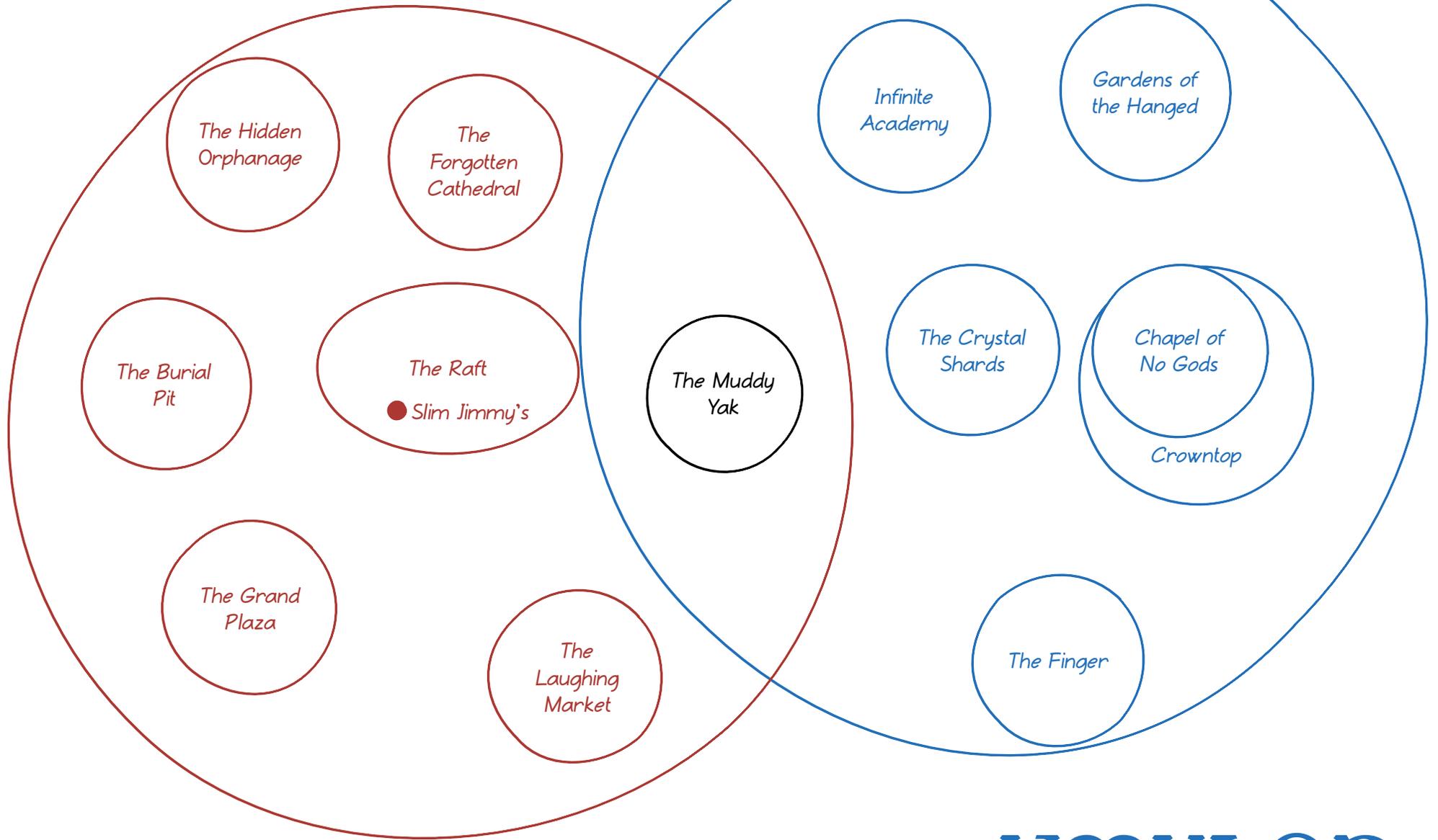


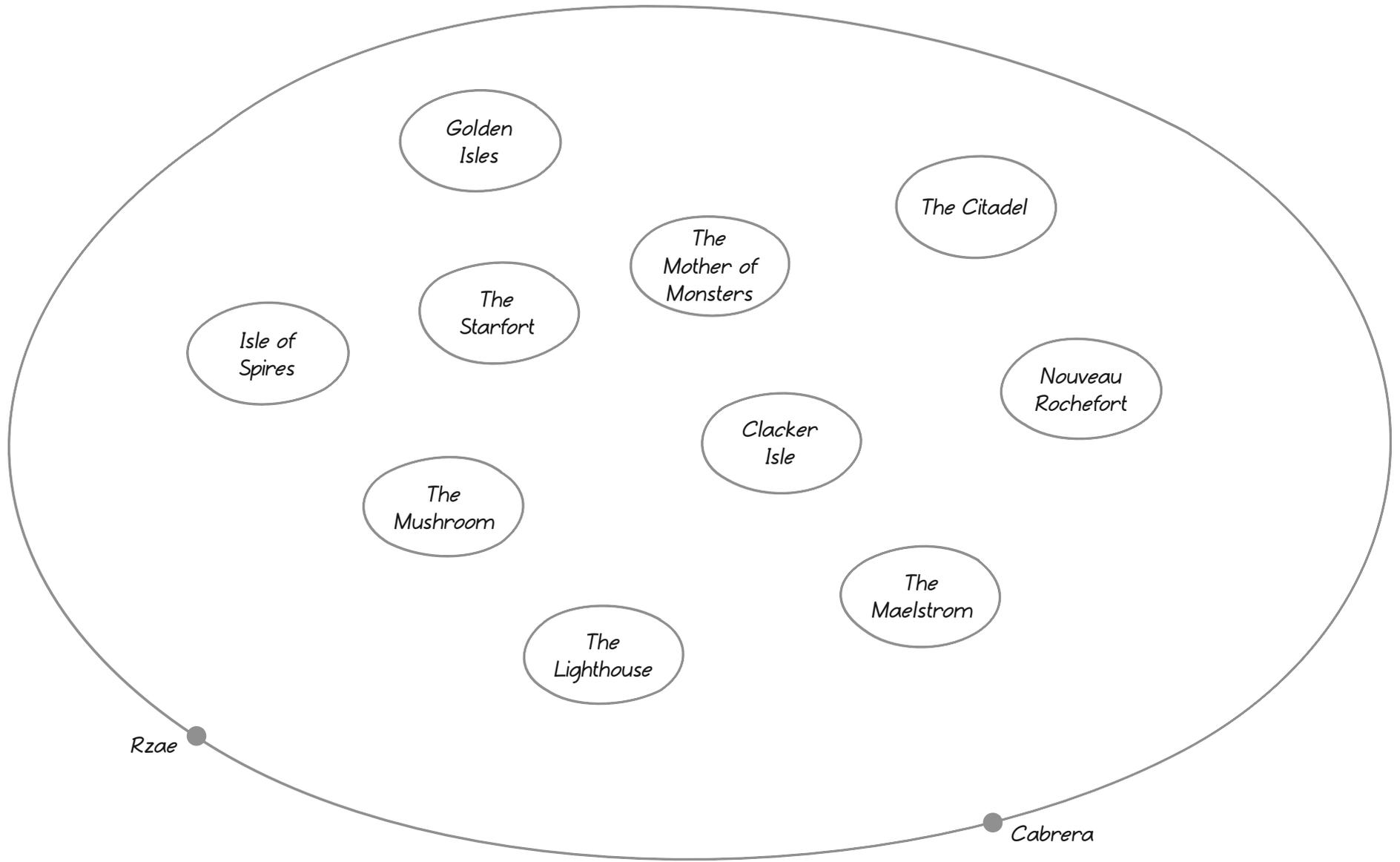
RZAE



UMULON

The Sea of Mists

Ships
The Ice Witch
The Black Ship



PLACES

RZAE

THE RAFT (RZAE)

A convergence of canals where a semi-permanent marketplace has set up taking advantage of a tax loophole for gondoliers. Owners of larger rafts tend to be low class people of import

THE FORGOTTEN CATHEDRAL (RZAE)

Surrounded by vast old graveyard. Bad things and grave robbers in the fog.

