

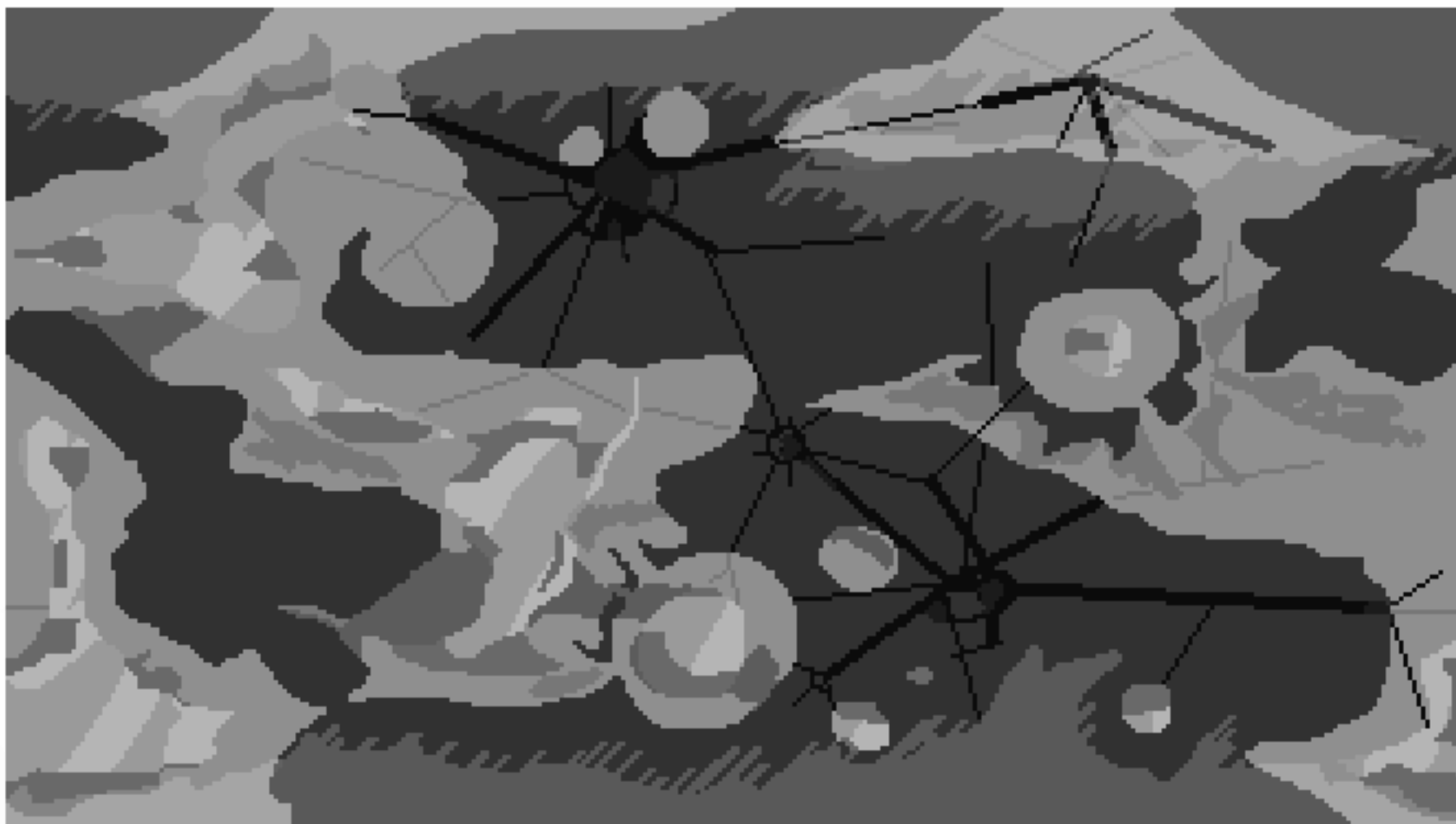
阿彌陀佛



阿彌陀佛  
南無阿彌陀佛

## From The Traveler's Almanac: Tourist Companion to the Outer Systems, 97th Edition

"Of all coastal planets bordering the phenomenon, Ealdeira 9 (better known as Xabran's Rock, Old Qaerwasa, or the Sentinel's Trials) is the only one known to be hospitable. Originally charted as a class-twelve barren planet, it was largely neglected save for minor archaeological value as the site of the remains of a small civilization.



Shortly after its initial survey by third-generation Selovarian cartographers, it was selected as appropriate for terraforming procedures by the Selovar consuls and partially modified. Near the end of the terraformation process, the planet was removed from Selovarian Jurisdiction and subsequently overrun by scavengers seeking the treasures of its sprawling chambers.



on some nights swarm acolytes from the overcroft descend to collect  
the offered candles, to light them later in spiraling patterns

i can hear their buzzing between the waterwheel's moans

1

5

the spaceport

2

3

4





dropping candles, unlit,  
on the ground in front  
of a shrine will bring me luck.  
each goddess prefers a type  
of candle, but any candle is a  
good offering to any goddess.

## **dusty framed glyph:**

- 1- the riverwalk trader's market is the place to go to trade junk, scrap, salvaged tech, and common-to-rare loot**
- 2- i mostly stay out of the adventurer's quarter unless i'm looking to trade weapons, jewelry, or valuable loot. but sometimes i catch myself staring out from atop the ziggurat...**
- 3- the shops near my home trade in home goods, like candles, tokens, and cookware. there's some cheap food to eat too!**
- 4- every morning alchemists come from offworld to trade potions & ingredients at the lowstreet freshmarket**
- 5- the people of this world spend so much on such frivolous things. the covered market exchanges fine clothing & jewelry, rare loot, and spellswatches**



## rites to avoid incurring the disfavor of beb

leave an offering to your goddess. valuable, significant, or auspicious items can be beneficial depending on the deity

food is always an excellent offering (just make sure it's not cursed)

avoid cursed objects and places! observe proper sanctification measures when venturing into potentially unclean areas

the humblest devotee is greater than the most minmaxed cynic

maintain your storage spaces. it's usually worth holding onto only valuable or important items- though some items are valuable just because of how they make you feel

you can tell at a glance what items a vendor trades by what's on their table. most vendors' wares cycle daily

make use of the city's necresses. they provide crucial respawning rituals to adventurers, and will help you maintain your luck

**ABOVE ALL:** take care of yourself.  
every goddess rewards self-worth in time



share your diaries, get hints & news:  
#trashdiary @sundaemonth



lottoshrines dish out one free item every day. i'm always sure to hit any i happen to pass by. most of the time i get junk, but once in a while...



"These ruins, which perforate the planet from nearly pole to pole, are thought to have been erected between two and four million years ago. Since terraformation, they have been slowly stripped clean by a swarming industry of fortune-hunters. Visitors to Xabran's Rock should use extreme caution, as the planet's semi-permanent population remains largely unchecked by the local municipal government. Most dungeon areas still have dangerous traps and creatures, but equally threatening are the scavengers who delve them..."



i know i should be trying to break the curse. but honestly.. ive gotten pretty used to it. and for whatever reason sifting through the discarded treasure of this place? doesnt feel so bad these days



notes

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thank you for playing <3

this #altgame was crafted by **Sundae Month**  
in collaboration with **tinyBuild**. please check out  
our other work!