

The Golden Bandit

4-5
HOURS



1

LEVEL

3-6
PLAYERS

PLAYERS



The Golden Bandit

If he were a small-time thief, he wouldn't be the Golden Bandit

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The Golden Bandit is an adventure for **TEPHRA: THE STEAMPUNK RPG** using the Clockwork System. It contains write-ups, maps, non-player characters, and all the information you need to run this adventure aside from the **PLAYING GUIDE** (of which, one **PLAYING GUIDE** per player is recommended for ease of use at the table).

This Tephra adventure was designed as a four to five hour adventure for level 1 characters. It is best suited for a party of 3 to 6 adventurers. It takes place in the rough western city of Rangston and is well-suited for adventurers just arriving in the city. It is suggested that you—our narrator—read through the entire adventure prior to running the adventure so you can be familiar with the NPCs, plots, and locations, (although this is not necessary in a pinch).



Cracked Monocle

Creative Director **Tim Bedard**

Project Lead **Robert Stephens**

Development **Spencer McAdams**

Guest Writing **Erica Speegle & Gustavo Martinez**

Executive Editor **Daniel Burrow**

Cover Art **Iona Isabella Rivera**

Interior Illustrations **Victor Helton**

Guest Illustrations **Erica Speegle**

Maps **Cade Schlaefli**

Playtesting and Feedback **Drake Narendorf**

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This supplement is designed for **TEPHRA: THE STEAMPUNK RPG** using the Clockwork System.

Maps are included for the adventure and may be copied for personal use.

Background

The Golden Bandit is a fast-paced, rugged, high-flying sort of fellow. He's known for running on rooftops, wearing gaudy clothing, and making a show out of everything he does. His real name is Sebastian Spriggs, but he introduces himself as Bastian, the Golden Bandit. (Why yes, he does include his title.)

Bastian is best known for stealing half of the clock tower that stands over Rangston. On the brightest day of the year, at high noon and 11-chimes in, Bastian dropped the bell through the clock tower, letting it smash through the 7 floors of the clock tower and into a secret passageway below he had somehow drilled underneath the city. He used the momentum of the bell falling to overwind the clock, then loosened the massive hands. They started spinning wildly, then both of them stopped, suddenly, at 2 o'clock. The minute hand broke and flew off with enough momentum to nearly clear the town. Instead, it landed right in the river, where two of Bastian's men fished it out and carried it off.

Bastian stole 27 other massive parts of the clock tower that day, including half of its face, and authorities can't figure out how he did half of it.

This is especially heinous because the clock tower serves as a symbol of the booming industry of the town. It was donated to the city by a wealthy businessman who made his fortunes in Rangston, as a way to give back to the community and it serves as a beacon for all those who come to the city in search of their own fortunes.

Yesterday, Bastian declared he will steal the entire remaining portion of the clock tower at 2pm sharp on the following day.

The whole town wants to know, "Who's going to stop him?"

Overview

Throughout this adventure, the adventurers will be shot, punched, shot, exploded, taken for a ride, burned, crushed, and weighted down. It all starts pleasantly enough, with the adventurers disembarking from a train ride into Rangston. Upon leaving the train station, they are confronted with a local Deputy and his mammoth automaton, the Sheriff. They are recruiting people to assist them in preventing the theft of the town's clock tower, and they turn to the adventurers for help. The Deputy and Sheriff will unfortunately be preoccupied guarding the underground railroad the Golden Bandit used in his previous theft.

Upon first arriving at the clock tower, the adventurers are faced with an angry mob that they must chase away. This involves a combat with a portion of the mob to get the adventurers used to fighting alongside each other. This combat is abruptly cut short after three rounds (or whenever you feel is appropriate) by the Golden Bandit taunting the mob, causing them to rush into the tower to find him.

When they enter the clock tower, the adventurers are introduced to the Golden Bandit before he flees to make good on his promise to steal the clock tower. The adventurers are then faced with the Golden Bandit's henchmen. Ajax, the muscly dolt, guards the stairs and impedes the adventurer's progress, while the twins, Hornegold and Jewel, fire upon the players from their vantage points. Upon defeating Ajax, the adventurers may proceed, ignoring the twins.

This next portion of the adventure is a chase scene up to the top of the tower. It involves many checks of the five attributes. At the beginning of this chase, the Golden Bandit will begin to lift the entire clock tower through the use of a dirigible. Throughout the course of this chase, the Golden Bandit will taunt the adventurers and make climbing the tower difficult. There is a system of Successes and Failures, and you should take some time before the adventure begins to familiarize yourself with the system. There are two points during the chase where the Golden Bandit will go one-on-one with one of the adventurers. The results of the one-on-ones and the chase will disable or hinder the Golden Bandit in the final confrontation on the top floor of the clock tower.

The final part of this adventure is an epic confrontation with the Golden Bandit. He uses many gadgets, some of which could be disabled by the adventurers mid-fight or as a result of a good performance in the chase scene. The Golden Bandit is more of an annoyance than a threat, so the use of taunts and provocations are encouraged. The adventure ends back at the Sheriff's office, with the adventurers receiving their reward.

Timing is Everything



As your train pulls to a stop, you see the Rangston terminal, swarming like an anthill. Travelers rush around as you step off your train, and conductors yell their arrivals and departures over the din of engines. You wade through the crowded, smoke-filled train station towards a set of huge double doors leading out onto the dirt roads of a bright, bustling city. Welcome to Rangston.

Note to the Narrator: This is a good opportunity for the adventurers to introduce themselves to you and each other as they step out of the doors one by one.

As you exit the station, you see a large crowd gathered in the street nearby. A man stands in the middle of them all, a large automaton at his side. When you get close, you make out his speech, “-to help us out with this matter. You’ll be duly compensated for the task, and it should only last a day. Come on now, who all is interested?” The crowd, however, is uninterested and quickly disperses.

Give the adventurers a chance to volunteer or discuss the matter. If it looks like they are not making progress, Deputy Wesley will walk over to them, Sheriff Half-Clocked following close behind. Either way, Deputy Wesley will be happy to speak with them.

This is also a good time to read the descriptions for Deputy Wesley and Sheriff Half-Clocked.

Deputy Wesley introduces himself, “Hello there, folks. I’m Deputy Wesley, and this here is Sheriff Half-Clocked. Did I hear you folks say you wanted to volunteer?”

When the adventurers ask, Deputy Wesley will explain further. “You see, an outlaw who calls himself *The Golden Bandit* has announced his intent to steal what’s left of our clock tower. It’s a sort of symbol of our city, and as such is pretty dear to our hearts. He made off with a coach load of important pieces last time around and left the inside in shambles. We’re afraid we might not be able to stop him this time without some help.”

After the adventurers have agreed to help, the Sheriff speaks in a robotic voice, “Your assistance in this matter is greatly appreciated, citizens. Please take these engraved pieces of metal to indicate your peace-keeping authority.” With that, a small compartment opens up as Half-Clocked produces Deputy Badges for all of the adventures. He continues, “According to my calculations, there is a high prob-

Deputy Wesley

Deputy Wesley wears a tired look and radiates an air of jaded pessimism. He stands at five and a half feet, sporting a short mess of unkempt brown hair, a five-o’clock shadow, and a noticeable hunch about his shoulders. He wears a plaid shirt beneath a leather vest, with his tarnished deputy’s badge proudly displayed on his chest. The toes of old boots and rusted spurs stick out from underneath worn pants and leather chaps. An aged revolver sits in a well worn holster on his hip, but it is well maintained and glints in the sunlight.

Sheriff Half-Clocked

Sheriff Half-Clocked stands at nine feet tall and maneuvers around via a pair of tank treads. He is made almost entirely of a bronze-tinted metal and is simply but elegantly decorated, a star painted on his chest where a normal sheriff’s or deputy’s badge would be. A massive rifle is clearly housed in his right arm, collapsed but readily accessible. You see plenty of dents and scratches: battle scars from his duty as law-keeper.

ability that the criminal, the Golden Bandit, will attempt to make use of an underground tunnel beneath the tower.” His tank treads then spin him toward Wesley. “Deputy Wesley, we should hurry. The crime is expected to take place in approximately 13 minutes.”

Deputy Wesley explains further, “The last time the Golden Bandit showed up, he dropped the bell through the clock tower, smashing through all seven floors, onto an underground train that he used to escape through tunnels he had constructed himself. Half-Clocked here thinks he’ll use the same method again, so we’re headed underground. It’s such bad timing too. We just replaced the missing minute hand.”

Without missing a beat, Half-Clocked interjects in his mechanical tone, “New Deputies, you will go to the main entrance on the ground floor of the clock tower. You shall restrict entry of any and all persons into the clock tower until the situation is resolved, at which time you will report to our office. Please report to your position at once.” And with that, Deputy Wesley starts toward the clock tower with Half-Clocked following close in tow.

A Numbers Game



You arrive at the clock tower, and immediately notice a group of ruffians surrounding the entrance. They are all shouting wildly, and waving guns in the air. Some of them seem to be trying to pry the entrance to the clock tower open. The citizens of Rangston are avoiding the intersection entirely if possible, but a few brave souls are running past them, being sure to stay clear on the opposite side of the street.

It might be enough to scare off the locals, but you can tell easily just by the way they hold their weapons, most of this gang has never been in a real fight before. Whatever they're up to, it's definitely something Wesley and Half-Clocked would want you to put a stop to.

Should the party attempt to listen in, they'll unfortunately find hard to make anything out. They will make out broken phrases, things like "We're gonna kill him! Kill all of them!" or "Where is he, I'll destroy 'em." A Tier 2 cunning check will also overhear talk of a bomb blowing up the tower. Take careful note that they never give any specific names, and if one of the Adventurers mentions the Golden Bandit, one of the Career Criminals will immediately attack that Adventurer. Otherwise, the crowd will mostly ignore the Adventurers while they get into position and will only start to fight back when attacked or approached without introduction.

The mob that has gathered is fairly large, but only a small group will concern themselves with the adventurers. It is important not to make the crowd so overwhelmingly large that you scare off the adventurers. Emphasize their tendency to ignore the adventurers, suggest that they get into positions, and then start the fight. The Ruffians will only attack if the adventurers get within 10 feet, fire first, or have set themselves up behind cover.

Time for Fighting

There will be a number of Fired Farmhands equal to the number of adventurers and a number of Career Criminals equal to half that amount, rounded down.

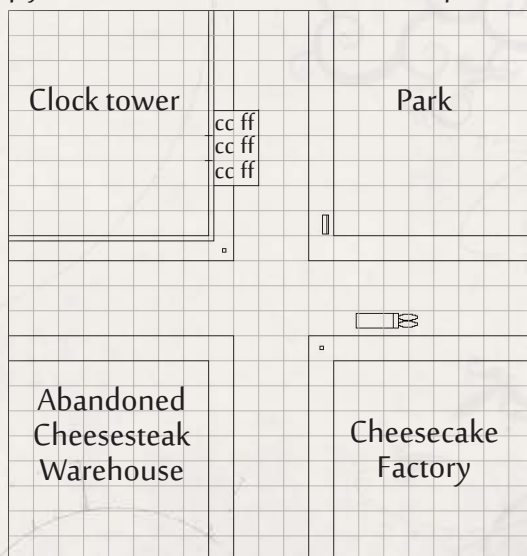
Adventurers:	3	4	5	6
Fired Farmhands:	3	4	5	6
Career Criminals:	1	2	2	3

After 3 turns have passed, this announcement will interrupt the fight:



Suddenly, in the middle of the fighting, you hear a voice. It sounds like it's coming over some sort of PA system. "Good job, men. If you're done at the base of the clock tower, I'm waiting on the second floor. Come quickly, I'd like to get the rest of my plan into place so we can begin." And with that, the remaining ruffians start crowding into the clock tower.

Any of the combatants who were injured will attempt to sneak off during this announcement. All of the Adventurers will notice this, and can attempt to pursue with a Dexterity roll. A Tier 1 allows the Adventurer to catch up to the fleeing ruffian and make an attack roll to attempt to grab him. A Tier 2 allows that adventurer to tackle the ruffian to the ground and apply restraints such as handcuffs or a rope.



The Map

A bunch of rowdy ne'er do wells are crowding around the entrance to the clock tower trying to get in. Those two dots are street posts (minimal cover) the odd rectangle near the park is a park bench (light cover), and the rectangle with the two dots attached is a horse-drawn carriage (even more cover!). An Adventurer may set up behind a window of the nearby buildings. There is an open-air market off-screen in the park, so if anyone is missing anything they can pick it up real quick.

