MASTERS OF UMDAAR

DAVE JORIA

A WORLD OF ADVENTURE FOR

FATE CORE SYSTEM

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＋FATE
CORE SYSTEM

Masters of Umdaar

This is a game where people make up stories about wonderful,
terrible, impossible, glorious things. All the characters and events
portrayed in this work are fictional. Any resemblance to real people,
heroes, robots, mutants, beast-men, sentient fungi, cyborgs, or
weekday cartoons is purely coincidental, but kinda hilarious.

CONTENTS

This is the planet Umdaar, where fear is abundant and mercy is scarce.

The tyrannical Masters reign over the scattered kingdoms, keeping their subjects ignorant and afraid. You are an Archaeonaut, a brave warrior hunting down the ancient technology that can bring the planet out of its age of darkness. Do you have what it takes to survive the savage wilds that stand between you and your prize? Are you brave enough to defy the *Masters of Umdaar*?

A LONG TIME AGO...

…the Demiurge came to the planet Umdaar. No one knows who or what they were. For countless millennia, they tamed the wild biomes, steered the course of evolution, and built tools so advanced that it is impossible to tell whether they're science or sorcery.

But then the Demiurge disappeared. Why did they come here? Where did they go? To this day, the elders hand down stories about them, portraying them as gods or demons—and there is nothing to suggest that they weren't.

After the Demiurge disappeared, the hundreds of civilizations they had fostered crumbled into chaos. The light of wisdom was swallowed by the primeval darkness.

The Masters' Triumph

After thousands of years of anarchy, there came a new order—warlords and warlocks arose, crafting nations and empires from the scattered tribes. These despots rule to this day, and are known as the Masters of Umdaar. Only the foolish or the brave dare oppose them.

Some Masters are fierce barbarians, ruling through brute force. Others are cunning warlocks, maintaining their nations through sorcery and deception. They strip their fiefdoms of natural resources until they become barren wastelands shrouded in smog—for this reason, these lands are called the Dark Domains. The Masters have no love for each other, and constantly clash over the resource-rich borderlands.

For the slaves living in the Dark Domains, life is brutal and short. The Masters keep their subjects poor and ignorant, holding all the luxury and knowledge for themselves.

The Lands of Light

And yet, there is hope. A few small nations try to hold out against the Masters, daring to keep the flame of freedom alive. These are the Lands of Light: allied states that refuse to bow to the Masters' demands. They are run by benevolent matriarchs and patricians, who patronize the learned Runekeepers, technopriests dedicated to studying the relics of the past in the hopes of unlocking the wisdom and power of the gods.

Citizens in the Lands of Light do not suffer as thoroughly as the other citizens of Umdaar. They work hard and tighten their belts in the winter, but are known to have moments of joy amongst their hardships. However, these happy times seem increasingly rare now, as the howling hordes at the gates grow bolder, and the untamable wilds creep closer every year. Their only chance of survival lies in the lost artifacts of the Demiurge.

The Artifacts

Deep within the ruins of Umdaar are rare artifacts, too complex to be fully understood by mere mortals. The right tools, in the right hands, could heal the planet: They could drain the radioactive poisons from the Glowing Sands. They could purify the bogs of the Sludge Swamps, making it flow with life once more.

In addition to tools, the Demiurge created numerous weapons. A warrior wielding a Demiurge weapon could guard a besieged castle single-handedly. A dozen skilled fighters with Demiurge weapon might even do the unthinkable: topple a Master from her throne.

Sadly, the Masters know of the artifacts as well—as such, they are constantly scouring the planet for lost relics. They lend the armaments they have to their generals, and kidnap Runekeepers to build crude replica weapons for their armories. The Masters care nothing about improving the planet; they seek only to widen their borders and fill their coffers.

The Wildlands

Not that the artifacts are easy to reach. They lie hidden in forgotten Demiurge structures, nestled in the heart of the Wildlands—uncharted deserts, jungles, and other harsh biomes that separate the many nations. These lands are filled with feral beasts enhanced by mutation and cybernetics. Travelers also speak of clans of fierce warriors that lie hiding in the mists, far from the meddling of outsiders. These tribes dare not enter the ancient overgrown temples, knowing them to be filled to the rafters with deadly traps.

Your Mission

You are one of the Archaeonauts of Umdaar. You are many things to many people: researchers, rebels, explorers, celebrities, thieves, desecraters, agitators. You are the last defense against the dying of the light.

Find the artifacts. Whoever holds the artifacts will remake Umdaar in their vision.

What Genre Is *Masters of Umdaar*?

To say *Masters of Umdaar* is sci-fi/fantasy is certainly accurate, but a bit too broad. If we had to narrow it down, we would call it Planetary Romanticism. Avoid the sci-fi pitfalls of making it just about how technology works and how advanced it is. Instead, make your adventure about the emotions that the heroes and heroines *feel*: the joy of exploring a new frontier, the suspense of an unopened treasure chest, and the fear of a strange new monster emerging from the shadows. Through this lens, your adventures will more likely resemble fantasy than sci-fi.

This distinction is easily seen in how Planetary Romance approaches technology. In normal science fiction stories, technology is used in a logical, futuristic way. In Planetary Romance stories, future technology is used in a way that parallels a technological level from the past. For example, in the *John Carter of Mars* series, the Martians possess advanced radium pistols and rifles, but they use them alongside sabers, not unlike combat in the Civil War. Likewise, in *Star Wars*, the Jedi are basically old-fashioned samurai wielding plasma katana.

In *Masters of Umdaar*, we've drawn the lines between good and evil in pretty thick, distinct lines. This is an intentional nod to some of our favorite sci-fantasy comics, cartoons, and movies, including *He-Man and the Masters of the Universe*, *She-Ra: Princess of Power*, *Flash Gordon*, *Thundercats*, *Kamandi: The Last Boy on Earth*, and *Krull*. These distinct lines are ideal for one-shot games and for campaigns with younger players. However, for older audiences looking for a longer and more complex campaign, do not be afraid to blur the line between good and evil a little. Add in some grittier elements and make the purity of the Archaeonauts' potential allies a little less obvious. In such cases, we also recommend you look for inspiration in such works as *John Carter of Mars*, *Dune*, and *Planet of the Apes*.

The Rules

Masters of Umdaar is designed as a light game based on *Fate Accelerated Edition*.

BUILD YOUR ARCHAEONAUT

You will play one of the great adventurers on this planet known as the Archaeonauts. They use their talents to secure, scavenge, or steal every artifact they can find. Their motives are varied, but they all have a strong drive—they know what they want and how to get it!

1. Create your bioform
2. Create your class and approaches
3. Create your name
4. Create your character aspects
5. Create or pick your stunts

Step 1—Create Your Bioform

It is said that when the Demiurge disappeared, they left behind more strains of life than there are stars in the sky. Amongst these life-forms are dozens of sentient beings—some of them the Demiurge coaxed from the native slimes, while others were transplanted from far-off worlds. Some of these life-forms are bestial things, barely able to stand upright and speak. Others are advanced life-forms able to manipulate energy with their minds. In the border-town outposts, these many varied bioforms meet in order to craft alliances, build friendships, and plot foul betrayals.

In this step, you will roll to choose a **bioform**. Other than providing a **lead approach**, your bioform doesn't provide too many changes to your character's rules. These changes are largely cosmetic, but they will inspire your backstory, aspects, and stunts.

What Is a Bioform?

A **bioform** is a character's basic species and biological characteristics. For example, *Star Wars* has humans, wookiees, and droids; meanwhile, *Lord of the Rings* has men, elves, dwarves, and hobbits.

> #### RACY SUBJECT
> In other fantasy and science fiction settings, authors have used the term "race." We prefer to use "bioform" instead.

Choosing a Bioform

Umdaar is inhabited by all sorts of beings; you can play a garden-variety human being, a bipedal humanoid that resembles an animal, a robot, or something completely alien. When you think about the sort of Archaeonaut you want to play, let your imagination roam wild, but remember the key tenets of Fate: a character should be **proactive**, **capable**, and **dramatic**. Being capable includes the ability to interact with the other characters in your group and influence the world around you.

- Make sure you can communicate with the other characters in some way—a common spoken language, sign language, grunts, telepathy, or another method.

- Don't stray too far from typical human size. A character that is too big or too small can be difficult to play. We recommend a character no smaller than a human hand and no bigger than a small car.

- Ensure you have some way of manipulating objects around you, whether limbs, cybernetic prosthetics, tentacles, or telekinesis.

> We also have the motto "When in doubt, dinosaur," but that's more of a philosophy.

To Generate or Not to Generate?

The next few pages are devoted to the Bioform Generator, which is a handy tool for randomly generating a bioform for your Archaeonaut in a few seconds.

Q. Is it required?

A. Not at all. If you have an idea for your creature's species, we say go for it. Otherwise, you can skim over the following charts and pick what results you want.

Q. How do I use the Bioform Generator?

A. Start with the Main Chart. This will pick a general form for your Archaeonaut. If you roll a non-Animal result, you don't need to make other rolls. If you roll anything with an Animal part, roll on the Animal Kingdom Chart and then the appropriate Animal Chart. Make sure to write down the lead approach listed next to the bioform, as it will help you pick your class.

Q. Can I create my class first?

A. Sure! Start at page 12. After you pick a class, pick a bioform that has the same lead approach.

BIOFORM GENERATOR

For the Main Chart of the Bioform Generator, roll four Fate dice. Starting in the top-left corner, move one column right for each ⊞ , and one row down for each ⊟ .

> Barbara and Sam roll on the chart below and get ⊞⊟⊟⬛. They set the ⬛ aside, and find where ⊞ intersects with ⊟⊟: at "Mutant."

THE RULE OF THREE

With any random generation chart found in *Masters of Umdaar*, we highly recommend the Rule of Three: if the first roll doesn't excite you, roll three times and pick the result you like the best.

BIOFORM GENERATOR MAIN CHART

	⬛	⊞	⊞⊞	⊞⊞⊞	⊞⊞⊞⊞
⬛	Energy Being *(Flashy)*	Chimera*	Cyborg *(Careful)*	Cytyr*	Undead *(Sneaky)*
⊟	Centaur*	Humanoid *(Clever)*	Beastman*	Mutabeast*	
⊟⊟	Robot *(Clever)*	Mutant *(Sneaky)*	Amazon *(Forceful)*		
⊟⊟⊟	Chimera*	Mutawarrior *(Flashy)*			
⊟⊟⊟⊟	Fungus/Plant *(Careful)*				

* For entries marked with an asterisk, refer to the following instructions:

- **Beastman:** Biped; roll once on the Animal Kingdom Chart.
- **Centaur:** Waist-up Humanoid; waist-down Animal from the Animal Kingdom Chart.
- **Chimera:** Roll twice on the Animal Kingdom Chart and merge the results.
- **Cytyr:** Waist-up Humanoid Cyborg; two legs of an animal from the Animal Kingdom Chart.
- **Mutabeast:** Mutated animal-like biped; roll once on the Animal Kingdom Chart.

Animals

Animals have not one chart, but three. The Animal Kingdom Chart helps you pick which of the three charts to roll on further.

Roll one Fate die to see which one you'll use.

