

# AGE OF UMBRA Sallowlands



## ROAD TO NOWHERE

AN ADVENTURE FRAME FOR  
 **DAGGERHEART**

# AGE OF UMBRA Sallowlands

## ROAD TO NOWHERE



WORDS | ART | LAYOUT  
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BASED ON **AGE OF UMBRA: SALLOWLANDS** FROM CRITICAL ROLE &  
MATTHEW MERCER. A SPECIAL THANK YOU FOR LETTING ME PLAY IN THE  
STRANGE SALLOW SANDBOX OF THE HALCYON DOMAIN.

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# THE ROADWURM

A colossal, Umbra-warped, centipede-like monstrosity that slithers just beneath the rocky sands of the desert floor. Its back forms a long, shifting stretch of inky black road—a half mile-long stretch of chitinous pavement that streaks across the Sallowlands at a relentless pace. Always on the hunt for other umbra-warped monstrosities, it devours them whole and digests their cursed power into its own.

**The apex predator of the Sallowlands, its presence is so overwhelming that the effects of the Umbra are suppressed here – no Sacred Pyre required – just the presence of the Wurm itself.**

## NOWHERE

Riding along its back, traveling at breakneck speeds for weeks at a time, is the convoy-city of **NOWHERE** – a horrifying collection of mechanical vehicles, called **DEADRIGS**, daisy-chained into three sprawling mega-structures that race across both the living highway's back and the arid sands of the Sallowlands.

Like suckerfish trailing a shark, the citizens of **NOWHERE** live in symbiosis with the beast. They aid in its hunts and, in return, are allowed to persist in its dry wake – harvesting the black, oily blood of its fallen Umbral prey to fuel their infernal machines.

The city never stops. The only true rest comes after a kill.

After the serpent feeds on one of these lesser monstrosities, it enters a temporary hibernation – coiling into a massive figure eight as it slowly digests its meal.

During this brief reprieve (often weeks, sometimes a full season), the raiders guard the slumbering titan. In that time, the city opens its gates to outsiders: trade, gambling, and entertainment flourish.

Most famously of all ...

**DEADRIG POD RACING.**

# THE TRAVELING CITY OF NOWHERE

The city has 3 districts that always travel in tandem. Motor-cult members swarm between mega-rigs on single-seat DEADRIG PODS, keeping the peace, while smaller vessels ferry citizens between platforms.

## THE FORTRESS

The main keep of NOWHERE. Here the Roadwarden rules from his driver's seat, commanding his army of "Highwaymen" and listening to the vibrations of the ROADWURM.

## THE GARDEN

Massive floating platforms that contain all the food production and commerce centers of NOWHERE. An expansive open-air bazaar holds wonders from beyond the Sallowlands, while over two dozen "island gardens" trail behind on Mechanus Chains.

## THE GARAGE

A colossal moving barracks filled with unholy devices used to fuse meat and metal into speed machines.

# THE FORTRESS

The main convoy and headquarters of the Roadwarden, Ramrodicus, and his Motor-Cult. Various oversized rigs connected by Mechanus Chains, tow a massive metal tower where he sits in his life-sustaining "Driver's Seat." Only members of the cult come and go freely here – although sometimes a hitcher might catch his eye and be permitted an audience with the One True God-King of the Road. Anyone caught trespassing in this district is captured and sent to D., Killjoy's lab for experimentation and "processing."

**ENVIRONMENT | TIER 4 SOCIAL | DIFFICULTY: 20**

## THE PRIVATE STASH PASSIVE

A warehouse filled with the a private stock of **DEADRIGS** under lock and key. Guarded by a gang of Highwaymen who consist entirely of **RAMRODICUS'** meathead offspring (1 per player), they use the same stats as the **HIGHWAYMEN** (pg. 16) with the following changes:

- They add their **SPEED DIE** (pg. 10) to all rolls, even when not piloting their rigs, as they wield an array of strange gadgets made by Killjoy at the request of their prodigious dad.
- They each start with a different-sized **SPEED DIE** to represent their variety in ability, shape, size, and luck.

If the guards are defeated or evaded, the players can break into the private garage. Each player can describe something stange about a vhcile they find – and steal it.

These rigs come equipped with 2 **BOOSTS** and 2 **CANS** of **ICHOR**.

**NOTE:** Before attempting this, you may want to warn the players that stealing these vehicles makes them enemies of the state and that the fallout would result in a chase.

## AN AUDIENCE WITH THE ROADWARDEN PASSIVE

When the players finally meet the (self-proclaimed) God-King, they are shocked. He's a sickly, dying old man. His driver's seat isn't a throne – it's a torturous life-support chamber. His flesh welded to a machine that drains the Umbra-taint from his necrosis-ridden body and replaces it with the blood of hapless, missing hitchers.

He feebly greets you. He is so tired. He rambles about his victories and the evidence for him being the first in a new age of a single god – him. He coughs up blood as he speaks.

At the end of his speech, he offers the players a choice: join or die. Now that they have seen who he is, he must know he can trust them to uphold the "dogma."

**PLAYERS CAN CHOOSE TO ANSWER TRUTHFULLY OR ATTEMPT TO LIE BY MAKING A SUCCESSFUL PRESENCE ROLL.**

# THE GARDEN

A series of floating platforms – built from the wreckage of crashed airships, their sails stretched into a massive canopy. The garden is a market and farming district all at once. On any given day, upwards of a hundred traders and laborers – "hitchers," as the cult refers to them – huddle there, hiding from the Umbra. The bazaar stays calm. The Highwaymen enforce a zero-tolerance policy; Any trouble, and ALL parties answer for it – usually with death. Which, for most, is still better than Killjoy's workshop.

