

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Cobble Canter

Most folk hold that the Bridge is all there is, always was, and always will be, but that's never stopped the flow of new gods and ideas up and down its streets. The Unrequited Moon, the Bleeding Stone, the heretical Builders; you could preach any of these small faiths and more to whomever will listen—at least until the guards dislodge you from your intersection-turned-pulpit.

Skills

- 3 Oration
- 3 Religion
- 2 Wonderworking (Charlatanism)
- 2 Run

Possessions

- Half-Empty Alms Collection Bowl (1 Provision)
- Handwritten Sandwich Board
- Pamphlets made from scrap newspaper
- Sackcloth Robe (Lightly Armored; Very Itchy)

Special

You may Test your Luck to enthrall a small crowd with a sermon for up to one hour. You may do nothing else while speaking.

Look'n For...

- A Following
- A Sign
- A Relic (Holiness Optional)
- A Place to Build a Temple

Name: _____

Base Skill: _____

Stamina: _____

Luck: _____

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Fallen Aristocrat

You were just enjoying your new balcony extension when that unruly rabble started causing a ruckus. Something about “overshadowing the gardens” and “teeterers literally starving us to death” or some such pedestrian blather. Before you could loose your attack goshawks, the whole balcony collapsed and sent you tumbling down to street level. Now you are scorned by your former lofty fellows, rejected like a baby bird by its mother in some fable, for bearing the taint of the cobbles.

Skills

- 4 Etiquette
- 1 Balancing
- 1 Languages

Possessions

- A Convoluted Neck Brace
- Fine Clothing (Ripped, Dirty)
- An Overbearing Air of Propriety
- Purse containing 1d6 Coins (Local Mint)
- Compound Slingshot, 6 Bullets

Special

You may Test your Luck to throw your family name around during conversation to influence others. Failure means those you’re talking to either know of your disgrace or don’t care about a noble twit like you to begin with.

Look’n For...

The Bastard What Felled Them
A Tower to Inhabit
“Humility”



Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Pebble-Pincher

Hobos, tramps, and drifters all. Pebble-Pinchers are the most bereft people on the Bridge with no home or hearth, but folks don't know that by looking at you. You have an imperturbable cheer and live like a king on less than a rat-catcher makes. Trespassing and squatting are punishable offenses in some parts of the Bridge, but the authorities always seem slow to catch you—fear of angering the clandestine Bindlestick Syndicate runs deep, whether it truly exists or not.

Skills

- 4 Secret Drifter Graffiti
- 3 Run
- 3 Scavenging
- 1 Awareness
- 1 Begging

Possessions

- Heraldic Bindlestick
- Pair of Replacement Shoe Soles
- Encrypted Book of Hobo Symbols
- Mostly-Good Gutter Pickings (2 Provisions)

Special

You can Test your Luck to give any pursuers the slip. This might involve hiding in garbage, blending into a crowd, or entering one of the ancient, legendary Hobo-Ways.

Look'n For...

- A Taste of the Fabled Candy-Cobbled Streets
- Someplace with No Feckin' Guards
- Rookie transients to help or guide

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Stonewright

Most folk who learn to listen to the Bridge do so haphazardly, only sensing bits and pieces of the stones' meanings. You are not most folk. You are learned in the traditional arts of soul containment and Stonewrightery, and carry the ceremonial hammer to prove it. What remains to be seen is how you will use your power. Will you maintain the integrity of the Bridge as a stone-conscious Bolsterer? Or will you become an Eroder, who hastens the crumbling of the world by drawing magic from the stones for any purpose you see fit?

Skills

- 2 Awareness
- 2 Mathology
- 2 Second Sight
- 2 Sculpting
- 1 Spell - Word on the Street
- 1 Spell - Reinforce Stone
- 1 Spell - Weather Stone
- 1 Spell - Eyes of the Bridge

Possessions

- Ceremonial Graduate Hammer
- A Set of Masonry Tools
- Utility Robe (Practical yet Fashionable)
- A Spell-Stone (3 Stamina)

Special

You can shepherd the spirits of the dead into protective Keystones.

