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Special Thanks to My Friends and Family.



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INTRODUCTION

An Introduction of Sorts

RunePunk was conceived in 2004 after I decided I wanted to write for the Savage Worlds system. I wanted to create something unlike anything that had gone before and I wanted to do it quickly. Let's address those points in turn. RunePunk was going to be a world in which the arcane developed parallel with technology. Wherein there was a viable reason why one did not eclipse the other, a world where factories belched forth filth into the air and slime into the gutters while mere streets away demonologists toiled over ancient rituals to summon forth demons to do their bidding. I wanted high fantasy in an urban environment. I wanted to give my due to works of fiction that had profound effects on my youth. While many pay tribute to Lord of the Rings, my heart ached far more for the exploits of Elric and his black blade. While some loved the epic tales of adventure that stretched across the realms of a mundane landscape, I loved the mystery and wonder, the grime, and the filth of the city spun out by Leiber with the beloved Lankhmar far more. I enjoyed the political intrigues of Mervyn Peake's Gormenghast and was overwhelmed by China Mieville's Perdido Street Station, which brought back a sense of amazement for me and redefined modern fantasy. While I'm giving nods to influences, I cannot leave out Neil Gaiman who unknowingly taught me to challenge myself, to draw upon the myths of the past, pay homage to what has gone before, and try to add a bit for the future.

Getting to the second part of my design parameters, I wanted to quickly develop my setting. I opted to limit my environment and confine it to a city, but I wanted my city to be able to handle anything I came up with, so it ended up being a huge city. To this, I must give a wink and a nod to all the Judge Dredd comics I read in my youth that have influenced this work as well as the artistic visions of Tim Burton. Fully fleshing out my cultural influences, I must say such movies as Dark City and Labyrinth played with the ideas of what was right and proper in a fantasy work. Finally, the computer game Arcanum fascinated me from the outset with its blending of disparate genres.

So, when I'm asked, "What is RunePunk?" it's difficult to give a hard and fast answer, as it is impacted by so many influences on my life. If pressed, I say that it is

dark steampunk fantasy, but it's not solely steampunk in the traditional sense and the fantasy is not the stereotypical dragons and the like, but wanders farther afield. In effect, RunePunk goes far beyond the fields we know and into a realm of possibility and wonder, which is what any good fantasy should do. Hopefully, I've managed to capture the essence of this to some degree, but a game setting, unlike a story or novel, is not truly alive until a group of people comes together to explore its nooks and crannies.

Is it possible to enjoy RunePunk without any of these literary conceits or cultural references tucked away in your memory? Of course it is. ScatterPoint is a city comprised of many people and is an amalgam of many times and cultures. While it is sometimes a waypoint for people slipping between dimensions and dreams, it is far more. Against the backdrop of a thriving industrial age powered by magic and steam, desperate people take desperate measures to ensure their survival. Life is a commodity like any other and the gears of the city grind down hard. Everyone is replaceable and knows this, so some strike out to make their fortunes. Hardbitten mercenaries with runic arms and armor implore passing merchants for employment while chemists leave their labs and take up the mantle of adventurer. Humanity forms the core of the city's populace, but it is not alone. Ghosts and demonspawn are a familiar sight among all levels of society. Mechanized men powered by technology and magic trade their souls to support their families. Ratlike folk go where the others cannot and keep the complex mechanisms of the city running smoothly. The shadows and the steam contain many secrets. Read on through the history and the races of this place. Imagine the grit beneath your feet and the grime pervading the air. Imagine this is your life and - know this- the only way to get ahead is to somehow be extraordinary. With that challenge, I welcome you into the streets of ScatterPoint and encourage you to make ScatterPoint your own. Everywhere there is a story desperate to be told. Tell yours.

Best Regards,

SEAN PRESTON

PLAYER'S SECTION

WORLDVIEW

The Lay of the Land

Welcome to ScatterPoint



I'm Cipher and I'll be your guide. Look for my symbol to see character creation tips, important notes, and to designate Wild Cards found in the GM's Section. By the way, I don't expect to see any of you players creeping around the GM's Section. That's strictly off limits and I'd hate to send you off to rot in some cell in BlackShackle before you've even had a chance to see the rest of the city.

The City as a Whole

ScatterPoint is the name for the city in its entirety. It spans hundreds of miles in all directions from the central point of GreyMesa, the ruling district. Beyond the boundaries of ScatterPoint are mists and constant storms referred to as Zurvan's Veil. Any that have dared venture into the Veil have never been heard from again.

Districts and Barrens: Two Parts to One City

The city consists of two main divisions: districts and barrens. Each district is a metropolis in its own right with upwards of a million people typically working within a block of their residence. Buildings tower hundreds of stories into the air. A central runetower in each district protects the people from the runestorms and provides a constant energy supply upon which the city is dependent. Each city district is physically connected to another by rail lines that run through the barrens.

The barrens are the unsheltered parts of the city where pockets of civilization attempt to make a living

and there is little law to be found. Tribes of Malakar wander across the ancient rubble and take shelter in the shells of crumbling buildings. Runestorms strike without warning, providing little opportunity for rebuilding these areas.

The City Districts

Thirteen major districts exist. Chief among them is GreyMesa: the center of ScatterPoint, its bureaucracy, and the residence of the Autarch. Each district has its own distinct character but shares the common element of a tall centrally located runetower. Each district consists of a downtown, midtown, and uptown area and is further divided into the political subdivisions of boroughs.

A complete listing of the districts is found in the City Guide section of the RunePunk Primer.

The Barrens

Nine barrens exist and are the broken bits of the city where no runetowers exist and lawlessness rules. The barrens are the homes to outlaws, Malakar tribes, and the legendary Demon Lords, the Talus. Some of these areas have been reclaimed by what passes for nature; witchgrass forests and tanglevine covering over what might have been a great mansion in centuries past. The barrens evoke the sense of great age as monolithic ruins abound and the uneven ground still speaks of lost greatness.

A complete listing of the barrens is found in the City Guide section of the RunePunk Primer.

The History of ScatterPoint

The End of One World Begets Another

Once the jewel of a star-spanning empire, the city is now a crumbling macropolis held together by ancient runes and lost technologies fighting against the entropic push of chaos. The city is now the world.

The skies shudder with the runestorms that power the very city. Most never see the sky, however, and instead dwell forever in the factory-towers spending bone-crushing days maintaining the city's needs.

Trees are legend. Flowers are forgotten. Demons walk the streets in human guise and ancient Andari, once men themselves, rule over the remnants of humanity. Ferren, ratlike creatures from another plane, have carved out a niche of their own. The most poverty-stricken and criminal elements of man have surrendered themselves to the city and let themselves be recreated into living tools - the Overwrought - who toil in the most difficult and dangerous conditions for little wages and less thanks. Beyond the flickering lights of the city districts lie the barrens, abandoned lands where the half-demon Malakar wait to lay waste upon any that venture into their territories.

How did things become this way? Once upon a time, ScatterPoint was the greatest metropolis in the Empire. The runecasters and scientists that governed the city lived in relative harmony until such time as the scientists' "Great Breakthrough" promised to shift the balance of power. A fearful group of runecasters used more magics than the world had ever seen and crushed the scientific revolution with their runestorms, sealing the city's fate.

Arcane energies creased the sky in an array of unearthly colors while the great Stabilizers, towers of science, stood untouched and unharmed. Finally, an arc of the ancient magics struck these massive towers and amplified these magical energies a hundred fold. Law and Chaos howled in unholy unison as the world went black. The very fabric of space and time was torn. This pivotal moment became known as the Severing.

During this time, ScatterPoint was shaken to its foundations and all but the most powerful of towering buildings toppled to the ground, killing millions. The runestorms swelled and ebbed and each wave of reality

washed people through from different times and places and each wave took them away again. The people called this period the Time of Madness and few, if any, thought they would survive. That is, until the Ferren came...

Aftermath: The Rebuilding

For a hundred years, the people lived like beasts; scrabbling and fighting for scraps of the past, for food, for protection from the relentless storms. The areas nearest the Stabilizers were the least affected, so people from outlying areas began congregating near them in what became known, in later years, as the city districts. These sanctuaries were not without trouble. Tyrants arose and drove people into slavery. The dark ages had arrived upon the city.

The outlying areas fared far worse. Some of the Talus, ancient Demon Lords, found themselves trapped upon this unknown plane, as helpless to leave as the rest. They howled and gnashed their teeth and began to set up petty realms, breeding with the stock of man to create their brood, the Malakar, to set upon the city districts. The storms bent reality and broke the boundaries between dimensions. Creatures and things were cast from one continuum into another. Most became victim of the Talus' insatiable appetites or their pets, but a handful became the saviors of man.

Some Ferren, a clever ratlike folk, fell victim to the grasp of the great runestorms and were pulled through from their world to the city. They were the first to call the city ScatterPoint, the place between places. They helped assess the situation and set to work on establishing some anchors so the city would not tear itself apart. A humble engineer named Tanryn, a human, with a host of his men, aided them in their efforts in converting the Stabilizers into what became known forevermore as the runetowers, the great shadowmetal towers of conjoined magics and ancient technologies. Thus Tanryn the Builder found his way into the archives as the Founder. The storms became less frequent as the runetowers absorbed the energies, and the factories and foundries, dormant for a century, began to come alive. People began journeying up the high plateau of GreyMesa looking for work.

The early days were hard and many of the changes made then stay with us today. Tanryn grew to be even harder. He gathered together his most loyal protectors and bid them don the ancient flowmetal armors and carve law from the chaos. These executioners took to their tasks with zeal and evolved into the elite cadre of swift justice in the city, the Sequitors. Overwrought, volunteer workers converted into machine-men, were designed by Tanryn's own hand to work the demanding hours needed to rebuild the city. Many died until the process was refined, but the hard work killed many more. Things grew worse. The people of ScatterPoint threatened to destroy themselves and the Founder could not allow it. He hardened the city like a piece of raw iron until it rang like steel, cannibalizing parts of it with his scavengers, the reapers. These scavenged lands became known as the barrens for they were deemed unfit for human life and were sacrificed to the Talus and their kin. Some heroes and fools attempted to administer justice in these lands and the Order of the Blade arose. Swords not forged in centuries were manufactured by the thousands and dispatched across the land. Order of a sort slowly took root in the ashy remains of a broken civilization. This time is known as the Time of Toil and Tears and heralded in the New Age.

With the passing of Tanryn, his bookish assistant became the Autarch, adopting the title from recovered historical files. The storms had calmed, the city had taken the rough outline of its modern form with trains connecting the major city districts and the last of the people born in the other world were already dead or dying. The past became a forgotten thing, the newness and strangeness of the world faded into memory as well, and people began to accept the world for what it is- a mishmash of technologies and magics irrevocably intermingled. Yet, few expected the most bizarre twist of all.

The Coming of the Others

As past technologies were uncovered and inventors discovered new and different scientific principles existed in ScatterPoint, the far doors came into being. Simply put, they allow instantaneous travel from one point to another. The energies required to do this are tremendous and thus are generally restricted to certain points in city districts in close proximity to the Runetowers or in areas of great runic activity, like ScarFall. These far doors, based on the principles of Zurvan's Void, sometimes

run afoul of runestorms and, thus, a separate people of ScatterPoint arose, children of the shift, the Andari.

While the probability of transport errors through far doors is remote, it does happen and, when it does, it is usually with fatal consequences. Survivors, however, emerge reborn, recast, as though a part of them is phased away forever. In even rarer cases, some survivors of runestorms have met with the same fate. Theologians and scientists debate whether it is the shedding of the soul or the replacement with some of the ephemeral energies abounding in ScatterPoint. It matters not, for these people, dubbed the Andari, the Others, are transmuted in many ways, some obvious, some subtle.

At first, no one knew what occurred other than some lucky bureaucrat survived an accident, but then, after a period of years, it became evident. These faceless bureaucrats became known powers for they did not age, they did not die, and their long experience in the maze-like administration became invaluable to the Autarch and the city. They became the life blood of the city and they very well may have stayed relegated to such a state if were not for the uprising.

The Uprising of the Overwrought

The Overwrought, known more commonly as cogs, serve the city in the laborious, daily tasks of running the machines of the city. They are typically reserved for the most fatiguing and dangerous jobs, but their assignments run the gambit from strip miner to political bodyguard.

One Overwrought in particular, Kabel-18, had a fierce spirit and great skills in the Bloodcircle, a place where Overwrought often battled for the pleasure of the citizenry in the early years of ScatterPoint. He came to the attention of the Autarch who selected him to serve as his personal bodyguard against the warnings of his advisor. Had he heeded the warnings, the city might have turned out to be a different place. Instead Kabel-18, given the taste of power and freedom, began to seek it out for all Overwrought.

At a predetermined time, they shut down the city, just as the Autarch entered a far door. This caused a far door malfunction, transporting the Autarch into the barren region of BentShadow not far from Stone Manor. The residents of Stone Manor cared for him even as chaos erupted throughout ScatterPoint. Overwrought battled man and the streets ran in blood for two weeks until the Autarch returned under the protection of Stone Manor.

He ordered summary execution of Kabel-18 and agreed to spare all others if they submitted to a regulator, a device that required them to recharge daily. This device is now part of each Overwrought's design. Kabel-18 attempted a final assault on GreyMesa, but succumbed to the newly developed runeguns wielded by the Sequitors.

He didn't announce his transformation, but the Autarch holds his position for life and he has yet to die. It is known but rarely said publicly that the Autarch is an Andari and that the Reign of Man is at an end. Andari have risen to prominent positions throughout ScatterPoint and most are content to have the wise counsel and long view of such esteemed citizens.

The Great War of the Storm Lords

Five hundred years ago, the Great War took place. This battle was initiated by the Storm Lords, a group of men and Malakar under the direction of the Talus who had, by this time, established their own kingdoms in the barrens.

The Storm Lords congregated in the western regions near the Abyss. ScatterPoint's spies learned that the Malakar sought MossMetal and its precious stores of water. When the Storm Lord army of 10,000 strong reached the high walls of the district, they were flanked by a force of 1,000 battle-hardened men of the Order of the Blade. The Order's initial onslaught so demoralized their enemy, that enough time was made for reinforcements to come in and contend with the threat. Despite their heavy losses, the Order was commended by the Autarch and credited with saving the city district from the demonic threat.

Since that time, chapter houses of the Order are found throughout the city districts and all knightly members are given special dispensations from the Autarch on the anniversary of their victory. The war lasted twenty-seven years and is estimated to have killed over 400,000 between the warring factions before the Storm Lord Accord was signed and the barrens earned the nickname of the Abandoned Lands. In exchange for turning a blind eye to future atrocities from the Talus and their kin, the council recommended that the Autarch cede his dominion over the barrens and open up the borders between the walled districts and the lands beyond. This pact, known as the Storm Lord Accord, preserved the peace between the city districts and the barrens.

The Present

A thousand years have passed since the Time of Madness and the storms do not subside. The city now is as dependent upon the runic energies that course across the sky as a cotter is to glee. That's just how things are today.

Technology is an integral part of life in ScatterPoint. Clanking, creaking, and the hissing of steam can be heard everywhere. Arc-lights flicker in the damp of the lower levels and fungus thrives in the abandoned recesses where the forgotten homeless starve. The common man rarely travels more than a mile from his home, ever. Instead, most are content in their overcrowded subsidized apartment of the factory, getting their pittance of pay to spend at the factory store on such things as glee, the cheapest and most potent rotgut ever developed by Tannenbel.

The storms help keep the city running and keep the citizenry restricted and caged for the most part like some seething, feral animal begging for release. The growth of technology is stunted and twisted and few imagine that some of the relics still rusting in the wastelands will ever be restored, or that the city will find its former glory hinted at in various ancient texts. Whether this is out of society's fear or the limits of modern physics, no one is certain, but inventors are still looked to as the one hope to restore the city back to its proper place.

Thanks to the runetowers, the survival of the runecasters was assured. Their knowledge of runic energies and ancient rituals are vital in maintaining the city, but everyone knows that the Tempest, as they call it, brought a change in sorceries and some runes no longer work, while others imagine some wait to be discovered anew, perhaps buried beneath a bunker in some lost archive. Runecasters are rarely licensed, though city law requires it, so the exact number of runecasters is unknown. A growing population of them has sprung up in the barrens where the hand of the city rarely cares to extend. Runic tattoos are commonplace in all strata of society, reflecting the growing acceptance of magic once again among the common man.

The chief religion is the Church of Twilight, wherein homage is paid to Umbriel, the Lady of Shadow. Shadowpriests maintain a watchful eye over the city and rarely directly intervene between scientist and sorcerer. They feel the battle between magic and technology happened to bring them closer to the bosom of Umbriel, Queen of Twilight, and they strive for balance. They claim the Severing arose to show the devout the error

of their ways and to teach all that harmony must be preserved at any cost. While shadow temples usually dominate the temple square in every city district, the Children of the Four Gods have a respectful presence and political clout. It is unwise to bring the disfavor of any gods, especially angry ones.

While the world has changed, the people have changed as well. Expansion into the barrens is underway. Citizens understand and fear runestorms, but also know their fortunes could lie in their wake. Sifters, fortune hunters, brave the lost lands of the barrens seeking fame and fortune in the form of uncovered artifacts or other random bits of ancient history, knowing that the rich cloudbreathers pay top coin for their efforts.

This trespassing breaks an uneasy peace. The Talus, long content to let their ire simmer, now turn a more watchful eye from their hiding places while their Malakar lap dogs gather in dark places and whisper words of pending war. Already, overland travel worsens and more bureaucrats rely on far door transport than train. The City, once fearful of the Talus, has few residents that remember the ancient power of the Demon Lords, and is preparing to reclaim the barrens and eliminate their presence for good.

Some call this war foolishness. Some folks say the Council attempts to distract its citizenry from more pressing concerns or, perhaps, to thin our stock and divert our energies from finding a way back home. The blood lust of the citizenry is growing and civil uprisings grow more frequent downtown as rumors spread of rationing. Most people concern themselves with more trivial matters. They know the City is the City and has always been so. They content themselves with a touch of glee, a tanglevine smoke, and the sweet reprieve of dreamless sleep.

Adventurers seek a better future. They know the world is more than the collapsed dreams of former glory. ScatterPoint needs hope. ScatterPoint needs heroes. Will you rise to the challenge that the city presents to carve your own destiny? Or shall you be ground down like so many others beneath its tireless wheel? The choice is yours. ScatterPoint awaits.

THE INHABITANTS OF SCATTERPOINT

archetypes

The world of RunePunk is a study in contrasts and you are presented with a lot of choices. The flexibility provided in character creation adheres closely to the core rules, only with a lot more options available. You may want to flip between this section and the race section to help you decide what kind of character you would like to play. Please remember, these are just suggestions, so feel free to use them as springboards for your own creations.

Below is a list of some common character types you are likely to find wandering about ScatterPoint's city districts and barrens.

Barrens Knight: A hero to the outposts, the Knight is the symbol of past days, and is usually found patrolling the barrens, keeping the ways clear for traveler and sifter alike.

Beggar: Some people either cannot work or refuse to do so and have turned to begging. They are found among the various levels and frequently are involved in other forms of criminal activity.

Bounty Hunter: In a city this big, the law cannot be everywhere. The bounty hunter helps fill in the cracks and operates on the fringes as a killer for hire. He tracks down people and creatures and kills them. For a larger fee, he'll bring them back alive. They will even trek their prey through the barrens if need be.

Chemist: A specialized scientist that often works for factories mixing and managing various formulaes, they are invaluable to some research teams for their expertise.

Demonologist: A runecaster who turns his attention to the dark arts can be invaluable in the city. The demons they summon can make them both versatile and deadly.

Gearhawk: Roguish bandits and merciless mechanics, a gearhawk is quick to strip down anything he encounters for parts. Often running as part of the gangs in the barrens, a gearhawk is as handy with a runegun as a ratchet.

Inventor: Whether formally trained or naturally gifted, the inventor understands the principles of gear-

craft. He seeks to use his abilities in the world beyond the workshop.

Merchant: Honest merchants are few and far between as the factories typically provide for all in some capacity or other. To survive, merchants have to be willing to operate as either pawnbrokers or engage in some quasi-legal activities. Some less scrupulous merchants are smugglers.

Politician: Some say treasure and glory lie in the barrens, but not for the politician. All hope is found within, among the people, and to him, each individual is a way of increasing his power and clout. Typically an inoffensive master of rhetoric, a wrong turn of word can change their fate forever.

Priest: Various churches have active roles in the city districts and church leaders are accorded due respect, often wielding great political power in their community.

Retriever: A more polite form of bounty hunter has evolved over the generations and takes the form of the retriever. This character uses a subtle smile and a sleep-soaked cloth to return an escaped employee back to their proper task. They have a great knowledge of the streets and often come from prominent families. Many approach their work with a zeal rarely found elsewhere.

Runecaster: Runes are everywhere, but few can actually channel their own essence into them and make them do their bidding. The person who can control such forces is often feared or mistrusted or looked upon to do things which others will not. Most are encouraged to serve the city in some capacity and all are required to be licensed at a minimum. The enforcement of such licenses varies from place to place.

Sellsword: While bounty hunters work alone, the sellsword is often in the company of others. He is a bodyguard, a protector, and will point out that he is no assassin and will not kill for pleasure. Though, if pressed with enough coin, his mind may be changed.

Sifter: Adventurous explorers and searchers for lost knowledge and artifacts. The sifter is adept at survival in the harsh climes of the barrens with a knack for noticing items of worth others might ignore.

Soldier: Soldiers serve double duty as both defender against attacks against the city districts and protector from rabble-rousers within. They are well trained with both pistol and blade and are familiar with the city district they are assigned to.

Thief: In a city of millions, crime cannot help but exist and the city guard cannot hope to catch them all. In this squalor, the thief exists, often moving from district to district, one eye behind them and one looking for their next mark.

Wayfinder: Traveling through unfamiliar city blocks is alien for most. Few citizens venture far from their home. The wayfinder, on the other hand, knows the streets and alleyways well. They are adept at finding people and places. Most focus their energies on learning the nuances of a particular city district, while others enjoy the dangers and excitement of mastering parts of the barrens.

Runic Weaponry in Brief

Hello Again.



You'll find in RunePunk the introduction of a new damage category, runic. When a weapon is designated as runic (or rw), it means the weapon is magically enchanted with runes and runic energy and it penetrates any non-runic, normal armor as though it wasn't there. Armor designated as runic provides full protection against both runic and normal attacks. Typically, weapons and armor that are runic are quite obvious, but exceptions do exist. Bolts cast by runecasters, the claws of the Malakar, and Overwrought with armaments and runic cores are three varying examples of runic weapons. Other character types can either develop or gain access to runic categories and there are runic weapons, both blade and gun, available for purchase to those with enough coin. Some city guards are known to carry both. The tell-tale glow of runic energy varies greatly with whitish blue, green, and blue being the most common, though red and yellow are not unheard of. More details on runic weapons are found in the High Laws section.

Character Creation

Once you have decided what role you wish to play, it's time to make your character! Some people love this part, some dread it. Savage Worlds is flexible, robust

and easy. Your character will be wandering the streets of ScatterPoint shortly.

1) Choose a Race

The City of ScatterPoint contains a variety of peoples. You may want to flip through the Race Section, the Racial Edges, and various Professional Edges to see what combinations are available. As individuals do wind up here from other times and places, you may seek your Gamemaster's permission to play a favorite character from any of the Savage Worlds Settings!

2) Place of Birth

You select whether your character hails from a city district, the barrens, or is a wanderer. This impacts your Common Knowledge and is detailed in the Setting Rules section.

3) Traits

Now it's time to figure your hero's attributes and skills. Unless a racial description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12 (except with certain edges, detailed later).

All of the Skills from the Savage Worlds core book are available, though some, such as Swimming, may be less useful than others, such as Repair. New skills are detailed in the section after Race.

Languages

Citizens of ScatterPoint read and speak Sprawl, an amalgamation of lost and forgotten languages. Other races may speak other languages as well as detailed under their description. Any characters transported here find themselves able to speak the language within hours and, if already literate, reading it within days.

Secondary Statistics

Pace is 6".

Parry is equal to 2 plus half your Fighting.

Charisma is a combination of your character's appearance, manner, and general likeability. It is added to Persuasion and Streetwise rolls. The GM also uses it to see how NPCs react to you. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Toughness is equal to 2 plus half your Vigor.

4) Special Abilities

Now decide if you want any Hindrances. If so, you may use them to gain one of the benefits below. Unlike in the Savage Worlds core rules, you may take up to four points of Hindrances in any combination of Major (worth 2 points each) and Minor (worth 1 point each).

For 2 Hindrance Points you can:

- Raise an Attribute a die type
- Choose an Edge

For 1 Hindrance Point you can:

- Gain another skill point
- Gain additional monies equal to your starting funds

5) Gear

Your hero starts with the clothes on his back and 500 Royals. You may spend as much of this as you like on weapons, armor, and gear before play begins.

6) Background

Think about your character's place in the world and jot down a few notes about what he's like, his motivations, etc. If you are coming up blank, play a session or two and let your character come into focus by concentrating on his edges and hindrances: two characteristics that are especially role defining.

A Note on Racial Edges

Racial Edges are Edges available to members of specific races. Whenever a character has an opportunity to select an Edge, they may elect to take any Racial Edge appropriate to their Race that they otherwise meet the requirements for.

The list of Innate Edges and Hindrances exclusive to each race immediately follows that race in the spirit of convenience for players during character generation and subsequent play. When selecting your character's race,

make note of all the Innate Edges and Hindrances your character begins with on your character sheet.

Planning Ahead



When you set out to make your character, some of your choices are going to forever guide the direction of your character's development. In RunePunk, race selection and role selection do not limit your basic choices, but rather expands them. However, it is recommended you carefully consider the type of character you want to make and weigh the pros and cons of your decision. Individuation is the name of the game in RunePunk and it is relatively easy to create a character that is uniquely your own.

Let's run through a sample overview of the possible choices that can arise in character creation. First off, the biggest choice you'll have to make is deciding your character's race. Some races naturally lend themselves better towards certain archetypes than others, such as the Andari inclination towards runecasting and the Ferren's natural affinity with technology. Malakar make excellent fighters as do Overwrought, though their approaches certainly vary a bit, and humans can certainly match the others through their versatility and focus.

For our example, we'll create a runecaster. Naturally, a player may first consider an Andari to gain the extra Power Points, but let's delve a bit deeper. What if we decide to go outside of the comfort zone and play a character a little bit unusual? Looking over the races, the least likely candidate for becoming a runecaster may well be an Overwrought. The Overwrought get a nice bump to their initial Strength and Vigor and their Agility is a bit tougher to increase than normal, however, Smarts and Spirit, most important to runecasters, start and increase normally. Therefore, we could begin play with an Overwrought as follows:

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Knowledge (Rune Lore) d8, Notice d6, Repair d4, Runecasting d10

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Lumbering, Outsider, Runic Recharge

Edges: Arcane Background (Runecaster), Big, Ever Ready, Well Built

Birthplace: GreyMesa (Citizen)

Powers: (10 Power Points) boost/lower trait, smite, spirit call

By making these choices, we are going against the traditional runecaster archetype and we are providing a developmental path that is atypical for an Overwrought as well. Each level up provides choices, not only of new powers, but specific racial edges that can further determine the character's growth.

Mixing Things Up

As shown in the example above, creating an unusual character type is no harder than making any other character type. But with all this opportunity of choice, it is recommended you get together with the other gamers in your group and your game master to insure that while you each develop your distinct characters, you insure that you have a variety of archetypes in your party. You never know what you may run into next in RunePunk and diversity can be the greatest strength of an adventuring group daring enough to brave the length and breadth of ScatterPoint.

Andari

Known to most as shifters and ghosts, the Andari are an elite number of humans whose lives were forever altered by the Tempest. They are either those people who were caught in the flux when the rune towers first went into place or, perhaps, a subsequent casualty of a rare far door failure. Others are purported to have become Andari through especially tumultuous runestorms, while some suspect that a segment of the Andari are entirely unworldly.

In any case, those known as the Andari were once human. They are easily recognizable though, as all have extremely pale white skin, a lean look about them, and their eyes constantly shift color and intensity.

Census reports indicate less than a thousand Andari across the whole city, but it's hard to really know for certain as Andari are ageless. Most "older" Andari tend to be wealthy and hold important positions in government—including the Autarch. Few Andari are seen among the lower parts of the city, generally those that are new to the life. Andari cannot have offspring.

Andari typically tend towards government and industry, though some venture into the barrens to seek out viable salvage or out of sheer boredom. The most reliable

maps of ScatterPoint, released by brothers Grenlyche & Stephens, were drafted by the Andari explorer, Tooms. Still, other Andari focus on their physical state and refine and harness their racial abilities. This is reflected in their various racial Edges.

Names

Most Andari retain their human names, adding only the season when they shifted such as Alex Smithwinter or Jane Doesummer.

Innate Edges

Mystical Knack: Andari have an affinity with runic energies. Andari that choose the Arcane Background of Runecaster begin play with 5 more Power Points than normal.

Out of Phase: Andari are in a constant state of flux. As such, they gain +2 to their Toughness.

Perceptive: Andari are in tune with their environment and receive a +2 to all Notice rolls.

Twilight Sight: Andari are able to see in any lighting condition with no penalty.

& Hindrances

Tough on Things: Due to their strange make-up, an Andari's equipment is more prone to failure. When an Andari uses any mechanical or electric device, a roll of 1 (regardless of Wild Die) indicates it is broken.

Wispy: Being caught "in-between" has a constant draining effect on them. Vigor costs 2 points to increase during character creation and they must dedicate 2 leveling opportunities to raise it thereafter.

Andari Racial Edges

Absorption

Requirements: Novice, Andari, Spirit d8+, Vigor d6+

The character gains the benefit of Regeneration (Slow) due to their ability to absorb and channel the ambient runic energies of ScatterPoint.

Fascinate

Requirements: Novice, Andari, Spirit d6+

The character may attempt to beguile one target within 6". The initial roll is an opposed Spirit vs Spirit check. With a success, the target is Shaken and moves half their pace each round towards the character. This may be maintained as a standard action with an opposed roll of Spirit vs Spirit. If the target is attacked while fascinated, the effects immediately end. Should the character drop active control for whatever reason, the mesmerized character may make a Spirit roll on their next turn. A success entitles them to their normal action.

Flickering Form

Requirements: Novice, Andari, Spirit d6+

This is the Deflection power requiring a successful Spirit roll to activate. The character is Shaken on a 1 on the Spirit die. Though no Power Points are used, it requires a normal action to maintain from round-to-round. It may be dropped as a free action whenever the character desires. The character phases in and out while the power is active.

Ghostly

Requirements: Veteran, Andari, Flickering Form, Spirit d8+

This character is capable of becoming insubstantial with a successful Spirit roll as a normal action. The character is Shaken on a 1 on the Spirit die. Rematerializing is automatic, but the character can only perform free actions during that round.

While insubstantial, the character may still communicate, but is unable to otherwise interact with the physical world. Runic attacks, however, affect the character normally and any such attack that Shakes him causes him to immediately revert to solid form.

Jaded

Requirements: Seasoned, Andari, Spirit d8+, Guts d6+

The character gains +2 to Guts rolls.

Shadow Twin

Requirements: Veteran, Andari, Spirit d10+

The character may, with a successful Spirit roll, summon forth a Shadow Twin, a duplicate self, who has all of

the summoner's current abilities, save for Shadow Twin and Power Points. The Twin must stay within 5" of the Original. If the character has the Arcane Background of Runecaster or Shadowpriest, then the Shadow Twin may draw Power Points from the Original's Power Points. It casts no shadow and is considered an Extra. A character suffers a level of fatigue for each hour a Shadow Twin is present unless he makes a successful Vigor roll. The fatigue requires an hour to recover. Should the Twin be wounded, it disappears and the character is Shaken and suffers a level of Fatigue that takes one hour to recover. A Shadow Twin immediately disappears should the summoner be incapacitated, knocked out, or go to sleep. Only one Shadow Twin can be in existence at a time. A Shadow Twin cannot be summoned whenever the character is Fatigued for any reason.

Creation Tips

Arcane Archetypes: Runecaster is the obvious choice, owing to the additional power points Andari begin with. Shadowpriests come in second, as some of their powers can overlap a bit with Andari racial edges. Inventors are rare, as the Andari's racial hindrance, Hard on Things, can make even a casual use of an invention a chore.

Professional Edges: Suggested professions include bounty hunter, demonologist, retriever, sifter, and wayfinder. Each speaks to the various strengths of the race.

Ferren

Pulled into ScatterPoint during the Time of Madness, the Ferren were intimately familiar with the otherworldly runestorms and managed to establish the runetowers. They are a slender rat-like people complete with claws, fur, and tails. Ferren have light builds and stand about shoulder high to most humans. They are physically weak compared to the other races and they compensate for this by using mechanical means to accomplish the most mundane of tasks. Most typically dress in a similar fashion to humans although some of their attire is more outré. Ferren mature early, usually reaching their full growth by age ten, though their lifespans are comparable to those of humans.

Ferren are an integral part of ScatterPoint and many of the premier scientists and engineers of the city emerge from their ranks. Accounting for nearly a third of the

population of the city, a great many of their number also suffer from poverty and famine, despite the introduction of the meat vats during the First War. Fairly distributed through most of the city districts, RedWarrens is where their numbers tend to dominate. Attempts to convert them into cogs proved, ultimately, a waste of time and resources, as their bodies routinely rejected the surgeries and those few that were converted had a negative reaction to the runic energies required to power them and died a slow death.

Despite their varying statuses, most Ferren prefer to dwell downtown where perpetual gloom and darkness reigns. Some suggest that the number of Ferren has swelled to outrank the human population should one count the number that dwell in the ZU (Zone Underground) and do not participate in the census, or even normal society. Ferren often join salvage teams as scientific experts while the more adventurous often become bounty hunters, pitting their wits against the dark denizens of the barrens.

Names

Ferren names tend to mimic humans for their common names, while they choose nicknames for surnames by whatever is lying about at the time of birth. Names such as Tom Tinhammer or Mary Rustbucket are not uncommon.

Innate Edges

Claws: Their hands still retain the feral nails of their heritage, doing Str+1 damage and adding +2 to climb checks.

Clever: Ferren begin with a d6 Smarts.

Low Light Vision: Ferren eyes amplify light allowing them to ignore attack penalties for dim and dark lighting.

Natural Talent: Ferren have an affinity for mechanical devices and start with a d6 in Repair.

Scrunch: Ferren may squeeze through small gaps at least as large as their Strength die type in inches while unencumbered. Whenever grappled, they get +2 to all rolls to break free.

& Hindrances

Light Frame: A Ferren's light bone structure makes it difficult for them to carry much weight. Their load limit is based off half their Strength die type. This multiplier can be modified as normal with the Scrawny Hindrance or Brawny Edge.

Small: Ferren average 4' in height and weigh between 70 and 80 pounds. This reduces Toughness by one.

Ferren Racial Edges

Gifted

Requirements: Background, Novice, Ferren, Smarts d8+

This character's cleverness enables him to roll a d4 for unskilled Smarts rolls instead of a d4-2.

Empathic Healing

Requirements: Novice, Ferren, Spirit d8+, Healing d8+

A Ferren with this gift is able to heal his target through direct, physical contact and a Spirit roll. On a failure, he suffers a level of Fatigue and is Shaken should he roll a 1 on the Spirit die, regardless of the Wild Die. Each success and raise can be used to remove one wound from his target, but the Ferren suffers those wounds immediately. He may, however, use a raise to avoid suffering a wound he otherwise would take during this process.

Thus, if he were healing one wound suffered by another character and got a raise, the target would be fine as well as he. However, should the target have two wounds, the Ferren could either heal one wound and suffer no injury to his own person or heal both wounds and suffer two immediately. Empathic healing is an action that can only be used on injuries less than an hour old. Removing an incapacitated status or stabilizing a character is treated as healing a wound and the healer suffers the normal side effects as outlined above.

Heightened Senses

Requirements: Novice, Ferren, Alertness

This character gains Danger Sense in all areas of ScatterPoint.

Leaping

Requirements: Novice, Ferren, Agility d8+

The character may double their normal jumping distances to 2" horizontally from a dead stop or 4" with a running start. A successful Strength roll adds an additional 2" for a success and an additional 2" maximum with a raise.

Scamper

Requirements: Novice, Ferren, Acrobat

While all Ferren are small and nimble, this character uses it to his advantage. He is in constant motion in combat. Opponents gain no gang up bonuses against him as long as he is unencumbered and able to move freely.

The Whip

Requirements: Novice, Ferren, Agility d6+, Strength d6+

Characters with this Edge have developed the necessary skill to use their tail as a prehensile limb. They may hang from it or use it to pick up and manipulate items weighing less than their Strength die type in pounds. They suffer no off-hand penalty for attacking with a weapon held by the tail, although normal multi-action penalties apply.

Wall Walker

Requirements: Novice, Ferren, Strength d6+, Climbing d6+

Characters with this Edge gain the benefits of the Wall Walker monstrous ability with a few notable exceptions. They can use this ability to climb any non-sheer surface up to 90 degrees. Sheer walls or ceilings require special equipment.

Creation Tips



Arcane Archetype: Inventors are the most common arcane archetype among Ferren, playing to their natural talent and cleverness. Runecaster is a good, though less common, choice, and Ferren shadowpriests are rare.

Professional Edges: Suggested professions include bounty hunter, chemist, gearhawk, thief, and sifter.

Humans

Humans dominate ScatterPoint in number, but no longer in power or strength. How do they survive? The Overwrought are stronger, the Ferren are cleverer, the Andari are longer lived, and the Malakar's mixed ancestry grants them immunity from the runestorms. The answer is simple. Humans derive their strength from their tenacity. They are capable of altering the odds to make fortune favor them. Through focus and training, humans have the capacity to bring out the best in themselves. Humans do not have the time or the inclination to doubt. Whether they are a broken beggar lying in an alleyway or the mightiest cloudbreather, they all share the common bond of greatness. Although their once noble bloodlines are no more, once in a rare while the blood comes together again and a great runecaster or inventor is born. Humans are legally considered adults when they reach the age of maturation- their sixteenth year. However, they may labor with their parent's consent as young as twelve. Rarely do humans live past their sixties, though the average life span is considerably lower.

Humans draw their strength from their discontent. The ones that break away to become bounty hunters or wayfinders or half a hundred other things do not forget their heritage. Sure, they once worked in factories or broke their backs in the great stone quarries in the barrens, but no more. They have suffered those indignities and now seek to blaze their own path into the future.

Innate Edges

An Eclectic Bunch: Humans vary a great deal. As such, they begin with any one Edge they meet the normal requirements for.

Good Stock: Humans begin play with one Attribute increase.

& Hindrances

Humans begin play with no inherent hindrances, other than those selected during the normal character creation process.

Human Racial Edges

Fortune's Fool

Requirements: Novice, Human, Luck

This character adds +2 to all Soak rolls due to his affinity with the Fates.

Hero's Mark

Requirements: Novice, Human, Special

The character may immediately select any one Edge, regardless of rank requirements, as long as he meets all other prerequisites. This may be taken once per Rank. Sidekick and Followers may not be selected.

Modified

Requirements: Novice, Human, Vigor d8+

The character has gone under the knife and had some radical surgery performed on them. As such, he may select one Overwrought Edge that he meets the requirements for. Each time this is taken, he suffers a -1 Charisma due to his growingly inhuman looks. This may be taken once per Rank.

Pure Blood (Inventor)

Requirements: Novice, Human, Background

The character gets 5 additional Power Points should he become an Inventor or Chemist. He may not take Unusual Ancestry or the Edge: Pure Blood (Runecaster).

Pure Blood (Runecaster)

Requirements: Novice, Human, Background

The character gets 5 additional Power Points should he become a Runecaster. He may not take Unusual Ancestry or the Edge: Pure Blood (Inventor).

Unusual Ancestry

Requirements: Novice, Human, Background

This character is of mixed lineage and must select either Ferren or Malakar descent. As such, they qualify for Racial Edges of the chosen race. They choose one such Edge immediately and may purchase future Racial Edges at a rate of 1 per rank. They may not take a Pure Blood Edge.

Creation Tips

Humans have a tremendous amount of flexibility at character creation, especially considering the background edges of pure blood and unusual ancestry that have specific benefits and the bonus attribute increase and edge. This flexibility is inherent throughout the character's development, especially considering the edge of hero's mark that can quite literally grant the character access to a range of edges not immediately available to other races. Therefore, making a human character can be as simple or as complex as one cares to make it.

Arcane Archetypes: Inventors and runecasters are the most common choices for humans with shadowpriests lagging slightly behind. This is typically dependent upon whether players want to select the Pure Blood edge at character creation.

Professional Edges: Due to their flexibility, any and all professions suit humans. Specific choices are generally dependent upon their attributes. It should be noted, however, that more demonologists come from human ranks than any other.

Following closely on the heels of the comment above, we'll examine the sample creation of a novice level demonologist. It should be pointed out that the Professional Edge: Demonologist is a seasoned edge. By selecting Hero's Mark, the character may ignore the usual rank restriction!

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d6, Knowledge (Rune Lore) d8, Notice d8, Runecasting d8, Shooting d6

Charisma: 0; Pace: 6; Parry: 6; Toughness: 5

Hindrances: Scrawny, Shadowmarked

Edges: Arcane Background (Runecaster), Hero's Mark: Professional Edge: Demonologist, Pure Blood (Runecaster)

Birthplace: ChalkChain (Citizen)

Powers: (15 Power Points) armor, bolt, summon/banish

Malakar

The grey-skinned Malakar arose as a people when the Talus, the Demon Lords, wished to raise an army to overthrow ScatterPoint. In those early days, the Talus captured or seduced humans with their demonic wiles to create their progeny. However, the Talus did not consider the fact that their offspring might prove to be so difficult to govern. The Storm Lords could do little to control the chaotic Malakar and, despite their great numbers, they fell beneath the disciplined forces of the city districts. Their unholy army shattered, the Talus retreated to their hidden homes, leaving their progeny to make their own way in the Abandoned Lands.

The Malakar, for the most part, are a dark, stocky brood, averaging 6' or more in height. As they mature, usually in their mid-twenties, their skin turns from a dusky grey to a deep red and eventually to a reddish-black somewhere in their forties. Their lifespans tend to be short, but reports indicate Malakar can stay vigorous and youthful well into their nineties before they begin to decline. These elders have skin as black as coal

All Malakar are immune to the runestorms and suffer little from the effects of most magics as a result of their mixed birth. As such, the Malakar have swelled in number and can be found in many regions throughout the barrens. Some Malakar even take up residence in the city districts, though the civilized areas do not readily welcome them.

Though regarded as savages and feared by most, few Malakar have ever seen a Talus. While it is true that some tribes of Malakar have cults to worship their Dark Lords, some Malakar flee to civilized communities hoping to escape their heritage. Losing their stigma proves difficult at best.

Although their name means “dark messenger” in runic and they are a harsh people, their culture promotes its own sense of honor and dignity, despite the prejudices and difficulties it must endure.

Names

The names of the Malakar are typically guttural and harsh like the barrens of their birth. Examples include: Ganar, Toraq, and Kulla. Some do assume more conventional names in city areas to aid in their assimilation into a community.

Innate Edges

Claws: Owing to their ancestry, Malakar have long, retractable, black claws. They are never treated as unarmed. These claws do Str +2 Damage and are considered runic.

Dark Heritage: All Malakar are naturally more resistant to magics and completely immune to Rune Storms. This grants +2 to resist any magics cast upon them and +2 to Armor when resisting damage from said attacks. They may also take Arcane Resistance and Improved Arcane Resistance in addition to this.

Inhuman Constitution: Also owing to their unworldly background, Malakar are largely resistant to sickness and toxins. They get a +2 bonus to resist diseases and poisons.

& Hindrances

Born of Chaos: Malakar do not interact well with items of structure and logic, suffering the penalties of All Thumbs with any device more complex than their favored crossbows.

Shunned: Owing in large part to their ancestry, Malakar suffer a -2 Penalty to their Charisma except among their own kind.

Malakar Racial Edges

Dark Vision

Requirements: Novice, Malakar

Malakar with this ability may see in any lighting condition without penalty.

Demonic Rage

Requirements: Novice, Berserk, Malakar, Spirit d8+

This Malakar may tap into his demonic essence for inhuman strength during combat.

While Berserk, in addition to the normal effects of Berserk, his Strength increases one die type and he is +2 on all Intimidation attempts.

Gate

Requirements: Seasoned, Malakar, Spirit d8+

This Malakar possesses the ability to Teleport. The range is 12/24/48 and it requires a successful Spirit roll. This is considered a standard movement action. Each range increment is a -2 to the roll. He cannot teleport to a place he cannot see. A failed roll results in the character becoming Shaken and he is returned to his origin point. Snake eyes cause 2d6 damage.

He may carry others with him. Each person he transports in this manner causes him one level of Fatigue. Each level of fatigue requires an hour of rest to recover. Should he fail his Spirit roll when teleporting, as outlined above, both he and his companions suffer the same fate.

Natural Weapons

Requirements: Novice, Malakar

A Malakar with this Edge has either greater claws or fangs or a tail or other odd, deadly appendage of his choosing that grants +1 to damage. If claws are chosen, they gain an additional +1 to both claws. Damage is Runic in nature. Should they choose an extra appendage, such as a tail, they may take an extra attack with said appendage at normal off-hand and multi-action penalty modifiers.

This may be selected once per Rank and each time it adds +1 damage to a new or existing appendage. Additional limbs require tailored clothing and armor as deemed necessary by the GM.

Scaled

Requirements: Seasoned, Malakar, Strength d6+, Vigor d8+

This Malakar has scales covering its entire body giving it +2 Runic Armor.

Shapechanger

Requirements: Novice, Malakar, Smarts d6+, Vigor d6+

Characters with this Edge may shift forms into that of another humanoid within their same Size category level (normally Size 0). It requires a Vigor roll to change forms and is a full round action. On a success, someone familiar with the target may attempt a Notice roll at -2 to detect that something is off. With a raise, the penalty increases to -4. Should the character be Shaken, he must make a successful Vigor roll to maintain his form. A character asleep or unconscious reverts to his natural form.

Shapechangers get none of the target's attributes or abilities—only their appearance.

This Edge only affects the character's form and doesn't allow the duplication of clothing, gear, or inanimate objects of any kind.

Storm Touch

Requirements: Novice, Malakar, Vigor d8+

Characters with this edge may discharge latent energies through themselves and into a target, possibly stunning them. With a successful touch attack or grapple, the Malakar and target make an opposed Vigor Roll. The target must win or be Shaken. If the Malakar gets a raise on his Fighting roll, the target suffers a -2 penalty to the Vigor roll.

Winged

Requirements: Novice, Malakar, Strength d6+

Characters with this Edge have wings and can fly! They may fly Strength inches per round and climb half that amount. A Malakar's wings are typically batlike and earn them the nickname of Gargoyle among their people. Additionally, such characters require tailored clothing and armor to accommodate additional limbs.

Creation Tips



Malakar are chaotic creatures and this shows clearly in the myriad number of racial edges available to them. Indeed, if a player so desired, he could develop quite a demonic character simply by focusing on the racial abilities presented to him. Typically, when selecting professional edges, they tend towards the more martial roles available to them, though with certain edges, such as shapechanger, they can play more subtle roles in a campaign as well.

Arcane Archetypes: Runecasters are the most common, trailed a distant second by shadowpriests. Due to their poor compatibility with technology, Malakar inventors are rare.

Professional Edges: The role of bounty hunter is most common among the Malakar as they can simply disregard the dangers of rune storms. Likewise, sifter is a good choice for the same reason. Sellswords, thieves, and wayfinders frequently arise from their ranks as well.

Here is one way you could develop a Malakar bounty hunter.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6, Tracking d8, Survival d6, Streetwise d6

Charisma: 0; Pace: 6; Parry: 6; Toughness: 5

Hindrances: Born of Chaos, Code of Honor, Shunned, Greedy (Major)

Edges: Claws, Dark Heritage, Inhuman Constitution, Professional Edge: Bounty Hunter, Winged

Birthplace: Twisted Fields (Outlander)

Overwrought

Hulking unions of machine and man, the Overwrought are the labor caste of ScatterPoint. Once as human as anyone else, those who elect to become mechanized abominations are driven to the factories out of poverty, necessity, or as an opportunity for some sort of life outside of the prison districts of BlackShackle. Those that go beneath the surgeon's knife are guaranteed work and a place to live for the ten year contract that they must sign. Conversions are done on candidates as young as twelve, providing their parent's have signed them over to the factory. After that period, should they survive, Overwrought often spend a time trying to integrate into less mechanized society, usually with little success.

Despite the fact that they keep the city running smoothly, the Overwrought find they are regarded as social outcasts, relegated to the status of second-class citizens, fit for only the most dangerous of jobs in the mines and factories. This usually forces most Overwrought to return to their factory roots or become part of the squalid communities in and around them. Other Overwrought fully embrace this perception and actively seek out jobs where their abilities are most useful as bodyguards, enforcers, or parts of salvage teams that explore the barrens.

Overwrought are generally of average human height, but the addition of gears, metal, and other mechanized parts make them extremely bulky. Their facial features retain their human uniqueness, but their bodies are often varied with different patchwork combinations of metals, gears, and configurations that often reflect their factory origins.

Names

Overwrought sadly go through their factory years without names, but designations, such as Presser 218-3, which indicates their duty, position, and work shift. Among themselves, they try to retain their individual identities, but some get more used to the numbers than their names and, once outside, adopt a name that reflects a bit of their mixed origins such as Jane 344.

Innate Edges

Big: Overwrought average between 5' and 6' tall and weigh in over 400 pounds, giving them Size+1 and +1 to their Toughness. Their size makes it impossible for them to use most goods not specifically made for them (such as armor).

Ever Ready: Being partially mechanical and in large part powered by arcane energies, Overwrought get a +2 bonus to Vigor rolls to resist Fatigue. As a standard action, Overwroughts may make a Vigor roll to drain the energy of a fully charged runestone in which they are in contact. Success restores a fatigue level and drains the runestone, while failure just drains the runestone. Successfully draining a runestone when not fatigued makes the character's unarmed attacks and any racial armor runic for three rounds, after which he suffers a level of fatigue requiring an hour of rest. This process, called overcharging, fills the character with a temporary feeling of euphoria as well.

Sturdy: An externally reinforced metal frame enables them to carry more weight than their strength would indicate. Their Toughness is increased by +1 over and above the bonus they get for being Big. Their Load Limit is determined normally and then doubled.

Well Built: Due to mechanical modifications, all Overwrought begin play with a d6 in both Strength and Vigor instead of a d4.

& Hindrances

Lumbering: The great bulk of an Overwrought makes them clumsy. It costs 2 points to raise their Agility during character creation, and they must dedicate two leveling opportunities to raise their Agility afterwards (to a maximum of d8.)

Outsider: Overwrought are shunned by all for various reasons - the mechanical part of their nature makes some uneasy, while others regard them as lower class scum, abominations, or stealing the jobs from honest folk. They incur a -2 Charisma penalty except among their own kind.

Runic Recharge: Overwrought must replenish their power supply at a Runic Recharge Point (man-made or natural) at least one hour out of every twenty four. Those who don't automatically suffer a level of Fatigue each day until incapacitated. The day after that they perish.

Overwrought Racial Edges

Arc-Light Array

Requirements: Novice, Overwrought

The character can illuminate the area around himself in a Large Burst Template, much as a torch. Turning it on or off is a free action.

Armaments (Melee)

Requirements: Novice, Overwrought

Characters with this Edge have a retractable melee weapon built into their body. The maximum damage bonus of the weapon is equal to the Rank +1 (where Novice equals 1, Seasoned equals 2, etc.). This does increase as the character gains ranks, to reflect improvements made to the weaponry. The characters are free to describe their armaments as they see fit. The damage inflicted by this weapon is considered Runic if the Overwrought has a Runic Core. This Edge may be selected multiple times to reflect additional weapons.

Armaments (Ranged)

Requirements: Seasoned, Overwrought, Runic Core

Characters with this Edge have a retractable Ranged Weapon built into them that is powered off of their Runic Core and does not require recharging. Each energy blast does 2d8 damage. Each fatigue level the character suffers reduces damage by a die type (to 2d6, then 2d4). The character is Shaken and suffers a level of Fatigue on the roll of a 1 on the skill die regardless of Wild Die and the weapon breaks on Snake Eyes, requiring 2d6 hours to repair and a successful Repair roll. Regaining fatigue lost

by a Shaken result takes ten minutes of complete rest. The range is 12/24/48.

Armored

Requirements: Novice, Overwrought

Characters with this Edge have the equivalent of Armor +2. Called shots to bypass this armor are at -2.

Heavily Armored

Requirements: Novice, Overwrought, Armored, Str d8+

Characters with this Edge have the equivalent of Armor +4 and look like it! Called shots to bypass this armor are at -4.

Remade

Requirements: Veteran, Overwrought, Vigor d10+, Heavily Armored

These characters have been modified to such a degree that they no longer have the human frailties they once possessed. They appear more machine than man as well. They receive no additional damage from Called Shots, are immune to poison and disease, and Wild Cards do not suffer wound penalties. Wounds must be repaired at the cost of 200 Royals per Wound. To mend a wound requires a successful Repair roll and 1d6 hours. Runic cores, however, can regenerate any damage suffered at their normal rate.

Runic Core

Requirements: Seasoned, Overwrought, Vigor d10+

A Runic Core is integrated into the character. All built-in melee and ranged armaments and armor are considered Runic. A character wishing his unarmed attacks to be runic must take Runic Strength. The character gains the benefit of Regeneration (Slow) which allows a healing roll once per day.

Runic Core (Improved)

Requirements: Veteran, Overwrought, Runic Core

The character gains the benefit of Regeneration (Medium) which allows a Healing roll once per hour.

Runic Strength

Requirements: Veteran, Runic Core, Stronger, Overwrought

This Edge increases the character's Strength a die type and raises the maximum cap of Str to d12+5. Since the character's gears are now tied directly into his Runic Core, all of his unarmed attacks are considered Runic.

Steam Jump

Requirements: Novice, Overwrought

The character can jump their pace inches in any direction as their normal movement for the round. Characters suffer a -2 penalty (the standard multi-action penalty) to all other actions made while jumping. The whoosh and burst of steam is quite distracting. If the character is leaving close combat, opponents suffer a -2 penalty to their free attacks.

Stronger

Requirements: Seasoned, Overwrought

Additional gears and metalworks have been added to make this character Stronger than the norm. This Edge automatically increases Strength a die type and raises the maximum cap of Str to d12+2. In addition, the character may now use any earned level-ups to increase his Strength, ignoring the usual limit of 1 attribute increase per rank.

Creation Tips

Overwrought have a tendency towards being direct. They share the common background of a harsh upbringing in the factories with their brethren, but that doesn't necessarily translate to any kindnesses among their own kind. Many overwrought, once out of such conditions, would rather do anything than return, thus dangerous jobs as mercenaries, bodyguards, and sellswords are attractive to them.

Arcane Archetypes: Overwrought don't tend towards the arcane due to their strong physicalities. That being said, many of them have technical backgrounds, and inventors are the most common arcane type, followed by runecasters and shadowpriests.

Professional Edges: Sellswords are the most common profession for Overwrought, though many

Overwrought tend to generalize rather than seek any formal career path.

This fixation on furthering themselves through technology is one interesting aspect of playing an Overwrought that can easily be developed through game play.

Common Knowledge

During character creation, players choose character birthplaces with advantages and disadvantages to their Common Knowledge rolls. Common Knowledge in RunePunk depends on a character's point of origin. It is broken down into three broad categories:

1. **Citizen**- Someone reared in a city district.
2. **Outlander**- Someone reared in the barrens.
3. **Wanderer**- Someone not reared in any one particular place.

Citizens receive the following Common Knowledge modifiers: +2 *native district*, +0 *other districts*, -2 *barren regions*

Outlanders receive the following Common Knowledge modifiers: +2 *native region*, +0 *other regions*, -2 *city districts*

Wanderers get no Common Knowledge modifiers.

Citizen's Common Knowledge

Common knowledge for citizens reflects the knowledge an average citizen may know about such things as how to deal with bureaucracy, city guards, Sequitors, and the various strata, and navigating the mazelike city districts in general. They know little about what goes on outside the district walls and could care less.

Outlander's Common Knowledge

People born in the barrens are often referred to as outlanders or, less couthly, as barbarians. Their common knowledge may include such things as what tribe controls a particular region, where key geographical points are, and so on. However, when it comes to the city, they find it absolutely puzzling.

Wanderer's Knowledge

Some people are reared throughout the breadth of ScatterPoint. Having no home to speak of, they have a broad canvas of knowledge about ScatterPoint as a whole, but no inherent advantage or disadvantage about specifics of either the city or the barrens. This is the most common background for adventurers.

New Skill Explanations

Concoct

Characters with this skill are capable of making bases, poisons, and acids. They roll the lesser of their Knowledge (Chemistry) and the Concoct skill unless they have the Professional Edge: Chemist.

Faith

This is the ability to channel and direct the forces of the divine. This skill is only available to characters with the Arcane Background: Shadowpriest.

Gearcraft

Characters with this skill are able to operate unusual and unique one-of-a-kind mechanisms. Should they have the Repair skill, they are also able to craft basic, mundane devices, such as lifts, waterpumps, and the like. They roll the lesser of their Gearcraft and Repair skills unless they have the Arcane Background: Inventor.

Knowledge (Chemistry)

This knowledge shows an understanding of chemistry and the ability to identify acids, bases, as well as poisons. To make such things, however, requires the Concoct skill or the Professional Edge: Chemist.

Knowledge (Rune Lore)

The ability to recognize and identify actual runes is covered by this skill. Activating them requires the appropriate Arcane Background.