**ENVIRONMENT | TIER 2 SOCIAL | DIFFICULTY: 13**

## BIZARRE BAZAAR PASSIVE

The city draws in many different types, both while traveling and parked. As such, it has one of the most interesting and diverse groups of merchants and traders in the Sallowlands.

- Most weapons and armor in core rules are available for **1 BAG of GOLD**.
- Roll on the **LOOT** and **CONSUMABLES** tables in the core rulebook at the cost of **1 BAG of GOLD** per d12 rolled. (e.g. 4 Bags + 4d12)
- Once per **TIER**, for the price of **3 CHESTS of GOLD**, you can search the market for a specific magic weapon (with a **TIER** level equal to your current **TIER** or less).

## DAY LABOR ACTION

A local farmer offers to hire the players for some labor on her "island farm" – a small plot of land in a wheeled cart tethered via Mechanus Chain to a network of other trailer farms. Her rig is in the shop, so she needs strong backs to carry supplies on foot, hopping from cart to cart – and no one else has been dumb enough to take her up on the offer.

Players can attempt this semi-perilous task manually by making **STRENGTH** or **AGILITY** rolls. Start a countdown (3), ticking it down with each successful roll:

- When you fail, describe your misstep and how you avoided becoming roadkill, and take **2 STRESS**.
- When you succeed, describe your feats of ability and strength as you show off and **MARK** a **STRESS** (no **STRESS** on a critical success).

**FOR YOU REWARD, YOU RECIEVE THE FOLLOWING:**

- **A SORE BACK** – Next time you clear **STRESS**, clear half as many instead.
- **A DAY'S PAY** – Everyone receives **2 HANDFULS of GOLD** & a pat on the back.
- **A WARM MEAL** – and a cold drink.
- **A PIECE OF JUNK** – Each player rolls on the **EQUIPMENT** table. All gear has the **BROKEN** condition. (See pg. 20 for more info.)

**NOTE:** DAY LABOR can be used as a framework. Reskin with different odd jobs and NPCs as you flesh out your version of NOWHERE.

# THE GARAGE

A multilevel mega-structure – part workshop, part prison. Dr. Senestor Killjoy, the city's Chief Machinist, oversees the Roadwarden's fleet of infernal machines from here. Most of the structure is open workshop, holding cells bolted to the walls. Catwalks crisscross above The Pit – the heart of the massive vehicle. A hungry, horrible machine. It consumes anything it touches, warps it, fuses it with metal slag and asphalt – the excrement of the great ROADWURM – to forge the replacement parts that keep the fleet moving.

**ENVIRONMENT | TIER 3 SOCIAL | DIFFICULTY: 17**

## RACING SIGNUPS PASSIVE

**DEADRIG** racing is the easiest way to gain clout and notoriety in **NOWHERE**. While the city is parked (and the Wurm hibernates), players can enter the races if they meet the requirements:

- Have a working **DEADRIG**
- Pay the registration fee – either a **BAG** of **GOLD** or a **CAN** of **ICHOR**
- Have a member of the **RIVAL RACER** vouch for your group

## RIG WRECKAGE PASSIVE

A section of the workshop is devoted to salvaging scrap. PC can **MARK** a **STRESS** as they pull apart the twisted metal and warped flesh to find functional parts of a **DEADRIG**:

- **A SET OF WHEELS** – Describe a strange sensory effect they produce.
- **A CHASSIS** – Describe its unique shape and material.
- **AN ENGINE** – What internal organ is fused with it.

Once all the parts have been collected and you acquired a set of **MECHANUS CHAINS** (pg. 20), construct the vehicle by either paying a Road Priest 2 **BAGS** of **GOLD** or start a **DOWNTIME** project (6) to build it yourself.

## THE PIT PASSIVE

At the center of the mega-rig sits **THE PIT** – a device that fuses meat and metal into just about anything you can imagine. Dr. Killjoy uses it to fabricate the machines that keep **NOWHERE** running. The process requires 10 times the raw materials of the intended object and a **KNOWLEDGE ACTION ROLL (22)** to produce an infernal item (such as Mechanus Chains). Use of the machine is strictly prohibited without Dr. Killjoy's explicit permission – violators are punished. Players may attempt to sneak in after lights out with a **FINESSE ACTION ROLL (12)** roll to use the machine undetected.

## THE JOY OF THE KILL ACTION

While exploring the **GARAGE**, **SPEND** a **FEAR** to have the PCs stumble upon one of Dr. Killjoy's private workshops and witness him operating a stange machine with humanoid subjects and Umbra-tainted specimens. He appears to be transfusing blood between them in some experiment. As they listen, they hear him mutter: "This might solve both our fuel and overpopulation problem, but I need healthy test subjects."

Players must succeed on a **FINESSE REACTION** roll to avoid detection. On failure, Dr. Killjoy address them and his **FOE COUNTDOWN** (pg. 7) decreases by the number of failures.



## CALAMITY CASS They / Them

BARKEEP/OWNER OF "THE GAS SATION"

Calamity Cass is the unluckiest person in the Sallowlands. Everywhere they go, doom follows. Everything they touch turns to shite. They look like they haven't slept in a year.

**FRIEND:** They collect lucky charms - the tavern is covered in them. If you find something that actually works, they will be in your debt, which they can repay in information and drinks.

