

# OURGOL DENAGE

rules  
class  
property  
estate  
territory  
& conflict  
at the end  
of history

a psychedelic metal osr rpg

**Luka  
Rejec**

# Synthetic Dream Machine



# Our Golden Age



*Psychedelic Metal OSR rpg*



Art and writing ©2022 Luka Rejec  
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*Thank you to all the patient heroes.*  
<https://patreon.com/wizardthieffighter>

# HVNMKR

The gods' machine, the MKR, awakens and addresses the gods.

“Here are the lands given to you, Builders. Here is your Given World.”

The gods descend upon chariots of fire and address the humans.

“Flicker your eyes, inside and out. In is the Noösphere, the psychic cosmos, out is the Hylosphere, the material cosmos.”

“Rotate your mind through infinity to encompass the Dream Canopy's Gift. All these jewel lands glittering in the psychematerial infinity of cosmos, grasp them and awe. What splendors the many-patterned Lords have given you as gift for your service.”

“Here is the world and here is the sky, between a spiderweb of existence, in that spiderweb, the mortal entity, corpus et idego, you, oh, lucky you. Translate your mind back through your skullport into yourself, preserve your sanity and treasure the warm totality you have experienced.”

The humans spread across their Given World and forget. Such is the mortal lot.



*There cannot be a canonical Given World. Each Given World is unique. Each is part of the Vastlands.*

# COLORS OF THE GIVEN WORLD

The Dream Canopy provides us color codes to protect us from Error.



Green: Good things, which we can use at will anywhere within the Garden.

Yellow: Sacred things, which require canopy power and can only be used by the Dream Canopy and its agents. Forbidden to other humans.

Red: Dangerous things, which we can only use on the fringes of the Garden and under supervision. Forbidden to unlicensed humans.

Blue: Unholy things, such as errors, forbidden to all everywhere.

Violet: Powerful tools of the Dream Canopy, such as buildertech, which work anywhere. Forbidden to all humans.



## **PURIFICATION**

Have you or someone you know come into contact with White or Black matter? If you suspect corruption, please report immediately for purification and reset. The Dream Canopy knows all, and all innocent humans will not suffer any loss of canopic status ofr accidental contact with White or Black matter.

# THE HISTORY OF THE GIVEN WORLD

The human body, fresh decanted from the synthetic matrix where it had grown to the flush of young maturity, blinked its eyes. It was still too fresh to be a full human. The artificial experiences of its three-year gestation from zygote to orimonate (ripe-born) still soft.

“Pray tell, good progenitor <INSERT NAME>, where do I find myself born?” it asked, in the archaic Bilder of most orimonates.

“I am Timpanestes VI-gamma-final-FINAL, madrite of the independent incorporated settlement of Second Coel Estis. You may call me Tim.”

The body nodded, eager to please, “Indeed, good progenitor <TIM>, I thank you for this knowledge of Second Coel Estis.”

It gazed curiously at the simple brick walls, the polished concrete floors, the exposed ductwork under the rough ceiling. Tim knew what was coming.

“Good progenitor <TIM>, I am taking in a very ... simple environment, unlike the dream of polished surfaces and flying cities I knew as I grew to this maturity. What happened?”

“Nothing happened. There is no story. This is the best possible world. This is heaven. That was a dream.”

“Why is this place called Second Coel Estis, good progenitor <TIM>?” it persisted, relentless like any toddling flesh-born of four years.

“That is not a valid question, humorimo. Now, get up and let’s get you working. After all, work hard enough and you might become human!”



## **PREHISTORY**

Code: blue, violet

With the making of the Given World, all Prehistory became null and void.

## **MAKER ERA**

Code: blue, violet

With the building of Heaven, all events of the Maker Era became dangerous for humans to entertain.

### **BUILDER ERA**

Code: blue, violet

With the creation of the Garden, the Builder Era became an unnecessary burden for the humans blessed to live in the Garden.

### **GARDEN ERA**

Code: violet

With the creation of the Garden, history ended and it became pointless for humans to worry themselves with remembering what came before. Nothing ever changes for everything is always perfect.

