

THE RUINED CITY

A RUNED CAMPAIGN



STORMFORGE PRODUCTIONS

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MISSION 1

THE CASE OF THE
SAINTLY FINGER BONES

SYNOPSIS

This is the first chapter in the story of the Ruined Man and as such it is perhaps the most important mission of the lot. The mission that the PCs are given will be a simple one, but it (like the missions that will follow) are not the true story that is being told, but is rather the backdrop for the true story. The simplicity of the mission will also serve to showcase the mechanics unique to the Ruined man campaign so that the players can become familiar with them before the missions become more difficult.

As this is the first mission, it will also have the most blatant clue in order to show the players that there is something menacingly afoot in Middelburg so that they are drawn into the story of the campaign and begin to look for more clues in the later missions themselves.

The structure of the mission proper is as follows:

The PCs have been told, through their contacts, that there is a lucrative job that needs doing that requires their skillsets. They are told to meet in the barroom of an inn in the Political District and wait for the handler of the job. The handler is considerably late and is looking quite anxious. He tells the PCs that there is a sacred relic of St. Lambert on display in the nearby Triarch Temple and it will be the centrepiece of the equinox celebrations in a week's time. The handler wants the relic, but no one must ever know circumstances of the theft. When the PCs have finished all their preparations and attempt to steal the relic they will find that no matter the amount of effort they have put into the secrecy and stealth of the mission, the world will find out. This is because as they lay hands on the relic, the followers of the Starchild, the Seekers, will burst into the Temple and attempt to take it for themselves. A battle or chase will ensue as the climax of the mission.

The meta-story is as follows:

The true story is that the Ruined Man has begun his killings. While his motives are known only to himself, he had seemingly spared a Seeker

who interrupted one of his murders when the Seeker believed him to be the avatar and Prophet of the Starchild. Neither confirming nor denying the Seeker's allegations, the Ruined Man has simply whispered "Not yet, not you" before vanishing into the night. The Seeker believed his Prophet had told him he is not worthy, not yet, and went back to his cult to spread his new gospel. The Cult of the Starchild now seeks ways of becoming worthy in the eyes of their Prophet. Ways such as stealing a valuable religious relic like the skeletal hand of St. Lambert of Wintersdam.

OVERVIEW

SCENE 1: THE BRIEF:

- Meet with a van Rosedaal handler in Archduke's Arsehole Inn.
 - The PCs mission is to steal St. Lamberts skeletal hand from Triarch Temple.
- The van Rosedaal family seek to humiliate the van Windburg family who owns the relic.
- The PCs have a week to complete the mission and the only requirement is that it is done in total secret.

SCENE 2: THE LEGWORK:

- Three areas of interest in the Triarch Temple:
- The Bell Tower and Rectory:
 - Bell Tower provides entry onto Temple roof.
 - Rectory provides potential disguises.
- The Catacombs:
 - Allows entry into Temple from below ground.
- The Temple Proper:
 - Contains the relic as well as the majority of the NPCs.

SCENE 3: THE MISSION:

- Main opposition will be two Sea Lion Knights guarding the relic.
- Number of other NPCs in the Temple will depend on the time

SCENE 4: THE COMPLICATION:

- As soon as PCs get close to the relic, hostile Seekers will appear to steal Relic.
- The Seekers are the Clue for this mission.

SCENE 5: THE DEBRIEF:

- Takes place in the van Rosedaal compound
 - If the PCs succeeded, they will be allowed in.
 - If the PCs failed, they will not be allowed in.

SCENE 1: THE BRIEF

This scene takes place in the Archduke's Arsehole Inn. It is, arguably, the most famous inn in the city and its barroom is frequented by many politicians, foreign and domestic. While the owners have attempted to keep up the appearance of a poor, rebellious and anti-authoritarian establishment but it has become little more than cliché window dressing. This is a respectable establishment with respectable clientele and the PCs will be expected to behave as such.

It is fairly late in the afternoon and the barroom has started to fill up with businessmen finishing their day at work and the noise level has risen considerably and continuously since the PCs arrived. The contact they are supposed to be meeting here is very, very late.

Narrate or paraphrase the following as appropriate:

It is nearly dusk and your second pint glass sits empty on the table in front of you as you check your pocketwatch for the umpteenth time. Your contact was very specific: "Five o'clock at the Archduke's Arsehole Inn, back booth on the southwest side". The smoky air, dark timber and darker ale confirms that, yes, this is the Archduke's Arsehole, and as you look through the small window at the bell tower of the Triarch Temple peeking over the buildings, you are sure you are sitting at the correct booth. Yet it is past six o'clock and still no sign of the handler.

As the tired looking barmaid sets down your third pint of dark house ale, the door of the inn opens and a well to do man strides in, stops, takes stock of the room, looks pointedly in your direction and walks over to your booth. Even by the respectable standards of the Political District, this man looks overdressed. Black velvets and silk, soft tanned leather and gold threads, this

gentleman seems more at home in Nieuton or the League District than in this inn. Your suspicions are confirmed when as he sits down across from you and you spy the emblem of the van Rosedaal Trade Family on his breast pocket.

"My apologies, ladies/gentlemen, for my tardiness," he says, "my previous... 'appointment'... lasted longer than expected." He definitely seems rattled about something, but he presses on. "Let us get right to it then, shall we?" he says. "My employer has something quite straightforward for you to do." He looks over to the Temple bell tower through the window, "In the Triarch Temple rests the skeletal hand of St. Lambert, to be used in the equinox celebration one week from today. My employer requests that you steal the hand and bring it back to the van Rosedaal compound.

"However!" He pauses. "No one is to know how the hand has been taken. By all accounts it must look like an act of the gods. The van Rosedaal family will disavow any knowledge of your actions should the matter come to light and will offer you no protection. Secrecy is of paramount importance. I cannot stress that enough."

He looks at his pocketwatch and says: "I do not have much more time to spend with you, but if you have any questions, I will answer them to the best of my ability."

Information provided by the handler:

- The handler will not provide his name.
- Because of the sensitive nature of the mission, the van Rosedaal family will only pay once they are in possession of the skeletal hand.
 - If the players wish to use any of their skills to haggle, deceive or intimidate, etc the handler to receive part of the payment in advance, the Difficulty Modifier for such a test will be -20. The handler has only been given a quarter of the total payment and as such this is all he will be able to provide. This will give the players a +15 Difficulty Modifier on all Wealth Skill Checks for this mission.
- The skeletal hand of St. Lambert belongs to the van Windburg trade family. They have loaned the hand to the Triarch Temple to be used as the centrepiece of

the upcoming equinox celebrations.

- If the hand is missing, the van Windburg family will be severely humiliated and lose influence and prestige.
- Because of the rivalry between the leading trade families of the Merchant League, this is exactly what the van Rosedaal family wants. But, if the van Rosedaal or another known party is implicated then the attention would be shifted to them, which is why the need for secrecy is so important.
- If the players ask about a specific time to steal the hand of St. Lambert, the handler will say that as long as it is taken before the celebration the van Rosedaal family will be satisfied, but the nearer to the celebration the better as there would be no chance to replace it with a different relic.
- Any question asked about how the PCs should go about doing the mission will be met with a curt response of: "I dare say that is why we are paying you. If you need me to tell how to complete the task, it seems I have come to the wrong people."
- Any vague questions about the mission or any for general advice will result in the following:
 - Narrate or paraphrase: The handler furrows his brows in thought before a look of shock crosses his face. "Good heavens, I nearly forgot. My apologies, it has been a dreadfully long day. My employers has procured this for your use." He retrieves a folded piece of paper from his jacket and unfolds it on the table. "This is the floor plans of the Triarch Temple. I am sure they will be of some use."
 - If the players' questions' does not result in the preceding event, the handler will "remember" about the floor plans before he takes his leave.

Once all the questions have been answered, or if the players are asking too many irrelevant or inane questions, the handler will look at his pocketwatch and say: "My apologies ladies/gentlemen, but it seems my time here is at an end. There are... matters... I must attend to. Good evening." And with that, he will take his leave from the inn, get into his waiting carriage and make his way to the van Rosedaal compound in the League District.

From here on out it is all up to players to

complete this mission. They will receive no further assistance from the van Rosedaal family, but that doesn't mean they can't look for help elsewhere. If this scene has carried on for a long time, it may well be a good idea to go over the key points of information with the players so they don't forget something vital that their PCs would have remembered.

SCENE 2: THE LEGWORK

This scene could either be the shortest scene of the mission, or the longest. Such is the way with Legwork scenes. This is because the legwork the PCs do before attempting the mission itself is entirely up to the players and so it is quite difficult to plan for as you won't know what their plans are before they come up with them. Some player groups are more gung-ho and headstrong and will head straight for the Temple to steal the hand without a second's hesitation, while other groups will spend days working out every second and centimetre of the plan in meticulous detail.

