at the PC's behest. If a pet is ordered to take actions that frighten it, the Referee should have the animal make a Morale Save. On failure, it acts to save itself.

Steeds are used to danger but make a Morale Save when their rider is killed or incapacitated. On failure, they flee the battle.

Items

Most Pets are not capable of carrying items safely; those that are have their slot weight limit listed. They cannot be equipped with armour or weaponry.

Steeds can carry items up to their stated slot limit. They may be outfitted with armour built for their body type.

Vaults

Pets enter vaults alongside the PCs. Steeds will not and must be corralled outside.

Advancement

When a PC would gain XP, they may choose to give the XP to their Pet or Steed instead. When a Pet or Steed's XP equals its Level, they spend all XP to gain one Level. At Level 10, they are considered complete.

When gaining a Level, Pets and Steeds gain +4 HP, and their owner may choose one of the following advancement options:

- Increase an attack's **damage** by one die size (max d12)
- Increase **Morale** by +2 (max 10)
- Increase **AV** by +1 (max 20)
- Increase **item slot** capacity by +5

Taming Wild Animals

Wild animals may potentially be tamed and adopted as Pets or Steeds depending on their size relative to the PCs.

To tame a wild animal, a PC must approach them unarmed, holding food that appeals to the creature. They must make an opposed EGO Save. On success, the creature responds positively to their attention. It takes three successful interactions before the creature is considered a tame animal per the rules above.

On a failed EGO Save, the target reacts negatively and flees or attacks. If three Saves are failed before the creature is tamed, it is proven to be conclusively wild and cannot be approached again.

D20 + EGO	NAME	LEVEL	AV	ML	ATTACK	DESCRIPTION
0-1	Herta	0 (1 HP)	10	+0	Rolling Pin (d4)	Elderly new-falcon wearing a glitching video-mask
2	Kinmoon				Bookbinder's Awl (d4)	Aged mycomorph with a brittle, spiny body
3	Ophinus				Sling (d4)	True-kin with virulent facial rash
4	Wellet				Heavy Stick (d4)	Cacogen with long flexible limbs
5	Roscar				Dried Cactus in Sock (d4)	Synth with barrel-shaped body, leaks blue ikor
6	Antfancy				Throws Darts (d4)	Cacogen with broad yellow leaves for hair
7	Lusaki	1 (4 HP)	11	+1	Gardener's Trowel (d4)	Mycomorph with enormous, damp black head
8	Scula				Bag of Worthless Coins (d4)	True-kin with braided hair and a missing eye
9	Caleon				Leather Belt (d4)	New-cat wearing a mirrored mask
10	Teleo				Screwdriver (d4)	Synth with a rusty falcon-like body
11	Abrax				Blunt Training Sword (d4)	Cacogen with short blunt horns
12	Greyoul				Broken Trumpet (d4)	Corpulent true-kin with crimson eyes
13	Bluebliss	2 (8 HP)	12	+2	Hypodermic Needle (d4)	New-toad with cheap cybernetic limbs
14	Greeze				Rusted Dagger (d4)	Boxy synth with a missing head
15	Henex				Carpenter's Saw (d4)	Mycomorph with soft, greying flesh
16	Longdream				Old Revolver (d6)	True-kin with a tiny body and hunched back
17	Chattan				Ancestral Sword (d6)	New-anenome with a sorrowful crone mask
18	Xaphor				Shepherd's Staff (d6)	Cacogen with five legs
19	Naigallow	3 (12 HP)	12	+3	Axe (d6)	Synth with a silver, childlike body
20	Willing				Wooden Club (d6)	Glowering true-kin wearing plastic clothes
21	Aalder				Sharp Crystal (d6)	Cacogen with a prehensile beard
22	Daeros				Whip (d6)	New-addax with ritual scars
23	Erken				Bow (d6)	Mycomorph with an eyeless crimson head
24	Goldwin				Volt Baton (d6, electrical)	Synth with an ape-like body emitting smoke
25	Patina	3 (12 HP)	12	+4	Pick Axe (d6)	True-kin with long blonde hair and lacy attire
26	Magdan				Shovel (d6)	Cacogen with plated head (+1 AV)
27	Khawari				Hammer (d6)	New-mantis with child's face mask
28	Yarsan				Nomad's Rifle (d8)	Mycomorph with a speckled, leathery head
29	Cheontra				3 Ancient Grenades (d8, blast, 50% chance to not detonate)	Synth with white priest-like body, worships a bee hive
30	Audrew				Lasrifle (d8, beam)	True-kin with expensive ape-fur clothing

