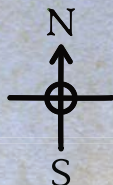


THE FENS

Cambria



Dodder

SEABEECEA

LOST EONS





Grom

Colony

CryOrg Mine

Cambria



FENLAND

Glebe

Old Oak

1/2 DAY

Vorn

Dodder

Seabecca

Deep Dale

FOREST

TWO DAYS

Wiles Den

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LOST EONS: THE FENS SETTING

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Dedicated to Claire, Phoebe & Samson

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The Intersection is Beautiful
The Intersection is Dangerous
The Intersection is in Flux

the

INTERSECTION

LANDSCAPE

- ◆ **The Surface World** has become known as the **Intersection**, and has returned to abundance and danger, flora and fauna growing in size and extent over the past 8000 years.
- ◆ **The Ecosystem** of the Intersection is intricately connected and abundant in scale, quantity, beauty and danger.
- ◆ **Deep Forest** full of wonder and difficulty.
- ◆ **Dwellings** Defaul villages, Uragall camps, Antfolk burrows.
- ◆ **Individuals** are going missing.
- ◆ **Rumours** of mines and hulking machines.

RECENTLY

- ◆ **Faint smell** of sulphur on the wind.
- ◆ **The Defaul (p.66)** have been joined and sometimes overrun and enslaved by the **Uragaal (p.70)**.
- ◆ **CryOrg (p.68)** has just arrived from Mars to colonise and exploit the land and people.
- ◆ **Post-humans (p.72-101)** are gradually emerging from their vast underground **Havens**, Societies and peoples evolved in discrete ways.
- ◆ **Havens** have Technological infrastructure that failed in the deep past, sealed off from the outside world 8000 years ago to survive the Cataclysm.
- ◆ **Haven inhabitants** evolved together, taking on genetics from flora and fauna, largely unaware of the surface world

INHABITANTS

- ◆ **The Defaul** Descendants of humans who never entered a Haven. Live in tight communal groups where every individual is genetically diverse, fish-inflected parent could have a plant-fused child. All belongings are shared, menial jobs assigned on rotation.
- ◆ **The Uroch** are a group of humanoid Haven-dwellers, who are coated in a symbiotic fungus. They have been visiting the surface world for generations, referring to it as The Green Zone. Their vast burrows are built into chalk (The White Zone). Nomadic and curious.
- ◆ **Uragall** Uroch who's fungal growths have been contaminated, heightening erratic behaviour. They have built large fortified towns in the Intersection, and smaller burrows across the surface world.

the

DEFAULT

SOCIETY

- ◆ **Multitudes** Stretching over the vast plains, mountains, forests and deserts of Fain, Default society varies vastly, but the most common facet of Default society is communality.
- ◆ **Settlements** formed of 100-200 individuals, are based around a central Archive, a common larder and repository of wares and tools.
- ◆ **A barter system**, trading activity that aids the community for useful objects keeps the settlement functioning, less desirable jobs undertaken and well reimbursed.
- ◆ **Pacifist** Abhor violence, but will defend themselves.
- ◆ **Gender roles** do not exist, all Default being hermaphrodite. All individuals are referred to as “they” unless they prefer a gendered pronoun.
- ◆ **Default children** are a precious thing, raised and doted on by the Village, indulged until initiation when they must undertake a task for the village, often Wandering to explore the Intersection.
- ◆ **Intergenerational tension** Default function through consensus, and with an ageing population, debate, and indeed society, has ossified. The Elders are unwilling to bend their pacifist traditions as the youth have been struggling, comrades never returning from Wanderings, or being abducted while gathering in the forest. Can they adapt to the sudden changes in the intersection?

HISTORY

- ◆ **Default** are found on every continent of Fain, all descendants of Homo Sapiens who were unable to enter a Haven. The Cataclysm was catastrophic for surface communities in the 22nd Century, starvation claiming millions, the air raking lungs and the water poisoned. Somehow, pockets survived long enough to feel the first effects of Essence, absorbed deeply due to their exposed position.
- ◆ **Unique** Each child born was found to have absorbed DNA from organisms around them during gestation, often from several, children with scales and webbed feet, feathered wings and able to spin webs. Life had become so rare, each fresh form was embraced as kin.
- ◆ **Slow population growth** In still adverse conditions, Default formed small kin-groups, conglomerations working together, sharing property, food and knowledge.

Everything is Unique

Everything is Communal

Everything Changes

ADAPTATIONS

	FEATURE	COVERING
1.	Horns	Dry Scales
2.	Spines	Thick Fur
3.	Gills	Slimy Skin
4.	Fangs	Barky Skin
5.	Antennae	Chitinous
6.	Pincers	Plated Hide
7.	Proboscis	Rough Hide
8.	Tentacles	Subtle Fur
9.	Wings	Iridescent
10.	Growths	Feathers
11.	Fungi	Bioluminescent
12.	Hooves	Slimy Scales

NAMES

	PERSON	VILLAGE
1.	Julanka	Glebe
2.	Guam	Stone Bridge
3.	Thayl	Old Oak
4.	Pupo	Wiles Den
5.	Jawn	Grabo
6.	Dumpas	Round Wood
7.	Thika	Down
8.	Daboor	Deep Dale
9.	Minkel	Ford
10.	Dinal	Hollow

VILLAGE

ARCHIVE

- ◆ **The Archive** is run by the most trusted member of the community. The Archive has access to all things on the general Item list, in these proportions: Weapons (5 items), Consumables (10 Items), Armour (3 Items), Survival (5 Items), Adventure (3 Items), Trinkets (2 Items) and Miscellany (3 Items). Adventurers have to barter what is judged to be equivalent items, deeds or promises to receive something.

