

A VIRICORNE GUIDE - PREP
Viricorne, the Reborn City

-features, backdrop
+people, situations

To Players

1. Who are you?
2. Why did you come?
3. Who are you as a group? Adventurers?
4. Clarification on bottom of p.6: taking over other people's characters? My read is no.
5. Help me with Plaque rules; I don't have all of their names or effects memorized.

Sholor

-Tight red vest, gray skirt, heavily tattooed (which act as a pass around the city)
+A woman passing as a man, as it's safer, especially around adventurers. She hasn't been Transformed.

Names

- | | |
|-------------|--------------|
| 1. Farhad | 11. Karlotta |
| 2. Coro | 12. Homais |
| 3. Klar | 13. Reza |
| 4. Rourke | 14. Ayus |
| 5. Eskandar | 15. Lou |
| 6. Lura | 16. Balan |
| 7. Ziff | 17. Niloufar |
| 8. Effi | 18. Mitri |
| 9. Esther | 19. Novan |
| 10. Felix | 20. Paul |

People & Places

Vestiket

- marble bar with big tubs of drinks. At bottom of mountain facing sellers in the colonnade of Peripha's broken temple.
- Can climb to city up the Touch-and-Go, pay (\$) to hire mules to ride up the eastern cut, or (\$\$\$) for the Manalves to fly you in their cage.
- +handsome virgin boy waiting to meet Peripha; mother is a scholar and wants him to talk with Peripha to get details of her life and various historical questions, but he's afraid. He's waiting here alone till evening (when Peripha sometimes shows to meet virgin boys).

Manalves

- beautiful human men & some women who fly on wings of wax & stolen feathers, lashed to bodies with glue and beast tendons. Most die young.
- wicker cage to take travelers up. Summoned with mirror.
- hang out @ southern promontory of the Rock, preening & enjoying the attention of teenagers. When here, put the **FLY** plaque into play.
- +leader (~30) disapproves of and tries to control the most daring, popular youth (16). Freewheeling and loved for his feats of flight. People think 30yr old is jealous and worried about losing his position, but he is simply honestly concerned for the youth's wellbeing (which other Manalves would see as proof of his out-of-touchness).

Periphereal

- forest surrounding Viricorne, inhabited by Inlucova, iridescent, wise & curious beetles.

Judges

- dusty stone
- if you've committed crimes, it's your responsibility to present yourself and petition for a judgement.
- +blank-faced woman, a petitioner occasionally comes by and leaves dejected.
- +gregarious, chubby man, surrounded by people, mostly lets people off the hook.
 - +a bailiff is with each, in case you get sent to the Corne of Animal Kings

Food Plaza

- open fires, courts & stalls, faces smeared with blue soot.
- have to help in order to be able to buy food.
- +grey-skinned group, standing and crouching on benches around a table. Map on the table, grease pencils scattered around, marking up a map of Viricorne, openly discussing how best to assault and invade the city.
- +they are the last of a dead people. They are no threat, though their plans seem remarkably solid.

Library of Diaries

-more than 50M, more brought every week. Read one and the writer becomes a resident in your mind. When read, I can, playing the character in your head, tell you to spend a token of my choice when I want to.

+Woman married to a man who has worked to convince her their house is haunted. She had an affair and is terrified he will find out. Will the ghost tell him? *Has* it? (Effi Briest)

+Knight who has sworn to depose a demon of the forest. However, after many forays, he's increasingly convinced the demon is his brother. What to do when he finds him? (Balan & Balan from Idylls of the King)

+Apothecary. Lots of recipes & theorems. Also local town gossip and pasted-in newspaper clippings; his pro-fascist political writings (Homais from Madam Bovary)

The Prostitutes

-sheer pretty fabric, elaborate plush rugs. Many species and genders.

-must catch their eye, then can fill their water pot & have a convo. If they like you, can tip them & maybe get a kiss, then can come back tomorrow and maybe fuck. Then, give all your money.

-must fuck in public. Most people avert their eyes.

+Boar men

+one of the gray women

+incredibly chiseled man, once a Manalve. Pale pockmarks all over his dark skin betray where the glue for his tendons once calcified.

The Onsen Raba

-public baths, natural hot springs

-bathe with another gender and **BODY-SWAP**

+people bathing each other—a slight hitch in the action, as if pausing and un-pausing, then a moment of giggling, or gasping, or crying.

+creepy man waiting by the entrance, looking around for eye contact. Comic-book built, muscles like basketballs. Looking to swap bodies with anyone he can. "This is a powerful body." (when this person was a woman, she was awkward and creepy, thought switching to this would help, only made it worse).

The Well of Else

-ongoing, improvised play, played throughout the streets of the city. People stop to observe, or recite a speech along with the actor, or join a chorus.

-romantic tension between Asive, the Man of Words, and Lila the Witch.

The Sap Market — The Debaters

-bustling. Saps for everything—eat, drink, industrial purposes.

-have to pay a tax to debate. When done, draws a crowd.

+someone looking to debate about how the Treaty of Manlikes is BS.

+debates occurring:

+nature of godhood: if a god can be born it's not a god VS "god" as a quality of being, not a super-category of being.

- +transformation is fleeing the Self VS there is no Self but many selves
- +universal VS local definitions of beauty
- +debate junkies sitting around. A whole school whose education is to be here and participate, led by a very old woman who remembered when there was no tax.

Nativity of a Goddess

- mist, forming, learning the heart of the people. When it passes over you, you feel heard.
- children and the poor seek it and trade in secrets regarding when and where it shows.
- +two children and an old beggar man scratching provisional maps in the dust of where it's been, where it might be going. One of the children swears that every fifth day he can predict where it goes perfectly.

Corne of Transformation

- metaphysical structure of silence and dust.
- sundew calyx (husk; pod). Three months inside and transform
- +young woman and her older mother. Woman trying to convince mom to go for it; she's always wanted to, but been held back by her responsibilities. Wants to become a bird.
- +Someone waking as a boar-man. A fashionable identity at the moment.

Corne of Patience

- metaphysical structure of flicker and lime, going down into the rock. Entered through a relief-sculpted portal in the yard of a shadowed plaza.
- cool & dry corridors, glowing yellow fungus, alcoves stocked with human corpses.
- can stay for 3 days unless you're a resident or investigating a murder. Can buy the corpse of an unsolved crime.
- +young boy, faint traces of blue at the edges of his lips, at a table with a book. Buy corpses from him and use the catalog to find it.
- +large vaulted mausoleum where a large production is going on—many people taking corpses down, evaluating them, stacking them, searching for something.
- +turns out that it's a scene from the Well of Else.

Corne of the Animal Kings

- metaphysical structure of dignity and dew, transparent towering cone. encloses deadly wilderness.
- +Disiri, King of the High Crows, rules the upper reaches. Trying to convince the others to break the confines of the Corne. Colorful frill on head.
- +Garsecg, King of the Muck Dragons, rules land and forests.
- +Able, King of the Water Apes (swamp thing), rules lakes and waterways.
- Kings will hear your testimony. Will play part in judgement executions, but don't like it.
- Want to do something to show that human justice is in error, but not sure what to do. Needs a push.
- Place **PERCEIVE** plaque in play if you interact with a King.