Below are a few areas of interest specific to this mission that the players may, or may not, go to for information. The players may want a lot more than this however, especially in terms of whatever equipment they feel necessary, so you may need to improvise as to where, when and how they achieve this. Remember that the Legwork scene is merely the preparation for the mission and while it may take longer than the mission, it should not overshadow the mission.

This is also the first opportunity for the Random Encounter Roll to allow the players to get familiar with the mechanic. Whenever the PCs travel from one place to the next, roll on the Random Encounter Table to determine what or who they run into. This applies whenever the PCs travel in any Scene. What they encounter on their travels will become much more dangerous and difficult as the campaign goes on, so if they players get used to it, they will know to prepare for it (much like one would do when they see their city is becoming a more dangerous place to travel in).

THE TRIARCH TEMPLE

Arguable the most likely place the PCs will visit to get information and may well be the very place where the Legwork scene ends if they simply decide to grab the relic and run. If this should happen, proceed straight to Scene 3. All the NPCs' skills and equipment can be found at the end of the chapter.

As the floor plans show, the Triarch Temple complex is split between three buildings: the temple proper, the bell tower and rectory. The temple proper is always open to those seeking the comfort of the gods and while the bell tower is technically open to the public, it is frowned upon to enter without permission. The rectory, on the other hand, is off limits to all without prior appointment. While the Patriarch and Matriarch of the Progenitorists and the High Priest of the Prodigalists do not live here, the priests that do are highly respected among the political elite of Middelburg for their ceremonial roles. Similarly, the sacristy in the temple proper is also off limits without the supervision of a priest as it is here where the vestments and accoutrements used in the temple services are kept and where the stairs to the catacombs are.

THE TEMPLE PROPER

St. Lambert's hand is, however, not in the rectory, nor the bell tower, nor the catacombs or even in the sacristy. It is in the exact centre, the centrum, of the Temple on a marble pedestal, resting underneath a glass dome (the dome has a small glass handle on top so it can be picked up), on a black velvet cushion which itself rests on a golden platter. It is kept there day and night, on full display so that all who would pay their respects may come and do so. Pilgrims come daily to pray to St. Lambert, hoping he will look kindly on their troubles and grant them good fortune.

The glass dome can't protect the hand overly much, it is only ordinary glass, and fine glass at that, and it doesn't have any arrays on it. It does, however, pose an insidious threat to the players' plans. Visible light can pass through, but the glass is still a solid

object which means that any array can't target anything inside it without going through it first. Remember that any effects of an array begins at the array itself before moving outwards (at light speed of course). This means that any containment field you create that targets the hand won't be able to penetrate the glass dome because the glass is a solid object.


While the hand is one full display, it is not without protection. Two knights of the Most Noble Order of the Knights of the Sea Lion stand watch over the hand at all times. A secular order, they are neutral in the rivalry between Progenitorists and Prodigalists. Every six hours, two knights will walk from their chapter house to the Temple to relieve the current guards. The Sea Lion knights are a mostly ceremonial order and have not seen battle since the War of Independence.

The times at which the Temple is most crowded is during the four daily services: the Dawn service for Bür, the Noon service for the Father, the combined Dusk service and the Midnight service for the Mother. At other times there is only a trickling of pilgrims and visitors to the Temple with barely any at night. As the week progresses and the equinox gets closer, more and more visitors and pilgrims will be at the temple with many expected to spend the last night in candlelit vigil. Other than the pilgrims and knights, the only people expected to be in the Temple are the three resident priests and their six associates who come in for the services to aid the priests in their duties and then to clean the temple after each service.

There are a total of ten points of entry and exit into the temple proper: four doors at ground level, four shuttered windows at the base of the domed roof, the oculus at the peak of the dome and the stairway to the catacombs. This, of course, clearly excludes player made entrances into the Temple via the arrays.

Of interest is the lighting in the temple. There are no candles or torches; all lightning is done through arrays that are powered by a runic generator in the catacombs beneath the temple.

THE BELL TOWER AND RECTORY



The bell tower is half again as tall as the temple proper, but apart from the bell in the top chamber, it is utterly empty except for a helical staircase along the side of the tower and the windows that follow it. The bell chamber is open to the elements with only eight thick columns supporting its steeple. The bell is made from bronze and weighs approx half a tonne. It is set in a cast iron mechanism and has a thick hemp rope.

The rectory is a simple but richly furnished building. It has only six rooms: a bedroom for each priest, a privy, a kitchen, and combined sitting/dining room. The priests are meant to live simple, ascetic lives but their ancient ceremonial roles have left them with rich benefactors and patrons who pay generously for religious praise in public. The rectory is full of old and exotic books and art as well as finely made vestments for the most important of ceremonies. The PCs will find much to pocket here, but the priests will surely find out soon enough that a thief has been through here.

THE CATACOMBS

Beneath the entire temple complex lies the Ouentyd Catacombs, an ancient place for ancient souls. In sculpted caverns and carved shrines the bodies of the old kings, archdukes and dukes of Alfresia are buried and often forgotten. The catacombs have always been relegated only to the aristocracy, and this unwritten law was not overturned when Alfresia became a republic, much to the chagrin of the politicians, as this was a law of church, not state.

As a result, the last corpse interred in the catacombs was that of the last Archduke of Alfresia. With no nobles in Alfresia any longer, there are precious few descendants to come visit the dead and the catacombs have become a cold and empty underworld. The priests also no longer speak of the catacombs unless asked so they do not wish to be seen “approving” of the old aristocracy. Many Middelburgians have thus grown up without ever hearing of the catacombs while many the older generations have forgotten it ever existed.

While the history of the catacombs may well not be the first thought on the PCs’ minds,

the subterranean world holds other prizes as well. The Water Tombs, as their name implies, are built overlooking the Tenne River, with windows carved into the walls that could provide access into the Temple. Similarly, a sewer runs perilously close to the catacombs, and it would take only one runic array to break through from the sewer into the catacombs.

There is no lighting in the catacombs, so any lights the PCs require will have to be brought in. The catacomb can be a confusing maze for the uninitiated with many rooms as well as the tombs that line the passageways. Some rooms are self explanatory in the remains they hold (such as priests in the Mother’s, Father’s and Bür’s Rooms; Imperial nobility in the Imperial Room; and the power generator for the temple in the Power Room), but others are less obvious. The Falcon room holds the remains of the kings and dukes of Southern Alfresia, the Room of the Faithful Brothers holds the priestly siblings of nobility, the Crown Shrine is a small chapel to the kings of the Past and the Hart Room is the most ancient room, holding remains of the Eilanni.

Note that there are no signs on any of these rooms, so without a successful Lore Skill Check, the players will not know which room they are in.

Other information that can be obtained within and around the Triarch Temple:

- St. Lambert was a fisherman from Wintersdam who lived nearly four centuries ago.
- Was beatified upon his death because of his greatest miracle: stopping a seismic sea wave from destroying Wintersdam due to the Sigiltongue.
- The Sigiltongue is the ability to speak the language of the runes, the language of creation, and so do not need to draw arrays to create their effects. Only a handful of people throughout history have been said to have the Sigiltongue.
- The church services are every six hours beginning at midnight.
- The rotations for the Sea Lion Knights are also every six hours, three hours after each service.
- The Knights on duty are replaced at their station by the next pair of Knights so that the relic is never left unattended.

- The Knights walk from the Chapter House to the Triarch Temple to replace the Knights on duty.
- This year, it is the honour of the Knights from the University of Middelburg's biology department to guard the relic.
- The sewer running next to the catacombs empties into the Tenne river.
- There is an manhole entering into the sewer in the street immediately west of the Triarch Temple complex.
- The doors to the Temple are always open, they are never closed.

This information can be gained either by speaking with the NPCs in the Temple or by investigation. Remember that some information will be harder to get from NPCs than others. The Knights, for instance, will be very hesitant to tell inquiring strangers about the details of their shift changes. Add Difficulty Modifiers as appropriate.

SCENE 3: THE MISSION

Once the group has decided it is time to enact their plans to steal St. Lambert's hand (whether it is because they have finished all their planning, or because they decided to just rush in and grab it), the time has come to do the actual mission.

If they are attempting to take the hand by stealth then as GM your goal is to handle the perceptions of the NPCs, if the group intends to rush in then it will devolve into combat and you will need to handle the NPCs' side of things. Whichever route they take, remember that it should not be a case of Player vs. GM. It is not a competition between GM and player to see who wins. Have the NPCs act in a way that is both realistic and drives the narrative forward. While you may know the PCs plans and intentions, the NPCs do not.

The layout of the Triarch Temple and the NPCs within it are outlined in Scene 2. As the composition of who is in the Temple when the PCs decide to steal the hand depends entirely on when the PCs enact their plans. They may do so during a temple service, or between the services; at night or during the day;

when they first get the job, or the night before the equinox. Because of that, below will be some notes regarding the behaviour of the NPCs that you will be able to use in any circumstance.


