

TRIPS



There and back again! An elegant, fine story, for an elegant, fine age.

—Iskuldu Rompedigit, lord high executioner of the Cult Azure to the famed adventurer Sic Lundi, *Last Word Chrestomaty*.

Are you an individual of culture, taste and refinement? Do you possess the status and assets to command your own leisure? Do you feel affronted that your neighbors do not offer you sufficient respect? You just might be a high value person and thus deserving of groveling deference!

Now you can prove your superiority to your family, friends, and neighbors by going on an adventure™! Become a hero today!

This section is sponsored by the Circle Sea Tourism Bureau (Original Original Final Subdivision Fundamental Foundation).

Please note that the CSTB (o.o.f.s.f.f.) does not in any capacity condone travel for the sake of personal profit, growth, or power. The CSTB (o.o.f.s.f.f.) is a non-profit dedicated to the promotion of the leisure pastime of tourism and cannot be held liable for the actions of any individual traveling for business in contravention of their certified harmless gentle traveler passport.

STRANGE LONG TRIPS

If you are considering to travel for an indefinite amount of time, perhaps to the ends of the earth, beyond the surety of civilization, do consider joining a caravan, as described in Lych Kipper's fabled travelogue *Ultraviolet Grasslands and the Black City* (UVG 2E, 2023). There, the mechanics of assembling, managing, and maintaining a caravan are described in detail far too tiresome for a leisure organization such as the CSTB (o.o.f.s.f.f.).

HOME

Every trip starts at home (base). Your home is not just a large (and hopefully eternally profitable) real estate investment. It is also where you store your treasures: ancient artefacts, gardening gear, magical machines, wicked weapons, etc.

When you take a trip, an adventure even, choose the inventory you take along. After all, while traveling your baggage allowance will rarely be the size of your home warehouse.

BEFORE DEPARTURE

1. Decide where to go. We don't sell tickets to Anywhere.
2. Decide how to travel. We recommend our gentle traveler upgrade for maximum speed, comfort, and baggage.
3. Pack your inventory. We will charge a premium if you exceed your baggage allowance.
4. Pay the cost of your trip. Cash only, please. Any loans you arrange are your business, not ours.
5. Begin your trip! For a reasonable surcharge, we offer discrete door-to-berth hansom and guards.

TRAVEL

When you choose your mode of travel, you balance time, money, and risk. Rarely, your voyage will also reward you, but please do not invest your savings in finding the love of your life on a coasthugger express. The CSTB (o.o.f.s.f.f.) is not a matchmaker.

1. Time and speed are relative. On most maps, distances are labelled with the weeks (diamonds) and/or days (squares) of travel at an average speed. You can think of these as "distance-weeks" and "distance-days". A fast mode of travel saves you days for each week of travel (or hours for each 8-hour day of travel). Slow modes add extra days to each week of travel (or hours to an 8-hour travel day).
2. Cost is per listed week of travel. For a one-day-trip divide the cost by five. If your trip ends up taking a long time, you may have to buy extra food and drinks.
3. Baggage prices are per sack per listed week of travel.
4. Roll d100 for risk (and reward!) once per trip. Rolling each week would be more precise, but would get old fast.

DESTINATION

A new place! Sights to see, experiences to enjoy, adventures to be had, friendships to be made. Make sure to stay somewhere nice.

1. Your referee will roll for boring things, like local events, weather conditions, and strange hazards you should not worry about ...
2. You get to roll for encounters and fortunes! If you're traveling as a group, this is a group roll. Keeps things simple.
3. Check in to your hotel or other accommodation. Hopefully the ref will let you shower and rest first, before throwing the misfortunes and encounters at you. That would be polite.

CONVEYANCE



How you travel says how much you value yourself. Or at least how rich you are. And, honestly, isn't that the same thing?

—Qonsertina Malfidana, Fitzlord School of Hostelry and Touring

PORTAL

Travel like a slow god.

Strong but stable week-walk threads link the five great metropoles of the Circle Sea Greater Recivilizational Sphere: Metropolis, Oranje, Red End, Safranj, and the Violet City.

Speed: Zero and a week. To you, it feels like no time has passed, outside a week has passed.

Cost: €50 per head.

Baggage: 1 sphere (1 sk) included. Extra: €40/sk.

Risk: (01) You come out the other end slightly changed (randomly replace one trait). No, wait, you were always like this. Everything is fine. Everyone agrees you are unchanged.

