

LORE CARD 018 “TANGLESOULS EXPRESS”



You have to check your carbines and any other weapons before boarding the Tanglesouls Express; there's no way to know how a bunch of seekers and pilgrims will react should you try and draw blood from those bound to see The Augur.

There are stations in practically every town east of the Fountain City, and on any given day during the audience windows, you'll find no end of travelers taking the Express to get answers to their questions: not only what will happen to them, but as likely asking what would have happened, should things have gone differently for them. The sound of it riding those rails is beautiful, like a song without words – waiting on the passengers to provide them. That's the sort of thing people talk about on board. Everybody gets a little poetic there, after all, since it's such a big deal.

Not everyone knows this, but the train can come off its rails and take flight with vortex engines...and does so during portions of its transit. They really should do a better job of letting folks know that, as it's sometimes more exciting than it has cause to be.

What everyone does know (and fears mightily) is they will be in meditation cells for maybe weeks after arriving at The Augur Temple, staring at fresco reference images and immersing in the lore and rules of audience. It's what you do till you can summon the shared hallucination of The Augur itself, a tradition and foundation of what was once called The Infinite Republic.

Should you get the chance one day to ride the Tanglesouls line to see the Augur in its eerie iron circle, keep an eye on those riding that train. Every type of spy, desperate wanderer, murderer, and thief has sat in those very seats before you. The Augur may know them for who they really are.

But maybe you won't.