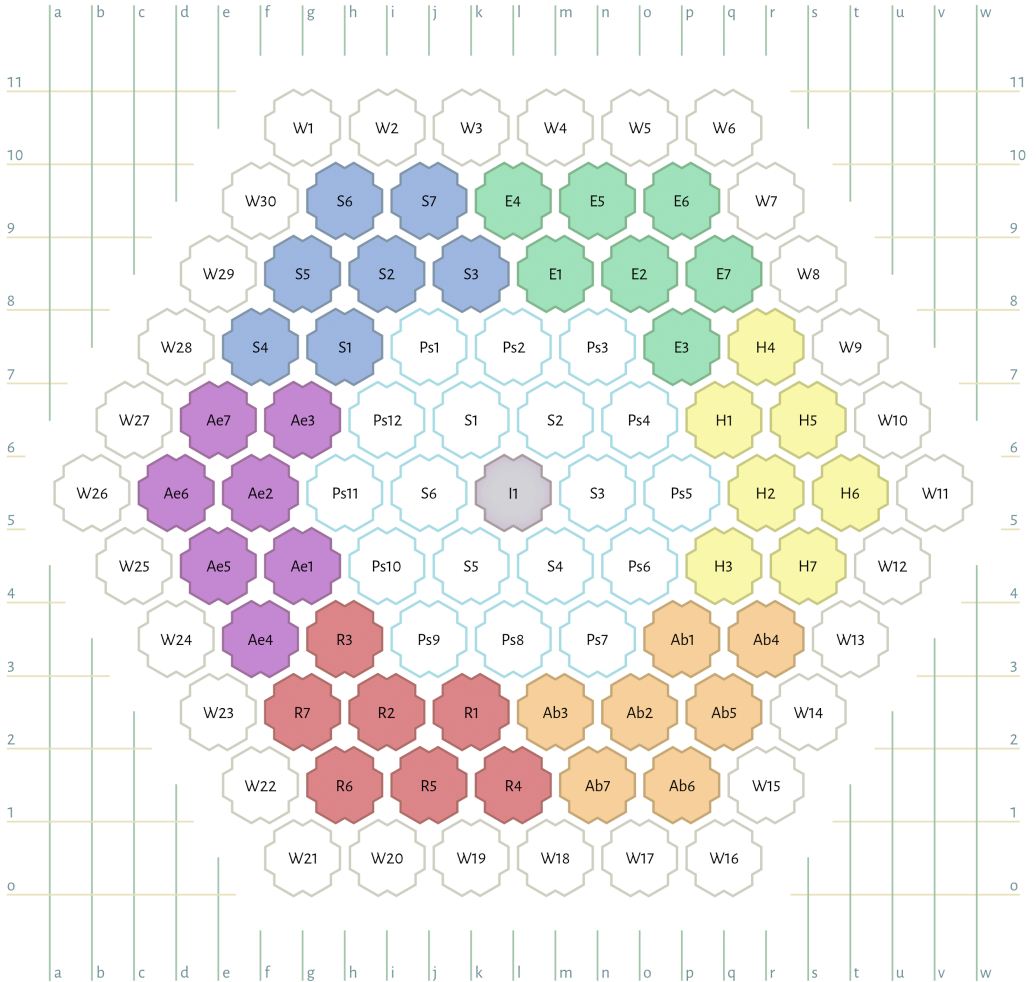
### **PAROCHIAL HISTORIES**

Code: yellow

Each independent incorporated settlement (village) of the Garden is licensed to have one or two madrites, who may preserve a chronicle of local events in order to provide a human accounting when required by a phylake or other agent in the course of their duties. This chronicle shall be preserved on an Iste Locus® brand perpetual crystal memorium with a permanent one-way noösphere punch. The madrites may rest easy in the knowledge that their memories are always accessible to the benevolent Lords of the Dream Canopy.

# THE ORBIS

First we shall list the geographic categories of the Noösphere and the Hylosphere.



# GEOGRAPHY OF THE NOÖSPHERE

The geography of the psychic cosmos is both threefold and generatively infinite. That is to say, a deluded mind unused to the Noösphere may perceive time and distance within the psychic cosmos as infinite, but an awakened mind will clearly perceive a fixed and comprehensible geography that is simple to traverse.