D20 + EGO	NAME	LEVEL	AV	ML	ATTACK	DESCRIPTION
0-1	Ekateria	2 (8 HP)	12	+5	Jewelled Dagger (d6)	Cacogen with vestigial feathered wings
2	Whiss				Crystal Club (d6)	New-wolf wearing a necklace of human teeth
3	Nevermont				Holy Flail (d6)	True-kin wearing a fearsome, gilded mask
4	Clori				Laspistol (d6, beam)	Synth with a chrome, pyramid-shaped body
5	Groak	3 (12 HP)	13	+6	Black War-Fan (d6)	Mycomorph with a glossy, skull-like head
6	Ulfendrop				Venomous Knife (d6 TOX)	Faa nomad with a long blue beard
7	Panaga				Chrome Revolver (d6)	Cacklemaw wearing a wedding dress
8	Sunrise				Quicksilver Sling (d6)	Handsome true-kin, claims descent from an Autarch
9	Lupe	4 (16 hp)	14	+7	Nomad's Rifle (d8)	Warty cacogen with infravision
10	Mud				Nomad's Mace (d8)	Synth with a transparent, serpent-like body
11	Ratch				Biomechanical Sword (d8)	New-gibbon wearing quicksilver rings
12	Xharo				Ornate Lasrifle (d8, beam)	Mycomorph with a pink, veil-like head
13	Episgrasso	5 (20 HP)	15	+8	Plasma Rapier (d8)	Cadaverous Faa nomad, coughing (1-in-6 chance to die each week)
14	Charity				Ritual Crossbow (d8)	Cacklemaw with blackened nubs for teeth
15	Aret				Fungal Spear (d8)	True-kin with heavily burned face
16	Imehnit				Sky-Iron Greatsword (d10)	Cacogen with powerful, horse-like legs
17	Lementer	6 (24 hp)	16	+9	Blasphemous Shotgun (d10)	Synth with tank-treads
18	Vasildos				Obsidian Trident (d10)	New-wolf, committed vegetarian
19	Damatra				Plasma Rifle (d10)	Mycomorph with poisonous, peach-pink flesh
20	Inthus				Luminous War Hammer (d10)	Faa nomad with implanted night-vision lenses
21	Goosehilda	7 (28 hp)	17	+10	Grenade Launcher (d10, blast)	Cacklemaw with lustrous fur, always combing it
22	Kanak				Inferno Cannon (d10, flame)	Short true-kin with golden teeth
23	Birksop				Heavy Lasgun (d10, beam)	Headless cacogen, four purple eyes on chest
24	Mannoch				Tesla Cannon (d10, electrical, auto-hit synth targets)	Synth with one cyclopean black eye
25	Croxley	8 (32 hp)	18	+11	Railgun (d12, piercing)	New-raven wearing funeral attire
26	Nussof				Port-A-Cannon (d12, blast)	Mycomorph with a black, spiny body
27	Uck				Nano-edged Greatsword (2d8)	Faa nomad with a silver tongue
28	Ricola				Doom Gauntlets (2d6)	Cacklemaw with three rows of teeth
29	Yarrange	9 (36 hp)	19	+12	Annihilation Ray (d12, beam)	Planeywoman with luminous veins
30	Vanise		20		Neon Hypersword (d12, hypergeometric)	Tall yellow lithling (+5 AV, cannot heal)

PETS

Bonsai Triffid

Biological

Level 1 (4 HP) / AV 11 / Morale +1

Attack: Vines (d4) / Blinding Spit (DEX Save vs Blind for 1 round)

A walking carnivorous plant, pruned into reluctant obedience over many years. Like its larger siblings, it can spit toxic liquid, blinding the unwary.



Citrine-Coated Volt Rat

Biological

Level 1 (4 HP) / AV 13 / Morale +3

Attack: Jolt (d4, electrical)

A yellow-furred rodent, able to generate bioelectric charges from its forked tail. Traditionally held inside a prison orb and released to fight other small beasts.

Companion Ooze

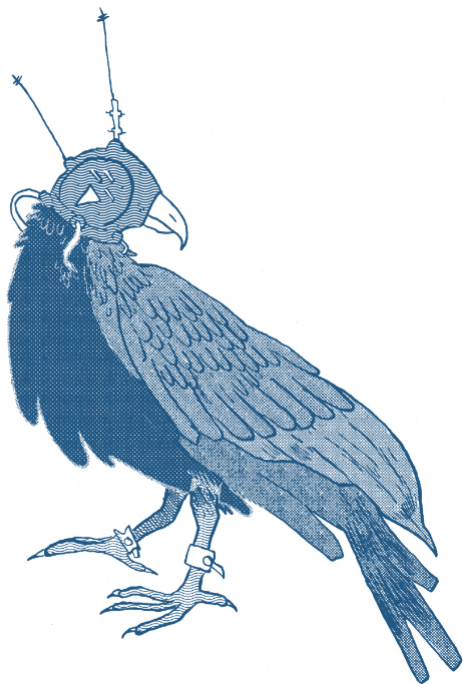
Biological

Level 1 (4 HP) / AV 9 / Morale +5 / Item Slots 10

Attack: Engulf (d4 ongoing, STR Save to break free)

A friendly ooze, which loves to hold shiny things inside its body. A good place to store excess valuables, if you don't mind them getting sticky.

Gelatinous: immune to bludgeoning or crushing damage. Given time, the ooze can work its way through any fissure or keyhole.



Exultant's Hawk

Biological / Synthetic

Level 0 (1 HP) / AV 16 / Morale +3

Attack: Claws (d4)

A hunting hawk, enhanced with flesh-machine interfaces. Only bred for the Exultants of the New Hegemony; this example was presumably stolen.

Hunter: when traveling through open wilderness, the hawk brings its owner one ration of meat per day.

Glue Worm

Biological

Level 1 (4 HP) / AV 11 / Morale +1

Attack: Nip (d4) / Glue Spit (STR Save vs entangled)

A tiny, tamed relative of the predatory Leopard Worms of Vaarn. Must be fed raw meat.



Immaculate Bird

Biological / Psychic

Level 0 (1 HP) / AV 15 / Morale +1

Attack: Will not attack

White-feathered songbirds, bred to attend the dining halls of the ancient Autarchs. Despite a mild and peaceful nature, the creatures have surprising utility.

Truthsense: the Immaculate Bird will cough when a deliberate lie is told nearby. Creatures without biological brains cannot be read by the bird.

Antitoxin Egg: if fed a tiny dose of a poison or toxin, the bird suffers no ill-effects. The next morning at sunrise the Immaculate Bird lays an egg, the yolk of which is an antidote to the poison.

