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*Nice Boy*

The pistol in Nice Boy's hand shook as he held it to his grandfather's head. Nice Boy kept his eyes closed, because in his mind he could still see the man that raised him: the uncut hair, grey with age and knotted from work; the wrinkles of a man who never seemed to stop smiling; the strong arms built from years of work in the fields. The man in front of Nice Boy was different. The Bloody Hunger was ruthless. He was thin, and his skin was pale and papery.

"Nice Boy, I need you to do this. I need you to do this for me."

The blood ran down the old man's chin, it ran from his ears and his eyes.

"You know what will happen if I go like this."

Nice Boy grabbed the gun with both hands, his knuckles white. His body was shaking with his sobs, but through them he choked,

"I can't! I can't do this! It's not fair!"

The old man talked quietly,

"No, it's not. But this land is not fair. This land is broken, and that's why we named it that, in the old tongue. Do you remember what the name was, Nice Boy?"

The man gently placed his hand on the end of the pistol and leaned it in, pressing the barrel against his forehead. The boy was wracked with another sob.

"Rusva...but grandpa, why does that matter? This place is broken just like all of us!"

The old man smiled. "No. That's where your wrong, my child. The land is broken, the trees and the mountains are weary. Thus, we call it Rusva. But the people—the people are strong. You are strong, Nice Boy. You have to do this so that you can look after your brother and the farm. Look after your mother. I'm gone now, child. There's no coming back for me. The Bloody Hunger will leave nothing left of me once it's done, only a monster. You must be better than this place. Remain unbroken, child, and work to fix this shattered land. Breathe now. Breathe."

The boy steadied himself, his eyes still closed. The field was quiet. The chickens clucked in the coop, the pigs nuzzled their slop. The wind rustled the wheat. The gunshot echoed in the evening light.

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# THE HISTORY

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In the year 414 of the Second Age, the archmage Lelisef II-Nealisurial opened a Gate to the prison-realm of the dark being Kalma, releasing him from uncounted ages of imprisonment to wash over the continent of Ilia with his armies of the dead. Kalma called into the darkness, and from it emerged his eight vile generals.

The old kingdoms of the living were snuffed out like candles in a wind, but for a few bastions of light. From these strongholds climbed great heroes, figures of power and hope. They rallied the forces of the living and fought against the unending dead. As the years of battle and darkness found no end, many lost hope and turned from the light of the heroes. It came to be that Kalma knew not only undead as his tools, but a violent corruptive force as well. He bent many to his will, twisting them into vile demons or macabre worshipers. These servants of Kalma took the Charred King as their master, once a great leader of men.

The war drove the engine of invention, and technology developed at a startling pace: magical crystals discovered in massive veins below the continent were used to power new machines, enhanced weapons and armors, and artificial bodies. The technology grew into the conglomerate AreTech. Shipments of weaponry and food were shipped to the few remaining cities, and the war transformed. Swordsmen fell to gunshots, airships rained fire from above, and industry consumed the cities of the living.

Even with the continuing advancements, the armies of Kalma continued to emerge from the Gate. Mountains spewed fire and ash, and the defenders were slaughtered and raised again to fight against those who they once protected. Technological developments began to merge with forgotten magics, and the defenders became more and more desperate. The crystals weren't enough, so scientists found another source of power: souls. In the words of the scientists of AreTech,

*"Now the sick and wounded, the mothers and children...they can fight too."*

Innocents were shuffled into the rank, dark brass chambers of city-sized super cannons, their very souls used to power the horrible blasts. From the labs came a chemical weapon to battle the dead: M-class Moross. The black liquid-gas reacted with the calcium of bones, turning them to sludge. Hosts of dead and many of the living fell to the gas as it was dropped from airships. Bystanders unable to evacuate felt first their hair burn, then their finger nails and toe nails sloughed off. When they breathed the chemical in, it quickly reached their bloodstream and their bones. M-class Moross melted them from the inside. Those soldiers that died on the battlefield never knew salvation, for their souls were pulled into mechanical bodies and forced to fight again. The atrocities of the war were forgotten—the leaders of the living turning a blind eye to the innocent dead.

As the last city of the living fell in 428, the heroes of the battle fought till their last breath. Such power was released that the continent was sundered, shattered like a glass plate. Much of the undead that came from the gate were destroyed, Kalma and his eight generals were destroyed or subdued, and the Gate was finally closed.

It was found that when the necromantic masters of the dead were they themselves destroyed, some of their undead servants blinked away the corruption of Kalma. These undead learned to live alongside survivors, both living and machine. The few that still stood were led into exile for years, until the time came that they returned to the ash-covered land they lost. Some split off from the others and formed kingdoms, echoes of a time passed. Some moved forward, scavenging the technologies left by the defenders of the war. In the centuries to follow, the splinter nations all fell to the winds of history.

Organized by forgotten hero, many of the people came together. The fires of industry were relit in the ruins of the Grey City and Arear, and a new city was founded midst the mountain valleys: Ordeto. The cities were grown and nurtured by their leader, but in time a new regime rose: a government that promised absolute unity and protection. It was called simply the State. The State developed and grew under a modern system, one of departments and offices and bureaus. It was new, and that's what the people wanted. Before long, the State ruled the Grey City, Arear, and Ordeto entirely. This is the state of things. The war is not over, though. The Charred King and his demons still linger in the north, and the dead still lurk through the countryside.

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# THE STATE

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*Unity and Protection*

## Politics

The State is a federation of three city states: Ordeto, the Grey City, and Arear. Each of these cities has separate power structures internally, but each is governed under a blanket bureaucracy. This bureaucracy is headed by a figure known as Number One, and is seen almost everywhere in life in the State. This blanket bureaucracy trickles down to the most basic levels of society within the three cities, which is aided by the social organization of the State: near ideal communism. Thus, the State describes all as equals—though this is different in practice. There is no private property within the State: everything is owned communally, given and taken based on need and requisition. This is the way of UNITY.

The State was formed, in part, because of the threats posed by the world at large: the bands of ruthless undead issued long ago from Kalma's gate, the Charred King and his demons and savages to the north, and those who have fallen from society to the realm of raw survival. The people that followed the founder of the State wished for the protection offered with numbers, and as the State developed, this protection and unity was found within a bureaucratic polity. The bureaucracy has many departments, offices, and sections, the most major of which are outlined here:

*Major Sectors: Internal Sector, the External Sector, and the Transpolity Sector*

### Internal Sector:

#### Office 1: Office of the Exchequer

This is the largest office of the internal sector. Office 1 works in requisitions, repossessions, and distributions, among other regulatory devices. All businesses and enterprises, prices, and small-scale exchanges are administered under the Office of the Exchequer. Should someone get reported for unfair property possession, Office 1 looks into the matter. Should someone be convicted of a problem dealing with property or requisitions, the Department of Repossessions beneath Office 1 handles the problem. In its essence, Office 1 deals with all collections and distributions of the *State to the people*, and things of the like.

#### Office 2: Office of Placement and Labor

The Office of Placement and Labor tests and distributes jobs and employment positions. Positions are based both on personal want or ability and societal need determined by a regulatory standards abilities test. All State-based education is organized under Office 2. Independence and economic growth in the State is upheld by the placement of an “independent employment,” which allows for the creation of personal businesses or shops (state-regulated, of course). Should one desire to switch employment, one can file a report through Office 2. Essentially, Office 2 controls the distribution of man power.