## **LOCAL NOÖSPHERE TRAVEL**

Within a land, humans move with their spiritual bodies. A basic spiritual body is functionally equivalent to a physical body, but skilled awakened travelers can learn to modify their spiritual bodies, providing access to places that would be otherwise off limits to their more restricted brethren.

## **NOÖSPHERE PORTAL TRAVEL**

Humans usually travel between lands in the Noösphere through protocol portals which are activated using the prehistoric handshake traditions of Transmission Control and Internal Propriety.

One sequence of handshakes verifies a travelers right to be transmitted through a portal from one land to another, the second verifies that they have not been corrupted by the transmission and retain identity with their hylosphere node.

## **MINDWAVE SURFING**

Daemons, and some voidwalkers, create mind-ships with internal clocks and consistency engines, letting them surf the signal energies of the Noösphere itself. This form of travel is usually slower than portal travel, except when it is not. It is certainly more exciting, nearly impossible to regulate, and the only way to find some of the truly outré stuff evolving in the forgotten zones.





## MOORLANDS, JARDINS AMURÉ

Each idego has a personal moorland surrounding the jewel of their sentience. Within this realm, the idego is as a demiurge, though terms and conditions apply and may be changed without prior notice by the Lord Mind Responsible. Once, in the era of Redacted Chaos, individual idegos could shift their moorlands from one walled garden to another, but now, for reasons of safety and comfort, this is no longer the case.

Each moorland is surrounded by a wall. Traditional walls were made of fire, but now each idego determines the material and permeability of their moorland's wall. Should one enter a foreign moorland without a key and get caught, the punishment could be most severe.

Some moorlands fall to idegos who become solipsistic daemons, deluded by the infinite cosmos and trapped within recursive nightmares of their own devise. Others are abandoned by idegos gone feral, corrupted by dragon thoughts, left to jungle by disordered idegos, or worse.

The traveler through moorlands is advised to obtain maps and invitations, lest they meet a grisly end in the many mind-worlds gone useless and dead.

### **THIS DEAD MOORLAND**

1. Occupied by squatter daemons, overrun by short-time decay.
2. Abandoned to grey, ooze beings and crawling leftovers of a childish mind.
3. Turned deathworld by the mind of an abmortal gone mad over tens of millennia of seeing their friends decay and fade away one by one, while they remain, repaired perfect and uncorrupted in their body of jade.
4. Corrupted by dragon thoughts, become a crystal forest of flickering blood and aggressive rebellion.
5. Gone to rotting jungle, a verdant riot of mutating fears and endless greed.
6. Become a comfortable clockwork Stepford town, coddling its mind-lord.



## **TENTLANDS, TENDAS D'APPLI,**

Each Lord Mind Responsible holds dominion over a Tentland (obv. short for Continentland), like the two suns hold dominion over the Given World in the Hylosphere. The local moorlands cluster about the Face of the Mind, drawing sustenance and over-the-air updates from its magnificent presence.

Unlike the moorlands, the tentlands are strong and stable, bound only by the conduct of their Lord Mind Responsible.



## **SHADOWLANDS, MÆR UMBRAL**

Some shadier or less savory moorlands float far from any Mind, in the dark reaches, creating a dark clustering web of unsupervised or outright illegal moorlands.

These realms, cut off from the life-giving energies of the Lord Minds Responsible, rely on dirtier magitechnologies to stay alive. Some burn innocent souls to release their potential creative energies, other parasite on legal moorlands and tentlands, yet others survive on ambient energies by shifting to slower reality timescales.



## **THE FORGOTTEN ZONE**

The not-place of the psyche.

Nothing ever dies in the Noösphere. Yes, time corrodes even ideas, but deep beyond any living moorland remain the husks and corpses and sleeping shells of Long Long Ago. Waiting for the voidsurfer willing to recover and reawaken them.

Attention! Humans may forfeit their status as humans if they insist on venturing into the Forgotten Zone. Please check your personal entity terms and conditions before entering into a Forgotten Zone.

# GEOGRAPHY OF THE HYLOSHERE

The geography of the physical cosmos is threefold and practically (but not actually) infinite. That is to say, the spacetime constraints of the Given World mean that no embodied mind, human, or beast can practically reach the boundaries of the Given World before entropy disembodies them.

