

SING THE DIRGE OF URAZYA

The process of creating your group's version of Urazya should be a continuous collaboration. Although the bulk of worldbuilding duties often shifts to the game's "lead storyteller" or "referee" after the first session, invite group participation by paying attention to the aspects of your campaign that the individual players take an interest in. Give each other more of the things you are collectively excited by. Also, ask each other what you'd like to see added to the game or what you'd like to see emphasized in upcoming sessions; weave those elements into the fabric of your adventures in Urazya.

INSPIRATIONS

The biggest inspirations for this 'zine are the *Vampire Hunter D* light novels and anime and the *Castlevania* games. Cradle of Filth, Zeal & Ardor, White Zombie, High on Fire, the Kovenant, and Nile provided much of the soundtrack while I was writing it.

CONTACT

Email totgad@gmail.com with any questions or to share tales of your group's worldbuilding and adventures in Urazya!



**Dolorous Exhumation
Press**

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Dirge of Urazya



**Written and Illustrated
by Jack Shear**

Dirge of Urazya is a system-neutral roleplaying 'zine designed to help your group collaboratively create a setting for their adventures. This 'zine gives you the basic information about the land of Urazya—a setting that mixes ideas drawn from the Gothic, Western, post-apocalyptic, and science fantasy genres—but also presents a series of twenty prompts you can use to build your version of the setting as part of the first session of play. Read each section aloud with your group, then work together to answer the prompts posed at the end of each segment of setting description.

Additional worldbuilding prompts to generate factions, locations, items, and nonplayer characters are found after the initial setting sections, but these prompts can be addressed as needed and do not need to be part of your first session. Also provided are a number of example adventure seeds and archetypes, origins, and backstory ideas to riff on when creating characters—treat them as suggestions and starting points, not prescriptions.

OVERVIEW

In an age now long past, the **Global War** was fought between the houses of the **Nobility**, powerful vampire lords possessing mastery of advanced technology and sorcery, until it ended in widespread desolation. The world was left an apocalyptic wasteland by the nuclear weapons and powerful magics used during the hostilities. Thousands of years have passed since the Global War's conclusion, but the world remains haunted by the conflict. The Nobles still exist, but their reign over humanity has waned, and their vast empire of undeath has fallen. The remaining Nobility lurk within their ancestral keeps and mist-shrouded manors. Although some vampires continue to rule over fiefdoms populated by mankind, their ascendancy is over—for now.

On the continent of **Urazya**, humanity ekes out a fragile existence in the great city of **Capital**, the settlements of the **Borderlands**, and the wild wastes of the **Devastation Zones**. Mankind has never managed to fully master the strange sciences of the Nobility, but the technological devices they have salvaged allows humanity to survive in a world where monsters and demons stalk the night.

The presence of nightmarish creatures and a land warped by the lingering aftermath of an ancient war culminates in a constant struggle for survival. Monsters such as gargoyles and werewolves were controlled by the Nobles but now roam unrestrained by their masters' will. Environmental hazards, harsh conditions, and malevolent supernatural forces endanger Urazya's populace. Though the blood moon and the bone moon ominously illuminate the night sky, the light of humanity is a tenuous, guttering candle.

Threats abound in Urazya. The great **Noble Houses**—the **House of Draghul**, the **House of von Karlok**, the **House of Skarnstein**, and the **House of Várgori**—battle each other for dominance. Fiends seduce mortal souls and infect the world with malignancy. Witches make blood pacts pledging service to dark powers. Wicked fey steal children to placate the sovereigns of the **Unhallowed Court**. Beyond the earthly realm, cosmic abominations bide their time until the howling stars are right to infiltrate the world for abhorrent, unknowable purposes.

PREJUDICE

Urazya's communities tend toward pragmatic egalitarianism. Prejudices involving gender and sexual orientation are fairly rare among the Urazyan populace, though some backwards settlements may hold less than enlightened views. Similarly, mutants and the nonhuman races created by the Nobility's experiments are generally accorded the full range of rights afforded to mankind, but there are areas where they might encounter distrust, discrimination, or even oppression. If your group does not want prejudice to factor into their version of Urazya at all, feel free to omit it entirely.