## She / It **EMPTY CHASSIS**

HEARTLESS RACING CHAMPION

A Frankensteined clank, brought back to life from its time long ago as a forest guardian, fused with the infernal tech of Killjoy's experiments, she is now the prized jewel of RAMRODICUS' royal racing team - until Killjoy deems its debt is paid. Until then Killjoy keeps its heart hidden in a secret lab somewhere in THE FORTRESS.

**FRIEND:** Find and return its heart, and it will join your party! While in your party treat all SPEED DICE as one size larger.



## DEADGUY He / Him

DIRTBAG DO-GOODER DETECTIVE

One of Killjoy's failed experiments - immortal, pain-ridden, and free from the Umbra - but at the cost of his memories and humanity. He skulks through the city, gathering evidence of Killjoy's crimes and building a resistance. His goal: seize production from the blood-hungry motor-cult. DEADGUY has 1 HP and 1 STRESS. If killed, he respawns randomly in NOWHERE at the end of a LONG REST.

**FRIEND:** Collect evidence on Killjoy - countdown (6). Each piece of evidence ticks it down by 1. At zero, DEADGUY starts a resistance cell in THE FORTRESS and invites the party to join.

## RAMRODICUS THE ROADWARDEN

He / Him

GOD-KING OF NOWHERE

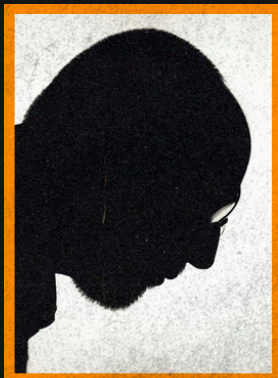
The leader of the HIGHWAYMEN. The God-King of Nowhere. Legend says he subdued the ROADWORM with a whisper – didn't even lift a finger. They say he stands nine feet tall, eyes like a blizzard, capable of crushing a Pain-Beast's skull in his bare hands.

His voice rolls like thunder; the Sallowlands tremble when he speaks.

From his "Driver's Seat" – a throne atop the tower fortress – he commands his legion and guides the great Road toward its next meal. You can see him from a distance, a silhouette against the sky. But few have ever stood before RAMRODICUS and walked away



**FRIEND:** Ramrod's favor is represented by a progress countdown (6). Each time you perform an impressive display of strength – win a race, lead a hunt, etc. – it decreases by 1. At 0, you are summoned for an audience with RAMROD and the promise of a "great reward".



## DR. SENESTOR KILLJOY

CHIEF MACHINIST OF NOWHERE He / Him

Said to be the true mastermind of NOWHERE. A man whose curiosity and loose morals have birthed world-changing mechanical horrors. The God-King found him after his Highwaymen razed Killjoy's home and family – and took him in as one of his own. Now Killjoy searches for a solution to NOWHERE's oldest problem: too many mouths, not enough fuel.

And Killjoy will find a way to kill two birds with one stone – even if the doctor must put every vagrant hitcher in the ground to do it.

The doctor's contempt for his "father" and "siblings" is barely hidden. They say he's brewed a new sickness – something to weaken the royal bloodline. Maybe even to settle a score.

**FOE:** Killjoy watches strong outsiders who won't kneel to Ramrod – not out of loyalty, but because he values control and won't let meddlers foil his plans. His vitriol is tracked by a progress countdown (6). Each time players do something he twists into heresy, it drops by 1. At 0, the party is dragged before RAMRODICUS for "great retribution."

# THE AGE OF UMBRA

THE RUSTSAW WOOD

THE TOWER  
OF OXUDOS

T H E S A L L





SORROWHEART  
SANCTUM

OATHWELL

HOOKBURROW



L  
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S

# DEADRIG PODS + RACING

**DEADRIG PODS** are the heavy metal, blood-fueled, single-person motorcycles favored by the motor-cult – infernal iron melded into asphalt-chewing speed machines that tear down the **ROAD TO NOWHERE** at breakneck velocity. These pods are significantly faster than the larger **DEADRIGS** that make up the majority of the moving city. The Highwaymen celebrate every successful Hunt by throwing themselves into non-stop pod racing tournaments, which is a major source of entertainment and commerce for the citizens of **NOWHERE**.

***THEY RACE FOR CHROME, GLORY, AND PINK-SLIPS – TO THE DEATH.***

## THE RACETRACK

After devouring an Umbra-beast, the Wurm grows so drowsy it nearly collapses on the spot—crashing into the shallow dirt and sinking into a deep hibernation. That's when the race track is born.

To map the slumbering **RACETRACK**, roll 6d6 on a sheet of paper. Then draw a line from each die, in any order, connecting them all into a single loop, line, or figure-eight.

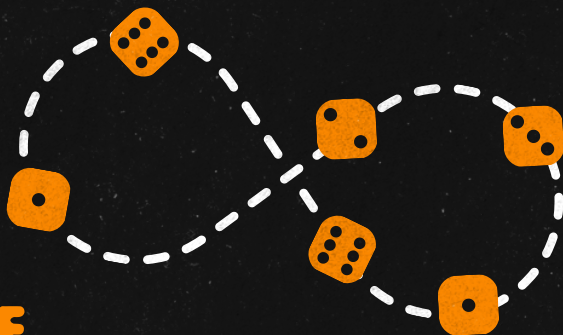
Those points on your map are **CHECKPOINTS**. They determine the current **RACE DIFFICULTY**. And they're the moments we “zoom in” during the race.

