

PORTALSPACE

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

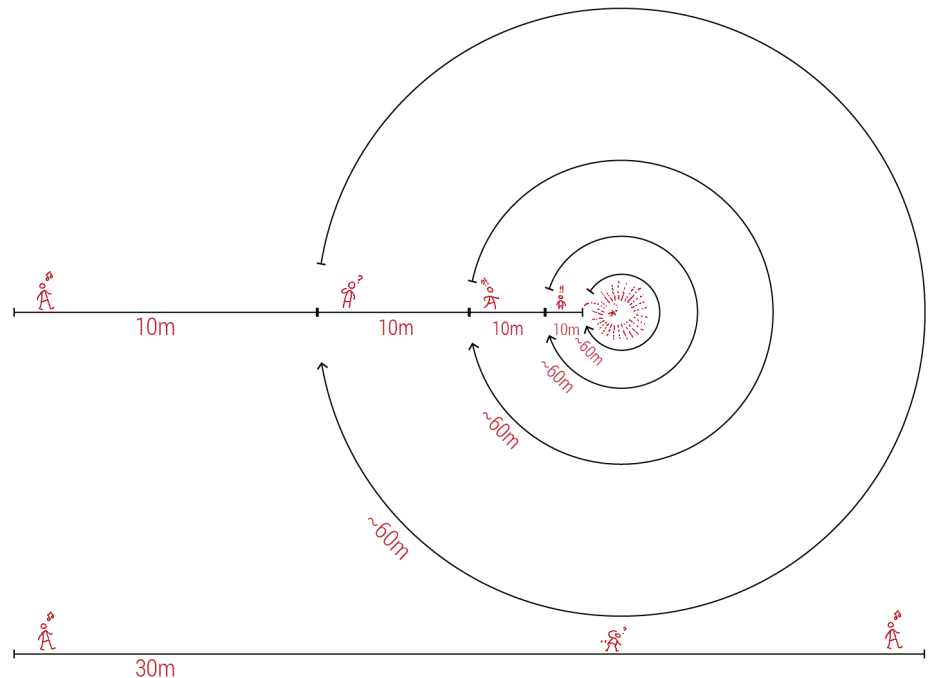
—Great Tablet of Travel, found during excavations of the third anomalous layer, Metropolis.

Since the dawn of prehistory, dullway portals have fascinated humans. Folk memory holds that the Lords of the Dream Canopy, in their kindness, gave the portals to humanity, offering travel between approved locations of interest in the hylosphere. Feral outlanders believe portals are mere magic. Civilized people know they are just a fundamental cosmic structure. Heretical archaeologists claim they have found evidence that the portals are actually the work of early proto-gods or builder subalterns named "engineers".

Each portal is a hard-coded passage between two locations. Portal temples 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 the Ministry and the Anti-War Dome, take mere hours and can handle up to a hundred travelers at a time. Smaller village portals linked to local polis temple hubs may take a month or two and only handle up to one traveler at a time.

Urban legends say that the Folded Zone in the Emerald City was once a great portal known as Metropolis Temple One, which would take mere minutes to transport up to ten thousand travelers at a time to the mythical realm of Babylon Beach.



PORTALSPACE ISLANDS

All portals are 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.

—Final Printout, Central Temple of Communications, buried city of Pompelmo.

Portals puncture through reality, from one location in the cosmos to another. Thanks to the Luò-Igne 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.

SOME PORTALSPACE ISLANDS

When travelers discuss portals, they focus on three attributes: capacity (how many humans fit at a time), speed (how long the dullway journey takes), and the island (how much space the portal distorts).

1. **Ten-thousander portal, Metropolis Temple One.** According to legend, the distorted space around the great green portal corresponded to the 800,000 square mile area of the legendary Human City One. Capacity: 10k, speed: minutes, island: 500 mile radius.
2. **Factory portal.** 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. Capacity: 100, speed: minutes, island: 5 mile radius.
3. **Town portal.** Enough to cover the central mall of most standard sanctuary towns. Capacity: 50, speed: hours, island: 250 meter radius.
4. **Village portal.** Excellent for a discrete portal concealed in a wardrobe. Capacity: 10, speed: weeks. island: 1 meter radius.
5. **Emergency mansion escape portal.** Will fit in a puzzle box. Capacity: 1, speed: weeks. island: 10 centimeters across.
6. **Pig test portal.** The basis of Anharib's seminal experiments. Capacity: 1, speed: 1 hour, island: 5 meter radius.

After many experiments with journey-pigs, Serim Anhalib figured out a crude equation for portal effects. However, only a desperate sorcerer would rely on Anhalib's equation.

$$\text{capacity} \times 1/(\text{time}) = \text{island diameter}$$

EXPERIENCING PORTALSPACE

Humans, shackled to four-dimensions, do not perceive portalspace islands normally. They notice a lensing effect on air and water, distorting light and sound, but otherwise the expanded space feels normal. The lensing effects of very large portalspaces can be so great that the outer, normal world is invisible from the center of the expanded space.

Higher-dimensional beings, such as the builders, can clearly see the distortion for what it is, skipping through it like a stone skips over water.

According to the Human Wellness Authority, portalspace is completely safe for humans and any side effects experienced are very rare, mostly harmless, probably temporary, and likely the individual patient's own fault.

1. **Soul leakage.** The local color interferes with your aura, slowly depleting it.
2. **Blanking.** The local noösphere is mismatched with your personality, cutting rather than copying memories.
3. **Headaches.** Take some aspirin. It'll be fine. Please use a handkerchief as a courtesy to others in case of nosebleeds.
4. **Nausea.** Please use an antiemetic.
5. **Existential dread.** Have you considered alcohol?
6. **Mild unease.** Tamp down those useless emotions.
7. **Gastrointestinal discomfort.** It's just gasses expanding at different rates. Burp discreetly.
8. **False symptoms.** Expecting something bad will make you feel bad. That's a placebo effect.
9. **Invigoration.** There's a vim in the air (+1d6 life).
10. **Euphoria.** You feel amazing. On top of the world. Good!?