LANGUAGES

A common tongue is spoken throughout Urazya. Other languages might be used by isolated communities or found in ancient texts. Secretive groups may use their own cants and coded tongues to communicate covertly among themselves. If the rules your group are using to run games in Urazya feature the concept of “racial languages,” assume that those languages were embedded in the race's genetic code by the Nobles who created them.

THE GODS

Religion in Urazya is a mix of monotheistic religions, polytheistic pantheons, and esoteric spiritual paths. The gods can be as involved or as distant and unresponsive as your group prefers. As a land haunted by monsters, Urazya is favored by monstrous divinities—and these otherworldly, celestial beings may not be gods in the sense we usually understand the term. Additionally, Urazya is home to various cults that revere saints, placate demons and devils, worship primordial spirits, and make offerings to sacred ancestors and idolized heroes.

Practical Matters

NAMES

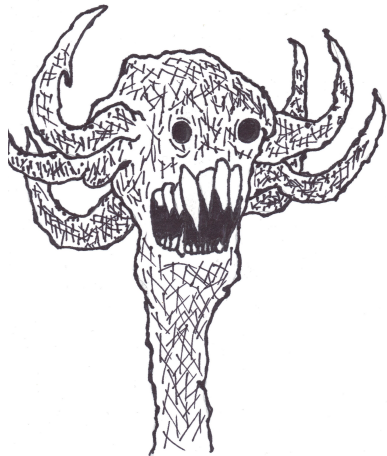
Urazyans use a mix of real-world names drawn from all of our world's cultures and invented names more typical of genre fiction. Some people, particularly in Capital's criminal underground or those who wish to remain anonymous, use an assumed name or a sobriquet. A typical adventuring party might include characters named Padma, Vladimir, Yumiko, Jonathan, Erevan, and Shrike.

MAPS

Any a map of Eurasia gives a functional approximation of Urazya's landmass if you need a basic layout of the setting's territory. Reconfigure, rename, and revise regions as needed; use the locations of towns and cities as guides for placing settlements.

MONSTERS

Any monster can work well in an Urazyan adventure. Fitting a monster into the aesthetics of Urazya is only ever a matter of describing it in terms that evoke the Gothic grotesque.



CURRENCY

The doolla and the dant, coins minted by the government in Capital in various precious metals that denote their value, are the primary currencies used throughout Urazya. Paper money is used for large sums of doollas. The coins minted by the Nobility during their long reign are also still accepted as legal tender. Barter is the most common form of transaction in remote areas.

AESTHETICS, THEMES, AND IMAGERY

Gothic ruins. Castles and keeps, monasteries and cathedrals, tombs, prisons and dungeons, clock towers and spires, asylums

Cosmic horror. Eldritch magic, forbidden grimoires, summoning rituals that beckon to tentacled horrors, elder gods

Monstrosity. Demons and devils, the walking dead, golems, penanggalans, medusae, specters, fey creatures, wights, dragons

WORLDBUILDING PROMPTS

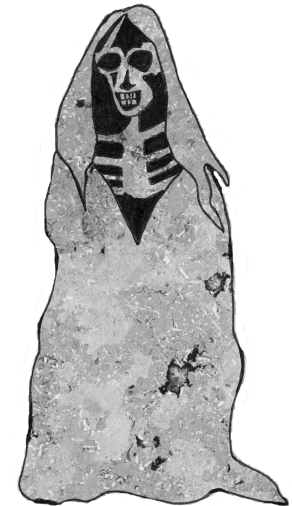
1. Which Noble House is currently winning the struggle for control of the vampire Nobility?

2. A supernatural being has allied itself with the one of the Noble Houses. What is it and why has it joined the conflict?

3. Two fiends from the netherworld prepare to make bloody war against each other. Who are they? What is the cause of their enmity?

4. Name an eldritch horror and describe their cult.

5. Who possesses knowledge of the lost age before the Global War?



CAPITAL

Capital is the last of the great cities constructed by the Nobility that still stands. The vampire lord who ruled it was deposed by force; now it is a sprawling, decadent bastion of human civilization. Capital is a mad urban confluence of medievaesque buildings built from wood, brick, and stone and older structures made of crystal and tarnished metal. Although it is not entirely understood by the human technicians who maintain it, much of the technology left behind in the city by the Nobility still functions.

