# Loot

## Cyphers

Adhesion Clamps – Allow you to climb any surface, lasts 20minutes.   
  
Banishing Module- Anytime the weapon with the module attached strikes an opponent, the enemy is teleported up to 20meters away. Last 28 hours.

Controlled blinking module- anytime the wearer is struck without 28 hours, they can teleport anywhere they desire within 20 meters. Lasts 28 hours.

Gravity Detonator- A thrown grenade that deals damage, and crushes those in the immediate area onto the ground for five minutes.

Singularity Detonator - Explodes and creates a momentary singularity that tears at the fabric of the universe. Inﬂicts 20 points of damage to all within short range, drawing them (or their remains) together to immediate range (if possible). Player characters in the radius move one step down the damage track if they fail a Might defense roll.

Gravity Nullifier - For one hour, the user can ﬂoat into the air, moving vertically (but not horizontally without some other action, such as pushing along the ceiling) up to a short distance per round.

Invisibility Module - For the next 28 hours, the armor the nodule is attached to is invisible, making the wearer appear to be unarmored.

Monoblade - Produces a 6-inch (15 cm) blade that’s the same level as the cypher. The blade cuts through any material of a level lower than its own. If used as a weapon, it is a light weapon that ignores Armor of a level lower than its own. The blade lasts for ten minutes.

## Artefacts

Analyzing Shield- The bearer can see through this shield, and it has a display that analyzes the best place to strike a foe viewed through it. The bearer can use points from his Intellect Pool (rather than the more typical Might or Speed) to increase the damage of his attacks by 3 additional points per level of Effort

Cypher Bag Level- This bag can contain up to 20 hand-held cyphers. These cyphers do not count against a character’s limit.

Duplication Collar: The collar will randomly/can (If a lvl 7 intelligence roll succeeds)spawn a duplicate of the wearers character that will attack separately of the PC.

# Characters

## Rupert Rabennacht

Strong Glaive who rages – Practiced with all weapons, Trained in Jumping. Illiterate. 1 inch penis.

Can wear any kind of armour

Specialised in jumping

Tier 1: **Frenzy** (1 intellect point) When you wish, while in combat, you can enter a state of frenzy. While in this state, you can’t use Intellect points, but you gain +1 to your Might Edge and your Speed Edge. This effect lasts for as long as you wish, but it ends if no combat is taking place within range of your senses. Enabler.

Tier 2: **Hardy**: You gain +5 to your Might Pool. These additional points can be used only to absorb damage. You can’t spend them to apply Effort to rolls. Enabler.   
**Mobile fighter**: You are trained in climbing and jumping tasks. Enabler.   
  
Initial Link to the Starting Adventure: 2. One of the other PCs convinced you that joining the group would be in your best interest.

Connection: Pick one other PC. This character protected you from harm recently, and you feel indebted to him for saving your life. (Benedict)

### Attacks

Bash (1 might point): This is a pummelling melee attack. Your attack inﬂicts 1 less point of damage than normal, but dazes your target for one round, during which time the difﬁculty of all tasks it performs is modiﬁed by one step to its detriment.

Crush (2 Might points): This is a powerful pummeling attack with a bashing weapon, probably overhand. You must grip your weapon with two hands to crush. (If ﬁghting unarmed, this attack is made with both ﬁsts or both feet together.) When making this attack, you take a –1 penalty to the attack roll, and you inﬂict 3 additional points of damage. Action.

No Need for Weapons: When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.

## Tetra Verdier

Mystical/Mechanical Nano who Controls Beasts

Connection: 1 PC always scares away beasts

Animal companion: lvl2 creature follows the nano, follows instructions. Nano rolls for creature in combat. If it dies (it has 6hp) then you can hunt in the wild for 1d6 days to find a new pet.

Soothe the Savage (2 intellect points): You calm a nonhuman beast within 30 feet (9 m). You must speak to it (although it doesn’t need to understand your words), and it must see you. It remains calm for one minute or for as long as you focus all your attention on it. The GM has ﬁnal say over what counts as a nonhuman beast, but unless some kind of deception is at work, you should know whether you can affect a creature before you attempt to use this ability on it. Aliens, extradimensional entities, very intelligent creatures, and automatons never count. Action.