THE OPEN HOUSE

- ◆ **The Householder** Run by a dedicated member of the community who cooks for all who need sustenance, and offers a place on a straw bed to those without shelter. Centre of gossip and rumours, the Householder is friendly, open and warm with a tale of loss in their past.



the

CRYORG

ON MARS

- ◆ **The CryOrg** are a highly hierarchical society based on Mars with a colony on the Moon. They are now intent on extracting materials and life-force from the planet, living beings drained of Essence, becoming power cells.
- ◆ **The Overseer** leads the vast corporation of the CryOrg with an unflinching gaze.
- ◆ **Inner Circle** 7 Homo sapiens augmented to the point of being considered cyborg. They head the Chosen.
- ◆ **The Chosen** are a ruling class of ancient homo sapiens, kept alive through cybernetics, organ replacement and medicine. They live a sedentary life.

HERE

- ◆ **The Mortals** are a population made through cloning the Chosen, bred to maintain the bureaucracy and undertake menial tasks. Some have been sent here to administer colonisation and extraction. Names are forbidden, so self-names are kept secret.
- ◆ **The Drones** All manual labour on Mars is undertaken by Drones, androids with an organic compound skin, appearing identical to Homo sapiens, save a small data port behind the right ear. They are on the planet for their martial and custodial capabilities.

THE ALGO

- ◆ **The Algo** is a sentient self-learning computer system, housed in the heart of the Moon complex.
- ◆ **Stalkers** The Algo maintains the society of the Mortals by way of the Stalkers, a battalion of indigo blue humanoid robots, 7ft tall with a slight stoop and very long limbs and fingers, no facial features on their smooth head except one long slit that acts as a compound eye. Audio detectors and speakers are hidden just behind their outer rubberised membrane on their head.
- ◆ **All Stalkers** are connected, acting as one consciousness, extensions of the central computer. If they were ever severed from the Algo's consciousness, they would instantly cease to act.

Everything is Controlled
Everything is Calculated
Everything belongs to Us

CryOrg Mortal/DMG 1/ DEF 1/ DIF 3

Special: Hide/DIF 5/Hidden

CryOrg Drone/DMG 2/ DEF 6/ DIF 5

Special: Martial (ALL)/DIF 6/DMG 2

CryOrg WarDrone/DMG 3/DEF 8/ DIF 6

Special: Martial (ALL)/DIF 6/DMG 2

CryOrg Stalker/DMG 5/ DEF 10/ DIF 6

Special: Grasp/DIF 6/DMG 5/Grappled

VEHICLES

- ◆ **Behemoths** Huge angular metallic transports on four articulated legs, with massive, crushing spikes as feet and an array of chimneys on its back emitting clouds of thick smoke. At its front is a great sculptural head. Used to transport Drones, materials and captives.
- ◆ **Shuttles** The primary transport between Space stations and the planet surface, large tubes with v-shaped wings.
- ◆ **Space stations** Bases outside the atmosphere, for refuelling and monitoring, and capable of devastating barrages of force energy (DMG 10/ DIF 6).

NAMES

DRONES

1. Shula
2. Roy
3. Leon
4. Zhora
5. Rick
6. Pris
7. Rachael
8. Kay
9. Ash
10. Bishop

MORTALS

- BL1625/Nam
GR5201/Hela
TY4848/Angen
MD2094/Morek
AP4832/Shun
QR7823/Shala
PA5697/Za
KT4366/Borne
OP9839/Wumi
LO2010/Hyder

SETTLEMENTS

- ◆ **Colonies** are large militaristic camps, housing 1d4 Behemoths, a Communication and Control Tower, 1d4 Barracks containing 50 individuals each, an Armoury, a Science Centre (for processing and analysis) and a Containment Centre. Larger Colonies have a Shuttle Pad.
- ◆ **Essential Batteries** The Containment Centre will hold prisoners and the Essential Battery, a large array of pods that act to drain Essence from living chemically-subdued humanoids to power the Base and, in larger Colonies, the Mine. Inmates are subdued in dream-state using Yardac.
- ◆ **Mines** For excavating rare minerals and resources, while prospecting to find Havens buried deep in the ground. If breached, Havens are subdued, inhabitants exported for Essential Batteries across the CryOrg corporation.

the

URAGAAL



SOCIETY

- ◆ **The Uragaal** are relatives of members of the **Uroch Haven**, cast out after a failed coup, who established themselves in the Intersection. They long to return to their ancestral Haven.
- ◆ **Broad** and muscular with chalky skin and dark fungal growths covering at least their shoulders and part of their hairless head. The fungal growths can become infected, leading to mood swings.
- ◆ **Societal structure** is broadly Matriarchal, lead by the **Urrgar**, but split by conflicting views of their return to Uroch.
- ◆ **Communal** Uragaal love to sing together while watching fighting contests and games of chance.

RECENTLY

- ◆ **Factional violence** The **Farseer** faction see **CryOrg** as opportunity, the **Grounded** Faction see them as a threat. The Farseers see alliance with the CryOrg as a way to gain military superiority and regain the Uroch haven by force. Farseer are trading Defaul hostages for technology. The Grounded are suspicious of change and of force, believing reconciliation will bring them back into the Uroch fold.
- ◆ **Expansion** Uragaal presence has increased, as the Farseers forge an alliance of convenience with the CryOrg. A large reason for the fortification of Defaul villages.
- ◆ **Hermits** Some Uragaal grow tired of the constant enmity, or have found a cure for the harmful fungus, and live alone.

CAMPS

- ◆ **Camps** When acting as a small raiding party, Uragaal will dig a warren-like camp into the chalky hills, or a fortified walled pit. Camps will contain 3d6 individuals, including cooks, a shaman, an alchemist and a leader, chosen through battle.
- ◆ **Prisoners** A camp will contain 1d6 prisoners at any one time, held deep within the complex. CryOrg will come for exchange every week or so, often using a Behemoth.
- ◆ **Complacency** The Uragaal guard against the beasts of the Intersection, but are unprepared for organised assault.
- ◆ **Resentful** and arrogant Uragaal are resentful of the Urochs who shunned them, and disdainful of the peaceful Defaul that surround them, using captives to undertake menial jobs.