## RACE DIFFICULTY

Each race starts at whichever checkpoint has the lowest difficulty.

### SPEED DIFFICULTY TABLE

|                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                   |
|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
|  |  |  |  |  |  |
| 14                                                                                | 18                                                                                | 22                                                                                | 26                                                                                | 28                                                                                | 30                                                                                |



## SPEED DIE

A RIG typically starts with a d4 **SPEED DIE** that you roll in tandem with your Duality Dice. When you make an **ACTION ROLL** while racing, if your **SPEED DIE** is higher than your Hope or Fear dice, you **ROLL WITH SPEED**:

- Choose a **BOOST** from the list—you can use it now or save it. You can only store 2 **BOOSTS** at a time.
- You can only choose an effect on the list that matches your Rig's **SPEED DIE** or lower.

Each Rig is equipped with a unique **BOOST** that you can activate by spending a Hope or when you **ROLL WITH SPEED**.

**CRITICAL SUCCESSES** are triggered by doubles on any of the three dice.

If you roll a **TRIPLE CRITICAL**, you also gain a **BOOST**.

## CHECKPOINTS

**CHECKPOINTS** are snapshots of the chaos—the tight turns, the screaming engines, the hazards that separate racers from roadkill. Each **RACER** makes a **CHECKPOINT ROLL** to move to the next one.

- **CRITICAL SUCCESS** – You rip down the track. Gain a **SPEED BOOST**.
- **SUCCESS WITH HOPE** – You are neck and neck with the pack.
- **SUCCESS WITH FEAR** – You begin to fall behind the pack. You gain **DISADVANTAGE** on your next **CHECKPOINT ROLL**.
- **FAIL WITH HOPE** – You get left behind as you deal with a **HAZARD**.
- **FAIL WITH FEAR** – You nearly wipe out, forcing you to face a **HAZARD**, and you have **DISADVANTAGE** on the next **CHECKPOINT ROLL**.

While on the track, violence is encouraged and expected. At **CHECKPOINTS**, when you have the **Spotlight**, you can elect to forgo your roll and choose to **FAIL WITH HOPE** to make an attack against an enemy **RACER** instead.

## FINISH LINE

The last **CHECKPOINT** determines which team of racers wins. The party makes a special group roll, with each player rolling their **Duality Dice** + **SPEED DIE**. Rank the results from highest to lowest.

Any rivals that remain in the race then roll **1d20** + their **SPEED DIE** and are then added to the ranking.

If players are linked in a **DEATHPOD** at the finish line, they may perform a **GROUP ACTION** roll to determine their collective rank. (See next page for more info.)

***Ties go to the players, but come at a cost.***

Ask the PC: What did you lose or harm? How will this affect you permanently?

## CHECKPOINT HAZARDS

- **DEBRIS ON THE TRACK**  
MAKE A **REACTION (12)** ROLL OR MARK A **STRESS**.
- **DIRTY TRICKS**  
ATTACKED BY A RIVAL **RACER**.
- **OUTRAGEOUS RAMP**  
**REACTION ROLL (16)** OR FLUNG FROM YOUR RIG & TAKE **MINOR DAMAGE**.
- **AN ICHOR SPILL ON FIRE**  
WHEN YOU TAKE THE **SPOTLIGHT**, **MINOR DAMAGE** UNTIL EXTINGUISHED.
- **LOSE CONTROL OF YOUR RIG AND CRASH**  
SEVERE **DAMAGE** OR SEND **1D2 DOMAIN CARDS** TO YOUR **VAULT**.
- **YOUR RIG SPUTTERS AND COMES TO A HALT**  
USE **FUEL CAN**, OR SPEND **3 HOPE**, OR MARK **3 STRESS** IN ORDER TO NOT FORFEIT THE RACE.

## TEAM-RACING AKA LINKING RIGS

**RACES** are team based, either the party wins or the **RIVALs** do.

Although it can be advantageous to race as individuals, **DEADRIG** pods can be linked together via their **MECHANUS CHAINS** (pg. 20), temporarily fusing their Umbra-engines to increase speed and power. **SPEND a HOPE** to attach to another ally's rig. For each additional rig connected to the pod, increase the **SPEED DIE** by one size (to a maximum of d12).

When linked this way, players are sorted into two categories: Pilot and Crew. Only the Pilot makes **CHECKPOINT ROLLS**, freeing up the rest of the Crew to **HELP** the pilot, attack **RIVALs**.

# DEATHRACE

ENVIRONMENT | SPECIAL EVENT | DIFFICULTY: USE CHECKPOINTS

**RIVAL RACERS – PASSIVE:** **RIVALs** are tracked abstractly using their **SPEED DICE** as tokens on the **RACETRACK**. Each race typically has a **RIVAL** of each dice size (d4, d6, d8, d10, d12), but they can be any combination of dice sizes depending on the circumstances of the fiction.

**CRASH & BURN – PASSIVE:** When the players successfully attack a **RIVAL** (or use an ability that would deal damage or otherwise impede the target), roll the lowest **SPEED DIE** among the **RIVALs**. On a 1–2, the player describes how they crash and burn. On a 3+, their **SPEED DIE** decreases by 1 size step.