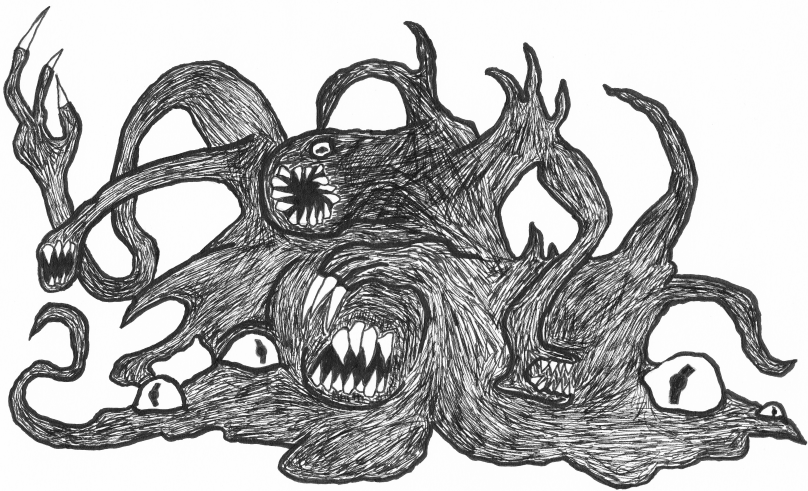
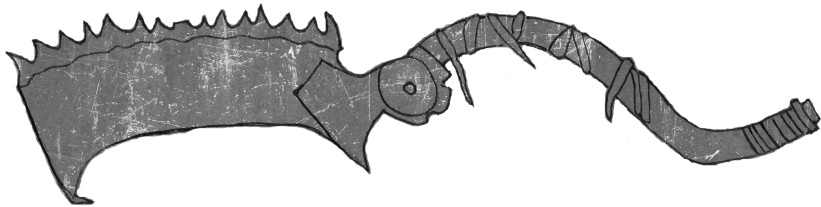
The city is governed by the **Council of Overlords**, a body of elected officials who enact Capital’s laws and who, nominally, administer the settlements of the Borderlands. In practice, the residents of the Borderlands are on their own and cannot expect Capital’s army to protect them. The Overlords are fractious and constantly jockeying for position and prestige.

Politicking and intrigue are commonplace within Capital, and the city is rife with oppression and crime, yet it is the thriving cultural heart of humanity in the current era. Its schools, universities, and academies are peerless, and it is a bustling center of trade—in both licit and black-market wares. All roads once led to Capital, but the bridges that linked it to other cities and other lands stand partially demolished. Many of the continents it connected were annihilated in the Global War. Despite its prosperity, Capital is a grim reminder of the world’s lost golden age.

Character Personality

d6	Sociability	Outlook
1	Charming or friendly	Brooding or impassioned
2	Nervous or skittish	Confident or assured
3	Reserved or withdrawn	Hopeful or cheerful
4	Talkative or garrulous	Open-minded or flexible
5	Trusting or naive	Stoic or grim
6	Witty or amusing	Suspicious or paranoid

d6	Approach	Empathy
1	Calm or cautious	Hardened or inured
2	Driven or bold	Patient or kind
3	Dutiful or honest	Protective or caring
4	Impulsive or reckless	Self-centered or oblivious
5	Pragmatic or realistic	Stern or somber
6	Wild or fierce	Thoughtful or considerate



Character Backstory

MOTIVATION TO BECOME A HUNTER

d6	1-3	4-6
1	Financial desperation	Born into the trade
2	Moral obligation	Craves atonement
3	Sense of duty	Driven by wanderlust
4	Simple greed	Pursuing fame
5	Survivor's guilt	Religious sentiments
6	Thrill-seeking	Vengeance

EMOTIONAL TIE

d6	1-3	4-6
1	Children and innocents	Friends and compatriots
2	Community	Lover
3	Family or lineage	Mentor or teacher
4	Foe or sworn enemy	Outcasts or the persecuted
5	Idol or hero	Religious faith or a cause
6	Philosophical tenets	Rivalry

