



<p>P. 176 MARKET RESEARCH</p> <p>any hero price at destination ... » 1 adjacent: 1 day » chain of 3: full week</p> <p>d20 x Price ...and</p> <table border="0"> <tr><td>1–7</td><td>0</td><td>Taboo, disliked</td></tr> <tr><td>8–11</td><td>½</td><td>Local production?</td></tr> <tr><td>11–19</td><td>1</td><td>Some demand</td></tr> <tr><td>20–29</td><td>2</td><td>Popular</td></tr> <tr><td>30+</td><td>3</td><td>Illegal?</td></tr> <tr><td>20/20</td><td>4</td><td>Essential?</td></tr> </table>	1–7	0	Taboo, disliked	8–11	½	Local production?	11–19	1	Some demand	20–29	2	Popular	30+	3	Illegal?	20/20	4	Essential?	<p>P. 152 EXPLORE</p> <p>1 hero / week » free at new destination » €1d6 × 10 for 'research'</p> <p>d20 Discoveries</p> <table border="0"> <tr><td>1–3</td><td>Misfortune</td></tr> <tr><td>4–11</td><td>Nothing</td></tr> <tr><td>12–19</td><td>1 discovery</td></tr> <tr><td>20+</td><td>2 discoveries</td></tr> <tr><td>20/20</td><td>3 discoveries</td></tr> </table> <p>choose or create discoveries</p>	1–3	Misfortune	4–11	Nothing	12–19	1 discovery	20+	2 discoveries	20/20	3 discoveries																																																																	
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P. 147	CAROUSE any hero » 1 week + €1d6* × 100 » gain XP = € spent	P. 153	FORAGE / WORK FOR SUPPLIES 1 hero / week ★ $\frac{1}{4}$ of caravan budget » gain supplies / mouths » tally time → forage extra
d20	Carousing Side Effect	Supplies Foraged	Forage Hard
1	No XP, bad outcomes	nothing	1d6 days, $\frac{1}{6}$ rations
2–7	Bad luck, silver lining	$\frac{1}{8}$ rations	$\frac{1}{12}$ days
8–11	Annoying side effect	$\frac{1}{4}$ rations	$\frac{1}{4}$ day
8–15	Silly results	$\frac{1}{2}$ rations	$\frac{1}{2}$ day
16–19	All's well, colorful	$\frac{3}{4}$ rations	1d4 days
20+	Good, humorous boon	full rations	$\frac{1}{2}$ ration
20/20	Magical or rare gift	1½ rations	
SIX S.E.A.C.A.T. STATS: STR, END, AGI, CHA, AUR, THI			
Death Roll Results		LIFE & STAT DAMAGE both: minimum 0	Fatigue Effect
Slo-mo permadeath		← at 0 life: death roll	1 grumble
Death inevitable		any amount of excess life or stat damage taken: +1 fatigue →	2 [-] all teeth
Temp life, then retire			3 slow
for a bit, then recovery			4 ½ life
iction hero supercharge			5 comatose
			6 dead
ifice 1 sack / enemy Lvl to skip encounter			
Efficacy (Threat, Value)	Hostility (Attitude)	Numbers (Visibility, Size)	
Deadly, overwhelming	Murderous, disguised	Ghosts, illusions	
Very bad, threatening	Aggressive, attacks	One, just one	
Bad news, powerful	Hostile, may attack	A few (1d3+1)	
Potentially dangerous	Unfriendly and cautious	Several (2d4+1)	
Interesting, not useful	Neutral and indifferent	Many (3d6)	
Potentially useful	Polite or friendly	Many many (2d20)	
Definitely useful	Kind or helpful	Scores (1d10 × 20)	
Valuable entity	Ally for the road	Hundreds (1d20 × 100)	
P. 149	LOOT VALUE GENERATOR when looting hack bits out of large loot: » hero gets (1d6 + L)% value » rest loses 10× that amount	P. 154	HA KA BA totality of a creature » ha: body, Endurance » ka: soul, Aura » ba: personality, Charisma
doo	d20	Item	Sack
1–50	1–10	€1	€50
51–80	11–15	€10	€250
81–98	16–19	€100	€1k
99–00	20+	€1,000	€5k
00/0	20/20	€10k	€25k
Ha Ka Ba It's a			
o	o	o	full person, human, animal
o	-	-	corpse, shell, dead meat
-	o	-	ka-elemental, ball-lightning
-	-	o	ghost, echo of creature
o	o	-	ka-zombie, voodoo-slave
o	-	o	ba-zombie, animated skeleton
-	o	o	daimon, ultra-sentient