**SPEED BOOST – ACTION:** The **RIVAL** uses their rig's special gimmick to antagonize the players. **SPEND 1 FEAR** and choose one:

- Force a player to make a **REACTION** roll (12) as the rival steals something from the PC. On a failure, they lose a **HOPE**. Ask the PC: What memento did they take? What made it special?
- They target the PC's rig, hitting vital mechanisms. Until the end of the race, gain a **FEAR** when their **SPEED DIE** rolls a 1–2. Ask the PC: What damage was caused? How did you compensate?
- They create a hazard, making the track more dangerous. You must **MARK a STRESS** each time you make a **CHECKPOINT ROLL**. **SPEND 3 HOPE** to neutralize the obstacle. Ask the PC: How were you impeded? How did you overcome it?

**RETURN THE FAVOR – REACTION:** After a player makes an attack against a **RIVAL**, you may **SPEND 1 FEAR** to make a retaliatory attack. Roll 1d20 + its **SPEED DIE**. On a successful hit, they deal **MINOR** damage.

## ICHOR AKA FUEL

Rigs need fuel: for this, they use **ICHOR**, a highly volatile and rare resource distilled from the blood of Umbra-touched creatures. Once slain, it produces **1 CAN of ICHOR** per **TIER**. The containers used to safely hold the fluid are bulky and take up your secondary weapon slot to carry.

While rigs are nearly indestructible, they guzzle fuel. Each **REST**, roll the rig's **SPEED DIE**. On a 1–2, its tank is empty and requires **1 CAN**.

## STARTER RIGS

**RUST RUNNER** | Standard beat-down junker. A good all-around rig.

- Starter Speed Die: d4
- Boost: +1 to an **ACTION** or **REACTION** roll

**BANSHEE BIKE** | Sacrifice armor for speed.

- Starter Speed Die: d4
- Boost: **ADVANTAGE** on **FINESSE** rolls

**TANK TUMBLER** | Built to last.

- Starter Speed Die: d6
- Boost: Ignore **MINOR** damage.

### THE ROAD PRIESTS OF NOWHERE OFFER RIG UPGRADES FOR A FEE: HANDFUL of GOLD

- Store an additional **BOOST**
- Store a spare **CAN** of **ICHOR** on your **DEADRIG**
- Spiked Tires | **ADVANTAGE** on attacks while **RACING**

### BAG of GOLD

- Upgrade to **SPEED DIE** from d4 to d6
- Upgrade **SPEED DIE** from d6 to d8
- When you use a **BOOST**, clear 1 **STRESS**

### CHEST of GOLD

- Upgrade **SPEED DIE** from d8 to d10
- Upgrade **SPEED DIE** from d10 to d12
- When you make a **CHECKPOINT ROLL**, deal **MINOR** damage
- Install an additional **BOOST** from the list below

## UPGRADING RIGS

**BOOSTS** come in many forms, **DEADRIG** modifications, a clever use of the environment, or just dumb luck. How it manifests is contextual. When you **ROLL WITH SPEED**, you can select any **BOOST** equal to the result or lower. The more powerful your rig, the more options at your disposal.

Your rig comes with a **BOOST** installed, but can temporarily hold 2 additional **BOOST** while racing, which are consumed upon use.

ACTIVATE ONE OF TWO WAYS: **SPEND 1 HOPE** OR **ROLL WITH SPEED**.

|            |                          |                                                                |
|------------|--------------------------|----------------------------------------------------------------|
| <b>D12</b> | <b>BURN RUBBER</b>       | DEAL SEVERE DAMAGE TO ALL RIVALS IN CLOSE RANGE                |
| <b>D10</b> | <b>MACH 5</b>            | INCREASE A CHECKPOINT ROLL RESULT BY ONE DEGREE OF SUCCESS.    |
| <b>D8</b>  | <b>OIL SLICK</b>         | ALL RIVALS HAVE DISADVANTAGE ON THEIR NEXT ROLL.               |
| <b>D6</b>  | <b>SHINY AND CHROME</b>  | NEXT CHECKPOINT ROLL, TREAT YOUR SPEED DIE AS ONE SIZE LARGER. |
| <b>D4</b>  | <b>OFFENSIVE DRIVING</b> | ADD SPEED DIE TO NEXT DAMAGE ROLL                              |

# THE ROADWURM

TIER 4 SOLO

**DIFFICULTY: 18**

**THRESHOLDS: 35 / 66**

**HP: 12 | STRESS: 6**

**ATK +10**

**ROAD RAGE:**

CLOSE | 2D20 +10

**TACTICS**

HUNT THE TAINTED.  
CONSUME WHOLE.  
REST & GROW.

**EXPERIENCE**

HIS MAJESTY THE WURM +3  
HUGE +6  
TREMOR-VISION +4

## PASSIVE

### RELENTLESS (3)

The Wurm can be spotlighted up to three times per GM turn. Spend FEAR as usual to spotlight them.

### ONE TRACK MIND

The Wurm is only satisfied when fed, always on the hunt for the flesh of twisted Umbral monstrosities. While it will attack any creature it perceives as a threat, it usually ignores creatures that are free of the Umbra's malevolent mutations.

### LIFE AS A HIGHWAY

The Wurm is always on the hunt for its next meal, constantly moving at 60 miles per hour while searching for the scent of Umbral-tainted blood. Its half-mile-long body will pass a stationary object in about 30 seconds. At the end of a **LONG REST**, roll a d20 – on a 19-20+ the Wurm has found prey. Players gain a new **DOWNTIME MOVE** while resting on its back:

**TRACK BEAST** – Describe the way you help lead the Wurm closer to its next meal, then increase the hunt's success range by 2. Multiple PCs can work together, granting a +2 bonus for each.