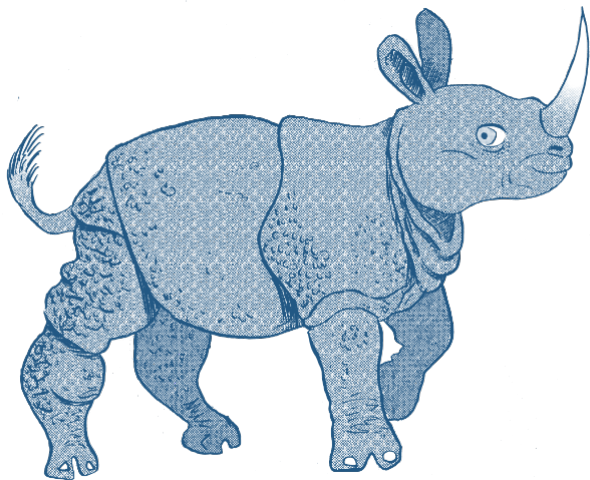
Little Torino

Biological

Level 1 (4 HP) / AV 15 / Morale +5 / Item Slots 5

Attack: Little Horn (d6)

The ancients delighted in making pets of all Urth's inhabitants. The little torino is a toy species of rhino, the size of a french bulldog.



Mycomastiff

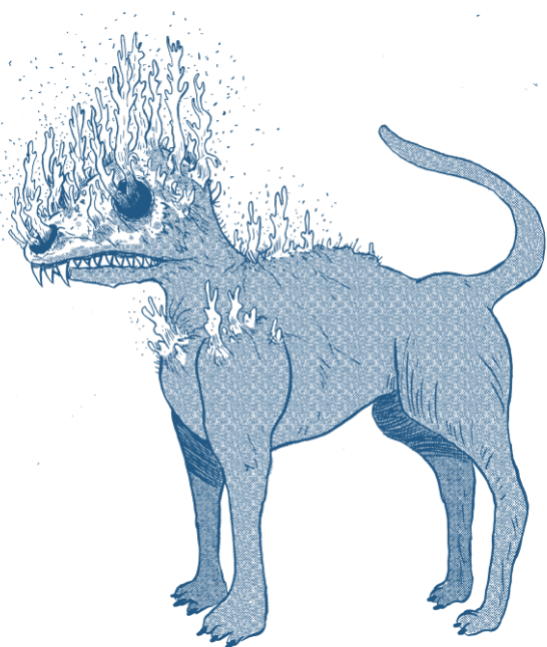
Biological / Fungal

Level 1 (4 HP) / AV 12 / Morale +3

Attack: Bite (d4) / Spores (d4 TOX, blast)

Most mycomorphic fungal strains were designed to resurrect human cadavers and are incompatible with other species. However, a rare substrain exclusively reanimates canine corpses.

Spores: After each spore attack, the Mycomastiff must CON Save. On failure, no more spores can be expelled without a Long Rest..



Pet Rock

Mineral

Level 0 (1 HP) / AV 20 / Morale +10

Attack: The pet rock is innocent of violence but may be thrown for d4 damage.

A humble blue stone of Vaarn, granted sentience and mobility by powers unknown. It rolls after its master in the manner of some lithic supplicant, eager to help however it can. It cannot make a sound but will warn of danger by bumping politely into one's shin.

Living Stone: The pet rock does not eat, drink, or breathe. It cannot regain HP by any means.



Ray Cat

Biological

Level 1 (4 HP) / AV 13 / Morale +4

Attack: Claws (d4) / Laser Eyes (d4, beam)

One of the delicate blue cats of Vaarn. Ray cats are bred to absorb ambient radiation from the atmosphere and emit it in beautiful searing rays.

Geiger Kitty: Ray cats change colour in the presence of hazardous radiation, fur shifting from blue to red.

Skunkey

Biological

Level 1 (4 HP) / AV 12 / Morale +1

Attack: Thrown Rock (d4) / Stench Spray (CON Save vs vomiting)

A lithe black-furred primate with a bold white stripe down its back. The skunkey defends itself with a repulsive chemical spray, so pungent prospective predators sometimes die from vomiting.

Stench Spray: Biological targets must CON Save. On failure, they are wracked by vomiting, taking DIS on all Saves and attack rolls during the next turn. Creatures without noses or digestive tracts are immune.



Synthhound

Synthetic

Level 1 (4 HP) / AV 13 / Morale +10

Attack: Bite (d4)

A synthetic hound, programmed to display suicidal loyalty to its owner. Pants to cool its ego-engines.

Watchdog Protocol: If a kinetic attack would kill the synthhound's owner, it kills the synthhound instead.