P. 148 CARE	AMBUSH				
any hero ★ once per patient » fully restore 1 attribute and [+] on health tests that week	1 hero / w » [+] to s encour » gain ta				
Medimagicals	Price				
UV lotion. Radiant resist	€5				
VC special-heal™ lotion.	€40				
Restore 2d6 Life or 1 stat					
Villager bone-ju. Fix fracture	€320				
Porcelain soul-seal. [+] vs. death, revives recently killed	€2,4k				
Memorium suture. Cure broken heart & hopelessness	€1k				
EXPERIENCE FOR HEROES					
P. 146 EXPERIENCING SOMETHING NEW (XP)	HIDE CAMP				
any hero ★ once per new site, organism, anomaly	1 hero / w » [+] to a choose				
» 100+ xp earned: 1st success for new skill (study)					
Experience	Requires	Xp			
New location	Observe with 2+ senses for 1d6* hours	per location			
New organism		Organism Lvl × 10			
New anomaly		1d100			
FLESHING OUT THE WHO AND THE WHAT ...					
P. 138 CREATURES & TRAVELERS					
# of special abilities = level ★ human max: level 9 ★ each level					
Lvl	Targ	Life	Maj / Min Bonus	Damage	
0	10	4	+2/0	1d4 (3)	rat, d radi
1	11	8	+3/+1	1d6 (4)	average chemovor
2	12	12	+4/+2	1d8 (5)	foot soldie time-br
3	12	16	+5/+2	1d10 (6)	elite rider, machine vomis
4	13	22	+6/+3	1d12 (7)	c biomech poly
5	13	29	+7/+3	1d8+5 (9)	great her swarm
6	14	38	+8/+4	1d10+6 (11)	vome ge void assa
7	14	52	+9/+4	1d12+7 (13)	spectru natu
8	15	68	+10/+5	2d8+8 (15)	legend lightn
9	15	90	+11/+5	1d20+11 (18)	grand gol
10	16	120	+12/+6	1d24+12 (22)	angel ou floating
11+	16	155	+13/+6	1d30+13 (28)	demirge lord lum
17	20	666	+13/+6	3d20+30 (66)	

GE NEW PLACES			THESE VARIED THINGS	
VERIES			P. 182 DETAILS	
s off the main road			locations, treasures, artifacts	
research = more details			» heroes can study unu	
Distance	Xp	Shape	Appearance	Material
Dimension	-307	Non-euclidean	Hyper-morphic	Stone
d6 weeks	-53	Cube	Brittle	Concrete
d6 weeks	0	Pyramid	Chaotic	Rusty metal
d4 weeks	10	Prism	Divine	Glass
d2 weeks	20	Tower	Energy	Adobe
week	30	Needle	Fractal	Brick
d12 days	50	Ring	Gaseous	Crystal
d10 days	70	Plain	Terrifying	Ceramic
d8 days	110	Depression	Illusory	Wood
d6 days	130	Pit	Liquid	Bone
d4 days	170	Cave	Malleable	Flesh
d2 days	190	Crater	Mobile	Chitin
day	230	Canyon	Motionless	Force
d20 hours	290	Mountain	Omega	Plastic
d12 hours	310	Chaos	Perfect	Wicker
d10 hours	370	Maze	Reassembling	Shadow
d8 hours	410	Shapeless	Self-ordering	Light
d6 hours	430	Shifting	Solid	Cloth
d4 hours	470	Protean	Time-rifted	Sand
Hidden here	970	Sphere	Void	Earth
... AND THE WHAT THEY GOT.				
es ★ it'll hook the heroes			P. 172 WEAPONS	
Carry	Fuel	Cost	» versatile: use 1-handed	
sack	1 supply	€7/wk	» attack natural roll ≤ rel	
sacks	1 supply	€20/wk	» attack natural 13: clip ar	
sacks	necro	€200	d12 Some Weapons	
sacks	grazing	€70	1	Ammo
sacks	grazing	€200	2	Rock (1h)
sacks	omnivore	€500	3	Axe (1h)
sacks	none	€1,200	4	Great rod (2h)
sacks	golem	€2,000	5	Battle axe (versatile)
sacks	grazing	€300	6	Great sword (2h)
sacks	1 animal	€200	7	Chain sword (vers.)
sacks	grazing	€600	8	Crossbow (2h)
sacks	2 animals	€600	9	Scav bolter (2h)
sacks	1 supply, grazing	€6,000	10	Porcelain pistol (1h)
sacks	1 supply, ammo	€10,000	11	Cat rifle (2h)
			12	Vome slagger (2h)
			13	Ultra blaster (1h)