THE BURIAL PIT (RZAE)

Formerly an arena, this is where the Plague Doctors dump bodies. Access to the rest of the city has been cut off or is controlled by Crow Knights, and they work very hard to keep it under wraps that the place is crawling with Undead.

THE GRAND PLAZA (RZAE)

TBD

THE LAUGHING MARKET (RZAE)

TBD

THE HIDDEN ORPHANAGE (RZAE)

TBD

THE MUDDY YAK (RZAE/UMULON)

A merged space, or “knot” that combine an Umalon Bakery with a Rzaen Bar. Nature of the space limits the clientele to Mappers.

SPECIAL: All Mappers are considered to have +1 Bond with the Muddy Yak provided they're not total novices.

PLACES

UMULON

INFINITE ACADEMY (UMULON)

Center of sorcerous knowledge in Umulon, also holds considerable political sway.

CROWNTOP (UMULON)

Super Swank Umulon Neighborhood, atop one of the biggest elder glass towers. Patrolled by Godless Cavaliers. Location of the Chapel of No Gods.

CHAPEL OF NO GODS (UMULON)

Headquarters of the Godless Cavaliers and center of Umulons unique Areligion.

GARDENS OF THE HANGED(UMULON)

TBD

THE FINGER (UMULON)

A..distinctly shaped elderglass tower.

THE CRYSTAL SHARDS (UMULON)

TBD

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PLACES

The Sea of Mists

ISLE OF SPIRES

AKA “Isle of Spiders”

NOUVEAU ROCHEFORT

Pirate Haven built upon shipwrecks in a place where currents tend to converge

THE GOLDEN ISLES

Maybe mythical, but enough tales and treasures have emerged over the years to suggest there is something to be found.

THE MOTHER OF MONSTERS

Sea Monsters are known to swim the sea, but it is rumored that they are spawn of a greater creature.

CLACKER ISLE

The Clackers are crustacean humanoids who may be native to the Sea, and who certainly know it better than anyone else. It is presumed that they have a home island somewhere, but it has not been found.

STARFORT

TBD

CABRERA

Another major port city, trading partner of Rzae. Spanish in flavor.

THE CITADEL

TBD

THE LIGHTHOUSE

TBD

THE MUSHROOM

TBD

PEOPLE

“SLIM” JIMMY

Dwarven proprietor of Slim Jimmy’s Rare and Delightful Items of Great Harm. Sometime Patron

PROFESSOR DELVISH

Human professor at the Infinite academy, specializing in the study of the lost Dwarven race. Sometime Mark for “historical” Dwarven goods.

THE LADY IN GREEN

Killed and took the heartsblood of a Godless Cavalier, left Shrike & Jack to be blamed. Had some manner of control of plants. Apparently encountered in Umulan, but as it was right after a failed attempt to find a way, may be in a pocket.

DANZEN MULKEY

Political boss. Super corrupt Kidnapped Gregor Bonamici to blackmail his sister Anne.

ANN BONAMICI

Minister of Streets. Largely honest. Older sister of Gregor.

MR & MRS LUSK

Husband & Wife moneylenders. Mr. Lusk is a bruiser. Mrs Lusk not terribly faithful.

KOSTIS SAMARAS

Moneylender. Had(?) an affair with Mrs. Lusk, covered up by Jack.