BIOFORMS: ANIMAL KINGDOM CHART

⊟	Animal Chart 1: Invertebrates and Marine Life
■	Animal Chart 2: Reptiles, Amphibians, Dinosauria
⊞	Animal Chart 3: Birds and Mammals

ANIMAL CHART 1: INVERTEBRATES AND MARINE LIFE
Dominant Approaches: Careful and Quick

	■	⊞	⊞⊞	⊞⊞⊞	⊞⊞⊞⊞
■	Centipede, Millipede *(Sneaky)*	Eel *(Forceful)*	Fish: Pike, Trout, Piranha *(Quick)*	Slug, Worm, Snail *(Careful)*	Angler Fish *(Clever)*
⊟	Squid, Octopus *(Clever)*	Locust, Mantis, Ant *(Quick)*	Crab, Lobster *(Careful)*	Manta Ray *(Flashy)*	
⊟⊟	Bee, Hornet, Wasp *(Flashy)*	Shark *(Forceful)*	Beetle, Roach, Scarab *(Careful)*		
⊟⊟⊟	Spider, Scorpion *(Sneaky)*	Fly, Mosquito *(Quick)*			
⊟⊟⊟⊟	Jellyfish, Man o' War *(Flashy)*				

ANIMAL CHART 2: REPTILES, AMPHIBIAN, DINOSAURIA
Dominant Approaches: Clever and Sneaky

	■	+	++	+++	++++
■	Salamander, Hellbender *(Flashy)*	Lizard: Iguana, Komodo Dragon, Monitor *(Careful)*	Chameleon *(Sneaky)*	Toad *(Clever)*	Turtle, Tortoise *(Careful)*
▬	Quadruped Herbivores: Triceratops, Stegadon, Ankylosaurus *(Careful)*	T-rex, Allosaurus, Dimetrodon *(Forceful)*	Snake: Cobra, Viper, Python *(Clever)*	Crocodile, Alligator, Gharial *(Forceful)*	
▬▬	Pterodactyl, Pterosaur, Archaeopteryx *(Flashy)*	Frog: Bull, Poison Arrow *(Sneaky)*	Raptor: Deinonychus, Velociraptor, Oviraptor *(Clever)*		
▬▬▬	Pachycephalosaurus, Iguanodon, Hadrosaur *(Quick)*	Newt *(Quick)*			
▬▬▬▬	Marine Reptile: Pliosaur, Plesiosaur, Ichthyosaur *(Sneaky)*				

	▪	+	++	+++	++++
▪	Bat (Sneaky)	Terror Birds (Flashy)	Ursine: Bears, Polar Bears, Pandas (Forceful)	Elephant, Rhino, Hippo, Woolly Mammoth (Careful)	Seagull, Albatross (Clever)
–	Rodents & More: Rat, Mouse, Mole, Rabbit (Clever)	Primate: Gorilla, Chimp, Orangutan, Bonobo, Lemur (Clever)	Hawk, Eagle, Condor (Flashy)	Hoofed: Boar, Goat, Stag, Moose (Careful)	
▪▪	Scavenger Bird: Vulture, Raven, Crow (Sneaky)	Canine: Dog, Wolf, Coyote, Fox, Jackal (Forceful)	Feline: Lion, Tiger, Puma, Hyena (Flashy)		
▪▪▪	Ostrich, Emu, Cassowary (Quick)	Mustelids: Weasel, Badger, Wolverine, Ferret (Forceful)			
▪▪▪▪	Ungulate: Zebra, Antelope, Gnu, Horse (Quick)				
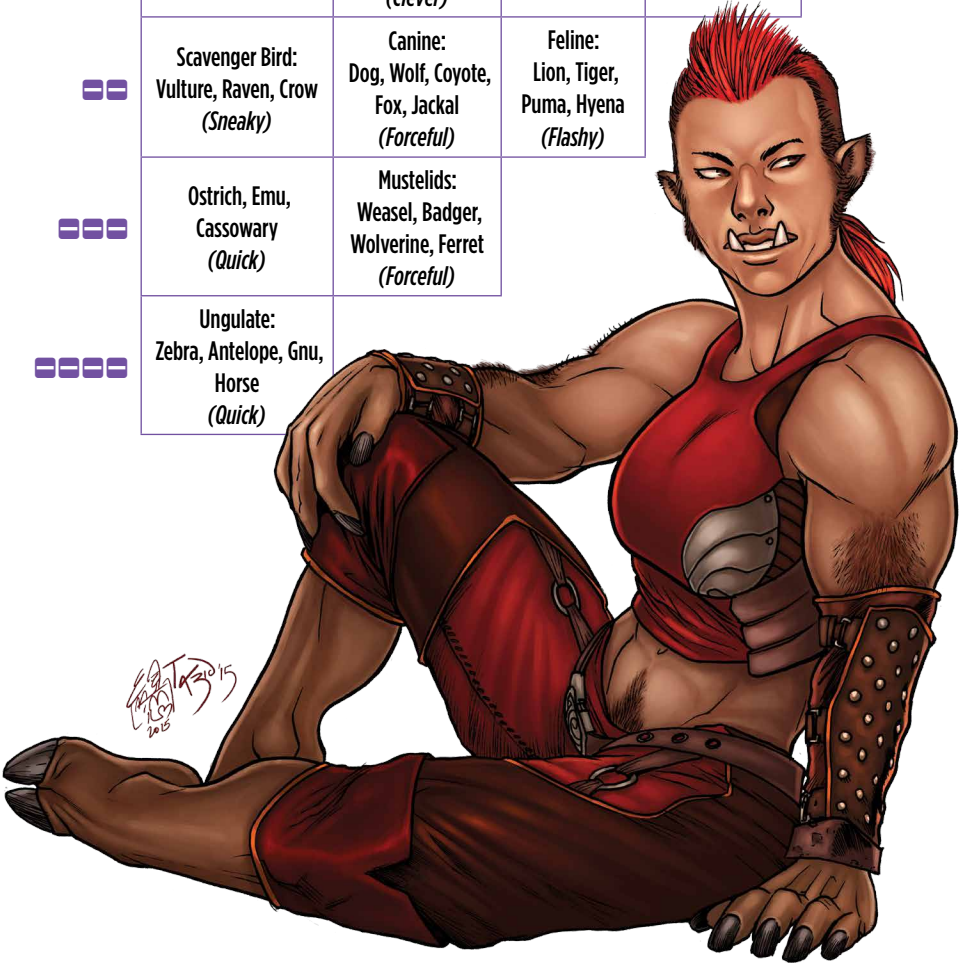
Step 2—Create Your Class and Approaches

Finding and retrieving an artifact is a daunting task, requiring expertise in ancient lore, geography, stealth, and brute strength. As such, most Archaeonauts rarely work alone, as no single treasure hunter possesses all the skills necessary. Nor do any two Archaeonauts have the same training: a band might feature an honored technopriest from the Brotherhood of the Suns, seeking alongside an escaped gladiator from the hellish Fighting Pits of Tizera. In this step, you pick a **class** and **approaches**.

Picking a Class

A class defines your character's training or set of skills. This is their occupation, niche, or archetype. For example, in other games and fictional settings, some popular classes might be barbarians, ninja, and wizards. Generally, most archetypal characters from fantasy and sci-fi series will be appropriate in *Masters of Umdaar*.

To make up a class, start with a concept—what your character looks like in your mind. In *Masters of Umdaar*, your class also determines your approaches. You can either choose a pre-made class or build your own from scratch. Either way, we recommend using the lead approach from your bioform as inspiration.

Sam has rolled an Amazon on the Bioform Generator. Amazons have a recommended lead approach of Forceful, so Sam will likely pick or build a class with Forceful at +3 or +2, such as a Fighter or a Swashbuckler.

IS THERE MAGIC ON UMDAAR?

Given that the setting straddles the line between science fiction and fantasy, it's impossible to tell whether magic exists or not. There are plenty of talented individuals claiming to be alchemists, wizards, and warlocks. It's unclear if these "wizards" can work magic through sorcery, psychic powers, or nanobots—ultimately, the result looks the same to the superstitious beings of the planet. Likewise, some Demiurge artifacts are sufficiently advanced that they would look like magic even to us!

Picking Approaches

Your character starts with one approach at Good (+3), two at Fair (+2), and two at Average (+1). *Masters of Umdaar* uses the base six approaches from *Fate Accelerated*: Careful, Clever, Flashy, Forceful, Quick, and Sneaky.

CORE CLASSES

Below are six pre-made "core" classes that you might consider.

Class	Good (+3)	Fair (+2)	Average (+1)	Mediocre (+0)
Fighter	Forceful	Quick, Flashy	Careful, Sneaky	Clever
Hunter	Quick	Forceful, Sneaky	Flashy, Clever	Careful
Mage	Clever	Careful, Sneaky	Flashy, Quick	Forceful
Cleric/Runekeeper	Careful	Flashy, Clever	Sneaky, Forceful	Quick
Rogue	Sneaky	Clever, Quick	Careful, Forceful	Flashy
Swashbuckler	Flashy	Forceful, Careful	Quick, Clever	Sneaky

MORE CLASSES

Of course, you can change it up a little.

Class	Good (+3)	Fair (+2)	Average (+1)	Mediocre (+0)
Psychic	Careful	Quick, Flashy	Sneaky, Clever	Forceful
Battlemage	Forceful	Clever, Flashy	Sneaky, Quick	Careful
Gladiator	Quick	Forceful, Flashy	Careful, Clever	Sneaky
Courtier/Courtesan	Flashy	Sneaky, Clever	Careful, Quick	Forceful
Illusionist	Sneaky	Flashy, Clever	Careful, Forceful	Quick
Bounty Hunter	Clever	Forceful, Quick	Careful, Sneaky	Flashy
Paladin	Careful	Flashy, Forceful	Clever, Quick	Sneaky

Step 3—Create Your Name and Backstory

The next step is relatively easy: you just need to create a name for your Archaeonaut! It can be a long string of names and titles, like *The Mighty Baron Grenfl Di'Rezzala III*, or a simple title like *Falcon the Slayer*.

While you're at it, take a moment to write a few sentences about your character: where do they come from? What do they look like?

> **WHAT'S IN A NAME?**
> In your backstory, in doesn't hurt to include the name of your "people"—what is the name of your bioform, your home nation, and/or your clan?

Step 4—Create Your Character Aspects

In this step, you will create your character's aspects: your **high concept**, **motivation**, **personal aspect**, and **shared aspect**.

High Concept

Your high concept summarizes your bioform, class, and other essential information. You might be a ***Walrus-Man Cleric*** or a ***Human Prince of Thieves***. You might want to integrate the lead approach from your bioform into your high concept. For example, if you rolled "Robot (Careful)" you might make your high concept ***Cautious Robot Runekeeper***.

Motivation

This aspect explains why your character openly seeks the artifacts of Umdaar. Think of the motivation as a proactive trouble aspect. To inspire yourself, ask these questions:

- Do you want to use the artifacts to selflessly defend or improve a specific place?
- Do you want a powerful weapon to seek revenge? If so, against whom?
- Do you want to know more about the Demiurge? Is it scientific curiosity, or religious zeal?
- Do you like the fame that comes from being a top Archaeonaut?
- Do you covet treasure for yourself? Are you trying to resell it?
- Do you care less about the artifacts, and more about the thrill of the hunt?

We advise that you phrase your motivation in an **"I must _____"** format.

> Examples: ***I Must Crack the Riddle of the Runes***; ***I Must Make the Masters Suffer***; ***I Must Have All of the Shinies***; ***I Must Become the Most Beloved Archaeonaut Ever***

Personal Aspect

This aspect deals with your character alone. It can relate to your backstory, a favorite weapon or tool, a personality trait, your station, a physical attribute, or anything else you like.

> Examples: ***My Father's Book of Spells***; ***I'm Gorgeous (and I Know It)***; ***Runaway Princess***; ***Rude Upstart Peasant***; ***I'm the Last of the Serpentmen***; ***You Wouldn't Like Me When I'm Angry***

Shared Aspect

This aspect represents your dynamic with another player character. If you have an even number of PCs, we recommend linking them in pairs. If you have an odd number, pick a PC to have links to two others, granting that PC two shared aspects. You can create your own shared aspects, or use the bonds below as inspiration:

- **Fraternal or Sororal:** The two characters share a bond that is similar to a bond of siblings; they can be blood brothers, adopted siblings, childhood friends, or just close companions. Of course, like real family members, they don't have to *like* each other.
- **Paternal or Maternal:** The two characters share a bond similar to a parent and child. Taken literally, one character might be a biological or adoptive parent of the other; alternatively, there might be a large gap in age or maturity between the two.
- **Love or Love Triangle:** The two characters share a bond that is complicated by romance. If it is mutual, they might be in a relationship, or they might have just broken up. If it is not reciprocal, one character might have a hidden or open crush on the other. Otherwise, it's possible that the characters love or have loved the same person, souring their professional relationship; maybe one character stole the other's fiancé, or they are rivals for the affection of someone they both like.
- **Rivals:** The two characters share a bond of bitter rivalry, constantly trying to best each other physically or intellectually. Is one character or both envious of what the other has? Are they former enemies turned reluctant allies? Are they complete opposites, or far too similar? Do they have overlapping or conflicting motivations?

Once two players have picked their characters' bond, discuss how each character interprets the bond. They might have completely different views of the situation. For example, a paternal or maternal bond may be positive (***Like a Daughter to Me*** and ***A Better Mother than the Woman Who Bore Me***) or it can be one-sided (***Reminds Me of the Daughter I've Lost*** and ***You're Not My REAL Dad!***). This difference of opinion can be particularly intense in a love bond, as one character can be head-over-heels in love, while the object of affection remains completely oblivious to it.