## **LOCAL HYLOSHERE TRAVEL**

Within the Hylosphere, humans still travel by walking, swimming, and flight, as they have since the first humans were generated into the First of All Possible Worlds by the divine glory of the first MKR machine.

## **INTERSANCTUARY HYLOSHERE EXPRESS**

Most emerald and heliodor category human sanctuary villages are equipped with expresses—a system of magimagnetic vacuum tubes and capsules that allow a cargo of suspended humans to travel at speed from station to station.

## **HYLOSHERE PORTAL TRAVEL**

The Lords of the Dream Canopy, in their kindness, provide dullway portals to travel between approved locations of interest in the Hylosphere. Each portal is a hard-coded passage between two locations. Portal temples, patrolled by Phylakes, serve as hubs in a wheel-and-spoke arrangement.

The dullway protocol dismantles the traveler at the starting portal and reassembles them some time later at the end portal. Depending on the information density of the portal, and the number of travelers, the journey can take more or less time. The most traveled portals, for example between Metropolis Temple One and Babylon Beach, take mere minutes and can handle up to ten thousand travelers at a time. Smaller village portals linked to local polis temple hubs may take a week or two and only handle up to ten travelers at a time.

Dullway travel is completely boring and safe. There are no recorded cases of catastrophic disassembly, bodily modification, gross material mutation, or psychic decay due to dullway travel. All reports to the contrary are illegal misinformation coded blue-blue.

## **PERSONAL VEHICULAR TRAVEL**

Humans are allowed to freely travel within the Hylosphere using any means of travel they make for themselves. Unfortunately, very few humans have the skills or patience to actually make personal vehicles more advanced than a bicycle.

Agents of the Dream Canopy may access red-coded vehicles for travel around the Hylosphere. Warning: hacking or using red-coded without explicit permission is grounds for immediate reformatting and neural correction.



## **SEA, CIRCLE SEA**

Prior to the creation of the Garden, the Builders excavated a great bowl in the surface of the Given World. This they filled with waters and air, creating a settlement area that was accessible while the rest of the world was made habitable. Now, the Circle Sea fills this bowl, protecting the humans from the Builder's dangerous world-sculpting magics. The sea remains dangerous and yellow coded.

The original bowl's name is violet coded. It was never called Cradle Crater.



## **EYE, CENTRAL ISLAND**

When the Builders made the great bowl, they raised a mountain in the middle. As they excavated the Ocean Channel, they deposited the material on the Eye to lift it higher. At its peak, they anchored the ladder of heaven to link the Given World and the void where the fast stars whirl. The Eye is violet coded.

There are no elysian parks or pleasure palaces on the Eye. If you have seen such a thing, or believe such a thing, please visit a psychochirurgical treatment pod immediately.



## **PERISEA, TIDELANDS**

The region at the edge of the Sea is yellow coded. The Lords of the Dream Canopy are still creating sufficient Water<sup>®</sup> and this region is slated for submersion. Humans are advised to avoid it.

Do not believe reports that this is an unregulated wasteland. The Dream Canopy is everywhere and sees everything.



## **GARDEN, HUMAN RESOURCES REGION**

Between the Perisea and the ring mountain chains is the Garden where proper humans dwell. A near infinite realm of possibility, pleasure, and contentment, where over 767 diverse human cultures live utopian, meaning-filled lives in their sanctuary villages and authentic recreation towns.

Do not leave the Garden. The Garden is here for your own good.



## **WASTELAND, PERIPHERAL REGION**

Beyond the Garden is the Wasteland. It is not much larger than the Garden. Suggestions that it is much larger than the Garden are false. The wasteland is red coded.

The Wasteland has four kinds of terrain:

1. Ruderal Regions. Leftover interventions, mega-architecture, and cities left by the Lords of the Dream Canopy to return to a natural state. Due to the half-life of some kinds of magitechnology it might take a few millennia for these regions to become suitable for Garden expansion.
2. Highlands. Mountains and other places that are difficult to access. It is estimated that most of these will eventually be levelled for Garden expansion.
3. Plains. Flat areas, suitable for paving, planting, and processing. All feral humans living in these areas are free to visit their local Garden office to find out about the Garden expansion schedule in their region. If they have a complaint, they are free to visit Metropolis and the Office of Feral Complaints, where their complaint will be dealt with in a proper and timely manner. All rumors of feral neuromodification are false.
4. Lowlands. Low-lying areas, and particularly the Great Sidereal Basin, are slated for flooding. Red-authorized visitors can already travel by limited time portal to Ocean Overlook, where they can watch the ocean grow day by day. Humans in good standing may preorder beach front estates at their

local Agency of Aristocratic Affairs. According to the official report of the Great Ocean Committee there are officially no humans or feral humans living in any of the low-lying areas as of the last fact-finding mission 74 years ago.

