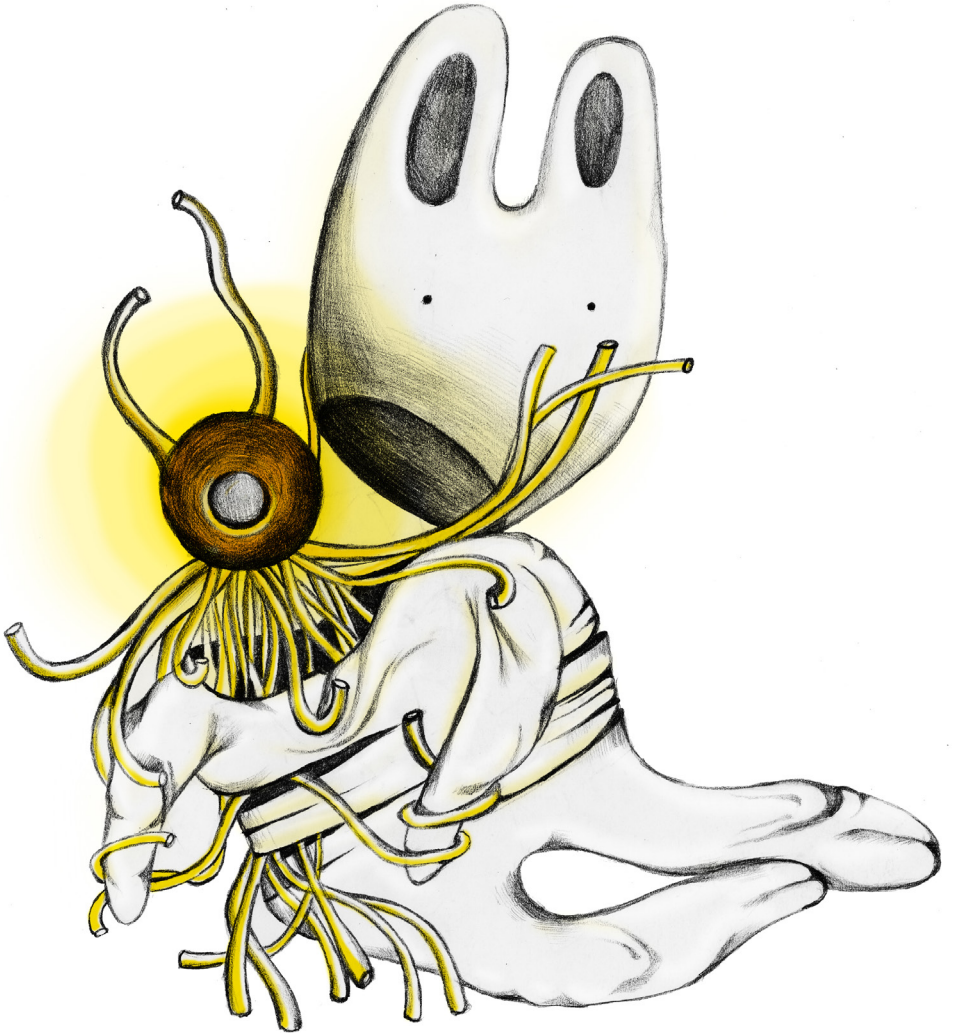


# W E N G L E I N S T R U M E N T A L I T Y



SOMEWHERE WHERE IT wasn't before now stands a factory making fruit. The wengles work, all day and all night, to send their trainloads out. The pile is high when the train wobbles past and the fruit falls along the tracks. Scamper for free fruit, everyone is happy

and full! The fruit flies off shelves, it is everyone's favourite treat. The orange fruit of the wengles, gentle rabbit farmers, who bring food and the future, invite you to come ride their trains and eat their fruit. The fruit is the way, it is peace it is freedom it is delicious.

