

## **ITEMS:**

### **Expired Healing Potion**

Sure, it smells like old eggs and has gone a little green, but there's no cheaper healing potion anywhere in the kingdom. What's a small chance of food poisoning compared to bleeding out on the floor of a filthy cave?

### **Gently Cursed Sword of Misrule**

Not every curse is a dealbreaker, and if you're prepared to put up with a sword that will judge your every waking moment, you can use this frosty black blade to bypass all but the best armour. Warning: Will bring up what you said at that tavern that time.

### **GEN 10 Employee Enhancement Chip**

Generation 10 was a revelation for the company, the last word in employee efficiency. Why recruit from the desperate, the incarcerated or the expensive when any reasonably intact corpse could become your next hire? Not intended for use in the living. Must not be connected to the internet or any AI higher than 12 on the Lovelace Scale.

### **FRIMAC PP12 Pressure Pulse Gun**

Licensed for Corporate Operatives and Security Services only, the PP12 uses hyper compressed focused air blasts to deliver massive systemic shock to any threat. Technically counts as a 'less lethal' weapon in use of force reviews. Three round magazine, laser sight and auto-fit arm brace included with purchase. NOTE: Referring to the PP12 as a 'stroke gun' is a suspendible offence.

### **Nutriwater! TM**

Known by the slogan: 'Nutriwater, it's technically food!' Is a favourite of corporate welfare programs across the planet. Under specific circumstances, it is possible for a person to survive on Nutriwater alone for months at a time. Rumours persist that it is a byproduct of the CloneGen process.

### **Unreadable Tome**

It certainly *looks* like a cursed tome written by inhuman minds from beyond space and time, but there's no way to be sure because no one has ever been able to read it. The worst it's done in our plane of existence is make everyone slightly uncomfortable. Smells like blueberries.

### **ReCoil Wisp**

In a world full of electric vehicles, this one sure was cheap. Supported by built in advertising and dependant on a subscription service to engage all but the most basic features, you purchased the Wisp as an act of self sabotage. Theoretically an extremely comfortable and capable car if you can afford to get through the paywall.

### **'Sucks to be You' by Daphne Blanche**

A self help book that really has not helped you at all, but is covering a hole in your floor.

## **LORE:**

### **FLOATING CITIES**

The Floating Cities started appearing in the early 2200s, testament to our will to endure, and our inability to cut back on greenhouse gases. Gyro stabilised on massive floating pontoons and housing up to five million people each, they travel between the few remaining land masses to resupply their bio printers.

## **THE NECROMANCERS' GUILD**

The necromancer's guild is the oldest guild in Therrick, by four hours, a fact that has been a bone of contention with the Wizards' Guild since their inception. While they can technically raise hideous armies of the dead, modern necromancers are the cities pathologists, undertakers and investigators.

## **THE TREATY OF GRAIN**

Signed by all of the eleven nations, the treaty is the result of an agricultural discovery, namely that if everyone rotated their crops there would suddenly be more than enough food. The knowledge was traded for promises of peace and accord between nations and the peace has held ever since, barring the odd small border dispute.

## **CHARACTER BLURBS:**

### **OLGA**

Species: Orc.

Age: 42 (human years)

Appearance: Olga stands six feet four inches. Heavily muscled, as befits a former sword bearer of the orcish eleventh legion, she bears the scars of several intense battles with pride. She wears her red hair braided, and since retirement can usually be seen in a well made baker's smock. Has a deep, rough, but gentle voice.

### **YEW**

Species: Unknown, but at least human looking.

Age: Probably sixteen?

Appearance: Slender, and tall, Yew prefers loose fitting comfortable clothes, preferably with a hood. A big fan of cutting their own hair with a dagger, Yew always manages to look like they've just rolled out of bed. Rarely speaks above a whisper, but has a bright clear voice when excited.

### **AAVA**

Species: AI.

Age: Technically fourteen in human years, but does not experience time the way people do.

Appearance: Usually is heard rather than seen, AAVA sounds like a favourite teacher from primary school. If forced to display an avatar, AAVA will look appear as a glowing gold or green sprite. Her true form inside cyberspace is a massive swirling maelstrom of data.

### **AMELIA**

Species: Human. Sad about it.

Age: Early thirties.

Appearance: Amelia stands five feet nine inches tall, with powerful shoulders built at her local MMA gym. Her dark hair is cut short, and she is fastidious about keeping her fingernails trimmed. The corners of her mouth are heavily scarred, a reminder of her possession by a demon called 'Grinner' in her teens.

### **VINNIE/VIN'URAZAL**

Species: Demon.

Age: Unknown.

Appearance: Vinnie usually appears as a small, humanoid patch of darkness, like a squat stick figure with burning embers outlining simple facial features. Appears to be wearing a pork pie hat, but doesn't like to talk about it. Sounds like an old school British gangster.