Additionally, you can Test your Luck to ask a question of the spirits in a Keystone. The GM should make this Test in private, not informing the Stonewright if the spirits gave them a truthful answer or not.

Look'n For...

- The Ur-Stone
- A Good 'n Grounded Pupil
- Bridge Damage What Needs Fixing

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Turnpike Turncoat

Maybe it was an honest mistake. Maybe you were framed. Maybe you were as crooked as everyone thinks the Turnpike Guilds are (and rightly so). Whatever happened, you fell out with your former fellows, and have been on the run from their law ever since. Nothing on the Bridge is worse than a scoundrel who turns on their own, so you'd best keep that portion of your history secret. You haven't decided what motivates you yet—remorse or resentment. But you know you want to get somewhere folk aren't pelting you with cabbages.

Skills

- 3 Extorsion
- 2 SHOUTING
- 2 Interrogation
- 1 Shield-Fighting

Possessions

- Guild Colors
(Inconspicuously turned Inside-Out)
- A Guild Coin (Local Mint)
- Blunted Gatekeeper's Pike
(Damage as Club)
- A Tower Shield
(Heraldry Painted Over)

Special

If you take up position in a doorway, gate, or similar "portal", you may Test your Luck to resist and block any force that attempts to get past you.

Look'n For...

- Anonymity
- A Gate to Crash
- Forgiveness/Reunion

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

	1	2	3	4	5	6	7

You are Coblin Cranny-Crawlers

Coblins are eusocial folk—where there’s one, there’s probably a hundred. Unfortunately, the Pact that saved your kin so long ago did not address matters of living space. As a result, your huddle has always fit in wherever it can—under floorboards, in the walls, and in dusty corners everywhere. Unfortunately, whether by building collapse or nasty neighbors, you’ve been forced out onto the cobbles of the long, long Bridge again.

Skills

- 4 Scavenge
- 3 Sneak
- 3 Strength
- 2 Agility

Possessions

- Dozens of Sharp, Tiny Objects (sewing needles, tacks, nails, etc.)
- Countless Spare Bits (String, Buttons, Woven Cobwebs, etc.)
- A Collective Hivemind?
- The Moral Compass of a Caffeinated 4-Year-Old

Special

You can squeeze yourselves into exceedingly tiny spaces, as each member of the huddle compresses like a rat.

Look’n For...

- A Home with Good, Spacious Walls
- One of the Secret Coblin Colonies
- The Cobblestone Farmer who Nabbed Your Friends

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are Coblins in a Trenchcoat

Tired of dodging the feet of Big Folk, your huddle came upon the wisdom of "if you can't beat 'em or eat 'em, join 'em." Now your shambling mass of several hundred Coblins works together in an argumentative hivemind beneath a threadbare disguise, strutting with all the confidence of a rubber hose cartoon protagonist.

Skills

- 3 Squeeze
- 3 Stretch
- 2 Sneak Attack
- 1 Disguise

Possessions

- Shabby greatcoat, thick gloves, second-hand boots, and face-concealing broad-brimmed hat
- Pocket full of sand
- Glass shiv (Damage as Small Beast)

Special

You may Test your Luck to drop your disguise and scatter to avoid an otherwise fatal attack, but you must spend time gathering your component Coblins back together and refill your trench coat before you can use Skills again.

Look'n For...

- A Better Disguise
- Folk They can be Themselves Around
- A Position of Power/Safety

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Gruffolk Hostler

Most Gruffolk are nomads. They are at home on their continuous journeys up and down the Bridge, traveling alone or in great, braying groups called trips. You, however, slowed in your travels, willingly putting your eternal pilgrimage on hold. Kin ahead and kin behind will need rest and a friendly(ish) face to help them along their journey, and a Hostler like you must provide.

Skills

- 3 Cook
- 3 Sling Fighting
- 2 Animal Handling
- 1 Etiquette

Possessions

- Never Less than Two Goats
- Sling
- Heavily Dinged (But Serviceable) Mess Kit
- Box of Salt
- Endless (And Questionable) Gossip
- A Sporan Bursting with Snacks (10 Provisions)

Special

You can turn normally inedible organic matter into a Provision and eat or serve it with 1 hour of cooking. Provisions made this way spoil after 1 day, making them inedible. Additionally, you are immune to mundane ingested poisons.