(00) You come out slightly improved. D6; (1–3) increase random ability by 1; (4–6) improve a random trait. In public, everyone agrees you are unchanged. In private, they talk about illegal underground biomechanical augmentations.

Warning! In accord with your portal transition authorization contract, any and all defamation or detraction against the esteemed Portal Maintenance Guild is strictly verboten. There are no verified instances of portal transmutation in recorded history. If you allege that portal travel has transformed you, except in a strictly metaphorical and beneficial sense, you are not just in error. You are culpable of slander or libel. Such actions will summon the wrath of our legal representatives living and postmortem. We urge you to consider that any inclinations you may have to incite such consequences are erroneous. Thank you.

—Thorn Adamton wormhole engineering & law associates, ePMG

RIGHT ROAD

The right way to go.

The builder's gift to the civilized lands. Up to twenty-seven lanes of effortless mobility, soaring over valleys, roaring through mountains. A perfect transport ring around the Circle Sea, more durable than cities or empires.

Please note that Long Long Ago the gods closed the high-velocity vacuum tube system for human safety maintenance. Scheduled services will return soon, yea, verily, even while some of you now living still breathe.

Until then, golems and powered vehicles make up most traffic. In post-populated regions miscreants with draft and burden beasts also commonly hold up traffic on the right road.

OMNIBUS OR ROAD TRAIN

Speed: Average.

Cost: €10 per seat, food and drinks not included.

Baggage: 1 luggage (1 sk) included. Extra: €5/sk.

Risk: (01–07) Robbed of 1d6 items.

(08–14) Chair-broken, you suffer a burden and need a massage.

(15–20) Sleepless, you lose half life.

(00) You meet someone special. Perhaps a helpful mentor or a useful contact or a reliable friend or even a lover.

ROAD SPEEDER OR IRON HORSE

Speed: Very fast. Save 1d6-1 days per week.

Cost: €30 per seat, firewater included.

Baggage: 1 duffel (1 sk) included. No extras.

Risk: (01–07) breakdown costs 1d4 days.

(08–14) Accident, you lose half life.

(15–20) Saddle sores, you sit funny for a week.

(99–00) You come across a cool rumor that will provide an unexpected advantage at your destination.

LIMO GOLEM WITH CHAUFFEUR

Speed: Fast. Save 1d4-1 days per week.

Cost: €100 per seat, including drinks, 'spices', and seafood.

Baggage: 3 cases (1 sk) included. No extras.

Risk: (01–06) Food poisoning. The mini fridge failed and the decapods spoiled. That's what you tell polite society, anyway.

(00) Chance to buy or otherwise liberate a skilled indentured human (€1d6 x 100). They would make a loyal hench.

GOODS HAULER OR CARGO RIG

Speed: Slow. Extra 1d6-1 days per week.

Cost: €5 per seat, toilet bottle available.

Baggage: 1 backpack (1 sk) included. Extra: €1/sk.

Risk: (01–06) Intoxicated, robbed, left for dead.

(06–12) Shakedown, price doubled.

(013–20) Sick with the road flu.

(21–30) Exhausted by trailer travel, you lose half life.

(00) 'Found' an item. Roll on gear table of choice.

AIR TRAVEL

An elegant way to go.

Wasteland skies are polluted with lethal shards of stuckforce that can shred air vehicles and their passengers. The clear skies of the Circle Sea Region prove that the Rainbowlands are blessed. Please avoid the vicinity central infinite mountain as the harpies will not take kindly to your aircraft.

AIRBEAST BLIMP

A living zeppelin! Stylish, smooth, and only a faint whiff of gas.

Speed: Average.

Cost: €100 for a berth, including cocktails.

Baggage: 1 suitcase (1 sk) included. Extra: €50/sk.

Risk: (01–10) Air sickness leaves you feeling weak.

(96–99) A lost wallet with $\text{€}1d6 \times 50$, you'd best return it.

(00) A sudden, celestial insight, a vision in a sundog, removes a psychic burden or affliction. And perhaps open a line to a god.

AETHERIAL GOLEM

A living, flying machine from Long Long Ago that feeds on sunbeams and ferries passengers to afford its maintenance.

Speed: Very swift. Save $1d6$ days per week.

Cost: €500 for a seat. Nutripaste and somatea included.

Baggage: Each sack of bags costs €200.