FORGING BONDS

If you want to start with a blank-slate team of adventures that have never before met each other, that's fine—start without any shared aspects, and fill them in at the end of the adventure or when an ideal time arises.

Step 5—Pick Your Stunts

Now it's time to select your stunts. We recommend you start with two. You're free to make your own, but we suggest selecting from our pre-made ones, either randomly or based on your class, approaches, bioform, or personality.

The pre-made stunts in *Masters of Umdaar* fit into three categories: **powers**, **weapons**, and **adaptations**. They are all equally strong and built using the normal rules for stunts, but they have different flavors.

POWERS

Some Archaeonauts are able to wield strange psychic and magical energies, allowing them to perform impossible feats such as moving objects with their minds or exhaling fire.

Generally used by: Energy Beings, Robots, Mutants, Mutabeasts, Mutawarriors

WEAPONS

Archaeonaut warriors use a great many mundane instruments and lesser artifacts to their advantage in battle.

Generally used by: Humanoids, Cyborgs, Centaurs, Amazons, Mutawarriors, Undead

ADAPTATIONS

Adapted through evolution or mutation, some Archaeonauts have bioforms that sport camouflage or natural weapons such as talons.

Generally used by: Chimeras, Centaurs, Cytyrs, Beastmen, Mutabeasts, Fungi/Plants

Powers

POWER CHART

	■	✚	✚✚	✚✚✚	✚✚✚✚
■	Teleportation *(Quick/Sneaky)*	Vampiric *(Sneaky)*	Fluorescent *(Flashy)*	Brain Twister *(Clever)*	Energy Beam *(Forceful/Flashy)*
➖	Metal Skin *(Careful)*	Elemental Manipulation *(Clever)*	X-Ray Eyes *(Quick)*	Fireblast *(Forceful)*	
■■	Shapeshift *(Sneaky)*	Super Strong *(Forceful)*	Precognition *(Careful)*		
■■■	Laser Punch *(Quick)*	Sonic Cry *(Flashy)*			
■■■■	Mind Reader *(Careful/Clever)*				

THE OUTCOME SURGE

Some powers use a new mechanic called an **outcome surge**. After you roll for an action, and both you and those opposing you have finished using invokes and applying other stunts to it, you can use an outcome surge to improve the roll's outcome by one step, as shown in the following table.

OUTCOME SURGE: OVERCOME AND CREATE AN ADVANTAGE

Original Result	Shifted Result
Fail	Tie
Tie	Succeed
Succeed	Succeed with Style
Succeed with Style	No Change

Certain powers can use the outcome surge defensively, shifting down an attack from an enemy.

OUTCOME SURGE: DEFEND

Your Defense Result	Attacker's Result	New Defense Result
Fail	Attack deals stress	Tie (No stress to defender, attacker gains a boost)
Tie	Attacker gets boost	Defense succeeds (Attacker gets no boost)
Succeed	Attack fails	Defense succeeds with style (Defender gets a boost)
Succeed with Style	Attack fails (Defender gets a boost)	No change

Brain Twister (Clever): Using psychic energy, you can Cleverly attack an opponent's mind—provided they have a mind to attack! If you succeed with style on this attack, you can discover an aspect of the target with one free invoke instead of taking the boost. In addition, you can never become *Unarmed*.

Element Manipulation (Clever): You can move and manipulate a specific type of element. Pick a broad type of element, such as air, water, earth, metal, plants, or fire. Whenever this element is present in a scene, you can attack without a weapon. If the source of the element is abundant—air in an open space, or fire from a torch in the wall—you also gain +2 when Cleverly creating advantages using that element.

Energy Beams (Forceful/Flashy): Pick a type of force or energy, such as fire, light, electricity, or gravity. Whenever you succeed with style on a Forceful or Flashy attack, you can forgo the boost to move the defender up to two zones away. In addition, you can never become *Unarmed*.

Fireblast (Forceful): You can shoot or exhale fire. Whenever you succeed with style on a Forceful attack, you may forgo the boost to place an *On Fire* aspect with a free invoke on the defender or a nearby object. This effect only works if the target could believably catch fire. In addition, you can never become *Unarmed*.

Fluorescent (Flashy): You can emit light from your skin, eyes, or hands. Once per scene, when you attempt to Flashily overcome an aspect related to darkness, you can outcome surge the result. Whenever you use this stunt, you gain a *Glowing* situation aspect with no free invoke, which lasts until the end of the scene.

Laser Punch (Quick): You strike with the speed and power of a laser. +2 when Quickly attacking an opponent that has yet to attack during the conflict. In addition, you can never become *Unarmed*.

Metal Skin (Careful): You can rapidly cover your skin with thick metal or bone armor. If you spend an exchange doing nothing but defending yourself, you gain +2 whenever you Carefully defend yourself against physical attacks until the end of the scene.

Mind Reader (Careful/Clever): You can use telepathy to read the minds of your opponents, using create an advantage to Carefully uncover details about their true nature. Additionally, once you have discovered an aspect about your opponent in this way, you gain +2 to Cleverly create or discover mental aspects on that opponent.

Precognition (Careful): You can sense when trouble is coming. Once per scene, when you Carefully defend yourself against a trap or an inanimate threat, you can outcome surge the result.

Shapeshift (Sneaky): You can use illusions or mutations to change your appearance. You can Sneakily create an advantage to give yourself a disguise aspect. If an opponent attempts to overcome this aspect to see past it, you can Sneakily oppose their attempt.

Sonic Cry (Flashy): You can emit loud sonic cries that cause intense pain. Once per session, you can Flashily attack with a +2 bonus, attacking every other character in your zone, including allies!

> Arco'Thar uses Sonic Cry and gets a Good (+3) result, then adds +2 for a total of Superb (+5). There are three fish-bats in the zone, so each one must defend against a 5-shift attack.

Super Strong (Forceful): Once per scene, when you attempt to Forcefully overcome a physical obstacle in your path by trying to breaking it, you can outcome surge the result. Whenever you use this stunt, place a *Debris* situation aspect on the scene with no free invoke.

Teleportation (Quick/Sneaky): Whenever you succeed at Quickly or Sneakily defending against a long-range attack, you can immediately move one zone.

Vampiric (Sneaky): Pick something that you drain and how you drain it: for example, life force through your palm, or blood through your fangs. Whenever you Sneakily attack and succeed with style, chose one effect: remove a free invoke from an aspect on that enemy, including weapon aspects; or, upgrade the boost from your success with style into an aspect with a free invoke. Some targets are immune to this stunt—you couldn't drain blood from a robot.

X-ray Eyes (Quick): Once per scene, when you attempt to Quickly overcome an aspect limiting your vision or senses, you can outcome surge the result.

CREATE YOUR OWN POWER

If you want to create a power with an outcome surge, use the following template:

Once per scene, when you use **[approach]** to overcome a **[specific type of obstacle]**, you can outcome surge the result.

DANGER, DANGER!

If you're building a stunt with an outcome surge, keep in mind that you can't shift one of your attacks.

Weapons

Naturally, the fact that some Archaeonauts use weapons implies that taking away those weapons might hinder them. By creating an advantage, an opponent can take your weapon away, which leaves you unable to use your weapon stunt and makes you **Unarmed**. This aspect can be invoked to hurt you, but you can compel it to rack up fate points in a jiffy. Once you're unarmed, you can create an advantage to arm yourself with an improvised weapon to avoid further invokes. Depending on the type of improvised weapon, it might count as a boost or situation aspect. GMs, if you wish to inject a bit of drama, you can put a disarmed weapon in danger of being destroyed if the player doesn't act to recover it.

WEAPON CHART

	■	+	++	+++	++++
■	Poisoned Weapon *(Sneaky/Quick)*	Blowpipe *(Sneaky)*	Lance or Javelin *(Flashy)*	Broadsword *(Forceful)*	Magical Weapon *(Forceful/Flashy)*
−	Rapier *(Flashy)*	Axe or War Hammer *(Forceful)*	Bow, Crossbow, or Laser *(Quick)*	Rifle or Pistol *(Careful)*	
−−	Dagger *(Sneaky)*	Sword or Shield *(Careful)*	Minor Artifact *(Clever)*		
−−−	Wand *(Clever)*	Chains *(Quick)*			
−−−−	Living Weapon *(Careful/Clever)*				

BROKE? PREFIX IT!

Want to make a retro sci-fantasy weapon? Take a normal object and add a high-tech prefix to it, such as laser, radium, or hyper. After all, it worked for lightsabers and sonic screwdrivers, right?

PRE-MADE WEAPONS

Minor Artifact (Clever): Once per scene, you can gain +2 when Cleverly creating an advantage to mentally or physically bind an opponent.

Axe or War Hammer (Forceful): Once per scene, when you Forcefully attack and succeed, you can deal +2 stress.

Blowpipe (Sneaky): You're armed with a stealthy weapon, like a blowpipe or throwing star. Once per scene, after you Sneakily attack and succeed, you can give yourself a *Hiding* aspect with no free invoke. You cannot be attacked until an opponent removes the *Hiding* aspect, usually by overcoming the aspect, or you make an overt action, such as attacking or moving between zones.

Bow, Crossbow, or Laser (Quick): Once per scene, when you Quickly attack and succeed with style, you can forgo the boost to immediately attack again, either against the same defender or another character in the same zone.

Broadsword or Claymore (Forceful): The first time you Forcefully attack in a conflict, add +3 to your roll.

Chains (Quick): You are armed with a whip, net, chain, bola, or other snaring weapon. You can Quickly create an advantage to ensnare or tie a character. The first time during a scene that an enemy tries to break free from your snare, the opposition increases by +2.

Dagger (Sneaky): You can stab or throw daggers at your enemies. Once per scene, immediately before rolling a Sneaky attack, you can give the defender a *Weak Spot* with no free invokes.

Lance or Javelin (Flashy): In physical conflicts, you can use Flashy instead of Quick when determining your turn order. Once per session, you can use your Flashy approach to do this with a +2 bonus.

Living Weapon (Careful/Clever): You have a weapon that adapts and learns. When you enter a conflict with an opponent you have ever faced before—more mantamen; opponents armed with swords—immediately gain a boost based on your prior experience.

Magical Weapon (Forceful/Flashy): You have a magical weapon or minor artifact that can deal damage. Once per scene, when you Forcefully or Flashily attack, you may loudly call out the name of the weapon, granting you +2.

DEFENSE IS THE BEST OFFENSE

Instead of a Magical Weapon, you may choose to instead have a Magical Shield, which grants +2 to a defense roll in the same situation listed by the weapon.

Poisoned Weapon (Sneaky/Quick): You use a poisoned weapon such as dagger, arrows, or darts. Once per scene, when you Sneakily or Quickly attack and deal 2 stress or more, you can force the defender to absorb 2 stress from your attack as a mild consequence. Some targets—robots, inanimate objects, and so on—are immune to poison.

Rapier (Flashy): You use a rapier, war fan, or other fancy weapon of the court, wielding it in one or both hands. At the beginning of any conflict, as a free action and before anyone else acts, you can attempt to Flashily create an advantage that demonstrates how impressive a fighter you are.

Rifle or Pistol (Careful): You have a deadly ranged weapon—like a sonic blunderbuss, a laser cannon, or a uranium six-shooter—that can blanket an area with deadly shots. Once per scene, you can gain +2 when attempting to Carefully create an advantage to pin down an enemy, firing warning shots or laying down suppressive fire.

Sword or Shield (Careful): You bear a strong sword, shield, or both. Once per scene, when you Carefully defend and succeed, you gain a boost.

Wand (Clever): You have a magic wand, magical ring, crystal ball, or some other magical prop. When you attempt to Cleverly overcome obstacles, you gain +2 if you can narrate how the item helps you in the attempt.