#### Office 3: Office of Development

All magical and nonmagical research is conducted through Office 3. The office runs a number of laboratories throughout the State which function to further technological development. In addition, all infrastructural expansion is done under this office. Thus, if the State acquires some land, it is passed to Office 3 to determine any construction or distribution.

#### Office 4: Office of Resources

The Office of Resources works closely with both Office 3 and 1, as it handles all large-scale resource distribution between sector offices. In the process of new land acquired by the State, Office 4 would be passed notice of the land, and they would decide which other Office would benefit most from its use. Then, Office 3 is notified of the development needed with the land, and the job is passed on. Office 4 also handles the major distribution of energy crystals and energy sources to all offices.

#### Office 5: Office of the Ecclesiate

This office handles all workings of the Ecclesia. All leaders and policies of the Ecclesia pass through this office, and any issues of heresy, blasphemy, or the divine are brought to the attention of Office 5 for inspection. Office 5 controls within it an inquisition to handle these events. Office 5 handles partial repossession of wealth through regular alms, and service attendance is necessary for good standing within the State.

### **External Sector:**

#### Office 6: Foreign Office

This office handles all that influences the State from outside its boundaries. This includes exploration and decisions regarding discoveries: i.e., should the discovery be acted upon or not? The foreign office handles any diplomatic interactions with sovereignties outside the State. In summary, the Foreign Office acts as the face of the State, its arm in any external dealings, and its center for foreign intelligence.

### **Transpolity Sector:**

-These offices interact both inside and outside the State.

#### Office 7: Office of Authority

This is the main military office. Office 7 controls all aspects of the organized, large-scale military of the State. This does not influence necessarily the local enforcement of towns and cities, though forces of Office 7 can be called in locally. This Office works significantly with the Foreign Office in dealings of foreign powers.

#### Office 8: Office of Communication

This handles all inter- official and unofficial communication through magical and nonmagical means. Thus, tasks sent from one department to another or one person to another would filter through Office 8 to reach the correct receiver in the intended office. Office 8 also deals significantly in the State's internal intelligence collection, as all major communication is filtered and recorded. The Office of Communication also handles the census within the State. All births and deaths are encouraged to be reported, and all citizens of the State are kept known.

#### Office 9: Office of Executions

This office is the executor of the State's authority. Those in Office 9 are the main distributors of justice and rulings in the State, and agents of Office 9 are often sent both internally and externally to handle problems dealing with the rulings of other Offices. Thus, if Office 1 sends a notice of repossession to Office 9, agents may be dispatched to carry out the repossession. If the Foreign Office requires actions regarding an outside state, agents of Office 9 may be sent in response, i.e., the assassination of a foreign sovereign. Members of Office 9 are often considered the dogs of the State, held in contempt and fear by the populous. Many that are taken by Office 9 are not returned.

## Religion

The religion that developed within the State brought elements from old and new societies from around the world. A large part of the belief comes from the ancient elven holding of *Ille*, or The People. Thus, actions of followers of the religion may dedicate all their actions towards the growth of The People, the preservation of The People, or the honoring of The People. “The People” in this sense envelopes all the society. These are the people of the State. Thus, there is no true deity worshiped openly in the State—all are pushed towards a belief in the larger, ambiguous whole. The people’s loyalty to their society’s greater whole and their own daily work towards the strengthening of that group are devotion enough for many of the people of the State. In the end, The People always come first.

Following this idea, the People’s Temples are refuges for all, and the workers view all as equals—be they criminal or saint. The religious order is kept through an organization created by Office 5 known as the Ecclesia. There are two distinct sections of the Ecclesia: the Narrow Ecclesia and the Wide Ecclesia. The Narrow Ecclesia are the heads of the polity’s “Sect of the People”. They are a small council in charge of all changes to the religion, and thus they control all members of the Ecclesia. The Narrow Ecclesia is headed by Number Five. The Wide Ecclesia encompasses all other clergy members, from the lowest temple worker to those that run the People’s Temples. It is tradition that all Ecclesiates are constantly covered from head to toe such that no skin—not even their face—is showing at any time. This is through the belief that the Ecclesiates are no different from any other of The People, and thus they are ambiguous. What is behind the mask is unimportant, for they are a member of The People just as anyone else. Their devotion is a landmark for the devotion of others.

In day-to-day life, the belief in The People is pervading. Temple ceremonies are required by the law of the State—absence from an assigned ceremony is punishable by the will of Office 5—and, by extension, Office 9. Many people hold fast and firmly to the teachings of the Sect’s apostles. What is taught in the temples is fact to many denizens of the State—and those who do not believe do not say so openly. Though apostles are, in idea, supposed to be considered equal in every way to the other peoples of the State, this is not often true in practice. As members of a State office, apostles naturally have more sway over the lives around them, and are thus often regarded with respect, reverence, or begrudging obedience.

## Magic

Magic is rare within the State. Many spellcasters were forced to fight in the war, and thus the majority were slaughtered. Those few that survived grew in stature within the remnants of society, ruling splinter kingdoms or rising in ranks within the cities that would form the State. With the development of the government and the re-ignition of industry, the State found the most use of spellcasters. Spellcasters, once identified, are quickly and forcibly sent to work within the offices of the State. Many are sent to work in the crystal binding factories of Office 3, attaching various magical energies to different crystals to specialize them for civilian or military use. The second largest employer of spellcasters is Office 8, as many are needed to maintain the magical communication network of the State. Others are distributed as needed within the other offices of the State: very few are allowed work in the common jobs, which brings rise to some families daring to hide their magical children, willing them to conceal their magic so the State doesn’t find them.

Because many natural casters find their magic early in life, they are encouraged to reveal it to the investigators of Office 2 as they take their placement tests at adolescence. Those that hide their magic and are discovered later in life are typically imprisoned for their crimes and then forced into State work.

Spellcasters within the State are isolated from the outside world, their powers are regulated, and they are forced into specialized and experimental breeding programs to study the genetic flow of magic from mother to child. The State is sure to not teach the spellcasters more than they need to know to complete their jobs, but if a particularly powerful caster is noticed, they may be sent to work in the more dangerous State programs, such as Office 7 or Office 9.

Office 7 takes the majority of the powerful casters. The current existing regiments of mages are the following: The prestigious, feared, and powerful 5<sup>th</sup> Casting Regiment “the Flaming Fifth” infamous for immolating swathes of countryside in their assaults.

The elite infiltration group, the 18<sup>th</sup> Casting Regiment “Fake Company”. They are nicknamed “fake” as the other regiments never see the casters of the 18<sup>th</sup> in the field: they’re notorious for their use of invisibility.

The idolized and heroic 33<sup>rd</sup> Casting Regiment “the Super soldiers”. The 33<sup>rd</sup> casters are trained in spells that improve their abilities in combat and infiltration, making them “super human” on the battlefield.

On the streets of the city or the countryside, magic is often viewed with a certain suspicion or fear: magic users are either criminals hiding their powers or those working for the State, neither of which are good in the eyes of the majority. Soldiers are forbidden to use their magic outside of strict military use, and those of other State offices tend to use magic only for work purposes. If a suspicious act would bring someone to believe another was hiding magic, they could report the person to the authorities. If the suspicion was based in truth, a reward would be given to the reporter and those affiliated with the hiding caster would be brought in for justice from Office 9.