Fired Farmhand

Race: Human
 Level: 2/3rd AP: 2
 HP: 10 Wounds: 9
 Priority: +0 Speed: 25 feet

Guard

Working Clothes (minimal textile armor)

Eva: +0 Def: +0
 Soak: 1 | 2 | 3 | 4

Attacks

Six-Shooter (2 AP, 0 AP to ready)

Acc: +2 Range: 100 feet
 Damage: 4 | 8 | 12 | 16

Skills

Ace: +2
 Brawl: +1
 Faith: +1

Attributes

Brute: +1
 Cunning: +0
 Dexterity: +2
 Spirit: +1
 Sciences: +0

Reference

Equipment: Six-shooter (medium metal firearm), working clothes (minimal textile armor)

How Fired Farmhands Act:

A Fired Farmhand is relatively new to the bandit life. Until just a few weeks ago he was working happily on the farm. He may have needed some extra money, he may have just been a little hungry, but for whatever reason, he stole from his employer. He was immediately fired and left with no choice other than to become a bandit. The more experienced guys will use him as a distraction. He doesn't really know how to fight, so he'll just kind of stand there and fire his gun at you until you leave him alone or he gets hit. If he's about to die, he'll run, but he is likely to give up once he is grabbed or surrounded.

If the party requests their description:



The Ruffians are wearing denim pants with shirts. Most of them are ragged, as though they had previously been employed on a ranch or farm. The rest are dressed in more gaudy clothes: jackets and vests with studs and shiny emblems. These clothes look fresh off the rack. They are all wearing red bandanas to cover their faces, emblazoned with some sort of emblem.

Career Criminal

Race: Human
 Level: 1st AP: 3
 HP: 16 Wounds: 12
 Priority: +3 Speed: 25 feet

Note: A Career Criminal can move 10 feet for no AP once per turn.

Guard

Gaudy Clothes (minimal textile armor)

Eva: +1 Def: +0
 Soak: 1 | 2 | 3 | 4

Attacks

Six-Shooter (2 AP, 0 AP to ready)

Acc: +4 Range: 100 feet
 Damage: 5 | 10 | 15 | 20

Skills

Agility: +1
 Brawl: +2
 Espionage: +2
 Marksmanship: +3
 Resilience: +1
 Showmanship: +1

Attributes

Brute: +3
 Cunning: +3
 Dexterity: +4
 Spirit: +0
 Sciences: +0

Reference

Specialties: Free Movement

Equipment: Six-shooter (medium metal firearm), anti-personnel bullets, gaudy clothes (minimal textile armor)

How Career Criminals Act:

A Career Criminal has been doing this kind of work for a while. He steals, kills, sleeps, and does it all again the next day. He has special bullets that give him a +1 Damage Class on his attacks. He knows that getting shot is bad, so he will attempt to find some sort of cover as soon as a firefight begins (usually minimal). He knows that selective targeting is key, so he will make called shots sometimes and attack targets who don't seem to notice him. This causes him to sometimes switch targets frequently. He won't go down easy, so unless you knock him out, he'll fight to his last breath.

A Tier 2 cunning check will reveal that this emblem is some sort of gang sign. They are all carrying revolvers in plain sight, some already in hand, which seems to be the major source of fear for the citizens. They are all clearly from the western portion of town, and don't really seem to fit in with this area's industrial backdrop.

Two Steps Ahead



As you enter the clock tower, you see the rabble-rousers from before all laying unconscious on the ground. Standing over one of them is a large Evanglessian man. He wears no shirt, and is bald except for a single curly hair on his head. He just pulled some sort of device out of a ruffian's pocket, which he quickly throws upward into the hand of a man standing on the second floor.

The Golden Bandit, Himself

Standing around six feet tall with a thin build, this bright-eyed gentleman radiates a thick aura of smug confidence. While his gold vest and gloves reflect the keenest sheen of wealth, the black of his other garments is heavily accented with intricate embroidery of a similarly rich hue. His blonde hair peeks playfully out from under his bowler, and there is a slight clink in his step from the gold heels of his boots. His smile is calm, but his eyes are beacons of fiery exhilaration. He strikes a pose like someone who boasts about brushing his teeth, and offers a slight bow.



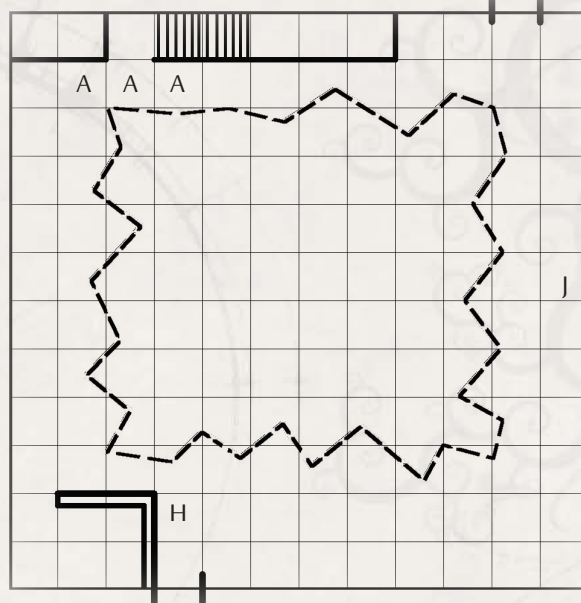
He greets you thusly,

“Oh. Now here are some faces I don’t recognize. Hello and good day, gentlemen. You all must be new in town. Well, I mustn’t forget my manners. Let me be the first to welcome you to Rangston, the city of steel, prospect, and trade. I am Bastian, the Golden Bandit, and stealing prospects is my trade. I’d love to stay and chat, but I’m afraid you’ve arrived at a rather bad time, as I’m currently preoccupied with the acquisition of this clock tower. Fortunately, Ajax and the twins will be delighted to keep you company in my stead. Until we meet again.”

And with that, he leaves your view.

Stall for time. Ajax stands blocking the only stairway to the second floor and introduces himself. He is trying to buy time, and will show off his muscles and brag that he can pull off many feats of endurance.

During his introduction, a Tier 2 cunning will reveal giggling coming from a second floor awning. It’s the twins. If they are discovered, they will attempt to engage the adventurers in conversation to stall for time. Ajax and the twins will only start fighting when the adventurers attack first.



The Map

The first floor was a clock-themed gift shop, but when the bell fell through the tower, every floor got destroyed. The first floor has been repaired, but a large chunk is missing from the 2nd floor. The dotted line represents the broken away ceiling of the first floor. The Area in the lower left is a counter where you would check out with your souvenirs, and all of the walls are filled with knick-knacks and other oddities that would be friendly for a Hurl (specialty) build. The area is mostly devoid of cover, since the area has been off-limits and under construction. There are stacks of building supplies and repairs in the back right corner, blocking the rear door.

Time's Up

After Ajax is knocked out, the adventurers can chase after the Golden Bandit. Hornigold and Jewel have no interest in close combat and do not block the adventurers’ progress. If any adventurers would like to stay and beat a dead horse, kindly remind them that the Golden Bandit is getting away. After the adventurers have gone, the twins will exit the clock tower, dragging the unconscious Ajax behind them.

Ajax

Race: Human
Level: 3rd AP: 3
HP: 40 Wounds: 12
Priority: +4 Speed: 25 feet
Note: Big for his size, Ajax takes up 3 spaces.

Guard

Bare Chest (no armor)
Eva: +0 Def: +4
Soak: 2 | 4 | 6 | 8

Attacks

Heavy-Handed Assault (2 AP)
Acc: +0 Stk: +6
Damage: 5 | 10 | 15 | 20

Skills	Attributes
Brawl: +4	Brute: +13
Frenzy: +1	Cunning: +0
Grace: +1	Dexterity: +0
Luck: +4	Spirit: +5
Overpower: +1	Sciences: +0
Resilience: +7	

Reference

Specialties: Heavy-Handed, Living Barrier, Thick Skin
Equipment: Pants

How Ajax Act:

Ajax is the muscle-y dolt of the Golden Guns. It was Ajax who swam down to the bottom of the river and fished out the minute hand, when the Golden Bandit stole the face of the clock tower. Ajax will stand in the between the adventurers and the path the Golden Bandit departed by. He will stand in the same spot, blocking their progress. His was told to stall for as long as possible, and that's just what he's going to do. He combines both of his hands to smash his opponents until they stop moving. When Ajax falls, the Adventurers can leave the other two Golden Guns and chance the Golden Bandit. Ajax's thick bones will prevent him from taking any wound or fatal effects, but once his battle stamina (HP) is all gone, he will fall unconscious from his own weight.

Description:

Ajax is exceptionally tall for a human, standing at an impressive 7 ft. He wears a pair of green denim pants with brown suspenders and brown loafers. He wears no shirt, exposing his Muscle-y chest, which he has hardened to the point where he can withstand cannon shot at close range. He has a single hair on his head, which curls upward, making him seem even taller.

The Twins, Hornegold & Jewel

Race: Human
Level: 2nd AP: 3
HP: 20 Wounds: 12
Priority: +4 Speed: 25 feet

Guard

Duster (minimal textile armor)
Eva: +1 Def: +0
Soak: 1 | 2 | 3 | 4

Attacks

Big Shot (2 AP, 0 AP to ready)
Acc: +2 Range: 200 feet
Damage: 6 | 12 | 18 | 24

Special Abilities

Mark Target (at the beginning of combat): Hornegold marks a target location on a target adventurer for Jewel. She will attack this target on each of her turns, using her Big Shot.

Encouragement (1 AP): Hornegold encourages Jewel on her shot. This gives her a +3 on her next accuracy roll.

Skills	Attributes
Agility: +1	Brute: +3
Espionage: +1	Cunning: +6
Expertise: +1	Dexterity: +4
Marksmanship: +4	Spirit: +0
Resilience: +3	Sciences: +0
Tactical: +4	

Reference

Specialties: Direct the Battle (stance), Encouragement, Snap Reload

How the Twins Act:

The Twins will never be more than 50 feet away from each other and will take sniping positions behind cover if possible. At the beginning of combat they will pick two targets that they want the other to focus on, and will engage their marks. When one is firing, the other will offer praise and pointers on where a better shot might be found. If one of them is defeated, the other will attempt to rescue their sibling and retreat.

Description:

Hornegold stands at five-and-a-half-feet, wearing a metal breastplate under his brown leather duster and leather chaps over his denim pants and tall boots. His hair is sun-light blonde, and his eyes are a pale blue. Jewel, standing just as tall and dressed near identically, shares her brother's stunning hues, her hair cut pixie-short in contrast to her brother's roguish ponytail. Each of them wields a bolt-action rifle, and the pair has developed a reputation as the most formidable sharp-shooter duo around.

A Dirigible to Catch



You climb the stairs to the second, and then third floor. The stairs end here, but the clock tower goes higher. You see the Golden Bandit across the room, and he tips his hat to you. "Off we go!" he exclaims, slipping behind cover. You suddenly hear an explosion as the clock tower begins to fall. You then hear a noise, reminiscent of an airship and you feel as though you are gaining altitude. The Golden bandit is getting away! The shaking of the clock tower is so intense that you have to use both of your hands to keep your balance, and getting a clear shot with ranged weapons is nearly impossible. The shaking is also making moving difficult, if you go too fast you could easily fall to your death. The challenge will be perilous, but you can't let him get away.

If an adventurer looks down, he or she will see the ground floor getting farther away as the Twins drag Ajax out to avoid falling debris.

Start by rolling priority. The character with the most successes can choose to make a check first. If characters have the same number of successes, the character with the highest priority gets to make the check first, if they so choose. The person with the highest number of successes is

checked twice in the middle of the race, and then everyone's number of successes is checked at the end of the chase.

You can give a good indication of who has the most successes to your adventurers with statements like "Adam is out in front, with Billy close behind him, Cindy following the both of them, and Derrick way in the back." to indicate that Adam has the most successes, followed by Billy, then Cindy, and finally Derrick, or "After that last section, Cindy has taken the lead, with Billy and Adam right behind her and Derrick catching up to the rest slightly." to indicate that Cindy now has the most successes, with Billy and Adam tied right behind her and Derrick still trailing behind.

Everyone starts with one success for every 10 feet of movement speed they have above 25. A character with 35 or 40 movement speed would start with 1 success, and a character with 55 or 60 movement speed would start with 3 successes.

You should encourage adventurers to make these checks Heroically (Playing Guide, page 143). Any adventurer who does so scores one tier higher on his heroics check.

Some checks call for one adventurer to make the check. If multiple adventurers want to make the check, you may allow them designate one adventurer to be the check-maker and have the other players aid them. Have them roll the attribute, and then use the chart from Heroics to give them a bonus (or penalty) to the roll based on the result.



The Control Panel

There is a control panel near the adventurers. They can tell that during the last fight, the Golden Bandit was operating it. He has jammed four levers into the "up" position. An adventurer can attempt a Sciences roll in order to move the markers to the "down" position. Each Tier of success moves one of the markers to the "down" position. (Note: This check changes the fight at the end of this chase and does not affect



The Burning Bridge

There's a bridge between the adventurers and the Golden Bandit. "I'm not usually one to burn bridges," he says, "but it's time to move on." He then lights it on fire. An adventurer can try to jump a gap or take a path, but it's slightly out of the way and it will take a little longer.

