



They came for your land, said it was rotten and fallen and corrupted. They called your warring faiths death cults simply because they wanted to reanimate the Once-Living God and bring the Canopy back to this benighted land, living in obscurity!

What do they know of corruption? Those satisfied fools, living on the leavings of the Builders and claiming to be civilized. Those blind followers of the old traditions, happy to live in a garden, when humanity's place is in the jungle, free to thrive or die by its own wits. Unbound by the trap that is the garden path.

Or, perhaps, it was just the overlords that changed. How has life changed in your swamp village, in your mountain drilling, in your fisher stilt?

Not much, truth be told. Still you keep your holy bacterial cultures. Still you keep the local knowledge: avoid the north wall that is hidden from the phylakes' gaze, keep the wards charged and armed against the moonwalkers from beyond the mountains, chant the mind-numb against the dragons that crawl and gnaw and chitter at the edge of every careless thought.

A TRAIT

1. **Boatmaster.** You handle boats superlatively. Your balance perfect. You can fit an extra number of sacks equal to your level on a boat (but not more than double its capacity).
2. **Cheesemaker.** You are a member of the secret dairy society. All the little lifeforms bend to your will. Spend 1 life to talk to molds, yeasts, and bacteria.
3. **Crusader.** Your faith is perfect. Your mind an armored shell. Increase your aura by 1. Add your aura to your life.
4. **Dragon Scar.** There is a crack in your mind, where the dragon once spoke. Strange things leak through. You can spend a hero die to gain 2d6 life for casting spells, but those spells are dangerous to you.
5. **Fisher Pasha.** Through the water of life, we are one. Spend 1 life to talk to fish, frogs, and other creatures of the wet.
6. **Oppressed Faith.** That you must hide your faith only proves its power. It certainly teaches stealth and a guarded tongue.

ANOTHER TRAIT

1. **Blue.** Not particularly gloomy, but your passions cannot be roused to rage or joy. The essential color of the Dead God, the Once-Living-God, permeates your bile, your bones. Gain a bonus when you wield blue or blue-coded items.
2. **Deeply Embodied.** Your essential self is so deeply encoded in your physical form that you can use your strength ability for oldtech magics and endurance for fantascience.
3. **Diver.** Deep code adaptations, from blood to spleen, proteins to lungs, let you hold your breath for half an hour.
4. **Reanimator.** Not only learned in the hidden scriptures, you carry sparks of the Once-Living God within you. Spend 1 life to reanimate a hound-sized beast for an hour, more for larger creatures.
5. **Soiltwined.** Not just a peasant, an ur-peasant. While you stand barefoot on bare soil, you are wiser and stronger, adding your endurance to thought and strength rolls.
6. **Spelunker.** Growing up in a mountain drilling, you've ventured into deep places. Climbed, rappelled, dived, camped, foraged, marked, and mapped them. Also, gain a bonus when fighting in tight places.

AN ITEM

1. Blue leather armor. A living, squamous skin. Not just easy to swim in, it feeds oxygen through your skin, letting you stay submerged without breathing half an hour longer than usual. (armor +2, 1 st)
2. Hydroglisseur. Small, open watercraft with a biomechanical outboard propeller. (L3, carry 4, shallow draft)
3. Fishing spear. It floats. (roped, 1d6+1, 1 st)
4. Undead cheese. So pungent, it can never go bad. Feed it milk and watch it grow. (day's meal, 5 sp)
5. Reliquary with a single cell of the Once Living God's skin. (ward +2, 1 sp)
6. Ten foot pole. Heirloom with bits of bone from ten ancestors' feet. Helps travel safely over marshy ground. (long, 1d4, 1 st)

ANOTHER ITEM

1. Light-metal tibia, woven with runes. It finds water and points north. (1 st)
2. Artificial leech to extract and store life. Holds up to 1d6 + level life. (1 st)
3. Ancient crocodile shoes. They are chunky, incredibly comfortable, and completely water resistant. (1 st)
4. Night eye and two meter brain jack. Plug it in, stick it on a surface with its suction cup, and enjoy low-light vision. (2 sp)
5. Gas generator. Give it water, nutrients (say a slice of cake) and an hour. The little biomachines make and store enough dense, opaque gas to fill a large room. (1 st)
6. Cloak of scales. Helps swim like a manta ray. Halves damage from coherent light and fire attacks. (1 st)

A NAME OR TWO

Bruxer Bruxereen, Filo 't Nit, Ganya o'Breggi, Ondin do Plaja, Secunda od Chriby, Tessa 'd Palut.

OTHER BLUELANDERS

1. Shefed had no truck with cult or church, intern or inquisition. Then she found a Voice in an abandoned drilling and became obsessed with the truth that is out there.
2. Canalo 'd Bruxereen hid his milquetoast faith and his watermark, becoming a respected irrigation officer. Alas, his jealous brother sold him out and got him hounded out of town, branded a cultist.
3. Scavo ta Grau sold his body to an Orangelander plantation lord for a decade. After his time on a noöspheric beach he returned to collect his body, wages and interest. Alas, while his mind was away from the world, his village was flooded and the ravens had eaten his friends.
4. Elga Yamat' y Dayat'threw in her lot with the birds. A few years into her bandit career, the polyvorous atrocity proved to much for her to stomach. She traded her captain's head for a free-stamp and returned to an honest life.
5. Egli Flochsdochtir gave birth to a frog-child on the night of the Bled Moon. This marked her as a spiritsmother and she began her five-year *seelenwanderung* to find her deep self.
6. Sulmon Lumeni slew a rogue inquisitor. That was when fate laid a contagious curse upon him. He now seeks deeds with which he will atone for his blasphemy.