DARK SECRET

d6	1-3	4-6
1	Accursed	Addiction
2	Committed a murder	Betrayed a loved one
3	Guilty of theft	Cowardice
4	Jaded sybarite	Crumbling sanity
5	Made an occult pact	Haunted by past trauma
6	Practices a heretical faith	Owes a sizable debt

AESTHETICS, THEMES, AND IMAGERY

Urban decay. Slums and tenements, rust, fog-choked streets, gangs and the criminal underworld, ramshackle homes made from scavenged materials, vermin, graffiti, outbreaks of disease

Decadent pleasures. Opium dens, opera houses, cabarets, pit-fights, lurid and bloody theatrics, brothels, gambling parlors

Technological remnants. Electric street lamps, firearms, radio transmissions, daguerreotype photography, industrial factories, artificial intelligence, orbital stations in the night sky, constructs

WORLDBUILDING PROMPTS

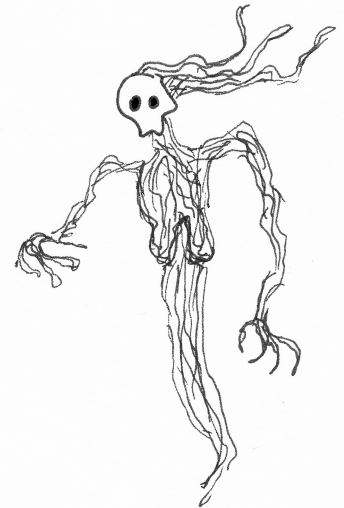
6. Who is the most prominent member of the Council of Overlords? What goal do they pursue?

7. What gang or organized crime syndicate is the most feared in Capital's underworld? What is their criminal specialty?

8. Whose thrilling exploits are written about in pulp novels and penny dreadfuls, adapted to the stage, and are the subject of popular ballads?

9. What commodity is currently sought after in Capital?

10. A disease afflicts the city's slums; it might become a contagion if not checked. What are its symptoms? How is it spread?



THE BORDERLANDS

The vast expanse of arable tracts surrounding Capital are known as the Borderlands. Much of the Borderlands is uninhabited due to the threat of roving monsters and residual radiation left behind by the terrible weapons used during the Global War. Towns, villages, and farmsteads dot the Borderlands like points of light in a sea of darkness. An atmosphere of frontier justice prevails in the often lawless Borderlands; its settlements are imperiled by unholy beasts and predatory outlaws alike. Most settlements are independent and practice their own forms of governance, but some are ruled by vampire Nobles. The worst have descended into savagery or are oppressed by local tyrants and their warbands.

The Borderlands have never been adequately mapped; its revelations require discovery. The wilderness between the villages and towns of the Borderlands consists of deep forests, grasslands, hills, rushing rivers, steppes, rough seas, moors, isles, canyons, marshlands, barrens, and mountains; these areas are the domain of the horrific creatures and merciless brigands that endanger the Borderlands' trade routes and attack its settlements.

THE DEVASTATION ZONES

Beyond the Borderlands, the weather in the wild and ravaged Devastation Zones is unpredictable and often hostile to life due to malfunctioning orbital weather control satellites and lingering curses. The Devastation Zones are comprised of rugged terrains such as volcanic mountains, tundra, deserts, jungles, and swamps.

Automatons built for war still plod across the Devastation Zones' wastelands, and savage mutants prey upon those who enter their territory. Only the most desperate and depraved live in the Devastation Zones; some brave souls venture into them in hopes of finding abandoned technology and lost magics, but most never return. Adventurers who seek the wondrous devices and occult secrets of the ancient world delve into underground bunkers, towering spires, and dark fortresses in defiance of the defense systems still left functional within them and the monstrous miscreations that now reside inside these dungeons.

