



**∇ VOYAGES  
OF THE BLACK  
◊ BELISK**



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R e j  
e c

0.2



PSYCHEDELIC METAL RPG

# SEACAT

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Sincere thanks to the 530 heroes who made this booklet possible.

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# **THIS PALIMPSEST**

*"Eerie gates and portals to strange places emerge from the hazy Times Before Times throughout the Ultraviolet Grasslands ... intelligent travelers ... avoid them ... fools ... believe that plunder and treasure lie just beyond the gate."*

—UVG, page 18.

Welcome to the layered worlds behind the gates. Welcome to the tunnel worlds drilled through the palimpsest creation. Welcome to worlds of eternal champions and cosmic misunderstanding. Welcome to travelers in time and space. Welcome ill-conceived creators and accidental destroyers of worlds.

Is this document-in-writing the UVG2? Yes, no, sort of, maybe. It ramifies from the UVG. It explicitly builds on the same madcap anti-canon mythology.

But its origins are older and darker. I conceived of the Voyages of the Black Obelisk a year or two before I began writing the UVG. It was a dark time for me, when I struggled to make sense of workplace harassment. The original notes and structures of VotBO were grim, dark, and laced with despair. As I recovered, I found it harder to continue in that vein. Less and less did I want to plumb the shallows of sociopathology. More and more was I tempted by the absurdity of Zardo and Barbarella and the Incal.

And yet, a fragment of that alien madness should remain, a reminder that curiosity yet kills cats.

—Luka, 2020

*"The Obelisk is a shard in the minds of men. A crystal lesion. An interloper. A foreigner. An alien that seems glorious. A hollow god made of hunger and ambition and vanity and madness."*

—Ironika Geitvalkerova, *The Trouble With Tunnel Worlds* (2.5 • 105 UR)

 *to add map here*



# Big Mud: Waters Years Forgot

*“What care for time in the nine-fold infinity? The people lived there, in their cycles. Praise the Rainmaker. Plead the Waterstealer. Raise new generations to zaug air, to remember their forebears, to preserve the Given Land for the achterkomets.”*

—Neomede Pankratios, *An Ethnography of the Froschlings* (350, p. 27),  
Emerald City Catholicum Press

Deep in the Yellow Desert, in the great sea of sand and rock, where Vulkana and Safranj are only memories, occasional hints of moisture on the fragrant airs, the ways and roads break apart. The roads are as lost as the caravans who tried to sail their forgotten tracks of steel and magnetism. Travellers use the services of secretive local waymakers who use ancient amplifiers and gates to create wormways through the dull.

Wild-eyed astromancers and dull-baked wanderers claim that the Yellow Desert is not even all really there, not all entirely in the Given World, and that many of the wormways lead to other deserts and other times, where suns are strange and skies glow otherwise.

This might apply to the verdant swamps of Big Mud, the great inland delta of the native Froschlings. Sunlight lenses strangely there, the days are always a little too long, the nights a little too short. Lances of flame suddenly criss-cross the sky and sonic booms like dragons laughing rumble across the land. Charred birds and bats then fall to ground, called “grill manna” by the Froschlings.

The Big Mud is created by the Engine river which foams from the earth beneath Fraxion’s Gap and every second vomits hundreds of cubic metres of water into the basin known as Engine Huck. In the hot summers the waterflow swells and the dry river beds, canals, lagoons, and pans fill up, leaving salt islands blazing in the middle of great serene lakes. As the waters recede with the dry, cooler winters, the exotic animals of Big Mud cluster together at waterholes and remaining channels. A cornucopia for trophy hunters who can reach this isolated place.

# Froschlings

The smooth-skinned humans of Big Mud have lived there as long as records of Big Mud exist. Slender and covered in fine scales, they are at home in both the waters of their inland delta and on the dusty wastes of the endorrheic Engine Huck basin.