Runecraft

This is the practical ability to channel's one life essence through Runes. This skill is only available to characters with the Arcane Background: Runecaster.

New Hindrances

Enemy of the State (Minor or Major)

The Wanted Hindrance from the Savage Worlds core rulebook is replaced with this Hindrance which covers the specifics of how it works in ScatterPoint. At the minor level, this character has committed some infraction of ScatterPoint rules and is being sought after. This could vary from breaking an employment contract or failing to repay a loan. The only real danger for him lies when crossing checkpoints in the city or when traveling in a city district. He may appear on the list of various Retrieval Offices throughout the city districts.

At the major level, the character is wanted for some crime or seeing something he shouldn't have. Soldiers and Sequitors are on active alert for him in city districts and due to active bounty hunters, the barrens aren't safe either. The character's face may well be regularly posted on Bounty Boards.

Obligations (Minor or Major)

The character is connected to someone or something that demands a portion of his time. This can vary from something as minor as checking in on an elderly aunt to a major obligation of upholding the law or protecting the tenets of the Church. Failing to fulfill such obligations will have serious repercussions.

Obvious Heritage (Minor)

This Hindrance can only be taken by Humans who do not have either Pure Blood Edge. You have either Ferren or Malakar blood in your veins, but unfortunately it shows on your face. You may not have any special abilities due to this heritage (for that take the Unusual Ancestry Edge), but you do suffer a -2 Charisma with everyone except others like you and those of your ancestor's race, either Ferren or Malakar.

Scrawny (Major)

The character is weak compared to his relative strength. Whether this is due to a light build or innate laziness, he

cannot carry more than his Str x 3 without being encumbered. The character may not take Brawny or Obese.

Shadowmarked (Major)

A character who has earned the enmity of the Church of Twilight is shadowmarked. This curse appears as a blotch upon the forehead of the offender that can only be seen by Shadowpriests. The character is refused healing by shadowpriests and suffers a -2 reaction from them as well. This hindrance can be bought off should the character find a way back into the Church's good graces, usually through a series of tasks and trials.

Spiraling (Minor or Major)

At the minor level, a character is in a mild state of manic depression. He suffers a -1 Charisma penalty at all times. He draws a card at the start of each game day: a black card indicates depression, while a red card indicates mania.

A major case of the Spiral results in a severely bipolar character. The character suffers from a -2 Charisma penalty at all times and the player must draw a card at the beginning of each game day to see what other effects he suffers. Should he draw a deuce, he is particularly depressed and suffers the loss of a benny. A Joker puts the character in an over-the-top manic mood and he gains a benny. Any other card drawn determines whether he is manic or depressed as indicated under minor spiraling.

New Edges

Modified and Disallowed Edges

Certain Edges from the Savage Worlds Core Rulebook have been removed, disallowed, or replaced with other Edges more appropriate for ScatterPoint. Only the Arcane Backgrounds of inventor, runecaster, and shadowpriest are available in RunePunk. Cases in point: Danger Sense has been broken down into two distinct variants; McGyver has been replaced with GearHawk and Inventors may not take Rapid Recharge or Improved Rapid Recharge, but have Runelink and Steam Power available to them instead.

Background Edges

Arcane Background (Inventor)

Requirements: None

Arcane Skill: Gearcraft (Smarts)

Starting Power Points: 10

Starting Powers: 2

Other Benefits: Increased Duration (see below)

Powers from Core Rulebook: *armor, barrier, blast, bolt, burrow, deflection, elemental manipulation, entangle, environmental protection, fly, light, obscure, and smite.*

New Powers: *spell trap*

New Edges: *arcane companion (clockwork), perfectionist, runelink, steam power, tinkerer, master tinkerer*

Background: Inventors are capable creators of clockwork devices and mechanical devices beyond the realm of the mundane. They are not the everyday factory tradesmen. Inventors are the creative geniuses of ScatterPoint, pushing the existing limits of technology and the very laws of science itself.

Mechanics: When a 1 is rolled on the skill die, regardless of Wild Die, the device in question is broken and must be repaired, requiring a successful Repair roll and d6 hours.

Increased Duration: When an inventor gets a raise with his skill roll when using an invention, if the power's base duration is greater than instantaneous then the duration is doubled at no additional Power Point cost.

Arcane Background (Runecaster)

Requirements: None

Arcane Skill: Runecasting (Spirit)

Starting Power Points: 10

Starting Powers: 3

Other Benefits: Runic (see below)

Powers from Core Rulebook: *armor, barrier, bolt, boost/lower trait, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, light, obscure, quickness, smite, and speed.*

New Powers: *chained fate, rust puppet, and spirit call*

Linked New Edges: *arcane companion (rune wraith), rune lord, rune master, runecrafter, and master runecrafter.*

Background: Runecasters are capable of manipulating the energies of magic through their use of runes, glyphs, and wards.

Mechanics: Runes are ancient words of magic carved into stone, etched into steel, or painted upon pa-

per or flesh. Regardless of the application, the creation of a proper rune focus is an arduous task requiring great patience. The focus must be visible during the casting and in the caster's possession. If the focus is not visible, a runecasting roll cannot be attempted. The caster cannot attempt casting the spell at all without the rune. When a runecaster loses his focus for a particular spell or it is destroyed, it takes the runecaster 1d6 hours and a successful Knowledge (Rune Lore) to fashion another. Should the runecaster roll a one on his Runecasting die, regardless of the wild die result, he is Shaken.

Runic: Although all of a runecaster's powers are runic in nature, it is essential to clarify how this impacts game play. Offensive powers ignore all normal armors and protections completely. All defensive powers, on the other hand, provide full protection against all attacks, including those categorized as Runic.

Arcane Background (Shadowpriest)

Requirements: None

Arcane Skill: Faith (Spirit)

Starting Power Points: 10

Starting Powers: 2

Other Benefits: Dark Vision, Shadow Taint

Powers from Core Rulebook: *blast, bolt, deflection, detect/conceal arcana, fear, greater healing, healing, obscure, smite, speed, and teleport.*

New Powers: *arcane companion (shadow), black blade, shadow touch, shroud, smoke ghost, summon shadow*

Linked New Edges: shadowcraft, improved shadowcraft, shadowmagic, and shadowmaster

Background: Through their faith and devotion, the Priests of Shadow are chosen to wield the mysterious forces of shadow that often cross into both the realms of science and magic.

Mechanics: When a shadowpriest rolls a one on his skill die, regardless of Wild Die, he is shaken. Shadow powers are unaffected by the normal *dispel* power. The *light* power, however, functions as *dispel* against it.

Shadow Taint: If a Shadow Priest gets a raise on his skill roll with a damage-related power (*bolt, blast, smite, or black blade*), any target taking a Shaken or worse result from the power has their sight tainted by visions of shadows. They suffer a -2 darkness penalty to their vision for 3 rounds. The penalty is not cumulative with other darkness penalties or repeated Shadow Taint results; though the duration is based off the later effect. This is addition to the normal damage increase resulting from a raise.

Companion Edges

Companion Edges are for those characters with Arcane Backgrounds or the Professional Edges of Chemist or Demonologist. Details for each Arcane Companion are listed below. To gain a Companion, the character must meet the necessary prerequisites and take the appropriate Arcane Companion Edge.

Each Arcane Companion possesses certain common elements:

If banished/destroyed/killed, unlike typical allies, they are not permanently gone. They are being rebuilt, resummoned, regrown, repaired, or replaced. As such, the Arcane Companion does not return until the character levels up. A character may never have more than one Arcane Companion.

Arcane Companions are Wild Cards. Arcane Companions have no bennies, but their master may spend bennies on their behalf.

Arcane Companions advance as detailed under Companion Improvements (following).

Arcane Companion (Clockwork Companion)

Requirements: Novice, Arcane Background (Inventor), Gearcraft d8+, Repair d8+

Built of scrap metals and acquired parts, clockworks are complex proof of the inventor's craft. They have a limited intellect and no creative processes, responding to the direction of their creators precisely. They tend to be between five and six feet in height and are modeled after men, regardless of their creator's native race, and weigh between 150 and 180 pounds. When one speaks, it has the rough, grating voice of gears grinding into one another, so there is no mistaking it for what it is. Attempts at mass production have long been abandoned as each one must be carefully maintained and supervised, making the prospect less than attractive with the abundance of Overwrought available.

Clockwork Companion

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6,

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: As given

Special Abilities:

- **Brawny:** Clockworks are capable of carrying loads 8x their Strength

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half damage; constructs do not suffer from poison or disease
- **Fearless:** Clockworks are immune to Fear and Intimidation.
- **Modifiable:** May be improved by an Inventor with the Tinkerer/Master Tinkerer Edges with a -2 roll rather than the normal -4.
- **Weakness:** Wounds do not heal naturally and must be repaired. Each wound takes a Repair roll and 1d6 hours.

Arcane Companion (Demon Servant)

Requirements: Novice, Professional Edge (Demonologist), Knowledge (Rune Lore) d8+, Runecraft d8+

Through a long, exhausting ritual, a demonologist may summon forth a special servant to do his bidding. Not as specialized or advanced as some they may summon or bind for shorter missions, these demon servants come forth to serve and learn. Lean and gaunt, a demon servant otherwise appears as a normal member of its summoner's race, its gender determined at the time of summoning. Some say they are the damned souls of past summoners, but no one knows for sure and their memories about such things are clouded. They recall going through a dark tunnel, but little more.

Demon Servant

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: As given

Special Abilities:

- **Chaos Creature:** At the start of each adventure, its master may assign it one demonic ability of his choice equal to his Rank or less.
- **Demonic:** Half-damage from non-magical attacks; Immunity to disease and poison; Dark Vision; No additional damage from called shots; All attacks are Runic; Speaks all tongues.
- **Weakness:** May be banished following normal demon banishing rules.

Arcane Companion (Homunculus)

Requirements: Novice, Professional Edge (Chemist), Knowledge (Chemistry) d8+, Concoct d8+

Life created in a chemical soup, a homunculus is a clever little man with big hands who is especially helpful to his master. They tend to have a penchant for viewing things from a scientific perspective. They prefer being naked and tend to sleep for extreme periods of time when their help is not required, curling up and dozing off wherever is convenient.

Homunculus

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d10

Skills: Fighting d6, Notice d6, Knowledge: Chemistry d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: As given

Special Abilities:

- **Chemical Gland:** A Homunculus possesses the ability to use chemistry power known to its creator at the time of its creation. Once selected, it cannot be changed. It has 10 Power Points and is able to convey the effect by touch. Should the Homunculus gain additional chemical glands later in play, the same power or another known by its creator may be selected. Each gland has its own separate Power Points.

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half damage; constructs do not suffer from poison or disease.
- **Helper:** A Homunculus may aid its creator with any skills it knows.
- **Size -2:** Homunculi only stand 12" tall and attackers take a -2 to attack rolls.

Arcane Companion (Rune Wraith)

Requirements: Novice, Arcane Background (Runecaster), Knowledge (Rune Lore) d8+, Runecraft d8+

A rune wraith appears as a spectral ghost of a clawed man or woman, hazy and ill-defined, who trails bits of bright light behind them. When they engage in combat, they take on a more solid form and shimmer with the bluish-white light of raw runic energy.

Rune Wraith

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Shooting d6, Runecasting d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: As given

Special Abilities:

- **Claws:** Str+2, Runic
- **Ghostly:** The fluctuating state of a Rune Wraith grants it +2 to Toughness
- **Hard on Things:** Technological devices break in the hands of a Rune Wraith on a 1 on the skill die roll, regardless of Wild Die.
- **Mystical Link:** The Rune Wraith shares its master's knowledge and Power Points and may cast any rune he knows.

Arcane Companion (Shadowborn Avatar)

Requirements: Novice, Arcane Background (Shadowpriest), Faith d8+

A shadowborn avatar is said to be a blessing bestowed upon the most faithful of the Shadowpriests, though some of the Temple find their presence unnerving. A goodly number of the faithful send their avatars about the city in their stead, so many so, it is hard to tell who the true Shadowpriest is and who is the servant. The most noticeable difference is the eyes are solid black with no pupil, though this is hard to see beneath a cowl.

Shadowborn Avatar

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: As given

Special Abilities:

- **Low Light Vision:** A shadowborn may see in dim and dark conditions with no penalty.
- **Shadow Attacks:** All melee attacks have the added Shadow Taint effect as described under Shadowpriest.
- **Smoke Ghost:** As per the Shadowpriest power with a successful spirit roll. This costs it no Power Points.
- **Weakness:** A shadowborn is adversely affected by the Light power. If subjected to it, it must make a Guts roll. Failure requires a roll on the Fear chart.

Arcane Companion Improvement

At each level-up, the character makes an Arcane Skill roll to improve his Arcane Companion. On a failure, there is no improvement. With a success, the player may choose one Minor Improvement. On a raise, the player may choose a Minor and a Major Improvement or one Superior Improvement. In all cases, the player chooses either from the General list or the list specific to their Companion type.

All General Improvements may be taken multiple times for stacked effects. The exceptions are Improvements marked with an * which may be taken only twice for stacked effects.

General Improvements

Minor	Major	Superior
Increase a skill one die type	Increase an Attribute one die type	Increase an Attribute and its maximum by one die type
Gain a new skill at a d4	Gain a Combat Edge of owner's Rank or less	Gain any Edge of the owner's Rank or less
	Gain a new skill at d6	Gain a new skill at a die type equal to its linked Attribute
	Gain 2 skills at d4	
	Increase 2 skills one die type	

Clockwork Companion Improvements

Minor	Major	Superior
Str+2 Fighting damage*	Ranged Attack	Runic: Regeneration (Slow)
Low Light Vision	Armor +2*	Upgrade (Gain Power known by its owner) and 10 PP. May be taken multiple times for different powers.
Infravision		

Demon Servant Improvements

Minor	Major	Superior
Str+1 Fighting damage with all attacks*	Demonic Ability of Caster's Rank or Less	Demonic Ability 1 Rank Higher
Low Light Vision		
Infravision		

Homunculus Improvements

Minor	Major	Superior
Str+1 Fighting damage with all attacks*	Armor +2	Additional Chemical Gland (10 PP)
Low Light Vision	Burrowing	Rapid Recharge
Infravision	Wall Walker	Flight

Rune Wraith Improvements

Minor	Major	Superior
Str+1 Fighting damage with all attacks*	Dark Vision	Regeneration (Slow)
Low Light Vision	Armor +2	Ethereal
Infravision	Arcane Resistance*	Power Points*

Shadowborn Avatar Improvements

Minor	Major	Superior
Str+1 Fighting damage with all attacks*	Mystical Link	Danger Sense*
Armor +2	Flickering Form	Regeneration (Slow)
	Power Points*	Shapechange

Creation Edges

Runecrafter

Requirements: Novice, Arcane Background: Runecaster, Knowledge (Rune Lore) d8+

The knowledge of crafting great runic devices has long been lost, but some runecasters have managed to unravel enough of their secrets to draw runic powers and trap energies into weapons, armor, and other more mundane devices. On taking this Edge, the hero may inscribe an item with ancient runes that add +1 to the user's relevant trait roll, increases the damage of a weapon by +1, or increases the bonus of armor by +1. No activation roll is required. Any device so enchanted is made runic with all relevant abilities runic bestows.

As long as a runecrafter has adequate tools, he can be deemed as working on his craft in odd bits of time. He may make a Knowledge (Rune Lore) at -4 at the end of any session in which he advances. If successful, he adds another +1 to any item of his choice. The item now adds that bonus to the user's relevant trait or damage roll, or armor rating. No rune is capable of granting more than a +3 bonus. Combinations of items that would be thought to grant more aid, such as a +3 Sword (Fighting) wielded by someone wearing +2 Gloves of Puissance only gets the higher of the two.

Master Runecrafter

Requirements: Seasoned, Runecrafter

The Master Runecrafter has unraveled more secret lore of runes and how they react to the ambient energies of ScatterPoint. As such, he can imbue items with Edges, just as a Runecrafter may imbue items with bonuses. He does so with one major difference. While the character need not have the Edge he is placing into an item, he must be of the same rank as listed in its prerequisites. The rule of three applies to items: no single item may contain more than three Edges. Where an Edge requires another Edge as a requirement (such as Improved Frenzy needing Frenzy), the requirement Edge must be worked into the item first. Edges placed in items allow anyone wearing or carrying the object (as appropriate) to gain the benefits of the Edge without needing to meet the requirements. An item must be worn or a weapon drawn to gain the effects of the Edge. Simply owning an Axe of the Berserker does not grant one the Berserk Edge.

Some Edges, typically those granting a fixed bonus, do stack with Edges possessed by the wielder, in essence, amplifying the wielder's innate abilities.

Shadowcraft

Requirements: Seasoned, Arcane Background (Shadowpriest), Faith d8+, Repair d8+

A Shadowpriest with shadowcraft may improve gear and items as per the Tinkerer edge. Shadowcrafted weapons gain the benefit of Shadow Taint when in the hands of shadowpriests.

Improved Shadowcraft

Requirements: Veteran, Arcane Background (Shadowpriest), Shadowcraft

This Shadowpriest may imbue Edges into items as per the Master Tinkerer edge. Weapons affected by this gain the additional benefit of Shadow Taint when used by any Shadowpriest. When crafters also possess Shadowmagic, the item is treated as Runic solely when they wield it.

Tinkerer

Requirements: Novice, Arcane Background (Inventor), Repair d8+

Some inventors are constantly trying to craft various little devices to make their day to day life easier. On taking this Edge, the tinkerer may modify an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, or increases the bonus of armor by +1. No activation roll is required.

Since the inventor constantly tinkers with his gear, he may make a Repair roll at -4 at the end of any session in which he advances. If successful, he may add +1 to any non-runic item. No item may have more than a +3 bonus and does not stack with bonuses from other items.

Master Tinkerer

Requirements: Seasoned, Tinkerer

As a Master Tinkerer progresses with his skills, he is able to create items that provide its user with an Edge. This Edge uses the same rules as Tinkerer, with one notable exception. While the character need not have the Edge he is placing into an item, he must be of the same rank. An individual item may contain no more than three Edges. Where an Edge requires another Edge as a requirement, the requirement must be worked into the item first and uses one of the available slots. Edges placed

in items allow anyone wearing or using the object to gain the benefits of the Edge without meeting the requirements.

Power Edges

Demon Trait

Requirements: Professional Edge (Demonologist)

From their close association with dark powers, some demonologists begin to exhibit demonic traits. Upon taking this edge, the character chooses one Malakar Racial Edge immediately and may purchase further such Racial Edges at a rate of 1 per Rank. If they were pure blooded, they immediately lose all such benefits. If a character also has the Unusual Ancestry edge, they may now purchase 2 Racial Edges per Rank.

Perfectionist

Requirements: Veteran, Arcane Background (Inventor), Repair d8+

An exacting builder, anything this Inventor builds malfunctions for Wild Cards only on a roll of snake eyes. Extras always find ways to break things. When such a device is broken, it cannot be used again until it is repaired, requiring a successful Repair roll and 2d10 hours.

A Gearcraft roll of a 1 with a Perfected device results in the loss of Power Points as usual, while a normal failure does not expend any Power Points whatsoever.

Runelink

Requirements: Seasoned, Arcane Background (Inventor), Gearcraft d8+, Knowledge (Rune Lore) d6+

This inventor has learned to tap into the runic energies permeating ScatterPoint. Any devices so constructed using this principle recover Power Points at twice their normal rate. Runic devices deal runic damage or provide runic protection, as appropriate. Any device so powered malfunctions on a 1 on the Skill die and results in the user being Shaken. Snake eyes results in the user being automatically Shaken and everyone in a Medium Burst Template around him to make an Agility roll or be Shaken as well. Malfunctions add +1d6 hours of work to the base Repair time and require a successful Repair roll. A device powered with both a runelink and steam

power is considered amped and recovers Power Points at four times the normal rate.

Shadowmagic

Requirements: Seasoned, Arcane Background (Shadowpriest), Knowledge (Rune Lore) d6+

Upon taking this Edge, the Shadowpriest is able to charge his shadowcastings with runic energy. Castings so charged cost an additional 1 Power Point to cast and 1 to maintain but are treated as Runic in addition to their normal effects.

Steam Power

Requirements: Novice, Arcane Background (Inventor), Gearcraft d8+, Repair d8+

This inventor has gone beyond clockworks and is able to integrate steam power into his devices. Any devices so powered recover Power Points at twice their normal rate. It malfunctions on a 1 on the Skill die and results in the user being Shaken. Snake eyes results in the user being automatically Shaken and everyone in a Medium Burst Template around him to make an Agility roll or be Shaken as well. Malfunctions add +1d6 hours of work to the base Repair time and a successful Repair roll. A device powered with both a runelink and steam power is considered amped and recovers Power Points at four times the normal rate.

Professional Edges

Bounty Hunter

Requirements: Novice, Smarts d8+, Tracking d8+, Survival d6+, Streetwise d6+

At home in both the city districts and the barrens, the bounty hunter is a skilled tracker who can find anyone given enough time.

Bounty hunters gain +2 to Tracking, Survival, and Streetwise rolls. The bonus to Streetwise rolls only applies in major city areas and not the outlying shanty towns found scattered in less civilized areas, unless the character also has Professional Edge: Well-Traveled (Barrens).

City Guardsman

Requirements: Novice, Fighting d8+, Shooting d8+, Citizen

The guardsman is a thrall of the city, more concerned with protecting the laws and stability of ScatterPoint than the individual. As such, he is given a monthly stipend of 600 Royals with which to maintain himself, his gear, and weaponry. He gains Hindrance Obligations (Major) and +2 to Streetwise rolls in his assigned district. He is issued a FlintFlicker Fifty, ChainJack armor (+2), and a choice of melee weapon.

Chemist

Requirements: Arcane Background (Inventor), Healing d6+, Knowledge (Chemistry) d6+

Arcane Skill: Concoct (Smarts)

Starting Powers: 1

Other Benefits: Increased Duration (See Inventor)

Powers from Core Rulebook: *Boost/Lower Trait, Fear, Healing, Greater Healing, Invisibility, Environmental Protection, Puppet, Quickness, Speed, and Zombie.*

New Powers: *Nighteyes, and Resurrect.*

New Edges: Arcane Companion (Homunculus) and Master Chemist

Background: Through experience and training, the Chemist is able to concoct various injectables transcending the normal bounds of science to produce near magical effects. A character who begins as a Chemist may select any of his starting powers, including the number gained for being an Inventor, from the Chemist Power list.

Mechanics: The chemist cannot extend the duration of any of his effects unless he spends an action administering a booster dosage. If the recipient is other than himself, he must be adjacent to them. A snake eyes on the Concoct skill roll, regardless of the wild die, indicates the remainder of that power's serum is bad and must be reformulated, taking d6 hours and a successful Knowledge (Chemistry) roll. When administering the initial or subsequent dosages, the Chemist may spend additional Power Points to extend the duration.

Demonologist

Requirements: Seasoned, Arcane Background (Runecaster), Knowledge (Rune Lore) d8+

Arcane Skill: Runecasting

Starting Powers: 1

Other Benefits: Transference

Powers from Core Rulebook: See Arcane Background (Runecaster)

New Powers: *Bind Demon, Bleed, Empower Summoning, Pentagonagram, Summon/Banish*

New Edges: *Arcane Companion (Demon Servant), Dark Taint*

Background: By piecing together bits of forgotten lore and training, a demonologist is capable of bringing forth extradimensional entities and binding them to his will. Their deep understanding of runes also enables them to provide themselves and those they summon with some extraordinary abilities as well.

Mechanics: Should a demonologist roll a one on his skill die, regardless of Wild Die, when trying to evoke these dark powers, he is Shaken.

Transference: All Edges applying to runecasters also apply to the powers of demonology as well, whether they are taken before or after the character gains this Edge.

Freecaster

Requirements: Runemaster

This Runemaster knows the secret of the Invisible rune and may cast any spell he knows without the need for a focus. The spell cost is 1 additional Power Point. Standard maintenance costs apply for such spells.

Gearhawk

Requirements: Novice, Smarts d6+, Repair d6+, Notice d8+

This character is a master scrounger relying upon the detritus of another world to make his life easier. He suffers no negative penalties for lack of equipment in most situations. He gets +2 to all scrounge rolls.

In addition, he is generally able to whip up simple devices to serve some bizarre need or to create something that's needed when the thing isn't actually present. The extent of this is up to the GM, but a good rule of thumb is to make it a Repair roll with a modifier to the Target Number dependent upon the situation. This replaces the McGyver Edge found in the Core Book.

High Priest of Shadow

Requirements: Veteran, Arcane Background (Shadowpriest), Spirit d8+, Faith d10+

The most devout of priests soon come to the attention of the Temple of Twilight and learn the inner mysteries of Shadow. Those so anointed reduce any power

cast by 1 Power Point with a raise. They also receive Connections (Church) and +2 Persuasion in all dealings with the Temple of Twilight. Finally, a High Priest has Major Obligations (Church) as well.

Knight of the Barrens

Requirements: Novice, Fighting d8+, Guts d8+, Knowledge (Barrens) d8+, Survival d6+

Also known as the Knight of the Blighted, this champion roams the outlying areas of the broken city protecting the weak.

While in the barrens, he gains Danger Sense and +2 to Survival. Additionally, he receives a benny for any individual or group he rescues from imminent danger (at the GM's discretion) wherever he may be.

Master Chemist

Requirements: Seasoned, Arcane Background (Chemist), Smarts d8+, Knowledge (Chemistry) d8+, Concoct d6+

A Master Chemist is typically someone with a serious grounding in chemistry from a University or advanced school. As such, he has learned better processes in distilling his injectables. Each raise a Master Chemist gets on his Concoct roll reduces the cost of his injectable by 1 Power Point. He must have enough serum to use the Power in the first place before rolling.

Merchant

Requirements: Novice, Smarts d6+, Notice d6+, Persuasion d6+, Streetwise d6+

An experienced broker of goods, the merchant gets +2 to Streetwise rolls for buying and selling (see the Gear & Goods section for further details). They are also skilled at evaluating goods and negotiating prices.

A merchant may evaluate the exact worth of a common item with a successful Notice roll and that of a unique or unusual item with a raise. Failure indicates the price being off by 10% per point the roll was missed. Snake eyes means a completely false appraisal of the item.

Negotiating is an opposed Persuasion roll against the target's Spirit. Each success and raise modifies the price by 10% in the merchant's favor. Failure reduces the target's reaction by one step and snake eyes makes the target outright hostile.

Retriever

Requirements: Novice, Smarts d6+, Streetwise d8+, Persuasion d8+

A more polite form of bounty hunter has evolved over the generations and takes the form of the retriever. This person uses a subtle smile and a sleep-soaked cloth to return escaped employees back to their proper task. They have a great knowledge of the streets, often come from prominent families, and are known for their grace under pressure.

They gain +2 on Streetwise and Persuasion rolls as well as on Common Knowledge rolls concerning city districts.

Rune Lord

Requirements: Novice, Arcane Background (Runecaster), Spirit d8+, Knowledge (Rune Lore) d8+

A rune lord has begun to unravel the secret powers of the runes and more effectively channel their power. He reduces the Power Point cost of all runecastings by 1 with a raise.

Rune Master

Requirements: Seasoned, Rune Lord, Spirit d8+, Knowledge (Rune Lore) d10+

A rune master has a deep understanding of the power of runes. When a rune master gets a raise on his Runecasting roll, if the power's base duration is greater than instant, then the duration is doubled at no additional Power Point cost.

Sellsword

Requirements: Novice, Str d6+, Guts d6+, Fighting d8+, Shooting d6+

A cool combatant, the Sellsword is able to deftly meet any combat situation. He begins play with the Level Headed edge, ignoring normal prerequisites.

Shadowmaster

Requirements: Veteran, Professional Edge (High Priest of Shadow)

A Shadowmaster is a high priest who has been indoctrinated into the innermost secrets of the Temple and taught how to best channel the forces of shadow. When a Shadowmaster gets a raise on his Faith roll, if the power's

base duration is greater than instant then the duration is doubled at no additional Power Point cost.

Sifter

Requirements: Novice, Smarts d6+, Knowledge (Barrens) d8+, Notice d6+, Survival d6+

Sifters are adventuring archaeologists who plunder the past for fortune and glory. They receive +2 to Knowledge (Barrens) and Survival. When they've successfully scrounged in an area, they draw an additional card and select which item they have found before rolling for its quality.

Wayfinder

Requirements: Novice, Professional Edge (Well-Traveled), Stealth d6+, Survival d6+, Smarts d6+

The Wayfinder is an expert on city districts and/or the barrens. In the location his Well-Traveled Edge applies to (or all locations if he has taken the Edge twice), he gains a +2 bonus to Stealth and Survival. In addition, due to their unparalleled knowledge of the terrain, Wayfinders may substitute their Stealth roll for a number of additional people equal to their Smarts die type; however, for each character completely without the Stealth skill, they suffer a -1 penalty.

Well-Traveled (City)

Requirements: Novice, Streetwise d6+

The character receives +2 to Common Knowledge rolls about all city districts.

Well-Traveled (Barrens)

Requirements: Novice, Survival d6+

The character receives +2 to Common Knowledge rolls about all barren regions.

Weird Edges

Danger Sense

Requirements: Novice

Due to the diverse natures of ScatterPoint and the dichotomy of threats between the barrens and the city districts, a character taking this Edge must select which environment it functions in.

Magical Sense

Requirements: Novice, Runecaster, Notice d6+

A character with this edge is sensitive to the magic auras surrounding things and is able to detect and identify them by touch with a successful Spirit roll. Additionally, he gets +2 on Notice rolls to see through magical disguises such as Invisibility, Shroud, or Smoke Ghost.

Runic Tattoo

Requirements: Novice, Spirit d6+

The character is inscribed with a mystic rune of power. Each rune adds +1 to all rolls with a trait specified when this Edge is selected. This may only be taken once per attribute or skill.

Shadow Mark

Requirements: Professional Edge (High Priest of Shadow)

This Shadowpriest is capable of both bestowing and removing the Church of Twilight's mark of displeasure. With a wave of the hand and a successful Faith roll by the High Priest, the target suffers the effects of the Shadowmark Hindrance. The range of this is twice Spirit in inches. To remove the mark requires a High Priest to merely touch the sufferer's forehead and say a small prayer (make a successful Faith roll). Should the roll to remove the Shadowmark prove unsuccessful, the same High Priest cannot try again until the target further renews his own faith, usually through an errand for the Temple. For each person beyond the first shadowmarked during a 24 hour period, the High Priest suffers a level of Fatigue, requiring an hour of rest to recover. Channeling this powerful mark of Umbriel is taxing.

Storm Sense

Requirements: Novice, Spirit d6+

The character has an uncanny ability to sense when a runestorm is coming. As such, he can sense an approaching storm, allowing him and his party to make Survival rolls involving runestorms without penalty.

New Powers for Arcane Backgrounds

Inventors, runecasters, and shadowpriests have associated lists of new powers available to them.

Inventors

Spell Trap

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Special

Trappings: A small mechanical box inscribed with runes

The user may attempt to capture any spell directed at him and that he is aware of with an opposed roll between his Gearcraft and the opponent's skill roll. Once captured, the trap holds the spell until released. Spell Traps cannot hold spells of a greater rank than the inventor. Once successfully trapped, the inventor may "cast" the spell when he wishes with a successful Gearcraft roll, applying that for the power's result. A spell can be trapped for 1 hour at the base level. The time can be extended for 10 minutes per additional power point expended. Should the trap expire before being released, the magics of the spell dissipate harmlessly. Each trap holds one spell, but it is possible to have multiple spells stored in various traps.

Runecasters

Chained Fate

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: 1 hour (1/10 minutes)

Trappings: The rune flickers with a dull glow

When cast, the fate rune maintains a dull glow until it is used or the duration expires. At any time during the spell's duration, the Caster may use it as a Benny. He may make the reroll with Runecasting or the relevant Attribute or skill.

Runic Recharge

Rank: Novice

Power Points: 2+

Range: Touch

Duration: Until used

Trappings: Energy surges through the Runecaster and into the target stone

The character may transfer runic energies into runestones. For every 2 Power Points expended, 1 point goes into the stone for future use. With a roll of 1 on the skill die, regardless of Wild Die, the stone is rendered inert and worthless. To perform the normal daily recharge on an Overwrought or to eliminate a level of accrued Fatigue from one requires 10 Power Points, so the caster must invest 20 Power Points!

Rust Puppet

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: Special

Trappings: Bits of junk and debris fly together to form a misshapen automaton

This spell temporarily binds a lost soul into a body of twisted metal to serve the summoner. Enough debris must exist in the area for this power to have any effect. With a success it stays for an hour, with a raise it stays for a d6 hours. When the spell expires, the metal turns to worthless rust.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- Construct: +2 to recover from being Shaken; immune to called shots; takes only half damage from piercing attacks.
- Armor +2: Runic energies bathe the Rust Puppet.
- Runic: The Rust Puppet's armor and fists are runic in nature.
- Fearless: It is immune to Fear and Intimidation.
- Fists: Str +3

Spirit Call

Rank: Novice

Power Points: 2

Range: Smarts × 2

Duration: See below

Trappings: A ghostly apparition comes forth from the rune

When the power of this rune is tapped, a spirit springs forth and performs one noncombative task. The caster substitutes his Runecasting roll for the normal skill roll of the task involved. If the task takes more than one round, each additional round requires the expenditure of 1 Power Point.

Shadowpriests

Black Blade

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: The weapon (or appendage) turns a deep pitch black

This power allows a shadowpriest to enchant a weapon to transfer life essence. Despite the name, this power can be used on any type of melee weapon, including the option to affect one appendage (arm, leg or even tail) of a living creature. Any wounds inflicted by the affected weapon heal an equal number of wounds on the wielder. If the wielder is undamaged, his Strength is increased by one die type for the duration of the power (to a maximum of a two die type increase).

This power is more effective on items created by Shadowcraft. Any such items increase the base duration by 1 round for each Shadowcraft bonus or Edge in the item.

Shadow Touch

Rank: Novice

Power Points: 3/10

Range: Touch

Duration: Instant

Trappings: Shadows seep from the caster's hands and gather over the subject for a moment

Shadow Touch enables a shadowpriest to strip demons of their powers. With a successful Faith roll and 3 Power Points, the user removes a random demonic ability from their target. With a raise, they may select the power in question. With 10 Power Points and a successful Faith

roll, Shadow Touch may be used by a shadowpriest to eliminate a level of Demonic Taint (Lesser) less than 24 hours old. To eliminate Demonic Taint (Greater) also requires 10 Power Points and a successful Faith roll at -2.

Shroud

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

Trappings: Murky twilight gathers around the target

This spell serves to conceal and quiet the target. The target gets +2 to Stealth with a success and +4 with a raise.

Smoke Ghost

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: Character becomes a living shadow

When this is cast, the shadowpriest becomes a three dimensional shadow incapable of affecting the world around him, or being harmed. He may cross through any non-magical barrier. Two beings in this state may affect each other normally. The power can be ended any time as a free action.

A Shadow Ghost can be spotted with a Notice roll in normal lighting. In areas where the lighting is Dim or worse, the caster can only be spotted by the viewer making a Notice roll at -4.

Summon Shadow

Rank: Novice

Power Points: 3

Range: Spirit

Duration: 3 (1/round)

Trappings: Shadow

When cast, the shadowpriest summons forth a warrior of shadow armed with a black blade which appears anywhere within his range. They may only use arms and armor created through Shadowcraft. The Shadow Warrior and its accoutrements all fade when it is slain, destroyed, or dismissed.

Shadow Warrior

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Shadowsword (Str +2)

Special Abilities:

- **Creeping Darkness:** All melee attacks have the added Shadow Taint effect as described under Shadowpriest.
- **Fearless:** Shadow Warriors are immune to Fear and Intimidation.
- **Shadow:** +2 to recover from being Shaken; no additional damage from called shots; physical attacks cause half damage; shadows do not suffer from poison or disease.
- **Weakness:** If struck by a Light spell, it must make a successful Spirit roll or be destroyed.

Chemistry

The Chemist Professional Edge allows for the outgrowth and advancement of the basic Arcane Background. Chemists are those characters stemming from a scientific background, and may acquire powers from their base Arcane Background as well as the expanded list associated with their Professional Edge.

Nighteyes

Rank: Novice

Power Points: 2

Range: Touch

Duration: 10 minutes (1/5 minutes)

Trappings: A slender needle with a vivid green liquid

When injected, the character's pupils expand, granting him Low Light Vision. They have no effect if used on someone already possessing the innate ability.

Resurrect

Rank: Legendary

Power Points: 20

Range: Touch

Duration: Permanent

Trappings: A brackish, luminescent liquid

Once injected, this serum can bring the dead back to life, provided the body is intact and not dead over a day. The effects of dying are traumatic, however, and the resurrected character suffers a loss of half his accumulated experience points and half of his accrued level ups immediately.

Demonology

The study of the dark runes, demonology, is very much active in ScatterPoint. The masters of this art, demonologists, perform their magics the same way as runecasters, using their runic symbols as a focus to channel their energies. The Demonology Professional Edge allows for the outgrowth and advancement of the basic Arcane Background, and may acquire powers from their base Arcane Background as well as the expanded list associated with their Professional Edge.

Basic/Lesser Summonings

As the Summon/Banish spell indicates, a demonologist may attempt to summon a demon of any circle (rank) equal to or less than his own with a normal Runecasting roll. Each Rank the caster is greater than the Circle of the demon being summoned adds +2 to his Runecasting roll. Should he fail the roll, the demon resists the summons and fails to come. A one on the Runecasting die causes the caster to be shaken. Snake eyes results in the caster becoming Shaken along with the successful summoning of an uncontrolled demon.

Greater Summonings

A demonologist may also attempt to summon a demon of greater power. If a Demonologist attempts to summon a higher Circle demon, he suffers a -2 to his Runecasting roll for each Circle the demon is greater than his own Rank. If successful, the Demon appears as normal. A one on the Runecasting roll indicates the demonologist suffers the effects of Demonic Taint (Lesser). Snake eyes indicates an uncontrolled demon appears and the character is Shaken, loses a die type of Vigor permanently, and suffers the effects of Demonic Taint (Greater). Demonology can be dangerous!

Demonic Taint (Lesser)

Through summoning mishaps, the character has grown tainted. Whether it is permanent ooze from the corner of his eye or a silver-scaled neck, he is obviously one who deals unsuccessfully with dark forces. He gains no benefits; for those he must take the appropriate Edge. He does, however, receive a -1 Cha Penalty per Taint gained.

Demonic Taint (Greater)

By dealing with powers beyond his control, the character has had part of his life force drawn from him. He looks gaunt and wasted. The character must dedicate a level up to eliminating this Hindrance before he may again buy up his Vigor. Should the character's Vigor be at a d4 before being stricken with this, he suffers a permanent, oozing wound.

Uncontrolled Demons

An uncontrolled demon may not necessarily attack the summoner, unless enraged, but may allow the summoner to strike a bargain, depending on its reaction. Demons are a fickle lot - Charisma modifiers have no bearing on this roll. Make a reaction roll with no modifiers except the following: -2 for each bound demon in the summoner's possession. Demons don't take kindly to being kept as housepets.

Chaos Cards

When a character summons a demon and does not get a raise on his Runecasting roll, he draws a Chaos card. If it's a Joker, the Demon is a circle higher. If it's a red suit, they get the specific demon type they wanted. If it's a Club, the demon is a circle lower (or base level/no bonuses if Circle 1). A Spade gives them a different demon of the same Circle they attempted to summon.

Demonic Spells

Bind Demon

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: Special (See description)

Trappings: A runic symbol that glows when activated

By so casting this spell, the demonologist moves to trap a summoned demon into armor, a weapon, or another item. This is an opposed roll between the demonologist's Runecasting and the demon's Spirit. The summoner is at -2 for each Circle the demon is above his own Rank. Should the demonologist be successful, the creature is bound.

A demon bound to a weapon or armor provides an increase of +1 damage or protection per its circle and makes the item runic. A demon bound into a more mundane item, such as a mirror, increases the item's Toughness by 2 per its circle. A circle 3 demon, for example, increases the mirror's Toughness from 1 to 7. Also, each different type of demon bestows abilities to its user when bound, so if a character bound a Circle 2 Malum demon into a dagger, the dagger becomes runic, does +3 damage, and increases the wielder's Fighting die by 1 die type.

The demon stays bound within the item until the item is either broken or the demon is banished or dismissed. The demonologist does not recover any of the Power Points invested in binding the demon until such a condition is met. At that time, the character recovers Power Points at a normal rate. Thus a demonologist with 15 Power Points and two bound demons only has 5 Power Points available for use.

Should the demonologist fail to successfully bind the demon, the demon is no longer under his control. Additionally, the demonologist suffers a level of Fatigue on a one on the Runecasting die regardless of Wild Die and the demon becomes enraged (as per Demonic Rage) on snake eyes.

Bleed

Rank: Veteran

Power Points: 5

Range: Self

Duration: 3 (1/round)

Trappings: Caster's hands turn claw-like and glow red

The summoner uses his dark arts to channel demonic energy through his body. When successfully cast, any successful touch attack he makes for the next three rounds causes a wound to his target.

Empower Summoning

Rank: Veteran

Power Points: 5-15

Range: Touch

Duration: Special (See description)

Trappings: A runic symbol that glows when activated

This spell augments a summoning and any power points invested must be decided before the Runecasting roll for Summoning.

For every 5 Power Points invested by the caster, he may bestow one of the following three benefits to his summoned demon: +1 Wound Level, an Increase of Spirit by 1 die type, or an additional Demonic Ability.

Pentagram

Rank: Seasoned

Power Points: 2 or 4

Range: Smarts

Duration: Special

Trappings: A glowing pentagram surrounds the target

The casting of this spell causes a glowing crimson weave to surround the target. This is opposed by the target's Agility. Success indicates partial restraint. The target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. To break out requires a successful Smarts or Spirit roll at -2.

Any supernatural creature so bound is -2 to resist any attempts of Banishment or Binding with a success and -4 with a raise. For 2 Power Points, it affects a single target. For 4 Power Points, it affects everyone in a Medium Burst Template, surrounding each target in a separate, glowing weave.

Summon/Banish

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: Special

Trappings: Evocation

Unlocking this dark rune allows the caster to summon forth all manner of demons from other planes. To summon a demon, the caster must make a successful

Runecasting roll. If the adjusted roll is 4 or higher, the demon appears.

The type of demon that appears is based upon the success of the roll. With a raise, the summoner gets the specific demon he wants; otherwise, he must draw a Chaos card.

The demon serves him without question for the duration of the summons. If the caster rolls a one on his skill die regardless of wild die, and the summons is successful, the demon appears and is uncontrolled. Should the caster roll snake eyes, he is both shaken and an uncontrolled demon manifests!

The demon receives an additional demonic ability for every success and raise you get on your Runecasting roll. You simply choose a power of its Circle or less from the Demonic Ability list.

A summoned demon stays under its user's control for an hour. With a raise, it remains controlled for 1d6 hours. With two raises, it remains for an entire day. If the rune of summoning is destroyed, the demon becomes uncontrolled. Should a summoner not banish his demon at the end of its servitude, it is loose in ScatterPoint.

Banishing a demon is an opposed Runecasting roll versus the demon's Spirit if uncontrolled or the higher of its Spirit or its master's Runecasting skill if it is in service. The demonologist receives a +2 to banish any demon he has summoned and any demon of a lower Rank than himself. Likewise, a demon of a greater Circle than the summoner's Rank receives a +2 to resist. Additionally, the demonologist may say the word of release on any demon he has bound, allowing him to attempt to banish it, regardless of range.

Demons of the 5 Circles

The following circles of demons are by no means an exhaustive list, but serves as good guidelines for players and GMs. They are suggested for general use. Substitutions of abilities are at the GM's discretion. Try to keep it fast will ya? No one wants to wait on the summoner all night.

What do summoned demons have in common?

All demons are classified as Extras, but their wound levels may be increased with the Empower Summoning spell. They all have the following special abilities in common:

- Half-damage from non-magical attacks.
- Immunity to disease and poison.

- Dark Vision - they can see in any lighting condition, including total darkness, with no penalty.
- No additional damage from called shots.
- Speak all tongues.

Circle 1 Demons (Novice)

Messenger

Appearing as a small blackbird, the messenger is capable of mimicking speech and delivering messages across great distances. When in the summoner's presence, it grants him +2 to Persuasion. If bound, it grants him the Common Bond edge.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 3

Special Abilities:

~Flight: 24"

~Peck: Str

~Size -2: -2 Toughness, -2 to be hit

Prowler

Appearing as a small cat, it grants its summoner Low Light vision and +2 to Stealth and Notice. If bound, it grants Low Light vision and +2 to Stealth.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6

Pace: 6; **Parry:** 4 (3); **Toughness:** 4

Special Abilities:

~Armor+1: Thick skin and fur

~Bite: Str+1

~Size-1: -1 Toughness, -1 to be hit.

Circle 2 Demons (Seasoned)

Malum

Appearing as a twisted, horned creature, this demon is a bestial, green-skinned humanoid capable of using weapons, though clawed. If bound, it increases its owner's Fighting die type by one.

Attributes: Agility d6 Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

~Horns +1

~Claws+2

~Excellent Fighter: It gets a d6 Wild Die with all fighting attacks.

Savant

A ghostly, spectral light, this demon is capable of answering questions on specific topics. When summoned, the caster selects two Knowledge skills the demon knows. If bound, it grants its possessor +2 to the Knowledge Skills it knows.

Attributes: Agility d4 Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Special

Pace: 6; **Parry:** 2; **Toughness:** 4

Special Abilities:

~Ethereal

~Knowledgeable: 2 Knowledge Skills at a d10

~Scholar: +2 to the selected 2 Knowledge Skills

~Smart: It gets a d6 Wild Die with all Smarts rolls.

White Wolf

Appearing as a large, rabid wolf with piercing, red eyes, there is no appeasing it should the summoner lose control. It is a creature of fury. If bound, it gives its owner the Fleet Footed edge.

Attributes: Agility d8 Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d10

Pace: 8; **Parry:** 6; **Toughness:** 6

Special Abilities:

~Bite: Str+2

~Fear. Any who see it must make a Guts check.

~Fleet Footed: It has a d10 running.

~Go for the Throat. This demon goes for the victim's soft spots. With a raise on its attack roll, it hits the most weakly armored location.

Circle 3 Demons (Veteran)

Guardian

Looking nearly human with pale flesh and slender features, its wide eyes burn with fire and it is constantly looking around. If bound, it grants its owner Danger Sense.

Attributes: Agility d8 Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- ~Armor: +1 Scales
- ~Danger Sense
- ~Excellent Fighter: It gets a d6 Wild Die with all fighting attacks.

Horde

This demon appears as a small swarm of insects, spiders, or rats, depending on the whim and will of the summoner. It covers an area the size of a small burst template. It speaks in a disconcerting, collective chittering of assembled creatures. If bound, it increases its owner's Spirit a die type.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d8, Vigor d6

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 5

Special Abilities:

- ~Bite or Sting: Hitting automatically, it does 2d4 each round to all in its area of effect.
- ~Fear-2: All who see the horde must make a Guts check at -2.
- ~Many Minds: Due to its fractured nature, it gets a d6 Wild Die with all Spirit Rolls.
- ~Swarm: Parry +2. Victims may stomp to inflict Strength damage and area effect attacks work normally. Cutting and piercing attacks have no effect, unless magical in nature wherein they do full damage.

Servitor

Appearing as a small twin to the summoner, tattooed with runes, the servitor is the only demon that doesn't have to be bound within an item, but rather to an item. When so bound, it has a Common Bond with the wielder. When summoned, it remembers him with continuity, unlike other demons.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Runecasting at 2 die types less than the summoner, Notice d8

Pace: 4; **Parry:** 4; **Toughness:** 2

Special Abilities:

- ~Powers: The Servitor has half the Power Points of its summoner. It may cast Bleed, Bolt, and Pentagram.
- ~Size -2: -2 Toughness, -2 to be hit
- ~Shapechanging. As per the Malakar racial edge.
- ~Power Pool: The Servitor can share its Power Points with its summoner when bound.

Circle 4 Demons (Heroic)

Assassin

This demon is naked when summoned and is a hideous, twisted creature of great strength and wiles. It is capable of shapechanging as per the Malakar edge. If bound, it grants its master this edge. It rarely speaks unless absolutely necessary.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Stealth d10, Trick d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Special Abilities:

- ~Armor+2: Coarse scales.
- ~Excellent Fighter: It gets a d6 Wild Die with all fighting attacks.
- ~Fearless. It needn't make Gut checks and is immune to Intimidation attempts.
- ~Shapechanger: Identical to the Malakar racial ability.

Maker

A squat, craggy creature that looks carved from stone, the maker is heavily muscled and burned and scarred. It demands tools upon appearing. If bound, it grants the user the Gearhawk Edge and +2 Repair.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Repair d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- ~Builder: It has the Gearhawk Edge
- ~Crafty: It gets a d6 Wild Die on all Repair rolls.

Circle 5 Demons (Legendary)

Destroyer

A clawed, horned demon of unholy might. When bound, it increases the bearer's Str a die type and grants him the Demonic Rage edge.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d12, Notice d6

Pace: 6; **Parry:** 8; **Toughness:** 8

Special Abilities:

- ~Claws: +4
- ~Demonic Rage: As per the Malakar ability.

The Fallen

Possessing a slender, fair form of an androgynous nature with broken wings, this class of demon is sometimes called the fallen angel. If bound, it increases its owner's Runecasting by a die type and adds +2 to all binding attempts.

Attributes: Agility d6 Smarts d8, Spirit d12, Strength d4, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

~Ghostly: Identical to the Andari racial edge.

~Wrath of the Fallen: This demon's claws are identical to the Bleed power.

Demonic Abilities

What follows are the most prevalent powers of demons summoned forth into ScatterPoint. Remember, when selecting abilities for a demon, they must be chosen from its Circle or lower, unless otherwise directed.

Circle 1

Aquatic: The creature is native to the water and cannot drown. Such creatures typically have a Pace in water equal to their Swimming skill.

Burrowing: The creature can burrow underground a distance equal to its Burrow ability. It can surprise attack at +2 to attack and damage (+4 with a raise) by making an opposed Stealth vs. Notice.

Danger Sense: The demon can detect danger and warn its master with a Notice -2 roll.

Fearless: This demon is immune to Fear and Intimidation.

Go for the Throat: This demon goes for the victim's soft spots. With a raise on its attack roll, it hits the most weakly armored location.

Wall Walker: The demon can walk on horizontal surfaces or even upside down at its normal Pace.

Circle 2

Arcane Resistance: As per the Edge. May be taken as two abilities for Improved Arcane Resistance.

Armor: Each point of Armor adds +1 the creature's Toughness. This may be selected multiple times.

Fear: The demon may cast Fear upon a single target as the spell of the same name. He makes a Spirit roll to do so. He has 10 Power Points dedicated to this ability.

The target receives a -1 to the roll for each Circle of the Demon.

Hardy: The demon, when Shaken, ignores additional Shaken results.

Increase Skill: One of the demon's skills is increased a die type. This may be selected multiple times.

Knowledge: The demon has a particular area of knowledge at its Smarts +2.

Circle 3

Demonic Rage: Identical to the Malakar racial edge.

Regeneration (Medium): The demon makes a natural healing roll every hour.

Size: Size adds to a creature's Toughness. Each time selected, the size increases by 1 category.

Strength: Each selection increases Strength 1 die type.

Quick: As per the Edge of the same name.

Power: The demon's Spirit die type is increased by 1 step.

Circle 4

Ethereal: This is identical to the Andari Racial Edge of Ghostly.

Flight: This demon may fly at its Strength pace in inches and climb at half that rate.

Shapechange: As per the Malakar Racial Edge.

Stun: A target who is hit must make a Vigor roll or be Shaken, even if he was not damaged by the attack. He cannot attempt to recover for 1d6 rounds after the attack.

Circle 5

Greater Demon: The summoned demon is a Wild Card. Summoning attempts are made at -4.

Paralysis: With a successful attack, a target who is Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.

Regeneration (Fast): The demon makes a natural healing roll every round.

Wild Die: The demon has one trait with which it may roll a Wild Die. This is selected at the time of summoning by the character. May only be selected once per trait and does not stack with Greater Demon.

Circle 6

Greater Demon: The summoned demon is a Wild Card.

Gear and Goods

Buying & Selling

The gear listed in this section represents some of the more commonly available items in ScatterPoint of average quality. These things are easy to track down in any of the city districts. In the populated areas of the barrens, standard items require a Streetwise roll to locate while Runic and Technological weapons and items are much harder to come by, requiring a raise on a Streetwise roll and may be attempted once per day.

Naturally, finer quality items can be purchased and often are. Merely multiply the costs given 5 or 10 times to represent items of good or excellent quality. These items do take a bit of hunting down and are most often available in the uptown sections of the city districts. A good item lends itself more easily to being tinkered with, inscribed with runes, or imbued with elements of shadow. Such items could be fresh witchgrass stalks or well crafted guns. A character trying to use their Creation edges on any such items receives a +1 to their roll. Likewise, an excellent item may include rare metals, family heirlooms, or items made of exotic or extraplanar materials. Any attempt to use Creation edges on such items may be done at +2 to the roll.

Poor quality items are available for Mundane Items and Weapons, representing previously owned or used items in poor condition. They are half the listed cost. For items that might break when used, such as a crowbar, a 1 on a skill roll means the item is broken, while snake eyes means it is broken beyond repair.

Characters often acquire varied and sundry goods on their travels through the city districts and the barrens.

When they wish to unload their goods in the districts, they must make a Streetwise roll to sell their goods for a quarter its normal value while a raise gives them half. Snake eyes means their peddling has come to the attention of the City Guard and the characters must pay 10% of the retail worth of their goods or have them confiscated.

In populated regions of the barrens, selling things is a difficult and dangerous proposition. The people want the goods, but often have little money. They will pay a quarter of its normal value with a success, while two raises are required to get half. Snake eyes represent their goods being confiscated in these lawless areas.

Characters can attempt to negotiate a better price using their Persuasion skill should they have the Merchant edge. Whether these negotiations result in an exchange of coins or goods or a combination of the two is at the GM's discretion.

Coin of the Realm

The standard coin is a flat, circular, black bit of metal engraved with the symbol of the Autarch on one side and the city district and year of minting on the other. The coin, in all cases, is referred to as a Royal, though some tend to call them bits.

A typical factory worker earns 60 Royals a month. A middle-tier bureaucrat earns 600 Royals a month and the average income for a cloudbreather is 6000 Royals a month, typically from wise investments or inheritance. However, great variations can exist within each tier.

As the cost of living typically runs 100 Royals a month, it can easily be seen where the factory worker must be subsidized by his employer and grows dependent upon them for their very well-being.

The Commodity of Magic

Typically, magics are hoarded by most folks that run across them, whether they can use them or not. The reasons are myriad. However, the runecrafter is capable of making such items for sale in addition to his personal use. Typically, such weapons and armor can be sold for $\times 5$ the base cost in district areas and $\times 3$ in the barrens. Add 100 royals for each bonus over 1 to the base cost before multiplying. For example, a +2 runeblade could be sold for 2000 Royals in the districts.

If it is an enchanted mundane item, then give it a base cost of 100 coins and calculate normally. Selling items imbued with Edges is done identically to the above formula. If it is a normal item with an Edge, give it a base cost of 50 and then add in 200 for each Edge. So, a ring enchanted with Level Headed could be sold for $50 + 200 = 250 \times 5 = 1250$. For characters searching to buy such items, use the same formulas and then double the cost.

<i>Mundane Items</i>	<i>Cost</i>	<i>Weight</i>
Arc Light (10" beam)	100	1
Backpack	50	2
Bedroll	25	4
Blanket	10	4
Candle (2" radius)1	1	1
Camera	400	8
Canteen	5	1
Chain (3')	9	2
Compass	200	1
Crowbar	10	2
Dark Lantern	50	3
Film (20 pictures)	20	2
Grappling Hook	100	2
Hammer	10	1
Lighter	50	¹ /10
Lockpicks	200	1
Magnifying Glass	50	1
Manacles	15	2
Map of Scatterpoint	50	1
Matches (pack of 20)	2	1
Metal Flask	5	1
Metal Pole 6'	20	5
Mirror	50	1
Oil (1 Pint)	2	1
Physician's Bag	300	5
Pocket Watch	200	¹ /5
Retriever's License	50	-
Runecasting License	100	-
Runecrafter's Kit	300	5
Scab Beetle Antitoxin	50	-
Scab Beetle Poison	100	-
Scrollcase	5	1
Smokes (pack of 10)	5	¹ /5
Soap	1	-
Tanglevine Rope (20')	5	10
Torch (1 hour, 4' radius)	2	1
Tool Kit	200	5
Whetstone	5	1
Whistle	5	-
Witchgrass Pole 6'	100	1

<i>Clothing</i>	<i>Cost</i>
Barren Muckers	50
Dress Clothes	500
Factory Clothes	20
Goggles	100
Street Boots	20
Street Clothes	100

<i>Entertainment</i>	<i>Cost</i>
Companionship	10-100
Theater	20
Film Development (1 picture)	5

<i>Food</i>	<i>Cost</i>	<i>Weight</i>
Average Meal	10	-
Cheap Meal	5	-
Fine Meal	100	-
Trail Rations (5 meals; keeps wk)	10	5

Note: Fresh foods increase the costs of all meals by 50%.