The adventurers run through the flames: They gain 1 success. The adventurer takes 10 damage from fire and suffers the effects of Tier 2 burning. (Without the damage or need to put it out.)

The adventurers take the path: No change.

The adventurers make the jump: Dexterity check:

Tier 1	1 failure. The adventurer barely manages to grab the ledge and fall behind the rest as he or she pulls himself or herself up.
Tier 2	1 success. The adventurer just barely manages to make the jump and gains slightly on the Golden Bandit.
Tier 3 or 4	2 successes. The adventurer makes the leap look easy and doesn't seem to lose any speed as he or she gains on the Golden Bandit.

3 The Bridge is Up!

The adventurers round the corner where the Golden Bandit disappeared. He's made his way over to a corner on the opposite side of the room and has started climbing a ladder to the 4th floor. There's a bridge connecting the two sides, but it is currently up so that no one can cross. There is an awning that goes around the outside of the room.

One Adventurer makes a Sciences check:

Tier 1	After wrestling with the controls for a bit, the adventurer finally gets the bridge lowered. The adventurer who made the check gets 1 failure.
Tier 2	The adventurer gets the bridge lowered quickly. Each adventurer gains 1 success.
Tier 3 or 4	The adventurer gets the bridge lowered immediately and hurries across. The adventurer who made the check gets 2 successes, everyone else gets 1 success.

4 Nothing to Stand On

As the adventures climb the ladder to the 4th floor, the first one will see him run across an impromptu bridge, breaking the plank he crossed on and creating a gap. "Oh dear, how dreadful. This old place is just falling apart," he says. There's another path slightly out of the way.

The adventurers take the path: No change.

The adventurers make the jump: Dexterity check:

Tier 1	1 failure. The adventurer barely manages to grab the ledge and fall behind the rest as he or she pulls himself or herself up.
Tier 2	1 success. The adventurer just barely manages to make the jump and gains slightly on the Golden Bandit.
Tier 3 or 4	2 successes. The adventurer makes the leap look easy and doesn't seem to lose any speed as he or she gains on the Golden Bandit.

5 Crashing Gears

A few feet after the gap, the Golden Bandit calls out, "Well, it looks like you're in it for the long haul now. Better gear up!" as he sabotages some of the gears, causing one to fall and block the way of the adventures. It's sturdy, but a strong Adventurer might be able to smash it.

One Adventurer makes a Brute check:

Tier 1	The first strike doesn't quite break it, but the second one does. The adventurer who makes the check gets 1 failure while they shake it off.
Tier 2	The adventurer breaks the gear, clearing the way forward. Each adventurer gets 1 success.
Tier 3 or 4	The adventurer charges through the gear and after the Golden Bandit. The Adventurer who made the check gets 2 successes. Everyone else gets 1 success.

6 Cart it Up!

"Look at this. You've come to cart me off, and here I've beaten you to the punch," he chortles. The Golden Bandit used a cart on a pulley system to get himself across the a gap to the other side of the clock tower.

The adventurers attempt to use another cart: Sciences check:

Tier 1	1 failure. It takes a bit to figure out the controls. The adventurer lose some time as the cart moves slowly.
Tier 2	1 success. The adventurer gets the cart working and makes it across the gap.
Tier 3 or 4	2 successes. The adventurer gets the cart into overdrive.

The adventurers make the jump: Dexterity check:

Tier 1	1 failure. The adventurer barely manages to grab the ledge and fall behind the rest as he or she pulls himself or herself up.
Tier 2	1 success. The adventurer just barely manages to make the jump and gains slightly on the Golden Bandit.
Tier 3 or 4	2 successes. The adventurer makes the leap look easy and doesn't seem to lose any speed as he or she gains on the Golden Bandit.

He's Cut the Rope

The Golden Bandit ran around the corner, climbing up a rope to the 5th floor. "It's been fun romp so far, but I'm going to have to cut it short." He's obviously severed the rope.

There is another rope that could swing on to as a shortcut, if an adventurer can notice it.

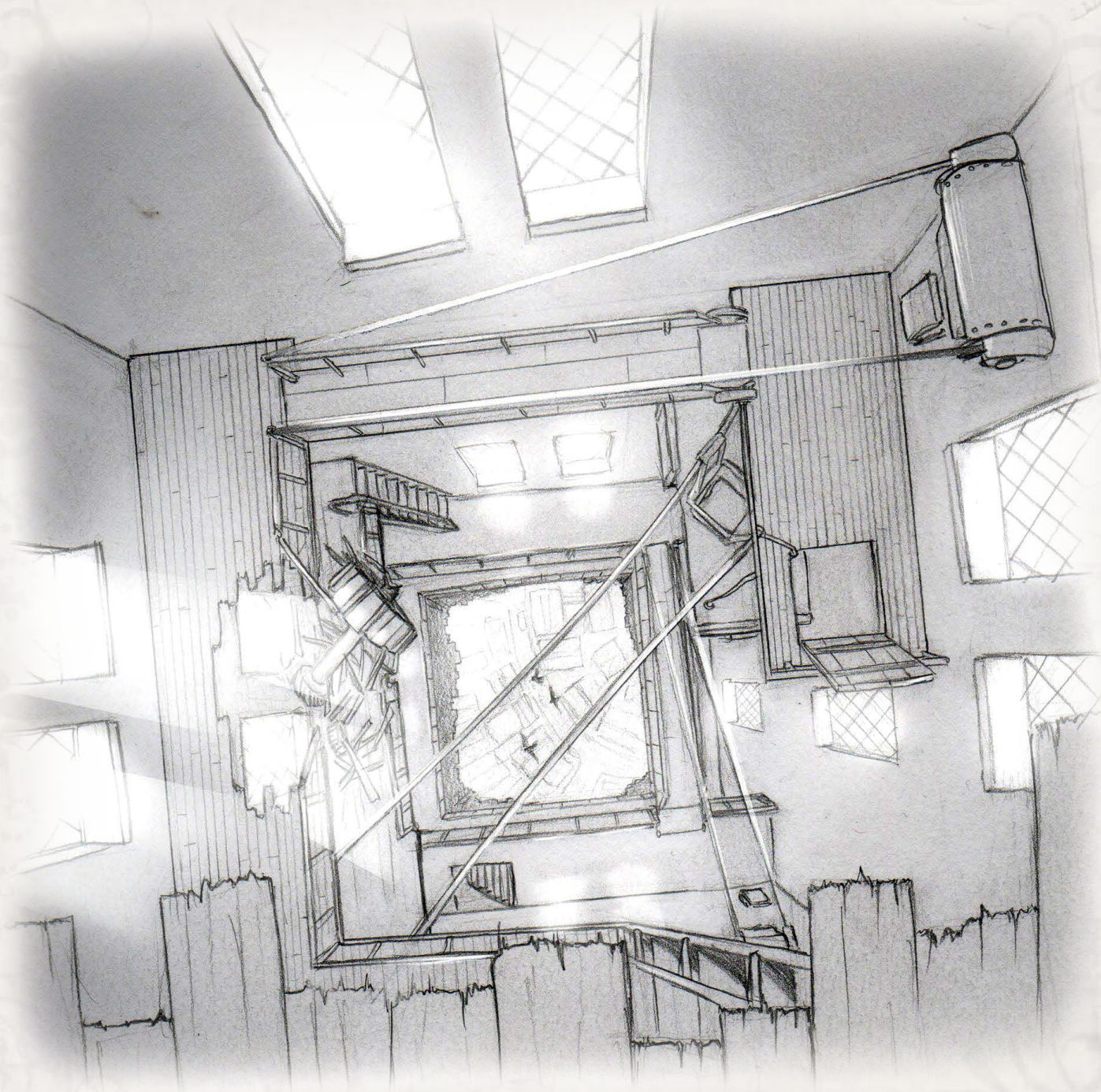
All of the adventurers attempt a Cunning check to notice:

Tier 1 The adventurer is too focused on the Golden Bandit.

Tier 2 or higher

The adventurer notices a rope that will give them a shortcut! The first adventurer to take the rope gains 1 success. All other adventurers notice this person take the shortcut.

Note: There is not enough time to call out and tell the other adventurers and there is only one rope and it will only hold one adventurer.



A Brief Duel

The Golden Bandit is about to go one on one with one of the adventurers. This will last three rounds. Just follow this guide and take the hit points he loses from the final fight at the end of the chase. The adventurer can break combat and let the Golden Bandit get away at any point if he or she feels threatened. If the Golden Bandit is hit during this combat, he drops his Grease Guzzler down the hole in the center of the tower and is lost forever.

As the Adventurers climb the rope, the Golden Bandit applies his Grease Guzzler to the rope! The Adventurer with the most (successes - failures) manages to just barely make it to the top. The rest must wait until the grease wears off. This will take 3 turns.

1st Round: The Golden Bandit attempts to steal the adventurer's weapon.

Acc: +6 Stk: +4 Range: Melee
Damage: 0

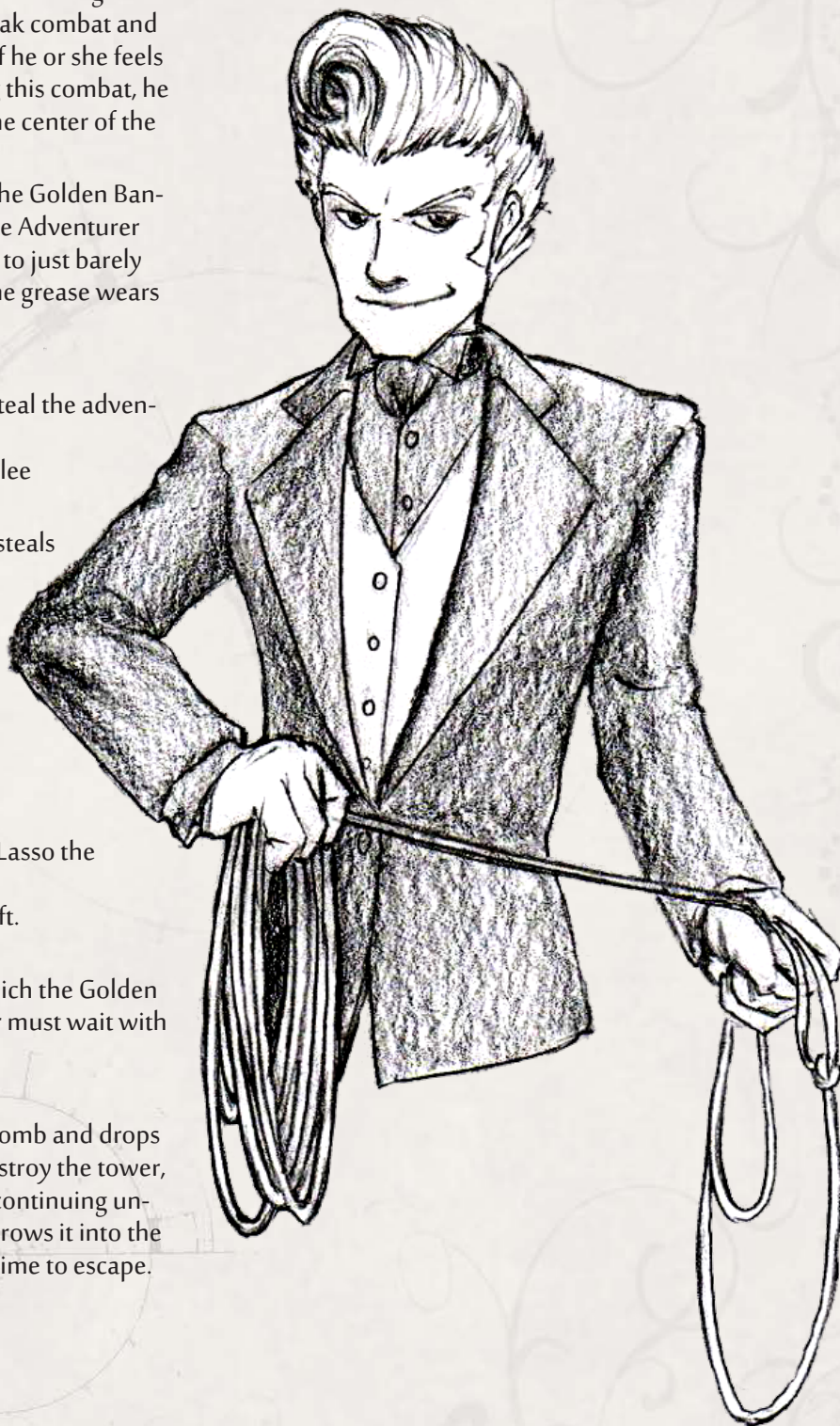
If the Golden Bandit hits with this attack, he steals the adventurer's weapon unless that adventurer resists the Golden Bandit's strike with a dexterity resist. He then throws the weapon down the hole. The adventurer can break combat to recover his or her weapon, but must wait with the rest of the adventurers to resume the chase.