Everything is Brutal
Everything is Yearning
Everybody hurts Sometimes

Uragaal Hermit/DMG 2/ DEF 4/ DIF 4
Special: Hide/DIF 5/Hidden

Uragaal Hunter/DMG 2/ DEF 4/ DIF 4
Special: Sharpshooter/ DMG 3/DIF 6

Uragaal Guard/DMG 3/ DEF 5/ DIF 4
Special: Berserk (ALL)/DMG 4/DIF 4

Uragaal Captain/DMG 3/ DEF 7/ DIF 5
Special: Deadly Blow/DMG 5/DIF 5

SETTING

- ◆ **Grounded and Farseers** live together and work together, but have irreconcilable opinions on the future of the Uragaal. Families are often split over factional lines.
- ◆ **Grumsnell** The old leader, a Dweller, has just been deposed, living in hiding in the city of **Vorn**.
- ◆ **Vespen** who seized the throne by force, is a Farseer, and used her connections to the CryOrg to gain the upper hand. Vespen is now taking retribution on many who opposed her, a despotic ruler demanding tributes and imposing curfew to repress dissent.
- ◆ **Vorn** is currently a town living in fear, but a rebellion is growing amongst the population, waiting for the right spark to revolt.

NAMES

PERSON	PLACE
1. Gitten	Bruck
2. Silt	Dohl
3. Quartz	Eroga
4. Lutite	Norg
5. Shale	Cogol
6. Silica	Flawm
7. Smol	Prestun
8. Tunnsen	Mogul
9. Weedo	Gorbe
10. Grunbuck	Misty

TOWNS

- ◆ **Districts** Large fortified towns of d6 hundred individuals, divided into districts, with the Urrgar's mansion at its centre, just off the main square.
- ◆ **Guards** The general population is controlled by Guards, who patrol and maintain curfew.
- ◆ **Artisan District** leatherworkers, ironworks, jewellers
- ◆ **Merchant District** Exchanging goods from across Fain.
- ◆ **Noble District** Home to the Organisers of the Guards, loyal to the Urrgar until they are not, and the new Urrgar takes their place.
- ◆ **Serf District** Hunters, foragers and agricultural workers, seedbed of regular uprisings, brutally repressed.

the

CALYX

LANDSCAPE

- ◆ **Island** The Haven of Calyx is an island in marshland, an imposing metallic circular tower that can levitate far into the sky to capture the final rays of the sun each day.
- ◆ **Light** Plant growth is controlled, ensuring no light is lost to the population within.
- ◆ **Wood** Inside is a city of living wood, Calyx grow their own structures.
- ◆ **Harmony** Each plant has found a spot that suits its needs and is living within a largely static architectural system.

HISTORY

- ◆ **Grafting** After famine, inhabitants found that by grafting plants to themselves they were able both absorb sunlight and carbon dioxide. Reproduction is taboo, individuals continuing life through Grafting.
- ◆ **Stasis** A cultural pervading terror of change, and climate change in particular. Change is frowned upon. The society prizes preservation and conservatism.
- ◆ **Multitude** Several different breeds of the Calyx species, based on which plants were locally available.

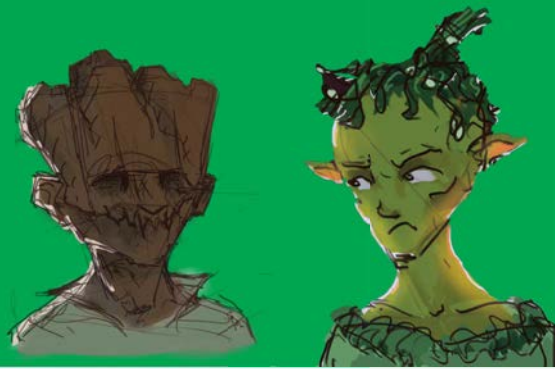
SOCIETY

- ◆ **The Watchers** The Society of Calyx is ruled by a triumvirate of ancient Artificial Intelligences, who divine the direction of actions.
- ◆ **Priestly Class** confer with The Watchers and put plans in motion.
- ◆ **Archivists** who administrate the society
- ◆ **Librarians** who operate all systems, from Information to waste.
- ◆ **Hoarders** who venture into the Marshes to collect remnants of ancient technology. They are particularly obsessed with USB sticks.

Everything is Slow

Everything is Bureaucratic

Everything is Conserved



APPEARANCE

- ◆ **Green** chlorophillic skin, multiple graftings
- ◆ **Skin** becomes more like bark with age
- ◆ **Austere** simple clothing, woven natural fibres
- ◆ **Names** Stigma, Style, Petal, Pistil, Xylem, Cambium, Anther, Stamen, Sepal, Phloem, Spendal

ITEMS

1. Clothes of neutral colours
2. USB stick
3. Large illustrated book
4. Staff
5. Razor-sharp grafting blade
6. Light-Reflector shield
7. Emergency provisions
8. Large wooden flask
9. Shawl for hiding petals
10. Tub of moisturiser

TRAITS

- ◆ **Ancient Knowledge** Step up one die when *researching* History or the Environment
- ◆ **Photosynthesis** Regain 1 Resilience every hour in sunshine
- ◆ **Rooted** Receive a day's nutrition if still on soil for an hour
- ◆ **Grafting** Can replace a limb or absorb other plant material



the

CALYX

COROLA

- ◆ **Underground group** inside Calyx who are looking to subvert societal norms.
- ◆ **Illicit publishing** archiving different forms of knowledge. In favour of genetic and informational diversity.
- ◆ **Meetings** take place in secret locations at predetermined times. Rare moments when Corola can reveal their true nature.