<i>Drink</i>	<i>Cost</i>	<i>Weight</i>
Glee, Can (Tanglevine)	1	1/6
Gloom (Witchgrass Whiskey)	10	1/6
Ransom (Black Cherry Wine)	100	1
Tanglevine Tea	1	-

<i>Transportation</i>	<i>Cost</i>	<i>Speed</i>
Rail Car	20	12 hrs
Rail Car- Express	50	6 hrs
Steam Carriage Trip	5	1 hr
Far Door	100	1 hr
Far Door Express	300	Instant
Annual Rail Pass	1000	-

<i>Beasts of Burden and Assorted Items</i>	<i>Cost</i>	<i>Weight</i>
Hand Cart	100	10
Newt	300	-
Skirr	500	-
Wagon	500	100

Armor & Shields

Type	Armor	Weight	Cost	Notes
<i>Common Personal</i>				
LeatherJack	+1	15	50	Covers torso, arms, & legs
ChainJack	+2	25	300	Covers torso, arms, & legs
Leather Cap	+1	2	50	50% chance of protecting against a head shot
Skirr Armor	+2	30	200	Covers torso, legs
WitchGrass Scale	+2	15	400	Covers torso, arms, & legs, see notes
<i>Archaic Personal</i>				
Full Plate	+3	40	1000	Covers torso, arms, & legs
Full Helm	+3	8	200	Covers head
<i>Shields**</i>				
Buckler	-	8	25	+1 Parry
Medium Shield	-	12	50	+1 Parry, +2 Armor to ranged shots that hit
Large Shield	-	20	200	+2 Parry, +2 Armor to ranged shots that hit

***Shields protect only against attacks from the front or left (assuming a right-handed character.)*

Runic Armor* & Shields**

Type	Armor	Weight	Cost	Notes
ShimmerJack	+1	5	1500	Covers torso, arms, & legs
MetalWard	+2	2	2000	Protects entire body against physical attacks
MagicWard	+2	2	3000	Provides the wearer with arcane resistance
Bracers	+1	1	2000	+1 Parry
Wizard Rags	+2	2	4000	Covers torso, arms, & legs; see notes
Hooded Cloak	+1	4	1000	Covers entire body; see notes
Buckler	+1	5	1000	+1 Parry, +2 Armor to ranged shots that hit
Medium Shield	+2	10	2000	+2 Parry, +2 Armor to ranged shots that hit

**All Runic Armor provides its normal armor value against all attacks, normal, heavy, or runic.*

***Runic shields provide Armor bonus only against attacks from the front or left (assuming a right-handed character.)*

Remember: Armors do not stack protection values but all notes apply. Use the best protection value for a covered location.

Common Hand Weapons

Type	Damage	Weight	Cost	Min. Str	Notes
Axes & Mauls					
Axe	Str+2	2	200	d6	
Battle Axe	Str+3	10	300		
War Axe	Str+4	15	500	d10	AP1, Reach 1, Parry-1; requires 2 hands
Blades					
Claws	Str+1	1	75	-	See notes
Dagger	Str+1	1	25	-	
LongSword	Str+3	8	300	d6	
Rapier	Str+1	3	150	-	Parry+1
RedWarren Tail Tip	Str+3	1	300	d6	Reach 1
Sabre/Shortsword	Str+2	4	200	-	
ShatterSword	Str+2	6	300	-	Parry+1; see notes
Sword Cane	Str+1				
Talus ScarBlade	Str+4	12	400	d8	Parry-1; requires 2 hands
Blunt					
Club	Str+1	1	5	-	
Hammer Hand	Str+2	2	20	d6	Parry-2; see notes
SkullBreaker	Str+5	20	300	d10	Parry-1; Reach 1; Requires 2 hands
Pole Arms					
Malakar War Pike	Str+3	15	300	d8	Reach 1; Requires 2 hands; See notes
Staff	Str+1	8	100	-	Parry+1; Reach 1; Requires 2 hands
Whips & Chains					
Chain Hammer	Str+1	5	50	-	Reach 2, Parry+1
WireWind Whip	Str+2	5	200	d6	Reach 1, Ignores Shield Parry Bonus
Runic Hand Weapons					
Rune Sword	Str+4	4	3000	d6	RW, Rune-etched weapon
Runic Warstaff	Str+2	4	1000	-	RW, Enchanted witchgrass
RuneWeapon (other)	**	Half	×10	*	RW, See notes
Hybrid Weapons					
Arc Staff	Str+2	7	1500	d6	RW, See notes
Arc Shield	Str+1	5	1200	d6	RW, See notes
Ghostblade	Str+1	1	500	-	RW, AP 4

Ranged Weapons

Type	Range	Damage	Weight	Cost	Shots	Min. Str.	Notes
Standard							
FlintFlicker Fifty	12/24/48	2d8	5	300	6	d6	
BleakStone Rifle	20/40/80	3d6	10	500	8	d6	
PitchPit Pistol	12/24/48	2d6	2	200	10	-	
GauntWhistle LG	30/60/120	2d10	11	2000	6	d8	Snapfire penalty
MossMetal Marauder	12/24/48	1-3d6	10	350	12	d8	See Notes
Runic							
Tempest RuneRifle	30/60/120	3d10	8	5000	10	-	RW
ChalkChain Sender	20/40/80	2d10	6	3500	10	-	RW
RiddleRock Tappet	15/30/60	1-3d6	4	2000	10	-	RW
Archaic Weapons							
Malakar Crossbow	15/30/60	2d6	10	500	7	d6	See Notes
Ferren Sling	4/8/16	Str+1	1	10	-	-	RW
Warstones*							
Ghost Bomb	5/10/20	1d6	1/10	100	-	-	MBT, Fear
Demon Bomb	5/10/20	3d6	1/10	500	-	-	MBT, Fear, RW
Shatterstones	5/10/20	3d6	1/10	300	-	-	MBT

*Thrown

Weapon Ammo	Weight	Cost	Notes
Standard	5/50	25/50	
Runestone	1/10	100	Provides 10 charges, may be recharged for half.
Bolts (20)	4	40	

Gear Notes

Arc Light: A simple flashlight that runs off of a runestone. It projects a bluish-white beam out 10". Each charge of the stone powers the flashlight for an hour. The beam can be concealed with its cover during that time, if need be.

Camera: A large, metal box capable of taking pictures. A piece of film with tintype plate must be inserted into the back of the item. It takes 1d6 rounds to take a picture without it coming out blurry, so it is typically used on static subjects. Due to its technical nature, operating such a device is the lesser of a character's Agility or Repair skill. The picture may be developed by a film developer located in any city district or with a darkroom and a successful Knowledge (Chemistry) roll.

Candle: A candle provides clear light in a 2" radius for two hours. A candle blows out if in a strong wind or the character holding it runs.

Dark Lantern: A dark lantern provides light in a 4" radius for three hours per pint of oil. There is a 25% chance the lantern breaks if dropped. The shuttered reflected hood can focus the light through a small opening with a cone of light equal to the Cone Template.

Goggles: Eye protection is often essential and overlooked. Not only are they snazzy, but practical as well.

Grappling hook and line: A grappling hook is attached to a light line of tanglevine, usually no more than 15 yards in length. The user throws the hook as a normal throwing roll with a range of 3/6/12. If it hits, the hook has set and can hold up to 200 pounds of weight.

Hand Cart: A two-wheeled witchgrass cart capable of carrying loads up to 300 pounds.

Lighter: A reliable mechanical device recently introduced into the marketplace that creates a small flame when the lever is struck, useful for igniting things. It uses a negligible amount of oil. Each is good for 50 uses.

Lockpicks: A character who tries to pick a lock without these suffers a -2 penalty to his roll.

Physician's Bag: This bag contains various bandages, ointments, and other basic supplies. A character who tries to heal without these essentials suffers a -2 penalty to his roll.

Retriever's License: This license indicates the character is a registered retriever and grants them and their party full access to the Retrieval offices, located throughout the districts. It is renewable semi-annually. It also allows free access to most clubs.

Runecrafter's Kit: A bag containing the necessary items to properly maintain, carve, repair, and paint runes. Without it, Runecraft rolls to create or repair runes are made at -2.

Runecasting License: A license to practice magic within the districts and renewable annually. It also allows free access to most libraries.

Scab Beetle Antitoxin: Sold in a small vial, scab beetle antitoxin is a diluted mixture of Gloom, crush, and other chemicals. If drunk, it allows a person suffering from scab beetle poisoning an immediate Vigor roll at +2 to recover from the poison's effects. Success lets them begin recovering normally, while a raise restores one level of Fatigue loss the victim suffered from the poisoning immediately. Each vial has one use.

Scab Beetle Poison: More commonly called crush, scab beetle poison makes its victim sick on a failed Vigor roll and causes a level of Fatigue. The character is Shaken as well. The character must succeed on a Vigor roll after an additional hour or suffer a further level of Fatigue. Multiple doses have cumulative effects up to Incapacitated. Only characters with the Anemic hindrance are at risk from actually dying from the poison itself. Not a contact poison, it must actually enter the bloodstream either through ingestion or by invasion. A character who suffers a Shaken result or worse as a result of being struck by a bladed weapon smeared with crush must roll to avoid its effects as described above. Crush is sold in powdered form from unscrupulous apothecaries and chemists throughout ScatterPoint and is made from the chitinous shell of scab beetles. Mixed with water, a dose keeps its potency for an hour. The cost listed is for 3 doses.

Toolkit: A character who tries to repair something without this suffers a -2 penalty to his roll.

Wagon: A large four-wheeled covered cart that can carry loads up to 1000 pounds. They are designed to be pulled by beasts of burden as well as Overwrought. Fully loaded, the effective encumbrance is 200 pounds. They are typically used to carry goods around districts from train to store or factory to train.

Armor Notes

Common Armor

LeatherJack: A heavy version of the topcoat or duster typically made from newt hide.

ChainJack: A heavy topcoat or duster with metal links interwoven throughout.

Leather Cap: Coming in a variety of sizes, the cap provides a bit of protection for the skull and often found worn by factory workers.

Skirr Armor: Varying in color from brown, red, to blue, skirr armor is heavy, but cheaper than witchgrass.

Witchgrass Scale: Lightweight armor woven from witchgrass and varying in color from light green to a dark, almost, black green.

Archaic Personal Armor

Full Plate: This armor is handcrafted and made to order. The wait time is a month.

Full Helm: Complementing the full plate is this metal, handcrafted helmet.

Shields

Buckler: A small, round shield made of beaten metal or witchgrass.

Medium Shield: A shield roughly 2' in diameter made of reinforced witchgrass.

Large Shield: A shield 3' in diameter made of factory pressed steel.

Runic Armor

ShimmerJack: Decorated with protective runes and sigils, these lightweight dusters and topcoats offer a bit of protection from all attacks, shimmering when the wearer is struck.

MetalWard: Often integrated into a necklace or ring, a metalward offers protection against physical attacks, but is useless against all forms of spellcraft.

MagicWard: An enhanced form of MetalWard and coming in the same variety of broaches and jewelry, a MagicWard also provides the wearer with Arcane Resistance if he doesn't already have it or Improved Arcane Resistance if he does.

Bracers: These rune-encrusted bands protect the wearer in myriad ways. The wearer is never treated as unarmed and adds +1 to Parry. The runes glow brightly when the wearer is attacked.

Wizard Rags: Favored by wealthy runecasters and retrievers, the rags are bits of enchanted cloth tied about the wearer's wrists and ankles, providing her with easily concealable protection. The enchantment on the rag

physically hardens the wearer's skin when they are attacked.

Hooded Cloak: Cloaks are common enough among travelers throughout the districts and the barrens. This cloak's lining is woven with protective runes.

Runic Shields

Buckler: A small round shield made of witchgrass and adorned with runes. Its wielder is granted additional protection.

Medium Shield: A shield of lacquered, reinforced witchgrass with etched runes. Its wielder is granted additional protection.

Weapon Notes

Common Hand Weapons

Claws: They are retractable and quite common among street gangs due to their low cost and effectiveness. They may be "drawn" as a free action.

Hammer Hand: Commonly worn weighted gloves. Often used for mugging. They offer no more defensive ability than fighting barehanded (i.e. -2 Parry.) Their low profile makes it a -2 for someone to Notice them unless in use.

Red Warren Tail Tip: Custom-fitted to each Ferren, the tail tip is a slender, sharp blade capable of great damage. They can be modified to a new wearer at the cost of 20 Royals. If not fitted for a particular user, attack rolls of a 1 on the Fighting die, regardless of wild die, indicate the wearer has injured himself rather than his target.

ShatterSword: The wielder of this may initiate a free Trick attempt if he is attacked and his opponent rolls a 1 on his skill die, regardless of wild die. With a raise, the opponent's weapon is broken. Alternately, the wielder may attempt a Trick as his normal action with the same results. In either case, this works only on common, unenchanted weapons, unless the ShatterSword itself is bought in a runic version.

Malakar War Pike: Treated as a runic weapon in the hands of a Malakar and those with the Storm Touch Edge may conduct their power through this weapon.

Runic Hand Weapons

Runic Weapons are discussed in detail in the Setting Rules, but here is all you need to know. They ignore regular, mundane armors, but *not* Runic Armors.

Rune weapons weigh half of what their mundane counterparts do and cost 10 times as much.

Hybrid Weapons

Weapons that weave magic and technology together are hybrids. Though long used by the militia, they are just beginning to enter mainstream society.

Arc Staff: This staff is able to store a runestone in its tip and can be fired at a range of 3/6/12 for 2d6 damage with the expenditure of 1 charge. Alternately, the user may expend a charge when striking a target in melee to energize the staff and make the attack runic. Exchanging the old stone for a new one requires two rounds.

Arc Shield: When used offensively, this buckler-sized shield functions identically to the arc staff. It stores a runestone in the center of the backside, requiring two rounds to exchange an exhausted stone for a new one. The range is 3/6/12, it does 2d6 damage, and each shot uses one charge. It provides identical protection to a standard buckler.

Ghostblade: With its iridescent blade and rune dotted handle, this dagger appears anything but mundane. During its heavily guarded production, it is trapped in a state of perpetual flux that makes it virtually unbreakable and capable of cutting through nearly anything, except its matching scabbard.

Ranged Weapons

All standard sidearms and rifles are constructed of pressed metals and are designed more for functionality than aesthetics. The automatic reload design works on a clever series of gears which automatically chambers a new round after the last has been fired. If maintained, these weapons can often outlast the life of their user. Typically, they are named for the district responsible for their chief manufacture.

FlintFlicker Fifty: The F50 is the largest handgun and, naturally, has the greatest stopping power. Standard issue for the city watch, they soon found their way into the private sector within a month of issue.

BleakStone Rifle: This powerful rifle is capable of great accuracy and the obvious choice for travelers in the barrens.

PitchPit Pistol: Owing to its lightweight and large round capacity, the PitchPit is the pistol of choice for the average citizen.

GauntWhistle LG: The LG, the long-gun, is also known as the mage-slayer. Developed for putting down rogue runecasters during the Time of Madness, this rifle continued to be produced in great numbers throughout the Overwrought Rebellion. Production declined greatly with the recent increase of runic rifles, subsequently causing their purchase prices to escalate. Owing to the scope on this weapon, should the character move in the action he fires, he suffers a -2 penalty.

MossMetal Marauder: Firing standard rounds that explode outward in a controlled cone of shrapnel, the MossMetal Marauder, commonly called the M3 is the noisiest rifle in existence. It adds +2 to Shooting at close range and requires a good bit of strength to keep it under control. It does 3d6 at Short range, 2d6 at Medium range, and 1d6 at long range.

Runic Guns

Merging technology and magic had long been rumored possible, but the first runic rifle, the stormgun, made it a reality. Not long after, other such weapons were brought onto the open market.

All the gear and metalwork is decorated with runes that glow softly when fired. The color of the beam depends on the colors of the runestones, running the gamut of red, blue, and green. When the trigger is pulled, the end of the barrel opens and releases the previously stored charge, causing ambient magical energy to come into the gun and flow through the stone and back into the chamber as the barrel cap recloses. Thus, when the runestone is used up, there is still one shot remaining trapped in the barrel.

Tempest Runerifle: Not long after the Sequitors began carrying their stormguns did Tempest Industries, an independent corporation out of SparkWell, begin selling these imitations. While legal, people carrying these are typically viewed with suspicion.

ChalkChain Sender: A smaller version of the runerifle, the Sender is made of brushed metal and is about three feet in length.

RiddleRock Tappet: A pistol slightly larger than the PitchPit, the RT is the only hand-held runepistol in the private sector. Using a unique chambering mechanism, the RT is different from the rifles in two ways. It does not store a charge in the barrel, but the charge

is instead generated when the trigger is pulled. More importantly, it can fire a variable charge. This charge is regulated by a series of studs along the grip. Each d6 of damage uses one charge and it may fire a 3d6 (3 charge) shot maximum.

Malakar Crossbow: The MC is the last hand-crafted, mechanical ranged weapon still being made on a large scale. Crafted almost entirely from witchgrass with just small bits of metal for gear and endpieces, they cost more than some guns. They can hold a clip of six bolts in addition to one being handplaced in the groove. Popular among those who prefer doing quiet work; in the hands of a Malakar they deal runic damage. They are fitted with a pistol grip and can easily be used with one hand.

Warstones

Originally developed for the Great War over five centuries ago, the basic design of a warstone has changed very little. They are small, flat stones inscribed with various sigils that are activated by the user's saliva and detonate moments later.

Ghost Bomb: This warstone is embedded with bones of the dead. Everyone within a medium burst template that does not make a successful Agility roll suffers minor (1d6) damage. As the soul of the trapped departed howls for vengeance, everyone within the radius must also make a Guts check with failure sending them to the Fear table. Those outside of the effect see only the hazy outline of a ghost. Used primarily where distraction rather than wholesale slaughter is paramount.

Demon Bomb: This warstone is embedded with demon bones. When the bomb explodes, a dozen or more dark demons appear and rend everyone within the medium burst template that fails their Agility roll for 3d6 runic damage. Naturally, they must also make a Guts check from the trauma of the event. Characters outside of this area see the demons quickly rush about their victims for just a moment, before they disappear.

Shatterstones: The standard warstone used in the Great War, the shatterstone deals 3d6 damage to anyone within a Medium Burst Template who fails their Agility roll to dive for cover.

Weapon Ammo

Standard: Rounds are industrially pressed and look nearly identical, though the city guard is developing techniques to trace individual weapons.

Runestone: Runestones are spherical, polished bits of rock that naturally occur in nature, especially as a result of runestorm activity. Their colors vary from green to red to silver to blue and white, though blue and white are the most common and green is typically rare, though few pay more for one than the other. They are viewed as simple, necessary commodities. These stones, when used to power various devices, tend to lend a bit of the stone's hue to the energies. Some runecasters and oddfellows define their styles by their color choices of their runestones and may pay more than others. Anyone with Knowledge (Rune Lore) can tell how much charge is left in a stone. A burned out stone is flat black, while one that is merely dead and in need of recharging turns a milky white.

Bolts: Usually carved from witchgrass, it is possible to buy metal bolts in some marketplaces for ten times their standard cost. Metal bolts deal runic damage and are typically purchased by bounty hunters and assassins going into the barrens.

Setting Rules

If you've read to this point, then you should already have a pretty good handle on things. Some new Edges and Hindrances have been added as well as some spells but, other than that, everything is Savage Worlds as usual. Here we'll point out a few things you need to keep in mind when playing RunePunk.

The Runic Category

The runic designation is new with RunePunk and signifies a special quality possessed by some arms, armor, and magics. An attack that is runic in nature ignores all normal armor types. A weapon with this quality ignores armor and shields that are not runic in nature.

Armor designated as Runic protects equally well against all damage types, unless otherwise noted.

Examples are in order:

Kaelin the Runewise casts a Bolt. This is a runic attack. The energy cascades over Sir Tamryn who is wearing Full Plate (+3) and has a Toughness of 8(5). Kaelin's attack ignores the armor and strikes right at Sir Tamryn's base Toughness of 5.

Now if Kaelin casts a bolt at Pilfer who is wearing a +3 runic tunic with a Toughness of 8(5), he gets his full Toughness of 8 against the attack as the magic of his

tunic is able to protect against the penetrating ability of Kaelin's bolt.

Rune Magic

Magic in ScatterPoint is no simple feat. It is the combined art of craftsman and scholar. Apprentices spend hours on end, carving ancient words of power into stone. This is how they learn to master the mystical energies and what they use as their focus when they cast their spells. The rune must be visible and is noticeably charged with energy when a spell is cast, unless otherwise noted in the individual spell description. Should a rune be lost or destroyed, it takes the Runecaster 1d6 hours per the power's Rank and a successful Knowledge (Rune Lore) roll to fashion another.

All rune magic is runic for the purposes of determining Armor/Damage Type.

The Powers of Shadow

Shadowpriests have some similar powers to runecasters but their powers are faith based and not runic in nature. Those that learn the secrets of shadowmagic, however, may channel extra energy into their powers to achieve runic effects.

Runic Recharging

Overwrought must visit a rune well daily to recharge. This is normally a non-issue in districts, but in the barrens, it can be complicated.

Small rune wells, pockets of runic energy, can be found in the barrens by rolling the lesser of Knowledge (Rune Lore) and Survival. Each attempt to find one takes an hour. Each success and raise is enough to recover a fatigue level or to fully recharge if no fatigue has been incurred. See the rune well entry in the Primer section for additional details.

The only other way to charge up is to drain a fully charged runestone. This is done with a successful Vigor roll. This ruins the stone for good. Each runestone thus drained can restore one level of Fatigue. If an Overwrought is incapacitated, he is not capable of draining a stone and the process may be done by another. A successful roll with the lower of Healing and Repair restores a Fatigue level. Raises have no further effect.

Rune Wells

In various boroughs and levels of the city districts are rune wells. These are large reservoirs of energy meted out to the Overwrought. They are typically guarded and have blast doors that can be sealed at a moment's notice. Many of the larger factories keep them on the floor as well. An Overwrought frequently recharging keeps his performance levels up higher and requires less sleep. This illegal process of overcharging is called metal-burning and is said to be highly addictive.

It is common knowledge that rune wells occur naturally in the barrens as a result of runestorms and other runic phenomena. While most naturally occurring rune wells are not enough to support a large community of Overwrought, they can provide enough energy for a cog traveling the barrens. They look at first like small pools of stagnant water, but when stirred glow a faint, milky blue. When being tapped, they put off a bluish-white glow equivalent to that of a candle.

Why some items are treated as runic for Malakar

Malakar innately draw in ambient runic energies like a sponge soaks up water. When they use certain types of devices made from certain materials, the energy transfers from them into the device, causing the damage caused to be runic. If it helps, imagine a bit of crackly, bluish-white energy around the Malakar when they are tense and ready for battle and then you can envision it cascading out from their claws into their enemy or even through their war pikes.

Breaking Things

As is expected, characters invariably will either target inventions or have their inventions targeted. ^{Who knows?} They may even want to overload their own gear. ^{Bracers}

To not penalize Inventors, the following optional rule may be allowed. The device, no matter how big or how small, must be targeted at -6. This reflects redundant systems and what-have-you and the difficulty in really hitting the critical systems of the device. Once struck, the Toughness of the device equals half the Inventor's Gearcraft +2. If the damage done exceeds the device's

Toughness, it breaks. Remember, a device has no vitals, so don't count raises on the Attack roll or Aces on damage.

Gearcraft: The device is broken with no other ill effects. Fixing it takes a d6 hours, proper tools, and a successful Repair roll.

Steam Powered: The device explodes, the user is Shaken, and everyone in a Medium Burst Template must make an Agility roll to dive for cover or be Shaken as well. A steampowered device takes 2d6 hours and a successful Repair roll to fix.

Runelinked: The device explodes in a crackle of energy, the user is Shaken, and everyone in a Medium Burst Template around the character must make an Agility roll to dive for cover or be Shaken as well. Repairing a runelinked device takes 2d6 hours and a successful Repair roll.

Cascading Effect: When a device operates by both steam power and a runelink, it is said to be amped. When an amped device explodes, the effect can be quite devastating. The user is wounded (as a result of being Shaken twice) and everyone in the Burst Template must make an Agility roll to dive for cover or be wounded as well. Repairing an amped device takes 3d6 hours and requires a successful Repair roll.

Overloading Equipment

An Inventor may overload his own equipment as an action with a successful Gearcraft roll. When he does, it explodes the following round, having the identical effects of someone breaking it (see above).

A Note on Making Things

While the Repair skill is the basic ability to fix things, when coupled with certain Edges, such as GearHawk or Inventor, it expands into the ability to build things as well. Repairing an engine and building one, as we all know, are two entirely different things.

Scrounging the City

Since ScatterPoint, both its Districts and Barrens, is built atop ancient ruins, it is frequently combed through by sifters, gearhawks, and anyone else hoping to make an extra royal or two or find something of interest. Thus,

the closer your character is to a city district, the less likely they are to find anything of value.

To scrounge, a character must make a successful Notice roll with the following modifiers: +2 Barrens, +0 Downtown/Fringes, -2 Midtown, -4 Uptown. These modifiers stack with any/all penalties normally associated with vision.

It typically takes an hour to scrounge through an area. If a group wants to search an area together, they make a cooperative roll and their results add to the lead scrounger's roll to determine success.

With a success, draw one card to determine what is found. One or more raises grant an additional card. Consult the following charts for results and then roll for the item's quality.

<i>Military (Clubs)</i> ×1	
2-5	Melee Weapon
6-8	Ranged Weapon
9	Armor
10	Shield
Jack	Runic Shield
Queen	Rune Gun
King	Rune Weapon
Ace	Runic Armor

<i>Mystic (Hearts)</i> ×2	
2-7	Runestone
6-9	Ancient Rune (1 Power, 1 use), requires Knowledge (Runecasting) roll to use
10	Ancient Elixir (1 Power, 1 use)
Jack-King	Glowstone (Restores all PP to the user 1 time and then useless)
Ace	Enchanted Device (1 Power), Requires Runecasting to use and must be powered by the user's Power Points

<i>Scientific (Spade)</i> ×3	
2-8	General Tool
9-10	Preserved Food
Jack-Queen	Healing Kit
King	Map (+4 Scrounge in randomly determined area)
Ace	Text (+1 Skill Die to one Skill), may be read once and then crumbles

<i>Commodity (Diamonds) ×4</i>		
2-5	Spice	
6-9	Jewels	
10-Jack	Artwork	
King-Queen	Precious Metal	
Ace	Wood	

<i>Red Joker- Draw Again × 100</i>		
2-7	Talisman (+1 rolls to one trait)	
8-10	Greater Runestone (5 Power Points, recharges), Runecaster may draw upon for power	
Jack-Queen	Rune Tablet (Learn 1 new power, then it crumbles to dust)	
King	Runemarked Stone (1 Power, 5 Power Points)	
Ace	Enchanted Relic (1 Edge)	
Black Joker	Stabilizer (Value 20,000)	

<i>Black Joker- Draw Again ×100</i>		
2-7	Machine Aid (+1 rolls to one trait)	
8-10	Gadget (1 Power, runs off of Runestones, requires Gearcraft to operate)	
Jack	Book of Formulae (Text with 1 Chemist Power)	
Queen	Book of Principles (Text with 1 Inventor Edge)	
King	Schematics (Blueprints for 1 Inventor Power)	
Ace	Ancient Machine (1 Edge)	
Red Joker	Vehicle (Value: 20,000)	

To determine an item's quality, roll a d20, 1-10 Poor, 11-15 Average, 16-19 Good, and 20 is Excellent. Average items have their value doubled. Good items have their value increased $\times 5$. Excellent items have their value increased $\times 10$.

The value of a scrounged item is based on the suit modifier times the card's value (with face cards being worth 10) times the items quality.

Example: A 4 of spades is a tool with an initial value of 12. For a poor tool, the value is still 12 (unchanged), an average tool is worth 24, a good tool is worth 60, and an excellent tool is worth 120.

A RunePunk Primer

In this section, you'll be able to find information commonly known to most citizens of ScatterPoint.

The City Guide

ScatterPoint consists of two major geographical regions: districts and barrens. The districts are those civilized areas that have built up around the ancient runetowers over the centuries. The barrens are those unprotected areas that were once teeming with buildings and people, but now consist chiefly of runestorms and ruin, rubble and tanglevine.

The Thirteen City Districts in Brief

BlackShackle is known far and wide as the Prison District. In addition to its massive prison facility of Ahriman's Tower, it also boasts the Academy of Zurvan where select candidates undergo the rigorous training required to become Sequitors.

ChalkChain is known as the Dead District. The Hall of Records is found here along with the Tombs, the central processing area for the dead from all districts. ChalkChain is famously known for the Well of Mourning, an enormous amphitheater where people congregate to grieve their losses.

FlintFlicker is subjected to an inexplicably large number of constant runestorms that play havoc with their far doors, making rail travel here nearly a mandate. The exclusive manufacturers of the F50, the FlintFlicker Fifty, can be found here as well as many fine manufacturers of runic arms and armor.

GauntWhistle is the central transportation hub of ScatterPoint and is chiefly responsible for the repair and maintenance of the rail lines. Palganar Trainworks, headquartered here, maintains the trains themselves.

GreyMesa is commonly called the District of Dark Hope. This central, ruling district is home to both the most massive of all the runetowers and the Autarch.

MossMetal is known as Salvage City by its residents and those sifters who come to the place in hopes of recruiting new talent.

PitchPit is a rapidly growing district going through a period of great prosperity, though it still keeps its moni-

ker of "the Shambles" among the lower levels of society. The district's governor, Zorad, is an Oddfellow human known for his great wealth and his partnership with Halmaan Kane, a Malakar, founder of the BloodCircle Arenas.

The RedWarrens, often called the Nest, boasts a Ferren population of nearly eighty percent as compared to the thirty percent typically found in other districts. It operates under Ferren rule as its governorship was gifted over to the Ferren long ago.

RiddleRock is a university district in decline. It boasts the StarCastle, the last freestanding observatory, the Maxwell-Heath Foundation, an excellent research center, and University Towers which is the finest college in all of ScatterPoint, attracting the finest candidates.

RustWater is a place where most everything is run on steam and technology and very little magic. Most suspect it is due to the strange lack of runestorms in the area. The runetower sits still and imposing over the city, the common glow of runes upon its starmetal exterior disturbingly absent. RustWater is coveted for their vast artesian wells, essential for the nurturing of glassgardens and meat vats.

ShatterStone has grown into a haven for bounty hunters and tourists alike. This is due to two reasons: the Governor and White Hall. The Governor sees to it that ShatterStone pays greater bounties than other districts. White Hall, the oldest forum in ScatterPoint, administers swift justice, and their executioners make a point of playing to the crowds.

WardenCliff is often called Cloudbreather Central, for the wealthiest members of society reside here. The presence of Sequitors is conspicuous and the crime rate is noticeably lower than in most districts. Many restaurants in this district pride themselves on serving actual fresh meats and vegetables, chief among them The Guillotine. The difficulty in procuring such rare and exotic ingredients has led to many newsworthy conflicts between rival chefs.

WormWood is thought to be the strangest district to those visiting from elsewhere. This district somehow became fused with an immense forest of petrified trees when the stabilizers first went into effect. Tourists often come to stare wide-eyed to see how forests must have looked long ago.

The Nine Barrens

BentShadow, commonly called the Scrap Heap, is perhaps the most salvaged of all regions. Penfold Mines, the oldest mining operation in ScatterPoint, is found here. Stone Manor is found here as well and is owned by the Estate. Little is known about the Estate, other than it once saved the Autarch's life many ages ago, and it looks haunted.

CringePick is best known for the Quarry, the greatest source of stone to be found for the last hundred years. The Catacombs to the east are said to be an ancient, holy place dating back from before the Tempest. Pilgrims make the long trek here to show their piety.

The GearLost Vale is rumored to be haunted by demons and ghosts. PhaseWood stretches across the ruined land and the Abbey of Gahn is found here. The Vault of Sabine is fabled to be a silk castle here created by Sabine, one of the Talus, but none have been able to accurately confirm its origins.

GhostMire is a harsh land subject to many swift runestorms and often blanketed in fields of witchgrass. They say the dead don't rest easy in GhostMire and haunted souls and rust puppets often challenge any who try to rob them of trinkets of the past.

HawkHaven is best known for NeedleNook, a haven to the gearhawks in the area, and a well developed community, proof that humanity can survive anywhere. Wide berth is given to Three Fang Castle for one of the Talus allegedly dwells within. No one is certain nor dare draw close enough to check the immense fortress built atop a great mound of metal and glass.

Iron Hollows looks particularly spartan as most buildings still stand, but are bare skeletons of what they once were. Tanglevine is thick and lush here, giving it a greener, almost pastoral look in some instances. Ebon Eaves, a great witchgrass tower, is said to be a center for black market activity by bounty hunters. MillStone Hotel is said to be a paradise in the middle of nowhere, and WildSky is a refuge for runecasters seeking to expand their knowledge without the City's prying eyes.

LockLeaf is the region known for the great GlitterGloom Forest. Glittervine is an exotic variant of tanglevine that grows exclusively among the petrified trees of this forest. Strangely, the trees look real - green leaves and brown bark - but as hard as stone. Rumors say the forest has protectors. Broken Palace is said to be a cursed place where monsters congregate.

ScarFall is rumored to be the first part of the city struck by runestorms. Whether it is truth or fancy, the storms have left their mark. The GlassMar Mountains, a range of twisted glass and steel, cuts across the land while not far away the Abyss, a deep, long running chasm, creases the land. WestFront Tower is home to the Traders, a mixed community that thrives despite the fact they don't recognize the sovereignty of ScatterPoint. The Crumbling Factory, legends say, built machines during the war, but is now an abandoned landmark used only for navigation by sifters.

Twisted Fields is best known for CogCastle, a thriving community built by Overwrought, though they do welcome others into their city. Rumors have it they have managed to unlock the ancient secrets of runetower construction. The curiously impenetrable Great Library stands far to the east, while to the south, ShadowMoon Salvage is known to everyone far and wide as a success built upon a dream by the Andari Terridar Shadowmoon who refused a seat among the regents.

Daily Life and Strata

On the basic level, every citizen shares the same common experiences of work, but the quality of work varies dramatically based upon strata. Strata are often used to refer to one's social status. People of lower socio-economic standing tend to dwell downtown in the physically lower levels of the city where they work long hours in poor factory conditions with the most dangerous jobs being taken by the ever-increasing number of Overwrought. This forced displacement of the poor has caused crime to grow rampant and the streets dangerous with pickpockets and beggars. Outright violence, though, is restricted to the darkest alleys in the daylight and throughout the fogs that fall with the blanket of night. Each and every day is a struggle for the factory grade worker who rarely leaves their block and migrates from work to the fly-wheel to bed and back again in an endless spiral. This comprises the bulk of those that become sifters, hawks, and wanderers of the city at large.

Boyers, the middle class, live in midtown - the levels of the city physically between the lower levels of downtown and the upper levels of uptown- where the bulk of the bureaucracies tend to congregate. They are office staff, clerks, and merchants who cater to any with coin, be they poor or rich. This class is steadily shrinking as the opportunities to grow into this position are dimin-

ishing; more and more of the lower class population are fleeing into the barrens. Some workers grow dissatisfied with this grey, monotonous lifestyle and seek a life where the horizon extends beyond the edge of their desk or laboratory.

Cloudbreathers most commonly live uptown in conditions of wealth and splendor by the average citizen's standards. They are typically self-employed and comprised of successful adventurers, self-styled moguls, and captains of industry. Rather than be cold and insular, they are usually amused and entertained by the lower classes and enjoy chatting with fogs, as they call the poor. Money is of little concern to them as they can afford most anything. So extreme is their leisure time, however, that their greatest risk is boredom and they often resort to outlandish means to avoid it.

Education

ScatterPoint stresses a need for literacy among all strata, but beyond that, there can be a dichotomy of education. Most factories have a host of gear mothers: women that provide education for the children of employees. This frees up the mother to return to work as well as indoctrinates the child into the factory's ways. These women are typically older or lame women incapable of working in the factory in any other capacity and generally take their positions very seriously. No one can afford to be a layabout in ScatterPoint.

The midtown set has no such free educational system. Parents are required to pay tuition to enroll their children in the system, though some frugal bureaucrats instead bribe gear mothers of the local factories to provide their children with enough education until they are old enough to intern in an office, usually by 14.

Those uptown do not attend school. They rely upon private tutors to provide the educational needs of their family. As few such privileged individuals need to work, the motivation is not often with the student, despite the quality of the teachers.

Universities, trade schools, and continual education courses at the local libraries provide a wealth of opportunities for individuals to learn even beyond their formative years. Despite the quality and abundance of schools, most citizens do not have the luxury of time nor the energy to pursue additional education, faced as they are with the necessities of survival.

Law & Order

So many laws are on the books that it is hard to know when you're not violating one. Luckily for you, there are so many serious crimes committed on a day-to-day basis that the city guards can only manage to handle so much.

The High Laws

The three high laws, so called as they are posted on the high walls of every district, are simple. No bloodshed. No theft. No unlicensed magic. These laws are violated every single day. City guards, it should be noted, are not above corruption.

The Cloaks

The city guard, referred to collectively as the cloaks, is comprised of three major divisions: whitecloaks, redcloaks, and captains of the guard for each borough. The borough captains report directly to the city governor.

The Silverchains

An adjunct to the Sequitors, the Silverchains are comprised nearly exclusively of pureblooded runecasters, human and Andari, and are brought into serious situations where magic is the root trouble.

The Sequitors

The Sequitors are the elite protectors of the city and step in when situations demand. Their presence alone is often enough to defuse dangerous situations. They wear dark purple cloaks and flowmetal armor. Flowmetal armor is black, glimmering, and supple like leather and the hardest substance constructed. They move with a precision and catlike grace. They carry runeguns upon their person and hidden away in the recesses of their clothing. Their identities are unknown, but their death head masks make them unmistakable. Though no one has tried it in centuries, the penalty for impersonating a Sequitor is death. Officially, Sequitors are universally human, though rumors abound about two Andari Sequitors who go by the names of Null and Void. This is unsubstantiated, though the story has persisted for centuries. It is enough, however, to give some wicked children pause.

The Phoenix and the Black Flame

The Phoenix is the symbol of the city districts and is prominent on official documents and goods as well as

weapons issued to the city guards and various other bureaucratic personnel.

The Black Flame is the symbol of the Abandoned Lands and is used by the emissaries of the Storm Lords, though such emissaries have not been seen in ages.

Travel and Transportation

ScatterPoint is a huge city sprawling over 600 miles in diameter. Getting around within the districts is easy as elevators, walkways, steam carriages, and the mass transport of the rail spirals - literally corkscrew sections of track with lots of zigzags, spurs, and convoluted pathways - connect boroughs with one another as well as to other districts. Journeying into the barrens is either done on foot or by haggling with the bazaars in the fringes for skirr or newts.

Skirr are large, long-lived cockroaches that are raised for travel among the barrens and are quite adept at making rapid time across the rocky terrain. They are placid creatures capable of carrying large loads. Two people can easily ride on a skirr without slowing their pace. They are herbivores that live predominately on tanglevine.

Newts, on the other hand, have a bit more personality and can be quite temperamental. They are surefooted bipedal lizards that come in a broad spectrum of colors. They cannot carry large loads, but if properly cared for are relatively easy to maintain.

More advanced personal transports are unreliable outside of the districts chiefly due to the frequency of runestorms among other reasons. Far doors are portals that actually bend space enabling people to instantly move from one point to another. The government maintains a careful watch on all far doors and, while far doors are the quickest and most expensive mode of transport, they are not always the best to use in many circumstances.

Magic & Technology

Most modern people take the daily workings of magic in their stride and few ever request to see a runecaster's license, except in certain instances. Strange happenstances are commonplace in a city where the very fabric of reality is constantly shifting. For example, Star barges, ancient technologies preserved and powered now by magics, float through the skies, carrying cargo from point to point. New scientific breakthroughs are not unheard of but many are not repeatable for one reason or another. Thus technology has reached a standstill and

certain processes that were found to be stable long ago have been maintained and not challenged.

Medical Care

Though properly trained doctors and surgeons exist, they are typically in the employ of factories to perform the conversions of civilians into the factory workers known as Overwrought.

Medical care is generally sought by the average adventurer in the Temples of Twilight throughout the city, as the shadowpriests' healing magic is greater than that of the traditional magics of the runecaster and more rapid than what science can currently offer.

Chemists can also administer healing tonics of their own concoction. There is even a formula purported to bring the dead back to life, but no one is known to have successfully brewed it in a long time.

One thing doctors are capable of doing is replacing lost limbs and making modifications to perfectly healthy people as well. As this must be done in factory facilities, the process is entirely illegal, though possessing the modifications are not.

Food & Drink

For the average citizen of the districts, decisions about food are few and far between. Processed meats, harvested from immense meat vats, provide the bulk of an average citizen's meals, and are created through a careful combination of natural proteins, chemical synthesis, and an accelerated growth cycle energized by runic energies. These meats offer cheap, adequate nutrition and most citizens go through their life without knowing any differently. In fact, if presented with an opportunity for real meats, many would decline. Glassgardens, large hydroponic facilities, are located throughout the city and provide costly and exotic fruits, vegetables, and spices. Some hunters manage to make a living looking for stormtorn animals, creatures that have been pulled through from elsewhere. Such real meats can go for a premium in some areas, though many folks wind up eating it themselves.

Alcoholic beverages, on the other hand, come in three distinct flavours: glee, gloom, and ransom. Glee is distilled from tanglevine and despite its harsh, coppery taste, is quite popular for three main reasons - it is cheap, potent, and easily available. Nicknamed "factory fuel," glee is sold in metal cans and is the beverage of choice among the common man. Gloom is a step up from

glee and is a brackish brown whiskey produced from a combination of witchgrass and thornfruit, the latter giving it a rich, sweet flavour. It, too, is sold by the can. Ransom, on the other hand, is a rich, black cherry wine produced in various vineyards throughout the barrens as the districts are not commonly thought to be good for the growing of plant life. Tanglevine tea is a bitter, grey-green tea commonly enjoyed downtown as a respite from the sometimes brackish waters found there.

Flora & Fauna

The most common plant in ScatterPoint is the ubiquitous tanglevine. It is a fast-growing vine that covers various ruins throughout the barrens and is constantly harvested for its multiple uses in industry. Tanglevine leaves can be pulped into paper, the juices can be used to make glee, and the vines themselves can be used to make clothing and ropes. Dried leaves can also be brewed into rejuvenating teas or rolled into smokes. The vine grows so well that less traveled parts of the districts are covered with the stuff. Clot is a variation of tanglevine usually found in areas of great bloodshed and is easily recognizable for its bright red leaves.

Witchgrass forests are a common sight in the barrens. Consisting of tall, fast-growing reeds, a stand of witchgrass can grow to a height of over forty feet, but is generally harvested well before reaching maturity as it is a valuable commodity in the city. Witchgrass spontaneously springs up in areas suffering the greatest runestorm activity. Witchgrass is strong and durable and varies in color from light green to deep black, and fills the niche once occupied by more conventional trees.

Skirr are any of the half-dozen or so variations of greater beetle that wander wild in the barrens. Depending on their breed, they vary in size from a horse to an elephant and are able to easily navigate the harsh, rocky terrain of the Abandoned Lands. They are easily domesticated if caught. Colors run the gamut, but most commonly are green, brown, and bluish-black. They feed primarily off of the abundant tanglevine.

The main predator of the barrens is the slag rat. Appearing to be a strange cross between rat and alligator, they can be found throughout the barrens. They are ferocious, fearless hunters.

In the districts, mongrels are infrequently seen, as they often fall victim to the poor and hungry. Owning a dog is a luxury few can afford, though packs of wild dogs are sometimes seen in the barrens. Cats, on the other

hand, can be seen throughout the entire city strata, most wild and feral.

The Calendar

The calendar of ScatterPoint is as arbitrary as it is exacting. As there are no evident seasons or shortening of days, the Council long ago implemented a new calendar for the new world. Each month consists of 30 days with 5 day work weeks and each sixth day off. The sixth day is called the free-day, when workers earn their meager pay for doing no work. There are 12 months in the year, adding up to a total ScatterPoint year of 360 days. Historians reckon history as soon as order was restored as 1107 p.t. (Post Tempest)

Seasons and Weather

As mentioned above, ScatterPoint has no real variance in its weather patterns. Chaos reigns. Tremendous storms of rain and runic energy, most commonly called runestorms, frequently lash the barrens unchecked. Traveling the barrens becomes a risky proposition at best, though some regions of the barrens have more frequent and terrible runestorms than others. Seasoned travelers caution those venturing into the barrens that strange weather conditions sometimes follow in a runestorm's wake, such as blinding snows, powerful hail, or tornadoes. Thanks to the runetowers, city districts usually experience little worse than fogs and gentle rains, with only the occasional thunderstorm.

Criminal Organizations

Countless organizations exist throughout the breadth and width of ScatterPoint. A few of the better known ones are listed below:

Bluecoats: These Ferren gave into their basest natures in the Time of Madness and offered protection and aid to those around them at a price. They wore blue-dyed coats to better identify themselves from their victims and became commonly known as the bluecoats, the first crime organization in ScatterPoint, and forever the strongest. No one knows how deep their activities may go, but they are well-appointed and not afraid to embrace their notoriety. Loyalty among the factions has been maintained since the blood feuds that threatened their elimination by the Sequitors twenty years ago. They still wear their trademark bluecoats to this day.

The Freeze: Not all Andari embrace a genteel life-style. Some keep their dreams alive even after they leave their mortal coil behind. A few of these more enterprising criminal souls form a Freeze, a street gang, and work to control criminal activity in and out of a borough. Often at odds with both the bluecoats and the law, a Freeze often gets their rush not only from the crime but the danger.

An Assortment of Oddfellows

People of celebrity, called Oddfellows, are those that through fate or fortune have acquired fame. Here is a handful known throughout the districts.

Heretic: A Malakar of great political power in GreyMesa, he is said to be priest and prophet as well as principal owner of the Vertigo Club.

Callister Piersworth: Noted Ferren playwright who has spent his career making noteworthy vehicles for actress Tabitha Summerlee. His most popular works include *The Crumbling Chapel* and *The Silent Whispers of Becoming*, both poignant tales of horror and heart-break.

The Penfold Family: Never referred to in a singular sense, the members of this family have old money through their operations and holdings of the Penfold Mines and various other properties.

Tabitha Summerlee: An Andari actress of renowned beauty whose performances in the plays of Callister Piersworth are legendary.

Zorad Zenn: Governor of ShatterStone, the richest human alive, and founder of the modern BloodCircle Circuit.

Helmaan Kane: Chief overseer of the BloodCircles and Zenn's partner, he is a robust Malakar with a keen business sense belying his brutish looks.

Entertainment

BloodCircles: Long ago banished to the barrens, the BloodCircles were brought again into the public awareness by Governor Zorad Zenn of ShatterStone. He knew the people longed for the spectacle of gladiatorial combats and has set up various arenas throughout the Abandoned Lands.

Flywheels: Located throughout the city, flywheels are bars where the working stiff goes to grab some glee and a bite to eat after his shift ends.

Forum: Located near the market square in each city district, the Forum is the opportunity for the common

man to be heard. A speaking post on a raised platform is present with guards posted every day on either side. Long lines form on each free day when the local borough magistrate is present to hear local grievances.

Libraries: Little is free in the districts and the libraries are no exception. Each visit costs 5 Royals and each book taken requires a deposit of 20 Royals returned when the book is brought back.

Metal Burning: Some Overwrought enjoy the euphoria of steeping themselves in runic energy. This occurs whenever an Overwrought recovers two or more levels of fatigue within a twenty-four hour period from runic energy sources rather than natural sleep or attempts to charge up when not fatigued at all. The benefit to overcharging when not fatigued is the character's innate melee attacks and armor is considered runic for three rounds. The downside is the character immediately suffers a level of fatigue after the three round rush which takes an hour to recover from. Needless to say, this can become highly addictive and expensive.

Mystical Mechanika: Rare performances of ancient automatons command the highest fees and are spoken about by the lower classes, but only witnessed by the wealthiest. Tales abound about the Mute Mannequins of MossMetal and the Black Steel Plays of Rustwater Chapel.

Theater: Live performances are often held in the midtown areas of ancient plays and to celebrate the latest works of modern playwrights. Free performances are subsidized quarterly for the lower classes benefit.

The Vertigo Club: Most famous club in all the districts, the Vertigo Club in GreyMesa, is famous for live music, excellent food, and a dangerous mix of people from all walks of life.

Opportunities for Employment

Bounty Boards: Posted in every market square throughout the districts with flyers and photographs of individuals being hunted for various reasons.

Hubs: Specialized wayfinders, a hub often knows who is looking for work and agrees to arrange meetings between clients and customers for a fee.

Junkyard: Every district has a junkyard on its fringe, located just within its walls. These are good places to pick up a bit of news and see what the junkmaster is looking for. They are always looking for something and are willing to pay for it.

Retrieval Offices: In all strata of ScatterPoint, these small nooks allow licensed retrievers to look in the ledgers to see who has outstanding papers. Often, these offices sign conditionals cutting them in for a share of the bounty with new talent.

Temples of Twilight: Many deals are brokered through the shadowpriests as long as proper donations are made. Offering such discrete services has enabled the Church to grow and flourish.

Cults and Organized Religion

The chief deity of ScatterPoint is Umbriel, the Lady of Shadow. Following her are the three secondary gods, known as the lost gods, who are Zurvan, Ahriman, and Paranor. Zurvan is the god of time and space, Ahriman is the dark god of suffering, and Paranor is the god of peace and light.

The Church of Twilight

The leading organized religion in ScatterPoint, it is city-sanctioned with its temples located throughout the breadth of the city and even in some remoter places in the barrens. Here people come to worship Umbriel, the Lady of Twilight, under the direction of her servants, the shadowpriests. Commonly referred to as the Temple of Twilight, its greatest temple is located in GreyMesa where the Church's spiritual leader, the Maegas, resides. Shadowpriests and their acolytes typically dress in soft greys and blacks and wear hoods that conceal their faces. The Maegas, however, traditionally dresses in severe robes of black fringed with white.

The Hall of the Four

There are many who refuse to forget the ancient gods who once shaped the fate of man before the Tempest. They were called the Four. People gather together to pay homage to them all, Ahriman, Paranor, Umbriel, and Zurvan. Umbriel has risen to ascendance in the eyes of ScatterPoint and the other three are usually given little more than lip service for the proven power is in the hands of Umbriel's devout. The ancient laws forbid the spilling of blood within the Hall of the Four, so they are often used by businessmen of various types to hammer out contract arrangements and other deals. Such halls are located in each district, typically near the chief market square. The Temple of Twilight maintains a presence in each hall to provide balance and insight about the Church to people that stop through and to keep a watchful eye

on the happenings of the City. They do not view it as contrary to the Temple's wishes, but a step toward restoring balance in the cosmos.

The First Church of the Converted

With its seat in Cog Castle, the First Church aggressively recruits followers and welcomes all comers. The leader, Lord Ashmoore, promises immortality to those who embrace their spiritual link to their machine brethren and transform themselves into his vision of the future of humanity, the Converted. Small branches of this church are beginning to spring up within the districts in factory-dominated boroughs.

Politics

The Autarch: Commonly referred to as the Eternal, the Autarch is the supreme ruler of ScatterPoint. His word is absolute law. Succeeding Tanryn during the closing years of the Time of Madness, a far door accident transformed him into an Andari. Prior to that time, the potential of an Andari was never fully explored or appreciated.

All political positions at the district level and above are direct appointments made by the Autarch himself with recommendations from the Grand Council.

The Grand Council: A committee of 13 regents, each regent representing an individual district. They serve the Autarch as advisors and are his primary contacts with the outside world. As such, they pass on the Autarch's rulings to each district's governor.

Governors: Elected by the popular vote within each district, the position of governorship is unique in the political structure of ScatterPoint as it is the only opportunity for people to express their collective will. Once elected, however, a governor holds his post for life or until deemed unfit to govern by a majority vote of the regents. All positions above and below are appointed. They handle the day-to-day issues of particular concern to their individual districts and are chiefly responsible for appointing and managing the magistrates.

Magistrates: Lowest on the political chain, the magistrates wield tremendous power as they deal with the citizens of the boroughs directly. Few ever see more than a photograph of their governor, but many have at least seen the local magistrate in passing or have appealed to him in the forum. As can be imagined, they are closely monitored by the governor as they can mean the difference between his success and failure.

Armor, Clothing, and Weaponry

Once thought archaic, armors and melee weapons came to the fore during the Time of Madness when sidearms were scarce and unreliable. Subsequently, they were put aside by most except for the Order of the Blade who were pivotal in repelling the Storm Lords in 501 p.t. Recognizing the need once again for more archaic weapons to be reintroduced into the city, mass production began and it is a rare thing for a common man to not be carrying some sort of protection.

Many who can afford it carry sidearms as well to act as much as a deterrent as for actual use. The Standing Militia Act of 504 issued in the wake of the Storm Lord Accord allows for any citizen to have the right to carry personal weapons including side arms. In 542, a magistrate in BlackShackle upheld the right to carry weapons extended to the integral weapon systems of Overwrought in the Chainsaw Amendment. It was not until 602 when the Longclaw Corollary made it into the books, further extending these rights to Malakar and any other sentient beings entering from beyond the void. Now using said weapons within the districts, other than in self-defense, is a punishable offense. It is a different story altogether in the barrens.

Metal armor, on the other hand, has always been legal, though it is not generally worn and is usually quite expensive and cumbersome. Typically, people wear leather dusters, LeatherJack, or ChainJack, metal-studded dusters. Those with the inclination and can afford it invest in magical wards or other lower profile protections. Those without the necessary funds sometimes paint fake patterns on their clothes and jewelry to deter would-be attackers. Malakar often fashion armor from skirr chitin and such armor is always in demand.

Clothing is most commonly made from cheap, synthetic fabrics; a practice preserved and carried over from the pre-Tempest days by the Silk Guild. The more fashion-conscious seek out the handcrafted clothing found in the market squares made from the natural hides of slag rats, newts, and the furs of exotic creatures from beyond the void. The wealthiest of all are purported to wear true silk suits and carry on with all the proper accoutrements of a gentleman including top hat, long coat, and runeblade. The styles of most other folks often are simple and practical: a tunic, trousers, and street boots. Goggles are always in vogue among all the classes with many venturing into the barrens getting tinted lenses

to accommodate for leaving the safe shadows of the city districts.

City Slang and Lexicon

Whether you breathe clouds, gladhand, or sleep steam, you better learn the lingo or you'll be doomed to work the spiral forever.

BlackShackle: Slang for Sequitor.

Bluecoat: A member of the Bluecoats, the Ferren organized crime syndicate.

Boyar: A member of the diminishing middle class.

Breathe Clouds: To live rich.

Cloudbreather: Term to refer to a rich man; a noble; or an Andari.

Cog: An Overwrought.

Cotter: Factory worker; menial laborer; also used to insult anyone of a higher caste as in "fool" (ex. "You stupid cotter!")

Crush: Scab beetle poison. Name is derived from crushing down the chitinous shell into powder form for long term storage.

Demonspawn: Slang for Malakar.

Dipped: A human who has flesh-bonded with body armor.

Fogs: The poor.

Freeze: An Andari street gang.

Fringes: Civilized area immediately surrounding the city districts.

Gladhand: To be diplomatic.

Glassgarden: A hydroponic garden; any place with poor security.

Ghost: Andari.

Glee: Fermented tanglevine juice.

Gloom: Whiskey

Gunmetal: Armored cog.

Hawk: Thief; bandit; scrounger.

High walls: Boundary of a district.

Meat Vat: Large chemical tubs that grow the synthetic meats which support most of the populace.

Metal Burner: A rune well that has its safety overrides turned off or an overwrought addicted to overcharging.

Passer: A Malakar with shapechanging abilities.

Put on an Outbound Train: To kill.

Ransom: Black cherry wine. So named for its expense, since some people are actually kidnapped and ransomed to purchase it.

Rat: Derogatory nickname for Ferren.

Reaper: Derogatory term for sifter.

Remade: Any human or cog who has replaced their human parts as much as possible with machine parts.

Retrieval Papers: A polite term for a bounty, especially referring to mid and upper tier employment contracts.

Roach rider: Slang for people who live in the barrens, especially the Malakar.

Rub the Hub: To pay a finder's fee.

Sifter: Any person hunting salvage in the barrens.

Sleep Steam: To live poorly.

The Spiral: Literally, any train or trains that are found running from one building, factory, or warehouse to the next (so named for the typical "looping" pattern about a building and/or buildings.) Figuratively speaking, anyone who finds themselves in a deep state of suicidal depression, especially cotters.

Sprawl: A place to sleep; usually safe.

Stormtorn: Someone or something brought in from a dimensional rift, usually through a runestorm.

ZU: Zone Underground. The sewage system and old constructions buried beneath present-day ScatterPoint.

Game Master's Section

THE GAME MASTER'S GUIDEBOOK

Game Mastering RunePunk

Welcome to the Game Master's section of the book! You've looked over the Player's Guide and now may be wondering what you're in for. RunePunk strives to be a unique, flexible setting that enables your players to conceive and create some fantastic characters. So after their work is done, yours is only beginning.

The best way to get a handle on things is to read entirely through the Player's Section before delving in here. Paying special attention to An Introduction of Sorts and A RunePunk Primer gives a nice, basic understanding of ScatterPoint. Next, you should check out the Plot Point Campaign Synopsis so you can get an understanding of the throughline of RunePunk. Yes, it's an epic quest to save the world, but more on that later. Finally, if you're playing through the Plot Point Campaign, take a gander at GreyMesa, the city district the characters start in.

If some point on the map peaks your interest or some interesting name catches your eye, go with it. Read over its description and see if that's where you want your campaign to kick off instead. Just remember this bit of advice; it is best to start the characters off in a civilized area, preferably a district, until they get a bit of experience. Life is dangerous outside of the high walls. That's not to say you have to be easy on them.