2nd Round: The Golden Bandit attempts to Lasso the adventurer.

Acc: +6 Stk: +4 Range: 50 ft.
Damage: 4 | 8 | 12 | 16

Special: The lasso is attached to a weight, which the Golden Bandit tosses down the hole. The adventurer must wait with his fellows to resume the chase.

3rd Round: The Golden Bandit takes out a bomb and drops it at the adventurer's feet. It is huge. It will destroy the tower, preventing the rest of the adventurers from continuing unless the one-on-one fighter picks it up and throws it into the hole in the center, giving the Golden Bandit time to escape.



8 Pull down the Bridge!

As the Adventurers climb to the 5th floor, the first one will see the Golden Bandit raising a bridge. "Smashing good time, chaps, but I meant what I said." He then smashes the controls, so the adventurers can't lower it with the machine. It looks sturdy, but a strong character may be able to knock it down.

One adventurer makes a Brute check:

Tier 1	The first strike doesn't quite get it, but the second one does. The adventurer who makes the check gets 1 failure while they shake it off.
Tier 2	The adventurer lowers the bridge, clearing the way forward. Each adventurer gets 1 success.
Tier 3 or 4	The adventurer charges forward, the bridge falling below their feet, and he or she races after the Golden Bandit. The adventurer who made the check gets 2 successes. Everyone else gets 1 success.

9 Don't Let Go!

The Golden Bandit deploys a porta-bridge, then deactivates it quickly upon reaching the other side. The first adventurer crosses gaining 1 success. The porta-bridge then deactivates unless the person who crossed it makes a Sciences check.

The first adventurer holds the bridge: Sciences:

Tier 1	1 failure. The adventurer is not fast enough to save the porta-bridge from falling.
Tier 2 or higher	The adventurer manages to keep the porta-bridge active long enough for everyone to cross before the porta-bridge finally falls. The rest of the adventurers gain 1 success. The follow check is not necessary.

All remaining Adventurers make the jump: Dexterity:

Tier 1	1 failure. The adventurer barely manages to grab the ledge and fall behind the rest as he or she pulls himself or herself up.
Tier 2	1 success. The adventurer just barely manages to make the jump and gains slightly on the Golden Bandit.

10 Coggy Weather

"This may not actually be the best weather for flying. I hear it's going to be coggy out." The Golden Bandit has sabotaged the gears in the clock tower, making them fall in the Adventurer's path! They're not completely blocking progress, but the adventurers need to find a way to navigate safely past them.

All adventurers make a Cunning check to notice:

Tier 1	The adventurer has difficulty navigating the falling gears and takes 1 failure and 10 damage as a gear crushes him or her.
Tier 2	The adventurer navigates the falling gears with no trouble and gains 1 success.
Tier 3 or 4	The adventurer finds the optimal path through the falling gears and gains 2 successes.

11 Break the Blockage!

A large gear has fallen and is completely blocking the way forward. It's sturdy, but a strong Adventurer might be able to smash it.

One adventurer makes a Brute check:

Tier 1	The first strike doesn't quite break it, but the second one does. The adventurer who makes the check gets 1 failure while they shake it off.
Tier 2	The adventurer breaks the gear, clearing the way forward. Each adventurer gets 1 success.
Tier 3 or 4	The adventurer charges through the gear and after the Golden Bandit. The adventurer who made the check gets 2 successes. Everyone else gets 1 success.

12 Oh, Gear!

Another large gear falls just in front of the Adventurers, creating a hole where the floorboards once were. "I had intended to keep that particular gear, but that plan has since fallen through." There is a cart suspended by pulleys that would make crossing simple, but it only has room for one, and the controls are slightly complex. There's a detour, but it's a way out of the way.

If the Adventurers attempt to work the controls: Sciences check:

Tier 1	The adventurer can't figure out how to work the controls. The adventurer making the check gets 1 failure.
Tier 2	The adventurer manages to use the cart to cross the game. The adventurer making the check gets 1 success.
Tier 3 or 4	The adventurer gets the cart running at max speed. The adventurer making the check gets 2 successes.

If the Adventurers jump across: Brute check:

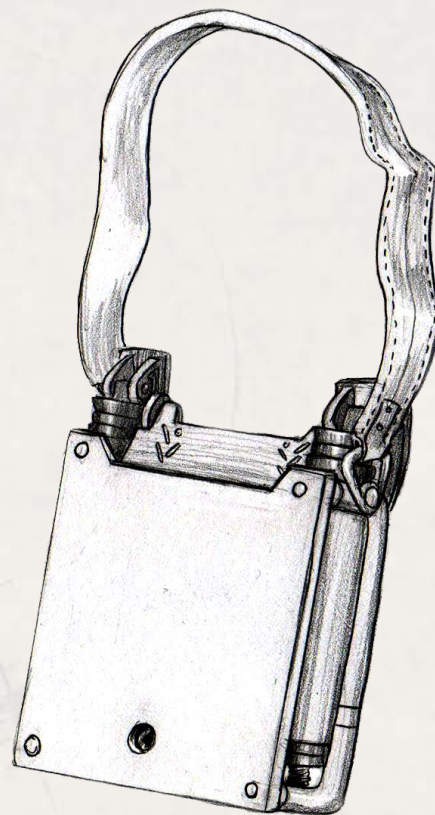
Tier 1	1 failure. The adventurer barely manages to grab the ledge and fall behind the rest as he or she pulls himself or herself up.
Tier 2	1 success. The adventurer just barely manages to make the jump and gains slightly on the Golden Bandit.
Tier 3 or 4	2 successes. The adventurer makes the leap look easy and doesn't seem to lose any speed as he or she gains on the Golden Bandit.

If the Adventurers take the detour: No change.

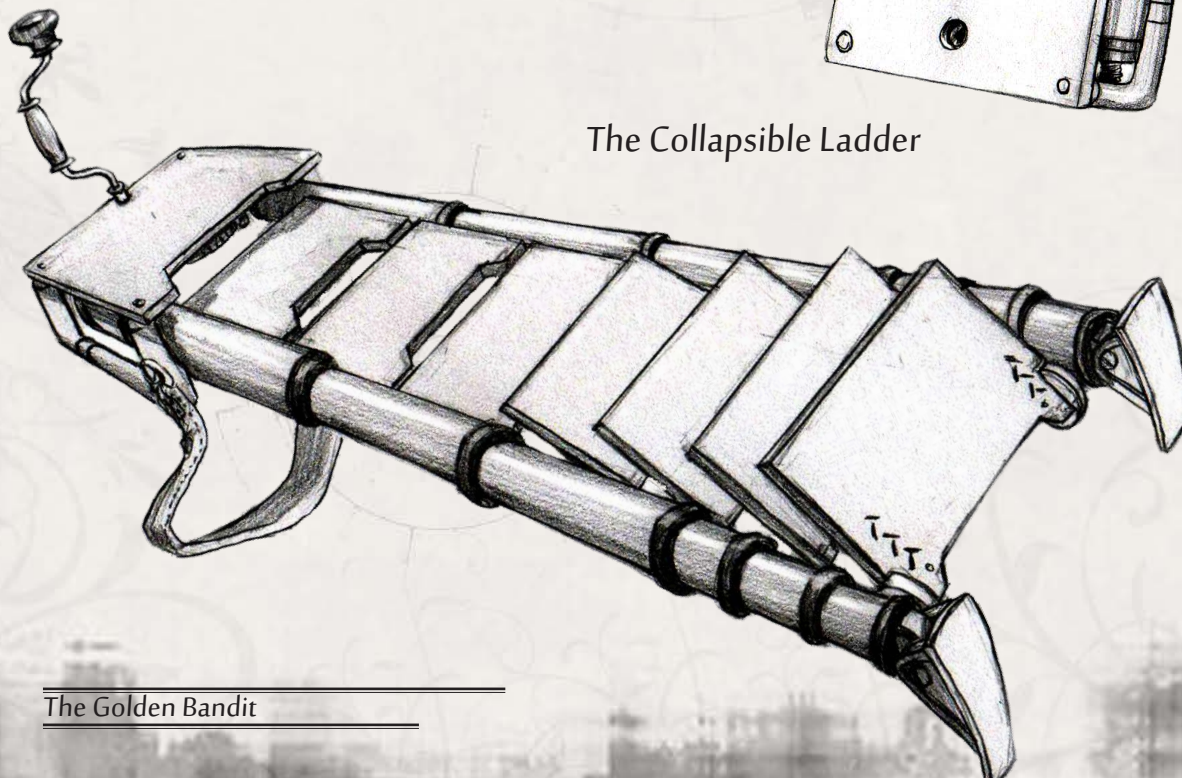
13 Smoke Bombs?

The Golden Bandit takes the stairs up to the 6th floor ahead of the Adventurers. They are nearing the top of the tower. If the Adventurers want to catch the Golden Bandit, this could be their last chance.

The Golden Bandit is about to go one-on-one with one of the adventurers. This will last three rounds. Just follow this guide and take the hitpoints he loses from the final fight at the end of the chase. The adventurer can break combat and let the Golden Bandit get away at any point if he or she feels threatened. If the Golden Bandit is hit during this combat, he drops his Smoke Bombs down the hole in the center of the tower and they are lost forever.



The Collapsible Ladder



Another Brief Duel

Before the Adventurers can make it to the stairs, the Golden Bandit throws some smoke bombs! The Adventurer with the most (successes - failures) manages to avoid the smoke. Moving inside the smoke will be extremely dangerous and those caught in it must wait until it disappears. (3 rounds)

1st Round: The Golden Bandit attempts to steal the adventurer's weapon.

Acc: +6 Stk: +4 Range: Melee
Damage: 0

If the Golden Bandit hits with this attack, he steals the adventurer's weapon unless that adventurer resists his strike with a dexterity resist. He then throws the weapon down the hole. The adventurer can break combat to recover his or her weapon, but must wait with the rest of the adventurers to resume the chase.

2nd Round: The Golden Bandit attempts to Lasso the adventurer.

Acc: +6 Stk: +4 Range: 50 ft.
Damage: 4 | 8 | 12 | 16

Special: The lasso is attached to a weight, which the Golden Bandit tosses down the hole. The adventurer must wait with his fellows to resume the chase.

3rd Round: The Golden Bandit takes out a bomb and drops it at the adventurer's feet. It is huge. It will destroy the tower, preventing the rest of the adventurers from continuing unless the one-on-one fighter picks it up and throws it into the hole in the center, giving the Golden Bandit time to escape.



Dangerous Short-Cuts

The Golden Bandit takes the stairs up to the 6th floor ahead of the Adventurers. They are nearing the top of the tower. If the Adventurers want to catch the Golden Bandit, this could be their last chance.

The Golden Bandit runs along the side of the wall turning the corner while running at top speed. There are large rotating gears in the middle of the room that look like they might provide a short-cut.

If the adventurers stay along the sides: No change

If the adventurers take the Short-Cut: 1 success



Breaking Floorboards

"Hmm. It looks like some of the floorboards above us are loose. I have a particularly bad ceiling about this one." The golden bandit sabotages some wooden boards above his head, creating a wall between the Adventurers and him. The boards are sturdy, but a strong Adventurer could be able to break them.

One Adventurer makes a Brute check:

Tier 1	The first strike doesn't quite break it, but the second one does. The adventurer who makes the check gets 1 failure while they shake it off.
Tier 2	The adventurer breaks the boards, clearing the way forward. Each adventurer gets 1 success.
Tier 3 or 4	The adventurer charges through the boards and after the Golden Bandit. The Adventurer who made the check gets 2 successes. Everyone else gets 1 success.

There is a rope that provides a shortcut, if an Adventurer can notice it.

All Adventurers make a Cunning check to notice:

Tier 1	The adventurer is too focused on the Golden Bandit.
Tier 2 or higher	The adventurer notices a rope that will give them a shortcut! The first adventurer to take the rope gains 1 success.

All other adventurers notice this person take the shortcut.

Note: There is not enough time to call out and tell the other adventurers and there is only one rope and it will only hold one adventurer.

16 Hold the Bridge!

"Oh look! Instead of plain rope, there are rungs! I definitely prefer the latter." The Golden Bandit runs across a porta-bridge and begins climbing the ladder to the top floor.