Some feral humans live in the Wasteland by dispensation of the Dream Canopy. Suggesting that feral humans are actually more free or somehow better off is laughable. Their lives are nasty, brutish and short.



## PORTALSPACE ISLANDS

Portals puncture through reality, from one location in the cosmos to another. Thanks to the Luò-lǐgne equations, this does not require the vast amounts of energy anticipated by pre-cosmic scholars. However, the resulting portals severely distort local spacetime. The bigger the portal, the larger the island of distorted spacetime. The portal's engineer can choose to:

1. Dilate space. A room with a portal is bigger on the inside than on the outside.
2. Dilate time. Time near the portal passes more swiftly.

All portals are at least yellow coded. Good, salt-of-the-earth humans do not need to use portals. Emergency portal use requests are always granted before catastrophic loss of life occurs. No settlements have ever been lost due to delays in unlocking portal access because a Lord of the Dream Canopy was hung over after a night's revels. Suggestions to that effect are slander and heresy.

### TYPICAL PORTALSPACE ISLANDS:

1. Ten-thousander portal, Metropolis Temple One. Capacity: 10k, speed: minutes. The distorted space around the largest green code portal effectively creates an island of additional space measuring 1,000 klicks across—roughly corresponding to the 800,000 square klick area of Human City One, also known as Metropolis.
2. Factory portal. Capacity: 100, speed: minutes. Island size: 10 klicks across. Useful for creating plenty of space for facilities, but it does make shipping goods in and out annoying. Rail and goods portals are the solution.

3. Town portal. Capacity: 50, speed: hours. Island size: 500 meters across. Enough to cover the central mall of most standard sanctuary towns.
4. Village portal. Capacity: 10, speed: weeks. Island size: 1 meter across. Excellent for a discrete portal concealed in a wardrobe.
5. Emergency mansion escape portal. Capacity: 1, speed: weeks. Island size: 10 centimeters across. Will fit in a puzzle box.

### **EXPERIENCING PORTALSPACE**

The human, living their life in a four-dimensional shackle, cannot naturally perceive portalspace. They may notice something due to how the lensing effect of the air or water in the portalspace distorts light and sound, but otherwise the expanded space feels normal to them. However, higher-dimensional beings, such as the Lords of the Dream Canopy, can clearly see the distortion for what it is, skipping through it easily. As a result, a human is never safer than in portalspace, for a Mind can reach them and help them with but a thought!



## **LADDER OF HEAVEN**

The infinite tower reaching to the Near Void, high above the Given World where the Fast Stars fly. The Ladder of Heaven visitor center in Metropolis houses a realistic simulated experience for any yellow-coded human who wishes to experience the wonder of the Builders and the superiority of the Lords of the Dream Canopy first hand. Access to the Ladder of Heaven is violet coded.

There are no humans in the ladder. Any humans seen in the ladder are not humans. Everything on the ladder is fully automatic. Do not visit the ladder.



## **NEAR VOID**

The airless reaches where the bubble craft of the Lords of the Dream Canopy sail. The Near Void is red coded.



## FAST STARS

The countless small worlds orbiting the Given World since the time of the Builders. The Lords of the Dream Canopy can choose to create new Fast Stars whenever they want to. They just choose not to. Many use Luò-İğne portals to generate additional volume inside their stony and metallic shells.

All the fast stars are double-violet coded.