## ACTIONS

### MANDIBLE FILLED MAW

The Wurm springs out of the shallows and strikes at a target within **CLOSE** range. If successful, the creature is swallowed whole by the Wurm, taking 3d20+5 physical damage as they tumble through its seemingly endless, rock-shredding teeth. Any Umbral-Prey swallowed this way is killed instantly. Any other creatures that survive are now trapped in its **DIGESTIVE TRACT**.

#### DIGESTIVE TRACT | TIER 4 EVENT | DIFFICULTY 14

**ASPHALT ACID - PASSIVE:** When a player becomes trapped inside the Wurm, start a Progress Countdown (10) as they struggle to find an escape. Each time they make an **ACTION ROLL**, they must mark a **STRESS**. If a PC falls to 0 HP while inside the Wurm, they cannot choose **AVOID DEATH** when they select a **DEATH MOVE**.

**HALF-DIGESTED HORRORS - ACTION:** Spend **X FEAR** as one of the Wurm's meals seemingly springs back to life and attacks the nearest living thing in sight. X is equal to the creature's **TIER**. These horrors have the features they had in life, use the Digestive Tract's **DIFFICULTY**, but only 3 **HP** and 1 **STRESS**.

### SLAG SPIT

The Wurm regurgitates a mixture of the sticky, acidic asphalt it produces, mixed with rock and metal, and hurls it at a point within **FAR** range. All creatures within **CLOSE** range of the point of impact must make a **REACTION** roll. On a failure choose to either take 4d10 physical damage OR become **RESTRAINED** by the debris, requiring a **STRENGTH ACTION ROLL (15)** to break free.

## REACTIONS

### MOMENTUM

When the Wurm makes a successful attack against a PC, you gain a **FEAR**.

### ABRUPT HIBERNATION

Immediately upon consuming its Umbral-Prey, its form goes into a state of paralysis as it recuperates from the immense amount of energy it must expend during its frantic hunt. It falls over, typically curling into a figure-eight before going into hibernation (see racing rules). The amount of time it hibernates depends on the tier of the creature consumed:

**TIER 1 = 1 DAY | TIER 2 = 1 WEEK | TIER 3 = 1 MONTH | TIER 4 = 1 SEASON**

**DIFFICULTY:** 16  
**THRESHOLDS:** 10/20  
**HP:** 5  
**STRESS:** 4

**ATK:** +3  
**JUNK JOUST:**  
 MELEE | 3D10+4 PHY

**EXPERIENCE**  
 RIDE OR DIE +5

**TACTICS**  
 CONVOY.  
 SWARM.  
 REPOSSESS.

The HIGHWAYMEN are the ardent loyalists of the CULT OF NOWHERE and their God-King RAMRODICUS. They worship "the Road" (in the parlance of their dogma). They are religious fanatics that only value speed and chrome.

They live for the hunt and would rather lose their lives than see a drop of the precious ICHOR of that they use for fuel spill or go to waste.

## HIGHWAYMEN

TIER 2 STANDARD

### PASSIVE

#### HELL ON WHEELS

HIGHWAYMEN add their **SPEED DIE** instead of **ATK** to rolls while piloting **DEADRIGS**. The power/rank of the driver correlates to **SPEED DIE** size:

**GRUNT** (d4) | **ENFORCER** (d6) | **SPECIALIST** (d8) | **BRUTE** (d10) | **LIEUTENANT** (d12) | **BOSS** (d20)

#### NEED FOR SPEED

The speed of a rider on their **DEADRIG** is unparalleled, you may **MARK A STRESS** rather than **SPEND A FEAR** to spotlight a **HIGHWAYMAN**.

#### GOING THE DISTANCE

When attacking a target who isn't piloting a **DEADRIG** themselves, the **HIGHWAYMAN** can move from **FAR** range as part of its action.

### ACTION

#### ROAD KILL

The **HIGHWAYMAN** rams their rig into a target not on a rig themselves. **SPEND 1 FEAR** to deal **SEVERE** damage to the target and to themselves – this damage cannot be reduced by **ARMOR**.

#### NAME (d12):

1. Stylo
2. Rustjaw
3. KillerTofu
4. Razorface
5. ShortKnife
6. Barbara Doom
7. WheelJack
8. Dogface
9. Sandsucker
10. Meat
11. HeartDagger
12. Hark, the Herald

#### VIBE (d12):

1. Ten Foot Spike
2. Leather Jacket, Full Plate
3. Flamethrower Guitar
4. Too Many Knives
5. Ninja Knight
6. All Teeth
7. Is That a Strange Gun?
8. On Fire
9. Motor Magic
10. Monkey in a Sidecar
11. Lancer with a Lance
12. Flying DEADRIG

QUICK  
DETAILS

**DIFFICULTY:** 15  
**THRESHOLDS:** 7/15  
**HP:** 3  
**STRESS:** 4

**ATK:** +3  
**SNIPE:**  
 VERY FAR | 2D10+5 PHY

**TACTICS**  
 AMBUSH,  
 FIRE AT WILL,  
 EAT DEADRIGS.

These blighted mutations eat the scrap and shrapnel of derelict **DEADRIGS** left in the wake of Nowhere's death races, incorporating the metal and chrome into their fell forms – able to regurgitate shards of bone and brass at impossible speeds. They can smell asphalt up to 1 mile away and tend to hunt in packs.