> ## CREATE YOUR OWN WEAPON
> If you want to create a weapon, use the following template:
> Once per scene, you can gain +2 to **[specific approach and action]** when you face **[a common circumstance]**.
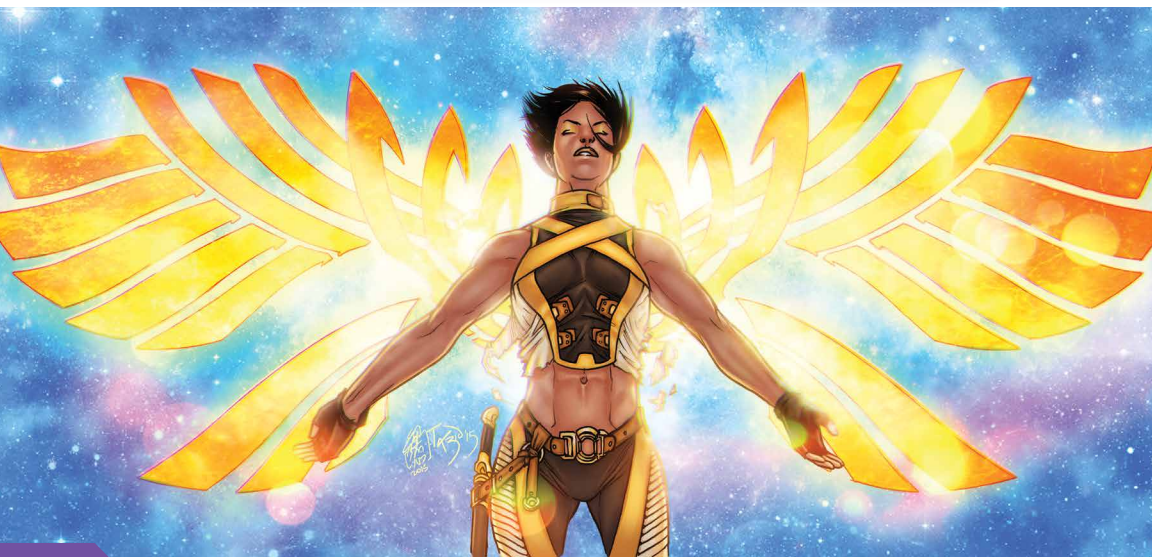
Adaptations

■	✚	✚✚	✚✚✚	✚✚✚✚
Thick Skull *(Careful/Forceful)*	**Strong Legs** *(Quick)*	**Amphibious** *(Sneaky)*	**Spit Attack** *(Clever)*	**Camouflage** *(Clever/Sneaky)*
Deadly Tail *(Sneaky)*	**Claws** *(Forceful)*	**Extra Senses** *(Quick)*	**Spines** *(Careful)*	
Tentacles *(Clever)*	**Plates** *(Careful)*	**Frill or Mane** *(Flashy)*		
Bite *(Forceful)*	**War Cry** *(Flashy)*			
Wings *(Flashy/Quick)*				

(Row labels from top to bottom: ■, ■, ■■, ■■■, ■■■■)

PRE-MADE ADAPTATIONS

Amphibious (Sneaky): You have gills or over-sized lungs. +2 when Sneakily creating an advantage to hide around water or mud.

Bite (Forceful): +2 when Forcefully attacking someone who's bound or restricted, represented by an aspect like *Wrestled to the Ground*.

Camouflage (Clever/Sneaky): +2 when Cleverly or Sneakily defending against missile attacks when you're in a cluttered area.

Claws (Forceful): You have vicious claws or talons. Whenever you Forcefully attack and succeed, you deal an additional stress. Also, you can never become *Unarmed*.

Deadly Tail (Sneaky): You have a tail ending in a barb or club. Once per scene, if an enemy in your zone deals stress to you with a physical attack, after their turn you can immediately make a Sneaky attack against that enemy.

Extra Senses (Quick): +2 when Quickly overcoming aspects representing obstacles to find people or items hiding near you.

Frill or Mane (Flashy): You possess a frill, mane of hair, or markings that make you terrifying to behold. +2 when Flashily creating advantages to instill fear.

Plates (Careful): You have thick plates, scales, or hide. Whenever you Carefully defend against a physical attack, you suffer one less stress.

Spines (Careful): You sport dangerous spines, horns, or quills that make you difficult to touch. +2 to Carefully overcome opponents who are physically pinning you down.

Spit Attack (Clever): You can surprise your enemy with your hidden ability to spit poison, acid, or a blinding concoction. You may Cleverly attack opponents up to two zones away with this stunt. The first time during a scene that you attack in this way, add +2 to the attack. In addition, you can never become *Unarmed*.

Strong Legs (Quick): You have powerful legs that are especially suited for running or jumping. During contests and cliffhangers, +2 when Quickly overcoming physical obstacles or creating advantages.

> Cliffhangers are a new type of scene. For more, see page 26.

Tentacles (Clever): You have sticky tentacles or a prehensile tail, which can take your enemy by surprise. +2 when Cleverly creating an advantage related to disarming or stealing from an opponent.

Thick Skull (Careful/Forceful): Your thick skull allows you to withstand great blows and headbutt your way through barriers. Whenever a trap or opponent attempts to create an advantage to hinder you (e.g., *Dizzy Spell* or *Net Trap*), you gain +2 to Carefully or Forcefully defend against it.

War Cry (Flashy): You can make a fearsome roar, rattle, hiss, or similar threatening sound. +2 when Flashily attacking in mental conflicts if the attack is based on causing fear.

Wings (Flashy/Quick): You have a wings of skin or membrane that let you glide through the air. +2 when Quickly or Flashily overcoming physical obstacles that you can fly over.

CREATE YOUR OWN ADAPTATION

If you want to create an adaptation, use the following template:

You can gain +2 to **[specific approach and action]** when in a **[relatively uncommon circumstance]** or when a **[specific type of aspect]** is present in the scene.

TO ADVENTURE!—THREATS AND NEW RULES

Masters of Umdaar, like the fanciful cartoons and serials that inspired it, focuses heavily on action and adventure—there will be bad guys, heroes dangling from cliffs, and evil lairs about to explode. Each of your adventures will be a triathlon, filled with thirty-nine different flavors of danger. Here are some of the various threats you will face.

Enemy warriors: You'll fight the minions and lieutenants of the vile Masters and, in some rare occurrences, the Masters themselves.

Monsters: You'll face off against savage and sometimes monstrous animals, hungry for blood.

Traps: You'll have to survive hazards and fiendish deathtraps.

Speaking of traps, here's a new type of scene specially designed for traps: cliffhangers!

Cliffhangers

A new form of non-combat scene, **cliffhangers** merge the complex task of a challenge with the win-or-lose stakes of a contest. A typical cliffhanger goes something like this: The party is minding their own business when they are trapped in a dangerous situation and must struggle against an impassive or inanimate threat. This can be a natural hazard (falling through thin ice; hanging off of the edge of a cliff) or an automated machine (a platform lowering into an acid moat; a locked room with the walls closing in).

You'll find a cliffhanger template at the back of the book, on page 52.

Cliffhanger Rules in a Nutshell

The Archaeonauts get five exchanges to beat the cliffhanger, and during each exchange only one Archaeonaut gets to act. Over those five exchanges, they must roll three successful overcome actions. If they don't, they suffer some type of consequence.

Setting Up a Cliffhanger

There are a few steps to creating a cliffhanger: determining who's affected, who can avoid it, and who can participate in beating it, and then creating the scene.

WHO'S IN DEEP WATER?

A cliffhanger can affect everyone in the party—all of the members walked into a room, only to find the walls closing in on them—or it can only affect only some of the party—one member is thrown off of a cliff, and is hanging on to the edge. GMs, depending on how merciful you are, you might give the party members a chance to avoid a cliffhanger.

> The party is about to walk into a pool of slimesand— like quicksand, but worse. Feeling a bit benevolent, the GM allows the Archaeonauts a chance to save themselves. She lets the Archaeonauts roll the dice and add their Quick (or, in some cases, Careful). Any Archaeonaut who succeeds against Fair (+2) opposition is safe. If everyone succeeds, they avoid the trap. Anyone who fails gets caught in the deadly situation.

Of course, GMs, a scene that fails to change anything isn't worth having: if everyone passes this roll, you might decide that the lowest-rolling player gets caught anyway—in which case you might award a fate point to that player for being a good sport.

WHO CAN PARTICIPATE?

After determining who is caught in the trap, determine who can reasonably help, and whether they can help **directly** or **indirectly**. Players that can help directly can use exchanges to attempt overcome rolls, whose successes count toward the three needed to beat the cliffhanger.

> While exploring an underwater city, Princess Kraq is trapped behind an airlock—and the outside door is about to blow, exposing her to crushing ocean depths. Her teammates are on the other side of the airlock door; they're safe, but they can't reach their friend! The team-mates can help **directly,** using exchanges to roll overcome actions, because they can attempt to break open the door from the outside.

Players that can only help **indirectly** cannot roll overcome actions, so they cannot score successes toward beating the cliffhanger. They can, however, use exchanges to create advantages, helping the team succeed during a future exchange.

> Tan'naT Two Souls fell into the slimesand pit, and they are struggling to escape. Tan'naT must fight the pit itself to win. Their teammates outside of the pit can only help **indirectly**—they cannot roll successes toward beating the cliffhanger. However, they can still use exchanges to create advantages, such as securing vines for Tan'naT to grab hold of.

In some cases, noble Archaeonauts unaffected by a cliffhanger can opt to put themselves in danger's way, letting them transition from helping indirectly to helping directly. Joining in takes no time and doesn't use an exchange.

> Tan'naT Two Souls is still struggling in the slimesand pit. Their team-mate Redtail, who was standing helplessly on the side of the pit, decides to jump in and offer his hand to Tan'naT. Redtail can now roll overcome actions that count toward beating the cliffhanger. However, should they lose, Redtail now risks sharing Tan'naT's fate.

Unfortunately, some cliffhangers might find some Archaeonauts so completely disconnected from their teammates that they couldn't possibly help in any way.

> Meriander is holding unto a failing jetpack miles above her team-mates. No one can save her now!

SETTING THE STAGE

If the cliffhanger occurs in a new location, take a moment to establish the situation aspects. Are there vines near the slime pit that can be thrown to the sinking Archaeonauts? Is the darkness deterring your lock-picking attempts? Are there enemy archers distracting you with laser arrows?

Running the Cliffhanger

A cliffhanger lasts five exchanges. In each exchange, a character will attempt to succeed on an overcome action, hoping to stop the threat or break free from it. If the characters roll three successful overcome actions by the end of the five exchanges, the cliffhanger is defeated and crisis is averted. If not, they will suffer penalties.

Stuck in a cliffhanger, no doubt the characters will fall back on their favorite approaches in order to force, think, or fake their way out. This won't always work, though: different approaches go against different difficulties. At the beginning of the cliffhanger, set the approaches at different difficulties as follows.

- **Easy way:** One approach has Average (+1) difficulty.
- **Less-easy way:** Two approaches have Good (+3) difficulty.
- **Tricky way:** Two approaches have Superb (+5) difficulty.
- **Hard way:** One approach has Epic (+7) difficulty.

If approached the wrong way, a cliffhanger is near impossible to overcome, but relatively easy to crack if approached from a different angle. Of course, GMs, don't reveal a difficulty for a specific approach until a player attempts it—let them stumble around to see which methods are more effective.

However, **the cliffhanger levels are guidelines, not rules.** If a player comes up with an ingenious plan, reward their quick thinking. Likewise, sometimes certain approaches have no logical use; if the player can't give a good justification why an approach should work, you can forbid it or increase the difficulty even further. They can't just say, "I use Quick." They have to quickly say *what* they are doing and how it might help. The narrative always comes first. If a player is struggling, don't be afraid to let the other players make a few suggestions (within reason).

EASY

SNEAKY
APPROACH

Anyone handy with a pick could crack open the heavy door.

A crafty mind might be able to sabotage the machine

CLEVER
APPROACH

LESS-EASY

QUICK
APPROACH

The faster they go, the less poison they'll inhale.

+1

+3

+5

+7

The walls and mechanisms are strong.

FORCEFUL
APPROACH

CAREFUL
APPROACH

There's no time to ponder things carefully.

TRICKY

Can't see this approach being helpful here.

FLASHY
APPROACH

HARD

CREATING TENSION

Every success or failure has a story attached to it. If a player fails to climb a vine, the "failure" could mean that the vine has snapped off in his hands. If the players look like they can easily beat the cliffhanger, don't be afraid to spend some fate points to compel a character's trouble, create some interlopers, or do something else to knock them off balance. Create a back and forth to the scene, in which victory could tip either way.

The Archaeonauts walk into a robot workshop, only to hear the sound of electric locks snapping into place. A hissing sound rushes from the ceiling, and the voice of Master Rag-Nator the Artificer laughs over the intercom. Soon the air grows thick with a noxious purple gas.

The GM planned the cliffhanger with the following difficulties.