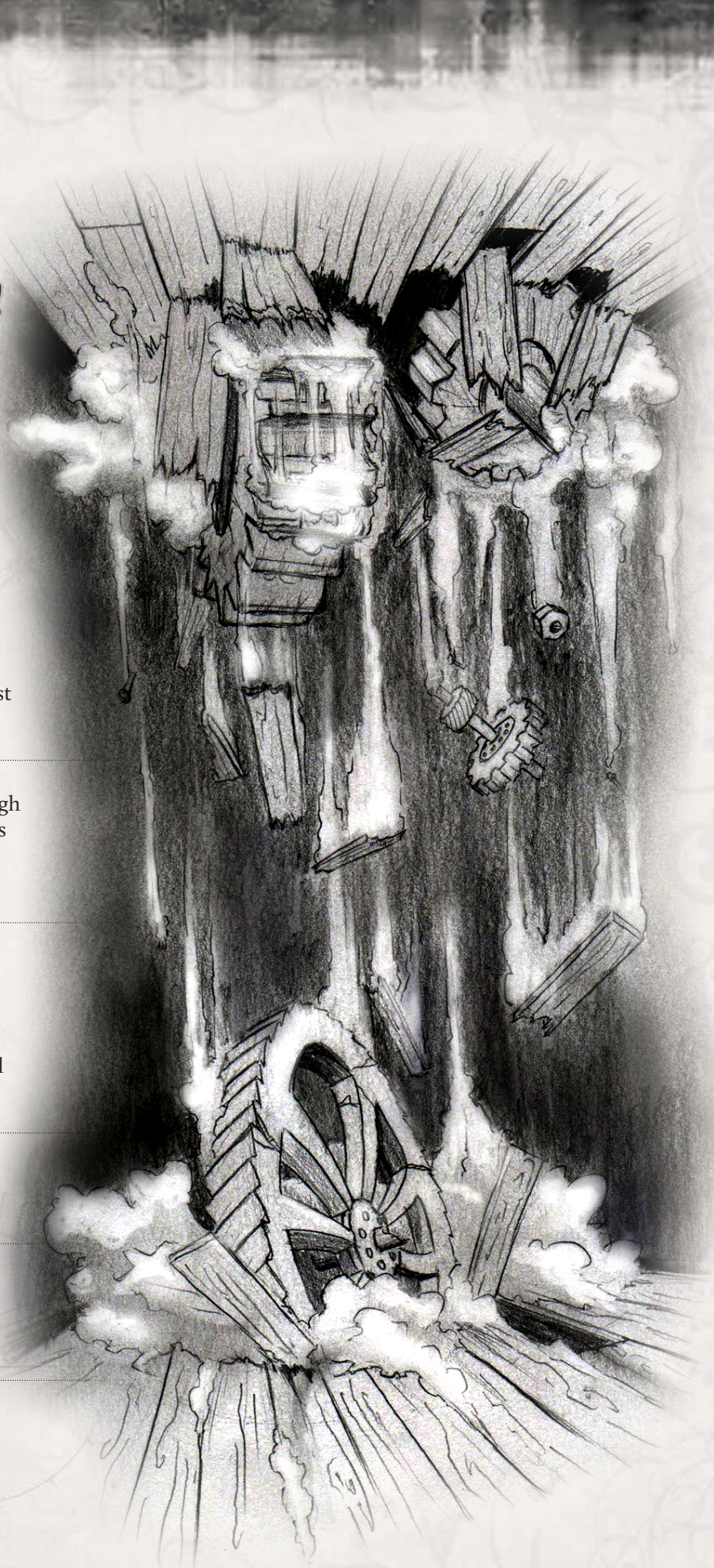
The first two adventurers make it across the porta-bridge, gaining 1 success each. These adventurers can make a sciences check to hold the porta-bridge

The adventurers can hold the bridge:
Sciences check.

Tier 1	1 failure. The adventurer is not fast enough to save the porta-bridge from falling.
Tier 2 or higher	The adventurer manages to keep the porta-bridge active long enough for everyone to cross before it falls to the ground. The rest of the adventurers gain 1 success. The follow check is not necessary.

All remaining Adventurers make a jump:
Dexterity check.

Tier 1	1 failure. The adventurer barely manages to grab the ledge and fall behind the rest as he or she pulls himself or herself up.
Tier 2	1 success. The adventurer just barely manages to make the jump and gains slightly on the Golden Bandit.
Tier 3 or 4	2 successes. The adventurer makes the leap look easy and doesn't seem to lose any speed as he or she gains on the Golden Bandit.



It's High Time

If no adventurer has more than 1 success, they catch sight of the Golden Bandit at the edge of a window at the top of the tower. His voice echoes down the steps as they close the final distance.



"I once met a meddlesome band who had me unfairly outmanned. Their moods were quite sour for my stealing a tower when in truth I just needed a hand."

As they reach the window, they see the Golden Bandit and his parachute glider soaring off into the distance.

If any adventurer has more than 7 successes, he or she gets to make an accuracy roll to disable one of the Golden Bandit's gadgets before the Golden Bandit speaks. The following gadgets are disabled for the corresponding number of adventurers who roll above a 4.

1. Dirigible Controls (See *Controlling the Dirigible* near the combat resolution)
2. Smoke Bombs
3. Spring-Loaded Alarm Box
4. Parachute-Glider
5. Free movement (rocket pack)
6. Distract (holograms)
7. Lasso trick (weights)

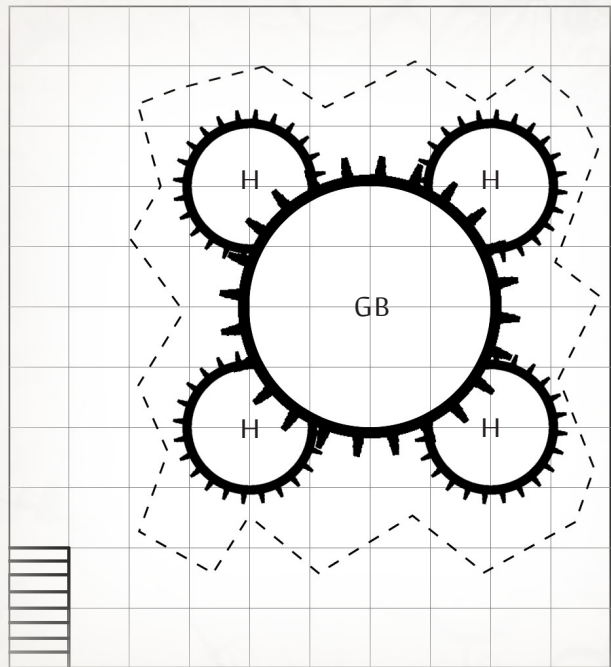
Otherwise the adventurers arrive at the top just as the Golden Bandit is taking off the new minute hand, and a fight ensues after the Golden Bandit addresses the Adventurers thusly:

"My! Your talent has far exceeded my expectations. Good show. Let's keep the game going then, shall we? En Garde!"

He then attacks the closest adventurer.

Controlling the Dirigible

The remote controls the dirigible carrying the tower, which can be safely landed by using the remote. Figuring out how the remote works requires a tier 2 Sciences check. Landing the tower requires the full concentration of the adventurer with the remote.



The Map

There is no cover, aside from whatever the adventurers create. The Golden Bandit stands high atop the center gear, ten feet higher than the floor here. It is surrounded by four smaller gears, each five feet higher than the floor. None of the gears are turning, but the Golden Bandit has somehow created holograms of himself atop the smaller gears which he will use to distract ranged combatants. Some of these pillars may be down from the first sciences check at the beginning of the chase. The rest of these pillars may be broken by the adventurers. All of the supports are at Tier 3 Hardness.

Sundering items with Hardness works in the following way: Each tier of Strike will lower the Hardness of a struck object by one less than the tier result. Thus, a tier 1 strike does not lower the object's hardness, and a Tier 5 strike, if possible, will destroy an object. The brickbreaker specialty, or any similar effect will increase the sunder attempt, reducing the object by an additional tier of hardness.

When the Golden Bandit runs out of hit points, a remote control will fly out of his sleeve (if it hasn't already - see the *Controlling the Dirigible* sidebar) and he will surrender to the players. He has more (hit points) in reserve if need be (he doesn't want to roll wound or fatal effects), but he knows when he's beat. If anyone attempts to kill him, he'll activate a hidden-alarm box and startle them before using his parachute glider to escape.

Bastian, the Golden Bandit

Race: Human

Level: 4th AP: 4

HP: 63 Wounds: 12

Priority: +8 Speed: 50 feet

Note: Using his rocket pack, the Golden Bandit can make one 20 feet move in any direction once per turn. He is able to move 50 feet in any horizontal direction without falling, as long as he ends the move on a solid surface.

Guard

Golden Vest (light textile armor)

Eva: +3 Def: +2

Soak: 2 | 4 | 6 | 8

Note: Using his spring-loaded alarm box, whenever an adventurer moves adjacent to Bastian, the adventurer must get a Tier 3 Cunning Resist or become Deafened (-2 evade, can't hear) for two turns.

Attacks

Lasso Trick (2 AP, only usable once per turn)

Acc: +6 Stk: +4

Damage: 4 | 8 | 12 | 16

Special: The lasso is attached to a weight, which the Golden Bandit tosses into the hole in the center of the tower. Any adventurer hit by this spends their next turn climbing back to the top floor.

Special Abilities

Steal (2 AP, only usable once per turn):

Acc: +6 Stk: +4 Range: Melee

If the Golden Bandit hits with this attack, he steals an item from the adventurer he hit unless that adventurer resists his strike with a dexterity resist. He can steal a wielded item or an item on that adventurer's person. He can either use the item, or throw it down the hole in the center of the tower. If he does, any adventurer who spends 1 or more turns off the map can have picked it up when he or she returns to the map.

Distract (2 AP, only usable once per turn): Bastian attempts to distract an opponent, making them think he is somewhere else. When an adventurer attempts to take an action against Bastian, he may use this ability. The adventurer must resist against his Showmanship (+3 for each remaining pillar) or think he is on one of the pillars with a hologram.

Smoke Bombs (2 AP, only usable once per turn): Bastian throws smoke bombs at a target space. They explode and smoke fills that space and all 8 adjacent spaces. Anyone in a space with smoke acts as blind. The smoke lasts 3 turns.

Skills

Agility: +5

Expertise: +1

Grace: +5

Marksmanship: +1

Resilience: +1

Showmanship: +9

Attributes

Brute: +1

Cunning: +10

Dexterity: +6

Spirit: +5

Sciences: +0

Reference

Specialties: Distract, Feather in the Wind, Free Movement

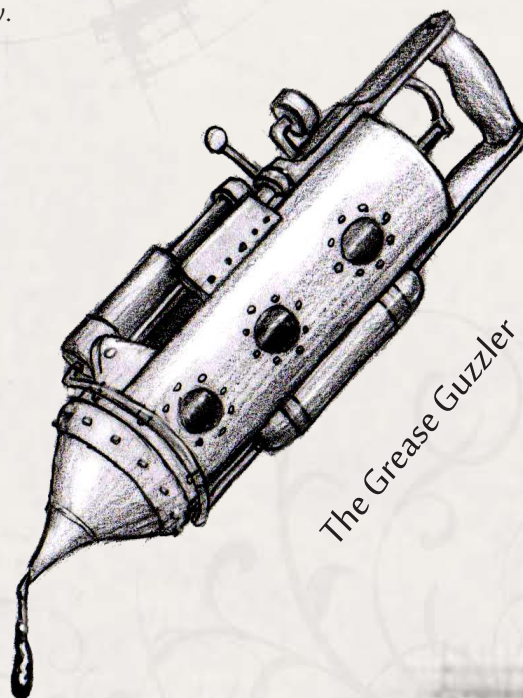
Equipment: Alarm Box, Spring-Loaded Sleeve

How the Golden Bandit Acts:

The Golden Bandit will attempt to keep his distance in this fight. He will use his free movement and Feather in the Wind abilities to get from gear to gear, making it hard for opponents using melee strikes to follow him. He will use his Distract ability on the first ranged attack made against him after each of his turns unless it stops working, and will shoot one of the adventurers on his turn. The first time each adventurer moves adjacent to him, he will use an Alarm Box concealed in his sleeve to deafen her or him for two turns.

Description:

Standing around six feet tall with a thin build, this bright-eyed gentleman radiates a thick aura of smug confidence. While his gold vest and gloves reflect the keenest sheen of wealth, the black of his other garments is heavily accented with intricate embroidery of a similarly rich hue. His blonde hair peeks playfully out from under his bowler, and there is a slight clink in his step from the gold heels of his boots. His smile is calm, but his eyes are beacons of fiery exhilaration. He strikes a pose like someone who boasts about brushing his teeth, and offers a slight bow.



Time's Up, Mr. Spriggs

When the Tower is successfully landed:



The clock tower now stands again its rightful place, but like the debacle surrounding it, it has taken a turn for the worse. Its half-face now looks west rather than south, having defied its gutted mechanisms to rotate its full stature a quarter-turn clockwise.

If the adventurers successfully captured the Golden Bandit, it will have been short-lived victory.



Deputy Wesley and Half-Clocked hauled the Golden Bandit off to treat him to a night in jail and a ride to prison the following day, but the Golden Bandit had his own plans. It seems he left, presumably by the mysterious new door out of the building that now sits nestled cleanly into the wall of his cell. During the night, the Golden Guns must have quietly gone about the business of not only removing a portion of the wall, but installing the door as well, all without alerting Half-Clocked. A feat of undeniable skill with more than a dash of snark. Upon first inspection of the scene, Wesley discovered a letter at the foot of the door, as if slid under it. It is addressed "To My New Friends".