**AT TOP SPEEDS, THEY CAN KEEP UP WITH A D6 (OR LESSER) DEADRIG.**

# BULLETSPITTER

**TIER 2 RANGED**

## PASSIVE

### EAT LEAD

After the **BULLETSPITTER** deals **SEVERE** damage, it must reload by consuming metal, bone, or asphalt the next time it takes the spotlight. During this time, it is **VULNERABLE**.

### LONG SHOT

**RANGED RELENTLESS (2):** While its target is within **FAR** to **VERY FAR** range, the mutation can be spotlighted up to 2 times per GM turn. Spend **FEAR** as usual to spotlight it.

## ACTION

### EXPLOSIVE EXPECTORANT

**MARK A STRESS** and pick a point within **FAR** range. All targets within **VERY CLOSE** range of that point must choose:

- take **SEVERE** damage from the projectile shrapnel or
- become pinned down by it, becoming **RESTRAINED** and **VULNERABLE** as a result.

## REACTION

### RIG HUNTER

While a player is operating a **DEADRIG** and **FAILS** with **FEAR**, spend 2 **FEAR** to summon a number of **BULLETSPITTERS** equal to that player's tier within **FAR RANGE** of the **PLAYER**.



**DIFFICULTY:** 18  
**THRESHOLDS:** 18/29  
**HP:** 8  
**STRESS:** 6

**ATK:** +3  
**CLAWS:**  
 MELEE | 4D10 MAG

**EXPERIENCE**  
 GODSPEED +3

**TACTICS**  
 GET FASTER.  
 DRAIN LIFE.  
 OUTFRAN THE UMBRA.

Once the holy messengers and ferry-men of the Veiled Gods, now without the grace of their former masters, they are forced to relentlessly run or be absorbed by the Umbra itself. In a foot race against entropy, they hunt the Sallowlands (whose borders they seem unable to cross), looking for victims to drain life force from – simultaneously increasing their speed while giving the Umbra something to slow it down.

## SPEED DEMON

**TIER 3 SOLO**

### PASSIVE

#### GOTTA GO FAST

Unless on a rig, all PC movement is considered **UNDER PRESSURE**. Additionally, the **SPEED DEMON** can **MARK A STRESS** to move within **VERY FAR** range as part of an action.

### ACTION

#### DEATH BY A MILLION CUTS

**SPEND 3 FEAR** and make an attack by rolling 5d20 and adding its **ATK** bonus to each. Each of these attacks that hits automatically deals **MINOR** damage. If any of those d20s roll a 19–20, make an additional roll.

PCs may spend multiple **ARMOR SLOTS** when targeted by this attack.

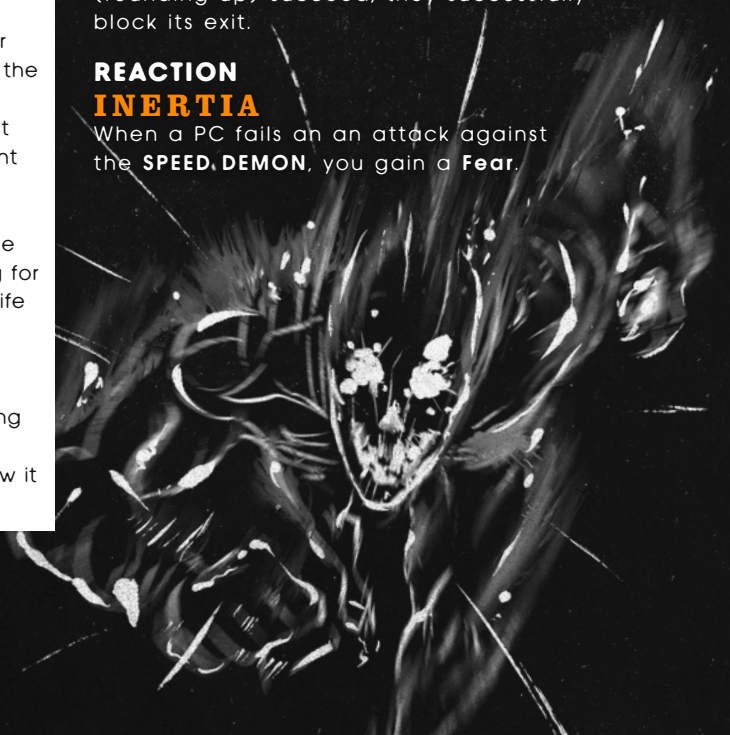
#### FURIOUS FLASH

The **SPEED DEMON** attempts to escape the current scene in a bolt of black lightning. The PCs make a **REACTION** roll. If half or more (rounding up) succeed, they successfully block its exit.

### REACTION

#### INERTIA

When a PC fails an attack against the **SPEED DEMON**, you gain a **Fear**.



**DIFFICULTY:** 18  
**THRESHOLDS:** --  
**HP:** 1  
**STRESS:** 1

**ATK:** +2  
**HARPOON HOOK:**  
 CLOSE | 10 PHY

### TACTICS

CONVOY,  
 SWARM,  
 REPOSSESS.

Skeleton Crew are born from the blighted wreckage of **DEADRIG** crashes that aren't cleansed in fire. The former **HIGHWAYMEN** ride their rusted rigs, attempting to find the Road to Nowhere so that they may find their home, drive it into the ground, and kill the **ROADWORM** once and for all.

Their rigs run on hatred and the flow of the Umbra, and as a result need constant repairs and new parts.

# SKELTON CREW

**TIER 4 MINION**

## PASSIVE

### MINION (10)

A **SKELTON CREW** member is defeated when they take any damage. For every 10 damage a PC deals to the crew member, defeat an additional Minion within range the attack would succeed against.

