

GRIN OF THE DEATHSPIDER

A RunePunk™ One Sheet for Savage Worlds™
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PitchPit is a district on the rise. But as with all of the ScatterPoint districts, its rise has been marked by treachery, deceit, and illicit gains. Few people know this better than Zorad Zenn, PitchPit’s governor, whose meteoric rise to fame and fortune was not without its fair share of broken promises.

ZENN’S DARK SHADOW

Zorad Zenn is a fabulously wealthy human and governor of ScatterPoint’s fastest growing district. He’s caught the attention of the regents on the Grand Council with his deft handling of his districts many affairs along with the major role he has played in bringing back the Blood-Circles – fantastically violent and crowd-pleasing gladiator combats.

Zenn takes the credit, but in reality his fame and rise to power is due to many interlocking parts. One of these parts was a strange humanoid being called the DeathSpider. When Zenn was a newcomer to PitchPit he needed a way to act quicker than his opponents, strike when they weren’t looking and appear to the general populace as being “lucky.” The DeathSpider was uniquely suited to this task, able to jump from shadow to shadow within the district’s dark alleys. Zenn never really knew the DeathSpider’s methods, but its activities were never linked back to him.

The DeathSpider was always a mysterious being, appearing to Zenn as a tall, gaunt man dressed entirely in black. Its face was hidden by shadows, but its toothy grin – crooked and always wide – was ever present. After Zenn reached the role of governor he called on the DeathSpider less and less, and eventually let it be known that their relationship was over.

The DeathSpider did not like this. It was a being pulled in from a runestorm years previously and it had finally found an enjoyable task within the filthy city streets. It began to send little message to Zenn at his cloudbreather home. These messages took the form of a wrinkled black card with a toothy grin on the inside.

Zorad Zenn is scared, but he can’t involve the cloaks – the DeathSpider knows too much. So he sends word out through his contacts that there’s a reward for the confirmed death of the DeathSpider. This word catches the ear of a hub named Yellow Ned, who puts out a call to a group of jobbers to get to work.

JOBBERS NEED JOBS

Yellow Ned contacts the jobbers and lets them know he’s got a job. Ned is a skilled hub working the PitchPit scene, and it’s possible the jobbers have worked for him before. If not he’s heard of them and contacts them the offer.

The job is to hunt down and exterminate a strange being called the DeathSpider. A character from PitchPit can make a Common Knowledge check at -2. With a success the character remembers hearing about the DeathSpider as a skilled assassin; a raise remembers a wild rumor connecting the shadowy individual to Governor Zorad Zenn. Yellow Ned requires proof of the DeathSpider’s death; upon delivery he agrees to pay the jobbers 1,000 Royals each.

The only lead Yellow Ned has on the DeathSpider’s whereabouts is a dingy flywheel called the Cat and Mouse in PitchPit’s VelvetScar borough. He suggests they start there.

THE DEATHSPIDER’S WEB

The Cat and Mouse is a rundown building in little more than shambles, occupied by the lowliest of PitchPit’s scum and workers. The glee is cheap and watered down and the people don’t ask questions. Asking around in the flywheel requires a Streetwise roll, with a success getting the jobbers pointed to the series of alleys behind the Cat and Mouse.

Behind the dingy bar is a maze of alleys stretching up to the sky. It’s what is known as an alley nexus, where the buildings are built up and around each other creating narrow passages between them. This particular alley nexus only stretches about two hundred feet wide, but it climbs up many hundreds of feet. And it is choked with thick, sticky web strands as far as the eye can see.

As the jobbers wonder what to do have them make Notice rolls per the surprise rules as a pack of strange spider-like creatures approaches from up above. The creatures are called plague spiders and are minions of the DeathSpider. There is one plague spider for each character and they fight to the death.

After the plague spiders have been dealt with the characters must make their way up the webbing to the DeathSpider’s lair. It takes three successive Climbing rolls to make it up the webs. A failure on the Climbing roll means the jobber has to make an Agility check to grab hold, and if that fails the character plunges down 1d6x10 feet before landing in a large net of hardened webbing, suffering 1d4 points of damage per 10 feet fallen.

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SAID THE SPIDER TO THE FLY

Once the characters have made it past the Climbing checks they reach a large cocoon made of detritus and webbing. The DeathSpider stands upside down, staring at the characters as they approach. The only feature visible on the 7 foot tall shadow-cloaked humanoid is its wide grin, which never leaves his face. As the characters approach the DeathSpider (who speaks in 3rd person) asks why they killed its pets.

The crafty other-worldly being already knows why the jobbers are here, but it talks with them anyway. The DeathSpider makes them a counter-offer. Over the past few years Zorad Zenn has asked it to do many things, such as assassination and spying, and over this time the DeathSpider has learned quite a bit about the corrupt governor's back dealings. It is willing to sell the information to the jobbers on one condition.

The details of this commission are left up to the GM, but it should be used as springboard for further adventures in ScatterPoint. The DeathSpider is a well-connected creature and has acquired quite a bit of wealth, which it has spread over several lairs in the various boroughs and districts.

If the jobbers decide to kill the DeathSpider they'll have a tough fight, and before combat breaks out it tells them that they are making a mistake. There are other DeathSpiders out in ScatterPoint and they will avenge his death. After the combat the characters can search the cocoon lair, which contains an assortment of 500 Royals and piles of junk. There is also a journal written in a strange, spidery language – translating it could become an adventure in and of itself. And what of the other DeathSpiders it mentioned? Only time will tell for the characters.

PLAGUE SPIDERS

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d8, Notice d6, Shooting d8, Stealth d6

Pace: 6; Parry: 6; Toughness: 7

Special Abilities:

•Bite: Str+2

•Poison (-2): The bite of the plague spider causes a debilitating disease. On a failed Vigor roll the victim is paralyzed with pain for 1d4 rounds and suffers a -2 on all actions. The disease runs its course in 24 hours or can be cured with a successful Healing roll. Overwrought are immune to this disease.

•Webbing: Plague spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 6). Webbed characters can still fight, but all physical actions are at -4.

THE DEATHSPIDER

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

Skills: Fighting d8, Intimidation d10, Notice d12, Shooting d8, Stealth d12

Pace: 8; Parry: 6; Toughness: 8 (3)

Special Abilities:

•DeathBolt: The DeathSpider can shoot bolts of writhing death energy at opponents. The DeathBolt requires a Shooting roll and deals 2d6 points of Runic damage.

•Shroud of Shadows: The shadows surrounding the DeathSpider exude an aura of resistance, granting Armor +3 (RW).

•Webbing: The DeathSpider can cast webs from its hands that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 6). Webbed characters can still fight, but all physical actions are at -4.