Should the bandit have escaped, read this aloud:



The next day, the Adventurers speak with Deputy Wesley and Sheriff Half-Clocked at their office. That morning, upon arriving, Wesley found a message. On the deputy's desk was left a letter addressed "To My New Friends".

The Golden Bandit's Letter:

"Hello and good morning, gentlemen. You gave me quite the chase yesterday, but today I have once again emerged on top. I must say though, I haven't had such a thrill in years. I am so happy to have met you, a band of worthy opponents. Rangston has been growing so dull as of late, but I'm sure with you lot around there will be much more excitement to be had. I look forward to our next meeting. Until then, stay safe.

Your friend,

Bastian, the Golden Bandit"

Who Doesn't Love a Good Reward?

All adventurers gain 1 experience for each combat and 1 experience for the chase. Any adventurer who did something truly heroic gains 1 additional experience point. In addition all adventurers gain the following story:

HERO OF RANGSTON

You get a +1 to your Rangston Rating. You get the bonus from your Rangston Rating while you are within sight of the clock tower that you valiantly saved. (You get a +1 to dealing with people equal to your Rangston Rating, but only in the areas specified).

In addition, the adventurers gain another story based on the outcome of the adventure.

If the adventurers captured the Golden Bandit (but he later escaped):

QUICK ON YOUR FEET

The Golden Bandit flies across the rooftops, but you fly faster. You get a +2 on all of your Dexterity checks when attempting to pursue or escape pursuit.

If the adventurers failed to prevent pieces of the clock tower from being stolen:

NEXT TIME, YOU'LL BE READY

Your encounter with the Golden Bandit has left you shaken, but eager to redeem your good name. Whenever the city of Rangston is in danger, you get a +1 on your priority.

Deputy Wesley thanks the adventurers for their help and offers them each five princes for their valiant efforts. He also offers for them to keep their badges should any future assistance be necessary.

The Worst Frontier Town Ever

Rangston

Rangston is a merchant's town that sprung up on several major trade routes. This rough-edged town is full of citizens used to the daily set of brawls, heists, and murder attempts. It's not easy to make a life in Rangston, but if you can manage, there's a fortune to be made at the crossroads.

Nestled between two major trade and commerce centers of the city states, Rangston sprang up from the weeds into its own center of trade. The average traveler can find anything from antique vendors to inventors to mechanics here. It's a popular place for dealers and creators of engineering pieces because of its location between the cities, ideal because inventors and mechanics can send scouts or apprentices to either place for inspiration as well as needed parts. However, it's become a haven for bandits and every day more deals are arranged in the darker corners of the pubs.

City Zones

Shopping District - Rangston is a major trading hub. The shopping district has small local stores, new department stores on the industrial side, and places for traveling caravans on the more rural side.

Warehouse District - Located near the train depots, the warehouse district is a place to store imports and exports, or goods that get stopped along the way.

The Train Depots - The train depots are a major component of the town, located near the Triangle. The Triangle is an intersection of Rangston's tallest buildings, where most of the train companies are located.

Urban Housing - This area includes apartments and busy housing, as it tries to emulate the bigger eastern Evanglesian cities.

High-Class Rural Housing - This is where the Cattle Barons, in their large mansions, live. It has two fringe areas: the first immediately surrounding the city has normal-sized houses for well-off middle-class merchants. The second fringe area has the poorer servants who work in the larger homes as maids and butlers.

Mid-to-low-Class Rural Housing - This is the oldest part of town. Before Rangston was a major trading hub, there were houses and shops. This is where many of the local merchants live. While there are some shops, most are in the shopping district.

Misery's Mortuary

Even death doesn't stop some villains, and that was the cause for building Misery's Mortuary, a building that is morgue, prison, and crypt. Built only a few years ago, Misery's Mortuary was designed to hold criminals and prisoners who had died, but—for one reason or another—somebody had reason to believe that death didn't stop the prisoner from still being dangerous.

There's been all manner of criminals held within the Misery's Mortuary.

Whitepalm: One of the killed traitor marshals from the civil war, Whitepalm, is held here. It's said that his faith was so strong that people feared death might reject him.

June Welshire: A bombmaker named June Welshire, a woman who worked with a pirate group known as the BombRats in the years before her death, has been buried deep under Misery's Mortuary. She was known for creating extremely delicate, tamper-proof bombs and sealing them inside people. When she mysteriously died, pathologists were too frightened to do an autopsy. So, without anybody being entirely sure if there's a bomb in her lifeless body, June Welshire was buried deep under Misery's Mortuary.

The Lifeless Lord: A Tharmurian Death Knight called the Lifeless Lord is buried at Misery's Mortuary. He was a Tharmurian freedom fighter who held on to his cause no matter the circumstances. He was fatally wounded in combat so many times that people say he forgot the name he carried in his original life.

The Witch of Hugal: A gnomish woman named the Witch of Hugal is buried in the mortuary. Hugal was a small town north of Viraguay that was burned during the Loveless Wars. This woman appeared in those ruins a few years ago and began to reconstruct the town, bit by bit. Then she dug up the buried and burned corpses of its citizens and started propping them up through the town. Once nearby authorities discovered her mad plan, they put a stop to her. She resisted arrest and was shot several times.

However, three days after being pronounced dead, she awoke, acting as if she had just been interrupted. This happened twice more, at which point her body was shipped to Misery's Mortuary and is left, unattended, in a crypt. Nobody knows if she's alive in there or not.

Dukrask and the Mortuary's Founding: Several years ago, a bio-flux expert named Dr. Ambrose attempted to revivify the assassinated crown princess, Evalyn Luthricien III. He drew essence from several people, reconstructing her personality and memories, and gave her life again. Unfortunately, the revived Evalyn Luthricien III was a mockery of her former self and vanished a few months after being revived and crowned Empress. The people turned against Dr. Ambrose. He fled and hasn't been found yet.

Dr. Ambrose had a few assistants, but the most well-known of them was a man named Dukrask. Dukrask was a genius with bio-invigoration and gene therapy. He completely restored Evalyn Luthricien III's corpse, and was known for many advances in modern health care and surgery. After the people turned against Dr. Ambrose and his assistants, Dukrask was captured and imprisoned for eight months before he escaped.

Dukrask faked his own death, though many argue that he actually died. Dukrask was taken from the prison and sent to a mortuary, at which point all of his wounds regenerated and he woke back up. He killed the attending physicians and left the facility.

Dukrask spent the next several years hunting down and killing people who had betrayed him, with a special focus toward the nobility. He waged his own private war against the government and indoctrinated several people with him.

It was said he couldn't be killed. He would take a grievous wound, losing an arm or taking several bullets to the chest, and his skin would instantly start to regenerate. He had taken gene therapy beyond what anybody could imagine.

Eventually, Dukrask was captured. They attempted to execute him using several creative methods, but none prevailed. For Dukrask, they created Misery's Mortuary. A young nobleman, Kalence de Triston, funded the creation of Misery's Mortuary specifically to hold Dukrask. To this day, Dukrask is held at the core of the mortuary, his unending prison.

The Rangston Roster

Law Enforcement

Sheriff Half-Clocked

Created by the late sheriff before he died, Half-Clocked is an enormous enforcer automaton built to protect and serve. When the sheriff passed, the title was passed down to the deputy at the time, which just so happened to be the deputized automaton. The mayor didn't seem to pay much attention to the discrepancy, and the locals found it charming.

Half-Clocked stands about nine feet tall and maneuvers around via a pair of tank treads. He acts based on his programmed directives, which are currently "Uphold the law of Rangston," and "Protect Wesley." These directives are designed to be easily swapped through the use of punch cards. Unfortunately, the only person who knew how to encode them onto the punch cards was the late sheriff. Because of this, the active punch card has yet to be replaced, resulting in Half-Clocked spending most of his time following Deputy Wesley around.

Deputy Wesley

The deputy is the son of the late sheriff. Seeing as how Sheriff Half-Clocked follows him everywhere, it wasn't long before folks started seeing him as the deputy, whether he liked it or not. When he's not trying to diffuse situations resulting from the more unfortunate actions of the steam-powered sheriff, Wesley tends to handle most of the actual duties of being a sheriff.

With the tall order of keeping Half-Clocked and the other deputies organized, it's a wonder Wesley still manages to find time to combat crime. Wesley is well aware of this fact, and while he approaches most problems with some sense of duty, it is wreathed in his ever-present, jaded pessimism and half-hearted frustration.

Deputy Bert

The only other official deputy in Rangston's local law enforcement, Bert is trustworthy, hard-working, dependable, and spends the entirety of his time dealing with Rangston's air, road, and foot traffic. Most inhabitants of the town have met Bert, but few have held a conversation with him that did not involve where they should direct their vehicle and why, though he is always polite.

The rest of the force has grown accustomed to this, having accepted the lack of another lawman at their side in exchange for the bafflingly stable roadways that result.

Moxy

While technically only a self-proclaimed deputy, the 12-year-old Moxy's tenacity and spunk have won over the hearts of the townsfolk. Even the mayor treats her as an official member of law enforcement. She's first on the scene of an exciting crime and stares down danger with a smirk.

Wesley often expresses his disapproval of her involvement with the force, both for her personal safety and to reduce the level of property damage that often results from her exploits. Try as he might though, there's really no arguing with her results. When it comes down to it, she plays a crucial role in upholding the law in Rangston.



The LaVreys

Special Agent Rush

Special Agent Rush is a cat. Well, that's an oversimplification. He's a sleek, obsidian shorthair. Also, there is actually a very long and daring tale of how he wound up with his essence being transferred into a cat's body. However, it is long and generally unnecessary, so we won't get into it.

Rush works for the corporate branch of the LaVrey National Detective Agency, but lately he's been stationed in Rangston to handle some of the more troublesome matters that have been cropping up. This town's not his dream assignment, and he's no favorite among the local LaVrey to boot, but this line of work is what he was born for, and he's damn good at it.

Most folks upon meeting Rush don't acknowledge him as any more than an average house cat—for obvious reasons—and he's learned to use that to his advantage. When he does speak, the fullness of his baritone voice is remarkable to hear, given his size. It still manages to startle even those who know him.

That's not the only special thing about Rush's voice though. Putting to use what had always been a secret hobby, Rush's expert ventriloquism allows him to project his voice anywhere he pleases. Combined with his unassuming appearance and cat-like stealth, Rush frequently lures, tricks, and spooks perps into following his clever plans. He has taken to keeping his mouth seemingly closed and unmoving, even in conversation.

The Rangston Triangle

Meribeth Waverly

Head of the Southern Evanglessian Railway Association

Meribeth is all business. She'll strut in wearing her finest suit and heels, check her notes, look down her nose, through her glasses, and into your soul. She will crush your dreams in five words or less and be on her way. The SERA is the largest, most widely-used rail line on the continent, and its figures are staggering. It is an empire in its own right, and Meribeth is its feared dictator. Within the SERA, the tap of her fingernail is the crack of a gavel.

Also of note, Meribeth appears to have not only business dealings with Jordana LaVrey (head of the LaVrey Detective Agency), but also the personal sort. They're an odd match, and though few seem to have caught on, those that have are quite baffled.

Bryce Bertrand

CEO of the Evanglessian Transport Company

Bryce is an entrepreneur with some new ideas about the transport business. He's done a few things right and now he's got a successful transport business. Good for him. Now he's just got to keep the innovation flowing and business will be booming! Rocket engines on trains! Actually that was more disastrous than innovative. Not the kind of booming he was looking for. On to the next idea.

Along the way, due to a falling out between SERA and Burgenhind Industries, Bryce landed an exclusive deal with the leading provider of graviton spheres in Rilausia. Meribeth was not happy about this new partnership, and is especially unhappy that it has persisted. Where she thought it would quickly deteriorate due to Bryce's inexperience, it instead thrived.

ETC now does more than the average rail line thanks to the ready and affordable access to graviton spheres through the partnership with Burgenhind. ETC trains are often capable of unbelievable feats, such as moving between the different rail sizes used by the other lines and clearing gaps in unfinished or damaged rails.

The most amazing of these feats is the Special Purpose Evangless Caravan for Izedan Air and Land Transportation, or SPECIAL T for short. SPECIAL T is essentially a flying train, supported by graviton spheres. It's manned by an elite team of engineers and tradesmen and outfitted with the newest and best protection against the Izedan climate (and locals). Those who haven't encountered it before are often startled, as it appears much like some sort of sky serpent. There is talk that it is capable of additional travel methods, but much of it is unsubstantiated and remains little more than, well, underground rumors.