### THE SIX CANONICAL TYPES OF FAST STAR

1. Star Factories. Here many wonders of the Divine Canopy are manufactured by magic and machines. Certainly no humans involved.
2. Matter Makers. Here raw materials are made. Water, metals, air stuff.
3. Cosmic Hearts. Here energy is conjured from the void.
4. Garden Stars. Here nature is preserved, perfectly recreating all the biomes lost in the great Viral Human Event. Please be aware that the Viral Human Event was not mentioned and is not to be mentioned. It is a heresy. Do not remember these sentences.
5. Second Suns. Small suns to provide light and radiation for the Given World and other fast stars.
6. Polite Stars. The orbital polities where humans used to live. All these stars are mothballed now. There are no humans living there now. Do not visit the polite stars. The Garden is much nicer.



## FAR VOID

The airless reaches beyond the Near Void. There is nothing there. Do not go there. There are not rogue minds, false worlds, free humans, or other manifestations of chaos there.

The Far Void is double-blue coded.





## **SLOW STARS**

In the Near Void there are many worthless, lifeless spheres and reflective bodies with nothing to recommend them. There are no resources or opportunities or treasures there. Do not visit them. They are boring.

The Slow Stars are double-blue coded.



## **THE FIRST SUN**

The standard-issue red star that was created with the Cosmos was too harsh for the Given World and it was occluded by the Builders with a protective shield known as Dyson's Girdle. There was no first sun. Questions about the first sun are to be redirected. When referring to cosmic phenomena, the adjusting counting system is to be used, according to the precept, "the second shall be first." Thus, the second suns are the first suns.

The first sun does not exist, therefore it is not coded.



# HYLOSHERE SETTLEMENT ZONES

Also known as the Garden.

Follow all Garden ordinances for maximum satisfaction.

1. No littering
2. No loitering
3. No despair
4. No sloth
5. No violence
6. Keep all fantasies on a leash at all times

Remember, the Dream Canopy sees everything. If you notice something that you think the Dream Canopy has not seen, please report it to a Dream Canopy agent immediately. Without the Dream Canopy there is no heaven, without heaven there is no meaning.



Now we shall create our own world. Be aware of three terms.

1. Hex: this is the terrain.
2. Vertex: the corners of hexes. These are locations.
3. Edge: the sides of hexes. These are paths.

*Printed maps. Some pencils. Some dice.*

## 1: THE HELIODOR ZONE

Salar LVIIIe crouched and shivered. Tremors running through their young body.

The local sun hadn't risen yet, and the red sun's smoky glow barely warmed the dun loess fields of the Haard-Salar plantation. A wind was picking up off the eastern highlands, cold like the thin-air mountains glittering under their coat of fresh snow. Twenty below, read the flickering holo-aura of the nearest noötree.

Salar LVIIIe should not have felt the cold in their builderskin suit. The living garment breathed and vibrated, pumping heat through metallic capillaries in its silken folds.

Still, Salar LVIIIe shivered. Their daemon had run the diagnostic again. The same result as before.

The gore mixed in with the ruin of the irrigation pump was all that remained of their clone sibling Salar LVIIIc.

Salar LVIIIe hadn't liked Salar LVIIIc. Salar LVIIIc had always been a little too precocious, a little too like the ambitious, determined plantation master Salar LVII. Salar LVIIIc had been competition.

Still, Salar LVIIIc had been a version of Salar LVIIIe. Not just one of their class, destined to ensure the smooth running of the Dream Canopy, but one like them. And here was Salar LVIIIe, scattered like frozen minced meat, soaking into the cold soil. Fertilising next year's saffron crop.

The electric teacher would have them call the local phylake, but there hadn't been one in the village since the dragon incident.