STEEDS

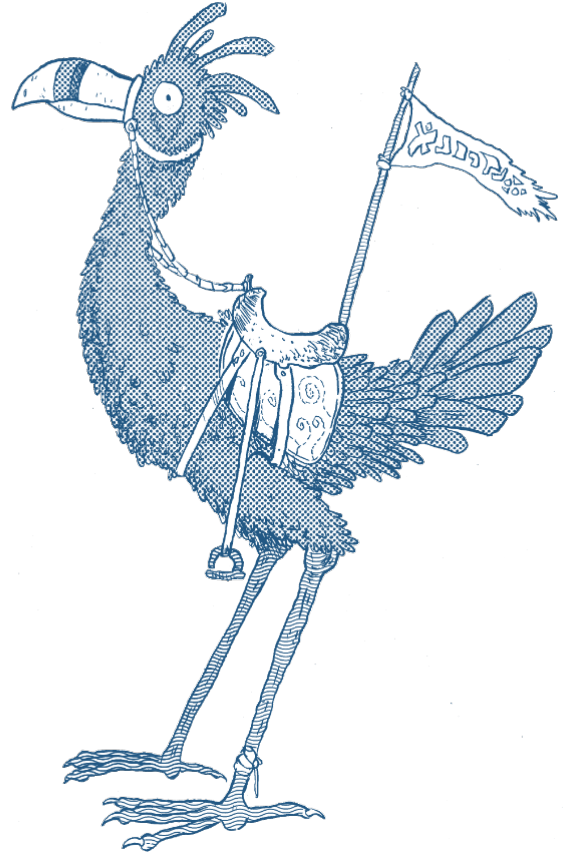
Burden Bird

Biological

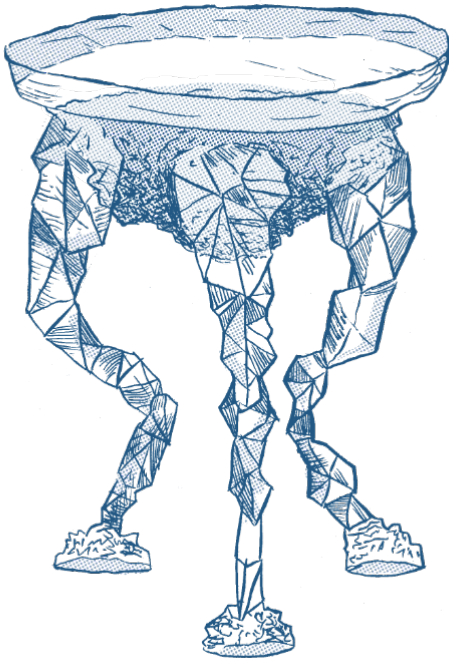
Level 2 (8 HP) / AV 12 / Morale +1 / Item Slots 20

Attack: Peck (d6)

A large flightless bird. Often blinkered as they spook easily. They eat most things, but are fondest of honeyed grubs.



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Crysteed

Mineral

Level 7 (28 HP) / AV 22 / Morale +5 / Item Slots 70

Attack: 3 x Kick (d6)

The tripedal steeds favoured by scholars of Lithic Lyceum (p.xx). Resemble crystalline thrones with three sharp and gleaming legs. Do not eat or drink.

Inevitable: Crysteeds cannot recover HP by any means, natural or supernatural. At 0 HP, they shatter into gleaming dust.

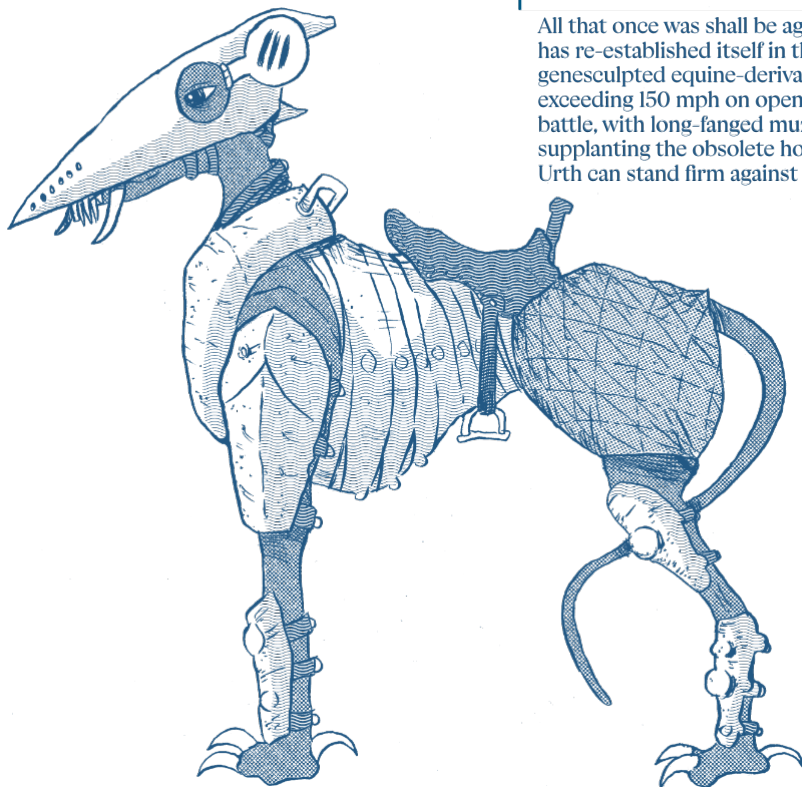
Destrier

Biological

Level 10 (40 HP) / AV 18 / Morale +10 / Item Slots 20

Attack: Gore (d10) / Charge (DEX Save vs 3d8 crushing damage, needs running start)

All that once was shall be again, and the cavalry charge has re-established itself in this last red age. These genesculpted equine-derivatives can achieve speeds exceeding 150 mph on open ground. They are bred for battle, with long-fanged muzzles and running spikes supplanting the obsolete hoof. Few lines of infantry on Urth can stand firm against a Destrier charge.



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Stridingfool

Biological

Level 4 (16 HP) / AV 12 / Morale +4 / Item Slots 40

Attack: 2 x Fists (d6)

An eight-foot-tall hominid, genesculpted to act as a mount. Stridingfools are descended from human stock but lack wit and language, being simian in their aspect. Their human ancestry makes them disagreeable to most true-kin, and the Hegemony outlaws these mounts, but newbeasts of Vaarn are known to ride such creatures.

Abomination: While riding a Stridingfool, reaction rolls when encountering true-kin characters are made with DIS.



Thin Mare

Hypergeometric

Level 5 (20 HP) / AV 12 / Morale +5 / Item Slots Special
Attack: Bite (d8, hypergeometric)

A strange hypergeometric mount. Less a horse and more the suggestion of one, like a child's charcoal sketch come to life. It is not comfortable to ride but makes up for this with other surprising utilities.

Thin: The mare is 2D and can slide through even the narrowest of gaps. When it stands sideways, it is invisible except for its shadow.

Internal Storage: Up to 100 item slots exist within the mare's hypergeometric belly. However, they are invisible, and items must be located by touch alone. Roll d100 and compare it with the desired item's slot number. If the roll is higher than the slot number, you find the item easily. If the roll is lower, you pull out whatever item is indicated by the roll instead.