Leroy Aston

Chairman of the Rangston Co-operative Rail Line (RCRL)

This good 'ol boy's been heading up the new line formed mostly by the local livestock owners after the SERA's policy change some years back. He's been reading up on the business practices of city folk and he and the rest of the committee actually manage to dot their i's, cross their t's, and keep the line successful, much to the surprise of the other businessmen in town.

Riff Raff

A note about the Rangston Riff Raff: At one time or another in the past, almost all Riff Raff have stolen money from the Trust's shipments to Qui. It's a trend and a running gag among them.

The Brimstones

The Brimstones are a prominent gang in the area. Mostly made up of the poor ranchers who lost their cattle and farms to the local barons, these thugs control the seedier parts of Rangston. From back-alley shakedowns, to protection fronts, and even train robbery, this group is involved in almost everything below the law. Moxy and Deputy Bert spend most of their time cleaning up after their various crimes. There is a rumor that they answer to the cattle barons, but citizens have never dared to make that claim.

Cattle Baron Silas Brine

Silas is the biggest name in cattle for most of western Evangless. He is the leader of the Circle of Cattle Keepers for many years. He is known to hire intrepid adventurers for dangerous tasks, though most of what he hires them for is unknown. Rumors also abound that he is the leader of the Brimstones, with many whispers of their comings and goings to his mansion at night. Unfortunately for Deputy Wesley, however, no official association has ever been proven, since most vocal opponents of the Baron tend to disappear.

Ox

Oliver Enfrie used to be one of the best rail layers in town, but now he's a town hero. Or at least that's what cattle baron Silas Brine has been telling him when he tricks Ollie into doing his dirty work. He's been causing a ruckus on the baron's behalf for months and wondering where his key to the city is, the poor sap.

Most folks think Ollie got his heroic pseudonym from the rail folks due to his broad stature and immense strength, but in fact it is simply his middle name.

Emeline & Cleve Dunstan

Never has there been a couple so blissfully happy in their marriage as the newlyweds, Emeline and Cleve Dunstan. Except, of course, for when they're not: then all of Rangston suffers the quarrel. Everyone knows when Cleve has stayed out past Emeline's liking by the window-rattling boom of her explosives demolishing three-fourths of his favorite pub. If Emeline spends a bit too long giggling at a shopkeep's jokes, Cleve's automatons waste no time in coming by the store with a forceful reminder of who his darling Emmy belongs to. Once, when Emeline forgot his birthday, Cleve somehow created an embargo on her favorite candy. All of Rangston

went without chocolate for a month while they argued it out. They shout, scream, and explode at each other, literally taking out chunks of the town in the process. However, the bonds of their love have weathered enough fire storms that at the end of the day, they will be found embracing one another, kissing sweetly and swearing never to fight again. At least, not for the rest of the week.

Tall-Paul Gleiesi

Tall-Paul Gleiesi ("Gley see") is a gnome dead-tired of his height making him the butt of human jokes related to riding horses and wrangling cattle. 'Tall-Paul' is an engineer who has made himself—and his pony Big Brute—exoskeletons that make them the equals in size, and superiors in might, to the average Rangston citizen. Look out, Rangston, lest you pay for those short jokes with a rash of cattle rustlins.

Sandra Sledge

"Ceaseless" Sandra Sledge is an overpowering elf who has made it her mission to personally discourage the use of steampowered contraptions in and around Rangston. Her grandpapa was a famous horse breeder swindled out of his business by an engineering firm before folks realized horses still had a niche in Rangston life. She loves horses, but she's enormous for an elf and personally too huge to ride one. (A normal horse, anyhow.) She haunts the outskirts of town, watching comings and goings—dons her mask and special running boots, and makes trouble for trains and lone steamworks users alike. Her papa's disgruntled former employees, mostly elves, help her out of loyalty and lack of work. Sandra's targets are not really as random as she wants folks to believe, and her brains are a sight more mighty than her brawn—she's learning up on her science, like her papa and grandpapa of course... and her secret goal is to engineer a mount large enough to bear her weight. She and her night-mare mounts might beat the steam engine, but can the great beasts be kept from eating the steam engine operators?

The Government

Rangston sits at an unfortunate crossroads between old western city and new burgeoning metropolis. Rangston is still saddled with a popularly-elected mayor who, while a bit bumbling, is quite popular and well-meaning. Just following the civil war, though, Evangless's parliament appointed a burgomaster to oversee the growth of the town, calm its citizens in the post-war environment, and make it stable for further economic growth. While the mayor watched over its citizens and empowered the local sheriff's office, the burgomasters moved in with the power of the railway and the LaVrey Detective Agency at their behest.

Today, the mayor only seems to exist because the burgomasters haven't been able to change the laws to get rid

of him. But to say that there isn't animosity between the two governments of Rangston would be an understatement.

Jules Cantoberry, the Mayor

Jules got way more than he bargained for. Nearly a decade ago, he ran for mayor of the small but growing town of Rangston. His platform was pretty simple: everyone deserved clean drinking water and honest government. He was a pretty popular fellow. He found the clean drinking water to be a fairly easy promise to keep, but he ran into issues with the "honest government" once the civil war started. It wasn't that he was dishonest, it was that he didn't know which government to listen to.

When the civil war ended, the central government imposed a burgomaster on Rangston. But the mayor, who had survived two popular elections, wasn't disposed. Instead, he just quietly went on with his business.

When the mayor's second term ended, there was no call for elections. Everyone pretty much agreed: the burgomasters wouldn't allow for another mayor. So Mayor Jules Cantoberry just quietly stayed as mayor. And nobody caused much of a fuss about it.

But Mayor Cantoberry is entirely in over his head. While he's quite popular and well-intentioned, the entire city of Rangston has vastly outgrown what he has the power to govern. And since his staff isn't growing, it's all he can do to keep the city from exploding into mayhem.

Mayor Cantoberry is a small, portly man. He has quite a bit of faith in Sheriff Half-Clocked, and his wife, Betty, serves as his doting assistant.

Jeremy Erster, the previous Burgomaster

Old Jeremy Erster is an old friend of SERA's chief officer, Meribeth Waverly. It was primarily her influence in government that got Jeremy--a man known for his direct, sometimes ruthless, tenacity--the title of burgomaster in Rangston. Up until he was Burgomaster, he was known as the "Cutlass of the Railroad." Meribeth needed a new power in the city, and she had worked with Jeremy for many years. He often oversaw the land acquirement programs on behalf of the Southern Evangelicist Railway Association, and he was quite good at it. Jeremy's a bit stodgy and difficult to work with, but the aging gentleman is also coy when nobody would expect it.

Jeremy Erster was brought in to be the first burgomaster in Rangston. Nobody liked him, and he didn't like nobody either. But he zoned out Rangston, built streets, and made it possible for the Rangston Triangle to even exist. While Rangston was in chaos under his reign, nobody can deny the facts: Rangston's economy nearly tripled under Jeremy's rule.

Today, Jeremy spends most of this time either drinking with local cattle barons and serving as an adviser for the current burgomaster, Kenneth, on how best to put down problems. Jeremy's relationship with Kenneth is a bit strained, as he sees Kenneth as a weak-spined coward.

Kenneth Narlbone, the current Burgomaster

Kenneth smokes too much. His wife will tell you that, his secretary will tell you that, and he'll tell you that. But that doesn't stop the fact that, if he could, he'd have two cigars in his mouth at any given time. Kenneth is overwhelming addicted, and that is the primary personality trait of one of the most powerful men in Rangston. Because Kenneth cares about his cigars first and his city second. And it shows.

Kenneth Narlbone was a cattle baron himself until the government appointed him burgomaster of Rangston. He was trained under Jeremy Erster and until Jeremy thought he was ready; unfortunately, Jeremy has considered that to be a mistake ever since. Kenneth isn't a bad burgomaster, but--in Jeremy's opinion--he relies too heavily on others. Since Kenneth gained control, the riff raff of Rangston, the cattle barons, and the LaVreys have gained significantly more power. And, to Jeremy's disbelief, the mayor still holds power. If Jeremy was still in power, there's no way that would be the case. Or so he says.

Tessa Velactrict, the future Burgomaster

Tessa was once a prominent student in the Heliotor until she was expelled for insulting a professor. She was once an up-and-coming LaVrey agent until she was fired from one too many jobs for shooting at the wrong people. Tessa's hard to control, and the fact that she is now being trained to be the burgomaster of Rangston is something that just about everyone is nervous about.

Tessa Velactrict teamed up early on with the Militarists during the civil war, but switched sides and sold some information just in time to clear her name. She became friends with Kenneth Narlbone a few years ago; many people just think he's smitten with her. Today, most people in-the-know think he's too frightened of her to tell her off.

Tessa is constantly at odds with Jeremy Erster, who absolutely despises her. Yet, even he admits: she's going to be a fearsome burgomaster one day. He just plans on leaving the city once that day arrives.

Only in Rangston

Need some more adventures in Rangston? Here are some ideas that are sure to infuriate (and delight) all of your local adventurers.

Stop that Robot!

Some group of miscreants has decided to build a huge automaton vehicle to destroy buildings and take valuables held within. Their ultimate target? The Rangston Triangle! The party has to stop this seemingly unbreakable contraption: if only something were in its way to slow it down!

Stampede of the Vastwalkers

Everyone is familiar with Zelhost's feared walking armored artillery platforms known as the vastwalkers, so when several begin approach Rangston, the fear is palpable. Even the bandits and ruffians are pulling away from the southern edge of town.

Trick is, these vastwalkers don't appear to be manned. When a couple LaVreys got in the vastwalker's way, though, the vastwalkers incinerated them with an overwhelming barrage of cannon fire. The adventurers need to stop them, and—if they can't do that—they need to get to the man who's controlling them or programmed them to walk straight into Rangston.

Blackmail at the Rodeo

A cattle baron named Earlis Ogburn has convinced the burgomaster to host his infamous and bloody rodeo in town. A crew of crazed and frantic Brimstones come to town, start roughing up the pubs, and are making sure that everybody knows the rodeo's going to be a **BIG ONE** tonight! In fact, if tickets don't sell out, they'll release the "rodeo" upon the whole town! Why did the mayor let this happen?

Moxy's got a stinking suspicion that the burgomaster's being blackmailed, but she's too busy being on clean-up duty. She asks you to investigate for her, and—sure enough—the burgomaster has some pretty seedy business dealings with a few local bandits that have been trafficking in human labor and prostitution. Now the adventurers need to put an end to this raucous rodeo, stop the human trafficking, and make sure the mayor's crimes don't go unpunished.

Glass Houses

Whiskey Street has been taken over by a small gang called the Hawker Gang, and now all of the shops and businesses are being forced to give protection money to the Hawker Gang. But one man, the owner of a window glass-making shop called Rory Glazier, won't do it. He hasn't paid in weeks, and yesterday the gang came in and broke everything he had. So he's decided to spend his money on real protection. Mr. Rory offers the adventurers a good payment for protection. The adventurers must stave off the Hawker Gang, route them from the city, only to discover that they're just one branch of a small mafia running this side of the city.

The Blood Flows North

A Haud has just arrived in Rangston from Zelhost, disembarked, and gone into hiding. An hour later, another train roars into station and a dozen Zelhost Military Inspectors begin searching for him. The deputy wants to find this guy before the Zel Hauds do, since the criminal is now in Rangston jurisdiction, but also to discover why he's being hunted and stop him before he can do any harm.

The Haudi inspectors have only said one thing: this man is an assassin called the Leech, and he's here to kill a very wealthy rifle manufacturer named Levi Dartsmith. The adventurers go to the Dartsmith Manor, where several Haudi inspectors are demanding admission—apparently the Leech was allowed into the house, but the inspectors are not being allowed in! If the adventurers are able to get in, they discover that the Leech is a highly experienced physician that is specialized in treating bio-engineered plagues. Levi Dartsmith caught a plague by accident while visiting Zelhost, and now the Haud military wants to cover it up—likely by killing the Leech and Levi Dartsmith—before word gets out that they're creating such lethal bio-chemical weapons.

If the adventurers are unsure of what to do, Levi Dartsmith is **QUITE** wealthy and has a very impressive selection of rifles. And he doesn't much like the Zel Hauds right now. And the Leech needs to find a way to get back home uncaptured.

Pride in the Wind

Three elven chieftains from three local tribes have formed an alliance to negotiate with Rangston. Several cattle barons and numerous brimstones are plaguing the local elven tribes, and the elves want protection. They have over a thousand members when combined, and nearly half are ready to go to war if need be. And nobody in Rangston wants that.

The adventurers are asked to escort the three elven chieftains as they enter Rangston. They're just asked to make sure that nobody makes jokes or insults the elves (calling them "Bison-Huggers" or "Talking Animals"). But the adventurers are really in for a much bigger scheme, as the cattle barons are intent upon starting this war and getting rid of the elves once-and-for-all.

Dodgeball (or Dodgebomb?)