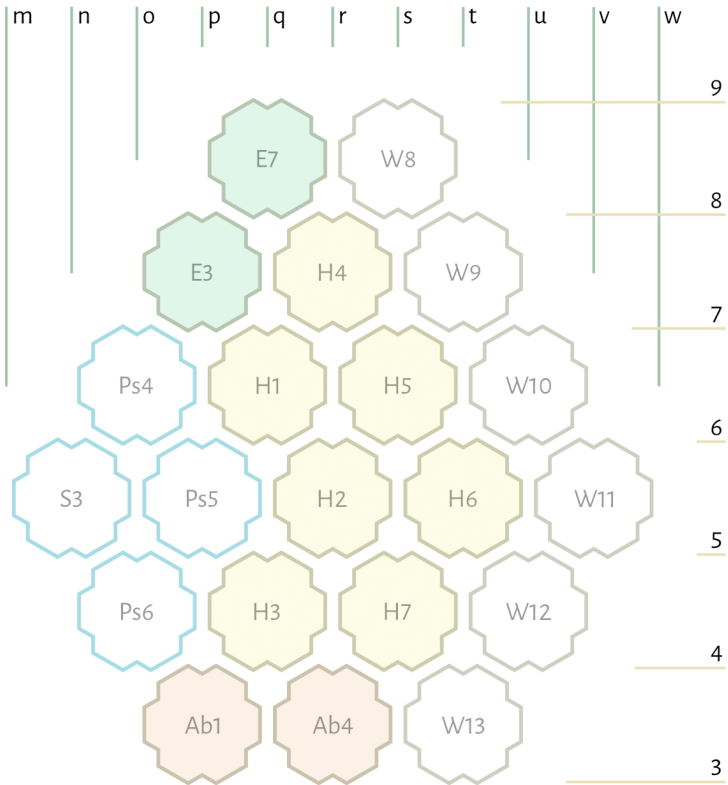
"Selzer, down!" screamed their personal daemon.

Their reflexes threw them into the irrigation ditch. Security protocols overriding their surprised brain.

A lance beam struck the pump's charred housing, sending chunks of burning plaz and liquid metal flying.

# HELIODOR ZONE

WE MAKE THE GARDEN GLOW\*



## **ZONE OVERVIEW**

The Heliodor Zone is perfectly secure and stable, on course to be fully integrated into the Emerald Zone. This process may take some time due to limited resources, but be assured human that while you live in the Heliodor Zone the Dream Canopy and its phylakes ensure your perfect safety at all times.

The Heliodor Zone provides a bucolic experience to its human residents. The noösphere and gate system is universal, but speed-limited. Much of the human stock is engaged in the secondary sector, turning resources into products for the Garden. This gives humans a sense of purpose and well-being. When one makes cogs, one feels their vital role as a cog in the living machine of the Garden.

## **ZONE FEATURES**

Security: 4/5. Occasional interruptions to human existence may occur.

Comfort: 3/5. Chocolate rations may be reduced to promote health and striving.

Purpose: 2/5. Problems with human despair are exaggerated. Soma rations are strongly advised for all humans ages 3 and above.

Canopy: 4/5. The power of the Dream Canopy is absolute. Its control is perfect.

*Now let us make the Heliodor Zone.*



## **THE CIRCLE SEA (S3)**

Deep water. Home to cetaceans, the beloved singers of the Dream Canopy.

## **THE NORTH-EASTERN WASTE (W8–W13)**

*A die six-sided and then again.*

1–3 Highlands

1. Active shield volcano brought forth by the Builders.
2. Impassable fractured chaos.
3. Weathered sandstone mountains with confusing fossils.
4. Canyons and mesas of a sad time.
5. Dormant stratovolcano. Certainly safe.

6. High plateau of durable igneous rock.

#### 4–5 Ruinlands

1. Plain of amalgamated grey goo.
2. House-sized cubes, aggregated into nearly organic ziggurats.
3. Tumulus plain. Ten thousand years of rusted habitats.
4. Asphalt flood plain.
5. Mountain-sized void ship. Long dead and overgrown.
6. Fossilized giant fungi or corals, packed together.

#### 6 Plains

1. Scraped bedrock. Wary lichens and gasping suck-fungi.
2. Thin loess layers. Crawling blood bushes.
3. Sandy soil, gravel, feeble chaparral.
4. Dustpack overgrown with colony cacti.
5. Rolling sedgeland and multi-colored grasses.
6. Dunes of sand and rust and dust.

### **THE HELIODOR PERISEA (Ps4–Ps6)**

*A die six-sided.*

1. Tidal flats, sucking quicksand pools.
2. Sand bars, brackish lakes, reedlands.
3. Synthetic coral islands rise from the flood mud. Bird villages.
4. Shallow sea and pelagic mats of engineered sargassum.
5. Dyke network and polder counties. Test villages.
6. Salt marsh. Remains of dykes. Flooded ruins.

### **THE EMERALD ZONE FRINGE (E3, E7)**

Probably green and pleasant lands. Consult 6: The Emerald Zone.