The skills and equipment for the NPCs can be found at the end of the chapter.

SEA LION KNIGHTS

- The Knights stand on the east and west side of the relic, facing north, one metre from the relic. This is their ceremonial position.
- The Knights have become philosophers, scholars and professors over the years. They have never seen war and while they are practiced with their longswords, they will have never used it for its intended purpose.
- If the PCs start doing anything suspicious, the Knights will brusquely tell them to stop. If the PCs do not stop their suspicious behaviour and there is not a priest in the Temple, the Knights will tell a priest assistant or a pilgrim to call the priests.
- If the PCs try and touch the relic or any part of the marble pedestal or glass dome, the Knights will try and get in between them to stop it.
- The Knights are not soldiers. They will use their diplomacy to bluff and intimidate the PCs into leaving the Temple if the PCs get rowdy.
- The Knights will only draw their swords for combat as a last resort.
- The Knights will flee combat if they believe they will die. Their reputation and careers are at stake, they won't flee for just anything.
- If they do flee, they will attempt to take the relic with them to salvage their reputation.
- They will flee directly to their Chapter House.
- The colours of the knights are blue, white and green, trimmed in black.

THE PRIESTS

- Except for special or unusual circumstances, the priests are only in the Temple for the services. One priest each for the Dawn, Noon and Midnight services; and all three for the Dusk service.
- Each service lasts approximately one hour and the



priests will be in the Temple for the half hour before and after the service to aid in setting up what is required and to meet and greet with the attendees.

- The priests will otherwise be in the rectory.
- If a priest is in the Temple when the PCs do something alarming, the priest will attempt to diffuse the situation peacefully, but if the priest sees that can't work then the priest will tell whatever NPC is closest to call for the constabulary.
- If no priest is in the Temple and they are sent for, they will first come to the Temple to ascertain exactly what is going on before behaving as noted above.
- The priests, while ostensibly pious, have no wish to die and will flee at once when they believe their lives are in danger. They will then seek to call the constabulary.

THE PRIEST ASSISTANTS

- The assistants are priests in training at other temples or honourable parishioners who spend some of their time aiding the priests of the Triarch Temple in their duties.
- Like the priests, the assistants are rarely found in the church outside the services.
- They will however take turns at various times of the day and week to ensure the temple proper, rectory, bell tower and catacombs are swept and kept clean.
- The first instinct for the assistants would be to turn to the priests (if they are in the temple) or Knights (if the priests are not in the temple) for guidance should the PCs do anything unusual or alarming.
- The assistants will not directly interfere in the PCs business at all.
- The assistants will flee once combat begins or blood have been shed.

PILGRIMS, VISITORS AND ATTENDEES

- Civilians come to the Temple either out of curiosity, to build a political reputation of piety, or out of genuine spiritual need.
- In between the services, they keep their heads down and pray, or try and look like they are.
- During services, they are focussed on the presiding priest and sing, chant and speak holy scripture as is

required.

- They see both priests and Knights as figures of authority and will communicate any instances of suspicious behaviour on the part of the PCs to them.
- They will take any order (barring that which will put their lives in direct harm) from the Knights and the priests. Any contradictory orders means they will only follow the priests' orders.
- They are merely ordinary civilians and will flee like ordinary civilians when faced with combat and bloodshed.
- However, zealots are more likely to be found in a temple than anywhere else, so for each civilian in the temple at the time of combat or bloodshed (or even if they simply see the PCs taking the relic) roll a d100. If the result is under 10 then the civilian will try and defend the relic but will flee if they are about to die.

If any NPC escapes the Temple to call the constabulary, taking into account the time it will take to find them and having the constables ready themselves and charge in by horse, it will take the constables at least 30 minutes to get to the Temple. This should be more than enough time to conclude the combat, but if the PCs linger long enough they will be in hot water with the law.

Because secrecy in stealing the relic is of such an importance, if the PCs are discovered in their attempt to steal the hand, the players may simply decide to initiate combat immediately in the mindset of "in for a penny, in for a pound". Thus, be ready that all hell may suddenly break loose even if the players are doing their best to be stealthy, all because of one poor dice roll.

If the PCs ever lay a hand on St. Lambert's skeletal hand, it's glass dome or even the marble pedestal. This is when the Seekers will suddenly burst into the room. If, for any reason, the PCs decide to flee because of the wounds they were dealt in combat or because they were discovered, have them run into the Seekers on their way out.

SCENE 4: THE COMPLICATION

This is the most important scene in the chapter, so... well... don't mess it up. This is where the players will get their first clue that there is something horrifically wrong in the city of Middelburg, that things are about to get a lot worse, and that maybe they should do something about it.

The Seekers of the Starchild should run into the PCs no matter what happens. The normal route that the Seekers will take is to take a boat on the river to the entrance to the sewer running next to the catacombs, break into the sewer, move along it until they get to the closest point of the catacombs, use an array to make an entrance into the catacombs and make their way into the temple via the sacristy. The number of Seekers will be **twice the numbers of PCs**.

As stated above, if the PCs are for any reason not in between the relic and where the Seekers come out of the sacristy, change where the Seekers are coming from. If the PCs are fleeing through one of the doors, have the Seekers come in through that door. If the PCs are escaping through the roof, have the Seekers come across the grounds.

There is always the chance that the PCs came in through the catacombs and have someone standing watch into the catacombs. If that happens, have the Seekers come in through the doors. It is not the end of the world if the Seekers have to chase the PCs to get the relic, a chase scene is always a good thing, but for the PCs to gain the clue, they must do battle with the Seekers.

The Seekers are utter zealots and will do whatever is necessary to get the relic. If they have to kill people, they will. If they have to hold someone ransom, they will. If they have to burn the Temple and everyone in it to the ground, they will. They will never flee from combat, no matter how seriously they are wounded. They must either be killed or subdued for them to stop.

Throughout the combat the Seekers will be shouting at whoever they are fighting, hoping to subdue their opponents with their words as much as their blades and pistols. What they will be shouting is up to your discretion, but make it related to the

clue. For example, have the Seekers at various times shout "For the Prophet!", "The Prophet demands the hand!", "Surrender to the might of the Prophet!" and "Surrender the hand to the Prophet and be spared!". This should hopefully pique the players' interests and get them curious as to who the Prophet is.

Once the Seekers enter the Temple, there will only be three groups of armed persons there: the PCs, the Seekers and the Sea Lion Knights. The Seekers will clearly go after whoever is in possession of the relic, but the Knights will go after the group which seems to be the biggest threat. This will be the Seekers at the beginning but if their numbers are whittled down and the PCs become too "enjoyably aggressive" in their battle with the Seekers, the Knights may decide to do battle with the PCs instead.

If the constables manage to show up, they will side with whoever the Knights are siding with. The constables will use any force necessary to bring anyone they deem a perpetrator to justice. This includes lethal force. If the PCs surrender they will merely be arrested.

THE CLUE

The most-most important part of the mission.

The clue will come into two forms: a piece of paper one of the Seekers carries and the information that the Seekers can verbally provide. The information in either case will be the same, but it is possible the PCs may kill the Seekers instead of questioning them, thus making the piece of paper important. There is always the chance that the PCs could kill all the Seekers and not look through their pockets, missing both forms of clues. If that is the case, have any NPC available look through the Seekers' bodies and tell the PCs they found something. If worse should come to worse and the PCs kill all the Seekers, do not look through their pockets and there is no NPC nearby or the PCs ignore the NPCs, then it is unfortunately the PCs' bad luck for their bad decisions.

The piece of paper one of the Seekers carry is the orders given to them by one of the leaders of their cell. If one of the Seekers are able to speak then there is no real need for the written orders, unless the PCs don't ask the right questions, that is. The Seekers

are not afraid or recalcitrant to speak, however, quite the opposite in fact. They want to have the city know about their joyous news.

Information gained from the Seekers:

- The Starchild is close to his birth in this world, close to crossing the veil and uplifting humanity into a new age of wonder.
- He has sent his prophet to Middelburg to pave his way and prepare the people for his coming.
- The people of Middelburg are not yet ready. There are too few that are searching for him. Too few Seekers.
- The prophet has already started cleansing the city of its filth.
- The Seekers have failed at preparing the city for the Starchild and his prophet.
- The Seekers must rectify this and prove themselves worthy in the eyes of the prophet.
- St. Lambert the Sigiltongue was a prophet of the Starchild that the people also did not listen to.
- The power in his hand may aid the prophet in his duties.
- It must be retrieved at all costs.
- Appeasing the prophet is all that matters now.

The key points of the Ruined Man story that the players will know is that there is someone powerful enough that the Starchild Cult has suddenly been centred around him. The players may also catch onto the fact that he has been “cleansing” of its “filth”, and combined with the newspaper at the beginning of the book, may imply a connection to the recent high profile murder.