## Anti-canons of the Froschlings

1. Froschlings are divided into nine exogamous clans, one for each aspect of the nine-fold infinity.
2. They claim to predate the Given World itself.
3. They are protandrous sequential hermaphrodites.
4. They have a fondness for elaborate theatre and music.
5. They can breathe water.
6. They look quite commonplace, though with a greenish-blue tinge from their cyanobacterial skin symbiotes.
7. Their society is organised into age-based castes.
8. They look androgynous.
9. Newly hatched Froschlings are capable of work within a few days.
10. Young Froschlings are called tadproles and labor instinctually in creche farms, mines and factories.
11. They do not grow weaker with age.
12. When Froschlings acquire language they graduate from tadproles to warfodder and take up weapons to protect their society.
13. As warfodder become older they start to develop a sense of self and lose their natal ability to sacrifice themselves on command.
14. They have somewhat webbed fingers and toes.
15. As Froschlings become sexually mature they develop fatty dorsal humps.
16. Froschling matriarchs implant hundreds of eggs in males' dorsal humps. The males fertilise and carry them for several months as they gestate.
17. The fetuses developing in a male Froschling's dorsal hump cannibalise one another and only the strongest few survive until birth.
18. Most Froschlings eventually die in child birth, cannibalised by their own tadprole children.
19. Froschlings who become matriarchs develop a strong chemical tele-empathy, which helps bind their society together.
20. They believe it is their duty to preserve their land for a future people, the Achterkomets, who will arrive from the heavens on seven shooting stars.

**Names** • Alba, Bupho, Garal Garal, Igril, Kawa, Regel, Schwa, Tamal Tamal, Yabbo.

## As Characters

**Amphibious** • Froschlings can survive underwater for several hours.

**Cannibalistic Tragedy** • Froschlings live with the knowledge that they have only grown to full sentience and maturity through horrible and inhumane acts. Their auras are stronger for their new-found wisdom, but this also predisposes them towards pacifism.

**Chemical Tele-empathy** • Froschlings can pick up what others are feeling, making many of them very good at soothing or inflaming emotions.

**Scaled** • Froschlings can survive very well in dry environments.



# Ischi's Children

Small parasitic humans live on the fringes of Froschling civilisation and as wandering bands of hunter traders in the Yellow Desert and along the wormways. Terrifying stories are told about their exploits.

## Anti-canons of Ischi's Children

1. They give thanks to their progenitor god, Ischi Maker.
2. Most Ischi's Children stay short and slender their whole lives.
3. Ischi's Children have no sex or gender.
4. They say Ischi Maker was an ordinary human who ascended to divinity through their feats of creation.
5. Ischi's Children extend their lifespans by consuming human stem cells.
6. They reproduce parasitically, kidnapping lonely travellers to use as koinobont hosts for their egg-children.
7. They have a venomous bite which paralyses mammals. Their venom has no analgetic properties.
8. An implanted egg-child recombines their genes with those of their host.
9. The birth of an Ischi's Child kills its host.
10. Some of them keep their hosts penned up for the several months until a new Ischi's Child eats its way free. Others let their hosts roam wild to add a bit of fire to the newborn's belly.
11. Ischi's Children are born looking like a scuttling endoskeletal crab with a child's face and scalpel claws.
12. After growing and fattening for several months a newborn Ischi's Child spins a cocoon around themselves, metamorphosing from its crablike form to emerge as a hominiform.
13. An Ischi's Child is born with the facial features of their host.
14. An Ischi's Child acquires many of its host's memories and skills, including language abilities.
15. They are immune to most diseases thanks to the blessing of Ischi Maker.
16. They have a near instinctive need to hide their true identity and band with their ilk for mutual protection.
17. Isolated Ischi's Children are often found out and killed with fire to "burn out the curse."
18. The blood of Ischi's Children has very powerful antiviral properties.
19. Older Ischi's Children are very prone to cancers.
20. They have no imagination.

**Names:** Darai, Festei, Irshai, Kutui, Na Ui, Perui, Shamai, Shalei, Ui Ischei.

## As Characters:

**Blood Drinker** • Ischi's Children recuperate when they drink blood.

**Cancer Prone** • Their body regularly

**Disease Immunity** • Ischi's gift makes them immune to most transmissible diseases.

**Healing Blood** • They can donate their nanite-infested blood to cure viral, bacterial, and parasitical diseases in other humans.

**Nanite Regeneration** • Even lost limbs eventually regrow as their body reforms itself.

**Ovipositor** • Ischi's Children have an additional limb in their bellies, like a muscular jointed finger ending in a thick needle. Used to implant eggs.

**Paralytic Bite** • Lower canines extend and inject paralytic venom.

**Parasitic Reproduction** • They view other humans as hosts and cattle who are beneath them. They easily perform acts of cruelty or violence that would disgust or terrify most people.

# The Bled Army

Mummified warriors recruited to an ancient dialectical cause by now half-forgotten under layers upon layers of dogma and propaganda.