Risk: (01–10) Squashed and cramped, you suffer burdens until you get a proper night's sleep and a massage.

(00) The golem shares a tall tale of a magic berg where new golems are still born. There's a map hidden where you're headed?

WATER TRAVEL

The cheapest form of travel if there are no pirates.

Where there had been nothing but the shade of the valley of dust, the builders released the heavenly oceans and made of the coastlands an eden blessed with water, air, and green. So say the hydrophants of the liquid library.

The Circle Sea unites the polychrome lands of the Garden, its metachelonian, decakraken, and cetacean lords willing partners in the truck and barter that drives the Rainbowlands economy.

METACHELONIAN ISLAND

Great cluster turtles, metachelonians are an improbable blend of aquatic reptile and colony crustacean, dominate the Circle Sea. Their monarchs look like sailing islands and serve as both mother ships and literal hive mothers. Filturtles swim out, harvest plankton, and return to feed the cluster. Stayships, like reptilian ekheneides or remoras, block other vessels and megaquatics from their harvesting territories. Armored destroyers, such as the epithetics, swim out to battle hostile interlopers.

There is only a 1-in-6 chance that a metachelonian is available for a given route in a given region. When a metachelonian arrives, local traders make for the floating turtle island, selling local produce, buying pirated goods, and ferrying travelers.

Speed: The turtles will not be rushed. Extra $2d10+1$ days per week.

Cost: €1 for a hut on the metachelonian.

Baggage: 2 sacks included. Extra: €1/sk.

Risk: (01–10) The turtle's symbiotic humans demand a random item as a tax.

(11–20) Sun-sickness leaves you ill.

(95–97) Juicy rumors of a trade or adventure opportunity.

(98–99) Sea air fully and permanently cures an ailment.

(00) You make a turtle buddy. A pet? A spy?



WALLOW COASTHUGGER

Long long ago, the gods created the wallows (or whallows?): hypertrophic algal-bivalve hybrids that reduced the toxic levels of "bi-aerate coal" in the atmosphere. The creatures' large shells turned out to be perfect for mass-producing cheap—if ungainly—naval vessels. The wallows of the coastal traders were born—and now support semi-nomadic aquacultural communities in the shallow coastal reaches of many seas.

Speed: Average.

Cost: €5 for steerage, €25 for a private cabin.

Baggage: 1 bag (1 sk) included. Extra: €1/sk. A private cabin includes 5 pieces of luggage (5 sk).

Risk: (01–10) Robbed of $1d4$ items.

(11–20) Vicious sea-sickness.

(21–30) Gambling, you lose $\text{€}1d6 \times 10$.

(71–70) Gambling, you win $\text{€}1d4+1 \times 10$.

(91–95) Boat-lust, you begin to dream of owning a small boat. Every year you do not buy a boat, gain one burden; when you finally own a boat, even for a short while, the boat-lust dissipates completely and you are immune to future boat-lust.

(96–99) Fresh sea air fully and permanently cures an ailment.

(00) You become friends with the captain. This may be useful.

OLDTECH YACHT

Speed: Swift. Save $1d4$ days per week.

Cost: €50 for a cabin. Food and drinks included.

Baggage: 2 leather cases (2 sk) included. Extra: €2/sk.

Risk: (01–10) Nausea saps your strength and appetite.

(96–99) Fresh sea air cures an ailment or worry.

(00) You find a strange spell floating in a bottle.

LOCAL TRAVEL

Shorter distances, simpler craft.

Where there had been nothing but the shade of the valley of dust, the builders released the heavenly oceans and made of the coastlands an eden blessed with water, air, and green. So say the hydrophants of the liquid library.

The Circle Sea unites the polychrome lands of the Garden, its metachelonian, decakraken, and cetacean lords willing partners in the truck and barter that drives the Rainbowlands economy.

COALEM BARGE

A basic, dull-witted living barge. It converts organics into energy to ply the slow trade rivers and round lakes of the Rainbowlands.

Speed: Slow and steady. Extra 1d3+1 days per week.

Cost: €3 for a seat, €5 for a hammock. Nutrigel milk on tap.

Baggage: 1 bag (1 sk) included. Extra: €1/sk.

Risk: (01–05) River worm infection. Ewww.

(06–10) Horrible backache if you didn't pay for the hammock.

(oo) Catch a spirit goldfish. It offers one wish if you let it go. Small wishes are likeliest to work.