Communication (2 intellect points): You can convey a basic concept to a creature that normally can’t speak or understand speech. The creature can also give you a very basic answer to a simple question. Action.

### Noivern

Rasters are biomechanical creatures that use antigravity suspensors and large, batlike wings to carry themselves aloft at great speed despite their size. A typical raster has a 30-foot (9.1 m) wingspan. They are native to the land of Ancuan in the southern region of the Steadfast.

Wears a tiny red hat.

Modiﬁcations: Perception within long range as level 5, but beyond that, as level 2.

Combat: Rasters avoid danger and combat if possible. If they must ﬁght, they prefer to use a long-range energy generator in their head that ﬁres bursts of invisible energy (long range, 6 points of damage). They never ﬁght to the death, as it is usually easy for them to escape by ﬂying away.

## Gizmo

Gizo is a clever jack who howls at the moon.   
  
Connection: Pick one other PC. That character is able to soothe you when you’re in beast form. You’ll never attack her while transformed (Tetra).  
  
Lycanthropy: If you listen to a noise at 120 decibels (car alarm level) or more for more than 5 seconds, you change into a beast for up to one hour.

In the same action as changing, you can attempt to resist the change (level 2 difficulty intellect roll) and change back into human form.

In this new form, you gain +8 to your Might Pool, +1 to your Might Edge, +2 to your Speed Pool, +1 to your Speed Edge and the difficulty of running and jumping tasks are reduced by 2. 4 damage.

While in beast form, you attack any and every living creature within short range unless you attempt to resist in the same action (level 2 difficulty intellect roll). After you revert to your normal form any damage sustained is reverted (fully healed), but you take a –2 penalty to speed, and an extra level of difficulty to all rolls for one hour.

Every 5 changes, the difficulty of each roll is decreased by one level. After 20 changes, you can resist the change with no roll, and choose who to attack.

# Recap

## Backstory

You are teleported out of the vortex into a desert, your heat resistant armour melts off you like wax, and seeps into the sand. The desert is crisscrossed with artificial waterways stretching out over the horizon,the closest is half a mile north of where you stand.

## Plot

You teleported into the desert of Seshar from the vortex. You headed north and encountered Haymish, where you negotiated a ride to redstone. On the way, you encountered Gizmo, a tiny woman stuck on a boat. You joined forces with Gizmo and continued to redstone.   
  
Once in redstone, Benny asked Haymish to take him to Nebalich.   
  
The three visited the market first and had their first experience of the effects of the nightmare. They bounced around the town, and finally learnt of the nightmare and the Aeon priests. After numerous attempts to break into the tower, Gizmo tricked the guard into leaving his post, picked the lock to the door, and deactivated the defence system. The three made their way up through the tower, to discover that the Aeon priests left the town a few days earlier to visit a dome a days travel to the north after they were visited by an Aeon priest claiming that their nightmares were caused by a dome to the north.

The three followed the Aeon priests through the desert, and arrived at the dome. Tetra quickly figured out what was wrong with the machinery inside the dome, whilst Rupert discovered that a group of abhumans had attacked the Aeon priests. The group made camp inside the dome.

When the three awoke, they began tracking the Margr. After a day of travel, they finially managed to catch up with the slow moving convoy of margr. The group attacked just as they began to make camp, and Gizmo turned to Gizmonster. The three slaughtered a group of 15 margr and their leader before looting their corpses and their camp.   
  
In the camp, they found the dead and half eaten corpses of the Aeon priests, along with various cyphers and the item required to fix the dome. They made the day long walk back to the dome, then made camp before setting off for Redstone early next morning.   
  
The townpeople of redstone were overjoyed after two nights of dreamless sleep, and were planning to throw a celebration for the Aeon priests. The three convinced the elder, Cohr Vehm, that the Aeon priests left weeks earlier, and that they were the ones that ended the nightmare by fixing the dome. After confirming their story, Cohr Vehm sent Hatana and her brother Dal to the Dome with instructions to commit incest before they can enter the dome.   
  
The three requested the towns largest boat, and Cohr Vehms beloved hat (which Tetra gave to Noivern) in payment for their deeds, and set off to Nebalich to find Redstone new Aeon priests.