## ACTION

### RIG RIPPER - GROUP ATTACK

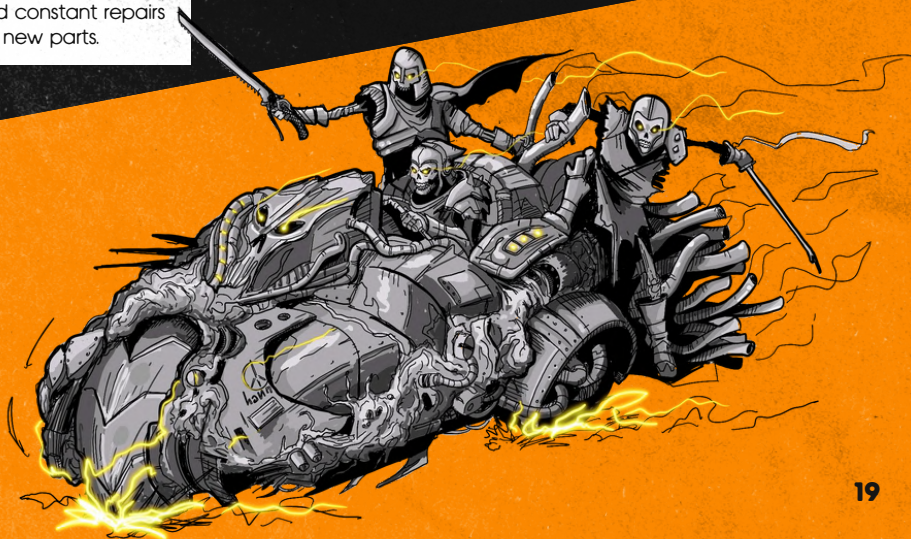
**SPEND A FEAR** to choose a **DEADRIG** and spotlight all **SKELTON CREW** members within **FAR** range of it. Those Minions drive into **CLOSE** range of the target and make one shared attack roll. On a success, their harpoon lines hook into the target rig as they activate their rig's **MECHANUS CHAINS** and winch, ripping chunks of the **DEADRIG's** frame off and reducing its **SPEED DIE** by one step size.

A rig with a d4 **SPEED DIE** that is reduced this way becomes broken and must be repaired via a **DOWNTIME** project or by a Road Priest of Nowhere.

## LOOT

### SKELTON RIG - D12 SPEED DIE

These hodge-podge, rusty frankenrigs are serviceable but fragile. They function like normal rigs, but their **SPEED DIE** reduces by 1 each time you **ROLL WITH FEAR**.



# EQUIPMENT

## 1. MECHANUS CHAINS

Killjoy's most important invention. Magical hooked chains that allow the flow of magic and information between two objects, creating complex machine systems with almost no user error. The multitool of **NOWHERE** – and very valuable.

## 2. WURMWAILERS KIT

Tools used to hunt sandwurms – altered to accommodate a much larger specimen. Includes special bait, lures, and a morningstar-harpoon launcher. Equipping the kit grants **ADVANTAGE** on all rolls and treats damage as one threshold higher when dealing with wurms. **REQUIRES YOUR SECONDARY WEAPON SLOT TO EQUIP**

## 3. ALCHEMIST KIT

A compact, rugged pack of alchemist supplies. Each session, you can craft a number of **CONSUMABLES** equal to your **PROFICIENCY**. The first time you use the kit, roll 3d12 twice on the CONSUMABLES table in the core rulebook. During a **LONG REST**, you may skip a **DOWNTIME** move to reroll on the list – this represents swapping out reagents and ingredients in the kit.

**REQUIRES YOUR SECONDARY WEAPON SLOT TO EQUIP**

## 4. FLAMETHROWING GUITAR

An instrument of both beauty and pain – capable of rallying your allies and damaging your enemies. Make a **PRESENCE** roll:

- **CRITICAL SUCCESS:** All allies that can see and hear you gain a +2 to their next roll, while all enemies in range **MARK 2 STRESS**.
- **SUCCESS:** Choose one of the two options above.
- **FAIL with FEAR:** Snapped strings – gains the **BROKEN** condition

**REQUIRES YOUR SECONDARY WEAPON SLOT TO EQUIP**

## 5. HUNTER'S FLARE (CONSUMABLE)

An **ICHOR**-filled flare that creates a blood-infused purple flame. THE **ROADWORM** can smell it for miles. Start a countdown (1d6). Each time an Umbra-Beast takes the spotlight, reduce the countdown by 1. At 0, the **ROADWORM** appears.

**WARNING: HIGHWAYMEN DO NOT TAKE KINDLY TO THEIR FLARES BEING USED FOR NON-HUNT-RELATED PURPOSES.**

## 6. SANDMASK

Keeps you protected from the harsh environment of the Sallowlands while traveling. Gain **ADVANTAGE** on rolls to endure the elements and traverse the environment while wearing it. Becomes **BROKEN** once you mark your last **ARMOR SLOT**.

**A BROKEN ITEM CANNOT BE USED UNTIL THE NEXT TIME YOU REST.**

## **CREDITS**

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## **TOUCHSTONES**

**MAD MAX FURY ROAD**

**SNOWPIERCER**

**A KNIGHT'S TALE**

**THE GUNSLINGER**

**THE PHANTOM MENACE**

**SPEED RACER**

**TREMORS**

**DUNE**

**BLASPHEMOUS**

**DEATH RACE**

**THE WIZARD OF OZ**