The Seekers will not be able to tell the PCs anything about the appearance of the Ruined Man, nor anything about his activities or motives. None of the Seekers have met or seen him, and they have not been told of his appearance or motives.

After any Seekers that were able to have told the PCs the information, they will wait for the opportune moment before attempting to once again take the relic. If that is impossible, they will attempt to escape. If that is impossible, they will wait out the mission as calmly as can be.

SCENE 5: THE DEBRIEF

This scene can conclude in as many and varied ways as there are ways of skinning a cat.

IF ALL THE PCs DIED:

Tell them how the Seekers managed to steal the relic and disappear back into the catacombs. If you want to throw them a bone, you can tell how the Seekers brought the relic to a large hooded figure who accepts it in a dismissive fashion and mutters again “Not yet, not you” before disappearing into the nearest shadow.

FOR THOSE PCs THAT WERE ARRESTED:

They will be taken to the constabulary gaols, stripped down naked and thrown into the cells where they will in all likelihood be forgotten. The constables have more than enough proof of the criminality of the PCs and the PCs were told the van Rosedaal family will disavow any knowledge of them. At the very least, they will be in gaol for the remainder of the campaign.

IF THE PCs SURVIVED BOTH DEATH AND GAOL:

If the PCs managed to survive but did not take the relic, they will receive no payment from the van Rosedaal family. They will not be allowed into the van Rosedaal compound in the League District and the family will act as if they do not know the PCs. They may well know this will be the case and not even attempt to go back to the family. A wise decision.

If they managed to survive but destroyed the relic and managed to convince the family that it is indeed destroyed they will receive a quarter of the payment. If they haggled in Scene 1 for a quarter of the payment, then that is all they get. They did ensure that the relic is missing, but they were discovered after all. The blame for the relic’s disappearance can no longer be blamed on the van Windburgs.

If they managed to survive and successfully brought the relic back to the van Rosedaal family, they will receive half payment. If they haggled in Scene 1 for a quarter of the payment, they will receive a second quarter. The did bring the relic

as requested, yes, but they were discovered. The blame for the relic's disappearance can no longer be blamed on the van Windburgs. The van Rosedaal can however recoup some of the losses by selling the relic on the black market, after some time had passed of course.

THE AFTERMATH:

As long as some of the PCs survive, and manage to avoid the constabulary, they know they will have to lay low for a fair while. The fiasco at the Temple was in the heart of the Political District, a stone's throw away from the Senate House, in the arguably most ancient and revered Temple in the city. Matters will be investigated, reports will be filed, witnesses will be questioned, every stone will be overturned if not to find the criminals responsible, at least to look like they are. The Seekers will get most of the blame, but any NPC that saw what happened will be able to say others were involved.

Because of this, it is a good idea to have an adventure or mission before you start on Chapter 2. This could easily be a mission where the PCs are on the run from the constabulary or perhaps a mission from the van Rosedaal family where the PCs can try and make up to the family what they lost in this mission. A revenge mission against the Seekers will also drive home the point that it is because of the Starchild cult that the PCs failed their mission and also draw them closer on the road to the Ruined Man. At the very least, you could generate a mission using the Mission Generator at the back of the *Runed Age* corebook.

The purpose for such a mission is to let the PCs experience some time passing so they and perhaps tie up some loose ends so they don't feel pressured when going into the next mission. In the city of Middelburg, it will be roughly a month that will pass before the start of Chapter 2 and by letting the players experience that time difference in a game environment could make them more focussed on what lies ahead in Chapter 2 rather than what happened here in Chapter 1.

NON-PLAYABLE CHARACTERS:

CIVILIANS

SKILLS

SKILL	LEVEL	SKILL	LEVEL
Athletics	30	Burglary	30
Constitution	30	Contacts	30
Craft	30	Deceive	30
Diplomacy	30	Drive	30
Fight	30	Insight	30
Intimidate	30	Investigate	30
Lore	30	Perception	30
Perform	30	Runes	30
Shoot	30	Stealth	30
Wealth	30	Will	30

RUNIC ARRAYS

- In their day to day business, not everyone will be wearing defensive and offensive arrays.
- For Defensive arrays: roll a d100, if below 50 then the person is wearing the *Middelburg Standard* on their Arms, Legs and Torso Hit Locations.
- For Offensive arrays: if they are carrying weapons, roll a d100, if below 50 choose any offensive array from the Array Section at the back of the book.

EQUIPMENT

- Miscellaneous articles.
- For weapons: roll a d100, if below 25 then the person is armed with a sword and pistol.

VAN ROSEDAAL HANDLER

SKILLS

SKILL	LEVEL	SKILL	LEVEL
Athletics	30	Burglary	30
Constitution	30	Contacts	60
Craft	30	Deceive	50

Diplomacy	50	Drive	30
Fight	30	Insight	40
Intimidate	35	Investigate	30
Lore	35	Perception	40
Perform	40	Runes	30
Shoot	30	Stealth	30
Wealth	50	Will	30

SPECIALISATIONS

- Contacts Specialisation:
 - van Rosedaal Family - Skill Level 80.

RUNIC ARRAYS

- *Middelburg Standard* Defensive array on all Hit Locations.
- *Peace of Mind* Offensive array on Push Dagger.
- *Blood Drinker* Offensive array on Smallsword.
- *Manstopper* Offensive array on Pistol rounds.

EQUIPMENT

- Steel Smallsword.
- Steel Push Dagger.
- Steel and wood Pistol with lead rounds.
- Only wearing standard clothing, including a hat.

TRIARCH TEMPLE PRIEST

SKILLS

SKILL	LEVEL	SKILL	LEVEL
Athletics	30	Burglary	30
Constitution	30	Contacts	30
Craft	30	Deceive	30
Diplomacy	60	Drive	30
Fight	30	Insight	55
Intimidate	30	Investigate	30
Lore	40	Perception	45
Perform	50	Runes	45
Shoot	30	Stealth	30
Wealth	50	Will	55

SPECIALISATIONS

- Lore Specialisation:

- Prodigalism/Progenitorism - Skill Level 70.

RUNIC ARRAYS

- None.

EQUIPMENT

- No weapons or armour.

PRIEST ASSISTANTS

SKILLS

SKILL	LEVEL	SKILL	LEVEL
Athletics	30	Burglary	30
Constitution	30	Contacts	30
Craft	30	Deceive	30
Diplomacy	50	Drive	30
Fight	30	Insight	50
Intimidate	30	Investigate	40
Lore	40	Perception	40
Perform	40	Runes	40
Shoot	30	Stealth	30
Wealth	40	Will	50

SPECIALISATIONS

- Lore Specialisation:
 - Prodigalism/Progenitorism - Skill Level 60.

RUNIC ARRAYS

- None.

EQUIPMENT

- No weapons or armour.

SEA LION KNIGHTS

SKILLS

SKILL	LEVEL	SKILL	LEVEL
Athletics	30	Burglary	30
Constitution	30	Contacts	40
Craft	35	Deceive	30
Diplomacy	35	Drive	30

Fight	35	Insight	40
Intimidate	30	Investigate	40
Lore	50	Perception	40
Perform	40	Runes	50
Shoot	30	Stealth	30
Wealth	35	Will	35

SPECIALISATIONS

- Contacts Specialisation:
 - Sea Lion Knights - Skill Level 75.

RUNIC ARRAYS

- *Middelburg Standard* Defensive array on all Hit Locations.
- *Bloodhound* Offensive array on Longsword.

EQUIPMENT

- Steel Longsword
- Steel Plate Armour (Strong Armour) covering all Hit Locations.
 - Cloth tabard of the Sea Lion Knight coat of arms.

CONSTABLES

SKILLS

SKILL	LEVEL	SKILL	LEVEL
Athletics	40	Burglary	40
Constitution	40	Contacts	40
Craft	30	Deceive	30
Diplomacy	30	Drive	50
Fight	40	Insight	30
Intimidate	30	Investigate	50
Lore	30	Perception	30
Perform	30	Runes	30
Shoot	50	Stealth	30
Wealth	30	Will	40

RUNIC ARRAYS

- *Middelburg Standard* Defensive array on Cuirass, Helm and Quilted Jacket.
- *Constable's Friend* Offensive array on Pistol rounds

and Billy Club.

EQUIPMENT

- Bronze Cuirass and Open Faced Helm (Strong Armour) covering Torso and Head Hit Locations.
- Quilted Jacket (Soft Armour) covering Torso, Arms and Legs Hit Locations.
- Bronze Billy Club.
- Steel and Wood Pistol with lead rounds.