War Camel

Biological

Level 4 (16 HP) / AV 15 / Morale +4 / Item Slots 40

Attack: Hump-Mounted Turret (d10) + Kick (d6)

Camels are still an excellent choice of desert mount, even in this late red era of Urth. War camels, fitted with mirror-armor and implanted flechette cannons, are used by Faa nomad raiders and Hegemony troops alike, and camel trains are one of the cheapest ventures a Vaarnish merchant can finance.

Weeping Lizard

Biological

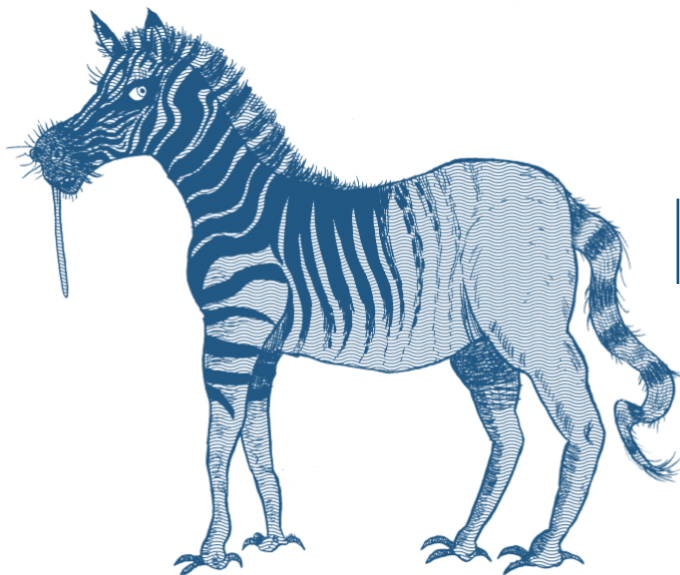
Level 3 (16 HP) / AV 16 / Morale +3 / Item Slots 30

Attack: Bite (d8) + Tear Spray (CON Save vs Blind)

For journeys in the Lazul mountains of Vaarn where flickering lattices of hard light make flight untenable, the Weeping Lizard is favoured as a steed. Named for the toxin they extrude from their tear ducts when enraged, these truculent black pseudo-geckos can carry passengers up surfaces sheer as glass.



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Zorse

Biological

Level 5 (20 HP) / AV 13 / Morale +4 / Item Slots 50

Attack: Kick (d8)

The dominant equine strain remaining on Urth. The zorse boasts a handsome bevy of stripes on its flanks and is bred in a variety of hues. The most common has an indigo coat with coral pink stripes, but many other colourations are available. Zorses are intolerant of extreme heat and deprivation and are rarely ridden in deserts but are not uncommon in the badlands or mountainous regions.

VEHICLES

Hull Points

Hull points are reduced by damage at a ratio of 1 to 10. Damage incurred in amounts less than 10 does not reduce a Vehicle's hull points. Multiple sources of damage do not stack. A Vehicle taking 6 and 8 points of damage from separate attacks does not lose any hull points. A vehicle taking 19 points of damage from an attack loses 1 hull point.

Speed

Use the Vehicle Speed when there is a pursuit or race. Make an opposed Speed Save to catch or outrun another vehicle.

Attacks

Synthetic Vehicles can make attacks on their own, using their current hull points as a to-hit bonus. Non-sentient Vehicles cannot make attacks without a weapon operator.

Repairs

Damaged Vehicles can be repaired with the appropriate spare parts. Allow one day of work per hull point regained.

Auto-Chariot

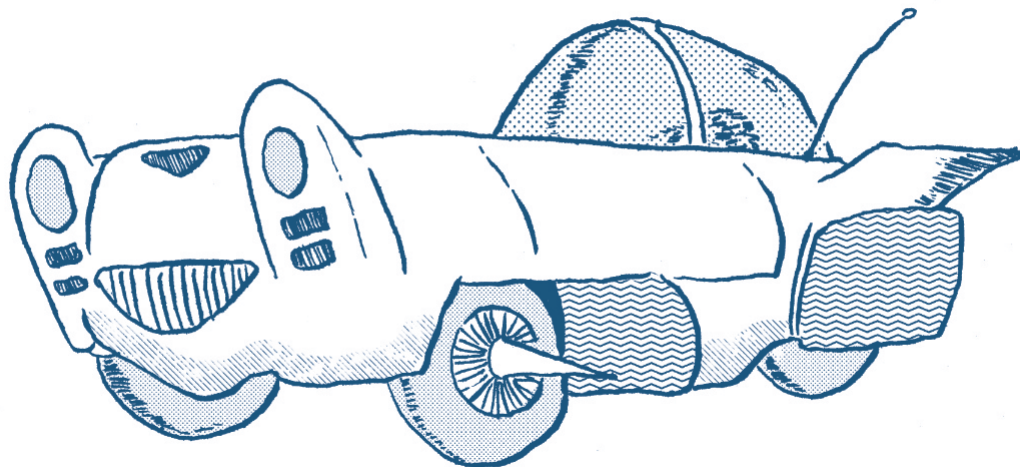
Synthetic

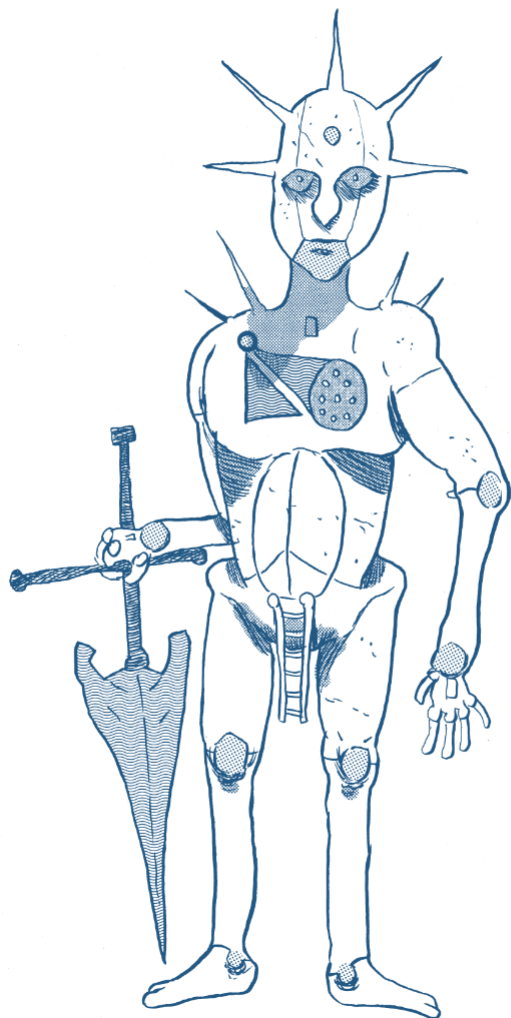
Hull 8 / AV 18 / Speed +6 / Item Slots 80