Look'n For...

- A Place to Offer Kip
- Empty Bellies to Feed
- An Apprentice to Take Your Place

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Gruffolk Pilgrim

Some Gruffolk journey with a relentless, religious zeal. Pilgrims like you seek your ultimate destination in the Fat Pastures, the blessed afterlife of plenty that opens to those righteous, vigorous Gruffolk who transcend their mortal forms at the moment of death and cross the Bridge posthumously. It is a solemn, ceaseless calling... But if you can have some fun and rattle a few hoofless on the way, why not?

Skills

- 4 Run
- 3 Climb
- 2 Acrobatics
- 2 Tracking

Possessions

- Hard Hooves & Horns (Damage as Modest Beast)
- Ancestral Sporrán, Adorned with Mementos of Gruffs Past
- Luxurious Goatee

Special

Walking is a restful, meditative experience for you. Time spent walking counts toward the 8 hours of sleep you need to regain 2d6 Stamina.

Additionally, you never get tired from jogging or running.

Look'n For...

- A Daring Climb
- A Proper Good Fight
- The Fat Pastures

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Stone Keeping

Identity is a complicated thing for a Troll-sized agglomeration of human souls animating a bunch of rubble. But, all together, “you” are a stone keeping—the fate of every unlucky sod who doesn’t get siphoned into a Keystone when they die. You’re better off than most, though. You still collectively have your wits about you, your new neighbors are (mostly) agreeable, and you all have common cause: don’t get turned into gravel by a frightened mob screaming “monster!”

Skills

- 4 Strength
- 3 Disguise (As Rubble Only)
- 2 Punching
- 1 Second Sight

Possessions

- One Very Big Fist (Damage as Large Beast)
- Literal Rock-Hard Body (Heavily Armoured)
- Some Bits of Moss Growing on You

Special

You can communicate with other Keenings or loose souls without the aid of magic. Additionally, you can always identify what a piece of rubble came from.

Look’n For...

- A Comfy Keystone You All Agree On
- Others of Your Kind
- A Quiet Place to Grow Moss

Large empty rectangular box for additional notes or character details.

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)

Possessions

Attacks

1 2 3 4 5 6 7

You are a Troll Sewer Worker

Some would say that your kind are naturally suited to the sewers, being stocky, semiaquatic, and vaguely toad-like besides. It's not a glamorous job, processing raw sewage or battling the giant rat population day and night, but anyone who knows how precarious the Bridge's ecosystem is will give you at least grudging respect for the vital role you play in maintaining it. Having a union strong enough to go toe-to-toe with the Turnpike Guilds helps, too.

Skills

- 3 Sanitation
- 3 Swim
- 2 Awareness
- 2 Tunnel Fighting

Possessions

- A Grimy Shovel (Damage as Axe)
- Miniature Trollhole Cover (Sewer Union Badge of Membership)
- Slime-proof Ratskin Cap
- 3 Snapstipe Mushrooms (Provisions)

Special

You can see perfectly well in dark tunnels and cloudy water. Additionally, you are inoculated against most mundane, waterborne diseases.

Look'n For...

- Workers to Unionize
- A Place in Need of Infrastructure
- A Real Breath of Fresh Air

Name:

Base Skill:

Stamina:

Luck:

Skills (add to Base Skill)	

Possessions	

Attacks	1	2	3	4	5	6	7

You are a Troll Shaman

Nicknamed a “croaker” for your ritual songs and frequent diagnoses, you are one of the greatest healers on (or under) the Bridge. But your magic is not like that of the Stonewrights. You have no need for a wasteful medium when the power of stone is within you. You were born of the Bridge, and to the Bridge you will return one day; until then, you keep the ancient rites alive and the Under at bay.