SEEKERS OF THE STARCHILD

SKILLS

SKILL	LEVEL	SKILL	LEVEL
Athletics	40	Burglary	40
Constitution	40	Contacts	30
Craft	30	Deceive	30
Diplomacy	30	Drive	30
Fight	50	Insight	25
Intimidate	50	Investigate	35
Lore	35	Perception	30
Perform	30	Runes	40
Shoot	40	Stealth	30
Wealth	20	Will	80

RUNIC ARRAYS

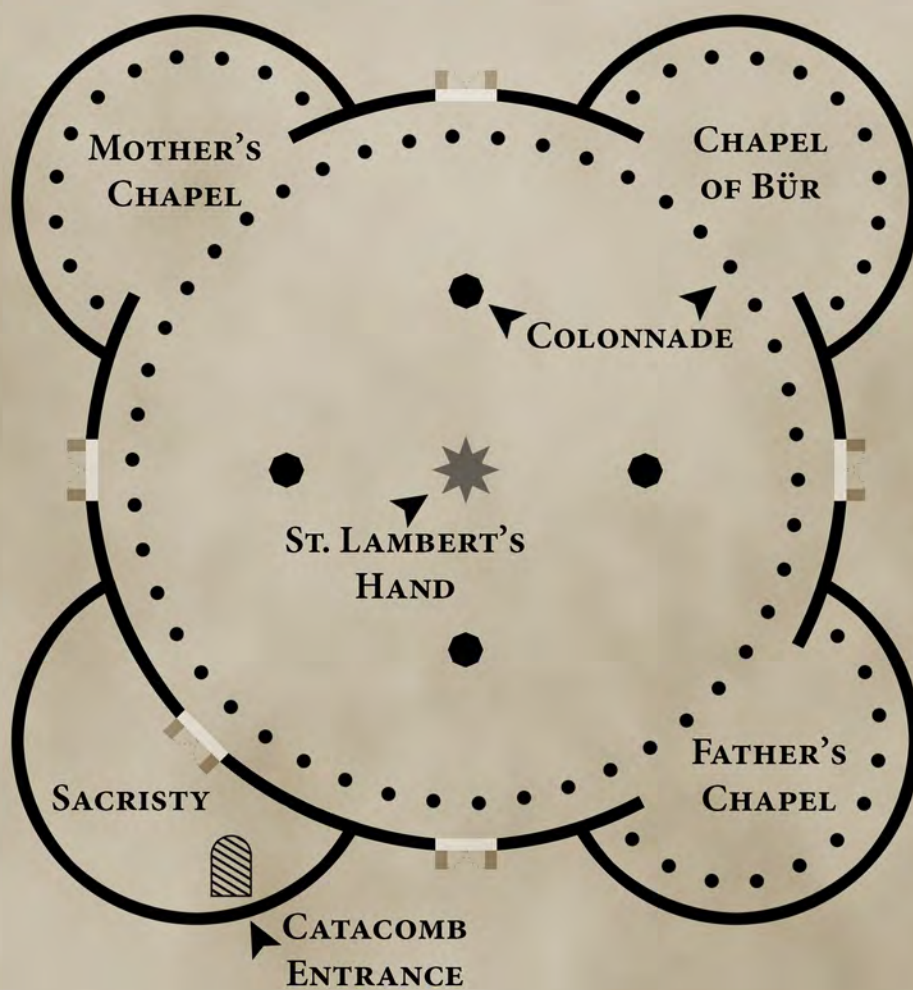
- *The Prophet's Blood* Defensive array on all Hit Locations.
- *Manstopper* Offensive array on Pistol rounds.
- *Blood Drinker* Offensive array on Melee weapons.

EQUIPMENT

- Variety of Steel one handed Melee Weapons.
 - Ranging from swords to daggers to maces to axes.
- Steel and Wood Pistols with lead rounds.
- Simple clothing that covers all Hit Locations.