Though natural magic is feared and regulated, magic in general can be seen throughout the daily life of a civilian of the State in another form: crystals. After the decades of use, crystals have begun to be viewed separately from natural magic. Many civilians don’t believe that the crystals are magic at all, perfectly content in their ignorance. These crystals, pulled from the crust of the world or its waters, almost perfect energy sources. Their power has been put to use in a range of inventions: train and ship engines, agricultural and military walkers, hot-burning forges, street lights, music-boxes, mechanical bodies, etc.

## Family

Family is loose within the State, stemming from the belief in The People. Why should there be separation between members of society when all members are ambiguous and unified? Thus, family distinctions (family names, etc.) are discouraged—typically, local family distinctions are recognized as heresy. Heretics reported to Office 5 are often investigated, and if convicted, the justice of Office 9 is called.

Children are typically left to grow in the family until the age of 12 during which they are attending standardized education centers. At the age of 12, all children take the Polity Placement Assessment, or PPA. This assigns them a future profession to begin training under. At age 16, all children are assessed locally for service in Office 7.

Adults in family life are assigned their jobs as per the PPA in early life, and they often find partners in their time off, or from work. Marriage, or “Bonding,” is a common practice through the Ecclesia, for it is a means to further unify The People. Bonding is typically practiced around age 18, though workers in some State offices do not allow for this age; i.e., service in Office 7 can typically last 2-10 years, after which a person may return to their assigned PPA profession or they can continue service in the military.

## Education

Education before the age of 12 is done in standardized schools. These institutions do not focus on literacy, though logic and mathematics is highly pressed. Typically, the first few years (ages 5 – 8) is spent teaching the children about the history, values, and policies of the State and the beliefs of the Ecclesia. The last years are given to allow the children experience in various trade fields before they take on an apprenticeship in their PPA profession. Few professions require literacy, and thus few general workers in the State are literate. Most, if not all, members of State offices are required to be literate.

## Economy

The concept of currency is lose within the State. Close to a purely communist society, trades of capital, credit, or tender are viewed less as a purchase and more as an exchange of value. All things are owned commonly within the State, though not all people have an equal right to all things. The currency of the State is the chip, which is often broken into the half chip. Chips are small pieces of crystal much the size and shape of a poker chip, and half chips take the shape of a half-moon. The dull white crystals glow fervently and colorfully when imbued with magical energy, and are often used in decorative lamps within wealthier communities. The salaries of each profession are decided by Office 1, and are often times no more than what the worker needs to survive. Chips are quite diverse in their use, as they have been generalized as fuel for all mechanical devices as well as acting as currency. Additionally, they serve as ammunition cells for most firearms. Items or services that cannot be obtained locally can be requisitioned through Office 1.

Requisitions are given based on determined need of a local inspector and can be retrieved at a local distribution office. All goods are rationed by the State as need is found. Goods are circulated by government assigned traders and merchants so that need for goods can be found if no need exists locally. Much of the economy, labor, and energy distribution is geared towards defense and the military operations of Office 7.



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*Farthest Leaf*

The village didn't really have a name. It was too small, pretty much just a few houses and the children's home at the top of the hill. The village was built around the home: the few houses were children that grew too old but didn't want to move away. Yarien liked to believe it was because of her; she'd run the children's home for going on forty years now—or that's what she told people. She truly didn't remember. The children were singing in the back yard,

*"If Mr. Moris, Mr. Moris comes through your DOOR,"*

Farthest Leaf leapt from one fallen log to another in the woods behind the big-house. The other kids were boring. They wouldn't play Yorick and the Dragon with him, because Farthest Leaf always wanted to be Yorick—which was the right way of things, because all the other kids were stupid. Farthest Leaf jumped from a log and splashed into a shallow stream. He could still hear the other children singing,

*"If Mr. Moris, Mr. Moris comes through your FLOOR,"*

Yarien sat on the front porch of the small white-walled home on the hill awaiting the arrival of the Man from Office 2. She smoked the pipe that her husband had made for her years ago and rocked back-and-forth in her old wooden chair. The wind was nice on the top of the hill, and she could see far. She could see the woods surrounding the small town; she could see down the road leading from the city, and she could see the skyline of the city itself, its smoke, its lights, its crumbled towers and broken soul. She could even see the cannon to the west, a pile of metal like a mountain rising from the forests. She put the pipe in her mouth and inhaled deeply, letting out a thin cloud of smoke as the children sang,

*"If Mr. Moris, Mr. Moris lets out his ROAR,"*

Farthest Leaf knew he wasn't supposed to be in the forest because it was dangerous. Old Woman didn't want her to, and neither did Lady Lady. The young boy smiled when he thought of Lady Lady—Julli always made fun of Farthest, saying he had a crush on Lady, but Farthest knew that was stupid. He just liked her hair. Farthest brushed his knotty brown hair from his face as he stomped in the water, making splashes like falling bombs in the unending stream of undead. The bone guys were weird. Old Woman always said to never trust them, and to spit at them, but Julli said that was "racist". Farthest sung to himself,

*"What do you do if he comes for you?"*

There he was—the Man from Office 2—he was walking up the grassy hill to the house. The old woman didn't like the look of him, his striped suit was too clean, his hat sat on his head too straight, his eyes were always hidden by dark glasses. Yarien never liked the glasses, it made it hard to tell what the inspectors were thinking. All the State workers looked the same, and though she knew nothing would change that, Yarien had long hated them and nothing was changing that either. She stood from her chair, groaning as her old bones shook from the effort. She extended her hand to the Man from Office 2. "The children are in the back. I've told them about the test, they should be all ready." They walked around the good side of the house—the side with less horse shit on it. They heard the children as they walked:

*"Cover your hands if he comes for you!"*

*"Hide your feet if he comes for you!"*

Farthest Leaf looked down at the weird brass egg. It was big! Almost as big as the old woman, he thought. This must be the Dragon he had searched for! He, the brave hero Yorick, drew his twig-sword and grabbed his stick-spear and jumped at the beast, laughing. The thing made a dull hollow clang as he hit it, followed by a sharp hiss. Farthest stepped back from the egg as it began to twist and churn. It broke open with a loud pop, and a cloud of black fog spilled out, all over the grass and rocks and trees and Farthest Leaf. The young boy was enveloped in searing pain and he screamed and cried, but with each breathe the pain got worse. He tried to run, but the nails of his feet had sloughed off. He dropped his spear and sword as his hands burned, and his finger nails turned to grease. The boy fell to the ground and his screaming was replaced by horrid spasms. Soon his arms and legs could bend in unnatural ways, then his chest seemed to cave as his ribs turned to liquid, filling his body and bloating his abdomen. The pain didn't stop—that was the worst part. His spine turned to jelly, but his nerves were fine. His skull melted in his head, and his eyes fell from their sockets—but Farthest leaf felt every second of it. He heard the kids singing,

*“Find your mask if he comes for you!”*

Yarien and the Man from Office 5 sat on the back porch. “Alright, all of you above twelve gather here. The man has your test.” She looked around as the children stopped singing.

“Where’s Farthest?”

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# GEOGRAPHY OF THE STATE

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## Ordeto

### *Of Gems and Blood*

Ordeto is the newest of all the cities, and only of the three that was not built upon the ruins of an older city. Ordeto was built in the only pass through the Mountains of Amad, where the Sword of Stah once stood. The mighty tower fell in the earthquakes, though, and its wall had long been overrun. Ordeto doesn't boast much of a skyline, as much of its buildings are small brick centers, built for utility rather than aesthetics.

