

- **The forest overview**

- The forest is a zone of indeterminate size surrounding the city. It covers all land features, including some long-abandoned towns, and stands in stark contrast to the former desert.
- The forest's flora and fauna are wildly mutated and sometimes otherworldly. Almost everything has innate Exousia overflowing, and magical effects are common. Most areas are hostile to human life in one way or another.
- Extended time (on the order of months or years) out in the forest almost always results in Exousia sickness. Some areas are particularly virulent and can result in sickness in weeks or days. There are devices capable of mitigating these effects and medicines that can help to heal those afflicted, but extended time outside is almost always detrimental to health, even if conventional hazards can be avoided.

- **Expeditions**

- Expeditions into the forest usually occur for one of a few reasons.
 - 1) Ampule recharge
 - Since the advent of ampule technology, expeditions into the forest have been required in order to operate devices in the city. This necessitates travel into the forest and monitoring of ampules while they recharge. Most expeditions that do this don't penetrate more than a few miles to "secure" facilities where the ampules are recharged.
 - 2) Device recovery
 - The forest is large enough to have covered outlying areas where devices were used--and has claimed the lives of many device wielders since the disruption. With the creation of new devices being a near-impossible task, expeditions are often funded specifically with the intent of recovering these devices.
 - 3) Research and harvesting
 - Efforts are ongoing to understand the forest's many strange phenomena and research and recovery teams sent for research purposes are relatively common. These range from setting up long-term field research sites to collecting particular plants and animals.
 - 4) Exousia bathing
 - All individuals residing in Kuklos Anankes are, technically, wielders and conduits (???). Those individuals with enough money or determination sometimes arrange expeditions into the forest, despite its dangers, to try using their powers--and to have short-term access to these powers back inside the city.

- **Expedition Companies**

- Those individuals that make a living performing this kind of work are almost always a part of medium-to-large teams. Though some could be called adventurers, many are just desperate slummers that want a better life and are willing to take a dangerous job in exchange for decent pay and opportunities. For the most part, they are paid relatively little for their services and are often contracted by the wealthy for various expeditions. Some specialized groups, particularly those that do device recovery or exceptionally dangerous research and harvesting expeditions, are relatively well-paid and respected.
- Because expedition members spend extended period of time outside the dome, many of them have developed some level of welding aptitude (usually traditional elemental magic). The most experienced often sicken and die from Exousia sickness--though a handful of cases have lived long enough to see minor mutations develop.
- Between fear of the forest, wielding expertise, Exousia sickness, and long periods of solitude, such individuals are regarded with a mixture of awe, distrust, envy, and disgust.
- Add barrier of entry.