## Waterway

The waterways stretch out across the entire desert. Some are at ground level, but many go deep into the ground, the high walls of nanomite stone blocking out the sun. A few sections of the waterways turn black. The black still appears to be water, but is hard as stone to the touch, only a synth lines boat can float across.   
Fish swim in the water, but 7/10 are inedible (1d10). Their insides being filled with wires and electrical components (1d6 for cypher).   
The blue water will turn anything living blue.

In the distance, you see what appears to be a boat bobbing up and down on the waterway. The large orange sail flaps in the light breeze.   
  
As you draw closer, you see a middle aged white man (Dreymish), with a thick black beard loading boxes onto his boat. The boat is mostly made of wood, with a white synth bottom and large orange sails. He displays his blueish teeth in a kindly smile as he sees you approach, and raises his hand in a polite greeting. As he waves, some of you notice that his hands and face are flecked with stains of blue.

A young, short woman appears to be stuck in a patch of black water. She aggressively rows against the solid liquid in a futile attempt to progress her journey.

## Redstone

The town sits on a slope, allowing you to see from the lower class shacks to the nicer two story homes, the Aeon tower and the wall running around the town. All of the structures in the town are made of the same curious red stone. The largest house in the lower district has a ‘dockmaster’ sign hanging above the door, but the rest of the nearby buildings are unmarked. A little down the road is a tavern, made of the same strange red material as the rest of the town.   
  
The door to the **dockmasters** hut creaks open dramatically as you knock on the door. The interior is sparse, only a bed, a bucket, and a small table. There is little decoration besides a man hanging from the roof beams. A chubby woman is visibly shaking as she sits at the feet of the man, gently pushing the him back and forth, as if pushing him on a swing.   
  
The **tavern** is brightly lit, and filled with about 30 sullen and exhausted looking people. The bar is silent, besides a few wide-eyed people mumbling to themselves.None look up as you enter. The thick and unfamiliar smell of coffee is almost overwhelming, and some may notice that every single patron is drinking from large synth cups. Bartender (Billy Bender)is a strong young man with a wispy beard, but looks just as debilitated as everyone else.

The **market**is a series of redstone tables, some with shelters made of cloth held up by synth poles. There are only people at three tables, all as fatigued as the rest of the village. A rotund woman who appears to be chewing on sand sells an array of sand specked food, a younger woman who slowly claps as she sees you enter the market is selling general goods and continues to stare and clap as you walk around, and an elderly man with a long beard who sits under his table, slowly cutting open his thigh is selling various numenera and weapons.

By far the **largest building**, besides the tower, has a sign reading ‘elder’ above the door. Corl Vehm, an elderly obese man, with a comically small hat on his bald head answers the door. His fat appears for wedge him into the door way as he gives you a warm, but weary smile. The bags under his glazed eyes make it clear he is suffering from the nightmares.

The **quarry**is a large hole, with two huts around one the nearest side. One of the huts reads ‘Quarry Manager’ above the door. A few people can be seen sluggishly mining near the bottom of the quarry with various tools. Gillis Vehm is far more attractive than her brother, but with smaller boobs. She wears the same comical hat.

The **tower**looms over the entire town, built of the same redstone brick from the quarry. There are several windows lining the tower, all made with thick glass. At the base of the towers south side are steps leading up to a large wooden door, guarded by a tall woman with pale brown skin, heavy Armor and long spear. At night, Dal is guarding the door. He is unexceptional, and wears a brown shirt with leather trousers and only carries a shield.

# GM notes

Redstone population of 300, 180 work in the quarry.

Ensure to focus on the redstone quarry red herring. Note that the redstone is made of compressed nanites. Be sure to give description of the stone: extremely red, parallel lines running through it.   
  
The magr are easily killed, but have huge numbers. Any that escape may return with reinforcements, and some may run mid battle to fetch friends. Note that if the magr leader is killed, they will all run.   
  
PCs may get frustrated if the guards keep repeating “come back tomorrow”, maybe offer them more information for a bribe, or tell them there is a different guard at night?

“They say fish is good brainfood, but thats all I fucken’ eat and I’m a fucken’ idiot!”