CLIFFHANGER: POISON DEATH TRAP

Level	Difficulty	Reason for Difficulty
Easy way (+1)	Sneaky	Anyone handy with a pick could crack open the heavy door.
Less-easy way (+3)	Clever	A crafty mind might be able to sabotage the machine.
Less-easy way (+3)	Quick	The faster they go, the less poison they'll inhale.
Tricky way (+5)	Forceful	The walls and mechanisms are strong.
Tricky way (+5)	Careful	There's no time to ponder things carefully.
Hard way (+7)	Flashy	Can't see this approach being helpful here.

The player controlling the swashbuckling Prince Pashawn tells the GM that he wants to use Flashy to loudly fake his own death; he wants to fool the Master into turning the gas off early. The GM hadn't thought of this plan—Prince Pashawn is clearly thinking outside the box—so she lowers the difficulty of using Flashy from Epic (+7) to Good (+3).

RUNNING THE CLIFFHANGER: MORE TRICKS

Creating an Advantage: An Archaeonaut who can help directly or indirectly can spend an exchange attempting to create an advantage. As normal, this can represent them scrounging the area for makeshift tools and exits. Additionally, they can do this to try to gauge the difficulty of a specific approach. On a success, they receive an aspect with a free invoke and a vague, numberless hint about an approach's chance of success.

Korat the paladin uses create an advantage to analyze the metal locks on the window for any weaknesses, and she succeeds in her appraisal. Along with giving the aspect and free invoke, the GM tells Korat that ripping off the locks "might work." In other situations she might say it "looks tricky" or is "not very likely."

Multiple Characters: If multiple characters are stuck in the same cliffhanger, they might want to switch out who takes up which of the five exchanges. If several players want to make attempts, listen to what they want to attempt and put them in the most logical order. Or, if you want to increase the tension, order them from least likely to succeed to most likely to succeed.

> The GM asks the players to declare how they'll try to free themselves from the gas trap. The rogue Meriander the Merborg is going to Sneakily pick the locks (secretly +1 difficulty), the warlike Princess Kraq is going to Forcefully bash the door (secretly +7 difficulty), and the smart Tan'naT Two Souls is going to Cleverly sabotage the gas mechanism (secretly +3 difficulty). The GM decides to "lock in" these first three exchanges, leaving the last two open; the players can decide what they'll do after seeing the first three. She orders them from least likely to most likely to succeed: Princess Kraq (Forceful, +7), then Tan'naT Two Souls (Clever, +3), and then Meriander the Merborg (Sneaky, +1).

> During the first exchange, Kraq fails miserably to force the door. On the second exchange, Tan'naT's clever sabotage manages to produce a success, but only when he invokes an aspect—the players have yet to find a reliable way to save themselves. Then, Meriander easily picks the first lock on the door, getting an easy victory. The Archaeonauts rejoice! Two down, one to go.

> If the GM had ordered them in the same way they'd declared themselves—Meriander the Merborg (Sneaky, +1), then Princess Kraq (Forceful, +7), and then Tan'naT Two Souls (Clever, +3)—then Meriander would likely have found the easiest approach on the first exchange. The other players, seeing the puzzle solved, would likely want to abandon their actions and just let Meriander do all of the exchanges by herself. That's no fun!
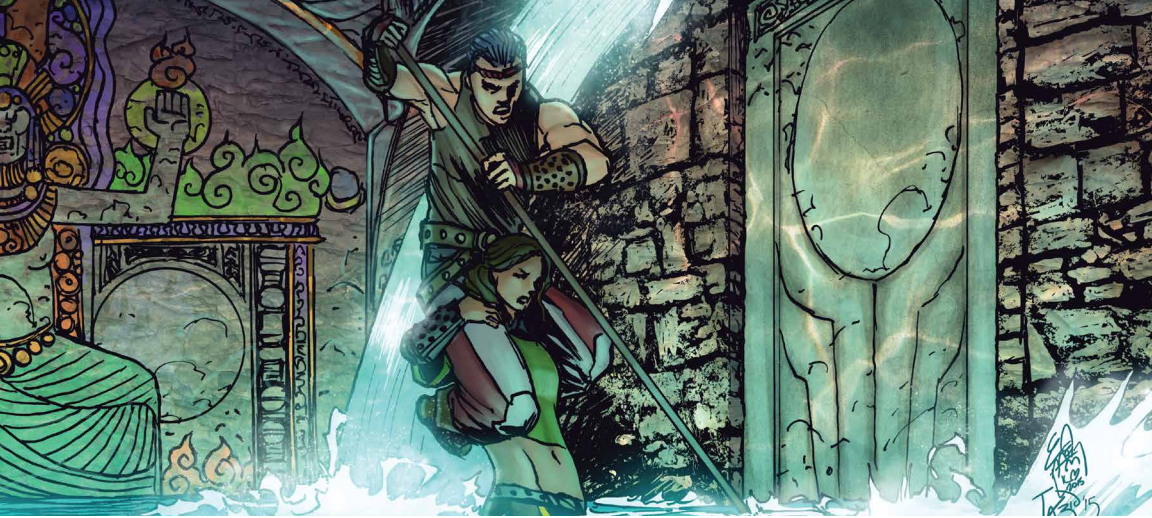
Rolling a Tie: Whenever a character attempts an overcome action and rolls a tie, this causes a **twist**—a new boost or aspect. When determining the nature of the twist, consider whether the heroes are winning or losing. If the heroes failed the first exchange and just barely tied the second exchange, give them something they can use to help them escape, like a crack in the wall or a tool clicking into place.

> Failing to force open a door, the barbarian accidentally rips off the door handle. Though his chances of pulling open the door are now zero, he's got a **_Metal Handle_** that he can use as a helpful tool.

If the players quickly score two successes in their first two exchanges, the twist could cause a setback. An easy solution could become unavailable—the vine supporting them snaps, or the circuit panel snaps shut before you can hack the remaining locks. The successes they've racked up still count, but they'll have to change tactics if they're to survive.

Almost Too Easy: If a party finds the easy way early and scores a couple quick successes, spend a fate point to shut down a particular path. Now they'll have to try a different approach to get the third success.

Ending the Cliffhanger
As soon as the characters get three successes on overcome rolls, the cliffhanger is over. If five exchanges went by without a single success, it's an overwhelming defeat. If the characters got one or two successes, decide as a group whether it's a failure or a success at a cost. Possible costs include losing valuable equipment, surrendering and getting captured by the enemy, or suffering moderate consequences.

Escalating Aspects

When establishing the situation aspects for a conflict, you may wish to make one of them an escalating aspect. An escalating aspect doesn't always grant +2 when invoked. Instead, it grants +1 during the first exchange, +2 during the second, +3 during the third, and so on. This makes escalating aspects perfect for final scenes, when things start to get serious. You can set the maximum bonus to whatever you like, but we recommend +4.

Anyone can invoke the aspect, but two opposing characters cannot both invoke it on a single roll—so you'd better use it before they do! This is perfect for lava-spewing volcanoes and growing storms, but it can also be used to represent a growing tension between teammates.

Sam's character, Redtail Rhotrow, finds himself locked in a deadly struggle with Master Salagar, the Crocodile King. Their conflict takes place in an ancient temple that is falling down around them, represented by the escalating aspect **Watch Out for Falling Rocks!** In the third exchange, it offers a +3 bonus to whomever invokes it first. Salagar attacks young Redtail, and Sam rolls high enough that Redtail has a higher result—that is, until the GM invokes **Watch Out for Falling Rocks!**

The sneaky Master has maneuvered Redtail underneath a falling column! Redtail can't invoke the same escalating aspect during this roll, so he suffers the blow—luckily, this doesn't take him out. The other players will be free to invoke the escalating aspect during each of their turns. On the next exchange, Sam will no doubt invoke that aspect against Salagar for a +4 bonus. Let's see how *he* likes it!

UNHINGED

As an experiment, you can make an escalating aspect only benefit the villains—for example, a ritual might grant the villain *The Power of a God!* If so, keep careful track of your fate points; it's possible that the only way the players can win the encounter is to drain all your fate points, depleting your villain of their godly power.

THE STARBLADES OF SU'UL

There are hundreds of tales of the Demiurge and of the magical devices they crafted. One tale tells of how the goddess Rygglosi used her Glove of the Sky to call forth the first monsoon. Another tale tells of how the trickster god Argananth used his Cloak of Confusion to rob the Voidlords of their riches. Other tales center on terrible tools of destruction. One of the most terrifying legends speaks of the Five Starblades of Su'ul. According to the tale, the Demiurge were besieged by the H'rthmaw, beings so full of hate that they could kill with a glance. Thus, the smith Su'ul forged a weapon that could attack the H'rthmaw from afar; he crafted the Firerain Wheel, which wiped the H'rthmaw armies, crafts, and cities off the face of the planet.

So fearsome was the Firerain that the Demiurge themselves feared its power, should it ever be turned against them. They disabled the Firerain Wheel by breaking off its five spokes and scattering them across Umdaar. From these five spokes were forged five swords, known as the Starblades. Each indestructible blade bears great power when wielded in battle, but this strength is nothing compared to the power of the Firerain Wheel, to the destruction that would be wrought should it be restored—but who would be mad enough to do such a thing?

It would seem the only person mad enough to do it is Kaji-Sa, the Bloodmonger, who is the right-hand woman to the queen of the dinosauroids, Master Appa-tax. Kaji-Sa has spent the last few months hunting down the Starblades, supposedly for her Master—but perhaps for herself? Does she seek the Firerain to benefit her leader, or to replace her?

Your Part In This

Likewise, the players' own motives may be mixed. You were first commissioned to seek the Starblades on the request of the Hierophant Argenna of the Evenlight Kingdom, who fears her land will be the first to fall should the Firerain Wheel be restored.

However, before you begin, take a moment with your fellow players and discuss how the motivations of your characters might differ. Does your character want to secure the blades so no one can use them? Do they hope to use the Firerain Wheel to cleanse the planet of the Masters? Do they seek to study the blades, or resell them to the highest bidder?

Previously, on *Masters of Umdaar*

With *Umdaar* adventures, it is often fun to jump in partway into the story. Pretend that this is not the first time you've raced Kaji-Sa for one of the Starblades—sadly, last time she beat you to it! Before you race for the second blade, talk with your group about what happened last time and how it went wrong. Did one of you botch it for everyone? What are your impressions of Kaji-Sa? Create one or more aspects that apply to one or more characters or to the group as a whole to describe how it went last time—for example, *"Redtail, distracted by pretty faces again."* or *"Kotan just wasn't strong enough."* or *"Kaji-Sa couldn't be my lost sister, could she?"*

Scene One: Loose Lips

No one knows where the next Starblade will be found—that is, until the PCs overhear idle gossip in their favorite watering hole, the Thornhog. At the end of the bar is a boisterous mercenary, deep in revelry. He drops the words of "Kaji-Sa" and "Starblade." He's a loyal foot soldier, so the PCs will never beat it out of him; they'll have to get him to talk of his own free will.

Party's objective: Get Manc the Merc to spill all he knows.
Manc's objective: Get respect (without betraying his benefactor).
Recommended scene type: Challenge. Players plot out their attempts to distract and loosen Manc up before finally "popping the question."

Situation aspects (ask for more): *Rowdy Pub*; *Gotta Look Tough*
Success: The PCs get Manc to talk (see next scene).
Failure (optional): Manc escapes to warn Kaji-Sa. The PCs can try to follow him to her, but she'll be warned of their approach.

Manc the Merc

Bioform: *Yeti Mercenary*
Motivation: *Loves Kaji-Sa, but Loves Money More*
Other Aspects: *Boisterous Braggart*; *In His Cups*

APPROACHES

Careful: Mediocre (+0)   **Forceful:** Fair (+2)
Clever: Average (+1)   **Quick:** Mediocre (+0)
Flashy: Mediocre (+0)   **Sneaky:** Average (+1)

STUNTS

Scared of Nothin'!: If someone uses Forceful or Flashy to intimidate Manc with violence or threats of violence, Manc can Forcefully defend with a +3 bonus.