FRIEND AUTOGOLEM

A local sentient all-terrain golem offers its services.

Speed: Powerful. Save 1d4 days per week in rough terrain.

Cost: €50 per seat. Restaurant visits are extra.

Baggage: 1 luggage (1 sk) included. Extra: €10/sk.

Risk: (01) Ambushed by the autogolem's accomplices.

(02–05) Catch a local golem flu and spit black ooze for a while.

(95–99) Free detour, a local discovery.

(oo) Valuable roadkill. €1d4 x 100 if preserved well.

FULLY SELF DRIVING BURDENBEAST

A living beast slaved to your will! So exotic.

Speed: Slow but nimble. Extra 1d4 days per week on roads, save 1d4 days per week off the standardways.

Cost: €5 per rider.

Baggage: 2 saddle bags (2 sk) included. Rent an extra burdenbeast to carry 3 more saddle bags for just €4.95!

Risk: (01–05) A mind of its own! It rebels against misuse!

(06–10) Injured. You drove it too hard. It's not a machine.

(11–15) Affection. You feel for the beast. Perhaps you'd want to buy its freedom? Just €100. If you leave it bound to its owner, you suffer a burden of heartsickness.

(96–99) Smart beast! Watching it navigate the strange ruderal landscape, you learn about edible plants and dangerous local fauna. An advantage to local survival and the first step to becoming a skilled outdoorshuman.

(oo) Loot the body? The body of a bad traveler. If they were a good traveler they would be alive. Take a random item?



Type: d6: (1) automule, (2) bubble buffalo, (3) cargotherium, (4) milliwalker or manyleg, (5) synthamel, (6) terroir bird.

LAND TRAIN

Provided by the local golem union and their human maintainers.

Speed: Average.

Cost: €2d8 per seat, local working class fare included.

Baggage: 1 luggage (1 sk) included. Extra: €5/sk.

Risk: (01) Meet a local ne'er-do-well out to con you.

(02–06) Robbed of 1d4 items.

(07–10) Fume-poisoned, you hallucinate for a few days.

(11–20) Chair cramps drain your life.

(99) Meet a helpful local fixer.

(oo) Meet a local folk hero, a charismatic rebel with a cause.

SHANK'S MARE

Your own two feet are actually a classic travel device! People often walk long distances in the uncivilized realms beyond the edge of our great and wonderful civilization. Consider trying this novel and exotic form of travel. Basic hiking (that's a fancy way to say walking) gear starts from just €20 per person and includes shoes, backpack, hat, walking poles, and self-attention daemon stick.

Speed: Very slow but very sustainable. Extra 1d6 days per week on roads, but you can go anywhere! Even where there are no roads!

Cost: €5 to stay in certified automatic hiking lodges provided and serviced by the Truunatuur™ guild corporation. Just €5 more buys rambling insurance that will alert local rescue services if you go missing and provide body recovery if you die (terms and conditions apply).

Baggage: 1 backpack (1 sk) included. Extra gear will burden you.

Risk: (01) Save or suffer life-changing injuries in a completely stupid incident that you will be ashamed to recount. Ignore this risk if you have any outdoor skills whatsoever.

(02–05) Injured. That ankle. That'll add 1d6 days to your trip.

(06–10) Sore. Everything hurts now. They say it'll pass.

(11–15) Sunburn. You thought the UV was only dangerous out west. Shows what you knew. Prevented with a hat and sunscreen.

(16–20) Body Odor. Long treks can lead to strong body odors.

Please find a proper bathing facility when possible.

(96–99) Friends on the road. Learned about dangers and discoveries from some oddly cheerful local hikers.

(oo) Loot the interloper? A strange body. It doesn't look human. Do you take a random oldtech artifact?

Walking by another word: Now that you're a real outdoor walker, you can say you went (d6): (1) trekking, (2) bushwacking, (3) pathfinding, (4) trailblazing, (5) backpacking, (6) overlanding. And, of course, you could call it hiking or rambling.



ACCOMMODATION

He was a strange 'un. Seemed inhuman. Well, he was some kind of cat. Could sleep in a ditch and show up the next day smelling of roses and goldwater. We suspected him of having nicked an emperor suit off some godling, but that rascal ... we never could prove a thing.

—Emla Doch, Grand Touring Lodge, gossip about brave old Fitzlord.

Your accommodations provide benefits. Some stay benefits last for the duration of your stay. Others are limited to a single use per stay or week or day.