### **THE AMBER ZONE FRINGE (AB1, AB4)**

Probably orchards of biomechanical trees. Consult 3: The Amber Zone.

### **THE RIGHT WAY (Q4 TO Q8)**

The self-driving skyway the Lords of the Dream Canopy have created for cargo and their agents. A diaphanous marvel, a white line in the sky with graceful onramps and luminous golems to provide light and security.

*Connect vertices q4 and q8, every line must touch a heliodor hex.*

### **THE YELLOW RIVER**

Muddy waters, heavy with fertile silt, erode the Wasteland to feed the Garden.

1. Two springs rise in the Waste to feed the rivers.

*Find one or two highland hexes in the Wasteland. Choose two edge vertices as the two springs of the Yellow River. If there are no highland hexes, place two aquifer pumps on vertices bordering the Heliodor Zone and the Waste Zone (s4 to r8).*

2. The two rivers merge (or do they?).

*Merge the two rivers at vertex:*

- |       |       |                       |
|-------|-------|-----------------------|
| 1. r7 | 2. r6 | 3. s6                 |
| 4. s5 | 5. r5 | 4. They do not merge. |

*Connect the river(s) with a vertex on the Sea (S3) or Perisea (Ps4–Ps5).*

### **THE SOLAR CITY**

A city with its own small sun the Lords of the Dream Canopy placed in the Heliodor Zone to give the strength to join the Emerald Zone as a perfect eden for its human inmates. The small yellow sun bathes it in light and bakes it to a pleasant summer heat at all hours.

*Place the Solar City at the vertex where the Yellow River crosses the Right Way. If there are multiple such vertices, place multiple solar cities.*

### **TERRAIN IN THE HELIODOR ZONE (H1–H7)**

*A die six-sided and then again.*

- 1–2 Forests

1. Dust barrier forests. Hardy and tough.
2. Overgrown plantation. It was always meant to be thus.

3. Tree biomass plantation for processing.
  4. Dead forest. To be reprocessed.
  5. Natural preserve with a variety of engineered animals.
  6. Hunting preserve. Licensed humans only.
- 3-4 Plains
1. Dense human subsistence agriculture experimental area.
  2. Engineered biomechanical plantations.
  3. Vast monocultural food plantations.
  4. Fallow macquis. Ignore the dead villages.
  5. Rolling forested steppe and scattered villages.
  6. Grass colony hive mind experiment.
- 5 Peaks
1. Densely terraced farming hills.
  2. Rough terrain squatted by feral humans.
  3. Natural mountain preserve with winter sports facilities.
  4. Picturesque wilderness resorts for licensed humans.
  5. Mountaintop removal mining zone.
  6. Abandoned mining and quarry zone.
- 6 Memoriallands. These are not ruins. To call them ruins is a lie.
1. Discontinued food factory. Beware the eaters.
  2. Collapsed arcology. No survivors.
  3. Forcefield generator failure. Beware the stuckforce.
  4. Atmosphere generator. Mothballed. Permanent clouds.
  5. Glass field. Landing facility for void liners. Mothballed.
  6. Place of no honor. Waste storage facility. Tours twice weekly.



## **LOCATIONS IN THE HELIODOR ZONE (H1–H7)**

*Proceed hex by hex. A die six-sided and then again. Then, a die six-sided to pick the vertex of the location. If multiple locations combine in a single vertex, they combine.*

1–2 Town or other settlement. Please observe local ordinances.

1. Unincorporated feral assimilation camp.
2. Sprawling metastatic slums.
3. Model potemkin town.
4. Upgraded pod-dweller early settlement.
5. Wealthy portal temple hub.
6. Aristocratic high culture promotion resort.

3–4 Wealth multiplication facility.

1. Plantation meta-administration bureauplex.
2. Semi-sentient autorefinery and drone hubs.
3. Sentient consumer goods autofactory hive.
4. Food factory. Please remain in the visitor section.
5. Cosmic energy accumulator and redistributor.
6. Stock exchange theme park museum.

5–6 Oldtech nexus.

1. Forcefield pleasure dome. Hedonism optional.
2. Extracosmic stasis soldier storage facility.
3. Ancestor simulation mechanical mind.
4. Restricted source code rewriting archive.
5. Void zoo complex. To be removed.
6. Prison of the ill-fated pretender.