With a little work, you can tie the starting point and your subsequent adventures into the Plot, if that's your desire. However, if you find your RunePunk campaign branching out unexpectedly, don't be surprised. Use what is provided in the GM's Section of this book as a compass to provide you with a sense of direction if and when you need it. Got it? Good. Make ScatterPoint your own.

A Grand Overview

Before getting into the specifics of ScatterPoint, it is recommended that the Game Master (GM) keep a few things in mind.

ScatterPoint is a huge city. It is over 600 square miles in diameter. Oftimes throughout this text, you'll find it referred to as "the City" when referring to the collective entirety of the city, "districts" when referring to the major population centers, or the "barrens" when referring to the less civilized areas between districts. Often, individual areas are referred to by their specific name, whether they are district or barren. Let's examine each in turn.

Thirteen main population centers exist - the districts - and each district is home to approximately a million people. On top of that, each district is a multi-layered beast made up primarily of huge, monolithic factories and housing complexes that tower over all. Great roads and walkways spiral throughout the length and breadth of the city, reaching heights hundreds of feet above ground level. These tiers allow thousands to congregate in open air markets and theatres and conduct the day to day businesses of their lives without ever setting their foot on soil. Smashed between the nooks and crannies are even more buildings, both great and small, and their people, competing for survival.

Emphasize the enormity of the city and use it to your advantage when running RunePunk. Reduce it down to specifics when preparing for a game session. Remember each district consists of boroughs and each borough consists of blocks and each block consists of one or more buildings or points of interest. Mostly it is better to deal with a specific, such as Tremor Plaza, and work backwards when designing a specific adventure (more on that later). Outside of the districts, in the barrens, the enormity doesn't end. There are nine major desolate areas. They are referred to collectively as the barrens, formally as the Abandoned Lands, and individually by name. The hostile nature of runestorms keeps the land less populated than the city, though this hasn't prevented the present outgrowth of businesses and communities

into these regions. Random settlements can spring up nearly anywhere and last for a week, a month, or disappear in a matter of hours. Some of them are managing to survive despite the hostile environment. The more established ones are shown on the map and described later on. However, there is plenty of room for the creative Game Master to throw in a place at their whim. Many folks set up camps in the great ruins of broken buildings or descend into uncovered access ways into the Zone Underground, or ZU.

The ZU is full of darkness and danger. It stretches under the entirety of the City. It is a place rife with dangers of all sorts, such as criminal organizations, when explored in areas beneath the districts, and homes to Malakar, strange beasts, and obscene cults in those spans beneath the barrens. Naturally, not all inhabitants encountered are evil in the ZU, just the bulk of them. The ZU allows the Game Master plenty of opportunity for action and intrigue in a dungeon-style environment. It is largely unexplored.

Zurvan's Veil marks where the world/city abruptly ends. It is a cold place of mists through which no known force can penetrate. Whether it protects or imprisons the City has long been a debate among theologians and philosophers. If your players choose to have their characters venture along the Veil, reality bends a bit, and strange happenstances are not unheard of.

Other Genres in RunePunk

It is interesting to note that RunePunk is capable of handling multi-genre characters without a hitch. If a player wants to bring in a new or established character from another setting, that decision is up to you. With the sometimes thin barrier between the planes, introducing characters of any type, whether they be pirates, marauders, cowboys, or post-apocalyptic madmen is a snap. You can simply bring them in via a runestorm or have an introductory scenario transporting an entire party into the world of RunePunk at once.

The only caution is introducing superheroes into the mix. If they get out of hand, a flux could alter their energies or Sequitors could attend to them. Sequitors can typically handle anything.

As the average citizen sees so many unusual things and there is such an amalgam of technology and magic, the odds are it is the new character that is wide-eyed rather than the long-standing residents of the City. Mechanically

speaking, though not encouraged, the GM may have new characters suffer Clueless and Outsider, depending on their particular backgrounds or racial type. If you go this route, you may choose to compensate them by allowing them to spend the corresponding points gained immediately or phase out these additional Hindrances over a few sessions.

Race, Place, and Station

Rather than having a defined system of dealing with varying differences of social classes, we suggest you take the opportunity to roleplay the experience. ScatterPoint is a quasi-Victorian society, but the emphasis on class distinction is usually evident based upon economics. As the characters operate outside of the normal bounds of society by their very nature, NPCs react to them based upon their actions and reputation more than their breeding. Should you require more detailed direction, you can adapt the rules for social interaction found in *Rippers* with little difficulty.

Race Tables

In situations where the race is important and it is not dictated by locale, roll 1d20 and consult the following table.

Roll	Result
1-9	Human
10-14	Ferren
15-17	Overwrought
18-19	Malakar
20	Andari

Place Tables

Typically, most characters the party meets reside in the district they are encountered. When it is important to know where a chance character comes from, roll 1d10 and consult the Location Table below. You may also use this for some of the more simple delivery and retrieval missions.

Roll	Result
1-9	Local
10	Other District/Region Table

The City District Table comes in handy for the typical delivery and retrieval missions. Or anytime you want to

send the characters outside of their current district roll 1d12. If a roll indicates the characters' current location, move down to the next place on the list. If the characters are in the barrens when rolling on the District Table, select one district as the "current" one and adjust the roll accordingly.

Example: Your players are currently in WardenCliff and you roll a 12, getting a WardenCliff result. Then you look to the next location on the list: WormWood.

The Barren Region Table operates the same way. Just roll 1d8 instead.

If you're having the characters go from a barren region to city district or vice versa, roll 1d6 along with the appropriate location die and on a 1-3 add +1 to the outcome.

City District Table (d12)

Roll	Result
1	BlackShackle
2	ChalkChain
3	FlintFlicker
4	GauntWhistle
5	GreyMesa
6	MossMetal
7	PitchPit
8	RedWarrens
9	RiddleRock
10	RustWater
11	ShatterStone
12	WardenCliff
13	WormWood

Barren Region Table (d8)

Roll	Result
1	BentShadow
2	CringePick
3	GhostMire
4	HawkHaven
5	Iron Hollows
6	LockLeaf
7	ScarFall
8	The GearLost Vale
9	Twisted Fields

Station Table

If it is essential to know what the encountered party does and it is not detailed elsewhere, roll 1d20 on the table

below, adding 1 to the result if in midtown and 2 if in uptown.

Note: You may find archetypes for these stations listed in the Citizens & Denizens section, but, remember that a Criminal in uptown may be better appointed than one in downtown and let good judgment, common sense, and most of all, fun, prevail.

Roll	Result
1	Beggar
2-5	Criminal
6-12	Citizen
13	Gambler
14	Runecaster
15	Guard
16	Crowd
17	Inventor
18	Messenger
19	Sequitor
20	Noble
21	Guard, Private
22	Bureaucrat

Runestorms, Witchgrass, & Bribery

The City is caught between planes. The runestorms reflect the constant push and pull of realities clashing into one another, effectively halting scientific progress as underlying principles fluctuate. However, by harnessing runic energies, scientists and inventors are able to create compensators that allow certain principles to be as constant as ScatterPoint allows.

The Game Master can arbitrarily have a runestorm appear for several reasons:

- 1) dramatic effect
- 2) steer characters a particular direction
- 3) keep characters in a particular area
- 4) as a plot device to bring things, creatures, or characters through from one point to another.

Runestorms

These magically laden storms are what initially ripped the city of ScatterPoint from its proper place in time and space. Though there have been none to match the

strength and intensity of the first great runestorm, the Tempest, people still fear the terrible beauty of the suddenly darkening sky. Multicolored sheet lightning oftentimes give way to jagged forks of raw magical energies that tear up the land before giving way to a traditional rainstorm or disappearing altogether, leaving no trace it had ever been, other than the devastation in its wake.

To shelter from a storm, the party's leader makes a Survival roll and subtracts the penalty shown on the table below from his total. Other party members may make Survival rolls as well, adding +1 to the leader's total for each success and raise. Failing such a roll subjects the party to damage as indicated on the table. Remember: Runestorms are runic in nature and ignore normal armor, but Arcane Resistance and Improved Arcane Resistance provide protection normally. Roll 1d6 for the storm's duration in half hour increments. On a 6 roll again and add that to the base. So, runestorms last from a half hour to 6 hours.

Roll a d12 on the table below and add the Region Modifier.

Storm Table

Roll	Penalty	Damage	Storm Severity	Weird Bonus
1	0	1d6	Weak	0
2-7	-1	2d6	Light	+1
8-11	-2	3d6	Medium	+2
12	-3	4d6	Heavy	+3
13+	-4	5d6	Extreme	+4

Each hour of the storm can result in a weird event taking place. Roll 1d10. On a 1, roll 1d6, add the Weird Bonus, and consult the table below.

Storm Weirdness

Roll	Result
1	All Runic Power Points are regained*
2	All Runic Power Points are drained*
3	1d6 Humanoid figures issue forth
4	Party teleported to Random Region
5	1d6 Rust Puppets form
6	Witchgrass Forest Forms (see separate entry)
7	Ruins Unearthed
8	1d6 Demons Issue Forth
9	4d6 Malakars gather
10	1d6 Large random creatures issue forth

*Including items with Runic Recharge and Overwrought.

Witchgrass

Witchgrass is a strange phenomena caused by the runestorms. Essentially, it is a tall, fast-growing, tree-like grass that requires runic energies to successfully grow. As such, it is found primarily in the wild as most laboratory experiments to duplicate it produce an inferior-grade called lab grass that is generally bleached and pulped out for low grade clothes and to make tear sheet publications.

The colors vary from black to indigo to red, much as the beetles that feed upon them do. A stand of witchgrass is uniformly the same color and is often a haven for beasts and bandits for the lure of runestones draws many explorers into them. Once a stand of witchgrass has rooted, it will thrive until it is harvested down. There is a 1 in 6 chance of finding a runestone in a fresh growth of Witchgrass and 1 in 10 in older stands.

Witchgrass Forest Size

Roll	Result
1	Small (approx. 12" × 12")
2-5	Medium (approx. 24" × 24")
6	Large (approx. 48" × 48")

Greasing the Wheel: Bribery Guidelines



Characters are invariably going to have run-ins with the law or one unsavory faction or another and may want to pay their way out of a situation, rather than resort to bloodshed. Royals keep the wheels of the city turning and bribery and betrayal is just a day to day part of living. To that end, here are a few guidelines for handling such situations. First off, the character may either attempt a Common Knowledge Roll or a Streetwise Roll to determine a reasonable amount to bribe the target. Additionally, if a whole group is encountered at once, such as is typical with city guards, the characters must provide a sufficient bribe for the whole group or the attempt automatically fails. Successfully bribing a target (or targets) requires a Persuasion roll versus Spirit. When facing a group, the group makes a group Spirit roll to resist.

<i>Position</i>	<i>Minor Offense</i>	<i>Felony Offence</i>	<i>Capital Offense</i>
City Guard (Whitecloak)	20	40	160
City Guard (Redcloak)	40	80	320
City Guard (Captain)	100	200	800
Sequitor	2500	5000	20000
Low-Grade Bureaucrat	200	400	1600
Mid-Grade Bureaucrat	300	600	2400
Magistrate	600	1200	4800
Governor	1000	2000	8000

Note: While the table lists offenses, the figures can also be used as guidelines for persuading figures to do other things as well, such as eliminate red tape, promote certain industries, companies, ideologies, and so on.

Jobbing It: Employment in the Big City

Despite the various Savage Tales and Plot Points woven into the fabric of this book, players are going to want to explore other courses of action over the duration of your campaign. To that end, we've made certain that the adventuring lifestyle is very much part and parcel of the city. Various avenues of employment exist depending upon such jobbers, temporary workers, to fill these niches.

Each Adventure Generator details different aspects of the City for the players and allows them the opportunity to learn more about ScatterPoint. You can have the outline for a game session in a matter of dice rolls and use the Encounter Tables to add variety as circumstances dictate.

The Bounty Board is used to create adventures where the characters are tracking down a criminal of some sort and usually sends characters chasing after the bad guys into the barrens. They tend to be action oriented.

The Hub is a catch-all of adventures. The characters could be faced with anything and the tables are hinged upon using a combination of tables from the other Adventure Generators. This is good to use for players who are unsure of what they want to do or if you're in the mood for something even more unusual than normal.

The Junkyard could send the characters nearly anywhere in ScatterPoint, but the focus is on obtaining a particular thing. All kinds of dangers can present themselves in pursuit of this thing.

Retrieval Offices are similar to the Bounty Boards in that the characters are typically looking for someone. That someone, however, is usually hiding somewhere in the districts, presenting the characters with an entirely distinct set of problems from those found in the barrens.

The Temple of Twilight offers the characters the possibility of getting into the political workings of ScatterPoint. Characters may start off being offered random jobs which make little sense, but the Game Master should always hint at some bigger purpose. A focus on subterfuge and intrigue should dominate these play sessions.

Using the RunePunk Adventure Generators requires a bit of active participation from you. By giving you broad possibilities and avoiding a narrow focus, you have more

freedom to come up with appropriate adventures for the setting.

For example, rolling once on each table under the Bounty Board Adventure Generator results in: Inventor (PERSON table), Iron Hollows – Millstone Hotel (LOCATION table), Murder (CRIME table) and Locals (PROBLEM table). Use that information in the adventure sentence. Your adventure follows: “The characters are hunting a bounty on an INVENTOR whose last known location was in the IRON HOLLOWS – MILLSTONE HOTEL. His crime is MURDER. During the course of the hunt, they must overcome LOCALS.” This should give you the bare bones of an adventure. It is up to you to fill in the details. Using this example we might come up with a scenario that involves the party first looking for why Eric the Inventor is wanted. It seems one of his inventions exploded in a crowded marketplace killing dozens of people. Apparently he fled, but was last seen at the Millstone Hotel in Iron Hollows. What the party doesn't know is that Eric the Inventor has made friends with many of the Overwrought at the hotel by making repairs and installing upgrades for them. When the party starts asking around, the Overwrought cause as many problems for the party as possible and tip off Eric who then flees.

As character economics can seriously impact game play, style, and tone of the game, rather than provide strict guidelines, keep the following points in mind. Make it worth the characters' while. The more difficult and dangerous the job, the more it should be worth. Problems that arise do not factor into the initial offered reward, but can be negotiated during roleplay. Additionally, such businesses as retrieval offices and holding cells often want to get their cut as well, so jobs that appear lucrative on the front end may end up earning the characters a mere pittance. As these types of adventures can drive your game forward, strive to be as fair as possible, using corruption and betrayal as an exception, rather than the rule. Should characters get taken advantage of too often, they'll wind up with the perspective that it is better to go a darker route. Encourage heroism and noble acts. With expensive items for sale throughout, any currency issues you inadvertently introduce should work themselves out eventually.

The more familiar you are with ScatterPoint, the easier using the generators becomes. Remember, their main purpose is to aid you in creating countless adventures for you and your group. Tailor them as necessary and enjoy!

Bounty Board Adventure Generator

Bounty Boards are just that – a wall, a bulletin board, sometimes a small stall that has pictures of wanted criminals along with their crimes and a listed bounty. They are found in market squares throughout ScatterPoint. These criminals are typically wanted dead or alive and their last known whereabouts are often somewhere in the barrens. To collect the bounty you bring the criminal to the Forum on a free day and the local borough magistrate pays the bounty. This often plays to the crowd and is meant as a message to all those who commit offenses against the city.

Collectors often act as middlemen for hunters wishing to keep their identities secret. Bounties are set based on the crime committed.

Roll at least once on each table. The characters are hunting a bounty on a PERSON whose last known whereabouts was in the LOCATION. His crime is CRIME. During the course of the hunt, they must overcome a PROBLEM.

Person

Roll	Result
1.	Barrens Knight
2.	Beggar King
3.	Bounty Hunter
4.	Gearhawk
5.	Merchant
6.	Oddfellow
7.	Runecaster
8.	Sifter
9.	Thief
10.	Wayfinder
11.	Demonologist
12.	Andari
13.	Ferren
14.	Sellsword
15.	Malakar
16.	Inventor
17.	Chemist
18.	Shadowpriest
19.	Bureaucrat
20.	Overwrought Bodyguard/ Mercenary

Location

Roll	Result
1.	BentShadow – Penfold Mines
2.	Iron Hollows – MillStone Hotel
3.	LockLeaf – Broken Palace
4.	Twisted Fields – Cog Castle
5.	ScarFall – GlassMar Mountains
6.	GhostMire - SparkWell
7.	HawkHaven - NeedleNook
8.	Zone Underground (ZU)
9.	Iron Hollows – Ebon Eaves
10.	Use the PLACES on the Retriever's table

Crime

Roll	Result
1.	Arson
2.	Assault
3.	Contraband
4.	Fraud & Forgery
5.	Kidnapping
6.	Mugging
7.	Murder
8.	Public Nuisance
9.	Robbery
10.	Vandalism

Problem

Roll	Result
1.	Mistaken identity
2.	Disaster (flooding, fire, sinkhole, building collapse, runestorm, etc)
3.	Misdirection
4.	Person (roll on person table, person is a wildcard)
5.	Attacked by creatures
6.	Competition (rival Bounty Hunter)
7.	Sidetracked (capitalize on player's hindrances)
8.	Law (bureaucratic red-tape, city guards)
9.	Locals
10.	Ambush

Hub Adventure Generator

If there is a perfectly legal, quasi-legal, or outright criminal job that needs to be performed the local Hub is your go-to guy. A Hub serves as a go-between for people needing something done and those willing to do it. The use of a Hub allows anonymity for all parties involved in a no questions asked type atmosphere.

Roll on the PERSON ACTION or THING ACTION table and then roll at least once on each of the appropriate tables. The characters must perform an ACTION on a PERSON/THING at a predetermined LOCATION. During the course of the adventure they must overcome a PROBLEM. Payment is based on the action being required.

If the adventure concerns a PERSON ACTION, roll on the Bounty Board, Retriever, or Shadowpriest PERSON table to determine the specific person.

Person Action

Roll	Result
1.	Rescue
2.	Guard
3.	Escort
4.	Retrieve
5.	Kill
6.	Confront
7.	Conceal
8.	Observe
9.	Investigate
10.	Sabotage
11.	Kidnap
12.	Harass

Problem

Roll	Result
1.	Roll on the Retrieval Office PROBLEM table
2.	Roll on the Bounty Board PROBLEM table
3.	Roll on the Temple of Twilight PROBLEM table
4.	Roll on the Junkyard PROBLEM table

Thing Action

Roll	Result
1.	Buy
2.	Retrieve
3.	Conceal
4.	Smuggle
5.	Deliver
6.	Salvage
7.	Steal
8.	Protect

Determine what the specific item is by rolling on the Junkyard THING Table.

Location

Roll	Result
1.	Roll on the Retrieval Office LOCATION table
2.	Roll on the Bounty Board LOCATION table
3.	Roll on the Temple of Twilight LOCATION table
4.	Roll on the Junkyard LOCATION table

Junkyard Adventure Generator

Junk is big business in ScatterPoint and junkmasters are always ready to send characters off after one item or another. The city has been built and re-built time and again. As a result, salvage operations are often lucrative ways to make a living. They are also *dangerous* ways to make a living. In the city proper there are some areas that are still being salvaged. Zone Underground is also a popular place to look for artifacts and other valuable objects, however extensive salvaging there often leads to sinkholes in the city above and has been known to cause the death of thousands when buildings collapse as a result. The biggest stores are found in the barrens which some consider one huge junkyard. Problems typically include natural disasters, squatters, junkthieves, wild animals, and runestorms.

Finder's fees are based on the thing being acquired.

Roll at least once on each table. The characters are performing salvage work to locate a **THING** at a **LOCATION**. During the course of the adventure they must overcome a **PROBLEM**.

Thing

Roll	Result
1.	Lost Invention
2.	Machinery/equipment
3.	Food Stores
4.	Runestones
5.	Runes
6.	Metals (copper, aluminum, gold, silver, etc)
7.	Art objects
8.	Weapons/munitions
9.	Religious artifacts
10.	Historical artifact
11.	Books
12.	Wood

Location

Roll	Result
1.	BentShadow
2.	CringePick
3.	GearLost Vale
4.	GhostMire
5.	HawkHaven
6.	Iron Hollows
7.	LockLeaf
8.	ScarFall
9.	Twisted Fields
10.	Zone Underground
11.	Local City District
12.	Other City District

Problem

Roll	Result
1.	Disaster (collapse, Runestorm, sinkhole)
2.	Sifter
3.	Gearhawk
4.	Locals
5.	Sidetracked (capitalize on player's hindrances)
6.	Attacked by creatures
7.	Misdirection
8.	Ambush (claim jumpers, etc)
9.	Person (roll on the Bounty Board Person table, person is a wildcard)
10.	Law (bureaucratic red-tape, city guards, Malakar tribe, etc.)

Retrieval Office Adventure Generator

Retrieval Offices differ from Bounty Boards in several ways. A person can find himself on a Retrieval Office list by breaking a contract of employment with either a company or the government. Contracts for employment often include a “time of servitude” clause (which in many cases is listed as the life of the employee!). As such, employees who decide to leave their job prematurely will often find themselves on the list at the local Retrieval Office. Normally that is the only way to get listed, however those with money can easily present forged contracts or even outright bribes and get just about anyone on the list. Contract breakers or “Violators” as they are often called are not considered criminals and are always wanted alive. Typically these are not the type of people who would leave the city to hide in the barrens. Instead they attempt to blend into the masses or offer services “under the table” to competing employers. Technically it is a crime to hire known Violators, but the fine (distinctly like a bribe) is usually just considered the cost of doing business.

Rewards are based on the person being sought.

Roll at least once on each table. The characters are retrieving a PERSON last seen in the LOCATION. During the course of the retrieval they must overcome a PROBLEM.

Person

Roll	Result
1.	Bureaucrat
2.	Chemist
3.	Citizen
4.	Grub
5.	Inventor
6.	Merchant
7.	Oddfellow
8.	Politician
9.	Runecaster
10.	Sellsword
11.	Shadowpriest
12.	City guard (1-3 whitecloak 4-5 red-cloak 6 Captain)
13.	Thief
14.	Wayfinder
15.	Andari Freeze
16.	Wist
17.	Ferren Bluecoat
18.	Malakar
19.	Demonologist
20.	Overwrought Bodyguard/Mercenary

Location

Roll	Result
1.	Meat vats
2.	Flywheel
3.	Temple
4.	Market Square
5.	Slums
6.	Zone Underground (ZU)
7.	Residence
8.	Factory/Warehouse
9.	Train
10.	Far door station

Problem

Roll	Result
1.	Mistaken identity
2.	Disaster (flooding, fire, sinkhole, building collapse, etc)
3.	Misdirection
4.	Person (roll on the Retrieval Office Person table, person is a wildcard)
5.	Competition (rival Retriever, organizations/corporation)
6.	Sidetracked (capitalize on player's hindrances)
7.	Ambush
8.	Law (bureaucratic red-tape, city guards, politician)
9.	Riot
10.	Attacked by creatures

Temple of Twilight Adventure Generator

The Temple of Twilight has a long history of manipulating the political scene of ScatterPoint to achieve its goals. Few shadowpriests run for office directly, but all keep a close eye on the city's political machinations. Approaching a temple for employment almost always involves work in the political arena even though it may not be obvious at the time. The temple hires outsiders in order to keep the temple from being directly exposed to any accusations of questionable ethics. They prefer subterfuge even from their temporary employees, but may understand when other tactics are necessary.

A note about politicians: From community leaders to magistrates, governors, regents and all the way to the Autarch himself, politicians are confronted with a multitude of issues on a daily basis. Labor disputes, unemployment levels, crime, blackouts, food shortages, and among the worst – glee rationing. Their jobs and their lives are at stake every day. There is always a rival often with less than altruistic motives looking to get his foot in the door. A politician's salary is a mere pittance, yet they often live head and shoulders above the people they represent due to bribes or “political contributions” as they like to say.

Blessings are given based upon the charitable act (the action required and the person being targeted.)

Roll at least once on each table. The characters are hired by the Temple of Twilight to ACTION a PERSON at a predetermined LOCATION. During the course of the adventure they must overcome a PROBLEM.

Action

Roll	Result
1.	Bribe
2.	Escort
3.	Kidnap
4.	Find
5.	Protect
6.	Guard
7.	Investigate
8.	Harass
9.	Neutralize
10.	Sabotage

Problem

Roll	Result
1.	Mistaken identity
2.	Proposition/Moral dilemma
3.	Misdirection
4.	Person (roll on person table, person is a wildcard)
5.	Interference (Andari, Bluecoats, etc)
6.	Sidetracked (capitalize on character hindrances)
7.	Ambush
8.	Law (bureaucratic red-tape, city guards, politician)
9.	Riot
10.	Trap

Person

Roll	Result
1.	Beggar King
2.	Bureaucrat
3.	Citizen (human)
4.	Grub
5.	Merchant
6.	Oddfellow
7.	Politician
8.	Retriever
9.	Runecaster
10.	Sellsword
11.	Sequitor
12.	Shadowpriest
13.	City Guard
14.	Wayfinder
15.	Demonologist
16.	Ancient Andari
17.	Andari Freeze
18.	Ferren Bluecoat
19.	Malakar
20.	Overwrought

Location

Roll	Result
1.	Meat vats
2.	Flywheel
3.	Temple
4.	Market Square
5.	Slums
6.	Zone Underground (ZU)
7.	Residence
8.	Factory/Warehouse
9.	Train
10.	Far door station

ScatterPoint Encounters

Fleshing Things Out

ScatterPoint is a huge, thriving machine unaware that it is spiraling towards its doom. The characters learn of this early on, but they still must contend with the grinding City and those unwitting souls that they are trying to save.

Filling in this void can be a huge amount of work for the GM, so we're here to help. The following charts breathe life into ScatterPoint and give the GMs some direction.

Each day the party spends in an area, draw a card. If the card is a face card an Encounter occurs. If it is a Joker, roll twice- the group has run into two things at once. Reshuffle the deck after every encounter. However, should the party be scrounging an area or using such skills as Streetwise or engaged in other such activities that might attract attention, draw a card then as well.

City Districts

To determine the encounter, roll a d20 and add 1 for midtown and 2 for uptown.

Each City District is divided into downtown, midtown, and uptown areas that reflect its economic standing (i.e. higher up, richer.) This doesn't mean you cannot have a downtown type area in the upper levels or a wealthy (uptown) area downtown, however.

City District Encounters

Short vignettes are given to provide you with sample city district encounters. Refer to the statistics in the Citizens & Denizens section as directed.

Beggar(s)

The encounter is with 1d6 poorly clothed beggars. It is not uncommon for them to be disfigured or crippled. They will beg for money unless persuaded not to do so, are attacked, or given some Royals to go away. If the beggars succeed in getting money, there is a 50-50 chance another 1d6 beggars will accost them. On a 6, roll again and add any additional results as the number of beggars that are cutpurses as well. If there are over ten beggars, one of them is a Beggar King.

City Bureaucrats

1d6 bureaucrats emerge from the throng of people and approach the characters. If there are more than two, it is a pair of assessors accompanied by city guards. On a neutral or worse reaction, the assessors do

an impromptu tax assessment on the characters' personal property. If the characters cannot provide the necessary vouchers of recent assessment, they must pay 2d6 x 10 royals each. They are issued assessment vouchers only if asked. Should any characters appear to be runecasters, the bureaucrats ask for their licenses. Failure to have a license results in an additional 50 royal fine. If there are only two or less bureaucrats, they are operating on behalf of a corporation and wish to retain the characters for retrieval without going through the proper channels. Determine the mission from the Retrieval Adventure Generator as usual, but the reward is doubled.

Citizen(s)

Regular everyday people are sometimes curious or annoyed by jobbers. Roll a d6 to see how many citizens are present and then roll their reaction, taking into consideration the worst Charisma modifier of the group. These could quite likely be factory workers or low level aides who may be looking for trouble on a bad reaction or who see a chance to get out of their humdrum existence on a good reaction.

City Guards

The characters have attracted the attention of the city guard. Roll a d6. On a 1-3, it's 1d6 whitecloaks, on a 4-5 it's 1d6 redcloaks, on a 6 it's 6 whitecloaks plus an additional 1d6 redcloaks. Make a reaction roll. If it's neutral or worse, the guard(s) may harass the characters or issue them fines. On snake eyes, the guards mistake one or more of the characters for an outstanding criminal in the area and take measures to apprehend him and his accomplices. If the reaction is favorable, the city guard may advise the characters of trouble in the area, provide them with useful information on the city district, or just pass along rumours.

Drunkard

A fellow full of glee approaches the party. Roll reaction. On snake eyes, he will insult or otherwise provoke hostilities; otherwise, he will attempt to get into the group's good graces in hopes of more carousing. You may determine his Race, Place, and Station from the appropriate tables. His Agility, Smarts, and all related skills are -1 and his toughness is +1. Use Citizen stats from Citizens & Denizens..

Should he be attacked, he may have friends nearby that come to his aid. Roll 1d6, on a 1 he has 1d6 friends nearby, with a 50% chance that they are drunk too. Consider any of his friends to be of similar station for

convenience's sake.

Roll	Result
1	Weird (GM's choice)
2-4	Beggar
5-6	Grub
7-8	Drunkard
9	Gambler
10	Runecaster
11	Hub
12-13	Citizen
14-15	City Guard
16	Crowd
17	Inventor
18	Messenger
19	Sequitor
20	Noble
21	Guard, Private
22	Bureaucrat

Grub(s)

Cutpurses, thugs, or thieves have targeted the characters as a likely meal ticket. Determine their race by locale or the Race Table. 1d10 are encountered. If you roll a 10, roll again and add the result. For every 5, one will have a standard pistol. Although mean, they want quick money and don't typically look for trouble because they know it eventually finds them.

Gambler

The characters are approached by an individual who prides himself on games of chance. Depending upon where encountered, he may have dice or cards upon his person and tries to tempt the characters into some type of bet. Should money not appeal to the characters, he may have information of a more valuable nature to tempt them with. Roll 1d6, on a 1-3, the gambler is also a hub. If he's a hub, use the Wayfinder stats in the Citizens & Denizens section and give him a d10 Gambling. Otherwise, use the Citizen stats and give him a d8 Gambling.

Should the characters refuse, depending upon his reaction, he may tip them off to trouble ahead or may drift off and create trouble ahead by tipping off the local grubs in the area to the characters' presence.

Hub

A lone, well appointed man approaches the characters and strikes up a conversation. He is very charming and sure of himself. After a few moments of interchange, he may offer the characters a drink and possibly lucrative employment. Roll on the Hub Adventure Generator to see what his proposition is.

Messenger

A young waif dressed in a white tunic with gold trim randomly approaches one of the characters. He holds a package with a photograph attached. He matches it up to the character and hands it over to him, asking the character to sign the photograph on the back for confirmation of delivery. It is customary to tip a messenger.

Roll 1d6 to see what the message is: 1-3 is a death in the family, a 4-5 indicates a job proposition from a past employer, and a 6 is a letter of a personal nature. Death in the family: the character has inherited an heirloom and must go to the local bank to claim it. Determine what it is on the scrounging chart, but the item is of at least good quality. Job proposition: select the closest employer the character has worked for satisfactorily or indicate it's a proposition from a new prospective employer. The letter of a personal nature should capitalize on the character's role, race, edges, and hindrances to properly generate something interesting. If you want to work this encounter

into something larger, consider using the Hub Adventure Generator to create a full-fledged adventure.

Noble

The characters draw the attention of a local noble as they go for a walk with their attendants. Depending upon their reaction to the characters, the noble is either endeared, enchanted, or mortally offended by the presence of such rabble. The noble is just as likely to invite them in for tea as he is to order his attendants to kill the characters for his amusement. This affords the Game Master the opportunity to show players the unusual nature of cloudbreathers. Use Citizen stats for the noble as necessary. Attendants are dressed in the fashion of the noble's house. Use redcloak stats for them as needed. Typically 1d6 attendants are present at any given time.

Sequitor

From out of the shadows, a Sequitor emerges in front of the characters. He raises his hands and bids them to hold their ground. Roll 1d6. On a 1-3, he assigns them a task. Use the Shadowpriest Adventure Generator to determine what it is. On a 4-5, he questions them about their recent activities and may consider incarceration, depending upon how they respond. On a 6, he sends them into the barrens to retrieve a bounty he doesn't have time to pursue. Use the Bounty Board Generator to see what it is. He advises them he'll know whether they completed it or not and will take that into consideration should he encounter them in the future. Whether this is true or not is up to the GM's discretion.

Weird

The characters encounter something out of the ordinary. Whether it is a demon, a lurker, a stormtorn traveler, the projection of a dream, or something else altogether is up to the GM. Make it as sinister or as serene as you wish. If you want the fates to decide, draw a card; red is good and black is bad.

Barren Regions

Each barren region has a different predilection for runestorms. Be sure to add the runestorm modifier from the barren's listing when rolling on the table below.

Roll	Result	Roll	Result
1-2	Sifters (d6)	13	Demon
3	Scab Beetles	14	Lurker
4	Motley	15	Fresh Witchgrass Forest
5	Automatons	16	Leatherwings
6	Bandits	17	Fury
7	Slag Rat	18	Rust Puppet
8	Travelers (d6)	19	Ruins of Note (Recently Exposed)
9-10	Growlers	20+	Hazard: Runestorm
11-12	Malakar		

Remember: Never let any Random Encounter dictate your game. Always consider fun, good sense, and judgment in the equation.

Barren Region Encounters

Possible scenarios are listed for each of the items in the barrens encounter table. Refer to the statistics in the Creatures & Creations section, unless otherwise directed.

Automaton

The characters encounter a rusting war machine from ages past. It is possessed by a fury and cannot be appealed to. It attacks relentlessly until either it or its opponents fall. Roll 1d6 to determine its size. 1-3 is Small, 4-5 is Medium, and 6 is Large.

Bandits

While wandering through the barrens, the characters cross paths with bandits. Roll 2d6 to determine the number of bandits and then roll another 1d6. On a 1-3, the bandits had a proper ambush prepared; use the Last Step rules in the Savage Worlds core rules. On a 4-5, neither side is surprised; determine initiative normally, and on a 6, the characters stumble upon a bandit camp. If they encounter a bandit camp, double the number of bandits, and roll 2d6 to see how many bandits are awake and take half the number awake and figure half of those are on guard duty and active patrols. Of these bandits,

1 in 5 is a gearhawk. Use the attributes for grubs for bandits found in Citizens & Denizens

Fury

The characters have entered an area claimed by one or more spirits of those who died in the Tempest. Roll 1d6; on a 1-4 there are 1d6 spirit forms present, on a 5-6 there are 1d3 wraiths (Use your d6 and halve it). The furies may scream and throw things, but the wraiths try to kill. In neither case do they pursue the characters more than 24" from their starting place, sinking down into the ground when they venture that far out. Whether they manifest again if the characters approach the original encounter spot is up to the Game Master. Typically, there is a cache of 1d3 items to be found in the vicinity of a fury spot. Normal scrounging rules apply. See the Creatures & Creations section under Fury for details on both the spirit form and wraith form of furies.

Demon

The characters have attracted the attention of a demon. Roll 1d6 to determine its Circle and then assign it the appropriate powers. See the Creatures & Creations section for some sample demons as well as the Demonology section in the Player's Guide. Determine its reaction as normal and take it from there. There are several ways to make this encounter particularly interesting. You can give the demon some task it must accomplish (use the Hub Adventure Generator for guidelines) or you can decide that a member of the party has given offense to someone with enough connections or power to send a demon after them. You can make it even tougher by giving it Hardy as one of its demonic abilities.

Fresh Witchgrass Forest

The characters are evidently traveling in the wake of a runestorm, for they've discovered an uncut stand of witchgrass. No intrinsic danger in that, but roll 1d6. On a 1-3 there are bandits (see Grub entry in Citizens & Denizens) waiting in ambush, on a 5-6 there is a slag rat (See Slag Rat entry in Creatures and Creations), and on a 6, it is as serene as it looks. There is a 1 in 6 chance for each character to find a runestone in the witchgrass.

Growlers

From out of the ruins, the characters hear the heavy tread of these mongrels out on the hunt. Storm hounds

are clever and the pack typically sweeps around the character before making its presence known, so none escape. 2d6 growlers are encountered initially. Each round after the first, roll 1d6; on a 1, a nearby Malakar tribe is alerted to the party's presence and sends members to investigate. See the Malakar encounter entry for details.

Hazard: Runestorm

As the characters are traveling across the ruined terrain, the sky suddenly darkens, and winds begin to roar and rain lashes down. Jagged bolts of unworldly colors chase each other across the heavens before smashing into the earth with inestimable power. Depending on the storm's severity, the characters are in a very fight for survival. See Runestorms & Witchgrass section for details.

Leatherwings

A break in the clouds, a flapping of wings, and a glide of leatherwings descends from the heavens, voraciously hungry, and eyeing the characters with a lustful hunger. A glide consists of 1d10+10 members and 1d6+2 swoop down to hunt at a time. They break away if the number of the original hunting party is slain and will take to eating the corpses of their own dead.

Lurkers

The shadows of a ruin seem to contain what appears to be a man... or is that a woman? They appear so very close, like out of thin air, and they hunger for the characters. Typically, they make their moves under cover of the night, but in the barrens, meals can be far between. Lurkers work in concert in the barrens, running in groups of 1d4+1, carefully hoping to lure people under such contrivances as a man trying to help an injured woman and so on. Due to their nature, this all takes place in the recesses of darkness.

Malakar

In the Abandoned Lands, the Malakar can embrace their true, demonic natures as barbaric, otherworldly flesh-eaters where as the inheritors of the ruins, they can take what they want, and thanks to the Storm Lord Accord, they can attack with little fear of reprisal. The characters may have come to the attention of one such group. Roll 1d6; A 1 indicates a civilized party of 1d8 Malakar sifters, a 2-5 indicates 2d6 Malakar Soldiers, and a 6 indicates a Malakar war party. A war party consists of a Chief, a

Shaman, 1d6 Malakar Scouts, 3d6 Malakar Soldiers, and a d4 Growlers. Statistics for these Malakar are found in Citizens & Denizens.

Motley

Commonly thought to be stormtorn humanoids, motleys are the most promising results of genetic engineering, and have been bred for an inevitable war with the Talus. Some, however, have escaped and live to fight and kill anything, including the characters. They are beginning to spread throughout the barrens. The characters encounter 1d6+1 of them.

Ruins of Note

The characters discover a ruin or place of interest exposed most recently by a runestorm. Uncluttered by tangle vines and untouched by other sifters, it could hold both treasure and danger. Typically, such ruins contain 2d6 items as determined on the scrounging table. Characters may search through the ruins to locate these items, but two Encounter cards must be drawn each hour spent exploring. Once a character fails his Scrounging roll, no more items can be found.

Rust Puppets

Scrap metal monsters formed by furies, rust puppets are common occurrences in the barrens. A cold wind typically whips up for a moment, followed by the crackling sound of energy cascading through metal, as rust puppets form. 1d6 of the creatures typically manifest.

Scab Beetles

Scab beetles found in the barrens are more aggressive than the kind found in the city districts. They are found in clusters of 1d3 clutches. Roll 1d6 to see how the characters come upon them. On a 1-3, the scab beetles are already swarming over a creature that has invaded its territory and are now set on getting the nearest character next. On a 4-5, the lead character has fallen through some tangle vine and into a clutch of them. A 6 indicates the characters have discovered a number of scab beetle nests pretty close to each other, but they are currently unprovoked. They'll have to make successful Survival rolls not to disturb them. See the Creatures & Creations section for their stats and other sordid details.

Slag Rats

Typically hiding from the heat of the sun amidst the tangle vine, slag rats burrow beneath their prey and devour them. Roll 1d6; on a 1-5 the characters encounter a nest of 1d6 slag rats, while a 6 indicates they've entered the territory of an ancient slag rat who doesn't favor their presence. While the underling slag rats attack, the ancient slag rat may be receptive to tribute or negotiation, depending upon his initial reaction to the characters.

Sifters

The characters have come across a group of 2d6 treasure hunters working an area. Depending on their reaction to the characters, the sifters may well offer the characters an opportunity to share their camp, which is typically below ground. A poor reaction can result in warning shots being fired and the sifters warning the characters away from the area altogether, demanding they force march if they were looking to make camp. Determine their primary race from the race table detailed earlier in the book. For every 4 there is an Overwrought, and for every 6 there is a Malakar. So a group of 7 might consist of 5 humans, an Overwrought, and a Malakar, depending on what the primary race turned out to be. Use the attributes for Sifters found in Citizens & Denizens for all of them, modifying by race as necessary.

Travelers

Characters encounter another group of people traveling across the barrens. If you'd like, you can flesh out their details of their race, place, and station and determine what they're doing based upon that, or you can go a step further and use the Hub Adventure Generator to see what task they're about. Alternately, you can make a reaction roll and determine whether this group of travelers shall prove to be assets or adversaries to the characters. Roll 2d6 to determine how many characters are in the group. For every five characters, one of them is a Wild Card. Determine who the character is from the Person table for the Bounty Boards.

City Districts

On the following pages are brief summations of the major areas of ScatterPoint. There are two major divisions: the urban areas, referred to as city districts, and the wilderness areas, referred to as the barrens.

City Districts

The city districts rapidly grew in size and stature around the enormous runetowers following the Tempest. Each is comprised of skyscrapers and great towers and gothic overtones as if carved from nightmare. The greatest of the buildings loom over 400 stories and house over 10,000 people. These great factory-towers provide both room and board for the average cotter that never sees the light of day, only the long grey shadows as he takes the spiral from one warehouse to the next.

A definite division also exists in society that is reflected in the architecture. The lower level comprises the cotters and criminal elements. Dank, dark shadows prevail as intermittent arc-lights illuminate the steamy, narrow streets that are full of constant muck and slime. Above that, in the midtown parts of the districts, reside the boyars- bureaucrats and merchants that make a living off of the cotters and by boot-kissing the more elite members of society. The cloudbreathers dwell in the highest levels and rarely deign to journey further down than midtown, save for adventure, debauchery, or some other dark intrigue.

All city districts share the many common elements you would expect in a huge metropolis. Bars, nightlife, and other amenities abound. The descriptions of the city districts highlight key elements of interest, noteworthy places, and seeds of adventure. Most anything, however, can be found in ScatterPoint if one looks hard enough.

GreyMesa

Population: 1,500,000

Situated in the midst of four regions, GreyMesa is referred to as the Center of All and the District of Dark Hope. As the name implies, this teeming metropolis of spires and towers rests firmly upon an elevated rise that formed during the Tempest.

Here stands the Amber Tower where all political decisions are made and disseminated throughout the intricate infrastructure of ScatterPoint. The Autarch resides in the Amber Tower.

There is a strong presence of Sequitors in the midtown and uptown reaches, with a dearth of any whatsoever in the lower depths of the city.

Places of Note

Amber Tower

Lost in the shadows of far taller buildings is the Amber Tower. Built over two thousand years ago, it is one of the finest examples of pre-Tempest construction. The building is at once delicate and strong, enchanted with such magic that makes it nigh impossible to damage. As such, it is the palace of the Autarch, his family, and most essential aides.

Department of Central Archiving

Commonly called the DCA, this great building is a veritable storehouse of information. Housing all essential records of the vast citizenry, the DCA is home to many bureaucrats from the span of ScatterPoint and maintains twelve internal far door stations. Each city district maintains a satellite office under direct supervision of the DCA Overwatch Committee.

Tenturra's Bazaar

A sprawling marketplace in the lower reaches, this Bazaar is run by Tenturra 11, a lovely Overwrought who managed to buy up a great deal of land in the area when she struck it rich just a few seasons back. She likes sassy, outspoken rebels, dislikes gladhands, and refuses to speak with Andari. She'll immediately offer a job to any party containing an Overwrought.

Plot Points

The Lady and the Locket

An exciting introduction to the world of ScatterPoint! This is the first plot point.

The Missing Priest of Shadow

The characters are drawn into the intrigue of the plot when they are approached to perform a task for the Temple of Twilight. This is the second plot point.

Savage Tales

Introducing Mister Haversham

As the characters begin to develop a reputation, they are approached by a hub to undertake a discrete matter.

Tenturra's Trial Run

Tenturra offers the party an opportunity to make some coin by doing her a favor.

BlackShackle

Population: 1,200,000

BlackShackle is often called Sequitor City, for here is where the Sequitors of BlackShackle are trained at the Academy of Zurvan. This is also where all the prison towers stand, housing everyone from debtors to the deadliest criminals.

Places of Note

Academy of Zurvan

Sequitor training takes seven years, after which the trainee undertakes a live trial to ascertain his ability to handle himself in the streets of ScatterPoint. Tours are conducted on a daily basis and are great attractions to boyars from other city districts.

Ahriman's Spire

The prison tower for the most corrupt criminals in all of ScatterPoint, Ahriman's Spire is dark, ominous, and somehow breathtaking. A great black structure over 200' in diameter at its base, the Spire thrusts upward nearly 900 feet. It is engraved with silvery runes that shimmer from the dim glow of arc-lights. Surrounded on all sides by armed Overwrought and Sequitors, no one gets into or out of this tower of the damned without special dispensation.

Savage Tales

Break Out

Madness erupts one evening as the characters near Ahriman's Spire.

ChalkChain

Population: 875,000

The Dead City, ChalkChain sends chills down many who dare walk its streets. Many buildings stand as monuments to those that have died in the Tempest and beyond. Other buildings are used to process the recently deceased and strip them of all personal affects before their state burial in an anonymous vault. Only the very rich can actually pay to avoid having their loved one processed in this manner.

The air reeks of formaldehyde and other noxious fumes. People have purported seeing the souls of the restless dead who have been entombed here.

Places of Note

Hall of Records

This squat building is adjacent to the Tombs and houses a robust staff operating twenty-four hours a day processing the files on the dead before sending them to GreyMesa's Department of Central Archiving.

The Tombs

Chief among the mortuary buildings are these monoliths of steel and stone, the Tombs. This is where bodies are interred and processed. The smell of chemicals and sweat overwhelm the stench of the dead. Expert surgeons are found here.

Well of Mourning

Located in the very center of the district, beneath the great runetower itself, the Well is an enormous amphitheater where many come to mourn the loss of their loved ones. The Last Chamber is a small, heavily guarded building located just inside the Well where people who cannot bear the burdens of loss may end their lives by being dropped directly into the runic energy flow. This is actively encouraged by the Well's staff among the visitors as it cuts down on the work load at the stripping stations.

Plot Points

The Hidden Pain of ChalkChain

The eighth plot point, the characters uncover one of the greatest secrets of ScatterPoint as they delve into the Tombs.

Savage Tales

The Hunted

The characters are beseeched by a hapless wist who is being tracked by an unbound demon he inadvertently summoned.

Tomb Raiders

Characters are approached by greedy relatives of a recently deceased man and commissioned to retrieve some property still on the corpse.

FlintFlicker

Population: 1,110,000

FlintFlicker is an industrious area located along the northwest border of ScatterPoint. The finest rune weaponry is forged here in a highly secretive process carefully monitored by government agencies before winding up in the hands of the general populace.

FlintFlicker gets its name from the constant strikes from the runestorm to the runetower which has been likened to flint striking steel. The sky is illuminated with the silvery blue bolts of magical energy which is at once FlintFlicker's blessing and curse. The area has the greatest energy reserve and wealth, but also the highest crime rate as Sequitors rarely venture here, except by rail.

Places of Note

The Excavationists' Headquarters

A regal estate located on the fringes of FlintFlicker near the junkyards, the Excavationists are an association of wealthy sifters. Admission is by invitation only, though associate memberships are available granting access to their libraries throughout the city districts. A successful Investigation roll when researching a particular scrounge site grants a +2 to the character's next scrounging roll.

Associate membership in the Excavationists is 50 Royals a month.

Savage Tales

Under Construction

As both ground and buildings give way around the characters, they find themselves buried in the Zone Underground.

GauntWhistle

Population: 1,500,000

Noisiest of all areas of ScatterPoint, GauntWhistle is the transportation center of ScatterPoint and was once the actual governmental center before the Tempest. Here are the great rail presses, sky cycle factories, and where even the immense sky barges are crafted before being shipped to FlintFlicker for completion. Subsequent to the runestorms and the shift of power, GauntWhistle's extant governmental buildings were converted over to rebuild the infrastructure of ScatterPoint. Under Tanryn the Builder, many of the large council towers were demolished and smelted to lay new rails and build new trains.

Places of Note

The Roth-Hartwell Building

An architectural masterpiece, the Roth-Hartwell building is owned by Camilla Roth-Hartwell and is the headquarters for the family business, Roth-Hartwell Retrievals, a fabulously successful retrieval service that has been in business for the past thirty years. It is located only three blocks from the district's primary far door station.

Palganar Trainworks

A sprawling factory taking up six blocks and jutting zigurat-like into the sky, the Palganar Trainworks is run by Thompson Palganar, an Andari engineer, and his crack crew of Ferren. He holds the contract to maintain the city's vast number of trains and has performed well since acquiring his position over 75 years ago. Factory tours are available daily for 3 royals and are immensely popular.

Savage Tales

The Glee Shortage

A hub offers the characters an opportunity to sabotage a glee supply for “certain interests.”

MossMetal

Population: 1,100,000

MossMetal is commonly known as Salvage City. Many of the wealthiest boyars in the city got their start combing through the barrens hereabout. Here is where many seasoned sifters come looking for adventurers to journey to the deadliest and richest areas in ScatterPoint.

Places of Note

The Gafnax Museum

Over a century old, the Gafnax Museum exhibits some of the finest recovered works of art and literature. Founded by the successful Malakar sifter, Mathias Gafnax, it stands today as an inspiration to all of the citizenry.

Harrison’s Meatery

One of the newer, privately owned meat factories in the City, Harrison’s prides itself on producing a broader range of foodstuffs than competitors. They must be doing something right, as Harrison Meateries, dining outlets, grow in popularity throughout the City. Its founder, CJ Harrison, refurbished the rundown meatworks after successful negotiations with the city.

Savage Tales

Virtue is its Own Reward

The Chief Junkmaster has received a cursed relic and seeks the character’s help in ridding himself of it.

Visit to Silver Creek

The Chief Junkmaster offers the characters a map to hidden salvage for saving him from the cursed device.

PitchPit

Population: 2,000,000

Surprisingly, the largest growing of all areas in ScatterPoint, PitchPit was originally little more than a ruined shamble of buildings where a runetower had been erected near tar pits. Some people still call it the Shambles. Subsequent to the Tempest, Zorad Zenn, an enterprising politician, took over the governance when no one else would have it. Through his wisdom and careful business sense, he has taken what could have remained a dismal cityscape and transformed it into a recklessly prosperous community.

Between his collaboration with Helmaan Kane of the BloodCircle arenas and his generous grants to scientists to develop the heavy oils of the surrounding area, Governor Zorad is on the brink of becoming the wealthiest man in all of ScatterPoint.

Places of Note

The Tar Pits

Often called the Wound, the Tar Pits are the black cesspools surrounding PitchPit. Recently, they’ve been discovered to contain a rich source of heavy oils and processes are being explored to separate the oils out of the land.

Zorad-Kane Processing Center

The ZKP is an enormous refinery and research center containing some of the leading scientific minds of the City. Research is chiefly conducted into oil processing, although a recent contract with Harrison’s Meatery has them working on the development of new and exotic flavours. They pay 10 times the going cost for spices offered to their market square representatives.

Savage Tales

Kane and Able

The characters see a great hub bub and an open invitation to participate in the upcoming BloodCircle Festival.

RedWarrens

Population: 1,600,000

Red Warrens is the most technological community of all ScatterPoint. Given over to the Ferren for their development of the runetowers in 30 pt., RedWarrens is often called Rat City, boasting a Ferren population in excess

of eighty percent, as opposed to the thirty percent found in most areas.

Places of Note

Lord Calendar's Own

A historic inn found within the upper reaches of uptown. The inn caters to the human clientele that find themselves in RedWarrens on business and is managed by Lord Calendar's servants. Occasionally, Lord Calendar himself visits, though he resides in WardenCliff.

The Maze

The most congested downtown area in the RedWarrens is known as the Maze. Fencers, peddlers, and other unsavory types make it their residence. The Maze is known through the underworld as a place to vanish from the authorities. The City tends to turn a blind eye to the area and allow Jack Spiral to rule it as he sees fit.

Savage Tales

The Amazing Dr. Atwell

While seeing an inventor displaying his ware, the characters are sucked into something incredibly wrong.

RiddleRock

Population: 500,000

RiddleRock is the most sparsely populated of all the communities. This is due mainly to Governor Zenn's research initiative luring most of the scientists away to PitchPit as well as the great amount of crime on and beneath the streets.

Places of Note

Maxwell-Heath Foundation

A stellar research center located across from the University Grounds, any characters with access may make Investigation rolls at +2 when accessing its voluminous records.

The Star Castle

The last freestanding observatory from the Pre-Tempest Era, the Star Castle is still in perfect working order. Tours are conducted on free days, while the rest of the

time it is used to conduct research into far door travel and exploring what lies beyond Zurvan's veil.

University Grounds

A hallowed hall of learning for over three hundred years, the University Grounds educates the best boyar and patrician stock. A handful of exceptional cotters also attend.

Savage Tales

Dead Letter Office

The characters hear about a bounty on the head of a clerk at University Towers and how no one has been able to claim it.

RustWater

Population: 1,600,000

Here more things are run on steam than anywhere else. Here magic has run out. Here is the Quiet City. Scientists explore the strange phenomena that have caused this city district to have gone untouched by a runestorm for the last fifty years.

RustWater sits above a natural series of artesian wells that have been calculated to last ScatterPoint well into the future. These waters are essential for the proper nurturing of the meat vats and glassgardens.

Places of Note

Mathis Botanicals

The lushest public glassgarden in ScatterPoint, they keep a smattering of black cherry trees, some rose bushes, but predominately cultivate tanglevine and a few hardy spices capable of adapting to the harsh city environment.

Plot Points

Reunion at RustWater

In this, the 6th plot point, the characters formally meet Heretic and learn of Professor Lassiter's capture!

Savage Tales

Forsaken

The characters discover the corpse of a knight. Things really turn strange, however, when a rune wraith appears and beseeches the characters for help.

ShatterStone

Population: 1,300,000

This city has been showing signs of decay for the last seventy-five years, but no one has been afraid of its imminent collapse. In fact, the population here continues to slowly grow each year, despite the fact that some enterprising residents continue to strike out into the barrens.

Places of Note

Chandler's Keep

A safehouse for licensed bounty hunters waiting for judgment day, Chandler's Keep does a robust business. Due to the ensured safety of its guests, the room rates are triple the norm, but include a private bath and a secure holding cell for up to two prisoners.

White Hall

The oldest modern forum in ScatterPoint, White Hall is renowned for swift, harsh justice. Due to the revenue generated from tourists who come to see their regular executions, the forum pays a greater return on bounties brought to them.

Savage Tales

Refined

The characters are offered an attractive sum to protect an Andari business owner and her interests.

WardenCliff

Population: 900,000

The City of Clouds, WardenCliff is the wealthiest of all city districts. Here the crime rate is lower than all other areas, save BlackShackle. Sequitors are a regular presence throughout the heights and depths of this district.

Places of Note

The Guillotine

WardenCliff's most upscale restaurant and lounge, The Guillotine is reservation only and overlooks the Veil to the north. Their menu is exotic, offering wild game from the barrens. Their chef, Patrick Coal, often spends his free day looking for sifters willing to go hunting for him.

Savage Tales

Guess Who's Coming to Dinner?

Sequitors tap one of the characters to perform a civic duty. The other characters are included. Refusal isn't really an option.

WormWood

Population: 1,700,000

WormWood suffered a stranger experience than most districts when the runetowers finally did their work. Rather than attune this area to the same resonance as the rest of the city, it froze slightly out of phase, merging the urban cityscape with one of a great forest of huge, petrified trees.

Today, however, locals take the strangeness of the landscape in stride. Most who have grown up here take the twisting trees and blurring of building with once tree for granted. Tourists, on the other hand, come here to gape and wonder how the forest must have looked once upon a time.

Places of Note

The Perfect Collective

A research center trying to solve the mysteries of nearby PhaseWood in the GearLost Vale, The Perfect Collective is run by Lorhast Vangar, a pureblood scientist, who tries to maintain the purity of his lead researchers. They regularly contract out to retrieval offices and bounty boards when in need of protective service, such as when they are going afield. Lorhast and his team have only scratched the surface in analyzing the flux state of PhaseWood. The Perfect Collective consists of nearly fifty employees at any given time, a quarter of which are usually on over-

night expeditions in the field. WormWood, due to its peculiar nature and close proximity, was a natural choice for headquarters.

Savage Tales

The Root of the Matter

The characters are recruited to get rid of a sudden and dangerous leatherwing infestation.

The Barrens

The barrens are the nine major wilderness areas of ScatterPoint. Rusting metal and forgotten relics lay beneath stormtorn ruins and vine-shadowed forests of witchgrass.

Here, men go to escape poverty or the reach of the Sequitors. Here there is hope and danger. Here there are monsters disguised as men and men disguised as monsters.

Each region has a runestorm modifier. This represents the increased possibility of a runestorm and the die roll is added to the Encounter Table when an encounter occurs.

BentShadow

Runestorm Modifier: d4

Just to the south of GreyMesa, beneath its plateau, lies the region of BentShadow, often called the Scrap Heap as it is the most salvaged of all the regions. Its rusty remains linger like some monolithic skeleton picked clean.

Places of Note

Penfold Mines

Owned and operated by Lord Penfold of WardenCliff, the Mines are the oldest operational mines in ScatterPoint and are the largest source of natural coal in the land, making the Penfold family quite comfortable to say the least.

Stone Manor

Amidst a strangely barren region is a large, walled estate. This place is known as the Stone Manor and the few folks that have glimpsed it say that strange goings-

on occur there. It is the home of the Elder Vampires of ScatterPoint.