CEREMONY

- ◆ **The Cutting** Each individual undergoes the Cutting, as they cut a portion of themselves to graft onto a sapling, transferring their memories at the end of the Ritual. There are often crowds of witnesses. Conscious-less Husks are used as building material.
- ◆ **Summer Solstice** Huge celebration, of basking and flowering.



INTERACTION

- ◆ **Information** is the currency, and only certain knowledge is accepted- other knowledge is rejected and sent to a different dump.
- ◆ **Archivists** control all information.
- ◆ **Communication** is through Spores (fast) and through Roots (Slow).
- ◆ **Laconic** The Calyx are slow moving and laconic, using as few words as possible. They can be stubborn and inflexible.
- ◆ **Ancient epics** that glorify Calyx as a beacon of light in a dark age. Poems and stories tend to be very short, but layered in meaning.



the

COROLA

APPEARANCE

- ◆ **Green** chlorophillic skin, adorned with huge colourful petals
- ◆ **Skin** becomes more like bark with age
- ◆ **Flamboyant** dress, covered in flowers, concealed in public areas of Calyx by their cloak.
- ◆ **Names** Stigma, Style, Petal, Pistil, Xylem, Cambium, Anther, Stamen, Sepal, Phloem, Spendal

ITEMS

1. Huge cloak
2. USB stick
3. Illustrated forbidden book
4. Living wood staff
5. Razor-sharp grafting blade
6. Light-Reflector shield
7. Emergency provisions
8. Large wooden flask
9. Shawl for hiding petals
10. Tub of moisturiser

TRAITS

- ◆ **Natural flight** Can fly a short distance into the sky, before gliding back to earth.
- ◆ **Photosynthesis** Regain 1 Resilience every hour in sunshine
- ◆ **Rooted** Receive a day's nutrition if still on soil for an hour
- ◆ **Grafting** Can replace a limb or absorb other plant material





the
CALYX

RIZZO SPHERE – LIBRARIAN

- ◆ **Gullible** and goofy. He is always forgetting his spectacles and staff around The Library.
- ◆ **Always excited** about new knowledge.
- ◆ **Some believe** he has read every text in The Library and remembers every detail from them.
- ◆ **At dusk**, you can find him “smoking” myco-spores with his pipe and “drinking” nitrous fizzy water at the local “tavern”.

DENDRO KHRONOS – ARCHIVIST

- ◆ **Confident** and pragmatic. Often wears a sleeveless tunic made from flexible roots and fibres.
- ◆ **The Watchers** are the law.
- ◆ **Curious** about the past of the Calyx society.
- ◆ **Passionate** about his job, that he considers a blessing from The Watchers. Secretly “in love” with a Corola?.

PETAL MISTLETOE – PRIESTESS

- ◆ **Cheerful** and benevolent Mistletoe sister. Respects but doubts the ways of The Watchers.
- ◆ **At heart** she belongs with the Corola but feels ambivalent about her duty towards the whole community of the Calyx.
- ◆ **Her wisdom**, empathy and lenience towards connecting with others makes other Calyx seek her advice.
- ◆ **Every evening** she sneaks away to gather with her Corola friends and reveals her mesmerising colours while joyfully dancing.

Characters

SEPAL MISTLETOE – PRIESTESS

- ◆ **Solemn** and authoritarian Mistletoe sister. Jealous of the beauty and kind-hearted demeanour of her sister.
- ◆ **Loathes the Corola.** Leisure is for the weak. Slow does not equal losing time.
- ◆ **Her sermons** are an effective way to spread the word of The Watchers and control the Calyx society. Holds the only key to the Fountain of Knowledge.
- ◆ **Her network** of “spies” and “neighbourhood crime watch” enforce rules in the Haven and are distrustful of foreigners.

DIX A'MARA – HOARDER

- ◆ **Solitary and introspective.** Wears a minimalist attire made of red autumn and spring green leaves.
- ◆ **Annoyed by bureaucracy** but too apathetic to do something about it.
- ◆ **Swiftest of the hoarders,** making others uncomfortable.
- ◆ **Find her** in the misty mornings overlooking the land beyond, against the dawning light.

ELM SAMAR – HOARDER

- ◆ **Determined and sturdy.** An old hoarder that wears a belt and a bandana made of USBs
- ◆ **Despite his “age”** (many believe he should have undergone the Cutting), he is the most productive of his faction.
- ◆ **Stamina and resolve** allow him to venture beyond where any other Calyx has dare to.
- ◆ **When Off duty** he is meditating and sleeping in his “burrow”.





CAMBRIANS

LANDSCAPE

- ◆ **Riverside City** They live beside the river, in a huge city complex, with high-rises of organic geometric structures made of chitin.
- ◆ **Vast Market** In the centre of the city is a thriving market, where precious items from across the Intersection can be found. Illicit goods are more difficult to find, but with a little persuasion hints can be found.
- ◆ **Deep Chambers** An endless underground network of tunnels holding the nefarious and the forbidden.

HISTORY

1. Aethroid
2. Callich
3. Chimae
4. Cotic
5. Cyclod
6. Dromiac
7. Eubrach
8. Glaessne
9. Maeroid
10. Moloi
11. Ranin
12. Terotre

WWW

- ◆ **Dwellings** Proximity to water is a status symbol, and shows great experience. House swapping occurs every leap year, houses vacated by mortality filled by the next in line, this chain continuing through the entirety of society. Houses are formed of grown shell, stone and treated wood, dwellings constructed on top of one another to form chaotic piles, some apparently defying gravity.
- ◆ **The Cambrians** are driven by a need for safety and survival. Cunning, guile and manipulation are prized.
- ◆ **Great skill** is the prime definer of rank. Crafts-people are valorised, as are great warriors. Rejuvenation.