The harbor is wide in Ordeto, and the sea is rich in crystal. The sea had once been an expansive desert—and a heavily mined one, too—before the walls were opened to the ocean in the Sundering. This is why Number One had decided to create Ordeto on that coast. In time, once the city grew and shipments of bronze and steel came from the new Arear, the true value of Ordeto was built: its offshore platforms. Huge networks of interconnected steel platforms dot the sea, acting as bases for drilling and deep crystal collection. The platforms grew to almost act as tiny towns, as sailors often stopped at them to rest and dock their vessels on their netting runs, setting massive nets in the waters in attempts to scrape any loose crystals from the sandy bed. The crystals are loaded on massive cargo-bed ships and sent to any of the many huge refineries set into the mountains of the bowl. These refineries are huge feats of engineering, massive buildings that turn the raw crystal-rock slush into pure crystal. These industries employ many in Ordeto, and the dock wards often find their bars and taverns full of dirty sailors, worn refinery workers, and grease-covered platformers.

The Sword of Stah was rebuilt with brass, and its wall was risen again as too, spanning the entire valley pass, cutting Ordeto off from the wide north. The north is wild and dangerous, the Realm of the Charred King—the organized enemy of the State. This gives Ordeto its second purpose: the military hub of the State. Office 7 has a huge presence in Ordeto, with much of the northern wards of the city dedicated to military offices, barracks, armories, training yards, and the State's single dedicated academy, Hessohold. This strong military influence combined with the culture of sailors and long-hour industrial workers creates a less-than-fitting environment for raising a family, giving Ordeto its reputation as the "Lonely City". Plenty can find love and meet new people in the pubs of Ordeto, but when the soldiers are called into the field and the sailors spend months at sea the love rarely lasts.

North of Ordeto's small wall is dominated by rolling plains of tough scrub, eventually turning into scrappy desert in the east between Lake Luck and the Thin Graves. If you were to continue north, all you would find is barren tundra, bombed beyond recognition with M-class Moross during the war. The area is thought to be uninhabitable. Few travel north of Ordeto unless they are soldiers called to a campaign in the east against the demons of the Charred King. Many that live in Ordeto long enough find that it loses the appeal it had when they were younger—the servicemen don't come back from the north. The sailors don't come back to harbor. The refinery workers lose an arm or a hand, and many of them take the bodies of mechs so they can keep working, keep making a living. Life in Ordeto is an inescapable grind.

#### General Notes:

- decent magic lighting in the streets, as the city is more modern.
- wide, modern streets to accommodate transports moving goods to the wall.
- packed dirt streets
- no sewers. Sewage is disposed of into street-side drainage ditches that drain into the sea
- no rails or other public transportation. The city isn't big enough for this.
- little city security—the soldiers and sailors take care of themselves.
- mudslides from the mountains can occur in the rainy season.

- northern rains can blow in remnants of M-class Moross. Not in concentrations enough to kill any but the feeble, but uncomfortable, and may cause damage to nails, teeth, and weaken bones if inhaled.
- soldiers and sailors like to gamble and fight—there are fighting pits and rings for animals and people. This is typically on the down-low.
- they eat a lot of fish here, and not much else.

#### Notable Places:

- Nightrock: one of the seven massive cannons built. Nightrock is in the mountains southeast of Ordeto, and also houses the largest and most infamous state-run prison. Nightrock is the only cannon that has been commissioned again for use.
- Clear Air: also known as “Accalaicalea”, Clear Air is another of the seven cannons. Clear air has not been cleared and commissioned again for use.
- Hessohold: the only military academy in the State. Many, but not all, of those in service to Office 7 train at Hessohold. The base is harsh and hated, but respected nonetheless.
- “The Yard”: the most infamous of the bayside wards of Ordeto, the red-light district where all those with downtime come to mingle and pick fights.
- The Wall and Tower: the rebuilt Sword of Stah, a massive tower in the center of a low wall that spans the valley.

#### Notable People:

- Chancellor Noble: Noble is the head representative of the State in Ordeto. A high member of Office 8, Noble communicates the wills of the State to the local government.
- Lady Utagia: Utagia heads the local parliament. Essentially, she’s the top dog of the local government.
- General Wacovo-Ma: Wacovo-Ma is the top general of Office 7, and spends much of his time in Ordeto at Hessohold.
- Brigadier General Zay: Zay fought her way through the ranks through her cruelty on the battlefield, now she runs the prison at Nightrock.
- Brigadier General Double: Double is a strange man—crazy some may say. He’s the top military scientist in Ordeto, and spearheaded the project to recommission Nightrock as a working cannon. He still heads the cannon’s military capabilities.

## The Grey City

*For Law and Love*

The Grey City was built hundreds of years ago by people that no one remembers, or at least no one cares to remember. The city was once the most populous in the whole continent, with buildings sweeping for miles in each of the rings of the three rings of the city, each separated by a thick wall. The city was situated perfectly on a broad port, and its central location made it the prime trade bridge between the southern kingdoms and those sovereignties of the north. The refugees returned to the infrastructure of the Grey City and began to rebuild, taking the old houses, temples, and city centers and repurposing them. The city had begun the process of industrialization before the end of the war, many of the houses and plaza stripped to create massive mining projects after crystal deposits were discovered directly under the city.

When the survivors returned to the city they picked up the tools that were left and started mining once again. Much of the outskirts of the city have been turned to sweeping strip mines torn up by huge clawed machines larger than any house. When the land is torn up it was up to the workers to “strip” the remnants, picking through the rock and dirt to find crystal shards. Through this process it was also discovered that the hills that the city was built on were also rich in metals in minerals, making the Grey City the largest producer of bronze, tin, and iron in the State. The Grey City lacks the refineries of the Bay of Brund, so the raw materials mined in the city are shipped on cargo freighters or by massive combined networks of airships to the refineries

along the Mountains of Amad and the Suth Peaks. The refined metals are then shipped back to the Grey City for shaping. The inner city is filled with factories to take the raw metal and export it as any of the many components needed in the State. Underneath the city is a vast network of tunnels and mineshafts delving deep into the crystal vein of the Grey City. These mines have long been proven inefficient compared to the strip mines of the outer city, and thus have been abandoned to the darker inhabitants of the State.

While the inner city is shared between factories and many non-industrial wards, one stands out: Wishborne, the center of the bureaucracy. It is a massive building complex centered around the castle that once housed the high king of the former kingdom of Jatón, the Solemn Keep. Wishborne holds the main offices for all the bureau departments and sectors, including the offices of the top in the State, known by their office numbers: Number One through Number Nine. Wishborne is the heart of the State, and its bells toll over the city every sunrise and sunset. The people of the city have conflicting views of the State and of Wishborne, but none can deny the ominous tone that rings out from the fortress.

Across the city from Wishborne is People's Hill, the name of the massive temple and center of the Ecclesia. People's Hill, often called the Hill, was once a temple of the many divines of the time before, now repurposed towards the religion of the State. While the bells of Wishborne ring only at sunrise and sunset, the lighter bells of the Hill ring often, reminding the city of holy days, congregations, and the judgment of heretics.

Most of the city is empty, abandoned buildings and empty streets. Those that inhabit the low parts of the city are those that have fallen from the State, those for which the paradise of unity and protection does not extend to, or those it failed for. Oftentimes the Ecclesiast will roam these streets and bring to judgment those poor and decrepit beings that no longer contribute to society: if you do not contribute to society, then you are a heretic.