Skills

- 3 Healing
- 3 Second Sight
- 2 Awareness
- 1 Spell - Innoculate
- 1 Spell - Yaulp

Possessions

- A Set of Extra-large Scalpels
- Particularly Rocky Skin (Lightly Armored)
- Ritual Dice (Made from Old Shamans)
- Pet Sewer Frog
- 6 “Spiritual Reagents” Provisions

Special

You can spend Stamina instead of stone to Cast a Spell by sacrificing a piece of your own stony hide. Stamina spent this way doesn’t return naturally by resting—you must eat Provisions or use some other form of healing to restore it. Every 1 point of Spell Cost = 2 Stamina.

Look’n For...

- A New Cure
- Ancient Trollish History
- An Ingress of the Under

Troika Rules Reference

Create a Bridger

1. Choose a Background to determine Skills and Possessions.
2. Roll 1d3+3 to determine Base Skill.
3. Roll 1d6+6 to determine Max Luck.
4. Roll 2d6+12 to determine Max Stamina.
5. In addition to any background possessions, all Bridgers start with the following items:

- A rucksack
- 2d6 provisions
- A length of rope
- A flint knife
- A pocket full of dried tinder-moss

Doing Stuff

Roll 2d6 **under** or **equal** to your Base Skill + Advanced Skill.

Roll 2d6 + your Base Skill + Advanced Skill **above** opponent's Skill.

When you successfully use an Advanced Skill or Spell, put a tick next to it on your character sheet.

End of session: Choose up to 3 Advanced Skills or Spells with a tick next to them. If you roll 2d6 over your current Skill Total (Advanced Skill/Spell + Base Skill) you may increase its rank by 1. When you have finished rolling, remove all ticks from your sheet.

You Can Carry 12 Slots of Stuff

Small things take up one slot unless it's a LOT of them
Large things take up two slots. (Anything that requires 2 hands)

When you quickly grab an item from your pack roll 2d6 equal or higher than its position on your Possessions list.

- **Success**: Grab it and use it.
- **Failure**: Spend the rest of your turn looking for it.

Luck is the Universal Save

Roll **Skill** when you DO something. (Attack, jump, magic)
Roll **Luck** when things happen TO you. (Traps, damage, fate)

Roll 2d6 **under** or **equal** to your current Luck to lessen negative consequences. Then reduce Luck by 1 no matter the result.

Fighting and Not Dying

Use the **Turn Tracker** at technicalgrimoire.com/troikagenerator

At 0 Stamina, you die at end of this round.

Below 0 Stamina, you are already dead. Roll Luck to avoid?

Melee Combat: both roll Verses. Winner deals damage.

- 6, 6 the winner deals double damage
- 1, 1 the loser suffers +1 damage

Ranged Combat: shooter rolls Verses the target's defensive Skill.

- If shooter succeeds, they deal damage.
- Underwater, most ranged weapons act like melee.

Every weapon has a **damage table**. Roll 1d6 to see how much damage is dealt. DMG modifiers affect the roll, not damage dealt.

Shield: -1 DMG, 1 hand, 1 Slot

Light Armor: -1 DMG, 2 Slots

Modest Armor: -2 DMG, 4 Slots

Heavy Armor: -3 DMG, 6 Slots

Unaware: Attacker rolls under, target suffers +2 DMG

Prone/Fallen: suffer -2 to all rolls and -2 DMG

Falling: Suffer 1d6 damage per 2 meters fallen.

Fire, Poison, Drowning: Suffer 1d6 damage the first time you fail the roll. 2d6 the second time, etc. In combat, roll at end of each round.

Cast a Spell

You must be touching the Bridge and have a Spell-Stone with enough Stamina.

Spend the Stamina cost from the Spell-Stone and Roll Under or Verses:

- **Success**, the spell happens
- **Failure**, Nothing happens
- **Fumble**, Roll d66 on the OOPS! table

Cauldron Cooking Rules

1. Combine all Ingredients with 1d6 Provisions.
2. Cook the stew for 1d6 hours.
3. The head chef tests their Luck and removes the stew from the fire.

If **successful** and the recipe is **right**, the stew is what you expected.

If **successful**, but the recipe is **wrong**, the Ingredients can be recovered.

If **unsuccessful**, but recipe is **right**, need extra Ingredient and d6 Provisions.