Facts, vehicles, weapons, and more ★					
usual details to learn strange skills ... or hack them up for sale					
Special Material		Original Function?		Creator?	
Megaliths		Personality reprogramming		Barbarian sorceress	
Dryland coral		Time ark		Blue prophet	
Ageless metal		Spiritual improvement		Celestial cat	
Ur-obsidian		Soul decomposition		Post-human Kestrel	
Livingstone		Transport revolution		Faceless abomination	
Aerolith		Neo-genesis		Heroic wanderer	
Psionic crystals		Musical creation		Hive community	
Porcelain		Military vault		Ling architect	
Luminescent wood		Matter processing		Mahogany entomologist	
Carved ivory		Knowledge capsule		Neo-scientist	
Synthetic skin		Government control		Plastic machine	
Iridescent scales		Energy generation		Polybody precog	
Stuckforce		Economic supremacy		Rat monarch	
Plaz steel		Deep prison		Scavenger lord	
Lightmetal struts		Cyber enhancement		Semi-sentient	
Frozen smoke		Cosmic escape		Sleeping horde	
Reality ripples		Body augmentation		Spectrum genetech	
Corundum silk		Biological uplift		Timelost warrior	
Grey ooze		Athletic games		Ultra progenitor	
Flowering mosses		Aesthetic perfection		Vile refugee	

Dmg	Range	Size	Reload	Cost
-	-	1 stone	-	10% wpn
1d3	close	1 stone	-	-
1d6	close	1 stone	-	€5
1d10	close	2 stone	-	€1
1d8/1d10	close	1 stone	-	€20
2d6	close	2 stone	-	€100
1d10/2d8	close	2 stone	1	€600
1d8	far	1 stone	20	€25
1d10	far	2 stone	10	€100
2d6	near	½ stone	2	€300
2d10	far	2 stone	4	€600
3d6	far	2 stone	10	€1,500
3d6	near	1 stone	1	€2,000

	Discoverer?	Current Function?	d20
Charismatic revolutionary	Terrain modification	1	
Spiritual shaman	Communication	2	
Solitary prospector	Defense	3	
Simple farmer	Education	4	
Religious innovator	Energy production	5	
Proud aristocrat	Energy storage	6	
Poor trader	Entertainment	7	
Military liaison	Espionage	8	
Merchant adventurer	Farming	9	
Mad savant	Luxury goods	10	
Lucky dilettante	Manufacturing	11	
Loyal imperialist	Mining	12	
Exiled ruler	Reality repurposing	13	
Driven researcher	Refining	14	
Downtrodden refugee	Biomodification	15	
Angry archaeologist	Transportation	16	
Curious reporter	Water extraction	17	
Cunning industrialist	Weapon	18	
Cultist of the End	Weather editing	19	
Spurned lover	Worship	20	