Character Origins

CAPITAL

d6	1-3	4-6
1	Aristocratic neighborhood	Academic community
2	Artisan quarter	Criminal underworld
3	Government district	Entertainment district
4	Professional neighborhood	Homeless
5	Quarantined zone	Industrial sector
6	Slum	Mercantile district

THE BORDERLANDS

d6	1-3	4-6
1	Barbaric tribe	Bartertown
2	Cathedral town	Bayou village
3	Crafting village	Compound or bunkertown
4	Fishing hamlet	Farming community
5	Isolated farmstead	Nomadic caravan
6	Vampire fiefdom	Seaport or river town

THE DEVASTATION ZONES

d6	1-3	4-6
1	Contaminated zone	City ruins
2	Deep forest hamlet	Desert oasis
3	Hidden village	Slavery
4	Mountain village	Swamp hamlet
5	Roving trappers	Tundra village
6	Savage tribe	Vast scrapyard

Character Concepts

Many of the character concepts listed below will be familiar archetypes, such as bounty hunter or gladiator, yet others have been left undefined. For example, what is a greenherald? I'm not exactly sure either, but if you are struck by the name you should play one and bring your own ideas and perspective to the concept.

BADLANDERS

Drifter, exiled anchorite, frontier explorer, greenherald, gunwitch, marauder, newsbearer, outrider, rimewife, ronin, scavenger, shaman, shrine guardian, stormcaller, tomb robber, trail guide

OCCULTISTS

Absintheur warlock, arcane astrologer, blood magus, bruja, diabolist, draconic heir, hexbride, mesmerist, pyromancer, salt alchemist, shadowcaul, shardbinder, spiritualist, wormtongue

PICAROS

Adventuring librarian, bounty hunter, cabaret artist, dandy, delver, dirgesinger, highwayman, inquisitive, lasher, murder balladeer, pirate, sewerjack, shinobi, street brawler, sword saint

THEOLOGIANS

Battle nun, disciple, flamegazer, grail knight, inquisitor, living saint, oracle, prophet, rust maiden, seer, sin-eater, soulscribe, templar, traveling exorcist, visionary, witchfinder, wormpriest

WARRIORS

Crusader, dervish, doomseeker, duelist, gang enforcer, gladiator, gunslinger, knight errant, mercenary, musketeer, shieldbreaker, skald, sword-thane, sworn executioner, vampire slayer, warlord

AESTHETICS, THEMES, AND IMAGERY

The Frontier. Hastily erected gallows, mob justice, familial vendettas, posses, hanging judges, outlaws, duels at high noon

Post-apocalyptic brutality. Barbaric tribes, radiation, poisoned soil, cannibal clans, Amazonian warrior women, looters and raiders, despots, slavers, gladiatorial combat, nomads

Lonesome badlands. Ghost towns, abandoned mines, isolated homesteaders, empty forts and keeps on the Borderlands

WORLDBUILDING PROMPTS

11. Name five villages or towns in the Borderlands and define one noteworthy facet of each of them.

12. What gang of desperadoes is infamous for their cruelty?

13. What legendary beast prowls a nearby Devastation Zone? Who hunts it, and what is their motive?

14. If you need equipment in the Borderlands, what trader is likely to have what you seek?

15. A fabled dungeon sits untouched within one of the Devastation Zones. What is it rumored to contain?



TECHNOLOGY

The current era is a dark age bolstered by the remnants of marvels belonging to a past that boasted astounding levels of technological advancement. Though they are not commonplace, devices such as airships, intelligent computers, laser weaponry, and motorcars are coveted rarities. More prosaic technology, such as agricultural machinery, cybernetic horses, and industrial factories, still find usage in the everyday lives of Urazya's populace.

MAGIC

The secrets of the arcane arts have largely been lost to the mists of time and the ravages of the Global War, but some mages pass down their lore to promising students, warlocks make pacts with otherworldly entities for power, extraordinary members of the faithful are able to call down miracles, and others are born with magic in their blood or develop an untutored knack for arcana. Spells and enchanted objects are rare, sought-after treasures.

THE POPULACE

Although the majority of Urazya's population is human, the Nobility's experiments resulted in a number of distinct "races," "species," or "ancestries" engineered from the human genome. The world is also inhabited by mutants warped by the radiation and magic that persists in Urazya's contaminated zones.