Crew: No pilot needed, 5 passengers

Attack: Gauss Cannon (dl2)

Rugged wheeled conveyance with a synthetic mind. Auto-chariots are treasured, as they obey simple instructions and drive themselves without need of passengers. Due to their sapience, they are very difficult to steal, as they will not accept a new master until the old has died.





Colossus

Synthetic

Hull 10 / AV 20 / Speed +3 / Item Slots 100

Crew: One pilot

Attack: Sword (d12) / Swarm Missiles (2d10, blast)

A mechanical effigy of a warrior-saint, bestriding the blue ruins with a tread that causes the horizon to quiver like a plucked string. The pilot is suspended within the belly of the beast, held foetus-like in cushioning gels. Functional colossi are rare, the few examples often maintained by secretive monastic orders, but they once fought for the Autarch in vast numbers. Their sand-devoured husks are now a common sight across Vaarn.

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Dune Skuggy

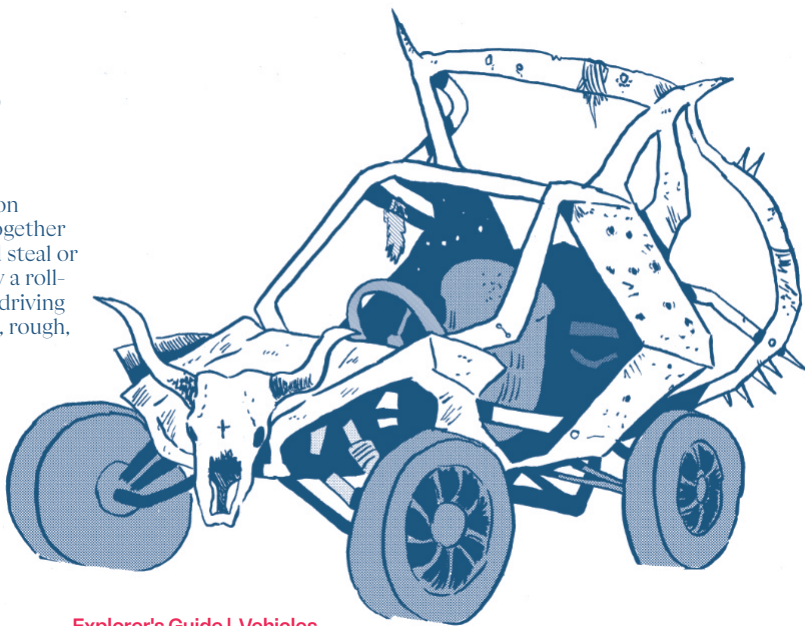
Mechanical

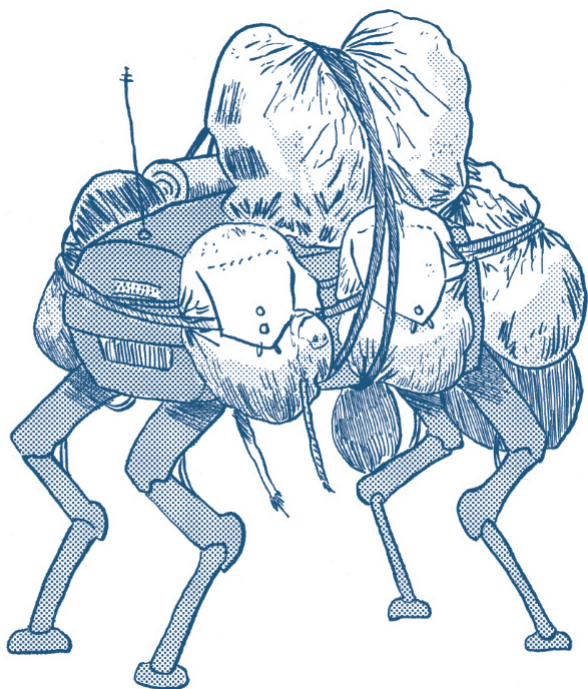
Hull 5 / AV 13 / Speed +9 / Item Slots 30

Crew: 1 driver, 1 gunner, 2 passengers

Attack: Flak Cannon (d10)

Simple, crude desert vehicles running on guzzoline. Dune-skuggies are hacked together from whatever metal their maker could steal or scavenge, often just a seat protected by a roll-cage bolted to a roaring smoky engine driving four ravenous wheels. Skuggies are fast, rough, and loud, as are their owners.





Iron Mule

Synthetic

Hull 1 / AV 18 / Speed +0 / Item Slots 20

Crew: Pack animals, only ridden in extremis

Attack: None

A breed of synth once in mass production, commonly found across Vaarn. Iron mules are boxy, crude automata with four powerful, restless legs. They are known for their extreme endurance and hardiness, but also for their clumsiness, stupidity, and the nauseating rocking motion of their gait.