Plot Points

Lord of the Manor

This seventh plot point takes the characters to meet with Lord Victor Valentine, Vampire Elder of ScatterPoint.

Savage Tales

Lost Horizons

The characters are hired to transport a package from a city district to a miner at the Penfold mines but are swept up by a sudden runestorm and cast into another region.

CringePick

Runestorm Modifier: d6

Where dark laughter reigns amidst the ringing sounds of slave labor, CringePick houses the Quarry. Malakar slave labor is the rule here.

Places of Note

Catacombs

Once all servants of the light were buried beneath the Temple of Time, but the Temple was turned to dust by the Tempest. Now, only a marker placed by pilgrims marks the entrance to the Catacombs where many visit, but few venture within.

The Quarry

A huge stone quarry that has been mined for the last hundred years. It has an onsite contingent of Overwrought along with a group of runecasters, Sequitor, and even a number of Malakar. It runs 24 hours a day and there is an uneasy truce with the Talus in the area.

The Starhouse

An ancient astrolabe from the times before, the Starhouse is the known residence of one of the elder Talus. Many scientists make the dangerous trek in the hopes of gaining entry. The Talus requires strange quests for any who would venture up his Star Stairs. Should the characters ever want to journey within the Starhouse, the demon guardian (use the Greater Demon from the Creatures &

Creation section) snorts and waves them away if they are below Seasoned level. If Seasoned or higher, it challenges them to a task. Determine this randomly from the Hub Adventure generator.

Plot Points

Ancient Light Unveiled

This tenth plot point takes the characters on a quest for the home of Paranor where they eventually come to the Star House.

Savage Tales

Castles Made of Sand

The characters discover a pristine castle amidst overgrown ruin and rubble.

The GearLost Vale

Runestorm Modifier: d8

This region is known to be the haunt of demons and ghosts and where reality stretches thin. The GearLost Vale is rarely traveled, save by the good monks of the Abbey of Gahn. Few seek to unearth any treasures out of the earth for fear of the dark beasts that lie among the shadows and broken rubble there.

Places of Note

Abbey of Gahn

A crumbling ruin of a monastery that withstands the brunt of most storms, the Abbey of Gahn is the refuge of reflection for the priests of Umbriel who require solitude or have angered the hierarchy of the Temple.

PhaseWood

This stone forest stretches for over a hundred miles and is remarked as one of the most exotic places in all of ScatterPoint. From time to time, it has been witnessed to manifest itself as a true forest for a short time. People rarely venture within for fear they will be trapped forever in-between when it reverts to stone.

Vault of Sabine

Home to the loveliest of Talus, Sabine is a seductive immortal who dwells within a silk palace of her own

devising. Her thralls would gladly die for her. The only real sign of her demonic heritage is the silvery cast to her skin and her catlike eyes.

Two Skull

This gladiatorial arena is a joint venture between the Bluecoats of WardenCliff and Sabine. She derives strength from the bloodlust generated by the wanton battles and the recklessness of the jaded thrill seekers that make the trek. Rumors abound of an illegally operated far door, but they are unsubstantiated.

Savage Tales

A Favor for Sabine

Characters spending the night at the Vault fall victim to Sabine's ancient rules of hospitality.

Talus Trouble

A Bluecoat makes the characters an attractive offer to take care of some family business.

GhostMire

Runestorm Modifier: d12

GhostMire is a wretched region of rank squalor. Witchgrass is most prevalent in this area and the runestorms are quick and brutal. Tortured souls are quite common here and groups of rust puppets often are seen combating sifters over scraps from the past. They say the dead don't rest easy in GhostMire and they're right.

Places of Note

Albyn Hall

Nestled within a thick forest of old witchgrass, Albyn Hall was once a grand auditorium carved of marble and jade. Through the ages, it has been the home and hostel for many bandit groups; currently it is in the hands of the Talus.

The Clock Tower

A natural runetower, the Clock Tower reaches over 500' in height and was once one of the most prestigious spots in all of ScatterPoint. Now, it is the home of the Lady Ennui and the Sisters of Twilight.

SparkWell

A curious community three days travel outside of RedWarrens, SparkWell is comprised almost entirely of inventors working on various runestorm theories in close association with the University. They have a runic recharge center and a working rune well.

Plot Points

Quest for a Reliquary

The characters must follow the clues to the Clock Tower, install the skull of Paranor, and complete the requisite rituals to save ScatterPoint all the while contending with the servants of entropy in this final plot point adventure. Guaranteed to make your players consider RunePunk one of the hardest-won campaigns ever!

Savage Tales

The Disappearance of Tiberius Swamprock

The characters are beseeched by the local scientists to find their missing leader, Tiberius Swamprock!

HawkHaven

Runestorm Modifier: d8

Nicknamed the Refuge, HawkHaven is the most desolate of the barrens. Where Malakar roam the wildest and the mad Talus, Zerinar the Undying, holds his court in Three Fang Castle.

Places of Note

Three Fang Castle

Zerinar is the most ancient of the Talus that were trapped in ScatterPoint. He is a mad, spiteful demon who wishes more than anything for the runetowers to be destroyed. Raum is in his employ. Three Fang Castle is a huge fortress erected from desolation and built atop a great mound of twisted metal and broken glass. The area is cleared of witchgrass and tanglevine for miles around and several large slag rats are chained to the front gates.

NeedleNook

NeedleNook is the most developed community in the lawless region of HawkHaven. Its residents are heavily

armed and most travelers are welcome in the flats - the broken down hovels erected above ground - as they are always hungry for news. The bulk of the community is subterranean. Outsiders are not welcome in their ZU until they have proven their worth to the community, usually by donating something or contending with a nuisance. Once accepted, NeedleNook affords all the amenities normally only available in the city districts, such as access to nearly all equipment and better barter terms in general.

Savage Tales

Earning Entry

If the characters want to get into the NeedleNook ZU for supplies or information, they have to contend with a problem that's been bothering the locals.

Malakar Uprising

The characters get drawn into a Malakar attack upon a caravan.

Iron Hollows

Runestorm Modifier: d10

The runestorms did strange things to ScatterPoint. In the Iron Hollows, it stripped the buildings and left them bare skeletons of what they once were.

Here, things look disturbingly different. The rubble is still abundant, but the tanglevines have overgrown everything. Skirr are particularly abundant, finding easy nesting grounds among the hollow structures. Slag rats are abundant as well, following their natural prey into the region.

Places of Note

Ebon Eaves

One large tower structure was covered with witchgrass over 75 years ago and has withstood all the storms that have passed through, when other structures have fallen. The aged grass has grown a deep, dark black. Other than that, it has shown no signs of aging.

MillStone Hotel

Many travelers stop over at this hotel en route to BlackShackle. Sequitors are often seen here as well,

looking for wanted criminals. Some say that the City maintains this hotel and they are right. It is lavish and well run with a full complement of power as well as a staff of Overwrought that maintain the facility.

WildSky

Sorcery cannot be properly explored in the city areas. That is why some runecasters sought out a place where they could research the lost paths of magic without the scrutiny of scientists and the skeptical public. They dwell beneath the earth at night and live aboveground during the day. They will offer hospitality to fellow runecasters, even so far as offering them room below ground. To others, they will suggest making camp elsewhere.

Plot Points

Exploration of Ebon Eaves

In the fifth plot point, the characters must contend with the current residents of Ebon Eaves as they seek out a piece of the machine.

Savage Tales

The Wizards of Wildsky

The local runecasters are being killed off one by one. The elders have sought outside help to determine who is killing them off and end it.

LockLeaf

Runestorm Modifier: d6

A place of petrified trees and chilling winds, LockLeaf is best known as being home to the strange and dour GrimWing Fey.

Places of Note

Broken Palace

Broken Palace is a regal place of ruin, with monolithic marble stairs leading nowhere and tanglevine-covered fountains. In the center looms The Finger. Originally a privately built runetower funded by the Consortium, it didn't have the same raw ability to stave off the demon-kind and, though the population survived the storms, they soon fell prey to the Talus. The Consortium took up their arms and fought the Talus with everything they

had, using their war machines to deal as much damage as they could. In the end, they failed. Considered a haunted, dangerous place, the City conducts secret weapons research below ground here and maintains the illusion of danger with nightmare brigades, among other things.

GlitterGloom

Where the shadows bleed into a perpetual blackness grows the GlitterVine, an enchanted variation of the more common tanglevine, which throws this part of the forest into a strange twilight. Amidst the shadows play the Grim.

Plot Points

Broken Palace Prototype

The characters undertake a disturbing mission of discovery and learn of the Entropy Engine in this, the third plot point.

Savage Tales

The Beast

The characters spot a strange and beautiful beast escaping into the forest. Over a hill comes an out of breath hunter who offers them a hefty reward if they'll bag it for him.

ScarFall

Runestorm Modifier: d12

They say the first runestorms rolled in from the west and ScarFall was the part of the City first to collapse. Whether it is myth or fact, it is certain that the runestorms that struck ScarFall were hard, brutal maelstroms that cratered the landscape. It now echoes the harshness of the people that dwell there.

Places of Note

The Abyss

The greatest canyon of ScatterPoint, the Abyss stretches nearly five miles in length and is over two hundred feet deep in places.

The Crumbling Factory

The Crumbling Factory, known among the Andari brotherhood as the Base, once produced war machines during the doomed battle with the Talus. Though it appears abandoned, the Andari use its secure underground facilities to plan for the next struggle with the Talus. Several refurbished Mechanika “monsters” discourage visitors among the ruins.

GlassMar Mountains

An earthquake during the Tempest caused the land to buckle and this fused range of glass and steel to form. A treacherous, deadly terrain made barely passable by the tanglevine that covers parts of it.

WestFront Tower

The tallest structure to survive in ScarFall, this tower is a natural runetower and has become the base for the Traders, a mixed community that doesn’t recognize the sovereignty of ScatterPoint.

Plot Points

The Tragedy of Calliope

In this, the ninth plot point, the characters again deal with Calliope and must face a difficult decision.

Savage Tales

The Ruins of Tanarra

An Andari retains the characters to escort him to Tanarra on a personal matter of great import.

Twisted Fields

Runestorm Modifier: d8

A land rife with witchgrass and bloodshed, the Twisted Fields has a strong presence of Talus. Battles are still being fought over the ancient relics to be found amidst the ruins of the past.

Places of Note

Cog Castle

A failed experiment to operate an independent mining town outside of the city, Cog Castle was revitalized by

Overwrought who sought to escape oppression. Several StarBarges were sent out to quell the rebellion, but, curiously, the Talus here brought storms down upon the StarBarges. Since then, Cog Castle has been left in peace. It is suggested that the Overwrought now work for the Talus in exchange for protection.

The Great Library

The grandest repository of knowledge still stands, though the buildings around it are jagged and crumbling. However, no one has figured out how to breach its security which has confounded explorers for generations.

ShadowMoon Salvage

One of the most successful of salvage companies in all of ScatterPoint. ShadowMoon Salvage is operated by Terridar ShadowMoon, a rogue Andari, who seeks to find a way to reunite ScatterPoint with the outside world.

Plot Points

Shadow Sun, Shadow Moon

In the 4th plot point, the characters track down Professor Lassiter and learn about the entropy generator.

Savage Tales

A Rock and a Hard Place

The characters must contend with a Corrupted onslaught and then a sudden runestorm.

The Saga of the City

Don’t say we didn’t warn you. While ScatterPoint is a city of grime and greed, demons, dark hearts, and deceptions, the campaign at its core offers the characters the opportunity to be heroes. There is intrigue, power shifts, and opposition of all shapes and sizes, and around every corner an opportunity to surprise them with another part of ScatterPoint they didn’t know existed. Who knows what lurks in the shadows?

This Saga of Steam & Shadow is told in three main ways, all necessary and none less important than the others. First off, there are the Plot Points, the main story points that must be played through to advance the story. In fact, you should begin your campaign with the first

Plot Point. The Plot Points proceed in a numerical fashion and, when taken as a whole, provide the complete framework for a campaign. Next up, there are Savage Tales and these are stories that perform the functions of revealing the world to your players while providing them with an opportunity to increase in experience so they are better prepared in dealing with the Plot Points. These are typically adventures that can be resolved in a game session or two. Finally, there are the adventure generators that, in conjunction with the Savage Tales, provide the connective tissue for your campaign, and give it a sense of freedom.

If you want to tell the complete story, this Saga of Steam & Shadow, your players will need to play through the Plot Points. By weaving the other types of tales into your campaign, you are able to tell the story in your own, unique way.

Plot Point 1: The Lady and the Locket

This campaign kick-off adventure gives players insight into the twisted, urban environment of Scatter Point while their characters must make the choice as to whether or not they should return a valuable locket to a mysterious lady.

The first part of the mission is all a set-up by Lady Marissa Winterwood, who recruits new help by posing as a damsel in distress. More often than not, she comes home empty-handed. Real trouble erupts, however, when the Bluecoats get involved.

The Introduction

The characters are all in a flywheel one evening having a drink in downtown GreyMesa. Whether they know each other or not is up to them. In any case, while they are drinking their cans of glee, a beautiful lady with exotic looks walks in, an Andari. She is finely dressed with a closed parasol over one shoulder and approaches the bartender, talks to him for a few minutes, and then leaves through a back door. She is Lady Marissa Winterwood, a retriever. After her departure, several rough-looking characters exit through the same door. After that, a scream for help can be heard from the alleyway and no one moves for the door. This is the characters' cue; however, if none go for the door, they'll overhear a few

people mumbling about whether or not she'll reward her rescuers and such as that. Count to 10 silently. If no one makes a move, the characters hear gunfire outside as Lady Marissa handles the situation entirely on her own. Move to The Bluecoats scene.

If a character takes action to help before gunfire erupts, give that character a benny!

The Alleyway

Aglow with flickering arc-lights and drenched with steam, the visibility conditions are poor at best. Despite that, the characters can see three men struggling with the lady, ordering her to surrender her "precious locket" while the other one keeps an anxious eye on the bar door, gun in hand. Use the statistics for grubs found in the Citizens & Denizens section. One has a PitchPit Pistol. At the far end of the alleyway can be seen four Ferren in blue longcoats looking on. The Ferren won't make a move until they see how the situation with the characters resolves itself or if targeted. The look-out calls out to the other men that they have visitors as the characters appear.

The Bluecoats

Members of the Ferren organized crime syndicate, most commonly referred to as the Bluecoats, appear on the scene, told by one of their informants that a Lady just entered the flywheel looking to pawn a magical amulet. Twitch Skytower, a low level Ferren enforcer looking to build his street reputation, wants it. He requests the amulet and, if the request is not immediately granted, he motions to his thugs to just finish them all off and they'll pry it off of her still-warm corpse.

Lady Winterwood tosses the amulet off into the trash and calls to the characters in a low voice. "Bring it back to me and I'll reward you," she says, before disappearing from view. The Bluecoats look none too happy. Twitch orders the characters to clear out of the alleyway or his boys will finish them off. They all have guns in hand to emphasize their point. There are two thugs per player character. Find the complete details of the Bluecoats in the Entities & Oddfellows section. Use the statistics therein of Enforcer for Twitch and that of Thugs for his lackeys.

1d4+1 whitecloaks arrive at the start of the 4th round after gunfire erupts. Find them detailed in the Citizens & Denizens section under City Guard. A Ferren Bluecoat

arrives in the alley at the end of the second round to warn his gang. If they have the amulet, they hoot and holler and leave, otherwise, they vow retribution. If Twitch is taken out, the rest of the Ferren disperse. Any characters still about after the city guard arrive have to spend a night in jail for disturbing the peace if they cannot pay a 50 royal fine each.

The Locket

Finding the amulet can be done during the combat at Notice -4 or Search -2. Looking through the trash and filth in the alleyway after combat requires Notice -2 or Search. The amulet looks to be finely crafted and is engraved with runes around the front. On closer inspection, the manufacturer's mark shows C.K. Harvester & Sons of GreyMesa. Investigations lead the characters to midtown GreyMesa in TearBranch corner.

Tompkins Withersby, the store's chief jeweler, can be persuaded or intimidated to reveal the owner's identity and place of residence: 3218 Jasper Flats A-11, uptown.

The Lady

Lady Marissa Winterwood answers the door herself and is all smiles. "Ah, it's so good to see you've returned my trinket to me. I see that, after all, some trustworthy sorts still wander the City. As your reward, if you are interested, I offer you the opportunity to take on some of the exacting work that comes through my door. If that doesn't suit you, perhaps I can offer you a letter of recommendation to a cousin of mine that operates a salvage operation in Twisted Fields." She is referring to Terridar ShadowMoon of ShadowMoon Salvage.

Plot Point 2:

The Missing Priest of Shadow

This adventure should get the characters embroiled into the main mystery of ScatterPoint- the failing runetowers and the eventual destruction of the City.

The Set Up

When the characters are looking for work, they are summoned to the Halls of Shadow by a messenger of the Chancellor of GreyMesa.

Chancellor Gregory Peake IV is a man in his late fifties with black hair greying along his temples. He is in an austere chamber some hundred stories up in the Halls of Shadow. A large arched window overlooks sewage drains. He invites them to sit and tells them how he is exhausted and offers them a drink of their choosing - glee, gloom, or ransom. After dispensing with amenities, he instructs them how one of the Sisters disappeared while at a dinner party at the Society of Entropy, a social club in GreyMesa's uptown.

While not a member of the social club, he can put them in contact with someone who is: a Lord Alexander Topper - a close friend of his. He should be able to arrange for their attendance at a charity function. He endorses a note with a waxen seal and sends them on their way.

Cloudbreathing

While in attendance at the Entropy Society, a social function, the characters may or may not fit in properly. Everyone is well appointed. It seems like a normal, frivolous club and they discover through conversation that there is a VIP section where Lord Angst and Lady Ennui are discussing the finer points of entropy. Either through good use of persuasion skills or a hefty bribe to one of the wait staff, the characters should be able to get up there and learn a general bit about the Society of Entropy. Additionally, if they sneak off and explore through one of the other levels, they discover that Sister Cannondale is being relocated to an affiliate's flat in BlackShackle, one owned by an Arthur Shaw.

Trouble on the Train

During their travel by rail to BlackShackle, the characters have the misfortune of a sudden attack on the train by Malakar marauders. It is up to the characters to save the train from destruction.

Hard Rain in BlackShackle

When the characters arrive in BlackShackle, however they decide to do it, it is rainy and the fog is even thicker than usual. They see a great number of Sequitors moving about downtown and midtown. Their target resides in a run down tower in the lower west side of BlackShackle, not far from the Academy of Zurvan. Investigation notes that he is actually a Demonologist and plans to use the girl in some ritual.

The characters must somehow get into his flat and escape with the girl. She is guarded by several mundane guards and a Greater Demon. Arthur Shaw prefers to let his demons do the fighting and uses a RiddleRock Tappet when he must resort to combat. Though a capable swordsman, he engages in melee only as a last resort. Use the statistics for a Greater Demon in the Creatures & Creations section, and a Demonologist for Arthur Shaw as found in the Citizens & Denizens section.

Return to the Halls of Shadow

Sister Cannondale shows no signs of physical abuse, though she is curiously silent as though in shock. After attempts are made to calm her, she quietly thanks them and directs them to escort her to the local Hall of Shadow. Once back safely in the Chancellor's presence, she drops her shocked persona and gets down to business, explaining that the Society is as expected, a front for something far more sinister.

Just as she states that, however, the Maegas Elanya appears with two of her Ascendants, one dressed in black and the other in white. Find details on them under Church of Twilight in the Entities & Oddfellows section. The Maegas is particularly grateful to the characters for their assistance and cordially thanks each character individually and gestures for Sister Cannondale to continue. Sister Cannondale nods and apprises them that Lord Angst and Lady Ennui, in league with their Malakar advisor, Heretic, intend to destroy the city and they intend to test out their plans in a remote area in the near future. They have built some kind of strange machine. After hearing this, the Maegas nods thoughtfully and directs the Chancellor to see that the characters have safe transport home via far doors.

Plot Point 3:

The Broken Palace Prototype

The characters must next go and discover the threat is real as they see a prototype Entropy Engine in action.

The Set Up

Sister Cannondale shows up a few days later wherever the characters are staying. She tells them they need to talk. She is unsure whether the Chancellor is going to follow up on matters and she is concerned about whom to trust.

She deems them trustworthy enough to let them in on what she's discovered. She says it's not that she doesn't trust the Chancellor, but those around him.

"That's why I can't go myself - only a handful of people even knew I infiltrated the Society and that nearly got me killed. So, here's what I've found out. A group of the Society's soldiers, called the Nightmare Brigade, are setting up camp in Broken Palace with their weapon prototype, something they call the Entropy Engine.

"I need you to steal the prototype and, barring that, destroy it, and steal the schematics. I can't pay much, but I do have these VIP travel vouchers that should enable you to get around a bit easier. When you're done, seek out Sebastian Evers at the StarBarge Local Union Hall in WardenCliff. He owes me a favor and should be able to arrange transport for your prize. Once you get back to GreyMesa, send a message to me in Temple Square and I'll find you in a few days."

Broken Trust

Despite her precautions, a Society mole, Brother Tamberlane, an Andari, knows of the pending trip and tries to end it before it begins. He assaults the characters during the night if they don't immediately travel, or on the train, if that is their preferred mode of transport. He fights with stealth and subterfuge and is able to gather a dozen Bluecoat Thugs to aid in his efforts. See details for Brother Tamberlane under the section heading of Church of Twilight in the Entities & Oddfellows section and Thugs under the Bluecoats entry.

Entropy and Nightmare

When the characters arrive in the area of the Broken Palace, they find it to a regal place of ruin described earlier in The Barrens section, but with one fundamental difference - a Nightmare Brigade has established a perimeter guard around the largest standing building - the natural runetower known to travelers as the Finger. Characters considering taking the ZU here find that it is mostly collapsed in a labyrinthine maze, but it can carry them past the perimeter surface guard. They'll have to contend with 1d4+1 Automatons in the tunnels.

After the perimeter guard is neutralized, the characters may use stealth and subterfuge to penetrate closer to the testing grounds near the encampment of about 30 regular troops, 3 platoon leaders, and Jean Guiles and his Overwrought cronies, Malcolm and Quinn. The Entropy Engine is about the size of a bathtub with a large

coil from the top and it is powered by a standard runic generator. It weighs over 900 pounds. Oversized handles are on the sides of it, so that Overwrought can easily put it on the large sled to be pulled by the large Skirr they've brought with them. Jean Guiles is found in the Entities & Oddfellows section under The Consortium.

As the characters close in, they see the Entropy Engine power up and the tower buckle, sending waves cascading outwards. Make a group roll for the troops and roll for each Wild Card to avoid being stunned. Characters roll as well. The tower will collapse in three rounds if not prevented, as the energy capacitor continues to build up.

Jean Guiles keeps the working schematics for the Entropy Engine in his portmanteau, though he's already modified this prototype a bit. When the characters succeed in getting away with either, Sister Cannondale is pleased.

Getting Away with It

After the characters abscond, an alert goes out along unofficial routes for their capture in this region. Their best move is to hide the Engine somewhere along their route and come back for it later. The GM should emphasize the degree of desolation in the areas between Broken Palace and WardenCliff.

When they reach WardenCliff, the StarBarge Local Union Hall is located uptown in the city, and they may come under scrutiny if they act untoward, otherwise, no one pays much attention to them. They can get anything they need here at triple cost as well as the best medical attention the city can offer.

Sebastian Evers can get the proper forms filled out so the characters can get their product crated and moved into the city without scrutiny and aboard a StarBarge or freight train, at their discretion. If they move it on a StarBarge, he warns, they can't travel aboard due to Union regulations, but he can give them the bill of lading to pick it up in GreyMesa.

Return to GreyMesa

After the characters make it back by hook or crook to GreyMesa, they may retrieve the Engine. Sister Cannondale meets them the same day they send a message to the temple and wants to retrieve the Engine immediately for study. If not available, she'll gladly accept the schematics and tells them that the Chancellor discovered her subterfuge and is concerned for her safety so she will

be sent to do penance at the Abbey of Gahn. The characters must have a meeting with the Chancellor.

He explains the import of Sister Cannondale's work and the necessity for secrecy, but admits that the Church cannot be publicly affiliated with the characters any longer after this recent incident. He tells them this seems to be a more scientific matter than theological and that they need to contact Professor Edward Lassiter for help and gives them his blessings.

Plot Point 4: Shadow Sun, Shadow Moon

The characters are unable to find hide or hair of good Professor Edward Lassiter until they reach the average rank of Seasoned. They always seem to have just missed him or get rumours that he is "someplace else." Evidently, the Professor is on sabbatical and travels quite a lot. The someplace else is a perfect opportunity for the GM to direct the characters to a point of interest or adventure seed he'd like to run for the party. When they reach the rank of Seasoned, the characters finally get a lead on the foremost theoretical scientist, Professor Edward Lassiter, from a sellsword known as Root who offers to sell them the information or guide them to the Professor himself.

The Set Up

The characters are in a marketplace in any city district one afternoon when they notice a small, dark-complected man haggling quite loudly with a Malakar merchant over the price of some thornfruit. The gnomish man throws up his hands upon noticing the characters and approaches them, leaving the Malakar at a loss. He presents his card to them and bows flamboyantly. The card simply reads: Root, Sellsword & Wayfinder, est. 998.

"I is the Honorable Ra'theus Kel Attaway the Fourth, but I's preferred to be called Root. I is not no secret noble nor no hero. I is just hearing you wants information abouts a person I gots."

He offers to join the party for a standard mercenary fee and lead them to their destination. He'll take half pay now and the rest on completion. If the party doesn't want him along, he'll give them directions to ShadowMoon Salvage for 100 Royals and warn them of the Corrupted

they might encounter. Refer to Entities & Oddfellows for complete details on Root.

The Journey

The fastest way to reach ShadowMoon Salvage is coming straight out of PitchPit by skirr. Normal random encounters apply.

Outside of ShadowMoon Salvage

ShadowMoon Salvage is an expansive settlement that doesn't allow just anyone to enter. People have to have some type of trade goods. Unfortunately, the Professor didn't have any goods he wanted to trade so he hooked up with an expedition that headed towards CogCastle. The characters must now catch up with the Professor.

CogCastle

Barbas secretly rules CogCastle through subtle manipulations of Lord Ashmoore of the First Church of the Converted. Professor Lassiter is intrigued with the theological aspects of immortality and is currently a guest of Lord Ashmoore. The characters must somehow get admittance to see the Professor.

Meeting Professor Lassiter

The Professor is a slender bespectacled Ferren with ruddy brown fur who dresses in a dark blue duster and wears a top hat. He is well-bred with a strong sense of humour and an analytical mind. He spends a few moments convincing them of the importance of their interruption into his latest research - showing him a photograph of the Entropy Engine or its schematics immediately draws his interest. He suggests they return to ShadowMoon Salvage where he can study the matter further. "They have a surprisingly excellent library and, here I was thinking sifters couldn't read!"

At the Library

When they return to ShadowMoon, Lassiter directs them to research several topics - Entropy, Runic Energies, etc. - while he studies the photograph, schematics, etc. If the characters have the actual engine and tell him, he insists it is shipped immediately to ShadowMoon and he'll make arrangements for its storage. While collecting books for

the Professor, they realize they are being watched by a pair of Ferren in blue suits. These Ferren are ranking members of the Bluecoats (see details for Lieutenants under Bluecoats in Entities & Oddfellows), hired by Lord Angst and Lady Ennui to keep an eye out for trouble. They are not specifically looking for the characters, but, should the characters do anything stupid while they're in ShadowMoon, this pair knows about it.

Conclusions & Revelations

The Professor is certain that the Entropy Engine can cause the destruction of the runetowers and bring about the downfall of the City. He speculates that he is capable of devising a machine that can counter this - if he can get his hands on a copy of the Poetry of Zurvan. He goes on to explain that the text of the Poetry of Zurvan is exceedingly subtextual and that Zurvan concealed certain points that some thought were pure fancy but other scientists deemed not theoretical but probable. A Common Knowledge roll reveals that the Poetry of Zurvan can be located from any bookseller. However, the characters must actually get a copy of the Unabridged Book of Zurvan and the only known intact copy to exist is in the Abbey of Gahn.

The Unabridged Zurvan

In the Abbey of Gahn is the Unabridged Book of Zurvan, exceeding over 1200 pages in length and carefully preserved in special chambers. The Abbot allows no one to peruse it without special dispensation from the High Temple of Gahn. He is a hard man and is not interested in coin, but has a particular interest in relics. Should they bring him an item of interest (randomly determine this by using the Junkyard Adventure Generator), the book is theirs for the viewing. He does warn them that other parties are interested in the book as well, so they shouldn't tarry. What exactly the Abbot accepts is up to the GM, though it is recommended that it should be something of some sort of value and use to the party. If the characters have nothing, he suggests they explore PhaseWood, as few sifters venture into that strange area. If the characters try to take the Book by force, they gain the Enemy of the State (Major) Hindrance, regardless of their success or failure.

Exploring PhaseWood

If the characters decide to hunt for a relic in PhaseWood, they may scrounge it with +2 to their Notice roll.

Understanding Zurvan

Professor Lassiter deciphers the book and tells the characters that they must complete Zurvan's Unfinished Work to protect the City. He is amazed about Zurvan's foresight and wonders about the ancient technologies that once existed. He explains to them the following he's discerned from the book so far: The Demon Machine of Enoch was dismantled into 3 main parts, which is what Zurvan references in the first part of the work. His understanding is that their journey begins by going "to the shelter from the storm, birthed by the storm, surrounded by children of the storm, ignorant of the true power they possess..."

He tells them that while they figure out where that is, he'll continue deciphering the rest of the text.

Plot Point 5:

Exploration of Ebon Eaves

The focus of this adventure is crawling through the structure and locating the Runic Transformer, the first step in rebuilding the Demon Machine of Enoch, Zurvan's Unfinished Work.

However, should your characters get stuck with finding Ebon Eaves, several avenues of assistance are open - the Archivists of ShatterStone, the Oracles of MossMetal, or, if they wish to involve the government, the Academy of Zurvan. If you don't wish to make an elaborate effort out of it, you can simply allow them to make a Common Knowledge roll to connect the clue with Ebon Eaves, with the appropriate penalty for unfamiliarity with an area, as appropriate. Failing all of this, you can have Sister Cannondale have a revelation and contact them. She is a sneaky one after all and is cloistered in the Abbey of Gahn at this point.

The Set Up

Ebon Eaves is the largest ancient structure standing in the Iron Hollows and sets upon a gradual rise. It is a round tower 300' tall as mentioned in its description in the Barren Regions section. Within its walls all the

rooms and corridors are still extant. The lower level is little more than a nesting ground for slag rats, while the upper levels are occupied by a Malakar black market operation run by a mysterious figure called Kane. Kane is a tremendously strong, winged Malakar who operates the Iron Hollows under direction of his father, the Talus Nebiros. Use the attributes for a Malakar Chief as found in Citizens & Denizens with the additional racial edge of Flight.

Characters can bypass the slag rats entirely by exploring the area around Ebon Eaves. In doing so, they discover that there is electricity in the area. Evidently someone has rigged up an old generator and is pulling power down from the runestorms. A large, blasted area nearby shows actual runic activity and a metal conduit runs into a basement level. They can find a functional lift on the southern side of the building guarded by two large Corrupted. Refer to the Citizens & Denizens sections for details on the Corrupted.

The Black Market

Kane's Market is one of the few places where anything can be bought or sold. Slaves, soldiers, and sin fill the bulk of the 30 levels of Ebon Eaves. Enough well-armed Malakar patrol the area to maintain the peace. Arc-lights provide adequate illumination for deals best conducted in the dark. All races and types move about.

Beneath Ebon Eaves

Atrocity of atrocities! The Ebon Eaves are powered by a generator that feeds off of Corrupted. Kane worked a deal out with Barbas of Twisted Fields to get a regular supply of Corrupted into the area in exchange for sending him news, various valuable supplies, and technologies from Iron Hollows. Kane is the main source of equipment for Barbas' army.

Kane

Kane's lair is on the 30th floor, the penthouse. The only entrance is the lift. He keeps several concubines in various states of undress and a fully stocked bar. The walls are inlaid black cherry, the furniture plush, and beautiful bric-a-brac is set upon shelves. An aquarium runs the length of one wall with exotic looking fish in it.

Two stout Malakar guard his door from the outside. Kane does not deal without an even trade. Over the years, he has grown addicted to a rare, exotic substance

known as shadowdust that has made him increasingly agitated and paranoid. He meets the characters if they are insistent, but refuses to deal with them.

His lieutenant, Drim, finds him unfit and weak and wants to take over, but does not want the wrath of the Clan upon his head, and so approaches the characters with a proposition: "Kill my master and I shall give you what you ask." Use the attributes for a Malakar soldier for him as found in Citizens & Denizens.

The Gory Sword (or Ferren's Flywheel)

The second floor contains the best flywheel in Iron Hollows, a sprawling tavern most commonly known as the Gory Sword for the large, rusted blade that hangs above the doorway. Within it, Daniel Spitchup, a Ferren, manages a brisk business catering to the needs of the anonymous traveler - rooms are to be had at reasonable rates and no one messes with anyone's belongings... much.

At any given time, employment can be found here with Mr. Spitchup or his customer liaisons, Hammerjack and Stu, who are not only large Overwrought bouncers, but entrepreneurs. If properly approached, they could be persuaded to aid in killing Kane.

The Top of the Tower

Of course, the characters may prefer a less subtle approach in taking the Runic Transformer and directly assaulting the rooftop guard. These are 6 Gargoyles equipped with rifles and Malakar war pikes. The Runic Transformer weighs in about 200 pounds and is 2' × 3' square with complex runes etched into its sides and frayed, rusting cords and wires. Getting away with such an awkward thing from 30 stories up is another challenge as well. Due to the environmental conditions of the wind, all characters are considered on an unstable platform. The rooftop is about 80' × 80'.

Return to Gahn

Professor Lassiter is delighted to see the Runic Transformer and says it clarifies some of the subtext he had been puzzling over.

"The device seems to be mentioned in three separate locations and this is obviously the case - it was divided so that it wouldn't be accidentally put together. In other words, Zurvan made it so we couldn't have it until we were ready. That being the case, I'd venture to say that

I know where the next piece must be - RustWater. The lack of runestorms in the area surely must indicate a strong technological presence of some sort. While you retrieve it, I'll try to sort out the runic symbols on the device and determine where the last piece of the machine must be."

Plot Point 6:

Reunion at RustWater

The characters are directed by Professor Lassiter to go to RustWater and retrieve the Runic Generator.

The Set Up

The Runic Generator is located in a private Andari research facility funded by the Society of Entropy. It is guarded by Sequitors on the outside and Nightmare Brigades internally.

The Vault is made of stone and requires a specific code to unlock. When the characters arrive in RustWater, they receive an invitation to a private party at the Vertigo Club.

A Message of Misfortune

Not long after the characters hit the streets of RustWater, they are approached by a slick-looking Wayfinder who offers an invitation to them. The invitation has a large golden V on it and invites the bearer and his guests to the Vertigo Club. It is signed "the Heretic."

The Vertigo Club

Heretic rarely sleeps. He typically hangs out at the Vertigo Club during the day and the Society of Entropy at night. When the characters arrive, he is expecting them. He warns them that they need to leave things alone or people will be hurt. He shows them photographs of Professor Lassiter in the clutches of a Gargoyle. To make sure the characters get the message, Heretic gates out and let his Overwrought bouncers work them over. Refer to Overwrought, Bodyguard/Mercenary in the Citizens & Denizens section for the bouncers. Heretic is described in Entities & Oddfellows under The Society of Entropy.

Pipsy the Freeze

Pipsy is an Andari who spots them at the Club and follows them out. She is adorned in fashionable clothes and her hair is closely cropped. She reeks of cinnamon and Ransom. She tells them she can offer them a little help if they get her home safely.

Once they're well away from the club, she tells them she's a Wayfinder and has the hot tip she's sure they're wanting. She tells them how people have been nosing around and a lot of people have taken dives off the balcony of the Vertigo Club, but the law looks the other way. The only people with that kind of pull are government officials. She says that some Ferren Bluecoats came in last week wanting to know who was loosing the juice in downtown as they had it locked nice and dark for smuggling operations. The Bluecoats died and now there is a war going on between the local Bluecoats and the Whips, the local Freeze.

She is the Leader of the Whips and can take them to where she saw some crazy machine being transported - if they'll help her eliminate the Bluecoats in her area. Add the Ghost ability to the basic Andari found in the Citizens & Denizens section for Pipsy. Also note that she is a Wild Card.

Going to the ZU

The local Bluecoats are about twenty strong and are based out of a little flywheel called the Mousetrap. Located not far from the Steamworks Conversion Unit, it's exceptionally noisy and thick with fog. All in all, it's a good place for the boys to handle their shady deals. Since declaring war on the Whips, the Bluecoats are unusually nervous, staying in the basement beneath the bar, and working through the tunnels and pipes that make up the ZU. They are equipped with plenty of firepower, but will want to parley if their leader, Xander Flatrock, is taken out of the picture. Complete details of the Bluecoats are found in the Entities & Oddfellows section.

The Vault

Pipsy is true to her word and takes the characters to the Steamworks Conversion Unit after Flatrock and the Bluecoats are taken out of the picture. The Uptown part of the building is owned by the research facility called the Vault. Once there, she tells the characters she enjoyed working with them and if they need any help getting

anything out of town, they can reach her at the Vertigo Club. The lock on the door is complicated and is -2 to Lockpick or a successful Gearcraft roll. The characters find it easy to follow a humming sound that causes their hair to stand on end as they get closer. All kinds of pipes and machine works run off the Runic Generator and, upon close examination by any mechanically inclined character, it can be surmised that some of the conduits running through the shaft in the center of the chamber lead to the Steamworks Conversion Unit. The Runic Generator is no larger than a shoebox, but weighs in at 75 pounds, and can be uncoupled without injury with a successful Gearcraft roll or Repair at -2.

As the area is particularly rich with runic energy, Andari runecasters supplement the standard guards of the facility.

The Capture of Lassiter

When the characters return to the Abbey, they learn what happened to the Professor. The Professor was going about his daily walk on the grounds when a Gargoyle swept in and plucked him up. Sister Cannondale is especially concerned and takes them to his room. In his chambers, amidst crumpled notes, is a map of ScatterPoint with Stone Manor circled. A thorough search reveals he wrote in a reverse script in one of his notebooks - "Must they seek the Master of the Manor? Lost runes are absolutely necessary. Is this nonsense? Couldn't be. They must go to the Manor while I try to work with this added complexity of Zurvan's to find these additional pieces. Runic symbols in the mix and their theoretical variations? Brilliant."

Plot Point 7: Lord of the Manor

The characters must visit the Estate of Stone Manor and encounter the most ancient inhabitant of ScatterPoint, Lord Victor Valentine. A vampiric runecaster, he knows the secret of the rune they seek and agrees to teach it to them after they retrieve the Amber Butterfly from the Spire of the Sun. He doesn't trust them with its power until they can prove themselves.

"In my youth, I recalled the sun upon my face and the sweet scent of the fields and the beauty of the butterfly. The sun is denied me. The fields are twisted things of rust and ruin. Even the butterflies have been taken. Yet, I understand in the GlitterGloom forest is the Enchanted Spire of the Sun. A place so pure, I can never go. Within

its hallowed halls is the Clockwork Garden, a work of exquisite beauty crafted by the disciples of Zurvan. I understand that together with Paranor they created delightful works of unlife. I would grant you your wish if I were permitted to see the mythic amber butterfly flutter across my drawing room.”

The Set Up

Lord Valentine transports them all magically (using the Rune of Ubiquity, which the characters will learn from him at the end of this adventure) to the forest when they are ready. It is in perpetual darkness, so he is safe from the sun. He agrees to return for them and his prize in 3 day’s time. He warns them of treating with the GrimWing faeries. “They are difficult at best and treacherous at worst, but only they possess the possibility of leading you to the Spire of the Sun.” He smiles briefly before disappearing in a cloud of smoke.

The GlitterGloom Forest

In the deepest depth of the Forest wait the GrimWing Faeries and their faery mound. They guard the entrance into the Clockwork Garden.

An unusual silence descends over the forest when the characters approach a grungy clearing where all the debris is buried beneath a heaping mound of tanglevine. A lone lantern glows dully outside of the mound’s stone archway as a chill wind whips the flame wildly, casting shadows all about the clearing. A large stone monolith reaches skyward. The rune of the Quarter Cross, the symbol of the Grim, is etched upon it.

This is the Domain of the GrimWings, faerie creatures that are both dangerous and murderous and do not take well to trespassers. Lord Balefire and Lady Fey rule the Coven of the Quarter-Cross. He is a quick-tempered fire wizard while his lady has clairvoyant abilities (refer to the Entities & Oddfellows section for a complete description). Getting access to them is not easy. The GrimWings are naturally invisible in the created twilight of their Shadow Circle and may appear at will. Any that seek an audience with Balefire must be prepared to pay tribute of some kind. A GrimWing will appear dead center in the circle, flitting in mid-air, small spear raised should any enter the circle. He is a standard GrimWing. The demanded tribute is at the GM’s discretion, but is often some curious knick-knack that they see upon the person. Should this be surrendered immediately, Lord and Lady will appear in all their majesty.

The Guards

If the party bickers and refuses to offer tribute, the GrimWings will initiate a melee with a half-dozen of their number assailing the party from all sides. If the party doesn’t retaliate, Lady Fey will appear in the Cavern entrance and, smiling, invite them to a feast in the chambers below. Should the party return fire or engage in combat, Lord Balefire will appear the third round and use his powers to quash the situation, laughing heartily all the while. A wound will sober him up and he will begin to fight more ferociously. If the party surrenders or knocks out Balefire, the Lady Fey will appear and speak.

“Enough of this foolish display! All of you! I doubt anyone would trouble themselves to prove their worth in GlitterGloom. And the Shadow Circle was certainly only violated through ignorance. Why have you come?”

The Aftermath

Lady Fey is a healer of great power and will restore the party up to full as well as any injured companions. If the party seeks out information about the Spire of the Sun, the Amber Butterfly, or the Clockwork Gardens, they all briefly laugh. They are familiar with the item the party seeks, but warns them that the Clockwork Gardens are dangerous because of the woodsman who protects it. They offer to show the group the way. They do this by summoning a CandleJack - use stats for Savant Demon in Demonology section, a ghost spirit - to lead them to the crumbling Spire of the Sun.

The Enchanted Spire of the Sun

Two hours north of GlitterGloom is a crumbling disappointment. Once a great tower breaking through the sky, now it is little more than a two-story structure overrun with a clutch of slag rats and vestiges of a staircase. A man lives upstairs who calls himself the Keeper. His room is scattered with rusting wind-ups and weatherworn books. He is a member of the Old Guard and knows full well where the Garden is and that he must keep its abominable existence from the world. He is half-mad at this point in his life and can be easily convinced that the characters have come to take over his duties. If properly handled, he guides them to the Garden’s entrance, a carefully concealed far door behind an old chalkboard overrun with insignificant equations and random diagrams.

A Broken Dream of Daylight

After the characters cross through the door, they find themselves in a strange white corridor with the far door still open behind them. Before them, an ordinary door opens up into a chamber of indeterminately large dimensions. Shards of bluish-white light from unknown sources cast the room into bright illumination, destroying any hopes of shadow. The characters find themselves transported to another realm where great sunflowers and daffodils and roses fill the room with mesmerizing fragrances while dragonflies and bees flutter about the room. Everywhere the eye turns is a perfect imitation of life. In the center of this all, lazily flying about a great marble fountain is an amber butterfly.

After the characters soak all this unreality in for a moment, Calliope appears (refer to the Entities & Oddfellows section for a complete description). She is a beautiful girl, both friendly and caring and warns them to be good or Tangles the Woodsman will get them. “You should be good, but you won’t. Tangles won’t like you very much.” Details on Calliope and Tangles are both found under Clockworks in the Entities & Oddfellows section.

Tangles the Woodsman

A large, pitted automaton partially overgrown with tanglevine is the protector of the Garden and is programmed to keep things in working order. However, the Woodsman is falling into disrepair. It attacks anyone that attempts to leave with something from the garden. Weapons spring from its arms at its command, both melee and ranged. Its intelligence is absolutely rudimentary at best. The Clockwork Garden locks down when the Amber Butterfly is captured. The door leading back to the far door closes and all light sources are extinguished. The characters must contend with Tangles before being afforded the opportunity of exploring for a way out. There is an ancient maintenance hatch hidden in the brush that is located with a successful Notice roll. It can be opened with a successful Gearcraft roll or Lockpicking -2. It lets them out into a dark region of Phasewood in the GearLost Vale. If the characters get stuck for a way out, a tearful Calliope offers to help the best she is able. She understands what they had to do but is sad. If asked to accompany them, she declines, stating she must try to repair Tangles and the Gardens.

Return to the Estate

Lord Victor Valentine is true to his word and rewards the characters for returning with the butterfly. He teaches the rune to any character with Arcane Background: Runecasting. This is a free level up. To characters without the ability, he carves the Rune into their flesh. This is treated as a Runic tattoo. In either case, the character gains the use of the Rune of Ubiquity and may teleport to any place they have been at the cost of 5 Power Points plus 5 additional Power Points per person transported. Should a character have no Power Points, each attempted use of the Rune, whether successful or not, incurs a level of Fatigue for himself and he cannot transport others. Fatigue lost in this fashion returns after an hour of rest.

Should the characters fail in their efforts, Lord Valentine puts forth to them an equally daunting task of the GM’s devising to reward them with the Rune. Alternatively, Lord Hellstrom has no greater wish to die than the characters, so tells them if he can be better convinced of this impending dilemma, he may yet still teach them. The best way to guarantee he is persuaded is for them to bring Professor Lassiter to the Estate.

Dead and Gahn

Upon returning to the Estate, the characters receive a raven with a note telling them to return to the Abbey immediately. Valentine suggests that the rune be engraved first as it allows them to travel at their own discretion and he prefers not to set foot upon hallowed ground.

When they arrive in the Abbey, they find a somber Sister Cannondale in the rectory near a bloody Malakar War Pike. She explains that Professor Lassiter had been slain and cast through a nearby window. She points to it. She also tells them that she had been assisting Professor Lassiter some in his works and that she recalls him repeating that locating the Rune of Resurrection would later be essential in the completion of their quest. She insists that the time is now. She shows them the note: “We are quite aware of what you are doing. Your charitable works stop now.” The symbol of the Oroborus, commonly associated with the Society of Entropy, is displayed quite prominently at the bottom of the note.

Plot Point 8:

The Hidden Pain of ChalkChain

Characters must explore the narrow streets of ChalkChain in search of the Rune of Resurrection until they come to the tomb of Orzed wherein they make a most disturbing discovery.

The Set Up

Sister Cannondale gets a lead that the Rune of Resurrection is located somewhere in ChalkChain. They need to talk with an Ezekiel Thrimbee who runs a little apothecary shop in the Market Square of ChalkChain who may have more information.

Gordian's Knot

Ezekiel Thrimbee is an Overwrought inventor and chemist who operates an establishment downtown, not far from the processing plant for Pendleton Towers. His shop, a combination tavern and supply store, is named after the Andari patron who established the place over two hundred years ago. Thrimbee is old, yet in good form, with long silver hair pulled back in a braided ponytail. He is an active member of the Church of Twilight. He notes that there have been an abnormal number of Andari in the district, especially in the Lethe Building, a starmetal building predating the Tempest. His guess is that the Rune of Resurrection can only be hidden there, within the Tomb of Orzed.

Lethe Building

The Lethe Building holds its share of secrets that it does not give up easily. Most people believe that the Runemaster known as Maven is buried here along with his secrets of resurrection. Relic hunters commonly believe his remains are hidden somewhere in the sub-basements of Lethe. This misinformation is buried in the public records for anyone that seeks out the Runemaster Maven, planted under directives of the Autarch himself. Periodically, redcloaks go down into the subterranean levels, and eradicate anyone they find. The subbasements are strictly off limits to civilian personnel.

In actuality, the vault containing the Maven is on the 50th floor of the 100 story building, in the building's core. Lethe is mainly a receptacle for victims of violent

crime and is considered dangerous and haunted. It is near the center of the district. Some irregular items of note are as follows: A Sequitor is permanently stationed at the Lethe and the exterior is regularly patrolled by redcloaks. Most people believe the building is haunted, and, lastly and most curiously of all, it is widely known in the District that the building contains a private far door on the 49th level.

Complications and Intrigues

Two organizations actively seek out the Rune, the Brotherhood of Bone and the Church of the Converted, two groups with differing agendas that come into conflict from time to time. The Brotherhood wants to master the Rune and the Converted wants to suppress its power, rightly feeling that such a revelation may cost it converts. The city government wishes to keep its existence suppressed as much as possible; however, a few key personnel are aware of it, having been resurrected at the Autarch's pleasure.

The Tomb of Orzed the Unclean

Though rarely done in modern times, in the past, rich families often enshrined their violent, psychotic children's corpses in particularly ornate fashion, hoping the reverence conveyed on the outside might conceal the mouldering sin within. Orzed the Unclean, known as the plague-bringer, wished to eradicate the existence of the Ferren from the city, and developed a virulent toxin that spread throughout the city. However, he did not account for the effect of the runestorms, and the toxin mutated and wiped out nearly ten percent of the population before radical containment measures began. Anti-Ferren sentiment ran high until Orzed's laboratory was broken into by a common criminal fleeing a Sequitor and Orzed's notes were discovered. The Iron Disciples used his notes to synthesize an antidote that the City introduced into the water supply. The plague does arise from time to time, but is not as widespread. Most folks look upon its victims as pitiable rather than feared. Needless to say, Orzed's Tomb gets few visitors. Here is where Maven's greatest secret lies hidden.

Orzed's Maze

An internal staircase runs from the far door chamber to the entrance of the maze. It is manned by two redcloaks at all times. The maze is convoluted and requires a raise on

a Notice roll to successfully get into its center. Anything less means the characters encounter one of the Maven's pets, a voraciously hungry spirit creature, use a Greater Demon (WC) from the Creatures & Creations section. Within the center of the maze is an elevator that runs down twenty levels to the 30th, where Orzed resides.

Lair of Orzed

Characters see what looks like a typical administrative floor upon exiting the elevator. After moving down a few corridors, the heavy, stale smell of chloroform is unmistakable. Walls of stone replace the neatly painted walls and the corridor ends abruptly with a large, expertly crafted, stone door. It requires a Lockpicking -2 to pick. If this succeeds with a raise, then the building alarm is not set off. If it is set off, the characters have about 5 minutes before they have company. Behind the door is a large laboratory with one guard and a doctor observing Orzed and scribbling down notes and equations. Forbidden to be duplicated, the Rune of Resurrection is, ironically, tattooed upon one of the most psychotic beings to have ever run amok in ScatterPoint, Orzed the Unclean. Few even know that he is still alive. He is chained against a large, stone monolith within a large, glowing pentagram. Entering the pentagram subjects the characters to demon attack. A Circle 4 demon appears and brooks no bargaining. Copying the rune adequately takes an hour and a successful Knowledge (Rune Lore) roll or the characters may take Orzed with him, making the City's interest in them increase dramatically.

Return of Lassiter

Professor Lassiter is carefully prepared upon the party's return to the Abbey of Gahn. When he is resurrected, he is weak and tired. Coming back from the dead is a trying experience and he is bedridden for a week. He explains to them that the Society captured him, but directly confronting them is of no real use at this point. They are too powerful and too dangerous. He remembers vague glimpses where the Society took him, only that they, too, near completion on their machine. He is sorry for anything he may have told the Society and suggests the party focuses on getting the remaining piece of the machine, the Key of Reason.

"Zurvan is vague on this item. Saying that reason lies in all thinking beings, some more than others." He reads them the following passage:

"Reason lies within all thinking beings, but some more than others.

Great deeds, grave actions, great sacrifices are demanded.

Necessity matters not, only easing the inevitable.

A tangled mess begins the matter

The end of song signals its resolution."

"What to make of it? Anyone's guess." Leave the players to ponder this until your next game session or at least while you're taking a momentary break.

Plot Point 9:

The Tragedy of Calliope

The characters must now seek out the final part of the machine, the Key of Reason. Unfortunately, it is within Calliope and can only be successfully removed with the Tools of Truth.

The Set Up

Calliope arrives in a rain storm. She beseeches the characters to help her repair Tangles, who, she claims, is now hopelessly messed up. She wants to go looking in the Gear Lost Vale where she found Tangles long ago. She says long forgotten thoughts have been surfacing lately.

The Discovery

If the characters agree to go, send them tromping on a general adventure through the GearLost Vale. If they refuse and send her packing, one of the character notices that her dress is slightly torn and that a cut on her leg does not bleed and shines, in fact, like starmetal. If undue attention is drawn to her, she withdraws as much as possible.

The Solution

The Key of Reason is a complex device that can only be removed with the Tools of Truth. The character so doing must make a successful Repair roll to do so. A raise does not damage any of the integral subsystems that allow Calliope to exist.

Rumours of Truth

The characters can do research to learn that the Key of Reason is historically associated with the Tools of Truth,

the only items said to be able to unlock the Key of Reason. Further research associates two groups with the Tools of Truth in more recent times, the Iron Disciples, located in RustWater, and the Acolytes of Steam, an association of disenfranchised engineers and factory workers headquartered in GreyMesa.

The Iron Disciples are said to know the location of the tools crafted by Paranor and Zurvan to make the creations of the Clockwork Garden. In exchange for the knowledge of the Rune of Resurrection, the Disciples are willing to trade this knowledge.

The Iron Disciples state that in their Great Ledger, the book where all the organization's history is stored, that they once possessed the Tools of Truth, legendary relics used to build the Clockwork Garden. The magic within them transcends mere mechanics so they traded them to the Acolytes of Steam.

The Acolytes of Steam state that their interest in the Tools was purely theoretical. They wanted to gauge the alleged magical properties of the tools, but found none. Thinking they were duped by the Disciples, they investigated the matter, but found that they never really had the Tools either. Somehow or other, the Tools of Truth made their way to the Chief Lodge of the Order of the Blade atop the GlassMar Mountains.

Pilgrimage to GlassMar

The precise location of the Chief Lodge of the Blade is not a hidden mystery. The fact is not many people outside of the Order of the Blade have much reason to make the journey up a mountain of melted glass and twisted steel.

The First Step

The characters may make arrangements to accompany a Knight up the mountains. Typically, Knights do this as a solitary journey, a proof of their worth, but they are always willing to accompany a party. If the characters explain they seek the Tools of Truth, the Knights are surprised and delighted with their interest and suggest that it can only be approved by the Grandmaster of the Mountain, Lord Orum. Should the characters decline a Knight accompanying them, then the second step is trickier.

The Second Step

The journey to the mountain is a trek across ScarFall until they reach the glassy slopes. At that point, if a Knight is with them or in the party, they can avoid any difficulties with a successful Survival roll. It is three days up the mountains. Otherwise, they make Survival rolls at -2 and require a Raise to have no difficulties. Should the roll be successful without a Raise, they travel half speed (i.e. it takes 6 days to travel up the mountains with no raises.) A failure means the day passed with no discernible progress. Sometimes, the mountains are unscalable.

The Final Step

Lord Orum is a kindly man in his late sixties with golden hair and piercing blue eyes. He is intrigued the characters want to see the Tools and proudly gives them a tour of the Lodge, a place built more as a monastery than a battlement. The Tools are located within a glass display case and are the premier relic. Lord Orum is certainly willing to allow the party to inspect the Tools, but does not allow them to leave the premises. Hopefully, the characters brought Calliope along.

The Tools of Truth

Beautifully crafted instruments of surgical steel with gilded inlay, they combine utilitarian needs with great aesthetics. Some of the tools are foreign to even the most skilled Inventor, having purposes entirely unknown. They grant +2 to all Repair rolls and, if stolen, mark the characters as Enemies of the Knights.

Obtaining the Key

Calliope is complacent about her role in all of this and says that if she can help save the City, she is glad to make the sacrifice. When the surgery is well underway and the key is being lifted out, Calliope's eyes open and a male baritone voice speaks. "What you have done so far has taken great courage and skill, but your quest is not yet over. You must locate the final piece of the machine. The one thing Zurvan and I dared not include in his poetics for fear of heresy. My skull. The skull of Paranor. Still in the grasp of my murderer's hands." With those words, Calliope falls quiet once more. She is still alive, but in a comatose state. Lord Orum offers to look after her and find a way to bring her back to consciousness.

The Key of Reason

A wonder to behold, the Key of Reason is a golden disc 3" in diameter and 2" thick. An amber overlay covers the top of the disc and through its translucence and can be seen the beauty of its inner workings. Hundreds upon hundreds of tiny, intricately detailed gear mechanisms turn against one another and, as they turn, runic patterns form from the etchings of the gears as they align with the constantly rotating gearworks. It is truly a work of mastery. The bottom of the disc has a recessed button that, when pressed, causes the amber overlay to descend into the casing, and the top to seal tightly shut. Pressing the button returns it to its former position. When open, the Key of Reason allows its wielder a +2 to all Notice Rolls. When closed, the character gains the benefits of Danger Sense.

Plot Point 10: Ancient Light Unveiled

The characters must find and retrieve the ancient skull of Paranor. To do this, they must use both their wits and weapons.

The Set Up

The characters have to use their investigation skills to find out what they can about the death of Paranor. Research gleaned from any library indicates he died of natural causes in his home, the Starhouse. Further research indicates it is the same Starhouse still standing west of ShatterStone.

The Starhouse

The Starhouse is now operated by the Talus Nebiros. He knows if the characters killed his son, Kane, but prefers to pit enemies at one another rather than enter a direct conflict.