Everything is Adaptable
Everything is Connected
Everything is to be Negotiated



APPEARANCE

- ◆ **Hard** rusty chitinous skin, with robust pincers
- ◆ **Adaptable** bodies
- ◆ **Wear** wrapped weave of kelp



ITEMS

1. Staff, with a shiny tassel
2. Padded jacket
3. Jewellery made of trinkets
4. A scrap of the old world
5. Woolly boots
6. Provisions (5 days)
7. Cooking kit
8. Embroidered hide clothes
9. Drawn picture of a loved one
10. A carved musical horn

TRAITS

- ◆ **Regeneration** Can regrow limbs over time
- ◆ **Amphibious** Can breathe air and water
- ◆ **Pincers** When crushing or grappling, step up one die when testing *muscle*.

the

CAMBRIANS

CEREMONY

- ◆ **Rejuvenation** All immature Cambrians have to take time every half year to live without shells, exposing their fragile skin. During this time they are tended by the Midwives in central crèches.
- ◆ **Shell Exchange** One day biannually when mature Cambrians swap their shells for another individual's larger shell. All Cambrians are vulnerable at this time. A black market exists for shells and other body parts.

HISTORY

- ◆ **Collapse** The Cambrian Haven failed very early, the roof collapsing, only a few inhabitants surviving in the underground submerged catacombs, trapped with a number of horrific predators.
- ◆ **Carcinisation** In these dire circumstances the survivors underwent a rapid process of carcinisation, developing a chitinous hide for protection and fierce pincers to break into further caverns and crush crustaceans for food.
- ◆ **Body Modification** Cambrians adapt their bodies to suit their present occupation.

INTERACTION

- ◆ **Merchants** see themselves as midwives of invention. Smugglers believe they are supporting unrecognised talents and unfulfilled needs.
- ◆ **Midwives** occupy a central role for the Cambrians, as holders of knowledge and the epicentre of ritual, organising the biannual Rejuvenation.
- ◆ **Mutual aid** There is a communal taboo on letting others go without food or shelter. All strangers are treated with suspicion, but will be housed and fed. Once accepted, through communal deeds or demonstrations of skill, they are seen as connected to the Cambrian society forever.



the

AYA

LANDSCAPE


- ◆ **Veiled** They reside in a magically veiled underwater seapunk city. The top of the tallest buildings can be seen above water. From above the cluster of roof tops look like an island.
- ◆ **Doors** to corridors that lead to the city can be summoned anywhere on the coast. Only Aya people can summon and pass through these doors.
- ◆ **Scavengers** Their city is made out of found objects from the ocean, such as shells, precious stones and fossils. The builders, archaeologists and artists work together to get materials to build and preserve buildings in the city.

NAMES

1. Nuri
2. Orah
3. Ninah
4. Mari
5. Yohmi
6. Lumi
7. Rue
8. Rayn
9. Moon
10. Sol
11. Rye
12. Sura

SOCIETY

- ◆ **Communality** They live within a communal society that functions through mutual aid, everyone helping to maintain their Haven.
- ◆ **Communities** When the young members of the Aya turn into adults they select a practitioner community to join. The different communities are: farmers, archaeologists, artists, teachers, builders, healers.
- ◆ **Archivists** There is a special community called the archivists who are nominated from different families. The role of the archivist is to document stories and take care of artefacts relating to the past and present of the Aya.



Everything Is Archived
Everything Is Shared
Everything Is Sacred

APPEARANCE

- ◆ **Humanoid** with dark skin, dark lips, pastel coloured eyes
- ◆ **Webbed** fingers and toes, often tattooed with fern images
- ◆ **Dark hair** with silver streaks worn braided or short.
- ◆ **Facial scars** that act as gills, shape defined by ethnic group .
- ◆ **Masks** cover their scars when they are on the surface world.
- ◆ **Antiquated goggles** help with adjusting to light levels.
- ◆ **Shells**, cloth and sea gems are often braided into their hair.
- ◆ **Jewellery** and fern tattoos.

ITEMS

1. Ancient bronze goggles
2. Staff with a hidden spear
3. Cloak of woven scales
4. Hair accessories
5. Tattoo pen
6. Bubble Pipe, bronze filigree
7. Kelp bag
8. Mini bejewelled toolkit
9. Fishgut flask
10. Kelp rope
11. Mineral and kelp elixir
12. Flint knife

TRAITS

- ◆ **Waterborn** Breathe underwater and swim as fast as they can run.
- ◆ **Lunar Affinity** Can control water/ liquids. Any Aspect can be interpreted as the word Water, power one step up at night.
- ◆ **Keen mind** They have photographic memory. Memories can be shared between them through telepathy if they share the same space.
- ◆ **Deep Knowledge** Committed to learning from others and cultivating knowledge. Step up one die when *researching* knowledge.
- ◆ **Self-Sacrifice** Aya have profound empathy. They can choose to lose Resilience instead of an Ally.

the

AYA

HISTORY

- ◆ **Reincarnation** The Aya are descendants of reincarnated human sea guardians. The Spirits could not be put to rest in their communities because their coastal homelands were lost to environmental destruction.
- ◆ **Rhizome** The spirits entered an aquatic limbo realm called the Rhizome. After time within the Rhizome they were reborn into the human world.
- ◆ **Secret** These descendants built a hidden society where the inhabitants work to guard and nurture life and relations between sea and land.