Motile Home

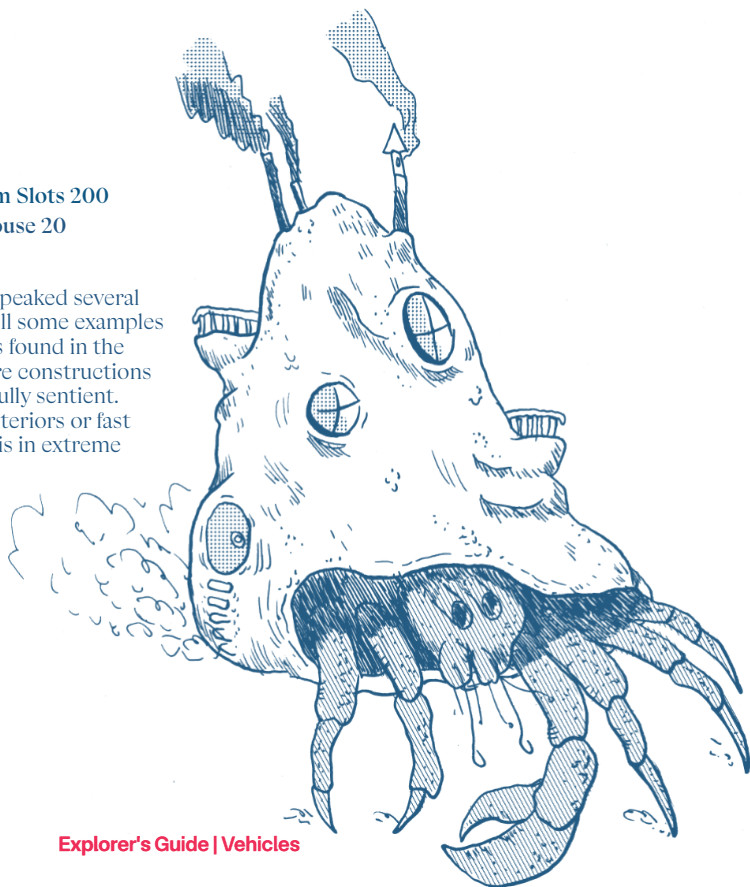
Biological / Synthetic

Hull 20 / AV 22 / Speed -1 / Item Slots 200

Crew: No pilot needed, can house 20

Attack: Huge Claw (2d10)

The fad for living architecture peaked several millennia ago, but there are still some examples of self-aware, motile dwellings found in the hinterlands of Vaarn. These rare constructions are half-crab, half-house, and fully sentient. They are not known for vast interiors or fast movement but make up for this in extreme durability.

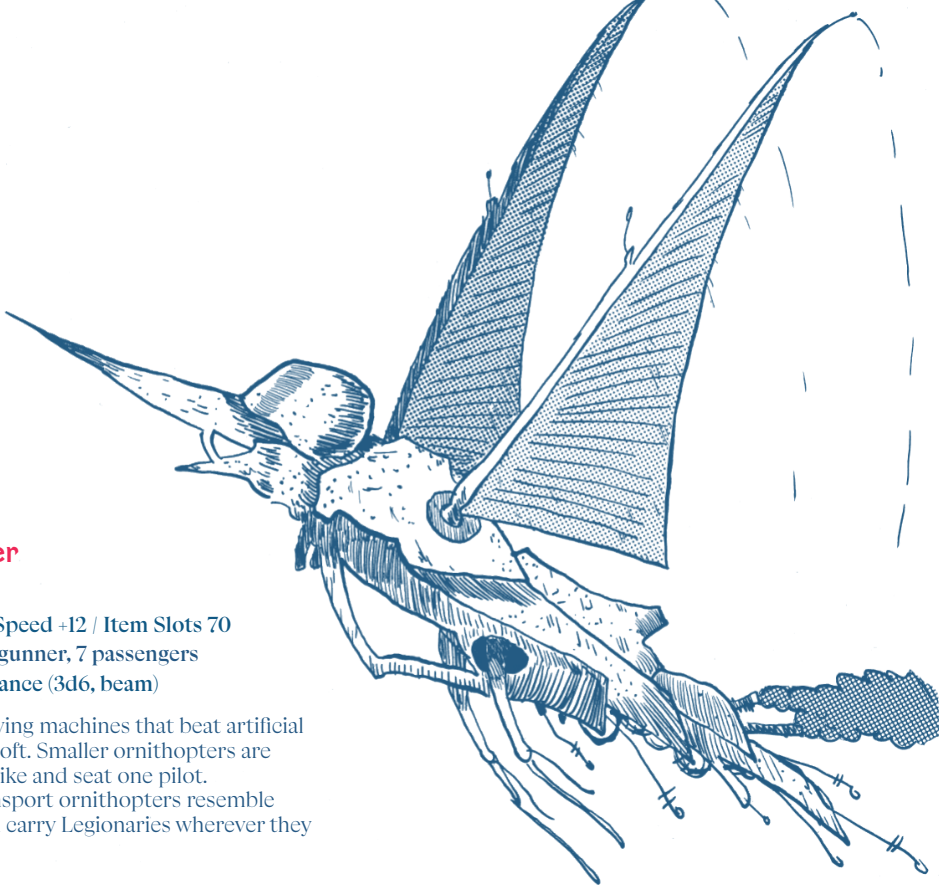


Ornithopter

Mechanical

Hull 7 / AV 18 / Speed +12 / Item Slots 70
Crew: 1 pilot, 1 gunner, 7 passengers
Attack: Laser Lance (3d6, beam)

Pre-Collapse flying machines that beat artificial wings to stay aloft. Smaller ornithopters are hummingbird-like and seat one pilot. Hegemony transport ornithopters resemble dragonflies and carry Legionaries wherever they are required.