The city thins eventually to the countryside of the island. The island is covered in wide moors and hills. The low lands of the moors are thick peat bogs, and the peat is harvested when the rains and flooding are low. The highlands are fertile and offer thousands of square miles of farmland. The countryside is isolated from many of the problems of the wilderness of Rusva, but the dark clouds loom always over the Sea of Worms to the south west, a memory of Abraham's presence. Many people farm under these dark clouds to produce the greatest source of food in the State. This food is brought into the city and shipped to Ordeto and Arear.

Throughout the city is a network of railway trams to move goods and people from place to place. The trams were created during the war, and they were repaired and run once again as the city was rebuilt. The trams were expanded to reach across the island as well, connecting the city and the countryside and creating an efficient way to move the huge amounts of produce from collection centers where farmers cart their produce locally.

General notes:

- many old buildings, strong hazard of collapse if roaming through abandoned buildings
- cobble streets
- sewers, but some of the sewers intersect with mineshafts and fill them with sewage
- lighting is poor in the underdeveloped parts of the city, very good towards Wishborne
- narrow, winding streets with many alleyways
- rail transportation throughout city
- many local guards in the city, very little authority in the countryside
- people tend to keep to themselves, as this avoids trouble
- trouble tends to bring in the State, and people don't want this.
- very rainy and windy most of the year
- dark clouds always swirl in the south west, from the part of the continent where Kalma opened his gate, where everything started: across the Sea of Worms.
- much of the countryside is in a rift from the blast of Clara that hit the outskirts of the city and created Reiner Bay. Thus, crystal tech is rendered effectively useless.

#### Notable Places:

- Wishborne: the center of the State. Wishborne houses all the top dogs.
- Solemn Keep: the center of the center of the State, the Solemn Keep also houses the local government.
- The Mines: the abandoned mines that run underneath a significant portion of the eastern island, even outside the walls.
- Clara: northeast of the Grey City, Clara is one of the seven cannons, Clara has only briefly been explored—those who explored did not want to ever return to the cannon.
- Limivorous: west of the Grey City, Limivorous is another of the seven cannons. Limivorous hasn't even been seen; the name was read in documentation found within the ruins of the Solemn Keep. That's all we know.
- Main Line: the name of the main station for the train line that covers the island. The Main Line is next to Wishborne.
- East Line: the name of the massive line of tracks that run south from the Grey City to the Third Fragment of Rusva. From there, the tracks run east to Arear. This single massive construction connects the two cities.
- The Hill: the massive temple and center of the Ecclesia. This is where the Narrow Ecclesia resides.

#### Notable People:

- Number One → Nine: the heads of the State. Each run a critical office of the State, and most (if not all) reside in Wishborne.
- Deliverance: Queen of the Grey City, Deliverance is the head of the royal family of the Grey City. She sits in the Solemn Keep. While the city respects her, and she holds some power, all know that the true power is held by the State.
- the Narrow Ecclesia: The small group of people in charge of the church of the State
- Silence: The technical genius responsible for the expansion and development of the Main and East Lines. Silence is an old man, but he still works for the expansion of the Lines, of which construction is well underway to connecting the Grey City to the South Peaks.
- Egon: the mastermind behind the communications network of Office 8. Egon is an old elf-blooded veteran of the war and a powerful mage; he created and sustains the complex magical web that is the foundation for the information network of the State.

## Arear

### *In Crystals glow Secrets*

Arear was once the forefront of magical technology. The once named “City of Flying Gold” pioneered the first crystal-bound weapons and utilities, the first airships and trams, and the first super cannon. The city was one of bronze and steel and sky, for no limit would hold Arear. The city was shaded by the floating islands of the nobility, powered by massive magical engines at their cores. Ships of brass flew through the sky, circling the spectacular tower at the city's center, rising higher than any other structure built by man.

That was before. The war tore the city apart: the islands crashed down into the city and now sit like mountains midst the buildings. The streets were stained with blood, as Arear was plagued with the Bloody Hunger and the sick were lined up and executed on every street corner. The spire no longer stands, annihilated when Queen Anastasia Blue gave the order to fire the cannon Big Blue on the city itself. The cannon destroyed much of the coastal city, blasting a crater into the peninsula. The immediate heat wave of the blast melted many of the nearby brass buildings, bending them out of shape or collapsing them on those inside. The water of the sea boiled as it surged into the crater and flooded the city proper.

Rebuilding the city was difficult—much of the infrastructure was destroyed or rendered useless, and many of the streets of the inner and middle city were flooded. In addition, after Big Blue fired on the city, the overwhelming magic energy left by the blast sent the city into what the natural philosophers call a “rift”. The rift reacts strangely with any magic used in the area, and causes unpredictable, sometimes harmful effects. The rift

affects the entire main city, weakening and eventually disappearing towards the outskirts. Thus, within the city, all crystal-tech, and magic in general, is rendered practically useless, or at least highly risky to use. This forced the people to rebuild without the tools and inventions of the modern day: much of the city was rebuilt with wood, and wooden boardwalks line the flooded streets.

Arear's distance from the industrial centers of the State and its lack of technology and modernity detaches its people in mind and culture. Arear is a city in the past, and many of the common folk have fallen into the mindset of the past, refusing to rely on the technology and medical practices of the other cities. The city is crowded and leveled, with wooden complexes and even boardwalks rising multiple stories above the water. Winding alleys and tight slums breed crime and disease, the most horrible of which is the Bloody Hunger, a strange disease that besets the infected with muscle spasms and intense evacuation of blood from the mouth, ears, and eyes. The disease is thought by many to be incurable, and progresses to the point at which the infected go mad, lashing out at any they can see with cannibalistic urges. The disease has brought rise to a notable guild of doctors and alchemists within the city working to cure the disease with transfusions of pig blood, leeching, obscure mixtures, restraints, or exorcisms.

General industry is spread along the outskirts of the city, away from the rift effect. These factories refine steel and bronze for use in the weapons and airships of the State. The few open plains outside the city have been cleared and leveled for sweeping airfields that house many of the State's airships, the most significant of these airfields is Bellesea Airfield.

This is the life of the proletariat of Arear. There are some of the city, though, that find comfortable living in the fallen mansions that once floated above the city. These are the workers of the State and members of the local government. The local government has taken heavy involvement in the Ecclesia, such that, to many, the two are indistinguishable. The family is collectively known as the Apostles, as their names and identities as Ecclesiastes are unknown. The Apostles take an active role in the city by running a harsh inquisition of heretics and advocating for sending those infected with the Bloody Hunger to research laboratories to investigate cures.

Technology is not the only disconnect: Arear also holds the largest dissenting populous in the State, with multiple illicit gangs and groups that consider themselves "separate" from the practices of the State. The largest gang present within the city is "Limbo". Limbo is violent and hated, infamous for kidnapping its victims. The members of Limbo hold a good amount of sway within the city, as it seems the State representatives and the local government often turn a blind eye to their activities. The structure, exact size, and motivation of Limbo is unknown, though many believe that they are slavers that sell their victims to the cannibal tribes or dead hosts outside the city.