RELIGION

- ◆ **Pantheist** They have a pantheist belief system and recognise all living things as part of the divine. They draw knowledge and strength from their ancestors.
- ◆ **Archivists** Each family has an archivist who is tasked to remember this knowledge and pass it on. Each must serve the shrine where the High Priestess lives. They live together in lodgings near the shrine.
- ◆ **Shrines** are floating sea castles on the surface side of the city, made of purple crystals and covered in fern. Every season they leave offerings of food and flowers from the sea to give thanks for the life and knowledge granted to them.
- ◆ **Ceremonies** All the clans contribute to annual ceremonies that happen throughout the year. These ceremonies are in sync with the waxing and waning of the moon. Each community thanks the ancestor for what they have achieved so far and shares what they hope to achieve in the future.



the AYA

ORIAH – HIGH PRIESTESS

- ◆ **Wise** Oriah is very wise and has an enchanting aura which makes people feel calm in her presence.
- ◆ **Empathic** Oriah moves and speaks very gently and with care. Oriah cares very deeply and seeks to protect all within the Aya.
- ◆ **Aged but youthful** Dark thin smooth skin and wrinkles around her pale violet eyes.
- ◆ **Long silver dreadlocks** tied up in a high ponytail with purple jewels. Wears a long hooded robe made out of light-weighted dark purple linen, fastened with a belt made out of silver shells.

MEISU – FARMER

- ◆ **Friendly giant** who is softly spoken to young people, plants and wildlife, but has a bold and stern voice with adults. Even though their demeanour can be intimidating they deeply care about others.
- ◆ **Algae cakes** are given as snacks. They are also always keen to collect and share agricultural knowledge and practices.
- ◆ **Bald head** with tattoos across his scalp. Leafy green eyes and spiral scars behind each ear. Meisah doesn't wear shoes and always carries a bag with a selection of miniature gardening tools.

NUE – ARCHAEOLOGIST

- ◆ **Inquisitive** Nue is an extremely curious person and very keen to acquire knowledge about newcomers. He likes to ask questions within all his conversations and carries around a journal to note down his findings and thoughts.
- ◆ **Turquoise eyes** Vertical lines on his chin.
- ◆ **Scanner** He carries around a special device which scans and catalogs objects he finds or is given.

Characters

HUMI – BUILDER

- ◆ **Trustworthy** and very reliable. Humi normally keeps to themselves, but willing to be a friendly ear and provide sensible advice if requested by friends or strangers.
- ◆ **Tanned skin** and short brown thick curly hair.
- ◆ **Goggles** Humi always has goggles placed on his head.
- ◆ **Artificial leg** Fully-functioning left leg made of Aya crystal technology.
- ◆ **Bronze Tools** Wears a light golf tunic and a bronze tool-belt.

SYE – HEALER

- ◆ **Calm** Sye is very patient and sensitive to other people's emotions and vibes. She loves to daydream and talk about moon cycles.
- ◆ **Cloaked** Sye wears a light blue knee length cloak and is adorned with silver jewellery.
- ◆ **Fern Tattoos** Sye's hands and palms are covered in fern-shaped tattoos.
- ◆ **Artist** Carries around a small sketch book and an assortment of drawing equipment.
- ◆ **Scar** in the the shape of a diamond on her forehead.



the

ASSOCIATION OF
FREE FENFOLK

FREE FOLK

LANDSCAPE

- ◆ **Anarcho-socialist** Loose network of Fen dwellers who cultivate, gather, process and trade organics, and transport materials between the underground hives.
- ◆ **Organisers** Run a distributed network of woven GM bamboo fibre belt chains and windmills, which pull their barge-trains through the waterways of the Fens. The trains are assembled from an ever-shifting collection of barges: nomadic communities / cargo vessels / greenhouses / travelling shows / restaurants / markets / laboratories / galleries

ADAPTATIONS

	FEATURE	COVERING
1.	Horns	Dry Scales
2.	Spines	Thick Fur
3.	Gills	Slimy Skin
4.	Fangs	Barky Skin
5.	Antennae	Chitinous
6.	Pincers	Plated Hide
7.	Proboscis	Rough Hide
8.	Tentacles	Subtle Fur
9.	Wings	Iridescent
10.	Growths	Feathers
11.	Fungi	Bioluminescent
12.	Hooves	Slimy Scales

SOCIETY

- ◆ **Passionately anti-violence**, but keen on collective (in)direct (non)action protests/ political theatre / long-term game playing / 'object lessons' aka manifest metaphors / messing with people to teach them a lesson.
- ◆ **Endless number** of internal factions, playing out the consequences of certain principles against one-another, in formal and informal debate eg. What constitutes theft? How far can any behaviour be justified by collective opportunity to learn from it?
- ◆ **Allies** and occasional agents of the Wickonen sentient reed-beds, which have a sacred status.

Everything is Debatable
Everything is Collective
Everything is Connected



APPEARANCE

- ◆ **Polyglot** and no majority species, race or ethnicity
- ◆ **Unique mixes** of contamination, deformity, bio-accumulated toxins, genetic mutation are considered desirable blessings and confer kudos.
- ◆ **Love** networks, rarities, migration, animism, slowness and deep time, poetry and song, flocking behaviours, Tao-like chance and contingency, gene-splicing, and radical diversity: language, race, gender, thought, speech patterns, body modification..

ITEMS

1. Loom basket network node
2. Water bottle extractor filter
3. A scrap of the old world
4. Barge pole with tassel
5. Book of favours
6. Set of rune tiles
7. Embroidered hide clothes
8. Huge black book of contacts and genograms

TRAITS

- ◆ **Persuasive** Constant debate has honed influence. Step up one die to Persuade.
- ◆ **Amphibious** Can breathe air and water
- ◆ **Sentience** is a big deal, and even the 'beasts of burden', 'messenger pigeons', 'hunting dogs' etc. have full union status. Step up one die when *persuading* or *analysing* animals.
- ◆ **Utterly obsessed** with The Runes: a Go-like strategic gambling game of GM bamboo tile ideograms, which can also be used to convey complex nonlinear information / write music / practice mysticism. Step up one die *analysing* patterns and puzzles.

the

WICKONEN

LANDSCAPE

- ◆ **Wicken or Wickonen** is a culture of intelligent and sentient vegetation in the form of Reeds or Phragmites. It occupies the shallow waters and wetlands which edge the Ely Lagoon, surround the Ely archipelago, and trace the submerged canals, dykes and waterways that map out the seabed of the Ely Lagoon.
- ◆ **Wickonen** does not produce structures, tools, artefacts, or written or oral literature.. It is identified by a broad range of environmental features and measures which indicate the overall ecological status of the Lagoon.