Skiff

Mechanical

Hull 2 / AV 16 / Speed +8 / Item Slots 10
Crew: 1 pilot, 1 passenger
Attack: Mounted Rifle (d8)

A lightweight hover-bike built around a sky-seeking stone. Skiffs are powered by fans at the back of the craft. They are fast and nimble but unstable and often lethal when they malfunction. Used by outlaws, Hegemony rangers, bounty hunters, and anyone else in need of a quick getaway.



Stilt Strutter

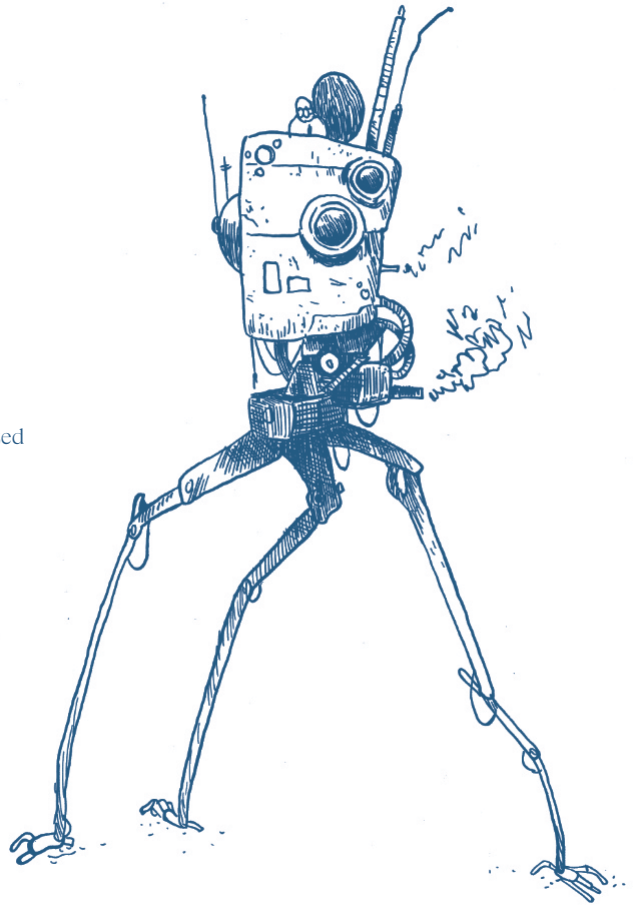
Mechanical

Hull 4 / AV 18 / Speed +2 / Item Slots 40

Crew: 1 pilot, 1 gunner, 4 passengers

Attack: Mounted Cannon (d12)

Ponderous, towering mechanised walker. Prized for their hardy construction and ability to navigate treacherous ground. Utilised by Hegemony troops for assaults on fortified positions.



Touring Orb

Synthetic

Hull 2 / AV 16 / Speed +1 / Item Slots 20

Crew: No pilot needed, 4 passengers

Attack: None

Trundling orbs of reinforced plastiglass, fitted with climate-controlled seats and beverage fabricators. Once used by pre-Collapse tourists to explore sites of natural beauty. Incapable of attack but make up for it by fabricating a ration of fizzy drink every day. Can talk and lectures on nearby flora and fauna (read the PCs the relevant bestiary entry).

Vimana

Hypergeometric / Mineral

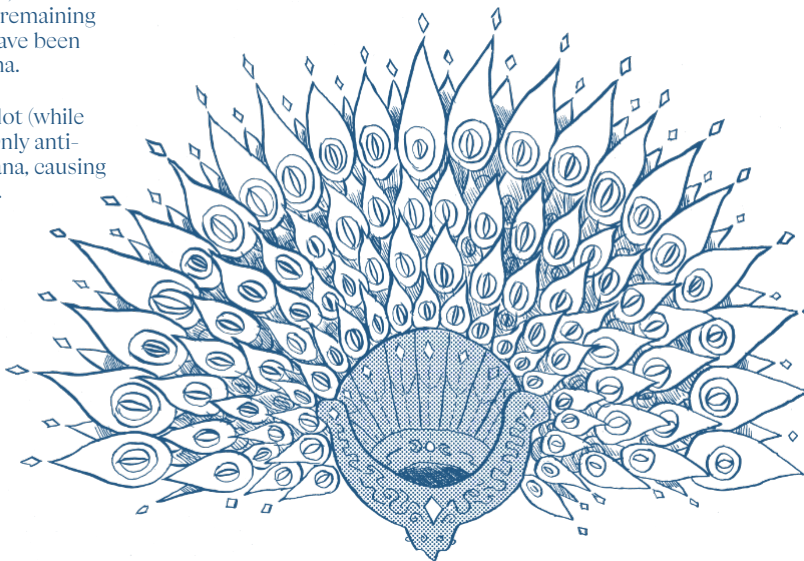
Hull 1 / AV 20 / Speed +10 / Item Slots 10

Crew: Sits 1, 12 retainers may cling to sides

Attack: Annihilation Ray (2d10, beam)

A hovering throne of manifold crystal, unstitching and re-stitching space-time around the sitter into a ravel most glorious to behold. Flies like a comet at the sitter's command and shields them from all harm. Once the chariots of the Autarchs, each was carved for a specific God-king. The few remaining on Urth are highly sought-after. Wars have been fought over the right to sit atop a vimana.

Damage Immunity: A vimana and its pilot (while seated) are impervious to all damage. Only anti-paradox weapons can destroy the vimana, causing it to revert to an inert throne of crystal.



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Wind Barge

Mechanical

Hull 15 / AV 18 / Speed +d6, roll each day /

Item Slots 2000

Crew: At least 4 crew to operate, up to 50 passengers

Attack: None, but crew typically includes 2d6 Level 2 guards

A wooden cargo ship, built around a large sky-seeking stone. These barges are used by the merchant guilds of Vaarn to transport goods across the blue sands. Some are elegant and ornate vessels, while others are heavy and utilitarian. They are unarmed by ancient custom, although it would be a foolish merchant who ventured into the wastelands without guards onboard.