THE HUNTERS

Hunters are valorous—or reckless—adventurers who earn their livings by killing creatures of darkness and collecting the bounties placed on the heads of dangerous outlaws. Some Hunters pursue their profession purely for monetary reward, others face the evils plaguing the land on moral principle alone, and a few spill the blood of monsters in an obsessive quest for revenge. Although many Hunters operate independently, it is not unusual for Hunters to band together to push back against the shadowy forces that trouble Urazya. Some even form chartered guilds or companies that resemble mercenary bands, knightly orders, adventuring leagues, or solemn holy covenants.

IN THE BORDERLANDS AND THE DEVASTATION ZONES

- ◆ **Surveyors.** The characters are explorers mapping the wilds of the Borderlands. Their adventures include surviving in hostile territory, charting locations for new settlements, cataloging any monsters encountered, and bringing civilization in their wake.
- ◆ **Missionaries.** The characters are members of a religion that aims to spread its tenets across the Borderlands and the Devastation Zones. Their adventures include creating converts, rooting out heresy, and tests of their faith.
- ◆ **Entertainers.** The characters are entertainers—such as minstrels, actors, or carnival performers—traveling the badlands. Their adventures include righting wrongs wherever they are uncovered and bringing hope to a scattered, disheartened populace.
- ◆ **Liberators.** The characters are freedom fighters spreading the ideals of liberty to the towns and villages of the Borderlands. Their adventures include fomenting revolt, striving against tyranny, and rebelling against unjust governors and oppression.
- ◆ **Fugitives.** The characters are on the run for crimes they may or may not have committed. Their adventures include evading capture, aiding other renegades, seeking a permanent sanctuary, and possibly clearing their names.
- ◆ **Sellswords.** The characters are members of a mercenary company fighting in the internecine wars between factions in the Borderlands or in the Devastation Zones. Their adventures include engaging in combat against other warbands, seeking gold and glory, and becoming embroiled in power struggles in the lands beyond Capital.



Alternate Frameworks

Not all games set in Urazya need to be about Hunters facing Gothic monstrosities and bringing justice to the post-apocalyptic frontier. If you want to use Urazya as the backdrop for different styles of play or as a setting for other kinds of stories, consider the following campaign frameworks as possible alternatives.

IN CAPITAL

- ◆ **Gangland.** The characters are a gang clawing their way up the echelons of Capital's criminal underworld. Their adventures include heists and other illegal ventures, engaging in warfare against other gangs, and avoiding capture by the authorities.
- ◆ **The Law.** The characters are detectives, constables, or thief-takers bringing criminals to heel in the city. Their adventures include investigation, delving into the city's seedy underbelly, and enforcing law and order in the besieged metropolis.
- ◆ **Revolutionaries.** The characters are radicals out to topple the corrupt Council of Overlords. Their adventures include acts of sabotage, political assassinations, and turning the hearts and minds of Capital's citizens against the government.

AS VILLAINS

- ◆ **Cultists.** The characters are cultists serving an otherworldly being, such as a demon, devil, angel, or cosmic horror. Their adventures include converting disciples, battling against other cults, collecting occult lore, and furthering their patron's obscure goals.
- ◆ **Vassals.** The characters are the servants of a vampire Noble. Their adventures include scheming against rival Noble Houses, expanding their master's power, and politicking in the world of the undead Nobility.

AESTHETICS, THEMES, AND IMAGERY

Magic. Covens, tarot cards, black masses, hexes and curses, human sacrifice, seances, witchcraft and voodoo, possession and exorcism, omens and prophetic dreams, Faustian bargains

Weird religions. Cultists, hellfire preachers promising salvation, inquisitors, latter-day druids, templars, martyrs, flagellants, witchfinders, penitents, monks and nuns

Beyond humanity. Species created through gene modification and sorcery, monsters bred as weapons of war, cyborg enhancements and mechanical limbs, transhuman alchemy

WORLDBUILDING PROMPTS

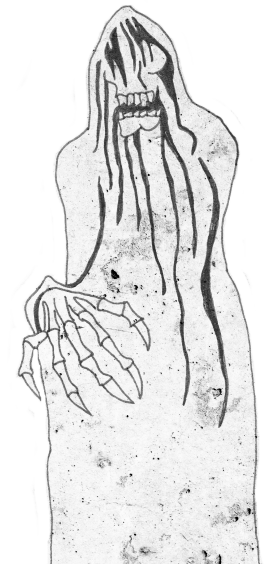
16. Invent a mage who tutors students of wizardry.