# Banadopus

SKILL 9

STAMINA 28

INITIATIVE 5

ARMOUR 0

MIEN

1. SLEEPING

2. CONFERRING

3. CLOSING

4. ASSURING

5. CONFERENCING

6. DIGESTING

THE TWO TAILED serpent was here before the rabbits, curled around a hole in the earth in idle retirement. Banadopus now acts in an advisory capacity for the wengles, sharing his skills as a captain of industry and master horticulturist. He is, by his own admission, lacking in ambition with regards to the zest and its fruit.

## Boardroom

THE WENGLES TAKE the science of desire very seriously. Here they discuss the arcane declarations of the Watcher and the oracular tracts of the Mainframe, project the future and graph the past, assign the budget and expand the rail, discuss retirements and prospective hires, and ensure the smooth running of a busy factory.

## Loss Control

ANYWHERE WITH SUFFICIENT orange fruit consumption is likely to have people who stumble upon the path of zesty apotheosis. The rabbits of the loss control unit monitor consumers remotely and subtly encourage & protect their progress. Neighbourhoods experiencing an outbreak of glowing eyes might, for instance, read in a well respected magazine that it's very fashionable in other parts to have them and isn't it nice that the provinces are catching up?

## Mainframe

ORTHODOX RABBITS STAND by the old ways of watchers and whales, and even the most radical among them wouldn't deny the speed of the cetacean processor, but the tape decks can run all night. Just tap in the questions and out come the answers,

no need to bother the busy watcher or wake up the whale and the whole neighbourhood with its singing. Pure convenience.

## Orange Fruit

A SOFT, FLESHY, sticky, sweet fruit grown from trees fed on the extracted zest. They must be handled carefully since the skin is stretched to bursting and any pressure will bruise and spoil them. They don't travel well, any traders or tourists taking fruit back from the factory will usually return home with a tart mush. Delicious for sure but not enlightening. To try the real fruit one must travel to a neighbourhood that is visited by the wengle train, where the fruits arrive on smooth rails in perfect condition.

## Oringarium

FED BY THE zest from deep underground, the oringarium produces bountiful harvests all through the year. Enterprising visitors often think to take advantage of the wengles' good nature and sneakily snag cuttings when they think they're not being watched. The rabbits indulge this behavior since they know that without the essential element of zest the plants just can't bring themselves to grow.

## Rabbits

THE STORY THE wengles tell their customers is that they were a rabbit burrow who migrated to find safety and dug their burrows into the roots of the orange fruit trees and fed from their fallen fruits. One day, after not very long and much fruit eaten, they emerged as uplifted rabbit people with fully grown souls and minds. "Imagine," they say, "what it would do for you who is already in possession of a large body and shining soul. Please eat our fruit!"

## R&D

THE WENGLES WEREN'T the first to find the zest. The Banadopus' words have been confirmed by careful excavation of the site whereby the rabbits have found layers of past occupation. Each warden was different, some protected the gifts of the zest while others shared it and still more hid it jealously. The rabbits' main interest is however not in the philosophical or ethical quandaries of the past but rather more on the recurrent downfall of the caretakers and how best to avoid it. So far so good, they say.

## Refinery

PIPES TRAVEL DEEP underground to reach the purest and most undiluted zest as it bubbles up. Water gets caught in the mix and must be separated before processing and the resulting zest-rich water is used to variously water the trees and power the fizzy baths the wengles love so much.

## Spider Bank

THE CONNECTION BETWEEN the wengle compound and the spider bank is a secret that no one's telling. But the spiders must owe them something significant and binding to cause them to debase themselves by sending a teller to personally and privately donate their silk.

## Squid

SKILL 6

STAMINA 43

INITIATIVE 3

ARMOUR 2

MIEN

1. DORMANT

2. TWITCHING

3. LOADING BOXES

4. CLEANING

5. REFUELLING

6. DOING TRICKS

ZEST FUELLED MACHINES, rubber sacks inflated with the extracted fizz, indefatigable working machines of the wengles' ingenious design. They maintain some basic independence and can follow verbal instructions however fine articulation requires a driver at the wheel. The controls are so simple a child could operate them, a fact confirmed by regular tour groups at the rabbits' encouragement.