GUARDIANS

- ◆ **Collective** species-wide intelligence to inform multiple localised activities, operating on a seasonal basis to spread and populate particular locations in order to fulfil specific environmental tasks as well as wider objectives.
- ◆ **Humanoid Guardians** act to fulfil immediate aims of the collective consciousness
- ◆ **Guardians** focus on isolating and breaking down particular pollutants in one location, while also building underwater dykes and canals to influence the flow of water in other locations.

SOCIETY

- ◆ **Wicken/Wickonen** is a Rhizomic society, forming a collective intelligence that is acutely linked with the wetland environment of the Lagoon.
- ◆ **Sentience** and self-identity for Wicken/Wickonen operates simultaneously at multiple interlinked levels or 'cells', including: the individual reed stem; the individual plant; the environment of the immediate landscape; the wider environment; and the species as a whole. The species is entirely plant-based: individual plants are static and rooted in soil; it does not have 'limbs' or sensory organs that could compare with mammal, reptile, bird species etc; and it does not physically articulate itself or communicate in ways that would be immediately recognised by other species.

Everything is Us
Everything is Reed
Everything is Going to be OK

APPEARANCE

- ◆ **Hulking biomass** The Wickonen imbue reed-based Guardians with sentience to fulfil Wickonen aims. These golems are aware of the collective consciousness.
- ◆ **Humanoid** A Guardian has a human-like body shape with long arms and huge hands, often over two metres tall.
- ◆ **Sensors** The head of the Guardian has light, shape and sound sensing areas.
- ◆ **No Name** Wickonen do not understand the process of naming.

ITEMS

1. Tree trunk
2. Tiny flower
3. Jewellery made of trinkets
4. A scrap of the old world
5. Ancient plastic toy
6. Bundle of reeds
7. Parasol of leaves
8. Ball of nettles for snacks

TRAITS

- ◆ **Immense Strength** A Wikonen Guardian has great physical strength, so step up one die when attempting to test *muscle*.
- ◆ **Regrowth** If the Guardian is ever destroyed, the Reed bed reforms it from available matter, and it eventually finds it's way back to the Guardian's last location.
- ◆ **Regeneration** Can regrow limbs over time
- ◆ **Self-sufficient** The Guardian does not need to breathe, but is vulnerable to fire.



the

WICKONEN

BELIEFS

- ◆ **Wickonen has evolved** a system of beliefs and values based around its agency in the sustenance of the environmental and ecological landscape in general, and of wetlands in particular.
- ◆ **The collective intelligence** is informed by a number of different and occasionally contradictory beliefs and values. These in their turn periodically influence Wickonen activities and end-objectives. Examples of such beliefs include, but are not limited to, the following:
 1. That Wickonen society should act to influence the activities of other species to ensure they are aligned with ecological objectives
 2. That, since other species can be regarded as prime pollutants who impact on the ecology of the natural environment, Wickonen should seek to isolate and obstruct their presence and activities within the Lagoon and wetlands, and break down and remove any residual evidence of their presence
 3. That, as a species whose primary purpose is ecological, it is beholden on Wicken/Wickonen action to operate with the main objectives of spreading the species and extending the landscape of wetlands in order to better purify the natural environment.

SOCIETY

- ◆ **Wickonen** has evolved a social culture focussed on upholding an ecological commitment to the landscape of the wetlands and the Lagoon.
- ◆ **Main aims:** purifying the environment by filtering toxins from the water and the soil; seeking out and breaking down contemporary and historical pollutants; and maintaining and shaping the features of the landscape in order to isolate pollutants and maximise the movement of clean water and soil throughout the network of waterways that make up the Lagoon.



EXAMPLE SOCIETIES





the

NAUTIA

APPEARANCE

- ◆ **Dark blue skin**
- ◆ **Tall and elegant** with discreet gills, webbed fingers
- ◆ **Ornate, streamlined clothes**
- ◆ **Technological** An obsession with invention pervades society, lending social rank and status.
- ◆ **The Kuo** An organic information network that contains generations of knowledge, accessed through filaments in the palm connecting to earth.
- ◆ **Isolationist** Nautia is wary of the surface world, but some factions see alliance with CryOrg as a route to power in the Haven.

ITEMS

1. Night vision goggles
2. Elaborate watch of many functions
3. Kuo connection device, small screen and inputs
4. Paralyzing darts
5. Provisions (5 days)
6. Elaborate or tactical clothes
7. Rifle
8. Blade
9. Tinkering kit
10. A simple clockwork device

TRAITS

- ◆ **Amphibious** Can breathe underwater and swim as fast as they walk
- ◆ **The Kuo** Can connect to an organic network. Step up one die when Researching information
- ◆ **Tinkerer** A cultural emphasis on invention. Step up one die when Hacking machinery

NAMES

- | | |
|---------------|--------------|
| 1. Silverside | 7. Golden |
| 2. Bayad | 8. Bagrid |
| 3. Silvercat | 9. Bubū |
| 4. Jewel | 10. Wahrindi |
| 5. Tilapia | 11. Bony |
| 6. Redbelly | 12. Guppy |



SAFEEER

APPEARANCE

- ◆ **Golden brown skin** covered with tattoos
- ◆ **Androgynous**, tall, lithe
- ◆ **Clothes** of natural fibres
- ◆ **Pastoral** Classless, gender-neutral society that seeks to eliminate power differentials.
- ◆ **Communal** An agrarian, communal society, where all are encouraged to know their own minds and emotions.
- ◆ **Wanderers** Aloneness is a special time, Waloon, an opportunity to collect new stories and new tales to share with the society as a whole.