Scene Two: The Psycho-Jungle

Once the PCs get Manc to talk, they'll learn that Kaji-Sa is headed into the Psycho-Jungle, to the ruined Temple of the Twin Suns. Getting some vague directions, the PCs plunge straight into the hallucinogenic miasma of the jungle. They can't take the path, as it'll lead straight into Kaji-Sa's forces—they'll have to cut through the wilds. This, of course, leads them into the clutches of a pack of lazer-wolves, who creep closer hungrily…

Party's objective: Kill or drive off the wild lazer-wolves.
Wolves' objective: Eat one or more of you.
Recommended scene type: Physical conflict.
Situation aspects (ask for more): *Hallucinogenic Fog*; *Vines and Vegetation Everywhere*
Victory: The PCs drive off the wolves.
Failure (optional): The wolves drive off the PCs, forcing them to leave essential gear and weapons behind.

Lazer-wolves

Bioform: *Laser-Gun-Wielding Wolf Robeasts*
Motivation: *Mad with Hunger*
Other Aspects: *Pack Hunters*; *Keen Nose*

APPROACHES

Careful: Mediocre (+0)   **Forceful:** Fair (+2)
Clever: Mediocre (+0)   **Quick:** Good (+3)
Flashy: Mediocre (+0)   **Sneaky:** Average (+1)

STUNTS

Laser-Tail (Quick): The lazer-wolves have rapid-fire laser weapons attached to their tails. They can make long-range laser attacks up to two zones away. Once per scene, if they Quickly attack and succeed with style, they can forgo the boost to immediately attack again, either against the same defender or another character in the same zone.

Claws (Forceful): The lazer-wolves have vicious claws or talons. Whenever they Forcefully attack and succeed, they deal one more stress. In addition, they can never become *Unarmed*.

STRESS ☐☐

CONSEQUENCES
Mild (2):

NOTES
The number of lazer-wolves is half the number of PCs, rounded up.

Scene Three: The Temple of the Twin Suns

The PCs manage to reach the Temple of the Twin Suns without the mists driving them insane. The temple is covered in overgrowth, abandoned for thousands of years—but despite this, the architecture of the Demiurge remains strong.

They creep through the main hall and down into the depths. In the tight corridors, however, one of the PCs makes a grave mistake: a false step triggers an ancient death trap. Two solid walls start sliding into place. In the same instant, water pours in from the ceiling, flooding the corridor. Strange glyphs glow on the wall for reasons the PCs can't discern. If they can't break free soon, they'll be drowned.

Party's objective: Break free of the chamber before they drown.

Trap's objective (passive): Drown the intruders.

Recommended scene type: Cliffhanger. Cliffhangers are a new type of scene. For more, see page 26.

Situation aspects (ask for more): *Expert Craftsmanship*; *Panic Builds*

Avoiding the cliffhanger: All the PCs roll to Quickly overcome the trap against Good (+3) difficulty, scrambling to the other side of the sliding wall before it slams shut. Anyone who avoids the trap can directly help by attempting to sabotage the trap from the outside. If everyone succeeds, the lowest-rolling player is trapped; if there are multiple, choose among them randomly.

Beating the cliffhanger: The PCs must roll three overcome successes in five exchanges. If they score two successes using one approach, they must use a different approach for the third success to count.

Victory: They break free.

Failure (optional): Kaji-Sa rescues them at the last minute, taking them prisoner.

RECOMMENDED CLIFFHANGER DIFFICULTIES
Do not reveal to players!

EASY

CAREFUL
APPROACH

Example—
Decipher runes to
deactivate.

Example—
Blow up the
wall.

Example—
Defeat the
mechanism

SNEAKY
APPROACH

FLASHY
APPROACH

+1

+3 +5

+7

CLEVER
APPROACH

FORCEFUL
APPROACH

Example—
Break the
mechanism

Example—
Break through
the wall.

LESS-EASY

TRICKY

Example—
Unlock the door by
pushing random buttons

QUICK
APPROACH

HARD
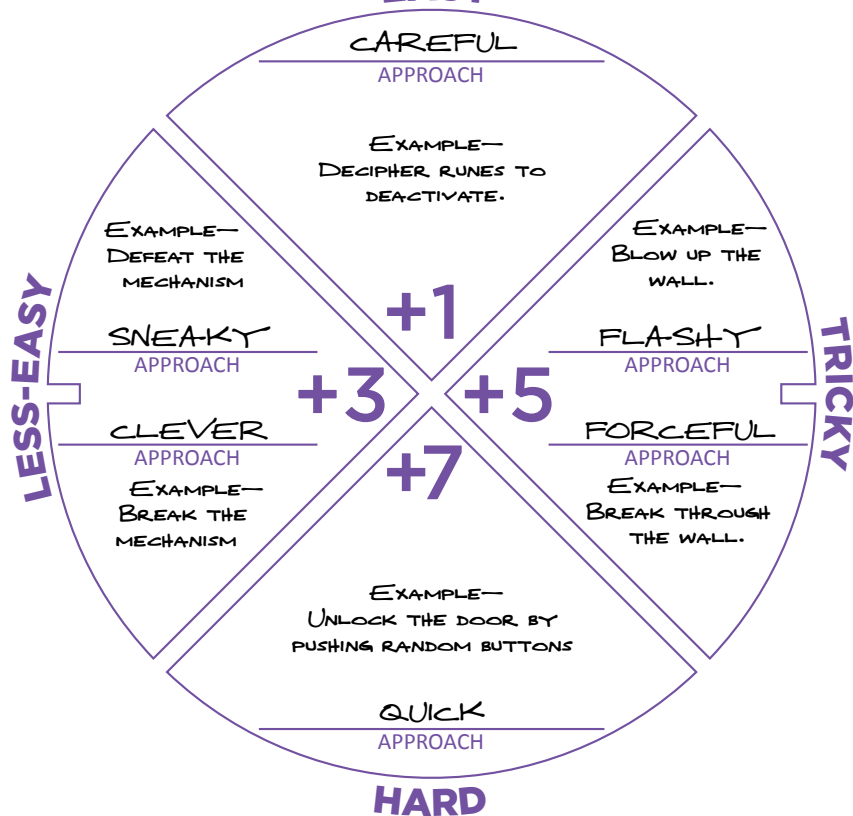
Scene Four: The Exit

The PCs exit the trap, sputtering and exhausted but still alive. Before them lies the final chamber, and suspended in a beam of light is a curved, amethyst-colored sword—it's one of the Starblades. Decide which of you is brave enough to take it.

Upon grasping the handle, you instinctively know the blade's name and nature—it is Oriax, the Fearsun. You sense the terror-inducing power it holds, and see how it could, over centuries, drive mad all of the inhabitants in the Psycho-Jungle.

> **Oriax, the Fearsun (Quick/Flashy):** Once per scene, when you Quickly or Flashily attack, you can call out the name of the weapon. This releases a mental attack against any one enemy in sight, who cannot add an approach to their defense roll.

NOTHING COMES WITHOUT A PRICE
For optional rules about the cost of wielding artifacts, see page 46.

With blade in hand, you return to the main chamber—only to find the grim, masked face of Kaji-Sa.

"I appreciate you doing the hard work for me. As thanks, I'll make you an offer... Give me the Starblade and swear your allegiance to me, and you'll leave here alive. You'll also be richly compensated."

In her hands she holds one of the Starblades. Behind her stand her raptor mercenaries, who seem less inclined to make a deal. They are between you and the exit.

Party's objective: Escape alive with both of the Starblades, theirs and Kaji-Sa's.
Kaji-Sa's objective: Leave with both of the Starblades.
Recommended scene type: Conflict. We recommend you start with a mental conflict between Kaji-Sa and the heroes, but quickly switch to a physical conflict once negotiations break down.
Situation aspects (ask for more): *Columns and Alcoves*; *Low Light*

THAT ESCALATED QUICKLY
If your group is up to the challenge, this scene is perfect for testing out an escalating aspect (page 32). Perhaps bringing the Starblade past a certain seal on the floor causes the temple to crumble.

There are several different ways this scene can play out. Here are a few suggestions.

Total victory: If the PCs dispatch the enemy in only one or two exchanges, they get their hands on both of the Starblades. They might even take Kaji-Sa prisoner!

Partial victory (opponents concede): If the fight lingers on, with victory in sight for the heroes, the villains will likely cut their losses and retreat. The PCs don't get their hands on Kaji-Sa's blade, but they escape with their own Starblade—and with their lives.

Partial defeat (players concede): If the PCs concede the fight, they are forced to discard their Starblade, which distracts Kaji-Sa long enough to make their escape.

Complete loss: The PCs have lost both blades, and are now Kaji-Sa's prisoners.

Raptorborg Troopers

High Concept: *Cyborg Raptor Mercenaries*
Motivation: *Someone's Going to Suffer—I'd Rather It Be You*
Other Aspects: *Strength In Numbers, Cowards All Alone*; *Shiny Stolen Armor*

APPROACHES

Careful: Mediocre (+0)   **Forceful:** Fair (+2)
Clever: Average (+1)   **Quick:** Fair (+2)
Flashy: Mediocre (+0)   **Sneaky:** Average (+1)

STUNTS

Chains (Quick): They are armed with a whip, net, chain, bola, or other snaring weapon. When they Quickly create an advantage dealing with tying or ensnaring an opponent, the first time in the scene that a hero tries to break free, the opposition increases by +2.

Bite (Forceful): They gain +2 when Forcefully attacking a character that is bound or restricted—represented, for example, by an aspect like *Wrestled to the Ground*.

STRESS ☐☐

CONSEQUENCES

Mild (2):

NOTES

There is one raptorborg trooper in the scene for each PC.

Kaji-Sa, the Bloodmonger

High Concept: *Saurian Sorceress Lieutenant*
Motivation: *I Must Come Out on Top*
Other Aspects: *Cold and Vicious*; *Learned Scholar*; *Born Liar*

APPROACHES

Careful: Good (+3) **Forceful:** Fair (+2)
Clever: Superb (+4) **Quick:** Fair (+2)
Flashy: Mediocre (+0) **Sneaky:** Good (+3)

STUNTS

T'Gyan, the Blacksun (Sneaky): Kaji-Sa carries one of the Starblades. Once per scene, while Sneakily attacking, she can loudly invoke the name of the weapon. If she does, she gains +2 to the attack and then, after the attack, immediately disappears. Place her into *Hiding* with no free invoke. She cannot be attacked until she's brought out of *Hiding* by an overcome action or if Kaji-Sa makes an overt action, such as attacking or moving between zones.

Boiling Blood (Clever): Kaji-Sa has the power to hurt any organic life-form by "boiling" their blood. She can use Clever to make ranged attacks against any opponent that she can see. Also, if she is *Hiding*, a successful attack with Boiling Blood does not remove this aspect.

STRESS ☐☐☐

CONSEQUENCES
Mild (2):
Moderate (4):
Severe (6):
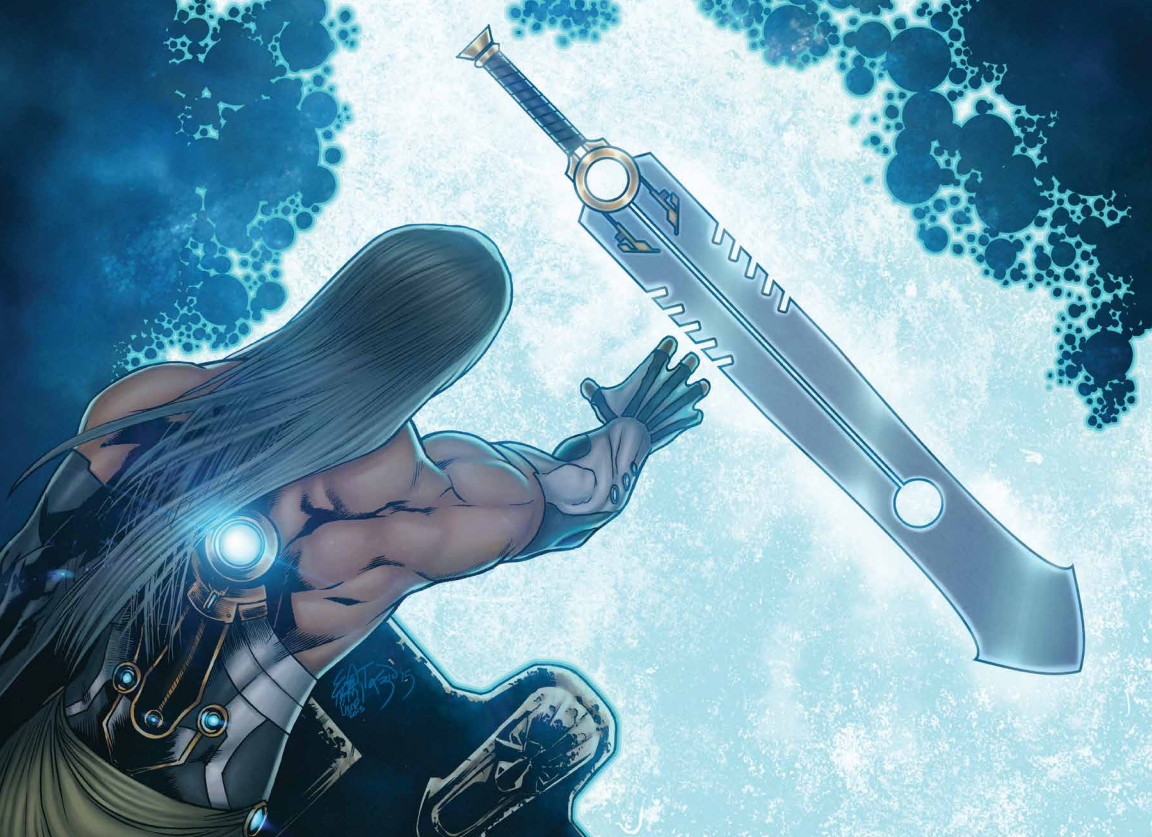
What Happens Next?