If the characters come to him, he appears in simple robes, leaning on a staff, looking like a trusted advisor. He tells them they cannot enter the Starhouse without paying proper tribute. Proper tribute is a case (12 bottles) of ransom. Anything else is met with contempt and disapproval. After receiving the wine, he opens the Starhouse to them and retreats into his study and watches them through the elaborate system of mirrors and tubes throughout the entire house.

The Observatory

A beautiful room of rich, dark wood with fine bronze fixtures and a great brass fitted telescope jutting through the magically protected glass of the domed ceiling. From the observatory, they can look through the great telescope and see beyond the runestorms where a great fragment of a city floats, much like ScatterPoint, within the endless void of space.

The Library

The library contains many ancient books on the walls, a large desk, and sumptuous pillows scattered about the floor. Runes of warding line the bookshelves and several women recline about the room, barely stirring when the room is entered. Nebiros makes his appearance when the characters enter and offers to tell them about the death of Paranor over dinner, if it might amuse them. The books crumble at the merest touch.

The Story of Paranor

Over a sumptuous dinner, Nebiros tells of Paranor's death.

"Long before the storms touched the sky and my brethren and I were trapped in this godless sphere, Paranor incurred the wrath of Ahriman. Despite what you may believe, they were both simply men with all the human frailties. Ahriman wanted to be head of the Ruling Council of the Empire and released demons into your pale world. The first to answer his plea was Amon the Wolf, who tasted the future carnage and grew drunk with its promise. He came himself and suffocated Paranor's soul. No one knew. They thought it was a natural death. Later, after the runestorms fell and we controlled these Abandoned Lands, Amon took Paranor's skull as a prize and keeps it with him always, mounted as the head of his scepter."

Nebiros assumes his natural form, a great black beast with the head of a serpent and eyes of fire. "I knew someday someone would come to avenge Paranor. That is why I took up residence here. Amon saw something with his vision. What? I don't know, but it frightened him and he fled this house. I have my reasons for telling you these things and it's none of your concern. If you seek more of Paranor, seek Amon. He dwells to the north in Three Fang Castle."

The Lord of the Castle

Amon the Wolf knows the characters are coming. His prophetic abilities predict it. He is unafraid of death and knows that the future is always uncertain when man is involved. He does not wish to make things easy for them and the characters must contend with the slag rats at his gate before gaining entry.

In the Main Hall

Amon is having a feast for his soldiers: Fifty Malakar and ten Corrupted. He wants to test the characters' mettle in battle and sends a wave of 2 Corrupted and 10 Malakar. After the characters dispatch his troops, he orders the remaining men to stand down and welcome their guests. They do so with iron discipline. Should the characters be defeated, Amon arranges for them to be sent to the Quarry to work out their days in the stone mines.

Amon tells the characters that he respects their skill, cannot afford to lose any more men, and proposes a truce. He is willing to give over what they want peacefully if they leave him without further bloodshed. He plucks the skull off of the Sceptre and tosses it to them. Amon knows that if he fights them for control of the skull, he is destined to die, so wishes to avoid it at all costs. He has seen this vision. As a way to hedge his bets and prevent the party from accomplishing their goal, however, he has sabotaged the skull by ensorcelling it with the spirit of his Chief Lieutenant, Raum. Should they decide to fight Amon after all, all successful hits in this encounter do 1 wound minimum and he is slain the moment he exceeds 3 wounds. The soldiers join in immediately after the first round of combat and their morale is broken when Amon falls. The Corrupted, however, fight to the last man, so to speak.

The Return of Paranor

The Skull is yellowed, ancient, but still intact after all these centuries. Carrying it provides any Runecaster with 10 additional Power Points that recover at the rate of 1 point every 15 minutes. The characters may attempt to resurrect him now or wait. A successful Knowledge (Rune Lore) roll reveals that, due to the age of the skull - over a thousand years - the best they can hope for is to restore Paranor's spirit to the skull. When resurrected, Paranor's spirit awakens in the skull, but a body does not manifest, he is too far gone for that. He is alive and able to converse, though he is still a skull. Bluish ener-

gies gleam in his eye sockets. He is able to direct the characters in their final steps. However, he grants the Champion Edge to all in a Medium Burst Template when held aloft.

Secrets of the Skull

Amon imbued the skull with the spirit of Raum, Destroyer of Cities. When the characters attempt to resurrect Paranor, and make their Runecasting roll, instead of Paranor, Raum bursts forth from the skies in all his demonic glory. If this occurs in a city, Raum roars a threat at the runecaster and immediately retreats. In the barrens, however, Raum banters with the characters, fighting them only if provoked. He is still weak from his return. Note: If the group has already completed the Savage Tale: The Ruins of Tanarra, then Raum is not trapped in the skull and Paranor is successfully brought forth with the first casting, otherwise, the party is going to have to cast Resurrection again.

Plot Point 11: Quest for a Reliquary

The characters must now complete their quest to save the City by completing the machine and installing it in the Clock Tower. Of course, they need either the Professor or Sister Cannondale to direct them to that point. Zurvan simply writes in his poetry that "When the dead direct, time protects." This obscure reference points to the Clock Tower. Let the characters puzzle over this a bit. Sister Cannondale suggests they bring Paranor back and ask him what it means, if the party hasn't resurrected him yet. If the characters come up with the Clock Tower on their own, Lassiter fully supports their conclusion.

The Set Up

The characters must carry the machine parts to the Clock Tower and incorporate them into the building's structure on three separate levels. Finally, they must carry Paranor's skull and place it into the control chamber so that he may complete the enchantment of stabilizing the City once and for all. The Society of Entropy is inclined to prevent the party's efforts.

The Sage Skull

If Paranor is "alive" at this point, he is capable of lucid, cogent conversation and tells the characters that they near the end of their labors. They must carry him and

the machine parts to the Clock Tower, whereby the Integral Machine must be assembled.

Maintaining the Balance

Sister Cannondale notified the Chancellor who, in turn, told the Maegas all that transpired. As a result, the Maegas herself, a member of the Society of Entropy, is present to ensure that the party fails.

Once the characters arrive at the tremendous Clock Tower and enter its once great entry hall, the Maegas descends from a dais at the far end of the chamber. She is attended by her ascendants, who are Corrupted as well. The Maegas is a beautiful, silver-haired lady in her early forties with flowing robes that seem to be composed of shadow. “It is not your place to be here,” she tells the party. “You are upsetting the balance, trafficking with demons, releasing the plague, raising the dead. You cannot be allowed to interfere further. Balance must be maintained. Only when the last soul leaves this plane can we be assured that we have fulfilled Umbriel’s will.” As she says this, her ascendants say, “All Hail the Queen of Shadow” and manifest their black blades. Allow the characters a moment of rebuttal before the ascendants move to engage.

A Note on Umbriel’s Will

The act of the Maegas may be seen as evil, but in the eyes of the Goddess, they are not. She understands that her followers take different paths and that Sister Cannondale aided the characters throughout their quest and that it was necessary in her dispassionate view to provide a counterbalance within the Temple of Shadow. Whether the Maegas’ Corruption occurred prior to Sister Cannondale’s decision to actively help the characters is up to the GM.

Encounters with Entropy

The characters must take the three pieces of the machine and put them in three specific places (listed below) as directed by Paranor. In each area is a Nightmare Brigade accompanied by two Corrupted.

Piece 1: The Runic Generator

This device must replace the defunct generator that is currently there. The operation takes an hour and a successful Gearcraft roll.

Piece 2: The Key of Reason

A small device, about the size of a hand, the Key of Reason must be placed into the open hands of a lifesize statue of Zurvan on the 50th level. When so placed, it animates, an ancient mechanika, and smiles and nods, before pushing a concealed lever, swiveling the wall around to reveal a great complex machine. In the far corner of this hidden room are spiral stairs going upwards to the rooftop.

Piece 3: The Runic Transformer

Finally, the Runic Transformer must be connected to the base of the large starmetal needle jutting skyward. This is complicated by the fact that a runestorm is brewing on the horizon.

The Integral Machine in Action

After the third piece of the Machine is placed and the characters descend the stairs, a great runic bolt strikes the tower and the characters can feel the energies rushing through them. Any expended Power Points are immediately restored to all characters and items. A powerful hum is heard throughout the building as long-dormant lights come to brilliant life.

The Resting Place of Paranor

After the machine is brought to life, the characters must place Paranor into the Steel Sarcophagus located in the Gearworks section of the Tower. However, when they arrive, they have company. Heretic is present with his Overwrought cronies along with Lady Ennui who already is placing herself into the machine.

Heretic laughs. “The machine we made worked, but when we learned you were putting this one together, we paused. A defense can be a weapon in the right hands, you know. Lady Ennui is ready to give her life to the cause.”

The characters must stop Lady Ennui from activating the machine and defeat Heretic. The strong energy field of the Clock Tower makes it impossible for the use of Gate, Teleport, and even the Rune of Ubiquity.

Once the characters defeat the last resistance from the Society of Entropy, they may place Paranor into the Sarcophagus and seal it shut. They then must carve the Rune of Ubiquity upon it.

When this is done, the building grows dark and quiet for a long moment and hidden runes carved on the sarcophagus rise to the surface and seem to float about the

chamber for long moments. Paranor manifests with the face he must've had once long, long ago. Wise and compassionate, his eyes still glow a brilliant, otherworldly blue. He smiles down upon the characters.

"You have completed the work that Zurvan and I began so long ago. I shall maintain the vigil now and shelter the City from the forces of storm. It shall be up to you and your kin to shelter the City from the forces of sword."

Allow the characters an opportunity to say something profound to Paranor before the following. With those words, Paranor nods once more.

"In a moment, I shall be lost within the fields of energy of the City. My grip on life for this brief time back has been tenuous at best. Remember always, that I shall be about you and may the Graces shine upon you all." He then fades back into the sarcophagus.

Epilogue

What's next for the intrepid adventurers of ScatterPoint? Shall they prepare for the upcoming, inevitable battles with the Talus? Will they fall into the old habits of the City, selfishness and greed, or will they finally come to accept the mantle of heroes? Shall they attempt to restore Calliope and her Clockwork Garden? Shall they accompany Sister Cannondale to the Temple of Twilight and discover her fate? What sinister plans shall the Society of Entropy unleash next? The future is as uncertain as ever, but, at least, the characters have assured there *is* one.

Savage Tales

The Savage Tales are broken down by location and triggers in the following section. Plot Points occurring in any particular area are mentioned for completeness, though the GM should see the previous section for specifics.

Variations on a Theme: Customizing Your Tales

The Savage Tales of ScatterPoint are not just adventures. If you look at them closely, you'll find they aid you in creating boundless games for you and your group. ScatterPoint provides a unique gaming environment, so there is the necessity to provide some structure in these

Savage Tales. However, it is important above all else to keep your particular group of characters in mind and modify the Savage Tales as necessary. To that end, think of them as frameworks of stories and customize them to the characters, your group, and your particular play style.

While no one can presume how you or your group plays, let's look at the three major known variables and how they can come into play. These unknowns are a character's race, his edges, and hindrances. ScatterPoint is an open-minded society for the most part, but some races naturally may have more in common than others. In instances when an NPC may be an Overwrought and the players don't have one in their party, but instead have a Malakar, you can view their social situations as similar enough to change the NPC's race to Malakar. This may serve to draw the characters better into their plight and increase the connection and raise the stakes.

Edges are going to vary a great deal as well, but, for example, let's say the group has no character with the Arcane Background: Inventor, but has one with the Arcane Background: Runecaster. Questions you'll want to ask yourself in these instances include "Will the story be served better by changing a few things in the adventure to fit this group or should they be required to just make do?" The choice is ultimately yours.

Finally, Hindrances can color character interaction. For example, a Sequitor may force a character into certain actions because he is an Enemy of the State or shadowpriests may deal differently with their mission assignments should one of the party members be Shadowmarked. By paying close attention to these hindrances, you can introduce them and make them vital to the storyline and not feel tacked on. Let's examine three specific instances of the abovementioned types.

The Impact of Race: The Savage Tale Tenturra's Trial Run affords the characters the opportunity to get gainful employment and establish a contact that could serve them the length of the campaign. Your party, however, may contain no Overwrought and you may want to customize Tenturra to your group's composition and make her a Malakar or, perhaps, even an outcast Ferren. By so doing, the adventure stays generally the same, but the group may have more of a feeling of kinship with Tenturra in this manner.

The Impact of an Edge: The Savage Tale The Amazing Dr. Atwell deals with a scientist who has a device that goes awry. What if the characters possess no Inventors in their group, but have a Runecaster? Perhaps Dr. Atwell

is a rogue runecaster from WildSky and he's stumbled upon powers he cannot control? The adventure shifts a bit by having the gadget he leaves in his wake dependent upon Runecraft rather than Gearcraft. This affords an easy opportunity to draw the characters into the scenario. Where a runecaster might snub a piece of technology, would he ignore a possible artifact of power?

The Impact of a Hindrance: The Savage Tale The Balance of Things deals with the characters rescuing a shadowpriest and his acolyte, and eventually takes them to possible employment with the temple. However, a twist could come into play if one or more of the characters are Shadowmarked. Is this an elaborate trap set by the shadowpriests to bring the character(s) to justice? Is this a chance for the character(s) to begin the road to redemption?

Any City District

Savage Tale: The Balance of Things

Location: downtown

Trigger(s): Novice

The characters see a shadowpriest and an acolyte being overwhelmed by a group of 1d6+6 Plague Ferren in an alleyway (refer to the Citizens & Denizens section). The acolyte spots the party and cries out for help.

The leader of these Ferren is in all respects like his brethren, save he is a Wild Card.

When the characters intervene and fend off the attackers, the shadowpriest thanks them and presents them with a token, a piece of cloudy black agate. He tells them if they seek to do good work for the Temple, present this to the warder. Should the characters go to the Temple and present the marker, the warder takes it and immediately offers them a job (generate this as normal on the Temple of Twilight adventure generator.)

Savage Tale: Discrete Indiscretions

Location: flywheel, any city district except ChalkChain

Trigger(s): completed one or more jobs for Mr. Haversham

Mr. Haversham lets out a deep sigh, cracks his knuckles, and his face drops its normally jovial demeanor to show someone tired and worried. He takes off his hat, sets it down, and begins.

"No time for niceties now, chums. We've got serious work to do. One of my clients has had a serious lapse of discretion that needs to be managed immediately." He pulls a weathered photograph of an attractive female Malakar out of his pocket. "This is Kashee Amon, a singer at the Vertigo Club. Certain borough elections are going to occur in two weeks and she needs to disappear for a while. Not permanently. She doesn't know anything about this, mind you, and it's best to keep it that way. To complicate matters, I understand the shadowpriests are already sniffing around trying to find a way to work an angle on all of this, as usual. Get Kashee and take a train to ChalkChain and bring her back in three weeks. I'll take care of your expenses when you return."

Should the characters refuse, he grabs his hat, rises, shakes his head in disgust, nods curtly, and leaves. Otherwise, he gives them train passes and an address to Kashee's uptown flat.

Kashee's Residence

Kashee Amon is an extremely attractive cityborn Malakar. She is a shaper - a shapechanger - and frequently meets men that way. Recently, she's developed a serious relationship with one of the Governor's sons, one who is putting in a bid for a borough directorate. Should word of their tryst leak out, both his chance of winning the election as well as his father's political clout shall suffer. The Governor had his attache contact Mr. Haversham, so they've had no direct interaction. The Governor's son, Edward, is as much in the dark about this as anyone else.

When the characters reach the residence, she is not alone. However, she does have an Overwrought bodyguard and the party must contend with him. She keeps two trained growlers as pets. It is doubtful they'll be able to reason with her for the characters are very much performing a kidnapping. Other than Very Attractive and Shapechanger Edges, use the Malakar stats described in the Citizens & Denizens section for Kashee. They may attempt to Persuade her at -2 to calm her down. Should they get a raise, she actually believes their story and agrees to willingly accompany them.

Fast Train to ChalkChain

The characters have enough boarding passes for themselves and Kashee. How they intend to get her onto the train is up to them. If she's agreed to be compliant, it's no problem. Otherwise, she'll attempt to escape at

the first opportunity, such as using a lavatory, opening the window, and then Shapechanging and coming out as “someone else” saying “she” escaped. As if this is not enough, a group of shadowpriests had been closely monitoring Kashee’s residence for the past few days and 1d6 shadowpriests boarded the train, while another 1d6 have already taken far doors to ChalkChain to lie in wait.

A few hours into the trip, the shadowpriests attempt to kidnap Kashee. She may, in fact, welcome and aid in any rescue attempts. In any case, if the shadowpriests manage to abscond with Kashee, the characters have failed in their mission.

ChalkChain

Should the shadowpriests on the train not be successful, the characters still have to contend with the coterie of shadowpriests (d6+1) waiting at the station. The shadowpriests follow the characters to their destination and again make another kidnapping attempt. One of them shall simply note the characters’ location and recruit some talent from the local temple (roll on the Temple of Twilight Person table to see the group recruited. He gets 1d6+1 characters of similar type. The leader is a Wild Card.)

The shadowpriest notifies the local guard of the kidnapping if the characters again repel this attempt. The characters shall have to maintain an especially low profile for the next two weeks before they are in the clear. Directly confronting any city guard escalates the matter to the Sequitors.

Sticking it Out

If the characters manage to outlast the manhunt, they may return to GreyMesa in relative peace. Mr. Haversham is elated with their performance and awards them double pay. Should the characters fail in their mission, Mr. Haversham may sever his ties with the characters for a time, being all but impossible to find.

GreyMesa

Plot Point 1: The Lady and the Locket

Location: flywheel

Trigger(s): Campaign kick off

Savage Tale: Introducing Mister Haversham

Location: flywheel

Trigger(s): Novice, completed one or more savage tales

The characters are relaxing in a flywheel when they notice a slender, well-appointed man watching them from the corner. He is Mister Haversham, a hub, who keeps a close watch on the pulse of GreyMesa. He walks up to their table, sets his top hat on the corner of it, and introduces himself.

“Greetings. I am Tobias Haversham. I see that you’re already making yourselves comfortable in GreyMesa. Your recent work has come to my attention. As a businessman, I pride myself on locating new talent. To the point, gentlemen, I’d like to afford you an opportunity to avail yourself of potential employment you may not readily find through more conventional means. Ahem. I am a job broker, a hub, and it is my business finding talented individuals to perform various tasks. As we aren’t intimately acquainted, I’m prepared to forego my usual fees, absorb the costs as it were, if you’ll perform a trivial task, a mere precursor to more substantial work. Shall we see what you’re made of?”

If the characters are intrigued, he’ll continue.

“I have one particular client who doesn’t travel as much as he used to these days. Rather a bit of a recluse, actually, that enjoys pictures of exotic places and sunrises. As such, he’s requested I find a party to take a proper photo montage of the Abyss. I’ve had several groups that have failed miserably, opting to purchase some second rate bits from vendors. That is entirely unacceptable. So, I’ll need you to take at least one photograph of your troupe at the location as well. The pay is 200 Royals each upon delivery of the developed photographs and I’ll even throw in the camera as an advance. Oh, one more thing, there is supposed to be a great rock there called the Crimson Teardrop. If you’ll photograph that, I’m sure my client would be most delighted.”

He then advises they meet him at this particular flywheel again in the morning to pick up the camera and to gear up for their trip into the barrens. The next morning, Mr. Haversham provides them with a compass, a simple map, the camera, and three canisters of film and wishes them safe journey. He gives them an address to find him in seven days and another one a fortnight off. They are two entirely different locations in GreyMesa.

Staring into the Abyss

The characters are free to take the photographs as they see fit. If they take at least one at sunrise, they'll receive a 200 royal bonus (for the group).

Should they choose to seek out the Crimson Teardrop, they'll need to make a Common Knowledge roll to know where it is (with appropriate modifiers based on their area of birth.) Crimson Rock is located on a plateau out about eighty feet from the closest edge of the Abyss and is in a particularly windy cross-section as well. To get a good picture of the rock requires they actually get out to it. How they do this is up to them. If they get a photo of it from the edge, they get 100 Royals; if they make the effort to go out to it and snap a close up, they merit 300 Royals.

Developing Relationships

The characters are easily able to get the photos developed in a day and can find Mr. Haversham in one of the two locations given. If the time has elapsed, he locates them, but docks the party twenty percent of their take. In any case, as long as the task is accomplished, he gives them a runic card that indicates to the characters which flywheel in the district he'll be frequenting that night, should they seek future employment. He offers them another job that needs immediate attention - you may use the adventure generator or choose any open Savage Tale, modifying it appropriately. Discrete Indiscretions is a particularly good choice. This initial job mainly tested their trustworthiness and ability to do things unquestioningly.

Savage Tale: Tenturra's Trial Run

Location: Market Square

Trigger(s): Novice

While walking past the stalls, the characters notice a particularly statuesque Overwrought with sharp, attractive features. She is muttering and cursing beneath her breath as she's fidgeting with things as though she's looking for something. A banner above her junk stand reads Tenturra's. If there is an Overwrought in the group she smiles and waves them over. Otherwise, she'll nod and motion to them.

"Greetings. I see you have the hungry eyes of adventurers, but not enough scars to be long in your trade. You have caught Tenturra on a most fortuitous day. I have just recently opened up a stall here after moving west from MossMetal, but it seems some of my possessions have

yet to arrive. So, blast them. I need some brass inversion coils, the kind you can get on the older model meat vats. You don't need to know why, but if you can get at least six, I'll pay you 50 for each, and may be able to point you to more lucrative work in the future."

If persuaded, she'll admit that she has a buyer lined up for them that pays her 100 each, but she'll not part with their name or location.

A successful Common Knowledge roll reveals these coils are mainly in disuse, but are sizeable, about as large as a cartwheel. A Streetwise or Investigate roll enables the characters to locate Prana Flats, a disreputable meat factory, supplying foodstuffs to the barrens. Their security is known to be lax and they often fail to meet minimum city health standards, which do not apply to the barrens.

Prana Flats

The noxious smell of near rancid meat fills the air as the party approaches. Day or night is all the same to this factory located near the southeast wall of GreyMesa. The characters can easily slip into the facility with a successful Persuasion roll. Overwrought, as typical factory workers, receive a +4 to this roll. Unexpectedly, most of the meat vats are modern, just not well maintained. The whole place looks like a firetrap as oils drip upon the cracked stone floor. Steam permeates the air and gears grate and spark in an unceasing, clacking rhythm. When the characters search the repair room, they are able to discover a steel door cleverly concealed in the back wall. The lock is well-maintained and complicated. It can be picked at Lockpicking -2.

A sleek stone hallway echoes with the sounds of activity. Arc-lights flicker into life after a moment. The corridor opens up into a large chamber where two Overwrought stand guard before a set of double doors (Use the Overwrought Bodyguard statistics as found in the Citizens & Denizens section). Several meat vats stand in disuse in this chamber. Six witchgrass crates are in the far corner. Should the Overwrought notice the characters, one immediately attacks while the other one sounds the general alarm. If the alarm is successfully sounded, 1d6 guards (use whitecloak stats and equipment) arrive in two rounds. Otherwise, the characters have 1d10 x 2 minutes before a patrol checks in. Each crate (weight: 10 pounds) is securely closed and contains 6 brass inversion coils (weight: 25 pounds each), weighing 160 pounds total. The crates have a Toughness of 8. Getting out with the crates shouldn't prove too difficult if the threats are

dealt with swiftly, otherwise the GM may have the forces grow if the players linger in their decision-making with the crates.

Just Rewards

Tenturra is pleased if she receives 6 coils, delighted if she receives more, and disgruntled if less, offering only 40 each. If she is at least pleased, she'll tell them she may have more work for them in the future and come by and see her from time to time. (Use the Junkyard Adventure Generator to create specifics.)

Savage Tale: Once More into the Breach

Location: Bounty Board

Trigger(s): Novice, First Time at the Bounty Boards

A grizzled old Ferren limps over to the characters as they peruse the boards. He's holding a crumpled up piece of paper in his hands. He's dressed in rusted chainjack and wears a longsword on his side.

"Hello there, fellas. I'm Samuel Runewell. Pleased to meet you. I couldn't help notice you've been eyeing the boards and, well, if you're willing to let me come along, I've got a line on this one in particular." He spreads out the photograph and holds it up. It shows a brutish, red-dish-black Malakar. "His name is Thurngal and he's a killer wanted dead or alive. He's worked points from GreyMesa to BlackShackle and back, but I know his hideout. Sure, you can work it out on your own, more than likely, but getting there's a different matter. I need one more score, a decent one, but no one lets me trail with them any longer and I am way past going it alone. I just want my fair share and can carry my own weight. So, what do you say?"

Runewell is a sellsword past his prime who grew up in GreyMesa. What he lacks in fighting ability, he more than makes up for in trailblazing. Treat Runewell as a Wayfinder with appropriate racial adjustments and the Bloodthirsty hindrance. He doesn't share the fact, however, that Thurngal is the last of the Black Rock Tribe that slaughtered his wife and kids twenty years ago and this is personal. He knows Thurngal likes to hole up just outside of the city in an exhausted section of the Penfold Mines. The last time he went after him, a year ago, he lost ten men. What he doesn't know, however, is that Thurngal has taken up with outcast members of the Pencha Tribe.

Runewell is able to lead the characters down to a nearly dilapidated mine entrance on the westernmost

section of the Penfold Mines. Partially collapsed, there are signs of recent travel. The characters need to make a Notice roll to find a safe entrance in. A raise indicates a concealed set of stairs in the rubble. When the characters go down the stairs, they are able to get the drop on two Pencha Tribesman, otherwise their two trained growlers alert them and initiative cards are drawn normally. If the Pencha are taken out with the Drop, the characters may try to sneak past the growlers and down into the mine tunnels. If either Malakar survives the initial onslaught, the growlers spring into the fray the subsequent round.

Locating Thurngal's lair is difficult at best. The mine is wobbly and dangerous and a successful Common Knowledge roll indicates any gunfire in the mines may well collapse a section of the tunnel upon the firer's head. If a gun is shot, the characters in the area may make an Agility roll to leap out of harm's way. Failure indicates 2d6 damage and the character begins suffocating (treat as drowning). Digging through the dirt takes a Strength -2 roll. Three Notice rolls are needed to find their way through the maze. Each roll represents an hour of travel in the mines. The GM should draw a card each hour. A face card indicates two growlers, while a joker indicates two growlers and two of the Malakar. At the end of three successful rolls, the characters have found Thurngal and the remainder of his soldiers.

Treat Thurngal as a Wild Card Malakar Soldier. The Pencha members are regular Malakar Soldiers. See the Citizens & Denizens section for details. Thurngal and half the tribesmen also carry Malakar crossbows. Thurngal keeps a safe buried beneath bones and rags in the floor that can be found with a Notice-2 roll unless the floor is specifically being searched. The safe can be opened with a Lockpicking roll. It contains his fortune, 4000 Royals. Runewell, at this point, may well confide his tale of heartbreak to the characters.

BlackShackle

Savage Tale: Break Out

Location: Late at night, downtown near Ahriman's Spire

Trigger(s): Seasoned

The characters hear a massive explosion from down the street. People are screaming and running towards them, away from the explosion. When the characters investigate, they see a factory building near Ahriman's

Spire in flames. One voice screams out above the others in the distance. "I told those fools they couldn't make a prison to hold Professor Payne."

Professor Payne, a brilliant pureblood inventor, owes his escape to Evangiline Summersmith, a poet and leader of the Freeze of BlackShackle. She is bold, reckless, and on every bounty board in ScatterPoint. Rather than attempt to bring the walls of the Spire down, she smashed into it through the ZU. However, when she did, the protective magics of the Spire, though diminished, turned Wetterman's Glee Factory into an inferno, forcing the criminals out into the streets rather than into the ZU beneath the factory. Waves of criminals come rushing out, hundreds in fact. Many of them, caught up in the excitement of the moment, have already begun rioting.

The Sequitors and Overwrought are seeking to maintain balance within while the characters face a dilemma. Try to suppress the violence of these masses or fight their way after Payne and his accomplice? Should they opt to stay and fight, they each immediately gain a benny and must face 3d6+10 grubs equipped with makeshift weapons (equivalent of clubs.) Going after Payne is hopeless. Equipped with his devices, he and Evangiline have already made good their escape.

The Aftermath

When the characters successfully aid BlackShackle in this dire situation, they are each awarded with specially inscribed medals (treat as metalwards for protection). When wearing their medal, the characters receive +2 to their Cha when dealing with city guards, bureaucrats, and Sequitors.

ChalkChain

Savage Tale: The Hunted

Location: midtown or downtown

Trigger(s): Seasoned, Time is shortly before sundown

A desperate looking man approaches the characters. He looks like he hasn't slept in days and his once-nice clothes are now wrinkled and crumpled with the smell of stale glee about them. He introduces himself as Martin Simmons, a wist, a mercenary demonologist. He unleashed something a week ago that he could not contain and confesses that it is after him. He promises them a rich reward if they slay it. He tells them it is immune to his magics and he does not know who to turn to as every-

one thinks he's mad. He offers an advance of 1000 bits and 2000 bits upon deliverance of the demon's heart. His money is in a safe in his apartment where he hasn't dared to go since the demon got loose. He will lead them there and give them their advance. He is mortally frightened and does not wish to be far from them in any case.

Surprisingly, Simmons is telling the truth. His apartment is a squalid little place downtown with three small rooms. The floor is decorated with pentagrams and spattered with blood. Should the characters choose to await the demon in Simmons' apartment, they get +2 to any bind/banish attempts. The demon appears here shortly after midnight. If the characters elect to leave the apartment and try to track down the demon in the morning, they may do so. Simmons discovered its nest several days ago - a sinkhole leading into the ZU. The demon has a 1 in 6 chance of locating them wherever they may hide. Should they pursue it to its nest, draw a card. If a face card is drawn, a scab beetle nest is encountered; a joker indicates two of them. For the demon, use the stats for the Guardian Demon in the Demonology section with the addition of Improved Arcane Resistance. Its nest contains d10 x 100 Royals and a runic dagger.

Savage Tale: Tomb Raiders

Location: uptown

Trigger(s): Seasoned

The characters overhear a well-appointed couple arguing with a Sequitor about their recently deceased loved one, Charles Maxwell, being taken away for processing, despite their claims of filing the necessary forms and paying the appropriate fees. The Sequitor tells them that they may file the requisite forms to get the body reallocated, but advises them that can take weeks or even months.

The truth is the couple, the Ingleys, could care less whether or not the body is ever returned to them, but want the key that happened to be on Maxwell's body when it was claimed by the City. Technically, all such items become the property of the City to offset processing costs. By the time the paperwork is done, the key will be lost for good. The success rate of getting property returned is slim.

Therefore, the Ingleys may well approach the characters if the characters do not approach them. Going to an upscale flywheel, they discuss exactly what they want the characters to do. Find the key and bring it back to them. They can tell them that Charles Maxwell had a rose shaped birthmark on his left cheek. The Ingleys are

willing to pay up to 2,000 Royals and the characters can keep anything else they find on the body. The Ingleys were given the internment location as KAX-43. Tomb K, Row A, Column X, on the 43rd floor. A successful Common Knowledge roll indicates the general location of the main mortuary building while a raise reveals its specific location. Unbeknownst to them, the characters have six hours to retrieve the key.

The mortuary building is normally poorly guarded. Only simple alarm runes protect the entry points and windows. Failure to dispel them sets off a general alarm, causing the lifts to cease functioning, and releasing 1d6 remnants into each tomb subsection. Details for the remnants are found in the Creatures & Creations section. ChalkChain takes their duty to protect the dead very seriously. Unless the character knows specifically where they need to go, by the raise on the Common Knowledge earlier or having researched the building plans (with Investigation), they'll need to go through 1d4 tomb sections to get where they need to go.

The Stripping Station

Working in shifts, the stripping stations are constantly in operation. They take the bodies, remove all the clothing and possessions on them, and place them on an assembly line. The line runs the bodies through a specially modified runewell which extracts any metals from the body before sealing it into a stone casket and inscribing the person's internment number on the end. This number is then catalogued by the clerk monitoring their stacking and ultimate transport by the team of Overwrought assigned to each terminal. All in all, there are a half dozen humans and anywhere from two to four Overwrought in or near a stripping station at any time. Details for citizens and Overwrought are found in the Citizens & Denizens section.

The characters must decide whether a brute force method is the best approach or subtlety is essential.

Charles Maxwell is still dressed in his silk robes and is amidst a stack of other bodies just outside of the stripping station. The birthmark identifies him quite easily. On a chain about his neck is a simple silver key. He is wearing nice newt-skin boots and a signet ring inscribed with a runic symbol for speed (granting its wearer the Fleet Footed Edge).

There are twenty other bodies in the stacks. Searching each one requires a round. There are 1d10 royals per body. Each round spent looking, flip a card. On a face card, 1d4 guards enter the area. On a Joker, 1d4 rem-

nants are encountered. See Creatures & Creations for details.

The Ingleys are quite grateful to the characters if they succeed in their task and invite them to dinner at a private club the next time they are in the area. Should the characters take them up on their offer, the Ingleys may offer them other work of a more political nature (use the Shadowpriest Adventure Generator for details).

FlintFlicker

Savage Tale: Under Construction

Location: downtown

Trigger(s): Veteran

The characters are moving down an alley in a particularly desolate and dilapidated area when the ground shifts beneath their feet. Everyone needs to make an Agility roll to avoid plummeting 60' down through a sudden rent in the ground into a pool of raw sewage.

Whether they succeed or not, immediately after, the surrounding buildings collapse inward upon them. The characters can leap into the hole or suffer through the damage. The characters splash into the sewage and it quickly pulls them in a heavy current downstream even as rubble continues to fall. A moment later and the characters come out into a small shallow pool of sludge by a grating that serves to separate the muck and mire. The opening above is completely sealed off.

As they regain their senses, they see they are surrounded by a group of fifteen or so Ferren. They all have shields and short spears and are dressed in rustic tunics and breeches. Through the throng of them steps their leader, Nicodemus, an ancient white Ferren in simple, dark robes.

"Are any of you hurt?" he asks them. If they are, he heals them as best he is able and offers them a way out.

"The surface world is not our world. We abandoned it as readily as we could... but our enemies did not. You see, our legends tell us that our homeworld was once similar to yours. We had great technologies and great magics far beyond the reach of your runes, and our magics won out. The inventors sought to destroy us and succeeded only in destroying themselves. Those first Ferren who made their way here to this world were the outcasts from our own. Yet, we were not without our mercies. Some of the healers, from whom I am descended, came through as well to tend to both our people and yours in this hos-

tile world. The ancients felt they could restore balance to your world, but it seems that we'll never know. The storms block our attempts to connect back to our own world for the time, but maybe one day." At this, he breaks down into coughing fit, spittle running down his face.

"You're wanting out, though." He shakes his head. "Not the way you came in. It's buried under tons of rock. This district's runetower grows tired."

He and his Ferren folk have a small community of a hundred or so, growing rice in clear pools, and living in small huts. He motions to the darkness beyond the torchlights. "We get our meat from what we hunt out there." He offers to let one of his Ferren guide him to the nearest working lift.

The characters are led out into the muck and mire beyond the torchlight and come to a set of steep metal stairs after two hours of travel. The winds whip about them as their guide shows them the lift. The lift, however, is broken. From the looks of it, it suffered some damage from the recent explosion. It can be cleared away and repaired in 1d6 hours. The GM should draw a card for each hour spent in repair. A face card results in encountering 1d6 growlers and a Joker results in a demon encounter.

Before the characters leave, the guide, who has been mostly quiet speaks. "Nicodemus, our leader, is dying. He's told us of three things we can blend together into a restorative. The first is scab beetle juice. The second is fresh witch grass. The last ingredient is clot. If you can bring these things to us, we'd be most grateful."

The lift leads the characters successfully back to the surface. Should they decide to quest for these items, they have six months from this encounter. Witch grass keeps "fresh" for a month before it begins to turn. For saving his life, the community awards the characters with an appropriate relic of the GM's devising.

GauntWhistle

Savage Tale: The Glee Shortage

Location: Any

Trigger(s): Veteran, entering the district

One of the leading hubs of GauntWhistle approaches the characters a short time after they've arrived in the district. He tells them that there is a shipment of glee coming in from RustWater en route to GreyMesa and it needs to be lost.

If the characters accept the job, the hub, who calls himself Jones, guides them to the outskirts of the commercial railyard. He tells them he'll meet them in the lobby of Himalti Towers in two hours with their money as it should be a simple demolish job that pays 10,000 Royals.

The glee is in three tanker cars that are each guarded by an Overwrought and two human rail agents. Use the entries for Overwrought, Bodyguards and Citizens from the Citizens & Denizens section. Each Overwrought has the addition of the Arc-Light Array Edge.

The tankers have a Toughness of 12 and can be affected by any damage type as the goal is to get them to leak out. Glee, however, is not particularly flammable. Alternately, a repair roll can trace back the line controls and allow the character to purge the tanks out. Purging a tank takes 3 rounds, while the direct damage route takes 6 rounds minus 1 per "wound" inflicted. The characters must hold the guards at bay during this time. Once alerted, the guards will converge on the characters en masse and gain 1d6 reinforcements (additional rail agents) every 3 rounds and another Overwrought every six. Should the characters get two of the three tanks, it is a minor success, while all three is a major success. Less than two is a failure.

The Himalti Towers is an upscale hotel and Mr. Jones' assistant, Madeline, is awaiting them in the lobby. She's got a picture of them he sketched and takes them up to his room on the 140th floor. Here, he has a wist with him who has a warrior demon on a chain. Mr. Jones nods to them. They get 10,000 Royals for two tanks and a bonus 5,000 for the third. Just as he is about to pay the characters, two Converted Overwrought break through the door. They are Acolytes of Steam who had been hired to guard the glee shipments and tracked the characters back to Mr. Jones. Six more Acolytes stand behind them. Four are warriors, one is an inventor with a companion, and the other is a chemist. The Acolytes are willing to take their money and spare their lives. Otherwise, it's going to be a brawl.

MossMetal

Savage Tale: Virtue is its Own Reward

Location: Junkmaster

Trigger(s): Novice

The Junkmaster of MossMetal fears he has received a cursed relic. He wants the characters to track down the person who sold it to him, find out where he got the item, and bury it back in the ground where it belongs. In return, he offers to give them a particularly lucrative job.

The characters must spend the better part of a day and a successful Streetwise roll to discover that the seller is Pierson Greely, a gearhawk, who hangs out in the Tasha flywheel. He had no idea that the item was cursed, but can be persuaded to tell the characters where he got the item - or coerced into accompanying them.

The Cursed Relic

Appearing as a rather non-descript brass pocketwatch, the relic is cursed. It once was a symbol of the priests of time ages ago and causes any who use it to be cursed with a wasting disease (a Vigor roll each week or lose a permanent level of Fatigue) until it is returned to its resting place. By turning the dial on the side, the character may give himself Quickness. He makes a successful Spirit roll to do so. At the end of three rounds, he must make a Vigor roll or suffer a level of Fatigue immediately. In any case, as soon as the watch is used for Quickness, the character holding it is then cursed. Once cursed, he may use the watch as often as he wishes, merely making a Vigor roll after each use. Fatigue levels gained in this manner do not fade until the curse is lifted. Once the curse is lifted, Fatigue levels are recovered at the rate of one per week.

Journey to the Catacombs

Journeying to the catacombs takes nearly a week and uses the standard barrens encounter rules. The characters are quite likely to see other sifters and the like working the ruins as well.

As they near the catacombs, however, it is eerily quiet and the remnants of the nearby structures sway uneasily in the light breeze. The mouth of the catacombs is large and little light falls upon the stairs spiraling away into the darkness. An enormous broken statue of a god holding an hourglass lies toppled not a dozen feet away.

Within the darkness stands a lone robed figure, a blind man. He nods in greeting as the characters enter and asks if he may help them. He calls himself Serif.

Serif

The self-proclaimed keeper of the catacombs, Serif is a quirky hermit of a man who once was an honored shad-

owpriest before losing faith. He blinded himself in hopes of seeing the divine, but only resulted in being outcast to this remote place. His Shadowborn companion, however, did not abandon him and enables him to survive. He's made a very small fraction of the catacombs his home and cautions about the dangers of going deeper. He can provide fresh supplies and mundane healing for a price. Use the shadowpriest entry in Citizens & Denizens with the addition of the Shadowborn Avatar Edge.

The Catacombs

The ceiling of the catacombs is rough and uneven, varying anywhere from 6' to 10' in height. Any obese or large character will have some difficulty navigating the passages due to this. The corridors range from 10' to 15' in width. The floor's rough, littered nature make running dangerous. Any such efforts incur an Agility roll at -2 to not slip and fall. The characters will have to search through the catacombs to find the proper chamber to return the item. They get a Notice roll each hour if Pierson is with them or a Notice roll at -2 if he isn't. Check for encounters each half hour of travel through the catacombs. A face card indicates a Fury in Wraith form whereas a joker indicates 1d6 Lurkers. See Creatures & Creations section for details. Most of the chambers in this upper level are nondescript, though there are stairs leading down into the lower levels.

The Burial Chamber

The burial chamber is a small room about fifteen by fifteen smelling of cloying perfumes and exotic scents. A large urn near the sarcophagus is decorated with symbols of time and space. The pocketwatch must be placed into the urn. When that is done, the sarcophagus and urn both lower into the floor. At the same time, a portcullis falls to trap any characters within the chamber. Characters may attempt an Agility roll -2 to leap clear, otherwise they are trapped within. A successful Str -4 roll is needed to lift the portcullis. The ceiling begins to lower here and will crush the characters in three rounds. This does, however, free the Junkmaster and any other characters who used the relic from its curse.

Savage Tale: Visit to Silver Creek

Location: Junkmaster

Trigger(s): Novice, completed Virtue is its Own Reward

The Junkmaster, thankful for the characters' work, tells them about an old, abandoned mining operation known as Silver Creek. His information network has acquired for him a map of the mining area, showing where its stabilizer had stood. If the characters can bring back the tower, he's got a buyer already lined up for 20,000 Royals or they can keep it for their own use. He's just glad they saved his life.

The Stabilizer

Some inventors construct small, portable versions of runetowers called storm needles. A storm needle stands twenty feet tall and provides adequate protection from runestorms for a small encampment - the equivalent of a large burst template in diameter. They take a half hour to set up and take down, weigh roughly seventy-five pounds, and can fold up to a five foot length. Part of the setting up process requires spiking the base into the ground so spikes and level ground soft enough to penetrate and support the storm needle are necessary.

The Silver Creek is easily found with the map. It's in a rocky area north of Three Fang Castle. Unfortunately, it is an encampment of bandits who are not so willing to part with it. Use the process to set up a bandit camp as found in the Barren Region Encounters section.

PitchPit

Savage Tale: Kane and Able

Location: Market Square, Bounty Board

Trigger(s): Veteran

As the characters enter the Market Square, they hear a great hubbub as a large crowd of people are standing about the bounty boards and talking. Asking a bystander gets the response of "You haven't heard yet?" and they point inward towards the board. People part to let the characters pass and they can see the bold announcement. Helmaan Kane has posted an open call for warriors to compete in the BloodCircle Festival in the upcoming weeks.

This gives the characters a real chance to flex their muscles if they are the fighting type. The first round is to first blood, whichever character takes a wound first is out. The second round goes to surrender, whoever gives in first. The last round goes to unconsciousness or death. It is a single elimination tournament. No missile weapons, companions, or ranged spells are allowed. There is

team play and there is single play. You cannot compete in both.

The GM can randomly roll up an opposing force for the characters or go with the following guidelines. Each round, the characters are Wild Cards. Their main skill dies should be d8, d10, and d12 in the consecutive rounds.

RedWarrens

Savage Tale: The Amazing Dr. Atwell

Location: Market Square

Trigger(s): Novice

The characters are in the Market Square when a rotund Ferren, Dr. Atwell, takes to his platform and begins calling out for everyone's attention. He holds up a small bracelet and says he's succeeded in developing the Portable Far Door. As the crowd gasps and some start to drift off, he fastens the bracelet on his wrist and presses a series of studs. The air begins to shimmer and shake as a black hole starts to form. Suddenly, a great demon smashes through the void and grabs up Dr. Atwell and pulls him through. The bracelet tumbles to the ground near one of the characters while the crowd panics.

The bracelet can be activated with a successful Gearcraft roll or a repair roll at -2. It must be around a character's wrist to work. Opening the portal, the characters can step through to retrieve the good Dr. Atwell who is trapped in a small pocket dimension where missile attacks do not work. The portal closes behind them and the bracelet makes a noisy sound of gears grinding to a halt. The "world" that they step into is a burned out field similar to the barrens of ScatterPoint, except the sky is burning with an enormous reddish-black sun. Across the field, they see the demon dragging Dr. Atwell into the remnants of a great tower carved from a giant's bone.

As the characters near the entrance of the bone tower, three lesser demons erupt from the ground. They have the Burrowing power and may well catch the characters off guard. After these demons are dispatched, the characters enter to see the demon laying the unconscious form of Dr. Atwell on a small altar before a figure sitting imperiously on a large metal throne dressed in flowing white robes and wearing a silver mask. "You have done well, my pet," speaks the figure, patting the demon on the head, which squats and purrs beside the throne in a grotesquely servile manner.

The figure is Tragic, a demented wist trapped between planes, ever seeking a way back. Unbeknownst even to himself, he created this pocket dimension during a summoning. Dr. Atwell unknowingly tapped into Tragic's energy to operate his bracelet. Tragic is willing to negotiate to return to ScatterPoint. He can offer the characters the great wealth he has found - chests of precious metal and gems. If they refuse, he and his pet attack them. Destroying Tragic also destroys the pocket dimension, casting them back into ScatterPoint. The GM may either have them appear back in the Market Square or may randomly determine their location in the whole of the City. Everyone does, however, appear in the same place. Tragic's offered treasures are pure fantasy; they disappear moments after the characters come back to the world. In any case, the bracelet no longer works, but Dr. Atwell is not deterred; he appreciates the characters rescuing him and pays them 600 Royals each and offers them a chance for odd jobs in the future. If they visit him at his uptown lab, he is able to offer them work from time to time. Treat Dr. Atwell as a Junkmaster for all intents and purposes.

RiddleRock

Savage Tale: Dead Letter Office

Location: Bounty Board, Flywheel, Gossip

Trigger(s): Seasoned

The characters come to hear of a most unusual bounty. A clerk has gone missing in the administrative building of University Towers, the oldest institute of learning in ScatterPoint. Rumour has it that a dozen or more bounty hunters have already gone after the clerk, Penelope Winthrop, and only one emerged, and he was half-mad. Penelope worked in the basement, and the lower levels of the admin building have been closed down. Several prominent families have removed their children from the institute. Threatened with imminent closure, University Towers has doubled the bounty to 10,000 Royals for the recovery of Penelope and the resolution of this threat.

Penelope discovered an ancient text in the library that she began reading during her lunch breaks. Soon, however, the dark work, Corpus Delectum, took over the whole of her days, and her performance began to suffer. Her manager went to discuss this with her and she killed him, wrote a letter of resignation for him, and was soon after promoted to his position of managing the whole

of the archives. As such, Penelope began learning the dark arts and used her newfound powers to exert influence across the whole of the campus. Recently, however, her powers suddenly dissipated when she summoned a demon of incredible power. Enthralled by the creature, she now serves it, luring students back to the building and her doom. The wheels of bureaucracy turn slowly and now the academics of the University realize what's happening and seek outside help, but the administration wants to maintain a level of discretion.

When the characters are finally commissioned for the job, they are instructed to kill Penelope and anyone she may be in cahoots with. In the building, the characters must navigate three floors. On each floor, they encounter 1d10 cultists - these are low level followers (use human Citizen stats) of the creature. After defeating the cultists on the final floor, they make their way down a spiral staircase into the must-laden stench of the great archive chamber. The ceiling is vaulted and over forty feet tall. Penelope waits hand and foot upon a Circle 5 demon (see stats for the Fallen). She is a demonologist (see the listing in the Citizens & Denizens section). If the demon is destroyed, Penelope reverts to being a quiet little clerk, at least for the time being...

RustWater

Savage Tale: Forsaken

Location: Downtown

Trigger(s): Seasoned

While walking down the street, the characters notice a body half covered in clot lying in an alleyway. The peculiar thing about him is that he is dressed in plate mail and has his sword in his hands. A Common Knowledge roll indicates he's probably been dead a week or so, judging by the spread of the clot. His face is overgrown with clot as well. Should the characters get closer, a rune wraith appears. "Greetings," says the figure. "I am Alimot, companion to Lord West." He gestures at the figure. "He was a runecaster and a Knight of the Barrens and a friend. Though he has passed on, I vowed to watch over him until someone could be chosen to complete his quest. I did not make such vows lightly in life, or now in death. Help me do justice for a great man."

His quest is simple. Lord West was carrying news of the massing of the Corrupted outside of Cog Castle as well as his suspicions regarding what he terms "Talus-

influence” in Cog Castle proper. This scroll is in a metal scrollcase worn about his belt. Alimot knows he was carrying this to Gerard, the head priest of RustWater Chapel. While this sounds simple enough, Alimot doesn’t know about one thing...

The Contingency

Lord Ashmoore sent forth six Converted to overtake Lord West at the behest of Barbas. However, they lost him in a runestorm and dumb luck caused him to fall victim to a lurker while seeking a room for the night. The Converted knew only he was journeying to RustWater Chapel. It is common knowledge that Ashmoore is friendly with the head priest there, Gerard. As such, in the event they couldn’t apprehend Ashmoore, they were to keep a close on the Chapel for a week and then slaughter Gerard, making it appear the Barrens Knights did it. The slaughter is to take place the day after the characters locate Ashmoore’s body.

RustWater Chapel

An ancient temple to Umbriel, it also is host to a large amphitheater where weekly performances of automatons take place for the wealthy and self-indulgent. They even offer luxurious suites to visitors for 100 Royals a night. Thus, RustWater Chapel is among the more affluent of the Temple’s holdings and they are quite protective of it. The campus is quite large, and few would think of directly incurring the wrath of the Lady of Twilight. Lord Ashmoore has no such concerns and would welcome a holy war. The Converted Overwrought share a suite. Two are in it at any one time. The other four mill about the Chapel. Two of them are always near Gerard’s private retreat, a small six story building wherein lies his private library and sleeping quarters as well as those of the shadowcrafters that maintain the automatons.

On Time or Too Late

If the characters reach Gerard in time, they are able to give him the scroll case, but just as they do, the Converted attack. Gerard is a typical shadowpriest and he has six shadowpriest acolytes with him. See the listings in the Citizens & Denizens section.

If the characters arrive too late, the chapel is in an uproar as Gerard has just been murdered. The characters may be retained by the shadowpriests to question or directed to take any items they wished to deliver to Gerard to his sister at the Great Temple in GreyMesa.

The Scroll

My dear friend Gerard, my suspicions are correct. Lord Ashmoore of Cog Castle seems to be under the influence of the Talus, I am sure of it. Combine that with the strange hellfire glow of the Overwrought I saw practicing maneuvers upon the plains and who can say what dangers the future holds? I crept up to their camp late one night and I saw what could only be interpreted as a pair of Overwrought torturing a young maiden. They seemed to feed upon her pain, glowing as I’ve seen Overwrought in the factory do, save instead of the bluish-white glow of the runes, their runes glowed a reddish-black and their eyes seemed to be on fire.

I couldn’t take it and leapt into the camp, slaying one with a swordstroke to the bare nape of his neck, and the other one turned and, smiling, reached through the bars and crushed the girl’s throat. He hissed out angrily at me and blocked my first stroke, but not my second. My blade glanced off his metal skin and then a runestorm swelled out of nowhere, a sheet of runic energy cascading across the land, rendering me unconscious.

When I awoke, Alimot told me the storm had transported us far away from the Corrupted Overwrought camp. Luck smiles upon me, but for how long? If I don’t make it, I pray someone gets this message into your hands. From what you tell me of the affairs of shadow, I know of no one else who would take notice.

ShatterStone

Savage Tale: Refined

Location: Fringe

Trigger(s): Seasoned, Worked for hubs in the past

A hub approaches the characters. “I understand you’ve worked in other city districts and aren’t averse to doing jobs that need to be low key. To that end, I offer you a chance to make some Royals and do a good turn. Amanda Autumn-Blackstone needs protection. We’ve recently received word that Windsor Smith and a group of radicals want to destroy her factory, the Mortimer Skerling Refinery, and what she represents. Please attend to the situation. My client is willing to pay you 5000 Royals as well as provide you room and board on her estate for the duration of your job. I’ll meet you in the Blue Spiral flywheel near the north gate in a week’s time at noon where we’ll settle up accounts.”

Should the characters accept the offer, the hub, Mr. Edwards, provides them with transport to the factory-estate. If they refuse, he is prepared to go up to 7500 Royals.

The Estate

Like many factory owners, Amanda resides on the higher levels of her factory tower. The squat refinery juts over sixty stories into the air and she resides on the top five levels. She keeps a butler, a maid, and a traditional wait staff to attend her, and has a Nightmare Brigade to patrol her grounds.

Amanda Autumn-Blackstone

Amanda is a beautiful, raven-haired Andari who stands about 5'5" and dresses in reds and blues. Opulent and soft-spoken, she belies her rough nature. Use standard Freeze statistics for her. She tells the characters that she began receiving anonymous letters over the past week, threats that her place would be destroyed. "The people that I retained advised me that legal channels would not suit a person of my reputation and stature, so I call upon you to handle this matter for me." She never refers to murder or killing, nor will she go into detail about her background.

The Backstory

If the characters pound the pavement and succeed with a raise at their Streetwise skill, they should be able to piece together most of the following. Alternatively, those with a Knowledge of Bureaucracy or Investigation may be able to follow the unusual arrangements and sudden creation of Amanda Autumn-Blackstone's credit and banking records and acquisition of the Refinery.

The Mortimer Skerling Refinery produces a bulk of the oils used in factories to operate blast furnaces and keep the steamworks running in ShatterStone. Amanda Autumn-Blackstone recently went legit and purchased the refinery after running a Freeze for a hundred years. The legacy of her Freeze, the Unforgiven, is well known throughout the district for its sense of honour and fair play and actually contributing to the lower income areas. However, Autumn-Blackstone finally realized she could affect more change from within the system and disbanded the Unforgiven. The former grubs felt suddenly abandoned and lost and many took to petty crime until a new figure stepped up: Windsor Smith, a handsome activist who inherited a great deal of money from his late uncle. This cloudbreather thought he could rehabilitate

them. However, one grub, Samson Fields, was actually a Malakar shifter and slew him after Smith discovered his true nature and assumed his identity. "Smith" suddenly liquidated his estate and took up residence in a large warehouse in the factory district. He took his fellow grubs with him and began training them. Samson blames Amanda for driving him to murder and wants to destroy her before the authorities discover he killed the real Windsor Smith.

The Warehouse

Once a kaleidoscope factory, the Windsor Smith warehouse is located two miles west of the Mortimer Skerling Refinery. Samson Fields suffered a psychotic break after killing Smith and spent all of the money on stockpiling weapons, armor, and foodstuffs. He is prepared for a war. The grubs are content to do whatever their leader tells them and Samson feels he is truly two people now. He wears a cowl, gloves, and a mask nearly all the time as well as ChainJack. He calls his group the Reborn and has over sixty followers. He plans to destroy the refinery when his men are trained, which he guesses is a month more. Ten of the men should be treated as whitecloaks for statistics, training and equipment, while the rest are standard grubs (Citizens & Denizens section).

If Smith is destroyed or proven to be a Malakar, the Reborn shall flee, abandoning both the building and their leader's plans.

WardenCliff

Savage Tale: Guess Who's Coming to Dinner?

Location: Any

Trigger(s): Novice, Shortly after arriving in WardenCliff

While walking through the streets, the characters see a pair of Sequitors sizing people up. One of the characters, chosen at random, is tapped on the shoulder and escorted into a private facility. The Sequitors chase them if the characters try to get away.

The character and his companions are told that the character is a dead ringer for a recently murdered politician and it is essential the character takes on the politician's role for an important fundraiser to be held that evening. If the characters accept, they will each receive 200 Royals after the dinner. If they refuse, the Sequitors politely escort them out of the city bounds and

forbid them from future entry into WardenCliff. (This amounts to Exile: Minor.)

The Backstory

The politician has been warned there is an assassination attempt to take place on his life and the character is put in as bait. The character's friends are allowed to attend the gala banquet, although they must sit in the general area. The banquet hall is a large chamber with a high ceiling and the guests of honor sits at a long table on a dais. Over 500 people are in attendance. The Entropy Society wants the politician, Charles Grant, killed and have arranged to have a wist in the banquet hall. When the lights are lowered to say the Twilight Prayer before dinner, the wist summons forth a demon to cause a distraction while the real assassin, a Ferren dressed as a waiter, positioned near the guests of honor table, strikes out with his Ferren tail tip at the politician. If the initial strike fails, the Ferren draws his pistol, shouts "Entropy forever!" and tries to finish the job. The wist tries to disappear into the chaos of the crowd.

The characters are thanked, paid, and told that Mr. Grant appreciates their support. The characters each get one favor (Connections) for WardenCliff in the future and may spend a level up to later convert it into a full Connection Edge.

WormWood

Savage Tale: The Root of the Matter

Location: Any

Trigger(s): Seasoned, Bounty Boards

Odd though it may sound, a glide of leatherwings has taken to hunting the streets of WormWood of late and the local authorities are unable to deal with them. Every time they pull city guards or Sequitors off of their normal work loads, crimes escalate, thus they have posted a bounty of 2000 Royals for eliminating the leatherwing threat.