The State pays more attention to the Faithful Company, an apparently explicitly terrorist organization bent on directly opposing the State. The Faithful Company operates mostly on the outskirts of the city, attacking outposts, warehouses, and granaries. The Faithful Company is increasing its presence in the area, with some townsfolk and frontiersmen claiming that the Company defended them from raids by the savages and dead hosts of the wilderness. To many, though, the Faithful Company is a mystery, a force that has stayed out of the spotlight in the past. So, they put their thoughts elsewhere.

Many find themselves drawn to the frontier, despite its dangers. The wide land outside the city is forested and hilly, eventually melting into hundreds of miles of golden plains to the west, and an isolated, hot jungle to the south. The immediate country is filled with farms and villages, with some exploring outwards and founding hamlets far from the business of Arear. The wilderness is not for the faint of heart, for often villages are found empty but for dried and broken bones, or merchant caravans will be slaughtered by the hosts of Kalma's dead that still roam the region unhindered from the time of the war. These troubles have brought the presence of Office 7 and the military to the area in attempts to protect the people and expand the State. Forts have been built throughout the hills and forests, and farmers gather to them in times of need.

Arear is a city apart, shared between polarizing groups—the Apostles, the State, Limbo, the Faithful Company, and the military—with the everyday workers mixed in between, trying to find a living in the chaos.

General notes:



- Wooden boardwalk / waterway streets for inner city
- cobblestone streets in outskirts
- many dark alleyways and nooks
- poor lighting throughout the city
- sewers, but most are flooded
- no public transportation inside the city
- city sits in a magical rift, making it hazardous to use any magic or crystal-tech
- many local guards to attempt to crack down on crime
- rampant disease
- generally unhappy populous

#### Notable places:

- Temple of the Apostles: this is the main and largest People's Temple in Arear, run (supposedly) exclusively by the Apostles.
- Mortham Heights: the palace-like residences of the Apostles and the State workers in Arear
- The Bivast Archives: the massive library of Arear, once the largest in the continent. What remains contains the last remaining records of the time that came before.
- Big Blue: one of the seven cannons. Big Blue is west of the city. The cannon remains decommissioned, and its labs are unexplored.
- Bellesea Airfield: the largest airfield outside Arear, Bellesea exclusively holds the warehouses in which Office 7 stores their military-grade airships.
- Truth's Hospital: often called "Truth", Truth's Hospital is an investigative care facility for those infected with the Bloody Hunger. The facility lies on the outskirts of the city, and is the administrative house for the organization of doctors in Arear.
- Fort Shorty: a notable fort on the frontier outside of Arear. Shorty is the base for the military rangers of Office 6.
- Fort Nimble: a notable fort on the frontier outside of Arear. Nimble is home to an experimental weapons facility.
- Fort Cutie: a notable fort on the frontier outside of Arear. The purpose of Cutie is unknown—the fort is holed deep in the forest hills of the country.

#### Notable people:

- The Apostles: the royal family of the city and simultaneously the head of the Ecclesia in Arear.
- Lieutenant General Fondi: named "The Fox" by his men, Fondi is the ranking member of Office 7 in Arear. He bases in Fort Cutie.
- Major General Cosimo: Cosimo works both for Office 6 and Office 7, and leads the 1<sup>st</sup> ranger regiment battalions. She is based in Fort Shorty.
- Major Turi: Turi is the leading military research specialist, and works for Offices 3 and 7. He is based in Fort Nimble.
- Doctor Truth: Truth runs his namesake hospital on the outskirts of Arear, and is often regarded as being insane.
- Air Chief Marshall Enoch: Enoch is the ranking officer of the State Air Force, based in Bellesea Air Field.
- Absolom: head of the Bivast Archives in Arear.
- Bluebird: the mysterious head of the Faithful Company
- “Limbo”: while the leader of Limbo is unknown, the group holds significant influence in Arear, seemingly unhindered by the local guards or the State.



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*Lucia*

SUBJECT: MS6-S547

LOCATION: Menefast Laboratory

DATE: 12.24.419 SA

AUTHOR: Ede Darelen, Immune

TITLE: Analysis of Dead Perceptive and Reactive Capabilities

SUMMARY: Subject MS6-S547 was tested to better uncover the perceptive and reactive capabilities of the risen-dead. Sixteen analyses were performed on MS6-S547, though only those that showed significant results are reported here. When the subject's visual or auditory functions were stimulated, it reacted the same as a living subject in the light. The subject performed significantly better on tests in serially graded darkness levels, to the point of performing equally well in light or dark environments. When Subject MS6-S547 was stimulated with the removal of an arm by a saw, it reacted in what was believed to be pain. Further tests were conducted on the subject to confirm this. The subject was asked to rate the scale of pain felt with the following various stimuli: needles puncturing the bones, partial immolation by oil, segmenting of bones, exposure to extreme cold, sanding and grinding of the subject with a grindstone, and chemical tests. Each test brought some exhibition of pain, though the subject seemed unable to personally rate the experiences. The chemical tests involved various experimental solutions, the most successful being the gas M-class Moross. While a gas at room temperature, the chemical binds easily with water forming a black liquid. The subject was submersed in the liquid M-class Moross and was unable to be recovered, as the bones had undergone an expeditious decomposition into a viscous liquid. The subject was declared unusable after that point.

NOTES: Prior to beginning the tests, the Subject MS6-S547 expressed what resembled personality and memory. The subject described itself as "Lucia".

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# PEOPLE OF THE STATE

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## Living

The world is old, and many of the races have interbred to the point of being indistinguishable. The people of Rusva are all mixed culture, ethnicity, and species. Those species that were once distinct—the elves, dwarves, humans, dragons, and tieflings—have long since been thrown into a mixing pot. Some bloodlines give people slight features of their ancestors; i.e., some of tiefling blood may have bright, strange eyes or small horns.

After the war, even this mixed race found scarcity. The history is lost, but many of the living bear similar characteristics to pale humans with dark or pale hair and pale eyes attuned to low light conditions. These are the living of the realm of Rusva in the times after the war.

**Mechanics:** use humans in creation, but you can choose features from any above-mentioned race for aesthetics, though they will not have any in-game effect. Also, add low light vision.

## Undead

Those undead intermixed in society are not the dead originally from Kalma's realm. Those undead are of a different breed: cruel, heartless, and of a fully corrupt soul. Those slain on the battlefields, in the villages, and in the raids of Kalma's lichs were raised again to fight in the war. If the necromancer that raised the slain was to be destroyed, the undead under their service were freed. These free undead kept the personalities and traits of their previous life, though their souls are more faintly attached to their bodies than the living. In a strange effect, this causes the dead to be slightly more in-tune with natural spellcasting.

Because these undead retain their original souls and are accustomed to life in a real body, the unusual psychological effect of the “phantom arm” is present (in some studies, those missing limbs amputees once had can still be felt as if they were present. It's pretty weird—look it up). This affects the entire body of an undead like this. They still feel pain if they get stabbed or their bones are broken, they still feel hunger and thirst—though this cannot be truly remedied, some undead find that chewing on things helps—and their phantom muscles still get sore and tired, though they are in truth nonexistent. In time, the souls bound to the dead bodies degrade and the undead finds true death once more. This usually happens around 100 years of total age—age living and dead.

The life of undead is strange in the society of the State.