THE TRIARCH TEMPLE

TOP VIEW



PRODIGALIST

ROOM

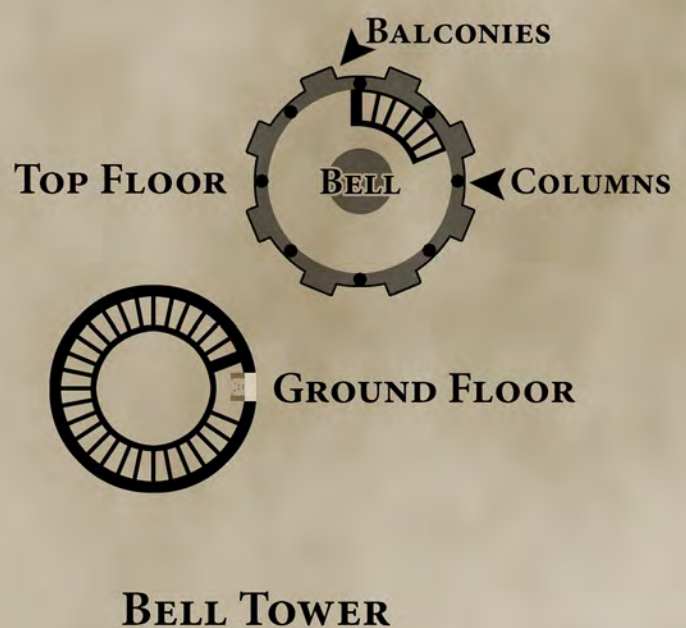
LAVATORY

PROGENITORIST
ROOM

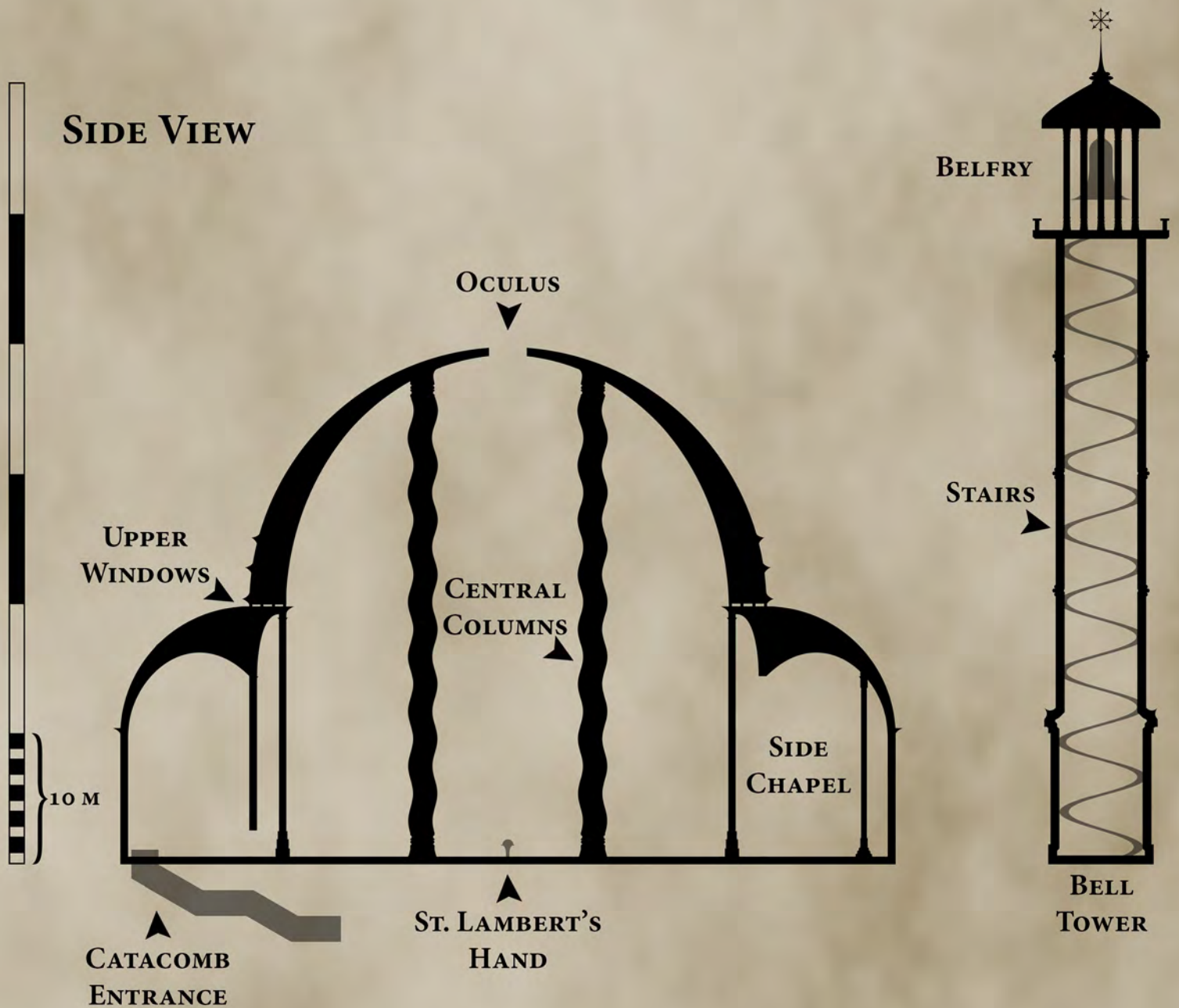
KITCHEN

RECTORY

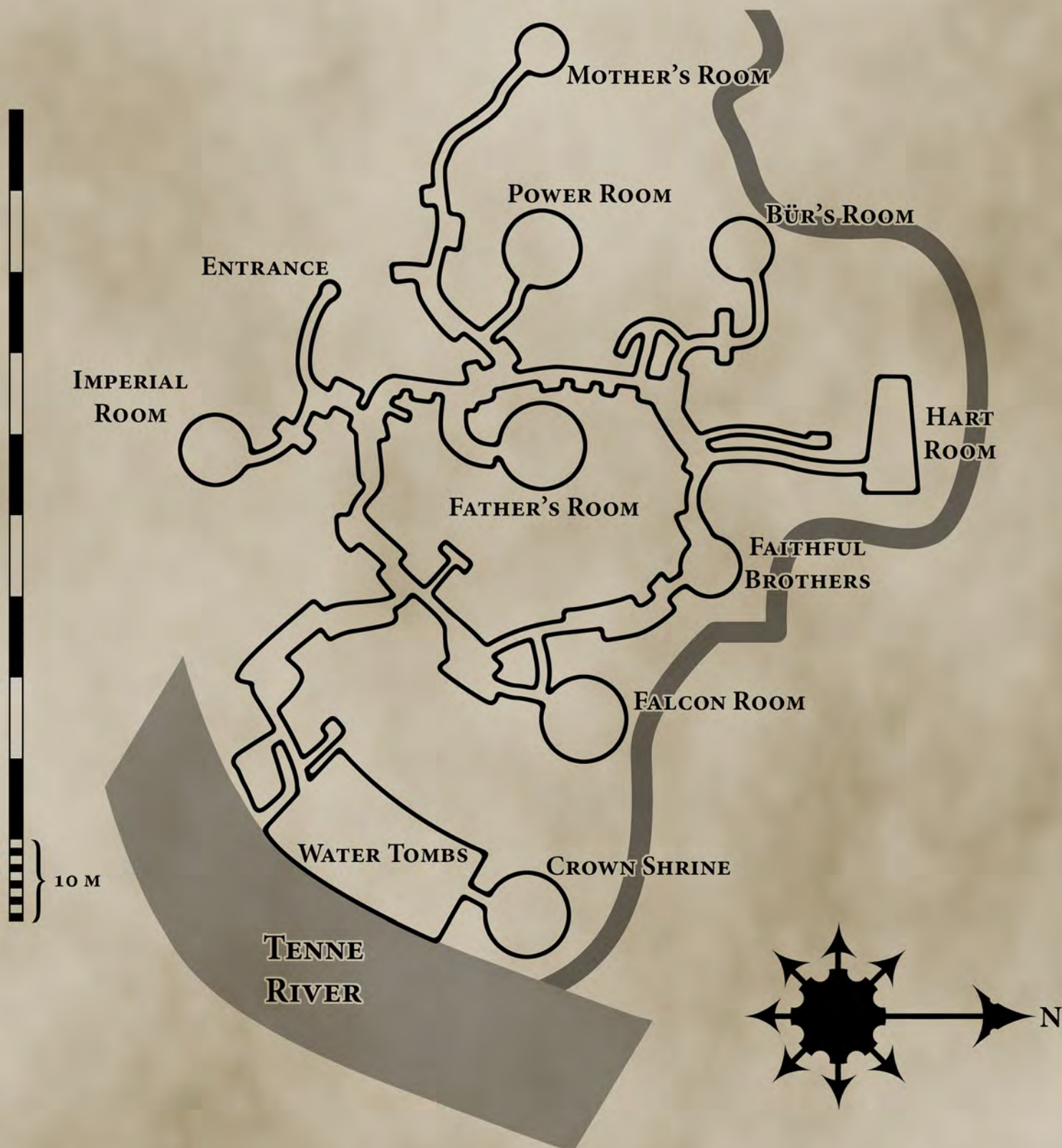
COMMUNAL
ROOM



THE TRIARCH TEMPLE



THE TRIARCH TEMPLE: THE OUENTYD CATACOMBS



RANDOM ENCOUNTERS



RANDOM ENCOUNTERS TABLE

ROLL	RESULT
1 - 49	The PCs encounter nothing malicious. GM's prerogative as to what they encounter.
50 - 51	Pickpocket
52 - 53	Non-Hostile Beggars
54 - 55	Hostile Beggars
56 - 57	Fanatic Preacher
58 - 59	A group of drunks
60 - 61	PCs witness a non violent crime in progress
62 - 63	PCs witness a violent crime in progress
64 - 65	Perception check to avoid trap set up by ambushers
66 - 67	A group of Scoundrels try to start a fight with the PCs
68 - 69	A group of Scoundrels attempt to outright mug the PCs!!
70 - 71	PCs hear that one of the trade families has put a bounty on one of the PCs
72 - 73	PCs come across a Ruined Man murder scene. A witness sees them and runs off
74 - 75	Perception check to avoid stepping on a send rune which will send the PCs stark naked to another district - If discovered they see a Seeker running off
76 - 77	Perception check to avoid being hit by a vehicle (land, sea or air)
78 - 79	(1 x PC numbers) Religious cult tries to kidnap the PCs to use in a ritualistic sacrifice.
80 - 81	A constable suspects 1 or more of the PCs of committing a crime
82 - 83	Someone's being chased by constables and is offering to pay PCs for helping them escape
84 - 85	PCs come across a dead constable and a witness sees them standing over the body and then takes off
86 - 87	The PCs are caught in a shootout between the constables and a third party
88 - 89	(2 x PC numbers) The constables come to arrest the 1 or more of the PCs
90 - 91	A crazy gunman starts shooting at the PCs
92 - 93	(3 x PC numbers) Feral dogs attack the PCs

- 94 - 95 (1 x PC numbers) Golden Talons have been ordered to kill the PCs by one of the trade families
- 96 - 97 PCs catch (2 x PC numbers) Navy Seaman engaged in illegal activity. The Seaman try to silence the PCs
- 98 - 99 (2.5 x PC numbers - round up) Military hit-squad attacks the PCs believing them to be connected to the Ruined Man.
- 100+ One of the Ruined Children comes to kill the PCs

USING THE ENCOUNTERS

The Encounter Table only says what happens, now the hows or whys of the situation. If the GM rolls a 58 and the PCs encounter a group of drunks, it is up to the GM to come with an explanation of why these group of drunks are at that specific location at that specific time and what they are doing.

While the GM can use any sort of character or archetype for the NPCs that the PCs encounter, below are some general guidelines that the GM can use to quickly put together the encounter.

THE 50S

The intention of the encounters in the 50s results range is to be a distraction and add some lore and context to the adventure. As such, they are not intended to be dangerous encounters.

For these, the Civilian skillset and equipment can be used from any of the NPC sections in any of the missions in this book.

THE 60S

Petty crimes, rogues and scoundrels. It is fairly obvious that the Scoundrel Archetype from The Ruined Age corebook should be used for the NPCs in this range of encounters.

As with the previous lot, these NPCs are supposed to waylay and distract the PCs. They are meant as annoyances and frustrations rather than cold blooded assassins. Scoundrels are cowards by nature, and they will retreat and escape as soon as their lives become too threatened.

THE 70S

The miscellaneous pile where odd things can happen to the PCs, from being teleported stark naked across the city to almost being kidnapped by religious fanatics.

These are the encounters which are meant to add the most lore, context and fluff to the world of The Ruined Age and the city of Middelburg. They can also serve to add some comic relief as well as set up future missions and adventures, such as the constables investigating the witness who saw them at a Ruined Man murder scene.

THE 80S

This is where things quickly become serious and often very lethal. The constables are involved so the Constable Archetype or any of the Constable skillset and equipment from any of the missions can be used here. This is also the section where there are consequences other than death: ie prison.

THE 90S

Gunmen, feral dogs and the military. These are true challenges of the players abilities and skills and are not to be taken lightly. The Soldier Archetype can be used as well as the Golden Talons and other Soldier skillsets and equipment from this book.

Remember that these are dangerous folks whose job it is to kill others. They will show no mercy to the PCs and expect none. This where many a mission can end, so if it is the first time that the players encounter this sort of encounter, give them a warning shot.

THE RUINED CHILDREN

The Ruined Man isn't a mystery to every person in Middelburg. There are a few in this metropolis who knows exactly who and what he is. They have seen him in all his morbid glory, they have spoken to him and they have learnt from him.

More than anything, they have done their best to *become* like him. They may not know exactly how he became to be the monster that he is, but between the whole lot of them they have done their damned best to become facsimiles of him.

As he is the Ruined Man, they have become his Ruined Children.

The Ruined Children are the cause for much of the mystery surrounding the Ruined Man murders. They look like him, they dress like him, and they act like him. There is no surprise then that people think the Ruined Man can be in more than one location at once. Very few people have seen the real Ruined Man, most have in fact only seen the Ruined Children.