## Anti-canons of the Bled Army

1. They criss-cross the Yellow Desert on a mission of permanent revolutionary post-mortem equalisation.
2. This is the seventy-fourth Bled Army.
3. They secrete seed corps in time capsules to re-emerge in the Deep Wastes decades, centuries or millennia later.
4. All soldiers of the Bled Army have equal rights.
5. The Bled soldiers are kept alive (or undead) with symbiotic super-cellular slime moulds.
6. They raid settlements and caravans to procure living subjects they can mummify and turn into new members of the Bled Army.
7. They are incredibly resistant to injury and hurt.
8. The soldiers are leached of all colour, pale as bone.
9. Even dismemberment or decapitation will not stop a Bled soldier from moving. Reassembled, the severed limbs of a Bled soldier send out symbiotic cellular stalks which reconnect the damaged tissue.
10. They regularly transmit propaganda messages into the void.
11. A Bled soldier can almost completely suspend its metabolism. Covered in dust or sand they become nearly invisible. A whole corps might leave a few lookouts, while the rest merge into their environment.
12. The Bled Army feeds on sunlight and radiation.
13. The Bled Army has no central organisation, functioning like a distributed super-colony.
14. Individual soldiers exhibit personality and individuality, but it is automatically subsumed to accommodate the needs of the Army.
15. There are cities of suspended Bled Army soldiers in the Yellow Desert, waiting for unwary travellers to walk into them and join the collective.
16. Survivors have described the Bled mummification process as euphoric. A letting go of the self and becoming part of something larger and more purposeful.
17. From the air their encampments look like occult symbols and writing.
18. Bled soldiers sometimes develop gas-filled fruiting bodies, which lift them up into the air and carry them on the wind, like oversized mummified militarised dandelion seeds.
19. The mummified soldiers have an instinctual ability to self-organise into collective industrial manufacturing teams, producing weapons and equipment from plans encoded at their symbiotes' genetic level.
20. They are capable of singing in perfect unison.

**Names** • Aleksander, Artem, Ava, Emma, Evgen, Liëm, Nastiä, Noä, Oliver, Olivia, Roman, Sofiä, Viktoria, Xenia.

## As Characters:

**Flammable** • Bled Army soldiers are highly flammable.

**Independent Action** • A severed Bled Army soldier limb or head or body continues to function and communicate with the rest of the soldier.

**Post-mortal** • Bled Army soldiers are effectively post-mortal. They do not need air, water, food, or money to survive, subsisting entirely on sunlight.

**Regenerating** • Reassembled, the body parts of a Bled army soldier reknit themselves over a matter of hours.

**Resilient** • Their mummified shells are resistant to hurt.

**Shut Down** • A Bled Army soldier can shut down for years to preserve energy reserves.

**Solar Dependency** • Without a powerful source of radiation, they are weakened. Deprived for long enough, they eventually shut down.

**Symbiotic Slime Mould Memory** • They can store information, plans, and spells in their slime mould's memory.

**Symbiotic Slime Mould Override** • Their symbiotes can turn them into cogs in a super-organism as required.

■ *to add votbo 0.1 here*



*frankly didn't have time to update  
all the lay  
outs*



# Lexicon

**The Dull** • Metaspace underlying reality. A nothing-something that evades apprehension by the conscious mind. Perception slides off it and traveling wormways through the dull is invariably horrifically mind-numbing. Smart travellers pack amusements and distractions for their journeys as the boredom regularly drives voyagers mad.

**Wormway** • A passage tunnelled through or between realities. Some are big enough for a single worm, others for entire voidships. Some are faster than travelling through real-space, others are slower. Folklore names them for the ascended goddess Adama Wörm who revealed the principles of metarealistic travel in the Era of Second Soil.

# Appendix M

The voyages linked by the glassy thread of the recurring black obelisk resound to music. Perhaps some of it will spark inspirations and ideas.

Belzebubs - "Cathedrals of Mourning"  
- Pantheon of the Nightside Gods  
(2019).

Carpenter Brut - Blood Machines  
(2020)

Fleet Foxes - "The Shrine" -  
Helplessness Blues (2011).

King Gizzard & The Lizard Wizard -  
"Robot Stop" - Nonagon Infinity  
(2016).

Ministry - "Jesus Built My Hotrod" -  
Psalm 69: The Way to Succeed and  
the Way to Suck Eggs (1991).

Tommy Guerrero - "Organism" - Soul  
Food Taqueria (2003).

**FIN.**