Because technology has allowed the souls of the living to be stored in crystals and bound in other forms, many see the “body” as a vehicle or tool—the soul is the sacred part of the People. Thus, some treat the undead in reverence, as those who would sacrifice salvation to continue the progress of the people. This has led to many choosing to continue life after death. In Temple ceremonies, those on the brink of death may have their souls forcefully bound to their—or another—body. These ceremonies are often celebrated as a rebirth. Because of this tradition of undeath, many of the dead are encouraged to be brought to Temples for preservation. Not all temples have acolytes experienced enough in soul binding to carry out this ceremony, though powerful acolytes often travel throughout the cities to perform the ceremony on high profile members of the State.

Those that live within the cities often live among the Ecclesia, using the tradition of complete cover to cover their undead nature. Others simply cover themselves and work among the rest of the people.

**Mechanics:**

-Ability Score stuff is the same as a living character, as these undead were once living

-Immunities: poison, disease, really anything that would make sense

- Despite these connections to reality, undead cannot sleep, or eat, or die from suffocation (though they may feel the unbearable pain of suffocation and fall unconscious). Their souls must still rest, entering a dreamless trance comparable to sleep.
- All undead in my world are healed by cure wounds just as living are, and damaged by necrotic effects just like living are. Other necrotic effects may still bolster undead while holy effects may harm undead, but cure and damage spells work the same on undead as they do on living people.
- Mending can fix broken bones.
- Undead are more in-tune with spellcasting efficiently. They spend one less ability point to cast spells (-1 cost)
- The souls of undead are barely attached to their bodies—taking magical damage has a chance to stun undead.
- Dark vision to 60 ft.

## Machines

If a refinery worker loses an arm, a soldier is shot and on the brink of death, or an important member of society contracts a fatal disease, they often seek to find a solution. This solution is often in the form of a machine body. Machines were first used for war purposes, bringing soldiers on the brink of death salvation and a means to continue fighting. Now, those most needy of the transition can requisition a metal form to which they attach their soul to. The few attachment labs are found in the Grey City, as those in Arear were destroyed in the war. Because there are few attachment labs, requisitions for bodies are often refused, and the dying are left to die. Machines are typically reserved for soldiers—or ex-soldiers with mechanical bodies rarer in other professions.

Machines are sometimes regarded as less-human even though their souls are very much the same as the living. Some see them as brutish and militaristic, others view them with pity, knowing something horrible caused them to acquire the body. Others yet may view them with resentment if they had a friend or family member that was refused a body. In the eyes of the Ecclesia and many of the more devout, machines are heroes: they are people that continue to serve society even after experiences that would destroy others.

Machine bodies rely heavily on a development in crystal technology allowing for their energy to course through the metal in “veins”. The soul is bound to a single crystal which is inserted into a slot in the body. The crystal siphons the power of the soul and uses it to power the body—this degrades the soul over time much like aging does, and the soul needs regular rest just as a physical form does. This crystal can be taken out and placed in different mechanical forms, though attunement to the new form takes time.

### Mechanics:

- Machines get +2 STR, everything else is same as a human. The mechanical body does not impose the same physical limits as bones and muscles, making machine very powerful in comparison to a normal human.
- Because much of the soul’s natural magical power is being used to power and recharge the crystals within the core of the body, machines must scrape for energy to use in spellcasting. While it is possible, it imposes a higher cost: +1 to any spellcasting cost.
- Machines have no natural healing—you must be repaired. Many machines learn how to repair themselves, however it takes raw materials and time. While you cannot benefit from positive energy healing, you can heal to full with a short rest and materials.
- Immunities to disease, poison, and chemical weapons such as M-class Moross.
- Machines need to power-down for eight hours a day to not overbear their systems and their souls. Missing a power-down session imparts a level of exhaustion, as the soul is unable to physically or mentally control the body as well.
- Because machines are powered using crystals, traveling or working in a rift zone can occasionally cause brief “lapses” in function. Machines have a small, random chance to be stunned for a few seconds in a rift. These lapses may occur a few times per day.

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# TECHNOLOGY

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Technology has progressed extraordinarily quickly in the past two centuries with the discovery of magic crystals. The expansion of technology during wartime skewed the direction of development towards militaristic, with more uses being discovered for use in combat than use in general utility. Crystals find their use in two different forms:

Because of the inefficiency of using pure chunks of crystal as power sources, a method of 'binding' was developed. Using this method, a piece of material is ethereally tied to a major crystal source. The specifications of this tie upon creation allow the bound material to draw only as much magic as it needs from a source. This method is typically used in discrete-use tasks, such as some ammunition.

Raw crystals have their uses in non-discrete tasks where energy needs to be pulled for an extended amount of time. In this use, the crystals act like batteries. These crystal battery packs, or CBPs, find their uses in powered armor, engines, mechs, generators, some specialized weaponry, and other utilities. Mobile CBPs typically have a charge-capacity, or power, of upwards of 1,000.

Further, some technology depends on an alternate form of energy discovered during the war: souls. It was discovered that the magical potential of souls could be harnessed, pulling massive amounts of energy through the body's connection with the ethereal plane. Overbearing the soul's channels in this manner is often destructive, ending in the annihilation of the soul and body, but some advancements have learned to control the amount of energy siphoned and use it in body-bound technologies, with a much more dynamic use than the crystal energy. Such uses include mech bodies or bio-enhancements.

## Description of properties:

-**semi-auto:** weapon fires one shot at a time.

-**automatic:** the weapon can be used as a semi-auto, but can also be used to fire bursts of rounds when the trigger is held. This burst affects all targets in a line, dealing damage immediately to any target in the line, and to any that start their turns in the affected line if the trigger is held. Each round the trigger is held consumes 25 bullets.

-**stun:** the weapon has a 50% chance to stun the target for 1 round on a hit.

-**consumable:** the weapon is consumed upon use.

-**CBP:** the weapon does not function on shells, but instead by being charged with a crystal battery pack. The weapon must be recharged at a CBP when empty. When attached to a CBP, these weapons have a capacity equal to the power of the CBP.

-**Modulable:** this weapon can be modified with a scope, a dark vision lens, ammo drums (allows automatic use), a silencer, or other.

-**long-ranged:** this weapon has disadvantage on attacks made within 50 feet / 10 squares.

-**grappling:** can attach to targets and pull up to 100 pounds or lift 300 pounds of weight.

-**heavy:** this weapon imposes disadvantage on all attack rolls unless the H-Belt item is worn and attached.

## Civilian-Grade Munitions

Weapon	Damage	Capacity	Range	Properties
Azuba 5-80 Pistol	1d8	5	50 ft / 10 sq	semi-auto
Hester Hunting Rifle	1d10	5	150 ft / 30 sq	semi-auto
Azuba 3-13 Stun Gun	-	3	50 ft / 10 sq	stun
Flare	-	-	30 ft / 6 sq	Consumable
Utility Torch	1d8	3	Touch	CBP

## Military-Grade Munitions

Weapon	Damage	Capacity	Range	Properties
Azuba 12-12 Pistol	1d8	8 *std	50 ft / 10 sq	Modulable, semi-auto
Ziporah Combat Rifle	1d10	8 *std	150 ft / 30 sq	Modulable, semi-auto
Morgan Full-Auto	1d6	100 *std	60 ft / 12 sq	Modulable, automatic
Hester Field Rifle	2d10	3 *std	1000 ft / 200 sq	Modulable, long-ranged
Hookshot	1d10	1	300 ft / 60 sq	Grappling
Nimble HH120 Flamethrower	2d10	*special	50 ft / 10 sq	CBP, AOE, heavy
Nimble HH33 Railgun	3d10	1	200 ft / 40 sq	CBP, Heavy
Nimble HCR15 Resonator	5d6	1	100 ft / 20 sq	CBP, Heavy, stun
Ziporah-58 Grenade Launcher	*special	4	100 ft / 20 sq	Heavy, AOE

**Azuba 5-80 Pistol:** This is a typical self-defense weapon for those civilians that can acquire one. The pistol is light, with 5 round clips.