The Numbers

A glide, 1d6 + 6 leatherwings, sweeps through the street each day. No matter how many are killed, they keep coming back. Find statistics for the leatherwings in the Creatures & Creations section.

The Cause

A seedy merchant, Albert Glump, purchased a clutch of six leatherwing eggs and is holed up in a rundown tenement building waiting for them to hatch. The adult leatherwings tracked them down to the WormWood area, but are confused by all the buildings, the pollution, and the people. As such, they are hunting the area in the hopes of finding their unborn young.

The Solution

The characters need to track down the cause of the peculiar incursion of the leatherwings. Through investigation at the local library, they can learn that glides have been known to hunt civilized areas when their eggs have been taken. With Streetwise, they can learn where the attacks are localized. If they get a raise, they can learn about one tenement building that is constantly being buffeted by the leatherwings. If they've investigated and asked specifically about eggs or strange leatherwing behavior, they can find out the same thing with a successful Streetwise roll. After locating Albert Glump's apartment, the characters must somehow convince the greedy merchant to part with his eggs. He'll not let anyone in and he does own a MossMetal Marauder and isn't afraid to use it. Each egg is large, brown, and leathery, about the size of a clenched fist, and weighs 2 pounds.

Exit

The characters must take the eggs out of WormWood. Once carried beyond the City Walls and placed on the ground, some of the glide flying high about dive and retrieve their young.

BentShadow

Savage Tale: Lost Horizons

Location: BentShadow

Trigger(s): Journeying into BentShadow

The characters are retained to deliver a package to a miner, Jacob Winsley in Penfold Mines, who is to redeem their coupon upon delivery. However, they are plucked up by a runestorm and cast into a random region. If the characters opt not to deliver the package, draw one card and consult the scrounging table to determine what the item is they've been carrying around with them.

CringePick

Savage Tale: Castles Made of Sand

Location: Any

Trigger(s): Seasoned

While traveling through the middle reaches of CringePick, the characters come across a standing keep in pristine condition though everything around it is in the usual states of ruin. When the characters open up the door and step within, they discover a great table overflowing with delicious, exotic smelling foodstuffs. All characters must make a Spirit roll -2 or dig in.

While they are doing that, the pair of lurkers, or faceless (use the statistics found in the Creatures & Creations section), moves in upon the characters to feed. If the faceless are successfully dispatched, the illusion dissolves and the characters find they had been eating rotting, maggoty meat. Make a Guts check -2. Should the characters scrounge around, they find a bonus item with a success.

The GearLost Vale

Savage Tale: A Favor for Sabine

Location: Vault of Sabine

Trigger(s): Novice, Marked by Sabine

The characters having tasted previously of Sabine's hospitality appear in her chamber. She smiles. "I granted you rest and now you must do me a favor." Roll a mission on the Hub generator. Should the characters refuse, they each must make a Vigor roll each week or suffer a level of non-recoverable Fatigue until they undertake her mission. Once they begin to undertake the mission, they suffer no further losses, but do not get their lost Fatigue levels restored until they've completed their assigned task.

Savage Tale: Talus Trouble

Location: Two Skull

Trigger(s): Novice

While visiting Two Skull, the characters are approached by a singular Bluecoat. He introduces himself as Horatio Bloodpool and offers to buy them a drink in the ZU. Escorting them to the lively underground area, he tells

the characters that the local Bluecoats have had problems with their partner, Sabine, due to one of their associates. He further tells them since the Bluecoat in question is family, a cousin named Milo Bloodpool, he cannot touch the betrayer himself... However, if the characters do Horatio the favor of "talking" with Milo and personally taking proof of their "talk" to Sabine, he would be very grateful. Milo hangs out at a flywheel by the name of Jester's. As a token of appreciation, Horatio offers to put them up for the night in a fine sprawl.

The Bluecoat in question is Milo Bloodpool, Horatio's twin brother, and can be easily found in Jester's, a small club located in the ZU. He travels with a pair of Malakar bodyguards who carry crossbows and have Storm Touch. If a fight breaks out, Milo runs for the exit while his bodyguards provide cover fire. This is a fine opportunity to break out the chase rules. If the characters catch up with Milo, he begs for his life, offering them everything he has with him (500 Royals) and an additional 10,000 Royals, located in the Opperman Bank in GreyMesa, if they get him there safely.

If the characters take him up on the offer, they'll have about a twelve hour lead time before Horatio's men find out. Travel to GreyMesa from Two Skull takes six days on foot. Six Bluecoats on newts are dispatched to deal with the traitorous players and they'll be treated as enemies of the Bluecoats universally. Use the appropriate Bluecoats as detailed in the Entities & Oddfellows section.

Taking a trophy to Sabine, on the other hand, could prove more profitable. Sabine disliked Milo's disrespect on his last visit and expressed this to Two Skull by sending a dozen men to slaughter whomever they found in Jester's. Horatio got the point and wants to end the feud.

Sabine, lovely and languorous, gladly accepts Milo's head and places it upon a glass spike jutting up from her floor before offering her guests some ransom. She is beautiful, dangerous, and more than a touch melancholy. She offers them rest and respite before they head out for the night. If there is a demonologist in the group, he may know (with a Common Knowledge roll) that to accept her offer to stay the night would cause them to owe her a favor. If they accept her offer of hospitality, she smiles and gives them companionship should they so desire. The next day, the characters awaken to find themselves back in their beds at the sprawl in TwoSkull with no recollection of how they got there. She has, however, given them her mark, the Mark of Sabine. See Sabine in the Entities & Oddfellows section for further information.

GhostMire

Savage Tale:

The Disappearance of Tiberious Swamprock

Location: SparkWell

Trigger(s): Seasoned

The characters are overwhelmed as they enter SparkWell by a contingency of a half-dozen Ferren. The de facto speaker, Thomas Stove, a white furred fellow, asks the characters to look for their colleague, Tiberious, who disappeared shortly after a Sequitor came roaming around the University. Thomas and his associates are certain the Sequitor must have taken him for his research into runic energies. They know the Sequitor came out of RedWarrens.

The truth of the matter is Tiberious killed someone in his youth and is wanted. When he saw the Sequitor, he felt the Sequitor was on to him. The truth is the Sequitor just happened to be there on another case. Spooked, Tiberious headed out alone towards the Millstone Hotel. As luck would have it, the Malakar of Ebon Eaves caught him and took him to make repairs to their building, since they know all Ferren are good at that sort of thing.

Inquiries into the matter in RedWarrens turn up nothing on him, but should they start exploring the barrens, they find some of his meager belongings on a Notice roll -2 that allows them to start tracking. This leads to the site of the ambush and it is easy enough to figure out from there. Once the characters cross into the Iron Hollows, they'll have to contend with the regional Malakar.

HawkHaven

Savage Tale: Malakar Uprising

Location: Any

Trigger(s): Seasoned

As the characters are traveling through this barrens region, they spy a caravan being attacked by Malakar! There is one gargoyle for each character and they are flying about, firing their crossbows into the train. Additionally, there are a half dozen growlers, a Malakar shaman, and six Malakar soldiers on newts. See the ap-

propriate entries in the Citizens & Denizens section and the Creatures and Creations section.

The Caravan

The caravan consists of a wayfinder, a sifter, 10 general laborers, 2 sellswords, and an Overwrought merchant, Jimmy 19. There were another 15 laborers already killed prior to the characters' arrival. Jimmy 19 has three skirr laden down with supplies and they are heading towards NeedleNook from the midlands. The caravan had been exploring the midlands of HawkHaven with a map their wayfinder had purchased to a hidden cache when they were suddenly attacked.

If the characters aid the caravan in any way, the gargoyles focus their attacks on them. When half the Malakar forces are killed, the shaman calls for a general retreat. If pursued, the characters use the chase rules. If the Malakar escape, the characters can trail them back for several days to a large encampment. At the encampment are over 80 Malakar soldiers, 10 gargoyles, 50 general Malakar, the chieftain, 12 growlers, 20 newts, and another shaman. They are currently feasting and their plans are not to pursue the caravan but head south. However, if the characters make an attack or raid, the chieftain sends twenty of his best men to hunt them down and dispatch them.

The Reward

Jimmy 19 is grateful to the characters for aiding the caravan and offers them food and water. In lieu of money, he tells them about the map to a treasure hidden in the midlands of HawkHaven and offers that to them. If they demand a reward instead, he gives them each a hundred Royals from a metal lockbox he wears on his shoulder. The wayfinder offers to go with the characters if they take the map for a share of any goods discovered. If they take him up on it, he is able to guide them in three days time to the location on the map marked Simple's Cache, otherwise they must make survival rolls and Common Knowledge rolls to navigate the terrain.

Simple's Cache

Eventually, they come to a large mound overgrown with tanglevine with several rusting metal statues of angels standing outside of a broken down entrance down into the ZU. Moving within, the characters discover a small chamber with a pool of standing water. With a successful Notice roll, the characters see a great deal of broken skirr shells amidst bones.

The Slag Rats

A pair of large slag rats waits until any character nears their pool before springing out from the muck to attack.

The Lift

After dispatching the slag rats, the characters find mostly ruin and debris, but a search reveals a lift in the back that is in a state of disrepair. Fixing the lift takes an hour and a successful Repair roll. Make one encounter check during this time.

The Treasure

The lift descends about a hundred feet and opens into a narrow corridor illuminated by a greenish-blue glow from the recessed ceiling lights. At the opposite end of the corridor is a steel door. Beside the door is a keypad with runes. The map indicates a pattern that must be entered to open the door. If this is not successfully entered, a loud buzzing sounds and a digital voice says "Access Denied." Three aborted attempts and the corridor floods with a toxic gas. Characters must make a Vigor roll -2 or immediate Exhaustion and death in 2d6 days.

Once the door is unlocked, it slides open silently, revealing a storehouse of oddities. Let the characters draw six times on the Scrounging Tables. The value is 10 times normal. (So a 5 of hearts, normally a runestone worth 10 Royals, is worth a hundred.)

Savage Tale: Earning Entry

Location: NeedleNook

Trigger(s): Trying to get into the ZU

The small aboveground community of NeedleNook isn't much. As the characters come amidst the ruined buildings, they see a few tents and a few men standing about with Bleakstone Rifles. Should the characters want access to the ZU, one of the men, a grim looking fellow, tells them about the problems they currently have with the last outsider they let in. Roll on the Bounty Board Adventure Generator to determine exactly who it is. The troublemaker in question is a Wild Card that has been riding roughshod over some of the locals and has two bandits with him per player character when discovered. Should the characters bring him back, alive or dead, they are assured access to the ZU as well as a reward.

The NeedleNook ZU is a well established gearhawk haven and has a robust amount of resources. The characters can easily find supplies, weapons, and runestones

here. Additionally, they have a working runewell, a full hospital, and mercenaries available for hire.

Iron Hollows

Savage Tale: The Wizards of WildSky

Location: WildSky

Trigger(s): Seasoned

When the characters arrive on the outskirts of WildSky, they see a newt dragging a litter behind it. As they get closer, they see on the litter is a horribly mutilated man. He isn't moving. Suddenly he lurches up, blinking blood from his eyes. "Demons. So many of them. Too many." He coughs up blood and falls back dead. From his hand tumbles a runestone with a symbol of protection (armor). At this point, a gnarled man comes up and looks down. "That's Lucius. Third dead runecaster this month." He looks the body over and the characters. "This looks to be Malakar attacks and they're getting bolder. We feel they're trying to run us out. Are you fellas interested in making some coin?"

If they agree, Malcolm Seer, the law of Wildsky, gives them a newt or skirr each to ride, a rifle, and tells them that the closest group of Malakar is a half day's ride west. "If you kill them off, that should end all this." If necessary, use the statistics for a runecaster for Malcolm Seer, as found in the Citizens & Denizens section.

If the characters examine the bodies, they're not certain if the attacks are actually Malakar attacks or someone wishing to make them appear to be so. The fact is, the lawman is right - some malcontent Malakar want to run the folks out of WildSky and make it their own. Pariah 9, a Corrupted Overwrought Lieutenant, who is one of the Souldorn Contingency, is leading their efforts. Use the attributes listed in Overwrought, Corrupted, but consider him Converted and a Wild Card.

The characters can find their hideout in an old church and have to contend with 4 Malakar scouts, 12 Malakar soldiers, and a Malakar shaman. Use the statistics found in the Citizens & Denizens section. Pariah 9 may or may not be present at the GM's discretion.

LockLeaf

Savage Tale: The Beast

Location: GlitterGloom

Trigger(s): Seasoned

As the characters approach a rise, they see a man about twenty yards away shooting at a strange and beautiful creature that darts into the forest. He runs up to them, huffing and puffing, and propositions them. "Damn. I'm getting too old for this! Kill that thing for me and I'll give you half of the reward." If the characters want to haggle, he'll interrupt. "Now go. We can square up after you get it!"

Should the characters want to know more, he'll draw up his breath and sigh. "I'm Scott Wheeler and that's there some kinda strangeness the storms brought through. I've got a buyer in WardenCliff and I'll give you halves if you get it. Heck, we might get a thousand Royals for that thing, depending on the condition it's in. Don't want to toughen up the meat too much." He grins. "We can track it. I've been chasing it for two days. It's lost, but always ends up running back in there and back out again."

The characters can track it easily. For each hour, draw a card, if it's a face card, the thing appears. Use a Circle 2 Demon's attributes for statistics. As it fights, it continuously bleets. Once killed, allow the characters an opportunity to glory over it and allow them to let their guard down and then tell them the following.

"You know how the thing let out an annoying, shrill bleet? You hear the bleet again. Only this time it's much deeper and louder."

The characters have killed the creature's baby. It comes bursting out of the forest. Let the battle begin. The creature leaves the characters alone if they abandon the body, otherwise it fights to the death. It's a Circle 4 Demon.

If the characters kill both of them and Scott is still alive, they can sell the carcasses for 3,000 Royals to the chef of The Guillotine in WardenCliff.

ScarFall

Savage Tale: The Ruins of Tanarra

Location: Any

Trigger(s): Seasoned, Characters heading towards ScarFall

A hub approaches the characters. He can be a hub the characters know or not. In either case, he's comfortable, confident, and smarmy, like a typical hub. "I've got a job for you. It's a simple escort. The guy's an Andari so protecting him shouldn't be all that difficult. I think he just wants the company. I'll give you a 1000 in advance and another 1000 each when you come back. What do you say? Can you take him with you?" He motions the Andari over.

"I am Hoko Trinfall. I am not escaping anyone or anything, but returning to Tanarra where I was born. If you escort me there, I shall see that you are compensated. Like the gentleman said, I could go on my own, but I'd appreciate the company, if you'd be so inclined." He has large, almond shaped eyes and a broad face and braided black hair nearly waist long. On his person he wears no weapons, save for a dull, flat dagger, on which is carved a dozen runes.

If the characters accept, the journey is as difficult as the GM cares to make it until they reach the Abyss. Hoko is a kind, gentle runecaster who is seeking to die after living nearly two hundred years. Once there, he tells them the story of the Abyss and how once it was Tanarra, a nice little village. He was fresh in his power, long ago, and destroyed Tanarra accidentally, creating the Abyss. He has sought all these years to undo what he had done. "There is no magic in this world or any other that can change what I have done. No machine of science that can change what I have done." Once at the edge of the Abyss, he hands them the dagger. "Upon this blade, I have carved the whole of my life. Twelve runes I have mastered. Show this to the gentleman and he will pay you the rest of your fee."

With those words, he plunges into the Abyss and a moment later you hear his bones snap, dry and brittle upon the hard ground. This is followed by dark laughter that echoes up from the depths.

"His death awakens me. The exchange is met and I am free for good and all." A figure flies up out of the Abyss, glowing brightly. "I am Raum, first born of darkness and slayer of souls. I am not your enemy, nor your friend. Raise a weapon against me at your own peril. My children quake in their steps as prophecies turn one upon the other. Do not fret. Soon enough, there will be time for blood. Soon enough there will be time for all." With those words, the skies crackle as a sudden runestorm erupts and he is gone, leaving three demons in his place.

The characters have demons and the storm to contend with.

Raum has no interest in dealing with the characters. He is loose again on the world. See his complete description and details in the Entities & Oddfellows section.

When they return to the city district, the hub pays them the balance owed and knows nothing about Raum or anything they're talking about.

Twisted Fields

Savage Tale: A Rock and a Hard Place

Location: Any

Trigger(s): Seasoned, Traveling through Ruins or Sifting

While traveling through a particularly ruinous area, or while sifting, the characters are suddenly accosted by a group of Malakar soldiers (2 per character) under the direction of two Corrupted Overwrought.

During the ensuing fight, a runestorm breaks out, driving the Corrupted into the ZU. There is no other alternative but to go below ground. The Malakar fight them and try to drive them down into the shelter where the Overwrought retreated. Here the fight continues. The Malakar are seeking to take at least two characters alive to feed upon. If two characters are rendered unconscious, the Corrupted Overwrought and their soldiers take the bodies and attempt to retreat back into the ZU, telling the remaining characters to flee if they value their lives. The Overwrought have two scrounged items in their possession.

Adventure Hooks

The following idea snippets may be used as the GM wishes.

1. Safe Haven

Location: Any barrens region

Synopsis: As the characters venture across the barrens, an epic runestorm rises up and they are forced to take shelter immediately. They see an ancient hatch that takes them down into an abandoned part of the ZU - an area that is already inhabited.

2. Gang Violence

Location: Any city district

Synopsis: A street gang containing Overwrought are making their move to run a tap into a runewell. This will allow them to avoid reporting in for daily recharge.

3. Hallowed Ground

Location: Any

Synopsis: The characters have been hired to clean up an area. That area may be an abandoned apartment building or some half-standing ruins in the barrens. In any case, it was the location of great bloodshed and is haunted. The characters must locate the root of the trouble - a body not properly laid to rest - and bury it. In the course of doing this, they locate a clue to the overarching storyline. This body was that of a man who once was favored by Sabine, Mistress of the Vault, and he wears a locket with her image inside. When the body is found, his spirit rises up and speaks to the party. "Bury me so I may finally have release. Keep the trinket as your reward."

4. Martyr

Location: Any city district

Synopsis: A public execution is to be held of an Overwrought in a week's time. Normally, this is not unusual in and of itself, but the Overwrought in question happens to be a descendant of the Autarch himself. The Autarch actually demanded execution in lieu of exile to the Mines, as is the normal case for Overwrought. The characters happen to pass him being transported through the streets. He rages against his Sequitor guards and passes off a note to one of the characters before being subdued again. The note is a plea for help and a man to contact in a highrise building. Evidently, the Overwrought has seen something he shouldn't have and needs help proving his innocence.

5. Find Me!

Location: Any city district

Synopsis: While there are countless retrieval missions, this one is different. The papers are for a scientist who evidently filed them for himself. This is an investigatory adventure laden with bureaucracy before it moves into

the barren region of HawkHaven where the figure is being kept in Three Fang Castle.

6. Alley Evilness

Location: Any city district

Synopsis: The characters get lost in a particularly rough section of downtown and see a pair of Malakar working over an Overwrought. They tell the characters to stay out of it, but should they get involved, the Overwrought, actually a Corrupted, gets a chance to recover and attacks them all.

7. The Good Sisters of Twilight

Location: Any city district

Synopsis: The Sisters of Twilight have their shadowy tendrils everywhere and have infiltrated the Circle of Entropy. They have fears that the Final Spiral is being hastened through the actions of the organization and wish to have their fears confirmed - and eliminated. To draw the characters in, they plant some item of significance on one of them and lead the bad guys to them. A fight will ensue before the discovery of the item. In this case, the item in question is a Medallion of Oroborus (a treasured belonging of each member of the Inner Sanctum of Entropy).

8. Tower of the Moon

Location: Any flywheel

Synopsis: As the characters enter, they hear an animated discussion about the Tower of the Moon, a mysterious building that appears only when the moon is full. Great treasures are said to lie within. No one knows whether it is fact or fancy, or whether or not a mystical mishap cast the tower out of time, or some experiment gone awry. One stunted old man with yellowed teeth says he knows the truth. "I have been there," he will proclaim, "and I hold the key to get in you in. You must take care for great dangers lie within and you must be out before first light..."

You may determine the race of the speaker and the location of the Tower from the Race and Place Tables.

9. The Ransom

Location: Any city district

Synopsis: A person wants an item delivered to another city district as payment for a ransom, so time is of the essence. What the item is and why he wants it moved is up to the GM or you can determine it on the Scrounging Tables. Determine the person's race and delivery point randomly on the Race and Place Tables. The characters have to get it to the place in question in a day and if they can do this and bring back the loved one, they are rewarded handsomely.

10. Haunted Ruins

Location: Any barrens region

Synopsis: When going to set up camp for the day, they encounter a particularly robust shelter atop a hill that seems to have seen little use of late. Close inspection reveals a boulder that can slide aside. In the middle of the night, a ghost will ease out of the ground and summon up rust puppets to defend its lair. The party can push the boulder aside and explore the substructure of the building.

11. Trial by Combat

Location: Any city district

Synopsis: The characters are accused of a crime they did not commit. A Sequitor believes in their innocence and will work with them to clear their name. This will allow them the opportunity to explore the uptown areas of ScatterPoint. Midway through the adventure, as they get nearer some "truth," they are taken into custody by the Sequitor accompanying them and are given the choice of Trial or Trial by Combat in the BloodCircle Arena outside of PitchPit.

12. Gearhawk Assault

Location: Any barrens region

Synopsis: As the characters are leaving a small outpost in the barrens, it suddenly comes under assault by a gang of gearhawks. The characters are recruited to help hold off the forces while the camp sends for reinforcements. Chances are the characters could die at the outpost and that the messenger may never return.

13. A Plague Upon Your Houses

Location: Any city district

Synopsis: A guard staggers up to the characters, wherever they may be, grabs one by the collar, and collapses. He has the plague and now the characters may too. If that's not enough, a whole gang of plague rats overwhelm them. They do not attack one character, about whom they whisper among themselves saying, "He is the one" at which time they stop in awe. If there is a Ferren among the characters, he is the one pointed out, otherwise determine randomly. What this means to you and your group is up to you. Use the Ferren, Plagued description found in the Citizens & Denizens section.

14. Death in the Family

Location: Any

Synopsis: One of the characters receives a letter. Evidently, a long lost relative has passed away and left them property, an apartment in a randomly determined district. When the characters show up to claim the apartment, draw a card. A joker indicates they inherit 5,000 Royals in addition to owning the apartment free in clear. A black card indicates they have inherited 1d6 x 100 Royals in debts while a red card indicates they own the apartment free and clear and get two scrounge draws to see what's left behind.

15. Better Left Unscrounged

Location: Any

Synopsis: While scrounging, one of the characters comes across a small music box. It plays one of three songs, a happy song, a sad song, or an angry song when opened. It has a self winding mechanism and may be played once per day. When it is opened and plays a happy song, all the characters in hearing distance gain a benny. When it is opened and plays a sad song, all the characters in hearing distance lose a benny. When it is opened and plays an angry song, a demon (randomly determine) appears and attacks the possessor. Happy is red. Sad is black. Jokers indicate anger. Forcing the music box to play more than once a day causes it to play an angry song!

16. Hell to Pay

Location: Any barrens region

Synopsis: The characters encounter a person lying half-dead upon the ground. His newt is bleeding out. He is a Knight of the Barrens who has been seriously injured. He charges them to take his possessions and protect the nearby small mining operation from an imminent Malakar attack. Rumour has it that a Talus will be leading them.

17. The Hunt Begins

Location: Any city district

Synopsis: A strange creature is freed in the City and there is a reward for its capture. Chances are good it is a demon run amok!

18. Railroaded

Location: Express Train

Trigger(s): Seasoned

Synopsis: The characters are aboard a train when it is hijacked. They must take action while the normals sit and twiddle. The hijackers want to stop the train at a point halfway in-between railroutes and don't realize that stopping will cause the train to be unprotected from Talus threats. (Note: runic energy travels along with the train empowering the runes for as long as the train is moving. Once the train stops, the runes are no longer actively powered.)

19. Under Lock and Key

Location: BlackShackle

Synopsis: The characters are placed into Ahriman's Tower to spy undercover on a prisoner who knows about a secret plot to kill a prominent political figure. Use the Shadowpriest Adventure Generator to determine who the assassin is. However, after learning what they needed from the prisoner, they are then are mistaken for real inmates and kept incarcerated. They must free themselves to prevent killer from committing the deed.

20. Devastated

Location: Any barrens region

Synopsis: The characters are setting up camp and hear a huge explosion in the distance as the sky lights up. It doesn't appear to be a runestorm, either. When they get there, they discover that an experiment went awry and the discharged runic energy has turned the inhabitants into wraiths. See the entry for Wraith under Fury in the Creatures & Creations section

Automatons

Ancient creations of technology, Automata, also known as clockworks, were designed to perform specific tasks. Most of them were not built to withstand the harshness of the Tempest, the runestorms, or the ravagings of time, so only a fragile few exist that can fulfill such functions as act, dance, or sing. Some, however, were designed for war and have survived intact to the present age and are in secure facilities undergoing study; the secrets of their manufacture a mystery. A few, however, still lie half-buried beneath rusting heaps and ageless stone. Those encountered wandering the barrens alone are menacing machines, possessed by Furies. They appear roughly humanoid, in various stages of disrepair; their gears and pulleys often making dry, rasping sounds, and their joints creaking from time to time. However, once defeated, there is still the matter of the disembodied Fury. In the attributes of each category of automaton, the Smarts and Spirit attributes are those of the Fury possessing it, otherwise they would be Smarts d4 (A) and Spirit d4 respectively.

All Automatons have the following special abilities in common:

- Ambidextrous: Automata have no offhand penalty to hit.
- Half-damage from non-magical attacks
- Immunity to disease and poison
- Dark Vision
- No additional damage from called shots
- Automata add +2 when attempting recover from being Shaken
- They are Hardy; if Shaken, further Shaken results do not cause a wound.
- Armored: Additional metal plates increase its Toughness by +2

Small

These machines are roughly the same size and shape as Overwrought and are often mistaken for Converted. Though not equipped with ranged weapons, they are capable of using them.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8

Pace: 7; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- Steam Jump: As the Overwrought edge of the same name.
- Size +1: Size of an Overwrought, +1 Toughness
- Built-in-Blades: Str+2. There is one in each arm.
- Combat Ready: They get a wild die with their Fighting skill.

Medium

These machines stand about 9' tall with broad builds, and weigh over 900 lbs.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Notice d10, Shooting d10

Pace: 8; **Parry:** 7; **Toughness:** 11 (2)

Special Abilities:

- Built-in Blades: Str+3. There is one in each arm.
- Built-in Blaster: 2d8. Range 12/24/48. Each shot uses 1 PP.
- Solar Powered Battery: This powers their blaster and has a 20 PP capacity. It regains power at the rate of 1 PP/15 minutes when in sunlight.
- Size+2: Size of a bear; +2 to Toughness
- Combat Supremacy: They get a wild die with their Fighting and Shooting Skills.

Large

This machine stands 12 feet tall and weighs 1200 lbs. It bristles with weaponry and is the color of dull gunmetal. Built to withstand intense urban onslaughts, this ancient war machine is incredibly difficult to put down.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d10, Notice d10, Shooting d10

Pace: 6; **Parry:** 7; **Toughness:** 13 (2)

Special Abilities:

- Built-in Blades: Str+4. There is one in each arm.
- Built-in Blasters: 2d8. Range 12/24/48. There is one in each arm. Each shot uses 1 Power Point.
- Solar Powered Battery: This powers their blasters and has a 40 Power Point capacity. It regains power at the rate of 1 Power Point/15 minutes in sunlight.
- Size+3: This increases Toughness by +3

Cats

Alley, feral, or otherwise, the cat has made the whole of ScatterPoint its home and can be found nearly anywhere from the heights of the city districts to the ZU and barrens. The cats of ScatterPoint tend to be jagged, hard-edged creatures that eke out a meager existence on scab beetles and garbage. Over the generations, cats have developed immunity to the poison of the scab beetle's chitin and the sickening toxins now courses through their veins. Though not particularly aggressive, cats have learned over the years to defend themselves from hungry predators who might wish to feast on their feline flesh. A mere scratch from one can send its victim into a state of nausea. Should the victim be rendered Incapacitated from the toxic effects, the cats may well begin eating it.

Attributes: Agility d4, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

- Bite/Scratch: Str. If victims are Shaken or better as the result of a cat's attack, they suffer the effects of Scab Beetle Poison, as detailed in Gear & Goods.
- Size-2: -2 Toughness, -2 to be hit.

Demons

Whether summoned or brought through by runestorms, many demons invariably find themselves in ScatterPoint. Some wish to return home, some delight in the havoc they can wreak in this new playground, while others come to serve as thralls to the Talus. Below is a basic demon followed by two additional sample demons. The GM is advised to fine tune the basic demon with a suggested number of demonic powers to reflect both their circle and their summoner, as appropriate, to keep their players on their toes. However, if the GM is whipping up a demon on the fly, here's a quick option. Select the demon's circle (or roll 1d10 and divide by 2). For each circle of the demon, draw one card and consult the Demon Power cards section or simply give them 1 Demon Power per circle if you're feeling particularly malevolent. For added variation, increase one attribute for each circle above one in addition to any other increases you may get from a draw. This provides a broad array of demons for your gaming pleasure.

All demons have the following special abilities in common:

- Half-damage from non-magical attacks
- Immunity to disease and poison
- Dark Vision
- No additional damage from called shots
- Speak all tongues
- All innate attacks are Runic in nature

Basic Demon

Humanoid figures with pale, greenish skin, the basic demon's ears are pointed and its nails sharp. It is naked and genderless.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- Claws: Str+1

Lesser Demon (Circle 2)

Toned and well-muscled, this demon is a crafty fighter with great, sharp claws and glittering green eyes.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- Claws: Str+2
- Excellent Fighter: It gets a d6 Wild Die with all fighting attacks.
- Fearless: The creature never needs to make Guts skill rolls and cannot be Intimidated.

Greater Demon (Circle 4)

Bristling with eldritch energies, this Greater Demon is a dangerous opponent, combining crafty fighting with control of its very life energy.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- Claws: Str+2

- **Excellent Fighter:** It gets a d6 Wild Die with all fighting attacks.
- **Fearless:** The creature never needs to make Guts skill rolls and cannot be Intimidated.
- **Rune Strike (Stun):** A target who is hit must make a Vigor roll or be Shaken, even if he was not damaged by the attack. He cannot attempt to recover for 1d6 rounds after the attack.

Fury

Millions died in the Tempest, the greatest of all known runestorms, and when they did, they were trapped forever in the broken bits of ScatterPoint. The people inhabiting city areas were protected by the energizing of the runetowers, leaving most in the barrens to grow listless, restless, and finally mad. Many of these ghost souls now lose themselves in the chaos of the constant storms, but some few, filled with anger and malice, seek a way to strike out, possessing Automatons or forming Rust Puppets as they are able. Fewer still are able to manifest materially after a fashion and appear wild-eyed, ravenous, and wraith-like. In this state, they are quite dangerous, hoping in vain to steal enough life essence to resurrect them.

Spirit Form

The ghost souls of the long tormented dead. They look pale and mad when they manifest. With but a glance, they can fill the hearts of onlookers with sorrow.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d12, Throwing d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Ethereal:** Furies are naturally immaterial and can only be harmed by runic attacks.
- **Fear-2:** Furies are the stuff of nightmare and cause Guts checks at -2 when they let themselves be seen.
- **Gloom:** They may cast this spell at will.
- **Telekinesis:** Furies may lift objects and throw them mentally.

Wraith

Described by survivors as a shimmering blackness, the wraiths are far more dangerous and focused than a Fury

in spirit form. Their drive is to keep killing until they one day live again.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Claws:** Str+2
- **Embrace of the Grave:** A standard grapple must first be initiated, but the opposed damage roll is based on Spirit versus Spirit rather than Strength.
- **Fear-4:** So strong is their stench of death, they strike fear into all but the bravest hearts.
- **Half-damage** from non-magical weapons

The GrimWing Fey

Often called the Grim, they are a dark faerie folk who make GlitterGloom forest their home. Rarely venturing out, they are typically malicious by nature and suspicious of any who trespass upon their domain. Standing only about two feet in height, their magics, both natural and learned, make them a dangerous adversary; their greed is often at odds with their inherent sense of honor. All Grim-made weapons and armor are naturally runic.

All Grim have the following special abilities:

- **Arcane Resistance:** The Grim have +4 Armor against damage causing arcane powers and +4 to trait rolls when resisting opposed powers.
- **Flight:** 8" (A Grim's flight speed is double their Str die type and acceleration equals their Str die type.)
- **Flickering Form:** As the Andari edge, the Grim may use this at will.
- **Smoke Ghost:** The Grim may use this spell at will with a successful Spirit roll.
- **Size -2:** All Grim are small. -2 Toughness and -2 to be hit when active.

Grim Soldier

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d8, Shooting d8, Notice d10

Hindrances: Code of Honour, Greed

Charisma: +2, **Pace:** 3; **Parry:** 6; **Toughness:** 5

Gear: Grim Blade (Spirit +1), Grim Bow (2d6, Range: 6/12/18), Grim Chain (+2)

Special Abilities:

- **Spirited Attack:** Grim soldiers are taught the

Grim's most ancient martial secret. This allows them to use their Spirit in lieu of Strength when using any Grim-made melee weapons. Grim Bows are enchanted and their arrows inflict 2d6 damage.

Growlers

Also commonly called storm hounds, these mongrels run in packs throughout the barrens. They are foul-tempered, aggressive, and nearly impossible to train, though some Malakar tribes do make the effort.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite:** Str +2 (Runic)
- **Fearless:** These beasts never make Guts rolls and are immune to Intimidation.
- **Fleet Footed:** Growlers roll a d10 when running instead of a d6.
- **Go for the Throat:** Growlers instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Hardy:** If Shaken, further Shaken results do not cause a wound.
- **Size:** -1 Growlers are relatively small creatures
- **Stormborn:** Growlers are immune to the effects of runestorms.

Leatherwings

Aerial predators of the barrens, leatherwings have keen vision, sharp, powerful beaks, and a wingspan exceeding that of a grown man, though their body is rather light with sharp edges. These strange creatures are constantly in flight and are not only immune to runestorms, but are believed to be precursors to them. They travel in groups of ten to twenty or more called glides. Members descend from the glide to hunt in packs of three to five when hungry. The sad truth is, when a glide is spotted, a portion of them are usually hungry. Thus, seeing leatherwings is a mixed blessing at best. Leatherwings can be trained much as any other animal if captured when young, though their innate runic energies make it more difficult (-2 to roll). Adult leatherwings, on the other

hand, can only be trained by those with the Beast Bond or Beast Master Edge.

Attributes: Agility d8, Smarts d6(a), Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Guts d6, Notice d10, Stealth d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite:** Str +1 (Runic)
- **Flight:** Leatherwings have a pace of 12" and an Acceleration of 6"
- **Hardy:** If Shaken, further Shaken results do not cause a wound.
- **Stormborn:** Leatherwings are immune to the effects of runestorms.
- **Storm Touch:** With a successful touch attack or grapple, the leatherwing and target must make opposed Vigor rolls. The target must win or be Shaken. If the leatherwing gets a raise on its Fighting roll, the target suffers a -2 penalty to the Vigor roll.

Lurkers (The Faceless)

The Lurkers are shadowy, humanoid figures dwelling on the fringes of society, feeding off the poor, the homeless, and the lost of the lower reaches. They typically wear clothes taken from their victims and target loners. From a distance they look like normal men or women, but up close it is revealed that they are faceless. The tips of their fingers have small mouths through which they devour their victim's souls, leaving behind a dry, lifeless husk.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Shooting d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Fear:** Any that get close enough to see they have no face, must make a Fear roll.
- **Blend:** Lurkers appear innocuous to passers-by, fitting easily into a crowd unless feeding or being actively sought out. They get a +2 to all Stealth rolls.
- **Undead:** +2 to Toughness. +2 to recover from being Shaken. Called shots do no extra damage.
- **Weakness (Sunlight):** Lurkers exposed to direct sunlight will take 2d10 damage a round until they

evaporate. A light spell cast upon them will have the same effect.

- **Low Light Vision:** No penalties for Dim and Dark lighting.
- **Soul Drain:** When grappling someone, the lurker may attempt to drain the victim of life with an opposed Vigor roll. Success drains a level of fatigue from the target.
- **Feed Weakness:** While feeding, the Lurker is -2 to Parry.

Motley

Inventors have long experimented with the various creatures that are sometimes swept into ScatterPoint by the runestorms. Twenty or so years ago, the government tapped into this and founded an extensive laboratory in and beneath the Crumbling Factory to pursue genetic research in an unrestrained manner. The result is the motleys, creatures of dubious heritage, bred for an inevitable war with the Talus. Motleys mature quickly and, to date, follow directions well. They are squat, muscular humanoids with bits of fur, scale, and runny patches about their body. Thus, motleys often wear LeatherJack or some other body armor. Typically found as part of Nightmare Brigades, some more intelligent motleys are rumoured to have escaped from the Factory and have formed an alliance with the Malakar of the region.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Shooting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Gear: Weapons as given, frequently Swords (Str+3)

Special Abilities:

- **Armor+2:** LeatherJack and scraps of attached metal
- **Fearless:** Motleys never make Gut checks and cannot be intimidated.
- **Hardy:** If Shaken, further Shaken results do not cause a wound.
- **Low Light Vision:** A motley ignores all penalties for bad lighting, except in pitch darkness.

Newts

These large, bipedal lizards are roughly 9' tall and are able to carry a grown man with ease. Typically docile, they are quite curious, pecking at anything they see, es-

pecially shiny objects. They can go up to a week without water or food, living off their stored fat. If attacked, they defend themselves with their claws. Natural herbivores, they can cover 40 miles a day unencumbered.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 10; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claw:** Str+3
- **Fleet Footed:** Newts roll a d10 for their running die.
- **Peck:** Str+1
- **Size+3:** Newts weigh between 600 and 800 pounds.

Nightmare Brigade

Often called thirteens, there are two distinct types of Nightmare Brigades. The original Nightmare Brigades were developed by the Autarch's Council to instill fear into the hearts of its citizenry and to quell any rumours of rebellion that might arise from time to time. These are also used as defensive forces for restricted facilities. Secondly, some of the Andari who originally developed the Nightmare Brigades expanded their operation into providing private security to the societal elite who have no real idea what they are getting for their money. Each Nightmare Brigade is made of 6 Motley, 6 Remnant, and led by 1 Wist.

Remnants

Through clever clockwork and foul magics, Ferren inventors and Andari runecasters have collaborated to create the walking abominations that are the Remnants. Once human, their bodies are mere shells for machinery; their limited mental capacities allow them to follow simple directions. Their strength lies in their durability and expendability.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Metal Claws:** Str + 2

- Construct: +2 Toughness, +2 Recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- Fearless: Remnants are immune to Fear and Intimidation.

Rust Puppet

A twisted amalgamation of metal and spirit, the rust puppet is a daunting adversary. Typically, they are created by runecasters, but it is not uncommon to find them wandering wild in the barrens. Runestorms, Talus attacks, and even tormented spirits themselves can spontaneously create a rust puppet. These uncontrolled rust puppets try to devour flesh in the hopes of regaining their lost humanity.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 7 (5)

Special Abilities:

- Construct: It gets +2 to recover from being Shaken, is immune to called shots, and takes only half damage from piercing attacks.
- Armor+2: Runic energies bathe the Rust Puppet.
- Runic Nature: The Rust Puppet's Armor and Fists are Runic.
- Fearless: It is immune to Fear and Intimidation.
- Fists: Str+3

Scab Beetles

The eaters of the dead, scab beetles typically are found throughout the barrens and in the city districts, devouring random bits of dead flesh wherever it may be found. About 4" in length with a hard, chitinous lavender-black shell, a scab beetle is easily crushed underfoot. Some of the poorer cotters have been known to boil them into what is called a blood soup. From time to time, some of the more aggressive scab beetles form into large groups called clutches and, if disturbed, violently swarm over the intruder and proceed outwards until their appetite is sated. Typically nesting near areas of clot, scab beetles are a hazard that can usually be avoided when traveling downtown; venturing into the ZU, however, is another story altogether. A swarm of scab beetles occupies an

area equal to a Small Burst Template and attacks everyone within every round.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- Bite: Scab beetles use their tiny pincers to rend chunks of flesh from their victims. They hit automatically and cause d4 to everyone in the template.
- Swarm: Parry+2; because the swarm is composed of hundred of scab beetles, cutting and piercing weapons do no real damage. Area-effect weapons work normally and a character can stomp to inflict his damage in Strength each round.

Skirr

These giant beetles are the beasts of burden in the barrens, capable of carrying tremendous loads, with some growing to the size of the long-extinct elephants. They are purely herbivorous, eating tanglevine, mushrooms, ThornFruit, and dung.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities:

- Construct: It gets +2 to recover from being Shaken, is immune to called shots, and takes only half damage from piercing attacks.
- Armor+2: Chitinous shell protects the skirr.

Slag Rat

Slag rats are typically about the size of an alligator and are very aggressive, attacking even if unprovoked. They are angular and their skin is a hodgepodge of fur and scales, while they retain the lean, angular features of their rodent heritage. Most travelers steer clear of them if possible. They are found in clutches of 1-6. Their natural prey is newts and skirr, though they are not averse to eating anything else that presents itself.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor+2:** Thick skin and fur
- **Bite:** Str+2
- **Burrow:** The Slag Rat may burrow at a pace of 12"
- **Wall Walker:** May climb any surface that will support their weight with ease.
- **Quick:** May redraw initiative card of a 5 or less.
- **Low-light Vision:** They suffer half normal lighting penalties.
- **Storm Sense:** May make Notice rolls to sense impending storms.

Slag Rat, Ancient

Slag rats continue growing and learning as long as they live and feed. Those that survive the harsh years and countless runestorms gain wisdom rivaling that of man and are among the most dangerous creatures to be found in the barrens.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12

Pace: 8; **Parry:** 6; **Toughness:** 17 (4)

Special Abilities:

- **Armor+4:** Thick skin and fur
- **Claws/Bite:** Str+3
- **Fear:** Anyone who sees an Ancient Slag Rat must make a fear roll at -2.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Improved Frenzy**
- **Level Headed**
- **Size +5:** Ancient Slag Rats are over 20' long and weigh over 3000 pounds.
- **Speech:** Though rarely used, the Ancient Slag Rat is capable of speech.
- **Tail Lash:** This creature can sweep all opponents in its rear area in a 3" long by 6" wide rectangle. This is a standard Fighting attack and damage is equal to Str-2.
- **Large:** Attackers add +2 to their attack rolls when battling this beast due to its great size.
- **Burrow (24"):** The Ancient Slag Rat may claw through the earth with great alacrity.
- **Low-light Vision:** They suffer half normal lighting penalties.

- **Storm Sense:** They may make Notice rolls to sense impending storms.

Vampire

Operating discreetly throughout the city, vampires maintain a low profile and typically live in the downtown areas where the perpetual twilight and smog protect them from the adverse affects of the sun. With the city populated by many otherworldly types, their pale appearances do not give anyone undue cause for concern.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Persuasion d8, Shooting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Bite:** Str+2
- **Smoke Ghost:** Vampires may use this power at will with a successful Spirit roll.
- **Undead:** +2 Toughness, +2 to recover from being Shaken; no wound penalties; immune to poison, disease, and gas; no additional damage from called shots; half-damage from firearms and other piercing weapons.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that, they suffer 2d10 damage per round. Armor does not protect.

Citizens & Denizens

Below is a detailed sampling of the many peoples found throughout ScatterPoint. Unless otherwise noted, they are human. Making them a different race, however, is a snap. Apply the appropriate racial modifiers from the Making Characters section as needed.

The new entry of Wealth reflects the amount of Royals and valuables a character has on their person at any given time and does not necessarily reflect their entire resources. You can certainly select a different wealth level or randomize it as you see fit.

Roll	Wealth	Modifier
1	Poor	1d10
2	Average	1d10 × 10
3	Well-Off	1d10 × 100
4	Rich	1d10 × 500

Andari

While there is no such thing as a typical Andari, there are a few whom maintain more normal positions in society such as barkeeps, bureaucrats, and low grade politicians. The following reflects such an Andari.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d6, Intimidation d6, Persuasion d6, Notice d8, Stealth d6, Shooting d8

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6

Hindrances: Tough on Things, Wispy

Edges: Magical Knack, Out of Phase, Perceptive, Twilight Sight

Wealth: Average

Gear: Shortsword (Str+2), PitchPit Pistol (Range: 12/24/48, Damage: 2d6)

Andari Ancient

Although the Andari do not truly age, there are those among them referred to as the Ancients. These elders are alternately feared and revered for their powers and prowess. While some of them do become runecasters, the majority pursue other interests, such as developing their own innate powers. Despite their reputations, most

of them become comfortable and withdrawn after their first hundred years abroad in the city and live quietly.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d12, Notice d10, Knowledge (Rune lore) d12, Knowledge (Area) d12, Shooting d12, Stealth d8, Streetwise d10

Charisma: 0; Pace: 6; Parry: 8; Toughness: 8

Hindrances: Tough on Things, Wispy

Edges: Magical Knack, Flickering Form, Ghostly, Out of Phase, Perceptive, Shadow Twin, Street Savvy, Twilight Sight

Wealth: Rich

Gear: Rune Sword (Str+3), RiddleRock Tappet (Range: 15/30/60, Damage: 1-3d6)

Andari Freeze

Some Andari prefer to get their hands dirty and run things on the street level, acquiring a mixed race crew of grubs. Some Freezes have been running areas for over a hundred years. They focus on racial abilities and ruthlessness to maintain their positions.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8, Stealth d8, Shooting d8

Charisma: 0; Pace: 6; Parry: 6; Toughness: 8

Hindrances: Tough on Things, Wispy

Edges: Flickering Form, Ghostly, Jaded, Magical Knack, Out of Phase, Perceptive, Twilight Sight

Wealth: Average

Gear: Ghostblade (Str+1), FlintFlicker Fifty (12/24/48, Damage: 2d8)

Andari Runecaster

Playing to their strengths, an Andari runecaster is able to tap into great power to perform their crafts. They are found in various roles throughout the city, from mystical bodyguard to bounty hunter to all points in between.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Rune Lore) d10+, Rapid Recharge, Runecasting d12

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Tough on Things, Wispy

Edges: AB: Runecaster, Rune Blade, Rune Lord, Magical Knack, Out of Phase, Perceptive, Shadow Twin, Twilight Sight

Wealth: Average

Gear: Runeblade (Str +2), PitchPit Pistol (12/24/48, Damage: 2d6)

Spells: (30 Power Points) *armor, bolt, chained fate, fly, rust puppet, spirit call*

Barrens Knight

Usually, but not always, a member of the Order of the Sword, a knight of the barrens is a hero to traveler and outpost alike. The knight is an archaic figure doing what he can to make the barrens safer.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Knowledge (Barrens) d8, Notice d8, Shooting d8, Survival d8

Charisma: 0; **Pace:** 6; **Parry:** 8 (6); **Toughness:** 8 (2)

Hindrances: Code of Honor, Heroic

Edges: Knight of the Barrens

Wealth: Poor

Gear: ChainJack (+2), Large Shield (+2 Parry), Longsword (Str+3), BleakStone Rifle (20/40/80, Damage: 3d6)

Beggar, Common

Most often found throughout the downtown areas of the city, their number has grown in the middle and upper tiers of the city as well. These are generally people with little hope and no family, having lost one or the other through factory accidents or random fortune. They beg what they can to survive from one day to the next.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d4, Knowledge (Scrounge) d6, Notice d6, Persuasion d4, Stealth d6, Streetwise d6, Throwing d4

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Outsider

Edges: Beggar

Wealth: Poor

Gear: Club (Str+1)

Beggar King

Once in a great while, an uncommon beggar comes along who is able to unite the other beggars under his rule. This unusual fellow is called the beggar king. He teaches his beggars to be active in the community and keep out eyes and ears for easy marks and to notice such things as patrol patterns and the like. He is able to sell these facts to the local guilds, Freezes, and Bluecoats and whomever else he comes across who has a ready Royal.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Notice d8, Persuasion d8, Shooting d8,

Stealth d8, Streetwise d10, Taunt d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Outsider

Edges: Connections, Strong Willed

Wealth: Well-Off

Gear: LeatherJack (+1), Sword Cane (Str+1)

Bounty Hunter

The law of the city usually ends at its walls is how the old saying goes, but it actually extends through the entire breadth of ScatterPoint. However, the city cannot afford to expend the resources sending its city-trained forces into the daunting realms of the barrens. The bounty hunter emerged long ago to fill this void, being brave enough to round up stray criminals wherever they may be hiding. Whether an abandoned ruin in the middle of BentShadow or even in the sewage tunnels of the ZU, these skilled trackers rarely return to the forums empty-handed and some of the better known ones have attained a cult-like status among the populace.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Greedy (Major)

Edges: Bounty Hunter

Wealth: Average

Gear: Manacles (2 pair), LeatherJack (+1), ShatterSword (Str+2), BleakStone Rifle (20/40/80, Damage: 3d6)

Bureaucrat

The nameless masses of the middleclass, bureaucrats typically are seen milling about from one unknown errand to the next when not in their antiseptic cubicles grinding away on endless stacks of paperwork. They are the first to tell you the chaos of the city requires their organization skills or it will collapse upon itself. They generally dress in topcoat, top hat, with a swordcane in one hand, and a briefcase in the other.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Intimidation d6, Persuasion d6, Streetwise d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Stubborn

Edges: Strong Willed

Wealth: Average

Gear: Sword Cane (Str+1)

Chemist

Often in the employ of factories, chemists are essential to maintaining the quality of life many citizens take for granted, such as creating new flavours for the meat vat and managing various formulae to create synthetic colors in an otherwise drab world. Some research teams require them for their field work into the past as their analytical minds and skills are always in demand. Others focus on the medicinal applications of their science and become fine doctors after a fashion.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Chemistry) d8, Healing d8, Notice d8, Repair d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: None

Edges: Inventor, Chemist

Wealth: Average

Gear: Sword Cane (Str+1)

Injectibles: (15 Power Points) *boost/lower trait, environmental protection, heal*

Citizen

The typical citizen of ScatterPoint works 12 hour shifts 6 days a week and is more than likely a factory worker,

although, depending on the district, could be some other low grade job, like a bureaucratic aide. Factory workers have a basic ability to fight and carry a club for protection, give them Fighting of d4 to d6.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Notice d4, Trade Related Skill d6

Charisma: 0, **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: None

Edges: None

Wealth: Poor/Average

Gear: Club (Str+1)

City Guard

These dedicated warriors are trained to preserve law and order within the City and function as a standing army should the need arise. Their shields all bear the emblem of the phoenix, the City symbol.

Whiteloaks

Well trained and brave, the typical guardsman is equipped to handle normal situations as they arise. Traditionally wearing white cloaks, they do not wash the blood from them, showing to one and all their experience in defending the City. When their cloaks are soaked red from blood, then they receive a decorative clasp and join the redcloaks.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 8 (2); **Toughness:** 7 (2)

Hindrances: Obligations: Uphold the Law

Edges: None

Wealth: Poor

Gear: ChainJack (+2), FlintFlicker Fifty (12/24/48, Damage: 2d8), Large Shield (+2 Parry), Longsword (Str+3)

Redcloaks

These veteran guards wear red cloaks with the sigil of their city district upon their silver clasp. Rising strictly through the ranks as white cloaks as detailed above, they

receive a fresh new cloak of enchanted, red-dyed silk that does not stain.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 9 (2); **Toughness:** 8 (2)

Hindrances: Loyal, Obligations: Uphold the Law

Edges: Combat Reflexes, Sweep

Wealth: Average

Gear: ChainJack (+2), FlintFlicker Fifty (12/24/48, Damage: 2d8), Large Shield (+2 Parry), Longsword (Str+3)

Captain (WC)

The Captain of the Redcloaks is adorned identically to his brethren, save for the gold embroidery about the edges of his cloak and the great phoenix woven across its surface. He is elected to his position by the other redcloaks, a concession to his charisma, courage, and ability. His clasp is a MagicWard, red engraved with a gold phoenix, but he still dresses out in the traditional ChainJack. Their battle cry is "For the Phoenix!"

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d8, Shooting d10, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 9 (2); **Toughness:** 8 (2)

Hindrances: Loyal, Obligations: Uphold the Law

Edges: Combat Reflexes, Command, Fervor, Sweep

Wealth: Average

Gear: ChainJack (+2), Large Shield (+2 Parry), MagicWard (+2), RiddleRock Tappet (15/30/60, Damage: 1-3d6), Runeblade(Str+4)

Demonologist

Trained in the dark arts, demonologists are considered a necessary part of society, much as Sequitors and Silverchains. A great many use their talents of summoning for direct personal gain, amassing a good deal of wealth in short order, while others land themselves comfortable security positions and an acceptable place in society. An unknown number work in various governmental positions and corporations, providing invaluable insights.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Knowledge (Demonology) d8, Knowledge (Rune Lore) d8, Notice d8, Runecasting d10, Stealth d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: None

Edges: AB: Runecaster, Demonologist

Wealth: Well-Off

Gear: Ghostblade (Str+1), MagicWard (+2)

Runes: (25 Power Points) *chained fate, fear, pentagram, spirit call, summon/banish*

Ferren

A typical Ferren generally finds some sort of gainful employment in maintenance, preferring to work with machinery rather than people. Their ability to squeeze into tight places enables them to create some incredibly complex gearworks. Ferren are vital in keeping the machine that is the City from grinding to a halt.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d8, Repair d8, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Light Frame, Small

Edges: Claws, Clever, Low Light Vision, Natural Talent, Scrunch

Wealth: Average

Gear: Club (Str+1)

Ferren, Bluecoat

In ScatterPoint, crime pays considerably well and these Ferren have applied their smarts into making sure they get a percentage. Various rival Ferren families exist throughout the City, but they all share one thing in common, a predilection for dapper dressing and a fondness for firefights. Bluecoats get their name from their specially dyed LeatherJack coats. They are into everything from enforcement rackets to various other legal and quasi-legal activities and are found throughout all parts of the City.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d10, Persuasion d6, Repair d6, Shooting d8, Stealth d8, Streetwise d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
(1)

Hindrances: Light Frame, Small

Edges: Claws, Clever, Contacts (The Syndicate), Low Light Vision, Natural Talent, Scrunch

Wealth: Average

Gear: Blue LeatherJack (+1), FlintFlicker Fifty (12/24/48, Damage: 2d8), Sword Cane (Str+1)

Ferren, Inventor

Many Ferren develop their natural talents for machinery and become well known for various inventions. Many others, however, carve out a comfortable life as factory consultants or researchers. Others with a more adventurous spirit take to the barrens in search of lost artifacts from another day.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Gearcraft d10, Notice d8, Repair d10, Stealth d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Light Frame, Small

Edges: Arcane Secrets of Steam, Claws, Clever, Low Light Vision, Natural Talent, Scrunch

Wealth: Average

Gear: Sword Cane (Str+1)

Inventions: (20 pp) Reinforced Clothing (*armor* Power), Steam Pistol (*bolt* Power)

Ferren, Plagued

Some Ferren, often called plague rats, contract the Black Death and do not die, instead they wind up as carriers and form loose-knit organizations of other plagued individuals in the downtown areas of the city districts, and some have taken up camp in the barrens. They try to cajole and threaten and persuade people who wander into their alleys to surrender some coin for free travel and are often remarkably brave as they already have made an easy peace with death.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Light Frame, Small

Edges: Claws, Clever, Low Light Vision, Natural Talent, Scrunch

Monstrous Ability: Infection. Character suffering a Shaken or better result must make a Vigor roll immediately or suffer a Fatigue loss. They must make a Vigor roll each day, suffering a fatigue level on a failure. If a character makes two consecutive Vigor rolls, they stave off the infection and recover a fatigue level each full day of rest. If a character loses three fatigue levels, they die as normal, unless a Ferren, and they gain the Hindrance: Infection (as detailed above) and a -4 Charisma to anyone made aware of the fact they are carriers. If a character has the proper vaccine they can make a normal healing roll to cure this. Without it, they are at a -2 penalty.