17. Name and describe three religious faiths vying for spiritual supremacy in Urazya.

18. Which nonhuman races are prominent in Urazya?

19. The player characters are all Hunters; why have they come together to face the evils that threaten the land?

20. Who are the player characters' most dangerous Hunter rivals?



Additional Worldbuilding

Use these prompts to populate your version of Urazya as your campaign progresses—worldbuilding is an ongoing process, not homework you do before play can start! You can, of course, add other setting elements as you see fit; make the setting your own.

OCCULT FACTIONS

- ◆ A fraternity that crafts monsters from corpses
- ◆ A monastic order that seeks cursed magical artifacts
- ◆ A hedonistic pleasure cult recruiting the idle rich
- ◆ A caravan of nomads preserving secrets via oral tradition
- ◆ A cadre of mystical gunslingers
- ◆ A coven of witches branded with diabolic runes

VIOLENT FACTIONS

- ◆ A thieves' guild comprised of urchins and mudlarks
- ◆ A cabal of death-worshipping assassins
- ◆ A secret society of manipulative psions
- ◆ A troop of knights that have fallen from grace
- ◆ A sect of inquisitors obsessed with eradicating heresy
- ◆ A posse of vigilante women who take revenge on abusers

POWERFUL FACTIONS

- ◆ A legendary family of vampire hunters
- ◆ An infamous mercenary company
- ◆ A confederacy of resurrectionists
- ◆ A party of corrupt, xenophobic politicians
- ◆ A consortium of merchants and traders
- ◆ A coterie of sapient androids

ADVENTURES IN THE BORDERLANDS

Find the cure for a sickness that is changing villagers into ravenously hungry, slaving beasts.

Delve into the catacombs beneath a shrine dedicated to the Night Mother to discover the secrets imprisoned within a holy reliquary.

Stop a pain cult from sacrificing an innocent to summon a bestial demon into the world.

Liberate a village that has been usurped by a warlord and their retinue of deformed mutants.

Reconnoiter the area near an ancient obelisk where a spacefaring vessel has crashed.

Lead a peasant rebellion to overthrow a cruel vampire lord from their hereditary estate.

Escort pilgrims to a sacred site and keep them safe from a pack of lycanthrope desperadoes.

Explore an underground complex that manufactured automatons and machines of war in the distant past.

Defend a remote town from a battalion of zombies and the vile fleshguards that command them.

Hunt a mantichora, chimera, or basilisk that has destroyed several settlements in the Borderlands.

Survive an encounter with a family of insane cannibals.

Transport medicine from Capital to a Borderlands village suffering from a horrific plague while keeping it out of the clutches of thieving brigands.

Liberate slaves being taken to a lamia's labor camp.

Depose the Iscarion—a tyrannical, self-styled God-King who exerts oppressive rule over a town in the Borderlands.

Slay a ghoul prince and his flesh-eating servants before they turn a settlement into a true village of the damned.

Deactivate the Wolf Mind—an artificial intelligence drawing cutthroats together into an apocalyptic army.

Adventure Seeds

ADVENTURES IN CAPITAL

Rescue a citizen falsely accused of practicing witchcraft from the clutches of rabid exorcutors.

Locate a grimoire and keep it from falling into the wrong hands.

Save an abducted medium who is being forced to channel the ghost of a deceased child by bereaved parents.

Uncover a plot to murder a prominent labor organizer.

Investigate a series of killings that have left behind ritually disemboweled corpses.

Steal a plague bomb from a violent terrorist cell before they unleash its power upon an unsuspecting populace.

Discover who among an Overlord's staff is the minion of a devil sowing discord within the government.

Protect a group of refugees from the hired guns employed by a mysterious stranger who has marked them for death.

Interrupt a profane rite that would allow a depraved rakehell to awaken an eldritch abomination.

Lift the curse that has caused an aristocratic family to dwindle on the brink of extinction.

Rout a gang of ruffians extorting money from merchants and tradesmen in a poor neighborhood amid the city's canals.

Free an inmate of a prison hulk who has been unjustly convicted of a crime they did not commit.