If **unsuccessful**, and recipe is **wrong**, summon 1d6 Under-Things.

Fell Off The Bridge

12. You simply don't fall. The stones extend to support you. Time stops, and you glimpse a vision of the end of the Bridge. All of your Skills are marked for advancement.
11. You snag an old mason's rope, wildly swinging around to the other side of the Bridge and landing back on top. Gain the "Falling off the Bridge" skill at Rank 3. You can use this skill instead of a Luck Test in the future.
10. An Awful Bird (pg XX) catches you, repaying an ancient debt.
9. The stone supports you, cracking and crumbling to keep you from toppling. You owe the stones a great debt.
8. An enemy or ally gets in the way. They fall off instead of you.
7. You may cling to an enemy or an ally and use them to pull yourself back onto the Bridge. You deal your unarmed damage to them.
6. An ally extends an item for you to grab onto. The item is damaged, but you remain on the Bridge.
5. You have a long-forgotten Trestle Troll Ticket that may be exchanged for one daring rescue, courtesy of a bored Troll.
4. You fall into a forgotten Pillar Dungeon. The GM fills the contents with their favorite old-school dungeon crawl. Hopefully you can escape back to the surface of the Bridge, or your friends can rescue you!
3. Roll on the Weather table. The result saves you somehow.
2. You fall into a secret crevice filled with a few valuable items and one angry resident.
1. You get tangled in an errant root, taking damage as Spear. You will need help to extricate yourself.
0. Roll 1d6 on the Falling table. (pg XX)

What Counts as an Ingredient?

If you think something might be an Ingredient for stews, Test your Luck:

Unsuccessful, this item and items like it do not count as ingredients.

Successful, it counts as an Ingredient, but...(roll a d6)

1. You'll need a LOT of it, at least three times what you currently have.
2. It counts as a different flavor than expected.
3. 1d6 extra provisions are required to cook with it.
4. It requires special preparation to be used in the recipe.
5. The ingredient will "spoil" if not used within the next hour.
6. The stew that uses this ingredient will take an entire day to cook.

Melee Weapons	1	2	3	4	5	6	7+
Sword	4	6	6	6	6	8	10
Axe	2	2	6	6	8	10	12
Knife	2	2	2	2	4	8	10
Staff	2	4	4	4	4	6	8
Hammer#	1	2	4	6	8	10	12
Spear	4	4	6	6	8	8	10
Longsword	4	6	8	8	10	12	14
Mace#	2	4	4	6	6	8	10
Polearm*#	2	4	4	8	12	14	18
Maul*#	1	2	3	6	12	13	14
Greatsword*	2	4	8	10	12	14	18
Club	1	1	2	3	6	8	10
Unarmed	1	1	1	2	2	3	4
Shield	2	2	2	4	4	6	8
Ranged Weapons	1	2	3	4	5	6	7+
Fusil*#	2	4	4	6	12	18	24
Bow*	2	4	6	8	8	10	12
Crossbow*	4	4	6	8	8	8	10
Pistolet#	2	2	4	4	6	12	16
Sling	2	4	4	6	8	10	12
Compound Slingshot	1	2	4	4	8	12	16
Beastly Weapons	1	2	3	4	5	6	7+
Small Beast	2	2	3	3	4	5	6
Modest Beast	4	6	6	8	8	10	12
Large Beast #	4	6	8	10	12	14	16
Gigantic Beast#	4	8	12	12	16	18	24

* indicates a Weapon that requires at least two hands to use.

indicates a Weapon that ignores 1 point of Armour

6 Flavors of Ingredients

Dull ingredients appear mundane or boring, but have a hidden beauty.

Sharp ingredients are unexpected and leave an impact.

Fresh ingredients age quickly. They must be enjoyed before they grow Old.

Old ingredients are past their prime and on the verge of being hazardous.

Secret ingredients are only known to a select few.

Magic ingredients are just that—unexplainable, mysterious, and elusive.

The Homebody Bridger's Glossary

Bindlestick Syndicate, the - A clandestine brotherhood of Pebble-Pinchers rumored to operate all over the Bridge. What they actually do (if they exist at all) is a mystery that piques the paranoia of guards and property-owners everywhere.