Wealth: Poor

Gear: None

Gearhawk

A bit of a rogue, a bandit, a scrounger, and an amateur inventor, a gearhawk possesses an uncanny ability to make simple devices from whatever is lying about and is capable of effecting repairs to more complex machines without access to proper tools. Gearhawks are found working in all sorts of odd jobs throughout ScatterPoint, as everyone finds their unique talents an asset.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Repair d8, Scrounge d8, Stealth d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
(1)

Hindrances: None

Edges: Gearhawk

Wealth: Average

Gear: LeatherJack (+1), LongSword (Str +2), PitchPit Pistol (12/24/48, Damage: 2d6)

Grub

Common brutal street criminals, the grubs typically band together in loosely knit groups of five to twenty or more, staking out various territories in the downtown areas as their own. Sometimes they are found working for Freezes or Beggar Kings, less often for Bluecoats, and most commonly just for themselves. Even when a group

is apprehended and arrested, there always seems to be another group waiting in the wings to fill the void.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d6, Notice d6, Shooting d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: None

Edges: None

Wealth: Poor

Gear: Club (Str+1), Dagger (Str+1), 1 in 5 has a PitchPit Pistol (12/24/48, Damage: 2d6)

Hub

A specialized wayfinder, a hub is good at brokering business deals and arranging for things of all sorts to be done. Generally they are difficult to find, blending into the crowds much like any other wayfinder, and usually initially introduce themselves to various parties whom they think may be seeking employment.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Persuasion d10, Repair d8, Scrounge d6, Stealth d8, Shooting d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: None

Edges: Charismatic, Merchant, Wayfinder

Wealth: Average

Gear: Shortsword (Str+2), PitchPit Pistol (12/24/48, Damage: 2d6)

Inventor

Many inventors spend long hours in their workshops trying to perfect their creations, while others work for factories, corporations, and contract out their skills to various individuals. Few rise to positions of fabulous wealth and power, but some seek to explore the barrens for lost relics that they can reintroduce to the world. The following is representative of a common inventor that could be encountered on the street or in a flywheel.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Gearcraft d10, Notice d8, Repair d10, Stealth d4, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: None

Edges: Inventor

Wealth: Average

Gear: Sword Cane (Str+1)

Inventions: (15 Power Points) *armor, entangle, invisibility, puppet*

Malakar

Most people think of Malakar as the barbarians of the barrens, but they make up approximately 12 percent of the urban population. They have adjusted as best they are able and generally wind up with the jobs no one wants and the ones Overwrought are too big or valuable for. Thus, a great number of Malakar work in such fields as sanitation or vat meat processing or general delivery.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Born of Chaos, Shunned

Edges: Claws, Dark Heritage, Inhuman Constitution

Wealth: Poor

Gear: None

Malakar, Chief

The leaders of their tribes, a Chief is the strongest member of his community and can be challenged at any time by another Malakar for his position. They keep in peak physical form and are quick to anger. They rely upon their Shaman for counsel.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d10, Notice d10, Stealth d8, Shooting d10

Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (2)

Hindrances: Born of Chaos, Mean, Shunned

Edges: Berserk, Claws, Dark Heritage, Demonic Rage, Inhuman Constitution, Scaled, Storm Touch

Wealth: Poor

Gear: Talus Scarblade (Str+4)

Malakar, Shaman



While the Chief is the strength of the tribe, the Shaman is its soul. He provides the Chief counsel and is called upon in times of battle to bring his magics to the field. Save for the name and the veil of mystery they cloak themselves in, they are in all respects a runecaster. Some of them work for the betterment of their Chief and their tribe, while others have more personal agendas.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Knowledge (Rune Lore) d10, Notice d8, Persuasion d8, Runecasting d12, Stealth d8, Shooting d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Born of Chaos, Shunned

Edges: Claws, Dark Heritage, Inhuman Constitution, Level Headed, Rune Blade, Rune Lord, Rune Master

Wealth: Poor

Gear: None

Spells: (30 Power Points) *armor, barrier, blast, boost/ lower strength, bolt, detect/conceal arcana, chained fate, dispel, fly, light*

Malakar, Gargoyle

Also known as gargoyles, even among their own kind, winged Malakar are commonly prized as scouts, though some tribes revere them as their natural leaders. They keep a watchful eye for any who might trespass through their tribe's territory and are expert with a crossbow.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Shooting d10

Charisma: -2; **Pace:** 6/8; **Parry:** 6; **Toughness:** 6

Hindrances: Born of Chaos, Shunned

Edges: Claws, Dark Heritage, Inhuman Constitution, Marksman, Winged

Wealth: Poor

Gear: Malakar Crossbow (15/30/60, Damage: 2d6)

Malakar, Soldier

The majority of male Malakar in the barrens wind up as soldiers, serving their Chief without question. They are

trained from a very young age and develop highly refined skills or wind up another casualty of their harsh lives.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Born of Chaos, Shunned

Edges: Claws, Combat Reflexes, Dark Heritage, Inhuman Constitution, Scaled, Two-Fisted

Wealth: Poor

Gear: Malakar War Pike (Str+3)

Merchant

Wherever goods are traded, merchants are found. ScatterPoint is no different. Merchants of all types gather in the market squares of the city district. More adventurous and enterprising sorts wander through the barrens in caravans offering goods and services. The most daring of all serve as fences or smugglers. The common element each possesses is weighing their investment against the possible return. The more successful ones usually employ an Overwrought bodyguard or a number of sellswords, or a combination of both.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Gambling d8, Guts d6, Notice d10, Persuasion d10, Shooting d8, Stealth d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Mean, Loyal

Edges: Merchant

Wealth: Well-Off

Gear: LeatherJack (+1), LongSword (Str+3), PitchPit Pistol (12/24/48, **Damage:** 2d6)

Oddfellow

A person of great wealth and fame, whether earned or inherited, is commonly called an Oddfellow. They generally are found surrounded by an entourage of bodyguards, syncophants, and bureaucrats. Replace Trade Skill with an appropriate, occupationally related talent.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d8, Knowledge (Trade Skill) d12, Notice d8, Persuasion d8, Shooting d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (5)

Hindrances: None

Edges: Charismatic, Connections

Wealth: Rich

Gear: MetalWard (+2), Sword Cane (Str+1), PitchPit Pistol (12/24/48, Damage: 2d6)

Overwrought

The typical Overwrought is a factory worker engaged in some of the most backbreaking and deadliest work the City has to offer. Their strength and endurance cause many people to feel they are taking jobs away from honest citizens. In general, Overwrought stay in their communities and frequent flywheels catering specifically to them in their off hours. Many of them come from the lower class and have criminal backgrounds of some sort.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Repair d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Hindrances: Lumbering, Outsider, Runic Recharge

Edges: Big, Ever Ready, Sturdy, Well Built

Wealth: Poor

Gear: Hammer Hand (Str+2)

Overwrought, Bodyguard/ Mercenary

Some of the tougher Overwrought do not renew their factory contracts and pursue careers as bodyguards or serve in a mercenary capacity to any that can afford their services. Their strength and toughness easily procure them positions, giving most people yet another reason to resent them.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Notice d10, Repair d6, Stealth d4, Shooting d10

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (2)

Hindrances: Lumbering, Outsider, Runic Recharge

Edges: Armaments (Melee), Armored (+2), Armaments (Ranged), Big, Ever Ready, Runic Core, Sturdy, Well Built

Wealth: Average

Gear: Armaments are as follows: Built-in Sword (Str+3), Retractable Rune Gun (12/24/48, Damage: 2d8)

Overwrought, Converted

Some Overwrought come to resent the shortcomings of their human origins and undergo radical procedures to have as much of their frailty removed as possible. Though rare in the City proper, a large number of them have gravitated to Cog Castle, loyal to the First Church of the Converted. A few independents do take jobs where their inhumanity is regarded as an asset.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Notice d8, Stealth d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 13 (4)

Hindrances: Lumbering, Outsider, Runic Recharge

Edges: Armored, Big, Ever Ready, Heavily Armored, Remade, Sturdy, Well Built

Wealth: Average

Gear: FlintFlicker Fifty (12/24/48, Damage: 2d8), LongSword (Str+3)

Overwrought, Corrupted

A segment of Overwrought has been subverted into serving the Talus, chiefly through the machinations of Barbas the Lion. These Overwrought are generally just called the Corrupted. By providing them with an alternative to the shackles of runic recharging, he is building a dark, loyal army. The alternative energy source is the pain and suffering of others. Therefore, a typical encampment of Corrupted keeps a few humans shackled close-by. Worse still, they are able to directly drain the life energies from an opponent in battle to power them. Rather than the bluish-white glow of energies that cascade through a

typical Overwrought, the Corrupted glow with a pale reddish-black, especially noticeable when they are feeding upon their victims. For more variety in their ranks, simply apply the Draining Touch ability to any of the other Overwrought listed.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 8 (2); **Toughness:** 8

Hindrances: Lumbering, Outsider, Runic Recharge

Edges: Big, Ever Ready, Dark Vision, Sturdy, Well Built

Monstrous Ability: Draining Touch. As an action, the Corrupted may make a touch attack to drain his opponent. With a successful touch attack or grapple, the Corrupted may make a Spirit versus Spirit roll. If this second roll is successful, the Corrupted character recharges his energy supply and causes a Fatigue level to his target. Should this ability be used when the Corrupted is fully charged, the effects are identical to metal-burning with one exception: the runic rush lasts for 6 rounds, making their armor and unarmed attacks runic in nature.

Wealth: Poor

Gear: FlintFlicker Fifty (12/24/48, Damage: 2d8), Large Shield (+2 Parry), LongSword (Str+3)

Politician

A politician gets his start making promises. An experienced politician keeps his position by fulfilling enough of his promises to the right people to ensure he will stay in office. ScatterPoint has such a deep and entrenched bureaucracy, there are numerous political positions ranging from the health department to inspections to all points in between, besides the more commonly known positions of governors, forum directors, and liaisons. The following is representative of the general sort of politician a character may encounter.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d8, Notice d8, Persuasion d8, Shooting d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: None

Edges: Charismatic, Connections, Strong Willed

Wealth: Well-Off

Gear: MetalWard (+2), Sword Cane (Str+1), PitchPit Pistol (12/24/48, Damage: 2d6)

Retriever

Retrievers once began as little more than specialized bounty hunters dealing with breaches of contracts. Over the years, they evolved into a more refined class of tracker, often working on private commissions and relying upon their wits and charm far more often than violence. They prefer to work in the city districts though rare and unusual bounties often send them beyond the sanctity of the city walls. Generally, a retriever has also earned the enmity of one or more individuals or organizations as well.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (City) d8, Notice d8, Persuasion d8, Stealth d8, Streetwise d8, Shooting d8

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Enemy (Minor)

Edges: Attractive, Charismatic, Connections, Retriever

Wealth: Well-Off

Gear: Ghostblade (+1), MagicWard (+2), RiddleRock Tappet (15/30/60, Damage: 1-3d6)

Runecaster

Those individuals of pure blood who are not recruited into the Silverchains often go unrecognized. Far more common are those runecasters who go through grueling apprenticeships to gain the knowledge of the masters before striking out on their own. Full of strength and confidence, many pursue careers in the private sector working for factories and corporations or as magical bodyguards. A number are self-employed, creating specialized items of magic.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8, Runecasting d10, Stealth d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: None

Edges: AB: Runecaster

Wealth: Average

Gear: LeatherJack (+1), Arc Staff (Str+2)

Runes: (30 Power Points) *armor, bolt, chained fate, fly, rust puppet, spirit call*

Sellsword

A true sword for hire, a sellsword is a close combat expert who will work loyally for whoever is paying them. They come from various backgrounds, chiefly white cloaks. Thus, they are often called greys. Once their contract expires, however, so does their loyalty.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Notice d8, Stealth d8, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 8 (1); **Toughness:** 8 (2)

Hindrances: Greedy, Loyal

Edges: Combat Reflexes, Level Headed, Two Fisted

Wealth: Average

Gear: ChainJack (+2), LongSword (Str+3), Arc Shield (Parry+1, Str+1, 3/6/12, Damage: 2d6)

Sequitor

The living embodiment of the harsh indifference of the City is the Sequitor. Every bit as unyielding as the runetowers above each district, the Sequitor is seen as the watchdog of ScatterPoint. They are called in to deal with the most dangerous threats to the City and may execute the duties of their office without prejudice.

They are selected for this respected position based upon their unswerving loyalty and devotion to the City and are culled strictly from the ranks of human and Andari. Once chosen, the position is for life. They undergo a difficult and dangerous procedure wherein they are bonded with flowmetal, an alchemical process that allows them to mentally bring their armor to the surface. The armor does not require mental concentration once activated and will stay in place, even if the Sequitor is rendered unconscious. It is, in fact, very much a part of him. Typically, they adorn themselves in the traditional skull mask that grants them low light vision, wear a purplish-black cloak of office, and generally work singly or in pairs.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Law) d8, Notice d8, Shooting d10, Stealth d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 15 (8)

Hindrances: Loyal, Obligations (Major)

Edges: Arcane Resistance, Fearless, Nerves of Steel, Strong Willed

Wealth: Average

Gear: Flowmetal Armor (+8 Toughness), Runeblade (Str+4), RiddleRock Tappet (15/30/60, Damage: 1-3d6)

Shadowpriest

The most devout followers of Umbriel are gifted with the powers of shadowmagic. These shadowpriests serve the Temple in various capacities and are seen moving throughout the City, though most of their functions are shrouded in as much mystery as they are. They are known far and wide as healers of great renown as well as masters of subterfuge.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Faith d8, Fighting d8, Persuasion d8, Notice d8, Stealth d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Obligations (Temple of Twilight)

Edges: AB: Shadowpriest, Connections, Shadow magic

Wealth: Poor

Gear: None

Powers: (20 Power Points) *black blade, gloom, shadow mask, smoke ghost, shadow touch*

Shadowpriest, Acolyte/Lesser Priest

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Faith d6, Fighting d6 Persuasion d8, Notice d8, Stealth d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligations (Temple of Twilight)

Edges: AB: Shadowpriest

Wealth: Poor

Gear: None

Powers: (10 Power Points) *black blade, shadow touch*

Sifter

Considered shiftless by most, sifters are the rugged individuals who dig through the ruins looking for relics from the past. Whether passionate about history or wishing to strike it rich, they are unquestionably quite knowledgeable about the barrens and sometimes hire themselves out as guides.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge (Barren Region) d8, Knowledge (Scrounge) d8, Notice d8, Shooting d6, Stealth d6, Survival d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: None

Edges: Sifter

Wealth: Poor

Gear: Club (Str+1), LeatherJack (+1), PitchPit Pistol (12/24/48, Damage: 2d6), Shortsword (Str+2)

Silverchain



Although Sequitors are more than capable of handling most situations, Silverchains are the eldritch law of the City, brought into those situations requiring their special set of skills. Exclusively culled from families of power, every Silverchain is an experienced human runecaster of pure blood with practical experience in the field. Their name comes from the runescribed silver bracelets they wear about their wrists.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8, Notice d10, Runecasting d10, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Obligations (Law)

Edges: Pure Blood (Runecaster), Rapid Recharge

Wealth: Poor

Gear: MetalWard (+2)

Runes: (30 Power Points) *armor, barrier, blast, bolt, detect/conceal arcana, chained fate, dispel, fly, light*

Thief

In ScatterPoint, thieves abound and are typically organized at the street level. Some guilds do exist and they must either pay tithes to the Bluecoats or Freezes or

suffer the consequences. Many more thieves just prowls about, catching as catch can, knowing it is just as bad to get caught by another criminal group as the law itself.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d8, Shooting d6, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Enemy of the State (Minor)

Edges: Thief

Wealth: Average

Gear: Claws (Str+1), Shortsword (Str+2)

Wayfinder

The wayfinder knows the streets and alleyways and where to find people and get things. They make a living as a guide to those unfamiliar with different parts of ScatterPoint. Most specialize in a city district, while some focus on a particular region of the barrens.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (City District or Barren region) d8, Notice d8, Shooting d8, Stealth d8, Streetwise d12

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: None

Edges: Wayfinder, Well-Traveled (Districts or Barrens)

Wealth: Average

Gear: LeatherJack (Str+1), Claws (Str+1), PitchPit Pistol (12/24/48, Damage: 2d6)

Wist

Commonly found in Nightmare Brigades, a wist is a trained demonologist with well developed combat skill.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Knowledge (Rune Lore) d8, Notice d10, Shooting d10, Runecasting d12, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Various

Edges: AB (Runecaster), Demonologist, Improved Rapid Recharge

Gear: Various (at least 1 Runic item)

Spells: (25 Power Points) *armor, blast, bleed, bolt, puppet, summon/banish.*

Entities & Oddfellows

Some of the major characters in ScatterPoint follow. In general, they are unique, usually powerful, personalities you may add to your sessions as you deem appropriate. Most, if not all, also crop up within the Plot Points of this work. Consider the others extra grist for your imagination.

The Acolytes of Steam

Once the premier association of scientists and engineers, many members were heavily recruited into the Consortium and the organization all but fell apart. One young member, Thomas Angle, proposed that the Acolytes of Steam expand their membership to include maintenance workers and others from a broader scope of life. Today, the Acolytes of Steam have a strong membership and presence throughout the city districts and often work to improve factory conditions and general quality of life of workers. Some members do, however, blur the lines between what is legal and what is just.

Malcolm Sharp, Steward of Steam

The leader of the Acolytes of Steam, known as its Steward, Malcolm Sharp is an engineer in his mid-thirties who walks about in ChainJack with a MossMetal Marauder over one shoulder and a toolkit in the other. He grew up in the barrens and moved to the city district in his youth. He was caught up in the movement to improve factory conditions when his two older brothers died in a factory fire. He is self-educated and self-reliant, but prefers to do things by the book, which often puts him at odds with some of the more outspoken Acolytes. The position he holds is an elected office held for life. As such, there have been several threats on his life over the past seven years he has functioned as the Steward of Steam.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Gearcraft d10, Guts d8, Notice d8, Repair d10, Survival d8, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Code of Honor, Major Obligations (Acolytes of Steam)

Edges: Common Bond, Fortune's Fool, Gearhawk, Hard to Kill

Gear: ChainJack (+2), MossMetal Marauder (Range: 12/24/48, Damage: 1-3d6), PitchPit Pistol (Range: 12/24/48, Damage: 2d6), Toolkit

The Bluecoats

Numerous nests of Bluecoats operate in and around the various city districts. While they may vary in business styles and levels of violence they are willing to exert, they all wear the traditional Bluecoat duster and have made organized crime an art form. A nest, the typical nickname for a crime syndicate, is generally composed of the following members.

Syndicate Boss



Like all Bluecoats, the boss dresses in a dapper fashion, typically wearing fine suits and top hats and comporting himself very much like a gentleman. Not one who typically gets his hands dirty, the syndicate boss is a smooth operator who prefers to have his associates do all the dirty work. Should push come to shove however, he is able to prove how he acquired his position in the first place.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Fighting d12, Guts d8, Intimidation d10, Notice d10, Persuasion d10, Repair d6, Shooting d8, Stealth d10, Streetwise d12

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (1)

Hindrances: Code of Honor, Light Frame, Small

Edges: Claws, Clever, Contacts (The Syndicate), Low Light Vision, Natural Talent, Scamper, Scrunch, Strong Willed, The Whip

Gear: Blue LeatherJack (+1), FlintFlicker Fifty (12/24/48, Damage: 2d8), RedWarren Tail Tip (Str+3), Sword Cane (Str +1)

Lieutenant



The right hand of the syndicate boss, the lieutenant makes a strong presence in the neighborhood of the nest, and typically conducts the day to day operations of the business. He collects protection money, expresses the boss' displeasure, and generally keeps the lower echelons in line. From all the time they spend on the streets and

their particular perilous positions, they have sharpened their senses to a razor's edge.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d8, Notice d10, Persuasion d6, Repair d6, Shooting d10, Stealth d10, Streetwise d10

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Hindrances: Code of Honor, Light Frame, Small

Edges: Alertness, Claws, Clever, Contacts (The Syndicate), Heightened Senses, Low Light Vision, Natural Talent, Scrunch

Gear: Blue LeatherJack (+1), FlintFlicker Fifty (12/24/48, Damage: 2d8), Sword Cane (Str +1)

Enforcer

One step below the lieutenant, the enforcer is often called the claw. He is often sent by the lieutenant with a group of thugs to strike against rival syndicates or, more commonly, to rough up and scare the staff of businesses that aren't paying their tribute to the boss. Usually, the only way to move up from enforcer is to impress the higher ups with a particularly bold stroke of initiative. This is a gamble that can sometimes result in the enforcer's early retirement.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d10, Persuasion d6, Repair d6, Shooting d8, Stealth d8, Streetwise d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Light Frame, Small

Edges: Claws, Clever, Contacts (The Syndicate), Low Light Vision, Natural Talent, Scrunch

Gear: Blue LeatherJack (+1), FlintFlicker Fifty (12/24/48, Damage: 2d8), Sword Cane (Str +1)

Thug

The lowest level of the Bluecoats, the thug is muscle, pure and simple. He fills out the rank and file of the syndicate's men and is vital in executing the delicate operations put forth to him by his superiors, whether it is to commit arson, robbery, or a dozen other assorted crimes, including murder. Thugs are typically recruited from the lower strata. Petty crooks and independents traveling through are often afforded an opportunity to

join the nest. They know they are expendable, but also realize the nest takes care of its own and provides for them better than most opportunities available to them.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d10, Persuasion d6, Repair d6, Shooting d8, Stealth d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Light Frame, Small

Edges: Claws, Clever, Contacts (The Syndicate), Low Light Vision, Natural Talent, Scrunch

Gear: Blue LeatherJack (+1), FlintFlicker Fifty (12/24/48, Damage: 2d8), Sword Cane (Str +1)

The Church of Twilight

The Ascendants

The finest of the shadowpriests are bestowed with the title of Ascendant. They can number no more than seven at any time and, in some periods of history, have numbered far less. They vow unswerving loyalty to the Church and its voice, the Maegas. Three wear robes of black, three in robes of white, and the seventh, the Chosen, the favored of the Ascendants, dresses in swirling grey as if the garments are woven of smoke. Below are the typical attributes for the Ascendants. Their pendants are made of flowmetal and bestow the joint abilities of a MagicWard and a MetalWard.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Faith d12, Fighting d10, Guts d10, Notice d10, Survival d10, Stealth d10

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Major Obligations (Church), Vow to the Maegas (Major)

Edges: Arcane Background (Shadowpriest), Fortune's Fool, Lucky

Gear: Starmetal Pendant, Runic Staff (Str+2)

Spells: (20 Power Points) *black blade, bolt, shadow touch, shroud, smoke ghost, teleport*

Sister Lucinda Cannondale



Auburn hair and sun-freckled, Sister Cannondale might look quite striking outside of her customary grey and black hooded robes. Unlike many shadowpriests, Lucinda, Lucy to her friends, prefers to come to the aid of those in need, rather than merely collect information and complete her oblique assignments. This has gotten her into trouble on more than one occasion, but she has always managed to come through things somehow unscathed.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Guts d10, Knowledge (Rune Lore) d8, Notice d10, Survival d12, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Curious, Heroic

Edges: Arcane Background (Shadowpriest), Fortune's Fool, Lucky

Gear: LongSword (Str+2), PitchPit Pistol (Range: 12/24/48, Damage: 2d6)

Spells: (15 Power Points) *black blade*, *shadow touch*, *smoke ghost*

Chancellor Collinsworth



A slender man in his early seventies, the Chancellor is a vibrant figure in the Church hierarchy. He is friendly and familiar and, most of all, humble in nature. He is quite charismatic and likeable and is especially fond of the Maegas, who visits him quite regularly.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Faith d10, Fighting d8, Guts d10, Persuasion d12, Notice d10, Survival d10, Stealth d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Major Obligations (Church), Pacifist (Major)

Edges: Arcane Background (Shadowpriest), Charismatic, High Priest of Shadow, Shadow Mark

Gear: Staff, Wizard Rags

Spells: (25 Power Points) *fear*, *shadow touch*, *smoke ghost*, *teleport*

The Maegas Elanya



Casting off their given name upon ascension, the Maegas is the Consort of Shadow, and the spiritual leader of the Church of Twilight. He or she typically takes the name

of the shadowpriest who brought them into the mysteries as a sign of respect. The Maegas Elanya is a beautiful lady in her late forties with deeply tanned skin and shoulder-length brown hair. She is near-sighted and typically wears her glasses when at formal functions, eschewing them otherwise. This gives her a tendency to squint and lends to her air of superiority. Her voice is soft and pleasant, her manners refined, and she is especially charming. She wears the Eye of Umbriel about her neck on an ancient platinum chain. This gives her Improved Arcane Resistance and +4 Runic Armor. The Eye of Umbriel is a beautiful black diamond. The Staff of the Maegas is a witchgrass staff she has spent years shadowcrafting and it is adorned with symbols and marks.

Elanya became a member of the Society of Entropy in her youth, before she joined the Temple. A handful of years ago, they reminded her of her vows. This has caused the Maegas much inner conflict and turmoil and makes her moody and uncomfortable at times.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Knowledge (Rune Lore) d8, Notice d10, Survival d12, Stealth d10

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Major Obligations (Church), Major Vow (Maintain the Balance)

Edges: Arcane Background (Shadowpriest), Attractive, Charismatic, High Priest of Shadow, Shadowcraft, Improved Shadowcraft, Shadowmaster, Shadowmagic, Shadow Mark

Gear: Staff of the Maegas (Str+5, Level Headed)

Spells: (30 Power Points) *black blade*, *deflection*, *fear*, *shadow touch*, *smoke ghost*, *summon shadow*, *teleport*

Abbot Abraham Green of Gahn



A short, rotund man with balding head and a constant frown, Abbot Green takes his role as disciplinarian of the Abbey of Gahn quite seriously. In his off hours, however, the Abbot enjoys indulging in the twin vices of drinking and gambling and has made an occasional trip to the gambling halls after delivering a caravan of ransom into WormWood. Anyone who can match his drinking, which is quite a feat, earns his respect and favor.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d12

Skills: Fighting d8, Guts d10, Knowledge (Rune Lore) d8, Notice d10, Survival d12, Stealth d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Minor Addiction (Vices), Major Obligations (Church)

Edges: Arcane Background (Shadowpriest), High Priest of Shadow, Shadow Mark

Gear: Staff, Wizard Rags

Spells: (20 Power Points) *black blade, fear, shadow touch*

Brother Tamberlane



One of the few Andari in the Church of Twilight, Brother Tamberlane came to his calling over ten years ago. His hair is short cropped and blonde, his eyes dark and piercing. Ascetic to the extreme, he enjoys denial and physical labor, goes about barefooted, and is in love with the Maegas.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Shooting d6, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Death Wish (To Die Saving the Maegas), Major Vow (Ascetic), Tough on Things, Wispy

Edges: Arcane Background (Shadowpriest), Mystical Knack, Out of Phase, Perceptive, Twilight Sight

Gear: ChainJack (+2), Longsword (Str+3)

Spells: (10 Power Points) *black blade, shroud*

Lady Carolyn Winterwood



A successful Andari retriever of remarkable good looks, dark hair, hazel eyes, and a roguish smirk at times, Lady Carolyn Winterwood's transition was unusual. Displeased with her husband's inattention and grieving the loss of her brothers in a Malakar uprising, she decided to take a journey to visit her family in RustWater. A far door accident occurred and she wound up in the streets of ChalkChain, groggy and delirious. She was no longer Lady Carolyn Wood, but was reborn a Winterwood, an Andari. Returning to her home, she outlived her husband, took his fortune, and set about helping others, using her considerable talents and resources to take measures and missions others found unprofitable or too difficult. As such, she's developed a loyal clientele and business is good. She uses unorthodox means of attracting budding talent she can put to use, feeling that some

of the professionals have grown heartless and indifferent to the plight of the common people.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Guts d10, Knowledge (Chemistry) d8, Knowledge (Rune Lore) d8, Notice d10, Persuasion d10, Shooting d8, Stealth d10, Streetwise d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (7)

Hindrances: Code of Honor, Quirk (Recruits Talent from Lower Strata), Tough on Things, Wispy

Edges: Attractive, Charismatic, Ghostly, Hard to Kill, Mystical Knack, Out of Phase, Perceptive, Retriever, Twilight Sight

Gear: Parasol, MetalWard (+2), PitchPit Pistol (Range: 12/24/48, Damage: 2d6)

The Clockworks

Calliope



Appearing as a slender girl in her late teens/early twenties, Calliope is a remarkable piece of engineering. She possesses a light tan, sandy blonde hair, and piercing green eyes. She is a clockwork creation well over a thousand years old. She possesses a child-like quality and her memory doesn't span farther back than a handful of years. Entirely unaware of her inhuman nature and spatially challenged, Calliope is friendly, caring, and would never consider doing anyone intentional harm. Her delicate construction and artificial intelligence systems result in her not having the Construct edge - she responds exactly to pain and outside stimuli as a living person would and heals in a natural fashion. Her innate toughness is reflected by her high Vigor.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d12

Skills: Guts d8, Notice d8, Repair d6

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Pacifist (Major)

Edges: Attractive, Very Attractive

Gear: None

Tangles the Woodsman



A large, pitted automaton partially covered with tanglevine and numerous welding points. He stands about 8' tall, is broadly built, and weighs over 900 lbs. He

operates at a very primitive level, responding to voice commands only from Calliope. Once as self-aware as Calliope and built to be her protector and companion, an accident long ago damaged his circuitry, making him barely capable of serving his primary functions of protecting the garden and Calliope.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12, Vigor d10

Skills: Fighting d12, Notice d12

Pace: 8; Parry: 7; Toughness: 11

Special Abilities:

- Ambidextrous: He incurs no off hand penalties.
- Built-in Blades: Str+3. There is one in each arm.
- Construct: +2 Toughness, +2 Recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage.
- Size+2: Size of a bear; +2 to Toughness
- Two Fisted: He may swing twice without a multi-action penalty.

The Consortium

Once an informal association of runecasters, and inventors, the Consortium has grown over the years into a formal organization of great power. The group often funds ventures where there appears to be little or no apparent gain. Their greatest debacle occurred when they failed in their attempt to create a viable runetower at the site now known as Broken Palace. Since that incident, they have maintained a less public profile. Members wear simple black rings inscribed with runes for the symbols of strength and knowledge. Only the inner circle of members know that the Consortium, ultimately, is a tool of the Autarch, performing secret research in facilities all across ScatterPoint.

Jean Guiles



A brilliant, though frail, inventor, Jean Guiles has watched the Consortium flourish from a poor association of idealistic dreamers into a powerful, though secret, organization of the city. He cares little for publicity and glamour and only wishes to destroy the demon hordes that infest the Barrens so that the city can regain its former glory. To that end, he focuses his personal research on uncovering items of the past and learning its secrets. He barely contains his contempt for demonologists and struggles daily with what he calls his curse, having suffered an accident during the battle at Broken

Palace that transformed him into an Andari. Since that date, his science is theoretical, though he does travel a great deal, lending his insight and experience as best he can to practical applications.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d4, Vigor d6

Skills: Fighting d4, Guts d8, Knowledge (Rune Lore) d10, Gearcraft d12, Intimidation d8, Persuasion d8, Shooting d8, Notice d12

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Vengeful (Major), Scrawny, Tough on Things, Wispy

Edges: Arcane Background: Inventor, Gearhawk, Mystical Knack, Out of Phase, Perfectionist, Power Points, Rune Link, Steam Power, Perceptive, Twilight Sight

Gear: MetalWard (+2), PitchPit Pistol (Range: 12/24/48, Damage: 2d6)

Inventions: (20 Power Points) *armor, environmental protection, deflection, fly*

The Estate

Lord Victor Valentine



Long before the Tempest, the Estate held a position of high regard in the Empire and was known as a power to reckon with. Subsequent to the runestorms, the Estate survived but lost a bit of its ancestral majesty and reputation. Indeed its name is lost to most record books and even on maps it is commonly referred to as StoneManor, a landmark of dubious interest. Still, the Estate thrives under its original owner, Lord Victor Valentine, one of the most powerful entities in ScatterPoint. He is the eldest of all vampires and the oldest of all once-humans in ScatterPoint. His kindred refer to him respectfully as the Sire of ScatterPoint. His natural form is that of a hideous, twisted monster, but he most often appears as a handsome man in his early fifties and dresses in the fashion of the day, wearing a pistol and sword upon his person. He remembers the days before the storms and misses the past deeply. He is passionate, kindly, and keeps his “condition” to himself. Since the Andari came into being, he feels less alone than he once did, but still apart.

Attributes: Agility d10, Smarts d12+3, Spirit d12+3, Strength d12+3, Vigor d12+3

Skills: Fighting d8, Guts d8, Knowledge (Rune Lore) d12+3, Intimidation d12, Persuasion d12, Shooting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 12

Special Abilities:

- Bite: Str+2
- He has 60 Power Points. He knows all the common powers, but favors the following: bolt, chained fate, deflection, dispel, entangle, fear, obscure, telekinesis. He knows the rare rune power of Ubiquity.
- Rune Wisdom: He possesses the Rune Lore edge.
- Shapechanger: This is identical to the Malakar ability of the same name.
- Smoke Ghost: He may use this power at will with a successful Spirit roll.
- Undead: +2 Toughness, +2 to recover from being Shaken; no wound penalties; immune to poison, disease, and gas; no additional damage from called shots; half-damage from firearms and other piercing weapons.
- Weakness (Sunlight): He catches fire if any part of his skin is exposed to sunlight. After that, he suffers 2d10 damage per round. Armor does not protect.

The First Church of the Converted

Lord Ashmoore

Allegedly of high birth, Lord Ashmoore fell in with the wrong people and faced the awful choice of life imprisonment or conversion into an Overwrought. He chose the latter and went on to a successful career working in the Palganar Trainworks. Selected as one of the supervisors of a work crew laying the groundwork for the Cog Castle mining town, he was imprudently given full access to the runewells located in the base camp. He bided his time and eventually led his Overwrought in taking over the community. Humans were driven out and only welcomed back a handful of years ago, after Lord Ashmoore's enlightenment and his founding of the First Church of the Converted. He's attracted many followers with his promises of immortality through shedding the frail, mortal frame. He stands 6'5", weighs over 300 pounds, and has short-cropped black hair. Typically, he adorns himself in a rustic tunic, black breeches, and

wears a blue cloak pinned with a starmetal clasp in the shape of a rook.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d12

Skills: Fighting d10, Guts d10, Notice d10, Intimidation d10, Shooting d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 14 (4)

Hindrances: Lumbering, Outsider, Runic Recharge, Vow (Major): Convert the masses

Edges: Armaments (Melee), Armaments (Ranged), Armored, Big, Ever Ready, Heavily Armored, Remade, Runic Core, Runic Core (Improved), Strong Willed, Well Built

Gear: Retractable Sword (Str+4)

The GrimWing Fey

Lord Balefire

Leader of the Grim, Lord Balefire flits about with a stately grace and a rage in his eyes. He speaks in snarls and growls and is quick to take offense.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d12, Intimidation d10, Shooting d10, Notice d10

Hindrances: Code of Honour, Greed, Quirk: The Royal Way (Missile weapons are cowardly.)

Charisma: +2, **Pace:** 6; **Parry:** 8; **Toughness:** 6 (2)

Gear: Grim Blade (Spirit +1), Grim Chain (+2)

Special Abilities:

- Spirited Attack: Lord Balefire uses his Spirit in lieu of Strength when using any Grim-made melee weapons.
- Balefire: Lord Balefire may cast Bolt with a successful Spirit roll. He has 40 Power Points for this purpose.

Lady Fey

Inhumanly beautiful, Lady Fey is as diplomatic, charming, and calm as her husband is passionate. Though a bit odd by her people, she does not possess the race's common vice of greed, which has given her an even greater sense of honor and righteousness.

Attributes: Agility d12, Smarts d10, Spirit d12+2, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Hindrances: Code of Honour, Heroic

Charisma: +4, **Pace:** 6; **Parry:** 6; **Toughness:** 5 (2)

Gear: Grim Blade (Spirit +1), Grim Medallion (+2)

Special Abilities:

- Spirited Attack: Lady Fey uses her Spirit in lieu of Strength when using any Grim-made melee weapons.
- Spells: healing, greater healing, invisibility, resurrection. She has 40 Power Points.

The Iron Disciples

An organization built upon creating goodwill between man and Overwrought, the Iron Disciples is comprised over eighty percent by Overwrought, with the remaining mix predominately man and Ferren. The Iron Disciples do practical research to better the plight of the Overwrought, provide assistance and transitional aid for those leaving their workplace, and offer scholarships to promising candidates. As the Iron Disciples grow in strength, they often come at odds against the Acolytes of Steam who work at cross purposes, seeking to alleviate the burdens of man by placing them upon the Overwrought. Several peaceful protests have ended in bloodshed when some of the more foul-tempered factions come into contact.

Darksong



The leader of the Iron Disciples, Darksong is a strong spirited Overwrought in her early forties. Her hair is silver-grey and she wears it pulled back severely with a metal pin. She is an adept inventor and gearhawk and is suspicious of Lord Ashmoore and his First Church of the Converted. She resides in MossMetal.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Gearcraft d10, Guts d6, Knowledge (Rune Lore) d6, Notice d8, Persuasion d8, Repair d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (2)

Hindrances: Lumbering, Outsider, Runic Recharge

Edges: Arcane Background (Inventor), Armored, Big, Ever Ready, Charismatic, Gearhawk, Runic Core, Well Built

Gear: Skullbreaker (+5)

Inventions: (15 Power Points) *blast, spell trap, smite*

Maelstrom



A unique threat to the barrens is Maelstrom, an Andari experiment gone awry. Having discovered an ancient automaton called Leviathan, scientists decided not to disassemble it, but instead had an Andari researcher Ghost into it and study its inner workings. This, in and of itself, caused no harm to the machine, but a nearby Fury, calling itself Maelstrom, discovered the location of the dig, and chose that moment to merge with Leviathan. The result was an immediate fusion of Fury, Andari, and Leviathan. Maelstrom, the name of the Fury, was the dominant force of the two personalities. He immediately discovered he could use the Andari's powers as easily as those of the machine. The remaining scientists sought to constrain him, but he destroyed them and made his way out into the barrens. No one knows his motives. He aids people with no rhyme and reason and just as easily slaughters others. All that is known is he leaves chaos in his wake, yet is wise enough to stay away from heavily populated areas, especially city districts. Maelstrom is believed to have existed in his current form for over two hundred years and to have ties to the First Church of the Converted.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d10, Shooting d10, Notice d10

Pace: 9; **Parry:** 6(5); **Toughness:** 13 (2)

Special Abilities:

- Standard Automaton Powers (see Automaton)
- Built-in Blades: Str+4. There is one in each arm.
- Built-in Blasters: 2d8. Range 12/24/48. There is one in each arm. Each shot uses 1 Power Point.
- Solar Powered Battery: This powers their blasters and has a 40 Power Point capacity. He regains power at the rate of 1 Power Point/15 minutes when in sunlight.
- Size+3: This increases his base Toughness by +3
- Regeneration (Slow): Internal servo-mechanisms handle routine repairs at the rate of 1 wound/day.
- Flickering Form: As the Andari Edge.

- Ghostly: As the Andari edge.
- Weakness: The fury is soul-bonded with the Leviathan and if it is destroyed, so is he.

Oracles of MossMetal

Chief among the mystics in ScatterPoint are the Oracles of MossMetal, also called the Three. Legends say they can see into the past, present, and future. Admittance is rarely granted to them directly. People that come to them must deal with their servants, the Intercessors.

The Intercessors

Dressed in hooded robes of black and gold, the Intercessors serve and protect the Oracles. They number only six and they are Andari. A secret not known outside of their circle is that they are the dispensers of knowledge, relying on the complex mysteries they have built up over the years to lend them credibility. Their oracular information comes through entirely mundane means- networks of contacts they have developed over the centuries. They profess to be the only ones the Oracles can communicate with.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Rune Lore) d8, Notice d10, Stealth d8, Streetwise d12+2

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Overconfident, Tough on Things, Vengeful (Major), Wispy

Edges: Connections, Fascinate, Ghost, Jaded, Mystical Knack, Out of Phase, Perceptive, Professional (Streetwise), Expert (Streetwise), Master (Streetwise), Shadow Twin, Twilight Sight

Gear: Typically none, though they have access to a great deal

The Oracles

All three of the Oracles are young and beautiful human girls, but cannot speak for their tongues are taken from them when they are brought into the circle. One has her left eye cut out and it is said she looks backwards through the veil. One has both eyes and is said to watch the present. The third is blind and it is told she looks forward into the future. They have no powers, but are merely figureheads devised by the Intercessors long ago. When an Oracle is no longer fit to serve, usually three to five

years, the Intercessors select a suitable replacement and maim accordingly. Each girl is pampered and their families are well cared for. Families in the area consider it an honor to have their daughter anointed into the mysteries. The girls themselves become accustomed to the changes with time.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d8, Guts d6, Knowledge (Rune Lore) d8, Notice d10, Stealth d8

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Illiterate, Scrawny

Edges: Attractive, Very Attractive

Gear: None

Professor Edward Lassiter



A brilliant Ferren scholar, Edward Lassiter is the foremost authority on the ancient histories of ScatterPoint and a renowned theoretical scientist. He is a slender bespectacled Ferren with ruddy brown fur who dresses in a dark blue duster and wears a top hat. He is well-bred with a strong sense of humour and an analytical mind.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Guts d6, Knowledge (Ancient History) d10, Knowledge (Theoretical Science) d10, Notice d10, Survival d8, Stealth d8, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Bad Eyes (Minor), Curiosity, Loyal

Edges: Charismatic, Gifted, Scholar (Technology, History)

Gear: Dagger (+1), LeatherJack (+1), PitchPit Pistol (Range: 12/24/48, Damage: 2d6)

Root



A rag-tag sellsword, Root is stormtorn, having been cast out of his world over twenty years ago when battling a dark sorcerer in his homeland. He's long since abandoned any hope of returning home. He is a small, gnarled man with a nearly walnut colored skin and short-cropped black hair. His eyes glisten bright and black and when he smiles, he smiles broadly. He has a penchant for profanity and rambling, but since he is so hard to understand, it usually goes by unnoticed.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Guts d10, Knowledge (Rune Lore) d8, Notice d10, Survival d12, Stealth d10

Charisma: -3; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Habit (Profane), Heroic, Ugly

Edges: Combat Reflexes, Level Headed, Two Fisted

Gear: Dagger (+1), LongSword (+3), LeatherJack (+1), PitchPit Pistol (Range: 12/24/48, Damage: 2d6)

Samuel Runewell

A grizzled old bounty hunter bent on revenge, Runewell is a Ferren past his prime, but still has a few tricks left in him. He drinks too much, talks too loudly, and smokes constantly. He has a knack for sniffing out danger and a keen storm sense as well.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d10, Notice d8, Shooting d6, Survival d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Scrawny, Vengeful

Edges: Alertness, Heightened Senses, Storm Sense

Gear: Rusted ChainJack (+2), Longsword (Str+3), BleakStone Rifle (20/40/80, Damage: 3d6)

The Society of Entropy

Once a robust, elite social club founded by Lord Angst and Lady Ennui, an Andari couple, over three hundred years ago, it withered away nearly to a memory when all the non-Andari members grew old and perished. The Society of Entropy entertained poets, philosophers, and the arts and wished for nothing more than to find ways to pass the time until the world was no more. As such, many of the more famous works of macabre art and literature were created by members at some time or another until the morose couple discarded the concept altogether and retreated into their palatial estate in WardenCliff. That is, until a Malakar calling himself Heretic sought an audience with them. Amused by the distraction, the couple let him in and grew delighted and amazed at Heretic's proposition. He suggested that a machine existed that could cause all of the runetowers to collapse and tear ScatterPoint apart. A sparkle appeared in Lady Ennui's eyes and Lord Angst fell to laughter and all three im-

mediately became the best of friends and began planning the resurrection of the Society of Entropy in the heart of ScatterPoint, GreyMesa.

The Society of Entropy came back onto the circuit as an elite club and socialites, government officials, and Oddfellows sought membership which was by invitation only. Within a year, the ranks of the Society rose to nearly a thousand. At that time, Heretic opened the Vertigo club, allowing the rest of ScatterPoint a sneak peek at the lifestyle of the glamour and opulence of high society. Three years have passed and the wealth, prestige, and power of the Society of Entropy have grown vastly. The parties are generally decadent and agents of the club keep track of the activities of its most important members. This knowledge has enabled the Society to begin to piece together the locations of the legendary machine Heretic hinted at. Important members of the Society, known as the Inner Circle, wear the silver oro-boros rings to indicate their positions and loyalty to the club. Only the Inner Circle is fully aware of the Society's ultimate purpose in destroying ScatterPoint and most of them believe it an amusing diversion and nothing more. Few people, even within the organization, would do more than laugh at such talk. Still, it is the Society's utmost passion. If they lull the world into complacency before the end, what do they care?

Lord Angst

Wild-eyed and wild haired, Lord Angst met his true love, Lady Ennui, in the Last Chamber at the Well of Mourning. Lord Angst had gone to mourn the loss of his wife, Amanda, to the Plague, and was so overwhelmed by emotion he couldn't continue. Two strangers held hands and leapt together into the runic energies and emerged two halves of a whole. Strange and unnatural, even as far as Andari tales go, they found little companionship among their own kind. Lord Angst, a poor poet, took solace with Lady Ennui and they comforted each other for a time until convenience gave way to passion and, with the passion, his poetry rose from mediocrity to the heights of success. At this point, the two were wed upon their estate in WardenCliff. Three and a half centuries have passed and their passion has simmered down into barely burning embers when Heretic appeared. Lord Angst, always one to give into his wife's indulgences, is delighted in his own dark way to see Lady Ennui again full of life. Lord Angst again writes and has renewed interest in his centuries-old love of fencing, often practicing with

his shadow twin. Chapbooks of his poetry are becoming quite popular among the youth and disenfranchised. The Society of Entropy swells in popularity even as the couple dances again on the precipice of life and death.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d12, Guts d8, Knowledge (Rune Lore) d8, Notice d8, Shooting d10,

Charisma: +2; **Pace:** 6; **Parry:** 9 (8); **Toughness:** 7

Hindrances: Arrogant, Tough on Things, Vow (Major): To indulge his wife, Wispy

Edges: Charismatic, Common Bond (Only with Lady Ennui), Jaded, Mystical Knack, Out of Phase, Perceptive, Shadow Twin, Twilight Sight

Gear: Runic Rapier (Str+3), Other as assigned

Lady Ennui

Lady Ennui grew up in wealth and opulence and surrounded by the constant smell of death and formaldehyde. Her family held a lucrative government contract on the body disposals of ChalkChain, and so became richer with each passing year. Disgusted and dismayed, this sensitive soul booked passage at the age of twenty-nine when she inherited the family business and leapt hand in hand with Lord Angst into the rushing, purifying runic energies. Neither Lord nor Lady died that day, but were reborn, transformed, into Andari. She felt detached and apart now from death and it no longer bothered her about her business. At her husband's behest, they hired executors to run the ChalkChain business and retired to WardenCliff where she kept herself busy in admiring her husband's poetry and fine works of art, until even that grew tiresome. At that point, she proposed that it would be nice to find a way to die again. Her husband agreed entirely and they founded the Society of Entropy, seeking brilliant minds to reveal to them the portal through death and back. The members died of old age before any truths were revealed or any conclusions reached. When Heretic came and suggested that a way existed to do this on a grand scale, Lady Ennui again became a vibrant, excited socialite, ready to die and take the world with her, so that everyone could be given a chance to live again.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d6, Guts d10, Knowledge (Rune Lore) d12, Notice d10, Persuasion d12, Shooting d10, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

Hindrances: Delusional (Minor): Believes she is dead, Vow (Major): Destroy ScatterPoint

Edges: Common Bond (Only with Lord Angst), Jaded, Fascinate, Ghostly, Mystical Knack, Out of Phase, Perceptive, Twilight Sight

Gear: Metal Ward (+2), Other as assigned

Heretic

Stunted, twisted, and malformed, Heretic was abandoned at birth among the ruins of ScarFall. His tale would end there had his crying wails not awakened Nebiros from his slumber. Amused by the sheer ugliness of the child, he picked up the baby Malakar and quieted him down, whispering in his ear that by all the Talus, he would make the world one day love him.

Nebiros personally raised the boy, abandoning all his other projects for a time, and taught Heretic social grace, etiquette, and persuasion. Heretic soon learned his clever mind more than made up for his twisted body. Nebiros fed the boy books of ancient wisdom and knowledge, some he uncovered, some he borrowed from his brothers, so Heretic soon became wise in the ways of runes and a caster of no small power. Nebiros cautioned him in keeping his abilities a secret, so he might use them to his advantage when he must. Heretic lives by the creed, "Only the dead know my secrets" and trusts no one other than his father and Lord Angst and Lady Ennui (who truly believes she is dead).

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d8, Guts d10, Knowledge (Rune Lore) d8, Notice d10, Runecasting d10, Survival d12, Stealth d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Born of Chaos, Shunned

Edges: Arcane Background (Runecaster), Charismatic, Claws, Dark Heritage, Gate, Scaled, Inhuman Constitution

Gear: ChainJack (+2), MagicWard (+2), Other as assigned

Spells: (20 Power Points) *armor, bolt, chained fate, rust puppet, spirit call*

The Talus

The Demon Lords of the barrens, the Talus are immense beings of great power and malevolence. Originating in the Void, they were all trapped in ScatterPoint those many long years ago and have each subsequently developed their own agendas and carved out their own niches in the barrens. Though still imbued with great powers, such as shapeshifting and immortality, the Talus are not as undying as they once were, so it is possible, though not probable, that they can be killed. Were they not diminished, the thought of such a thing would be impossible, like slaying a god. Their attacks are treated as Runic and they have 40 Power Points in addition to their individual abilities.

All Talus have the following special abilities in common:

- Half-damage from non-magical attacks
- Immunity to disease and poison
- Dark Vision
- Fearless
- No additional damage from called shots
- Speak all tongues
- All innate attacks are Heavy in nature (meaning they will bypass both normal and runic defenses)
- Rapid Regeneration
- Shapechanger: As per the Malakar Edge unless otherwise indicated.
- Improved Arcane Resistance (+4)
- Weakness (City Districts): Talus whom enter City Districts lose all their Arcane Resistance, their Power Points, and Rapid Regeneration abilities. Additionally, their attacks are weakened to Runic rather than Heavy.
- Wild Cards

Alastor - The Watcher



Sometimes called the Grandfather, Alastor is second in power to Lenmael. His form varies from that of a kind old man to a barbaric beast, depending on his mood.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d10, Knowledge (Rune Lore) d12, Knowledge (History) d12

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- Berserk: As per the Edge.
- Demonic Rage: As per the Malakar ability when

angered.

- Gifted: He makes unknown skill checks at no penalty.
- Supreme Runecaster: He knows all Runes.
- Freecaster: He is able to cast runes with but a thought and a gesture.
- Rune Lord: As per the edge, Alastor knows the secret ways to tap into magic.

Amon the Wolf - Marquis of Prophecy



He is delightfully decadent and always well-dressed. He enjoys engaging in contests of swordplay as much as wits and fights Florentine style with a black rapier engraved with silver runes in one hand and a ghostblade in the other.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Darkfang (Rapier, Runic, Str +4, Parry +2)

Special Abilities:

- Gift of Prophecy: He may cast the Chained Fate spell as a standard action with a successful Spirit roll. When so cast, his eyes glow brilliantly, no matter his form.
- Quick: As per the Edge.
- Level Headed: As per the Edge.
- Improved Level Headed: As per the Edge.
- Sword and Dagger Style: He possesses the Florentine edge.

Barbas - The Lion, Lord of Secret Lore and Mechanical Arts



Although he resides in Cog Castle and appears to be helpful, kind, and wise, Barbas is as wicked as any of his demonic brethren. He provides autonomy and protection to the Overwrought, but secretly recruits new members for his dark army from the Cogs that come seeking shelter in this mechanical paradise. His army of Corrupted is secretly in an encampment near the Great Library, a place he desperately wants to explore. They make occasional forays against ShadowMoon Salvage or any sifters heading there from the barrens, rarely killing, but taking any found goods and items.

Unlike some of his kindred, Barbas is intrigued by the uniqueness of ScatterPoint and doesn't want its destruc-

tion, at least not before he puzzles out a way into the Great Library. Instead, he's happy to settle with eventual domination through bloodshed before boredom sets in.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d10, Repair d10, Gearcraft d12, Shooting d12, Notice d10

Pace: 6; **Parry:** 6; **Toughness:** 12 (4)

Special Abilities:

- **Armor (+4):** No matter his form, he wears custom chainjack. It is Runic and featherlight.
- **Supreme Inventor:** Barbas knows how to make all inventions.
- **Marksman:** Barbas is an excellent marksman and favors ranged weapons over close in fighting.



Lenmael - Lord of All, The Black Beggar

Lenmael is content to let his lessers plot and play. He knows it is all of no affair until Amon's Prophecy about Raum occurs. As such, Lenmael often ventures about all of the districts, visiting his court, and maintains a mutual admiration with Lord Victor Valentine. People say he creates the faceless and they are right. He pulls the souls from his victims and sends them out to romp and prepare the world for his son, Raum. Despite all this, Lenmael is quite refined for a sadistic demon lord. His natural form is a beautiful, golden haired man with great angel wings. He rarely assumes it, preferring to blend in. He often travels incognito in the city districts, with no escort, as he fears nothing.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d12, Notice d12, Persuasion d12, Runecasting d12, Shooting d12

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Flight:** Lenmael may fly 100 ft per round.
- **Shapechanger:** As per the Malakar ability, save he may maintain the form as long as he wishes without rolling.
- **Hardy:** Toughest of all the Talus, Lenmael prefers words over weapons, knowing they do more damage.
- **Supreme Runecaster:** Lenmael knows all runes.



Nebiros - The Dark Diplomat, Sower of Deceit and Discontent

Nebiros operates an elaborate information network and knows, usually in great detail, much of what is going on in the districts. Hubs, shadowpriests, politicians, and oddfellows often do his bidding without them ever knowing. He helped guide the current political structure and nurtured the forums, the bounty boards, and the other decadent punishments society adheres to. The Sequitors, however, were not in his plan and he is unnaturally fearful of them as his brother, Amon, has told him he shall die by a Sequitor's hand. He is the guiding power behind Heretic and nurtures him still.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Persuasion d12, Shooting d10, Streetwise d12 +3, Notice d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- He possesses the edges of Charismatic, Connections, Strong Willed
- **Master of the Streets:** He gets a d10 Wild Die with Streetwise



Raum - The Dragon, Destroyer of Cities

Chained in the Abyss by Ahriman himself, Raum is believed to be the Herald of the Runestorms and Lord of Dragons. His freedom is the sign of the next end-time. His natural form is that of a great black dragon. The most twisted of all the Talus, Raum is confined in the Abyss. If the characters run the adventure, Ruins of Tanarra, they awaken him. Otherwise, he slumbers, trapped until the GM seems fit. The prophecies foretell his awakening is a precursor to the Storm Wars. When just awakened, he is confused and weakened, though he hides it well, and seeks shelter to recover and gain his wits about him.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d12+2, Intimidation d12, Shooting d12, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Ambidextrous:** He suffers no penalties for using his off hand.
- **Master of Destruction:** He gets a d10 Wild Die with Fighting

- Talons: Str +5.
- Two Fisted: He suffers no multi-action penalty when fighting with two weapons at once.
- The Whip of Roses: Whenever he touches tanglevine, they blossom with black thorns and rotting flowers. He may wrest them up with a touch and use them as his weapons. They function for him as the Black Blade power.



Sabine - The Fallen Angel

Most beautiful of all the Talus, she possesses the ability to steal a human's mind and share in their innermost thoughts. She lured Ahriman into the trap that trapped them all and now fears the repercussions that may take place. She keeps herself in her silken palace known throughout the lands as the Vault of Sabine.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- Runecaster: Sabine knows all runes.
- Sabine's Favor: Whenever a mortal spends the night under her roof, they owe her a favor or face her curse. She may summon them with but a successful Spirit roll from wherever they are. Only one of the other Talus may lift her curse.
- Freecaster: She may invoke runes with but a word.

Vaurogar - The Decade



A great hulking brute, Vaurogar is a lustful demon lord and maintains a coterie of human and Malakar slaves. He lives in the darkness of the ZU and claims the entire mechanical underworld as his own. Most active and known among city districts, Vaurogar has a great many followers as his way is appealing to those people who wish to throw off the shackles and encumbrances of the City life.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d6, Intimidation d6, Shooting d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 15 (9)

Special Abilities:

- Berserker: As per the Core Book
- Brawny: He is naturally large, even for a Talus.
- Demonic Rage: As per the Malakar Ability

- Flame Tongue: He may gout fire as per the burst spell with a Spirit roll. This uses the normal number of Power Points. He may use this ability while Berserk as it requires no concentration on his part.
- Scaled Hide (+6): He is the physically toughest of all the Talus.

Xetla - Countess of Chaos, The Boundless

Constantly shifting her form, from beautiful to horrific, she speaks in three voices simultaneously. One voice sounds angelic, one bestial, and the third sounds like a thousand tortured souls. This cacophony is enough to drive most men mad. Typically, she deals with mortals by possessing a nearby corpse - there is always a nearby corpse with Vaurogar - and communicating that way in its dead tongue while she watches and shifts with an unceasing smirk.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12+2, Notice d12+4

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- Fear -4: When seen in her natural form, she is absolutely terrifying.
- Runecaster: Xetla knows all runes.
- Freecaster: She may invoke runes with but a word.
- Shifting Form: All attacks, both ranged and melee, are -4 to hit her due to her constantly shifting form.

NAME: _____

RANK: _____ XP: _____

RunePunk

RACE: _____

ATTRIBUTES

- ☐ AGILITY
- ☐ SMARTS
- ☐ SPIRIT
- ☐ STRENGTH
- ☐ VIGOR

SKILLS

- 

EAST DERIVED STATS

- | | | |
|-----------------------|-------------------------------------|-----------------------|
| <input type="radio"/> | <i>PACE</i> | <input type="radio"/> |
| <input type="radio"/> | <i>PARRY</i>
(+2 HALF FIGHTING) | <input type="radio"/> |
| <input type="radio"/> | <i>TOUGHNESS</i>
(+2 HALF VIGOR) | <input type="radio"/> |
| <input type="radio"/> | <i>CHARISMA</i> | <input type="radio"/> |

GEAR

ITEM	LOCATION	WEIGHT
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- [illegible]

ROYALS

-

TOTAL WEIGHT CARRIED: _____

WEIGHT LIMIT: _____

ENCUMBRANCE PENALTY:

HINDRANCES

-
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-
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-
-

EDGES

- [illegible]

ARMOR TYPE	AREA PROTECTED	PROTECTION WEIGHT	TRAPPING (POWER)	DRAIN	RANGE	DAMAGE/EFFECT DURATION
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WEAPON	RANGE	BOF	DAMAGE	WEIGHT
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NOTES:

PERMANENT INJURIES:

WOUNDS!

-1 -2 -3

FATIGUE!

INC! -2 -1

○○○○ 5 ○○○○ 10 ○○○○ 15 ○○○○ 20 ○○○○ 25