Repel a horde of nefarious fishmen originating in the depths of the city's labyrinthine sewers.

Pilfer a magical sapling from a druid who hopes to use it to return Capital and its environs to a primeval state of nature.

Search the abandoned train tunnels beneath the city for a missing or kidnapped family.

MYSTICAL LOCATIONS

- ◆ A prison incarcerating a demon womb
- ◆ A manor house haunted by a familial tragedy
- ◆ A hidden school of black magic
- ◆ An ancient temple built to honor forgotten gods
- ◆ A lighthouse that is home to a renegade angel
- ◆ A fungal palace spreading its abyssal stain

UNCANNY LOCATIONS

- ◆ A starport or abandoned observatory fallen into decay
- ◆ A smuggler's grotto now inhabited by degenerates
- ◆ A vast catacomb of underground warrens or crypts
- ◆ An island used for secret rendezvous
- ◆ A forbidden library within an undersea dome
- ◆ An insular seaside hamlet hiding a dark secret

MOBILE LOCATIONS

- ◆ A floating town that travels through the sky
- ◆ A fey isle that wanders the tumultuous seas
- ◆ *The Red Longing*, an airship crewed by sky pirates
- ◆ A fortress that scuttle across the earth on mechanical legs
- ◆ A tower that only appears on nights when both of Urazya's moons are full
- ◆ A spectral whaling vessel manned by the wraiths of the drowned



MONSTROUS NONPLAYER CHARACTERS

- ◆ A frost maiden whose face is concealed by an iron mask
- ◆ A banshee who haunts a castle's battlements
- ◆ A lich who survived the Global War
- ◆ A disgraced champion burning with cinder and ash
- ◆ A succubus or incubus residing in a desecrated chapel
- ◆ A scientist whose experiments have made them inhuman

KNOWLEDGEABLE NONPLAYER CHARACTERS

- ◆ A helpful plague doctor
- ◆ A cantankerous sage or hermit
- ◆ A phantasmatrix adept at stealing dreams
- ◆ A detective or sheriff who keeps the peace
- ◆ A conceited, but socially connected, artist
- ◆ A mad alchemist who has created a bone pariah

DANGEROUS NONPLAYER CHARACTERS

- ◆ A grizzled veteran of many battles
- ◆ A rage-filled cauldronborn berserker
- ◆ A notoriously bloodthirsty pirate captain
- ◆ A priest motivated by religious zealotry and greed
- ◆ A taciturn bounty hunter who controls a laser satellite
- ◆ A morbidly decadent necromancer

LORDS AND LADIES OF THE NOBILITY

- ◆ Count Ivan Draghul, Lord of House Draghul
- ◆ Countess Izabella Skarnstein, Lady of House Skarnstein
- ◆ Count Konrad von Karlok, Lord of House von Karlok
- ◆ Countess Charlotte Várgori, Lady of House Várgori

ENCHANTED ARMS AND ARMOR

- ◆ A galvanic maul forged by a paladin of the Machine Gods
- ◆ A deft sword imbued with the sorrow of a doomed town
- ◆ A suit of plate that fills its wearer with bloodlust
- ◆ A pistol that fires wooden bullets meant to slay vampires
- ◆ A mask that belonged to a renowned hunter of werewolves
- ◆ A saw cleaver studded with monstrous teeth

ITEMS OF POWER

- ◆ A scrying mirror with a baroque brass frame
- ◆ A scrimshaw wand once owned by the Umbral Queen
- ◆ A grotesque figurine of an elder god that allows entry into the world of dreams and nightmares
- ◆ A candle that conjures living shadows created by the fell weapons of the Global War
- ◆ A mandrake harvested by a hag of the Graymalk clan
- ◆ A vial containing the blood of the first vampire

TECHNOLOGICAL RELICS

- ◆ A helm that allows thought transference
- ◆ An antimatter rifle with a barrel shaped like a dragon's mouth
- ◆ A brass clockwork skull containing the knowledge of the ancients
- ◆ A chainsword formerly wielded by an infamous Sister of the Scourge
- ◆ A voidnaut's gauntlet that opens gates to other dimensions
- ◆ A submarine reconditioned by a schismatic revolutionary army