There are three more Starblades out there, waiting to be found. Although, if you'd like to save time, you can have Kaji-Sa or Master Appa-tax already have one or two other blades already in their possession—after all, they started their hunt before you got wind of it. For ideas about more locations to visit, see page 42.

Don't forget to add intrigue and double-crossing: If Kaji-Sa confides in you that she wants to use the Firerain to destroy Master Appa-tax, would you aid her in her betrayal? What if you find documents infer that "good" Hierophant Argenna and evil Master Appa-tax are secretly allies? Who can you trust with the most powerful weapon on the planet? For the final climactic scene of the story arc, perhaps Kaji-Sa or Master Appa-tax infiltrates the Forge of Su'ul—which lies in the middle of a peaceful Land of Light—in a desperate attempt to bring forth the Firerain with the Starblades they have. Should they try, the result might be a destructive force beyond their control!

JUST WHAT *IS* THE FIRERAIN?

Is the Firerain a nuclear weapon? A laser-shooting satellite? A remote-controlled napalm cloud? It's really up to you. We recommend you start by creating legends with your group, and if need be, work your way back to the "facts."

FURTHER ADVENTURES

There are certain regions that have grown infamous across the planet, like the Bone Desert, but even these "well-known" regions are poorly mapped. Who knows what deadly flora, fauna, or forgotten automatons lie over the next horizon?

When creating a new location to explore, we recommend you not worry too much about geography: a broad region and a final destination are generally enough to start with.

What other regions await you over the next horizon?

The Blood Coast

Once, the eastern coast had bountiful settlements, growing prosperous off of the fish, pearls, and red seaweed. However, they have fallen into ruin since Queen Mabi and her mantamen raiders started their frequent pillaging. Survivors say they are squatting in the Sunken Palace, whose spires can be seen above the waves when the tide is low. But who would be foolish even to challenge the raiders in their own underwater home?

Aspects: *Mantamen Are Legion*; *Wet and Slimy*; *The Irresistible Jade Pearl*

The Midnight Plains

To the west are the Midnight Plains, a hot land perpetually cloaked in twilight. This region is home to the Felinari cat people; they are allies to the Lands of Light, but the arrangement is tenuous at best. The Felinari value strength above tact, and their leaders are constantly starting border skirmishes with their peaceful neighbors over the slightest provocation. Deep within their territory are the Crystal Ruins, supposedly filled to the brim with forgotten artifacts. However, if you are caught trespassing on their land—or worse still, caught stealing their relics—you could turn an ally into an enemy.

Aspects: *Dynast Mi'lanx, Unpredictable Ally*; *Swift Felinari Warriors*; *T'st'gar, the Roaming Beast of a Thousand Mouths*

The Library of Bones

The humid climate of Umdaar is harsh on parchment, causing scholars to seek alternative mediums to write upon. One result of these efforts is the Library of Bones, beyond the Glowing Sands, which serves as both mausoleum and hall of records. For hundreds of years, Runekeepers have inscribed vital theses and research on the bleached bones of the interred. It is currently run by the Scrivener, a twisted warlock with hundreds of drone librarians on hand. He claims to be a "neutral" party in the war between the Masters and the Lands of Light, but rumors speak of how he has hidden hundreds of stolen artifacts, and even kidnapped Runekeepers, deep within his catacombs. Is he a threat biding his time, or an amoral ally who can do much to further your cause?

Aspects: *Traps Everywhere*; *Trade Old Secrets for New*; *Knowledge Is Power*; *Let's Make a Deal…*

More Regions

To create your own regions, start with a flavorful biome as your foundation. Here are a few suggestions:

Caves	Skies	Highlands	Oases	Taigas	Mangroves
Swamps	Forests	Tundras	Plains	Glaciers	Lakes
Cliffs	Mountains	Jungles	Canyons	Mines	Steppes
Seas	Sands	Islands	Savannas	Moors	

The Masters

We recommend you build Masters the same way as PCs, with a bioform, class, and motivation aspect; this gives you a villain with defined wants and approaches, rather than a simple buff bully. Their bioform is especially important, as it will help define the flavor of the minions under them: a wolf-woman might have loyal wolf-people minions; a mantis-lord might have an empire of various arthropods and invertebrates at his command.

> ### SEVEN-TIMES DEADLY
> An easy way to vary the motivations of your different Masters is to use one of the seven deadly sins as inspiration: a Master motivated by Wrath will impatiently seek the destruction of her enemies, while a Slothful master will be in no rush to kill his enemies, playing with them like a cat.

For lieutenants, set their lead approach to Great (+4), and give them at least two stunts. For an example of a lieutenant, see Kaji-Sa, the Bloodmonger on page 40.

For the Masters, set their lead approach to Superb (+5), and give them at least three stunts.

The Minions

Keep most minions simple, only occasionally giving them approaches ranked greater than Fair (+2). Give them a power or adaptation stunt that compliments their lead approach—likely derived from their bioform—but switch it up at times: giving a new weapon stunt and a new approach is a quick way to vary one group of minions from the next.

For an example of minions, see the raptorborg troopers on page 39.

> ### WORD CRUNCH
> For *Umdaar*, we recommend you forgo the *Fate Accelerated* practice of giving NPCs sentences as approaches. Instead, just use the same six approaches as the PCs. We think this makes adding pre-made stunts easier.

Underling Motivation

The motivations of minions and lieutenants vary slightly from their Master: instead of focusing on "Why do I hunt artifacts?" it should answer "Why do I serve the Master?" Are they trusted *Imperial Subjects* or *Fearful Slaves*? *Zealous Worshipers* or *Greedy Mercenaries*? Are they *Mindless Robo-Skeleton Puppets* or *Backstabbing Power-Hungry Vassals*? Tweaking this language helps set up how the minions and "trusted" lieutenants can be motivated and manipulated.

Monsters

Occasionally, monstrous beasts will find themselves in your path, whether in the wild or in a gladiatorial arena. Like with minions, we recommend giving most of them a lead approach at Fair (+2). Do not be afraid to throw a solitary Superb (+5) monster at them, though, especially if that beast has a name and reputation with the locals. Remember, even animals have motivations too: Are they hungry? Trained attack-beasts? Did you make the mistake of getting between a mother beast and her young? For an example of monsters, see the lazer-wolves on page 35.

For an easy way to make up a beast, roll two Fate dice and consult the following table, then roll on the Animal Kingdom Chart (page 9) if needed.

BEAST GENERATOR

⊟	⊟	**Warm-Blooded Sauroid:** It's part dinosaur and part something else. Roll once on Animal Chart 3, and pick a Dinosaur from Animal Chart 2.
	◼	**Mutant:** Roll once on the Animal Kingdom Chart, and once on the Power Chart.
	⊞	**Robeast:** A mechanical or cyborg beast, grafted to a deadly weapon! Roll once on the Animal Kingdom Chart, and once on the Weapon Chart.
◼	⊟	**Cold-Blooded Sauroid:** It's part dinosaur and part something else. Roll once on Animal Chart 1, and pick a Dinosaur from Animal Chart 2.
	◼	**Chimera:** Roll twice on the Animal Kingdom Chart; it's a mix of both beasts.
	⊞	**Misshapen:** The creature is an amorphous blob of plasma, pollution, or DNA. It starts in the vague shape of a random animal from the Animal Kingdom Chart, but may shift to other animal forms.
⊞	⊟	**Swarm:** It's part invertebrate, and part something else. Roll once on Animal Chart 1, and mix it with an animal from Animal Chart 2 or 3. Treat it as a gang of mooks or a mob.
	◼	**Mythicanimal:** Roll once on the Animal Kingdom Chart, and mix it with a mythical animal (e.g., dragon, unicorn, vampire, yeti).
	⊞	**Necromera:** A rotting undead chimera from the past. Roll twice on the Animal Kingdom Chart. It also gains +2 to defend against Forceful attacks.

It's a Trap!

Endless fighting would be quite boring. To keep things fresh, make sure you include a heaping dose of non-combat scenes, both conflicts and challenges, along with cliffhangers (page 26).

The best kinds of scenes happen organically: the Archaeonauts happen to want the same thing as the villains, leading to a contest to get to it first, or a conflict over who gets to keep it. However, sometimes the story might need a push or, more accurately, a *push-back* against the Archaeonauts. This section focuses on some ideas for non-combat obstacles to throw in their way.

What Makes a Good Trap?

While some traps are literally mechanical snares built to squeeze the life from you, others are not traps in the literal sense, but dangerous situations that can't be solved by fighting. Think of it this way: some are traps set by the Masters; others are traps set by the Demiurge, Lady Luck, or the planet Umdaar itself.

> The party opens a dungeon door and are shocked by what they find: The next room is a barracks, filled with hundreds of sleeping dinoborg guards. To start a fight would be suicide; the party's only chance is to make it to the other side of the room without anyone noticing. Wait, is that guard half-awake? Only time will tell…

Different Approaches to Traps

If you want to challenge your group with a variety of traps, here are some situations inspired by the different approaches. If you're having trouble picking an approach, just think about the last scene: Which character succeeded the least or got bored the most? What's their lead approach? Now it's time for them to shine!

- **Careful:** A crumbling ledge—a robot sentry that only catches fast movement—a pressure-sensitive floor—a mine field—a slow-counting self-destruct device—an overprotective monster guarding her hatchling.
- **Clever:** A deadly artifact—a locked portcullis—a dead end hiding a secret door—a riddle—a code to decipher—a mirror maze with laser-eyed sentries.
- **Forceful:** A rockslide—metal bars on a cage—a chained beast—a slowly closing door.
- **Flashy:** A bored sentry—a musical puzzle—a beast to tame or lull to sleep—primitive hordes that might worship you as gods—a noble to beguile.
- **Sneaky:** A sleeping guard beast—a laser field—passing by a guard room—a sound-activated robot.
- **Quick:** A race to an object—a closing door—an arrow trap—a rolling boulder—a feisty mount—a pit trap—a burning rope you must climb up.

Artifacts

Some artifacts may just be old antiques, holding poignant insight about the past but worthless on an adventure. Many artifacts, however, have special abilities. Here are some rules for building those.

Simple Artifacts

Each of these artifacts is built like a single stunt, granting a bonus at appropriate times—for example: once per scene, gain +2 to a Forceful attack. During an adventure, you can spend a fate point to use a simple artifact until the end of the session.

> These costs reflect an artifact found near the beginning of a session. If it is found right before the last scene, halve or ignore the cost for this session.

Strong Artifacts

Each of these artifacts is built like two stunts put together. We recommend that it grant two complementary bonuses at the same time, giving the feeling of a power surge—for example: once per scene, gain +2 to a Forceful attack and move the defender away by two zones. During an adventure, you can spend two fate points to use a strong artifact until the end of the session. Alternatively, you can spend one fate point and forgo one of your own stunts until the end of the session—for example, you might holster your weapon to use the artifact. Alternatively, if you wish to spend no fate points, you can instead take a moderate consequence, representing the mind-warping power the artifact contains.

The Starblades found on page 38 and page 40 are examples of strong artifacts.