**Hester Hunting Rifle:** The rifle has taken more common use for hunters and farmers than the bow, though requisitioning ammunition is a hassle for some. The rifle has a decent range and sports 5 round clips.

**Azuba 3-13 Stun Gun:** The stun pistol is easier to acquire for many than a general pistol. The pistol functions by sending the typically-deadly crystal energy through a dampening filter before firing. The pistol has a 50% chance to stun the target upon a hit.

**Flare:** Flares produce a bright red light when struck, emanating in a 20-foot radius. The flare burns for 10 minutes.

**Utility Torch:** A utility torch is a handheld tool intended to cut through objects with great speed. When activated, the torch emits a beam of highly focused light, cutting and burning through surfaces up to 6 inches away. The torch also functions as a blow torch to weld metals together and repair machines.

**Azuba 12-12 Pistol:** Significantly heavier duty than a civilian pistol, the pistols used in Office 7 allow modular attachments. The standard clip is 8 rounds, though extended magazines can be used.

**Ziporah Combat Rifle:** Military grade rifles differ from hunting rifles in their ability to accept modular attachments. The military rifle has a standard clip of 8 rounds, but can be modified with a drum or extended magazine.

**Morgan Full-Auto:** The Morgan Full-Auto is the only commonly commissioned automatic rifle. The Morgan uses smaller rounds, but fires them at unparalleled speed, making for a deadly weapon to clear fields or mow through chokeholds. The Morgan traditionally uses an ammo drum, but can be outfitted with a bullet-belt to increase capacity.

**Hester Field Rifle:** Sniper rifles offer long-ranged combat techniques. The rifle is automatically outfitted with a scope, but can still accept other attachments. The rifle is less effective at close ranges.

**Hookshot:** An hookshot looks like a rifle with a small spike protruding from its barrel. When fired, an hookshot launches the spike with a muffled bang. The spike trails an incredibly strong and thin metal cable behind it. An instant after the spike punches into a solid target, tiny spurs lance out of it, anchoring the spike in place. An hookshot's cord is long enough to allow the grapnel to reach its maximum range of 300 feet, and the internal retraction motors are strong enough to hold up to 300 pounds of weight. If the grapnel misses its target, it can be rewound into the gun as an action; reattaching the grapnel to the gun barrel is a bonus action. If it strikes a creature, it remains lodged in the target and connected to the rifle and its wielder by the metal cord. If the wielder retracts the cord while it's attached to a creature or mobile object, the hookshot can pull no more than 100 pounds at 20 feet per turn.

**Nimble HH120 Flamethrower:** The flamethrower mixes the violent energy produced from the crystals with spraying oil, sending the mixture in a 50 ft line. The flamethrower requires an attached CBP to function, but can be used a number of times equal to the CBP's power (as long as oil is continually provided). The flamethrower requires 0.5 L of oil for each 50 ft line it creates.

**Nimble HH33 Railgun:** The railgun uses the crystal energy to bring a chamber to super-pressurized limits and releases that pressure to fire a physical piece of ammunition, usually a spike of metal, at extremely high velocities. The railgun needs to be attached to a CBP to function, at which point its capacity becomes equal to the CBP's power.

**Nimble HCR15 Resonator:** The resonator is one of the military's most powerful declassified weapons. When fired, the resonator's complicated workings send the energy of the CBP into directly affecting all souls within a 100 ft line. The resonator makes an extraordinarily loud screeching noise when fired, and it tears apart the souls of the targets by interfering with the resonances that their souls create on the ethereal plane. This technology was developed only within the last few years.

**Ziporah-58 Grenade Launcher:** The Ziporah-58 is capable of accurately launching any grenades up to 100 feet. Unique to the Ziporah-58 is the arcing ammunition, making it ideal for firing into windows in cities or towns.

## **Other Military Grade Munitions or Modifications:**

**Grenades:** grenades can be thrown up to 50 ft, or fired from a grenade launcher.

- Standard detonator: standard explosive grenade, does 4d6 damage in a 10 ft radius burst.
- flash bomb: emits an extremely bright light when used, prompting a DC 15 CON save within a 10 ft radius burst to avoid being blinded for 1d4 rounds.

**Scope:** the military grade scopes attachable to modifiable pistols and rifles double the effective range of the weapon and grant a +1 bonus on attack roles.

**Night vision Lens:** the night vision lens attachment grants dark vision 30 ft when looking down the scope.

**Ammo Drums / Extended Mag / Belt:** these dynamic magazines give modular weapons a greater round capacity. Typical extended magazines are 20 rounds, while a drum holds 100. Drum magazines are typically only used for automatic rifle setups as they only hold lower-caliber bullets suited for the Morgan Full-Auto. Ammo belts can range in length from 100-400 small rounds for the Morgan Full-Auto.

**Silencer:** The silencer screws onto the end of the barrel and dampens the burst of the spell. A silenced weapon is not completely silent, though it imposes a DC 16 perception check to notice shots nearby.

**Trauma Kit:** A trauma kit is used to aid in battlefield injuries. A trauma kit can be used as an action to heal 1d8 damage and stop bleeding, but the kit must be administered by another character. The kit can be used 5 times before its supplies need to be refilled.

**Filtering Mask:** This mask is often used by both military and civilians. The mask covers the entire face and filters all air coming in. The mask also completely dehumidifies the air, making it uncomfortable to breathe through for long periods of time.

**Comm Set:** Managed and created by Office 8, comm sets are handheld devices that allow almost instantaneous communication between two or more devices. Most comm set usage is recorded.

**H-Belt:** H-Belts are special mechanized harnesses to help military personnel handle large weaponry. Without an H-Belt, heavy weapons are fired with disadvantage. An H-Belt takes a bonus action to attach to a weapon.

## **Military Grade Other**

**HEV Suit:** The Hazardous Environment suit acts to completely isolate the wearer from the environment, giving immunity to poison and disease and resistance to fire, ice, sonic, and shock damage. The suit can block all sound from the environment if needed, giving the wearer immunity to spells or effects that rely on the target hearing the effect. During these times of auditory shutdown, the wearer can only hear sounds from the suit's comm set. The suit is made of durable leather over layers of insulation and woven padding, granting a +4 AC bonus at the cost of slowing the wearer by 10 ft per turn.

**Suggestions? Run it by me and we'll see if the military labs have already made it. If they haven't, they might be able to make custom items upon requisition!**

## **Civilian Grade Vehicles**

**Agricultural Walker:** the massive machines are typically only found on farms outside of Arear, as the rift outside the Grey City limits the use of crystal tech. Agricultural Walkers are specialized towards resource harvesting, planting, transportation, and care. They are slow moving, and can stand anywhere from almost thirty feet high to nearing sixty feet high. Large farming villages may share two or three walkers, and it's rare to find an isolated farmer with a walker to themselves.

## **Military Grade Vehicles**

### **Personal**

#### **Abner Third-Class**

#### **Ebaugh Second-Class**

#### **Jethro First-Class**

#### **Solomon Titan-Class**