## Train

NEIGHBOURHOODS GET BOUGHT up by legal representatives of anonymous buyers over years and generations only for a team of mercenary laborours to arrive one day, demolish everything, and set track ahead of a steam spewing trai., wengles at the engine and wengles at the back, throwing orange fruit to confused observers. In time people come to rely on the convenience and deliciousness the train bring.,

## Watcher

THE FIRST AMONG equals, who sits, observes and considers. Information is gathered and presented and then a deep thought is entered where the watcher connects to the whale-mind in order to supplement their own. Through this mind expansion new avenues for sales can be found and new markets opened for the divine fruit. Some visitors have thought to slip away from their tours to ask the watcher for advice. Though obscure, their oracles are always accurate.

## Wengle

SKILL 6

STAMINA 14

INITIATIVE 3

ARMOUR 1

MIEN

1. FOCUSED

2. FESTIVE

3. ATTENTIVE

4. EAGER

5. FROLICKING

6. DISTRACTED

SPECIAL: Can only be permanently destroyed with magic or plasmic weaponry.

THERE ARE 43 wengles at any one time and never more; creatures of light, harvesters of the orange fruit, those left behind to shut the door. They come in a form more pleasing to us by hiding their tentacled bodies with silk bunny suits and living a life of conscientious gaiety and grace.

## Whale

HIGH ABOVE THE wengle factory a whale does gentle barrel rolls while being careful not to tangle its brain cords in the factory's towers. When it is not being utilised by the watcher it protects the orangarium by scooping up hungry birds and insects in its baleen.

## Zest Vent

AT THE BOTTOM of a deep pond zest bubbles up from beneath the earth. At the slightest disturbance its effervescent fecundity spawns unlikely creatures that float and fall like dandelion seeds; birth and death in a gentle and uncertain arc.

# Zesty Apotheosis Path

A SINGLE ORANGE fruit can be eaten as a Provision, a full and fulfilling meal. Have the player track how many fruits they have consumed, this number may be treated as a secondary pool of Stamina for all purposes and reduced as such at the player's discretion. There is a side effect for this miraculous fruit, frequent consumption triggers incremental apotheosis, which may or may not be desirable. Whenever Stamina loss is replaced with a point of tracked orange fruit eaten roll 1d6. If a 6 is rolled then the player character progresses along this path, gaining the effects of every level they have passed.

1

Create a yellow light from your eyes at will which acts as a successful sixth sense skill roll on anything you illuminate with it. Others can see the light and the results.

2

You can see tiny orange people who will help you by pointing out interesting things. If you wish to look for them you may test your luck to do so. No one other than those with this zesty vision can see them, though those who share the sight can see the same people.

3

You act in the eternal now, the future is an unwavering line. Gain +1 initiative.

4

Create small objects from thin air, though they last only a few moments before returning to you as

fizzing mist. Each item will last long enough for one small use, like a spoon for eating or a lockpick for lockpicking. Exact objects can't be made, so no specific key for a specific lock, but a generic key can be made.

5

Your division from others is becoming more apparent. You generate an absolute-field which deflects anything that can harm you, gain an innate 1 armour which cannot be negated.

6

Your fizzing creations are permanent but each costs 1 permanent stamina to maintain. You regain that stamina when you allow them to dissolve, which can be done at will.

7

Little people come out of your wounds instead of blood or other vital fluid and will try to pull you back together. If you die due to loss of stamina you will return to 1 Stamina unless you go to -10. Any dismemberments can be reversed this way, the little men will join hands and pull.

8

You become a tentacled orb of light immune to all damage except that from a plasmic or magic source. At all times you float a couple of feet off the ground and are able to fly at a swift running speed if desired.

9

Your almost intangible form fizzes and evaporates up into the humpbacked sky. Apotheosis has been attained.

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