The Ruined Children have also been responsible for the death toll associated with the Ruined Man. There is only one man who knows why the Ruined Man kills and why he chooses his victims the way he does... and that man *is* the Ruined Man. The Ruined Children have as little clue about the Ruined Man's motives as the average man on the street. They believe that he kills simply because he is their god and "his will be done".

It is this fanaticism that has driven one of these Ruined Children into the path of the PCs. For one reason or another, this specific Ruined Child has seen fit to decide that the Ruined Man wants the PCs dead and he will make sure that happens.

It is also this fanaticism that ensures the Ruined Child will never give up or surrender. It will fight to its last breath to do what it believes must be done.

But it also knows that secrecy is paramount, and so will only ambush the PCs if no one else is around and will give up pursuit if the PCs escape into a crowded area. The safety of the Ruined Man is more important than the lives of the PCs.

THE RUINED CHILDREN

EXALTED NPC

SKILL	LEVEL	Skill	LEVEL
Athletics	30	Burglary	40
Constitution	60	Contacts	30
Craft	40	Deceive	20
Diplomacy	10	Drive	20
Fight	40	Insight	50
Intimidate	60	Investigate	40
Lore	15	Perception	50
Perform	25	Runes	60
Shoot	15	Stealth	60
Wealth	00	Will	100

SPECIALISATIONS

- Athletics Specialisation:
 - Giant Leap - Skill Level 60.
- Lore Specialisation:
 - Runology - Skill Level 70.
- Fight Specialisation:
 - Pugilism - Skill Level 65.

RUNIC ARRAYS

- *Middelburg Standard* Defensive array tattooed on all Hit Locations.
- *Furnace Fist* Offensive array on knuckles.
- *God's Razor* Offensive array on claws.
- *Constable's Friend* Offensive array on heel bone.

EQUIPMENT

- Inhuman Bone claws grafted into fingers.
- Inhuman Bone grafted into heel.
- Inhuman Bone Armour (Sturdy Armour) covering all Hit Locations.
- Ragged Cloak (Basic Clothing) covering all Hit Locations.



ARRAY LIST



BLOOD DRINKER

NOTATION

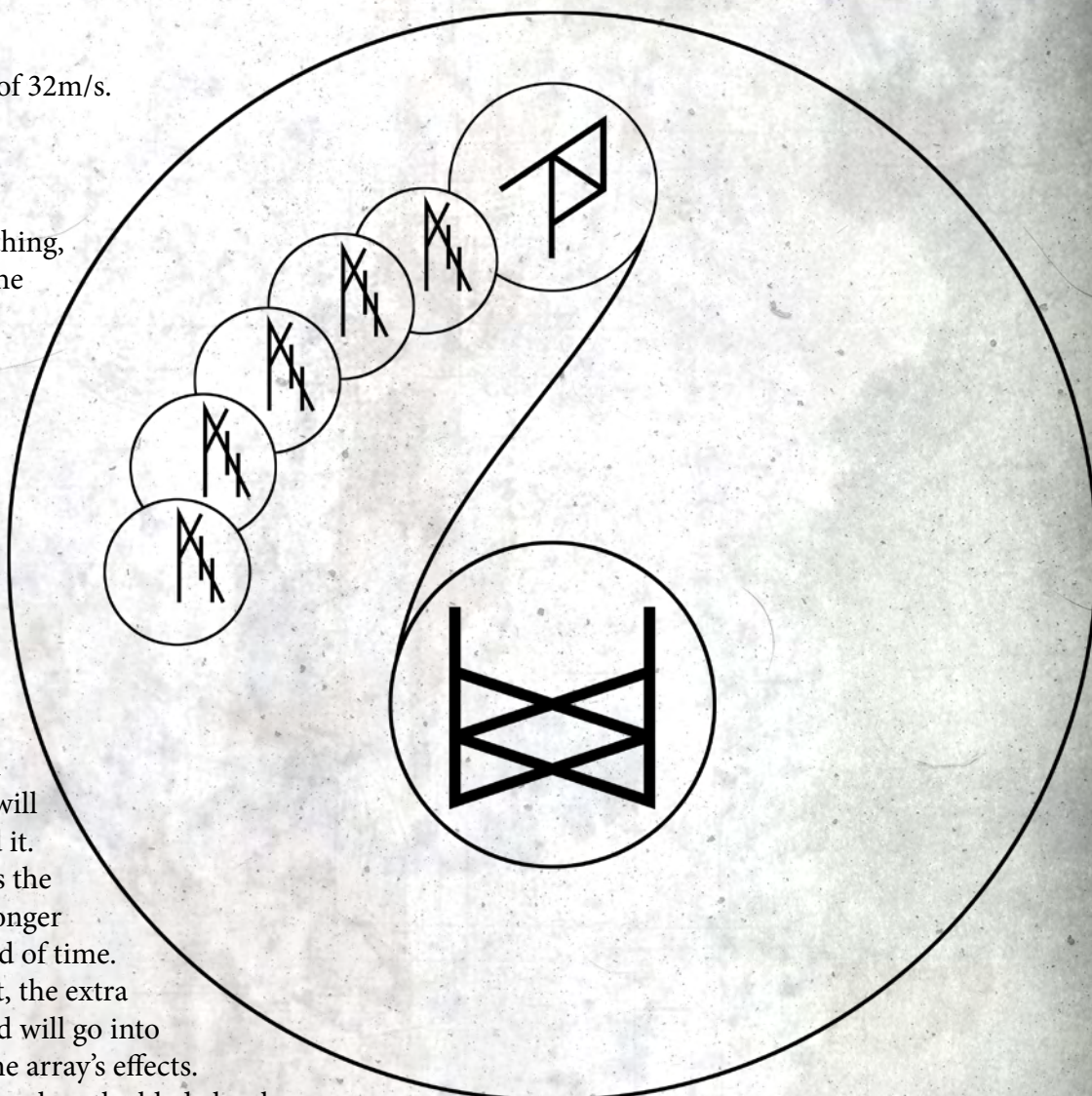
Pull Blood at a speed of 32m/s.

DESCRIPTION

This array does only thing, it pulls blood towards the array at a speed of 32 metres per second, or 115 kilometres per hour. As with most offensive arrays, this array is intended to be applied to weapons, although in this case, to blades. Once inside the body, this array will pull the blood so quickly towards the array that it will cause a vacuum which in turn will pull more blood behind it. As more blood activates the array, it will mean a stronger effect for a longer period of time. As the speed is constant, the extra energy from more blood will go into increasing the area of the array's effects.

This will also apply even when the blade has been removed from the body, meaning that any blood leaking from a wound will be swiftly drawn to the array to continue powering the array and increasing the area of its effect. A horrifying positive feedback loop.

Unimaginative in name, unimaginative in design. The *Blood Drinker* is a brutal, cruel and crass weapon, quite at home in the underbelly of Middelburg. It is clean, though, that must be said for it. Unnervingly clean, in fact. When you don't want to leave behind evidence, this is the array to use. There will never be any blood splatter or blood trails to indicate that there something is afoot. Because of this, the *Blood Drinker* is a common tool of hired killers who wish to remain anonymous. In an age before forensic science, a little cleanliness goes a long way to staying out of gaol and away from the gallows.



Underground fighters are also fond of this array as its blood draining effects sap the stamina and strength of their opponents.