TAZ MOFELD

Anarchist, Criminal and destructive Troublemaker

RZAE

UMULON

THINGS

THE PLAGUE DOCTORS (RZAE)

Prominent power group in Rzae, came to power after clerical magic failed to cure a major plague. Distinctive crow masks.

CROW KNIGHTS (RZAE)

Enforcers of the law in Rzae. Distinctive black iron helmets resemble plague masks. Also called “Crows”

THE SEA OF MISTS (RZAE)

The sea that Rzae sits upon is one full of mystery and danger. A few patrolled routes exist through it, but much of the rest is unmapped and (if rumors are to be believed) shifting. For all that, it attracts brave explorers, for there are said to be great treasures to be found among the mists.

THE BLACK SHIP (RZAE)

It sails upon the sea of mists. If you see it, run.

THE ICE WITCH (RZAE)

Ship of the notorious outlaw Sanguinus the bloody.

GODLESS CAVALIERS (UMULON)

Swashbuckling guardians of the wealthy and powerful in Umulon, traditionally armed with mud bronze rapier & maine gauche. While they have some law enforcement authority, they only serve in that capacity in the nicest neighborhoods or at the best parties.

RZAE

UMULON

CHARACTERS

DOGAN FELD, “BEQRINGER”

Neutral Human Fighter

Rzae native, former convict, wielder of immense elder glass hammer

JACK

Neutral Human Thief

Rzae native, Infiltrator. Scum.

URVUDOR (“URV”)

Neutral Elf Wizard

Umulon native, less-than-successful former grad student

SHRIKE

Chaotic Human Ranger

With Iggy, the Savage Mule

Umulon native, freedom fighter

SANGUINUS “THE BLOODY”

Good Human Paladin

Captain of *The Ice Witch*

LILY

Neutral Human Bard

Purser of *The Ice Witch*

TETRA

Good Elf Dashing Hero

Master of the Tops of *The Ice Witch*

FAFNIR THE GIANT

Neutral Halfling Barbarian

Cook of *The Ice Witch*

THINGS WE KNOW

In the lands of the halfling barbarians, giant silkworms travel the plains, a menace to all in their path. The Halfling clans follow in their wake, gathering silk.

There are no dwarves in Umulon, and there are still ancient magic defense magics which have been triggered by dwarves mappers, at least one of which petrified the subject.

Umulon has elections, but they're super corrupt

MAPPING

Your character has seen both sides of the coin, and is able to find ways between Rzae and Umalon, and even into some of the unmapped districts. This requires a combination of talent and experience which makes the process very tricky over time.

Every character who can navigate the cities has a rating in Map, which starts at +0. They also have access to new moves, some of which involve rolling +map. As a mapper character, you gain the Find Way and Navigate Cities moves for free, and may choose other mapping moves when you level.

FIND WAY

When you try to find the nearest exits to the other city, roll +map.

On a 10+, choose 3 from the list below

On a 7-9, choose 1

- * It's nearby
- * The way to it is safe
- * It's easily accessible
- * You have a broad sense of where it goes

NAVIGATE

When you try to plan a route to a specific destination in the other city, roll +map

On a 10+, choose 3 details about the route from the list below

On a 7-9, choose 1

- * Gets there quickly
- * Does not pass through anywhere dangerous
- * Can be navigated in under an hour
- * Exits in a convenient location
- * Is not watched

Special: If you fail a Navigate roll, subtract one from your +Map (minimum zero). If you roll boxcars, increase it by 1.

INTUITIVE MAPPER

Use +Wis instead of +Map for Find Way and Navigate rolls

CARTOGRAPHER

Use +Int instead of +Map for Find Way and Navigate rolls

SECRET WAY

You have a personal unmapped district, a bolt hole that no one else can find but you.

FINDER

You have a knack for finding people you value. When you make a Navigate check your destination may be a person in then City. If you do so, roll +bond rather than +map. If the person is no longer in the city, your destination will be their point of departure.