Bird (Awful) - Catch-all term for any Creature of the Sky, no matter how horrid or dissimilar to an avian it is.

Bolsterer - A Stonewright who casts magic sparingly and works to ensure the stability of the Bridge. More welcome than Eroders, but still treated cautiously for the powers they deal with.

Bridge, the - The entirety of the world (as far as anyone knows).

Bridger - Any sapient denizen of the Bridge, regardless of species. Older, prejudiced uses of the term make certain omissions.

Bridgetown - Collective name for all "civilized", non-wilderness areas of the Bridge. Archaic spelling: Brycgtun.

Candy-Cobbled Streets, The - A fabled District and land of plenty where even the cobblestones are edible. A popular subject for Pebble-Pincher songs. Few think it truly exists, and fewer look for it.

Cobblestone Farming - Euphemism for the practice of abducting and murdering Coblins with the intent of profiting off their stone corpses. Outlawed by the Pact, rumored to persist.

Crossing, the - The main thoroughfare that runs down the center of the Bridge. Also called Mainstreet, Bridgestreet, "the Road", etc.

District - A discrete inhabited section of the Bridge, comparable to a town or neighborhood. Often a span or more in length.

Eroder - A Stonewright who casts magic recklessly and damages the Bridge as a result. Considered villainous in most parts.

Gatehouse - The abode of a Turnpike Guild, from which they collect taxes and harass traffic. Often but not always built on top of Bridge Piles, so that the weight of these huge structures is more safely distributed.

Keystone - Stone specially enchanted by Stonewrights to house one or more restless spirits of deceased humans. Sometimes used as literal keystones in arches. Vary greatly in size and appearance, from small ornamental tiles to huge, troll-sized boulders.

Pact, the - The only universal law on the Bridge: all sapient species must be treated as equals. The Pact was sealed generations ago, after war and persecution nearly brought the Bridge to ruin. According to legend, the Pact was made when the Bridge itself spoke up. It said aloud, in no uncertain terms, that it was soon to crumble beneath the weight of stupidity and malice. To break the Pact, even in a small way, is to shift the balance on this knife's edge even farther towards destruction than it is already.

Piles - Enormous "legs" that raise the Bridge up out of the Under at even intervals. Each Pile is uniform: dozens of meters thick with a metal core. They are often riddled with mine shafts, hollows, and dungeons from ages past.

Sky, the Infinite - Everything above the Bridge. Typically clear, blue, and prone to birthing horrible creatures called Birds. Converse of the Under.

Span - Standard unit of measure derived from the distance between the centers of two adjacent Piles. Equal to 10 kilometers in fancy Stonewright measuring language.

Spell-Stone - Brick etched with geometric sigils that both aid and fuel spellcasting. Spell-Stone production is slow and usually regulated by Stonewrights. Uniformly shaped like supernaturally heavy bricks, often decorated with the seal of the Stonewright school that carved it.

Trestle Troll - A Troll who lives on the sides or underbelly of the Bridge, moving by way of brachiation. Most are members of the Trestle Trolls Fall Insurance Syndicate, dedicated to the timely rescue of anyone unlucky enough to fall off the Bridge—for a nominal fee.

Turnprick - Accurate Derogatory term for anyone employed by or associated with a Turnpike Guild or Gatehouse.

Under, the - Everything below the Bridge. Murky, swirling with mists of rarified reality, it is the origin of many strange Under-Things. The Under-Fog grows increasingly dense as one moves down, becoming more like liquid but never quite—the strangeness compounds in equal measure. Converse of the Infinite Sky.

Under-Fishing - The practice of throwing large baskets over the sides of the Bridge to "fish" lost or congealed things up from the denser layers of the Under. Can be done professionally or as a hobby.

Under-Thing - Catch-all term for anything native to the Under that fits general descriptions of being "alive". Lethally curious as a rule.

Weather - Any phenomena that comes from above or below the Bridge. Includes but is not limited to rain, sleet, bird shit, debris from collapsing aristocrat towers, etc.