The adventurers are stuck in a room, separated from a group of hostiles called BombRats by a 10-foot-tall wall. They have no choice but to blindly lob rocks, hammers, and whatever else they can get their hands on to defeat the BombRats and escape from the room. The BombRats, though, are tossing live grenades. Can the adventurers throw them back in time? Only in Rangston would the adventurers get stuck in a death chamber with BombRats.

Rangston-Branded

Are your adventurers growing fond of Rangston, or did they start their career here in the first place? If so, these new character stories might be right up their alley!

Bouncer

Background Story

You used to work as a bouncer, perhaps for a local bar, or maybe even a cattle baron. Whenever you are attempting to throw someone, you score one Tier higher.

Cattle Driver

Background Story

You used to work for a cattle baron, when you would drive cattle to the train stations to be shipped eastward. Whenever you are driving cattle, you score one Tier higher.

Conductor

Background Story

You easily conduct electricity. Whenever being struck by electric damage, you take 1 additional point of damage. This story only works in Rangston.

Entrepreneur

Background Story

You have successfully started one or more businesses in Rangston. While profits and deeds may be gone, your experience in dealing has given you an edge in negotiations over goods. Whenever you are haggling, you score one Tier higher.

Farmhand

Background Story

You used to work on a farm. Whenever you are attempting farming, you score one Tier higher.

Government Worker

Background Story

You used to work for the city of Rangston. The local officials all know who you are, and you have means of getting in contact with them.

Local Color

Background Story

You hail from the city of Rangston, and count yourself proudly among one of its oldest families. Pick a zone of town: when you are in the chosen part of town, you find it easier to find people who respect you and are willing to lend a helping hand. When gathering information or performing a Social Tell to convince someone to help, roll twice and take the higher result.

Lumberjill

Background Story

The Lumberjacks may know where a tree falls when they cut it down, but it's the Lumberjills who are responsible for getting the tree to a useable location after it falls. Whenever you are pushing or dragging, you can move 5 feet faster per action point spent.

Mercenary

Background Story

You came to Rangston under hire as a fighter. Your job now done, you are ready to pick up the next job. You can add one of the following Mark I augments to a single weapon: Accurate, Chainsaw, Custom, Deflecting, Delivery, Powerful, Reach, or Scope.

On the Job

Interpersonal Story

Your encounter with [enemy name here] educated you on how they act, making them easier to predict. You gain your Rangston Reputation as a bonus to priority when encountering [enemy name here].

Note: This story can be earned multiple times, applying to different enemies each time, and is rewarded to those who figured out the most effective way to take down the enemy.)



Spelunker

Background Story

You have experience navigating caves and other dark areas. Whenever you are attempting to find something in dim or dark lighting, you may roll twice and use either result.

Streetwise

Background Story

You grew up on the Rangston streets, and you know them better than anyone else. Whenever you are pursuing or being pursued, you score one Tier higher.

Widgeteer

Background Story

You used to be employed under Simon Widdigan. When you left his employ he gifted you with one of his famous Widgets. You start with one three slot widget. You may only choose Mark I augments for this widget. This widget can not be replaced or repaired unless you could normally do so.



Widgets

The town of Rangston is known for a few things: crime, industry, and friendly faces. With all the buzz about the town's clock tower being partially stolen, many citizens have attempted to take the mantle of investigator into their own hands. One of these individuals is a satyr called Simon Widdigan, aged 17, who developed a slew of gadgets designed to help him suss out any and all information he could.

These devices took many forms, from a sphere that sprouted spider legs and scanned any surface possible, to a wristband that detected all manner of substances as well as keeping his notes. The townsfolk who witness these devices in action have taken to calling them widgets, shortened from Widdigan's Gadgets. Once word spread about these widgets, Widdigan was approached by many other locals who wanted to study his craft and replicate it, offering substantial funding for his patent.

Where Widgets Fit In

Widgets are designed to be used as advanced tools. They are not weapons, but are more comparable to trinkets in nature. Without augments, a widget is about as useful as a box with a winding key and spinning gears that do nothing but spin away. Because the initial inspiration for these devices was intelligence gathering, further developments will probably follow that path until all possible avenues have been exhausted.

Widgets are advanced trinkets that can serve a multitude of purposes. These devices are light items, are activated and deactivated for one action point apiece, and begin with a single augment slot. Beta and prototype widgets will have three augment slots. At default, a widget will affect the square in which it is activated. Because widgets have a very limited clockwork-based function, they must take time to act out their augments. If activated during combat, widgets take one round to begin their functions, as they must wind up before acting.

Widget Crafter

Gadgetry Specialty

You're a bit of an eccentric, and your tools reflect that. Not quite trinkets and not quite full devices, you've found something in-between. You can now craft widgets.

Without spending any money, you can build and maintain a number of widgets based on your current Do-It-Yourself (DIY) score. The widgets can be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "Widget Augments" below. These augments have marques. At lower levels, you'll start with Marque I augments.

Each widget can be upgraded with 1 augment.

Number of Widgets you can Maintain

Without needing to buy anything new, you can build some widgets entirely out of your spare parts. These widgets must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of widgets based on your DIY score. You can build new widgets or augment old ones during any period of downtime you have.



Your DIY:	1	2	3	4	5	6
You can build:	3	3	4	4	4	5
Your DIY:	7	8	9	10	11	12
You can build:	5	5	6	6	6	7

The Cost of Widgets

If you need to build a widget that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment on your widget will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	₶ 10	₶ 50	₶ 250	₶ 1250

If you are building the widget, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque I augment is 2 princes.



Beta Widgets

Gadgetry Specialty

Requires: 4 skill points in Gadgetry & Widget Crafter specialty

Your widgets have greatly advanced, their complexity and usefulness warping together into one state-of-the-art widget. Your widgets are now beta and can now be augmented with two more augment slots, allowing a widget to have up to three augments on it. However, except for people who are exceptionally skilled in science, only you know how to use your beta widgets.

If anybody other than you attempts to use one of your beta widgets, they must succeed in rolling a science result one tier higher than the highest level marque you have on your widget. If your widget has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).



Prototype Widgets

Gadgetry Specialty

Requires: 16 skill points in Gadgetry, Widget Crafter and Beta Widgets specialties

You've perfected your beta widgets and made them work for everybody. Now anybody can use a widget that you designate as being a prototype.

Widget Augments

Alchemy Analyzer

Widget Augment

The widget reacts to any alchemical substance placed inside it and indicates which augments are contained in the substance. The widget can only analyze augments that are equal to or below its current marque.

Alchemy Detector

Widget Augment

The widget has been programmed to react to the mere presence of alchemical substances. When activated, it will indicate the presence of alchemical substances. It can only detect substances equal to or below its current marque.

Audio Recorder

Widget Augment

The widget has been built with a small microphone, allowing it to record and playback audio within a certain amount of time depending on its marque.

- 30 seconds
- 1 minute
- 5 minutes
- 10 minutes

Breadcrumbs

Widget Augment

The widget has been designed to record the trail you traveled, allowing you to re-trace your steps if you get lost or turned around.

- 200 feet
- 1000 feet
- 1 mile
- 5 miles

CAT-Scan

Widget Augment

The widget has been outfitted with the necessary equipment to perform a basic physical analysis of the person it is in contact with. This allows the device to detect any poisons or other ailments that have infected the person in contact. It acts as though it is rolling a Sciences roll to determine its effectiveness.

- Tier 2 science
- Tier 3 science
- Tier 4 science
- Tier 5 science

Clean Sweep

Widget Augment

The widget has been designed to detect contaminants within its range and remove such contaminants. Anything from dirt on the floor to the writing on a piece of paper is scrubbed and cleaned.

Cost to Craft: The *clean sweep* augment has no marques and can be learned by anyone with the *Widget Crafter* specialty. It costs ₧10 to buy or ₧2 to craft yourself (if you know the augment).

Disguised

Widget Augment

You can now disguise your widget to look like any worn or held item that is less likely to draw attention. You gain a bonus based on the marque to keep people from noticing that you are using a widget.

 Tier 2 to notice

 Tier 3 to notice

 Tier 4 to notice

 Tier 5 to notice (Impossible)

Fixture

Widget Augment

Most widgets must be held or placed in the desired location in order to be used. No longer! Now widgets with this augment can be attached to any other object or person. Attaching and removing costs the same amount of action points as drawing and stowing. (Doesn't this mean you can attach a widget to ANOTHER widget? Why yes you can! You could have a cluster of widgets now! Doesn't that sound cool?)

Cost to Craft: The *fixture* augment has no marques and can be learned by anyone with the *Widget Crafter* specialty. It costs ₧10 to buy or ₧2 to craft yourself (if you know the augment).

Flying

Widget Augment

Requires: Range Increase augment

Normally your widget is a small walking device that operates in its area. No longer are you confined to the ground! Your widget now flies through the air via small propellers, wings, or other means.

Cost to Craft: The *flying* augment has no marques and can be learned by anyone with the *Widget Crafter* specialty. It costs ₧50 to buy or ₧10 to craft yourself (if you know the augment).

Item Repair

Widget Augment

The widget can be activated to repair broken items in the heat of the moment. Now your broken sword can be repaired during combat at a rate determined by the marque of this augment.

 Restores 1 damage class per Round

 Restores 2 damage class per Round

Note: Using more than one widget with this augment is a good way to repair the item faster.

Item Remover

Widget Augment

Requires: Item Retriever augment

The widget has been further designed to take items, even if something else has it held or pinned down. The widget now has an effective Brute based on its marque to forcibly take medium or smaller items.

 Tier 2

 Tier 3

Item Retriever

Widget Augment

Requires: Range Increase augment

The widget can be activated to deliver an item to you. The item must be medium or smaller, and it cannot be held by any other person.

Cost to Craft: The *item retriever* augment has no marques and can be learned by anyone with the *Widget Crafter* specialty. It costs ₧50 to buy or ₧10 to craft yourself (if you know the augment).

Lie Detector

Widget Augment

This widget has a built-in polygraph that detects changes in breathing and blood pressure to determine whether someone lies. The widget must have contact with the target in order to activate this augment.

 Tier 2 Cunning

 Tier 3 Cunning

Light Source

Widget Augment

The widget is outfitted with a small light that illuminates an area based on its marque.

 25 feet

 50 feet

 250 feet

 1000 feet

Locator

Widget Augment

You can construct a Locator Device that can detect the direction and distance of any widget augmented with the Locator augment, within a certain range.

 500 feet

 1 mile

 10 miles

 100 miles

Piggy Bank

Widget Augment

The widget can be used to safely store money and other valuables. When someone is trying to pickpocket or determine what is in your inventory, they must roll a dexterity or cunning (respectively) tier based on the marque of this augment.

 Tier 2 Cunning or Dexterity

 Tier 3 Cunning or Dexterity

Photograph

Widget Augment

Cost: 1 AP

The widget has been augmented with a small lens and a shutter, allowing images to be captured for later inspection and appreciation. With further development, the device might be able to take numerous pictures in sequence, quickly enough that they seem to move when shown in sequence.

 Can take 10 pictures

 Can take 100 pictures

 Can take 15 minutes of film

 Can take 1 hour of film

Quick Wind

Widget Augment

The widget has an attachment that keeps it wound once it has acted out its functions. Widgets with this augment begin their functions instantly rather than having to take a round to wind up.

Cost to Craft: The *quick wind* augment has no marques and can be learned by anyone with the Widget Crafter specialty. It costs ₧50 to buy or ₧10 to craft yourself (if you know the augment).

Range Increase

Widget Augment

Normally your widget can only operate in the square it was activated. No more! Your widget, thanks to some form of propulsion (legs, wheels) now has an additional range to its area based on its marque. Be careful where you place your widget, for gravity is an unforgiving mistress and your widgets don't

know where the floor ends.

 adjacent spaces

 10 feet from activated space

 15 feet from activated space

 20 feet from activated space

Timer

Widget Augment

The widget can be programmed with a time dial, allowing any functions programmed to be set off after a certain amount of time. The duration of the dial improves with each marque.

 5 minutes

 30 minutes

 3 hours

 1 day

Tracker

Widget Augment

The widget scans a target within five feet of itself and remembers what it looks like. The widget will then attempt to move toward the target every turn at a speed determined by the mark of the augment.

 30 feet per turn

 60 feet per turn

 90 feet per turn

 120 feet per turn

Note: the *Range Increase* augment affects the scanning range based on the marque

Unbreakable

Widget Augment

The widget is now resistant to being sundered.

 Reduce sunder by 1 tier

 Reduce sunder by 2 tiers

 Reduce sunder by 3 tiers

 Reduce sunder by 4 tiers

Upgraded Functions

Widget Augment

Requires: 1 other appropriate augment

Any augments that make an attribute check now operate at one tier higher. For example, the *Piggy Bank* augment could make a Tier 4 Cunning or Dexterity at marque 3.

Cost to Craft: The *upgraded functions* augment has no marques and can be learned by anyone with the Widget Crafter specialty. It costs ₧10 to buy or ₧2 to craft yourself (if you know the augment).