ITEMS

1. Staff, with a tassel of colourful shiny things
2. Padded jacket covered in patches
3. Jewellery made of trinkets of found glistening shards
4. A mysterious scrap of the old world
5. Woolly boots
6. Provisions (5 days)
7. Cooking kit
8. Hide clothes embroidered with pictures
9. A drawn picture of a loved one
10. A carved horn for making music

TRAITS

- ◆ **Morph** Can change physical appearance overnight
- ◆ **Alter** Can change biological sex every New Moon
- ◆ **Natural wisdom** Step up one die when Researching Nature

NAMES

- | | |
|--------------|------------|
| 1. Field | 7. Special |
| 2. Road | 8. Gift |
| 3. River | 9. Given |
| 4. Tree | 10. Nobody |
| 5. Home | 11. Wanted |
| 6. Good year | 12. Flux |

the

UROCH



APPEARANCE

- ◆ **Chalky skin covered** in dark fungal growths and ornate tattoos
- ◆ **Tall, bulky, muscular**
- ◆ **Simple minimal clothes**
- ◆ **Fungi** of the dark and moist underground tunnels of the Uroch Haven have evolved to grow upon the Uroch.
- ◆ **Explorers** The Uroch make night-time journeys into the surface Green Zone.
- ◆ **Matriarchal clans** Uroch live in deep burrows, caverns forming a subterranean network. Areas are inhabited nomadically, with tension between clans.

ITEMS

1. Clothes of skins and furs
2. Wooden club
3. A bone keepsake
4. Ritual stone from the Abyss
5. Set of flints and kindling
6. Sharpened stone axe
7. Provisions (5 days)
8. Staff
9. Lucky charm from the Intersection
10. Flask made of hide

TRAITS

- ◆ **Night vision** Can see in the dark as well as they can in the day
- ◆ **Symbiosis** Absorb nutrients from their bodily fungi- gain 1 Resilience every 3 hours
- ◆ **Wanderer** Has knowledge of the surface world- Step up one die when Researching the Intersection.
- ◆ **Brawler** No penalty for fighting unarmed

NAMES

- | | |
|----------|-----------|
| 1. Chalk | 7. Flint |
| 2. Clay | 8. Peat |
| 3. Sand | 9. Allue |
| 4. Crag | 10. Mist |
| 5. Gault | 11. Terra |
| 6. Shale | 12. Bedo |



the DAHRAN

APPEARANCE

- ◆ **Iridescent skin**
- ◆ **Diminutive** and often stout
- ◆ **Colourful**, often sparkling, clothes
- ◆ **Shah** This matriarchal oligarchy revolves around the magical and lightly intoxicating Shah, a highly nutritious mushroom
- ◆ **Black powder** Have developed a form of gunpowder, for energy, ordinance and weaponry
- ◆ **Revolution** The deeply unequal society is constantly on the verge of uprising, forces of Rebellion consolidating.

ITEMS

1. A small bag of Shah (slightly intoxicating foodstuff, 5 days nutrition)
2. Pouch of Black Powder
3. Elaborate clothes
4. A bronze keepsake, of Lux or other design
5. A bronze dagger
6. A pipe
7. Bronze flask
8. Elegant rifle
9. Pistol decorated with bronze filagree
10. Brightly coloured bandana or head covering

TRAITS

- ◆ **Attuned to Essence**- Every new day roll a d6. On 6 gain 1 extra Aspect
- ◆ **Experienced** Largely immune to intoxicating effects of Shah
- ◆ **Vigour** Immune to poison and disease

NAMES

- | | |
|--------------|----------------|
| 1. Messenger | 7. Noble |
| 2. Lion | 8. Hope |
| 3. Devoted | 9. Poppy |
| 4. Servant | 10. Honesty |
| 5. Exalted | 11. Luminous |
| 6. Wise | 12. Prosperous |

the

SHARD



APPEARANCE

- ◆ **Scaled skin** Red, green or other
- ◆ **Horns** and a spiked tail
- ◆ **Clothes** according to their Rank and House, unless from the nomadic Aloï
- ◆ **Feudal Houses** Great Guilds who vie for the favour of the all powerful Locuseer. Vendettas pervade society. Serf rebellion is brutally repressed.
- ◆ **The Aloï** Nomadic outsiders who live in the wastes outside the vast central citadel.
- ◆ **Zephar** The great lizards that have influenced Shard evolution roam the wastes.

ITEMS

1. Glass Ampule holding a voice message
2. Glass dagger
3. Provisions (5 days)
4. Sword made from a Giant Lizard's spine
5. A fragment of your birth egg
6. Zephar-hide armour
7. Zephar-horn flask
8. Iron sword, inlaid with peridot
9. Red ribbon of the Aloï
10. A fine cloth tent

TRAITS

- ◆ **Tough Hide** Step up one die when Enduring pain or environmental effects
- ◆ **Courtly Manners** Step up one die when using or understanding etiquette.
- ◆ **Vendetta** When wronged, step up one die on all actions to right that wrong.

NAMES

- | | |
|--------------|-------------|
| 1. Vipera | 7. Berus |
| 2. Natrix | 8. Coron |
| 3. Coronella | 9. Slo |
| 4. Lacerta | 10. Vivipar |
| 5. Agilis | 11. Serpis |
| 6. Anguis | 12. Anacon |



The Astra

The Circus

Pap's Worth

Phase Two

The North

Adden Brook

Rosie

KELP FOREST