If your stay in one location is very long, your referee may reset your limited stay benefits at their discretion.

All prices are listed per week. For daily prices, divide by 5.

ALL-STAR HOTEL

The basic 50-star luxury hotel. While you might not be able to buy style, you can buy glitz. Even if there has been some inflation.

Cost: €200 for a suite.

Benefit: Fresh, unprocessed food. Authentic alcohol. Free IV health drips. Triple your base recovery rate and start each day with +2 bonus life.

Once per week: The concierge puts you in touch with a local contact that can procure not-quite-legal gear.

Once per day: A range of aesthetic services lets you be exactly who you deserve to be. This is a boon in the social circumstance of your choice, whether it requires diplomacy or deception.

Where: (1) the old castle, (2) the new starport, (3) the authentic temple pyramid, (4) the lavish art museum, (5) the formerly public park, (6) its own levitating island, tethered securely out of reach of the native mobs.

MANY STAR HOTEL

A hotel staffed by humans! With many, many stars!

Cost: €50 for a room.

Benefit: Breakfast, unlimited daily nutripaste, autospa, and complimentary soma! Double your base recovery rate and start each day with +1 bonus life.

Once per week: The concierge, valet, or bell hop put you in touch with a local expert with a particular skill you require.

Once per day: A 'small' tip (€1), and the golem guard directs you to the obscure shop or service you seek. Nothing illegal.

Where: (1) in the downtown glass garden, (2) by the beach, (3) next to the cryptic opera, (4) the museum district, (5) next to the private public transit authority enforcement building, (6) on a pleasant, leafy estate at the edge of town.

SOME STAR HOTEL

It has some stars! Definitely more than 1! Also, there's a reception automaton and a fully-licensed autosecurity golem named Jill.

Cost: €25 for a two-bed room.

Benefit: The bed, spa, and food are surprisingly not terrible. Double your base recovery rate.

Once per week: Elicit sympathy and commiseration when you tell a local where you're staying.

Where: (1) by the local falscher administration HQ, (2) next to the heavy goods bridge, (3) above a nightclub that is definitely not controlled by the local organized crime syndicate, (4) at the civil service roundabout nexus, (5) in the middle of a baffling swathe of empty lots, (6) on the dock of the bay.

GUESTHOUSE

The personal human touch! Not so common these days.

Cost: €10 for a two-bed room. That's €5 each, if you're a couple.

Benefit: You get a free breakfast each day. A proper start to your day means you get +1 bonus life.

Once per week: You overhear a useful piece of information, clue, or secret that helps with your adventure.

Where: (1) in the old chipsmith district, (2) by the big funerary park, (3) in the orchard hills on the edge of town, (4) surprisingly close to the famous local brewery, (5) right next to the local electric police officer substation, (6) down the street from a haunted house.

DORMITEL

A trusted brand of basic dormitory hostel. Please keep your belongings on your person at all times.

Cost: €2 for a bunk. €7 for a 4-bunk room.

Benefit: Well, it's a bed. No losing life each week!

Once per week: Save or robbed of (d6): (1) everything, (2) 1d6 items, (3) a random item, (4) €1d6, (5) a sentimental item, (6) your trash or something worthless.

Where: (1) next to the old public train station, (2) by the dead light district, (3) in the docks, (4) a motel out by the ring road, (5) under a skyway bridge, (6) the lower storeys of a housing ziggurat.

GLAMPGROUNDS

Actually just an improvised campsite with very basic facilities.

Cost: €2 per tent. €5 for a brace of burdenbeasts or an autogolem. You can rent a rusting camp trailer for €10 per week.

Benefit: Well, it's a roof. No losing life each week!

Once per week: If your baseline health age is more than 25, save or wake up with an aching back.

Where: (1) by the mushroom-filled ruins, (2) next to the dock, (3) under the hungry fig, (4) a vacant 8-storey parking lot, (5) on an abandoned bridge section, (6) in the old statue park.

VAGRANT

You have nowhere to stay? You're sleeping rough?

Cost: Free until the local paramilitary outfit extorts you.

Benefit: It's cheap.

Once per week: Lose 1d4 life and/or ability points. If this reduces any of your attributes to 0, you develop an unfortunate ailment.

Where: (1) under a bridge, (2) in the pines, (3) the storm drains, (4) migrant tent city, (5) old town ruins, (6) autofactory corpse.