PERMANENT USE

If you want to permanently gain the effect of a simple or strong artifact, you may do so, paying the same cost as above, but with refresh instead of fate points—for example, to permanently use a strong artifact, you would spend two refresh. If the group reaches a major milestone, you can permanently add a simple artifact by forgoing the additional point of refresh, or permanently add a strong artifact by paying one refresh and forgoing the additional point.

HIDDEN POWERS, SMOOTH RIDES

As you grow stronger and gain more stunts, there's nothing to say those stunts can't be added to the artifact itself—perhaps the artifact has more powers hidden within it, waiting to be discovered!

Also, don't forget that artifacts can come in the form of vehicles like air skiffs, horsebots, or hover chariots. These don't really need rules—an aspect does fine—but they can grant your group the ability to journey to farther lands and have high-speed chase scenes.

CURSED OBJECTS

Considering how many traps stand between you and the artifacts, you can surmise that the Demiurge didn't want just anyone getting their hands on them. Thus, the Archaeonauts shouldn't be too surprised to find that an artifact is not quite what it appears. Here are some curses or twists to add to some of your artifacts.

Curse of Form: Upon grasping the artifact, you feel a pain writhing through your flesh. Your body starts changing into something new, something hideous. Roll a random bioform (page 8), rerolling if you roll your current bioform. You receive a severe consequence describing the painful process as your very DNA slowly morphs into that other form—for example, a humaniod that rolls "Cyborg" might find nanobots rebuilding her nerves into circuits, giving her the severe consequence *Turning Into a Cold Machine*.

Once your consequence recovers, you gain a free stunt that reflects the strength you gained from fighting against it, or the strange powers you gained by embracing it. You may rewrite your high concept to reflect this.

Curse of Compulsion: The artifact carries with it great power, but it also tugs at your mind. You gain a trouble aspect, describing something that the artifact compels you to do—for example, *Must Accept Every Challenge*, *I Only Speak the Truth*, or *It's All MINE!* Compels on this trouble are particularly strong: resisting one costs you 2 fate points. When the trouble is compelled to cause you minor trouble, it grants you one fate point as normal, but if it gets you in serious trouble, you gain two fate points instead. This trouble stays with you, even if you don't have the artifact on you—if you really want it gone, why not make an adventure of it?

Curse of Mirrors: The treasure chamber contains not one artifact, but three identical ones. Anyone who touches a fake treasure is immediately attacked by their mirror image, which has the same approaches and stunts. Defeating a mirror image destroys it—or perhaps it merely retreats into the mists? If the latter, now there's an evil doppelganger out there, spoiling your good name, waiting for the perfect opportunity to replace you…

Cleh-Ap's Crown of Madness: The crown reshapes your mind and body in fantastical ways. At the start of every session, roll a random power (page 17). You may use this power as if you had the stunt. At the end of each scene, if you used the power, or if you don't want to keep it, roll a new power. If you do not use the power for an entire session, it does not carry over to the next session. If you roll a power that you already have permanently or that the artifact granted you earlier in the session, roll again.

The Golden Imp: You find a statue roughly one foot tall, resembling a creature that's part monkey and part snake. It immediately springs to life and starts harassing you, nipping at your fingers and throwing rocks at you. It holds a bracelet in its hand, gained by anyone who defeats it.

The Golden Imp

High Concept: *Mischievous Kleptomaniac Animated Statue*

APPROACHES
   Sneaky: Good (+3)

STRESS ☐

If you obtain the bracelet, you can control the imp—well, you can *mostly* control it; its mischievous nature can be compelled. Whenever you're in a scene with the imp, you gain +1 to all your Sneaky rolls. Also, once per scene the imp can do *one* of the following things.

- Have it take an action for you, as if you had Sneaky at Good (+3); it doesn't grant the +1 bonus to itself.
- Invoke its high concept for free.
- Have it absorb 2 stress from a physical attack against you.

Mask of Menos: You have found a mask created by the goddess Menos, the only one to outfox the trickster god Argananth. This artifact draws out desires like a leech draws blood, and uses these desires to build illusions. While wearing the mask, you gain +2 to Cleverly create advantages against someone you can see, based on a hidden motivation that drives them; it might be so hidden that they don't know it themselves. If you successfully create the advantage, roll a Fate die twice on the table below to see what emotion drives the defender, and write that emotion into the aspect.

	➖	⬛	➕
➖	Fear	Greed	Anger
⬛	Envy/Jealousy	Joy/Comfort	Ambition
➕	Pride	Faith/Hope	Love

Once you have discovered someone's hidden motive, you can use the mask to Flashily create an advantage representing a holographic disguise. This disguise makes you appear as someone that could inspire that emotion in the onlooker—for example, an angry soldier might see you as their worst enemy or as one of their dreaded commanders; a joyous guard might see you as an entertainer or a fellow guard come to relieve them from duty. Whenever the character whose motive you used tries to see through your disguise, you gain +2 to Flashily defend. The difficulty of the illusion depends on how much it strays from your normal form: it's easier for a humanoid to pretend to be another humanoid, while masquerading as a god or a tyrannosaurus is more difficult. Other people can see your holograph, but you don't gain the bonus to defend against them—they're less easily fooled!

Weapon Seed: You find a Demiurge weapon seed, a symbiotic artifact that can graft itself onto any weapon. Roll three times on the Weapon Chart (page 20) and pick one of the three weapons. You can add the stunt associated with that weapon to any one weapon or artifact in your possession, merging the two forms together—for example, turning a sword into a gun-sword or letting your whip harden into a spear at will. Alternatively, you may graft the weapon seed onto your body, replacing one of your hands with the weapon, which means you can never become *Unarmed*.

Astrolabe of the Twin Suns: The astrolabe is a golden disc with a crystal eye-piece, which allows you to use Umdaar's twin suns to foresee the future. When the astrolabe captures the first ray of the red star in the morning or the last ray of the green star at night, it fills the user's mind with strange prophetic visions. Using the astrolabe, you can Carefully create advantages called vision aspects. By default, vision aspects are undefined feelings that can be invoked to defend against attacks or traps, or when making wild guesses. Alternatively, the GM may give the vision aspect a more specific definition, like a snapshot of the road you should take or a threat you will encounter. You can create these once in the morning and once at evening: generally twice per session, but never twice in the same scene.

> ### TWISTED FATE
> GMs, we encourage you to add extra vision aspects that might mess with the players' heads. Perhaps they foresee what appears to be the gruesome death of a teammate, or a teammate's vile betrayal!

ARTIFACTS

▢▢▢▢	Horn of				
▢▢▢	Quiver of	Bracer of			**PREFIX**
▢▢	Veil of	Staff of	Shield of		
▢	Compass of	Sword of	Runestone of	Javelin of	
▣	Ring of	Mask of	Dagger of	Cube of	Crown of
	▣	✚	✚✚	✚✚✚	✚✚✚✚
▣	the Creator	the Stars	the Sun	Blood	Eternal Life
▢	Argananth	Light	Shadow	the Beasts	
▢▢	the Deathbringer	Flame	Frost		
▢▢▢	the Skylord	Zhan-Tok			**SUFFIX**
▢▢▢▢	the Celestial Twins				

Infinity and Beyond

You've thwarted the Masters of this continent, and the evil lords of Umdaar fear your name. What challenges still lie ahead for you? For longer campaigns, we recommend either looking inward or outward.

The Inward Journey: The Mending

The harvest was abundant this season; the Runekeepers speak of new discoveries; lazer-wolves have moved on to other hunting grounds. Even the Masters lick their wounds, needing to rebuild their armies before they can next attack. The time to rebuild this planet has come—it may never come again.

It is one thing to hunt down shiny objects in the name of a brighter future, but it is another matter to actually bring that future about. An inward-focusing campaign would put the Archaeonauts in a position of social influence, capable of bringing about great change. The party would cut down on their exploring, and instead be tied to a specific region or city that needs them—perhaps a matriarch puts them on the city council; or by overthrowing a Master, her minions crown you as the new leader of her Dark Domain. After amassing a stockpile of artifacts, a Runekeeper might turn into a mad scientist, combining relics into complex weapons or tools; ask your group how a terraforming machine would change the geopolitics of the region, or how a nuclear weapon might change the political dynamics between your allies and enemies. If they like putting together puzzle pieces, they might even deduce the truth behind the Demiurge.

SHIFTING FOCUS

As a great reference for inward-focusing campaigns, we recommend Evil Hat's *Burn Shift* from *Fate Worlds: Worlds on Fire,* which deals with communities vying for control of a desolated world. Of course, you'll have to ignore the fact that they're set on two completely different planets (unless—*gasp*—Umdaar was Earth all along)!

The Outward Journey: The Phantom Realms

Across poisonous seas and through strange portals, there are what the saga-spinners call the Phantom Realms: lands filled with ghosts, giants, and horrors beyond imagination. No one knows what lies beyond the world's edge, or in the shadows behind the stars…

An outward-focusing campaign will include the same frontier-spanning adventure you've seen throughout *Masters of Umdaar*, but the adventure will take on more science-fiction flavor as you explore lands beyond the planet. What if there were buried portals that opened up to other dimensions, filled with new cultures and eldritch monsters? Better still, what if the Archaeonauts find a sleeping Demiurge ship, allowing them to explore the solar system? Are there other worlds abandoned by the Demiurge? Are the Demiurge still alive, waiting for someone to make contact with them?

Here are a few ideas for some exotic adventures:

- *Sal'datoor, Solar Trader with a Heart of Stone!*
- *Invasion from the Rogue Planet!*
- *What Treasures Are Hidden on the Stolen Moons of the Seven Skynasts?!*
- *The Void Temple of the Anti-Gods!*
- *Who or What Lies Sleeping in the Heart of the Black Sun?*

SEA OF TROUBLES

As a great reference for outward-focusing campaigns, we recommend the Evil Hat's *The Aether Sea*, which includes rules for magical ship-to-ship battles in space. Best of all, it uses the same *FAE* approaches as *Umdaar*, making the transition an elegant one!
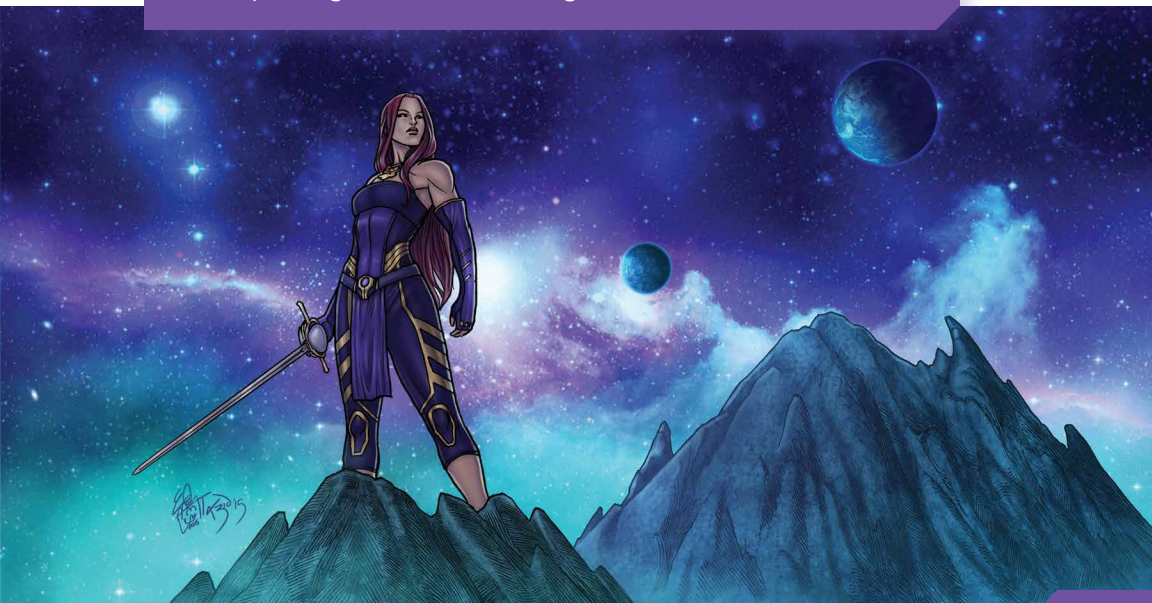
MASTERS OF UMDAAR

CLIFFHANGER TEMPLATE WORKSHEET

EASY

APPROACH

LESS-EASY

APPROACH

APPROACH

+1

+3 +5

+7

TRICKY

APPROACH

APPROACH

APPROACH

HARD