BLOODHOUND

NOTATION

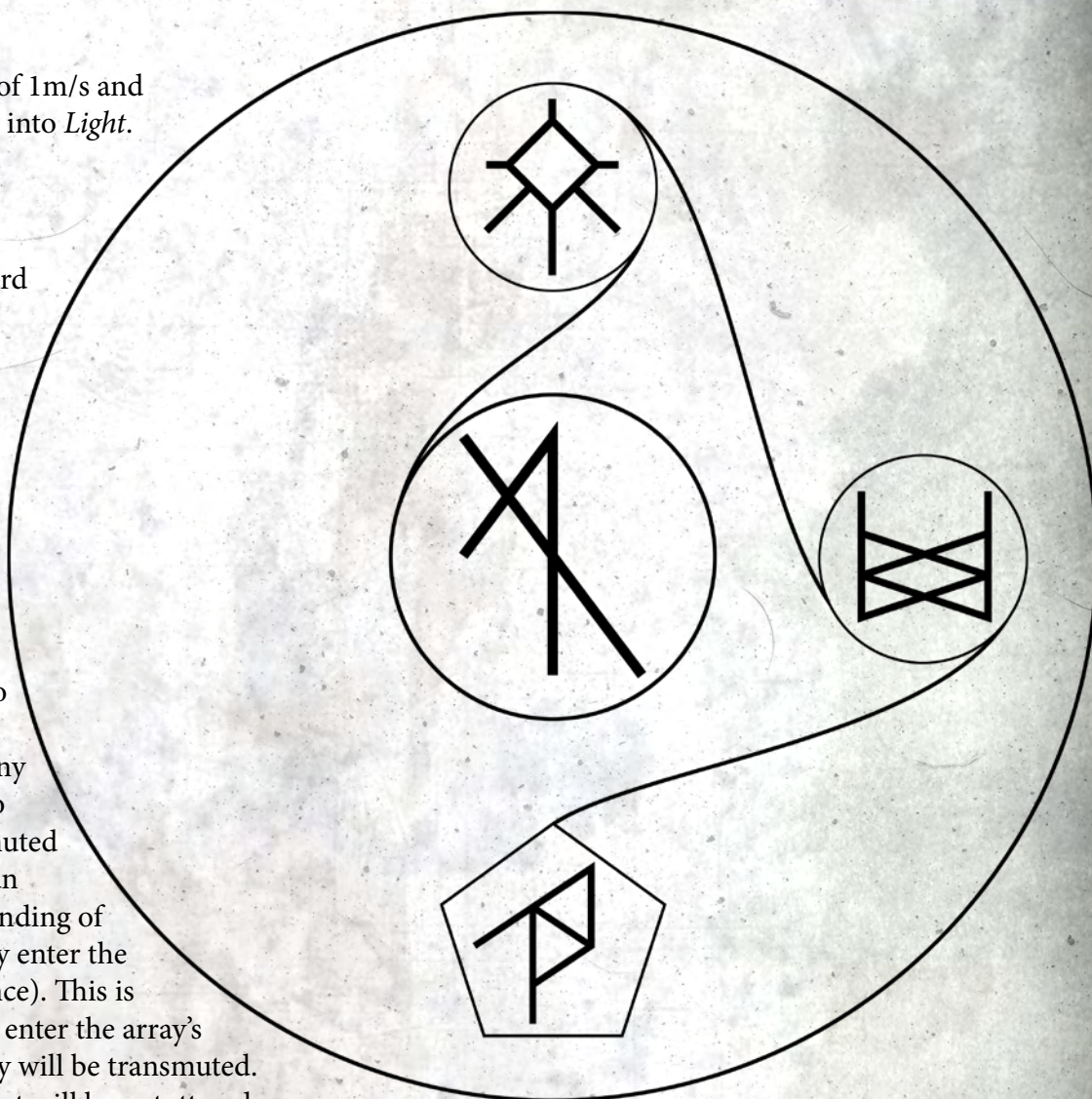
Pull Blood at a speed of 1m/s and
Transmute that blood into *Light*.

DESCRIPTION

A fairly straightforward design that transmutes blood into light. It goes the extra step, however, in pulling blood as well, ensuring it will have a constantly supply of material to transmute. As *Blood* is the key component in this array, it is clearly intended as a weapon to penetrate the body.

Note, however, that any blood that is pulled into the array will be transmuted into light before they can activate the array (depending of course on the angle they enter the array's sphere of influence). This is because as soon as they enter the array's sphere of influence, they will be transmuted. This means that the effect will be a stuttered, stop-start effect as blood will activate it ensuring no further blood can activate it, but as the energy from the original blood fades, blood will be able to reach the array to activate it and start the cycle over again.

A favourite array of the military especially when fighting at night, the *Bloodhound* truly lives up to its name. Once it enters the body it produces a great amount of light in a distinctive strobing pattern that shows everyone in the vicinity exactly where to aim. For this reason, the *Bloodhound* was nearly exclusive used to on ammunition until the Monarchists started using it not only for their ammunition but also on their blades. The *Bloodhound* compliments the *Armour of Light* and the "Light from Shadows" motif that the Monarchists are so fond of. The aura of light that surrounds their blades when it touches blood is also the sort of spectacle the Monarchists approve of



and such a performance has swayed more than one prospective members into believing the Monarchists follow a holy cause.

CONSTABLE'S FRIEND

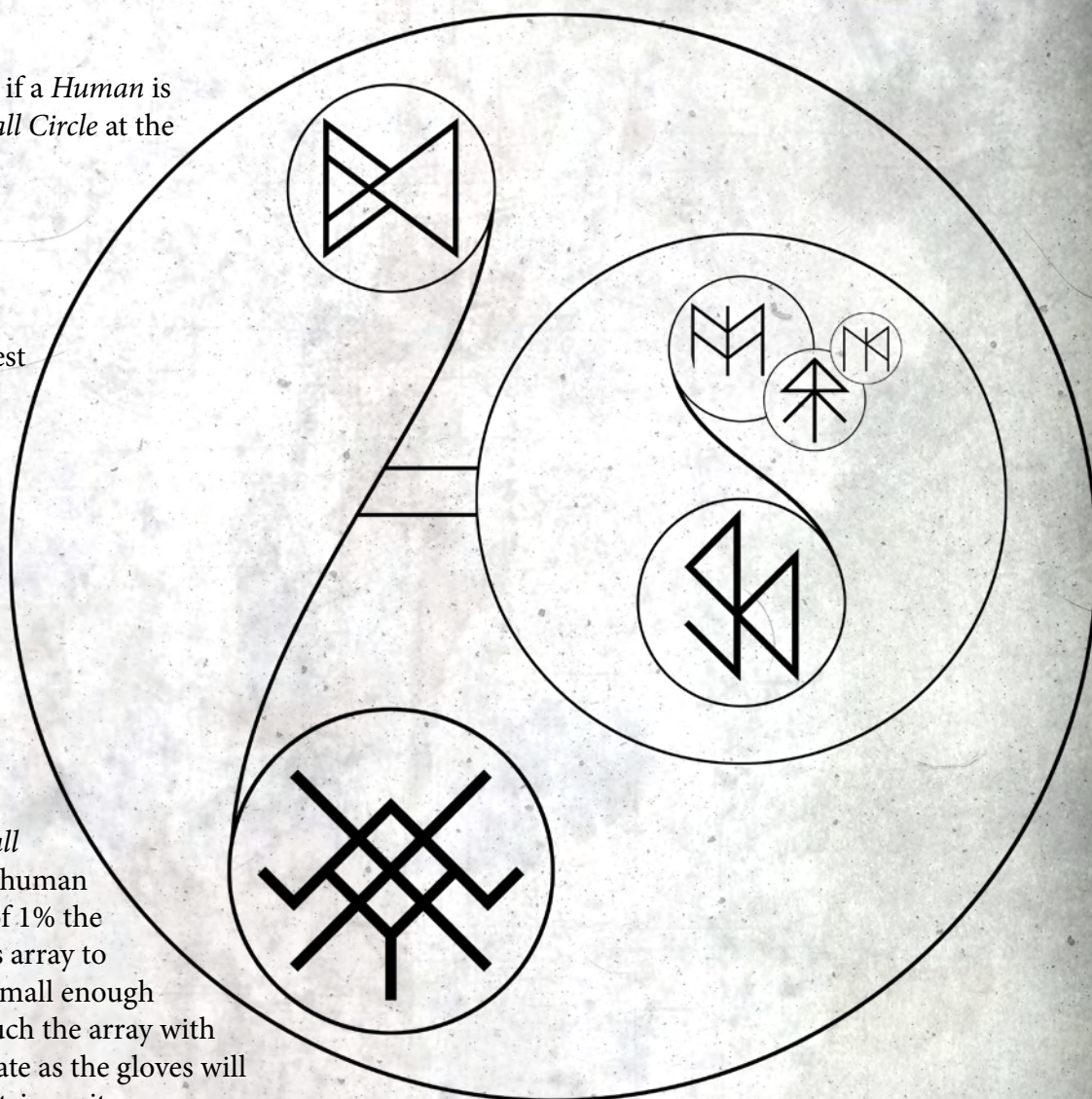
NOTATION

Create *Lightning* only if a *Human* is Contained within a *Small Circle* at the array's base.

DESCRIPTION

The main part of this array is the most simplest array: Create an effect. The "trick" with this array lies in the trigger for activation. The array will only activate if there is a human contained within a small circle at the array's base. The height of a circle that a *Circle* rune creates is always 10% that of the array's diameter. With the *Small* rune, this means that a human must get to a distance of 1% the array's diameter for this array to activate. If the array is small enough then it is possible to touch the array with gloves on and not activate as the gloves will be thick enough not to trigger it.

"Our first priority is the wellbeing of our citizens!" With these words, the new chief constable forbade the constabulary to use any arrays designed to cause lethal damage to humans. The criminal underworld was delighted at this news, the constables were less so as their work had suddenly become much more difficult. The *Lightning* rune was their saving grace as the effect of electricity on humans is as unmistakable as it is effective. While the fatalities caused by the constables have decreased in recent times thanks to the *Constable's Friend*, the constables still use muskets, pistols and billy clubs meaning there are still numerous fatalities caused by the weapons themselves. This, however, seems to be an acceptable compromise between the constables and their new chief.



FURNACE FIST

NOTATION

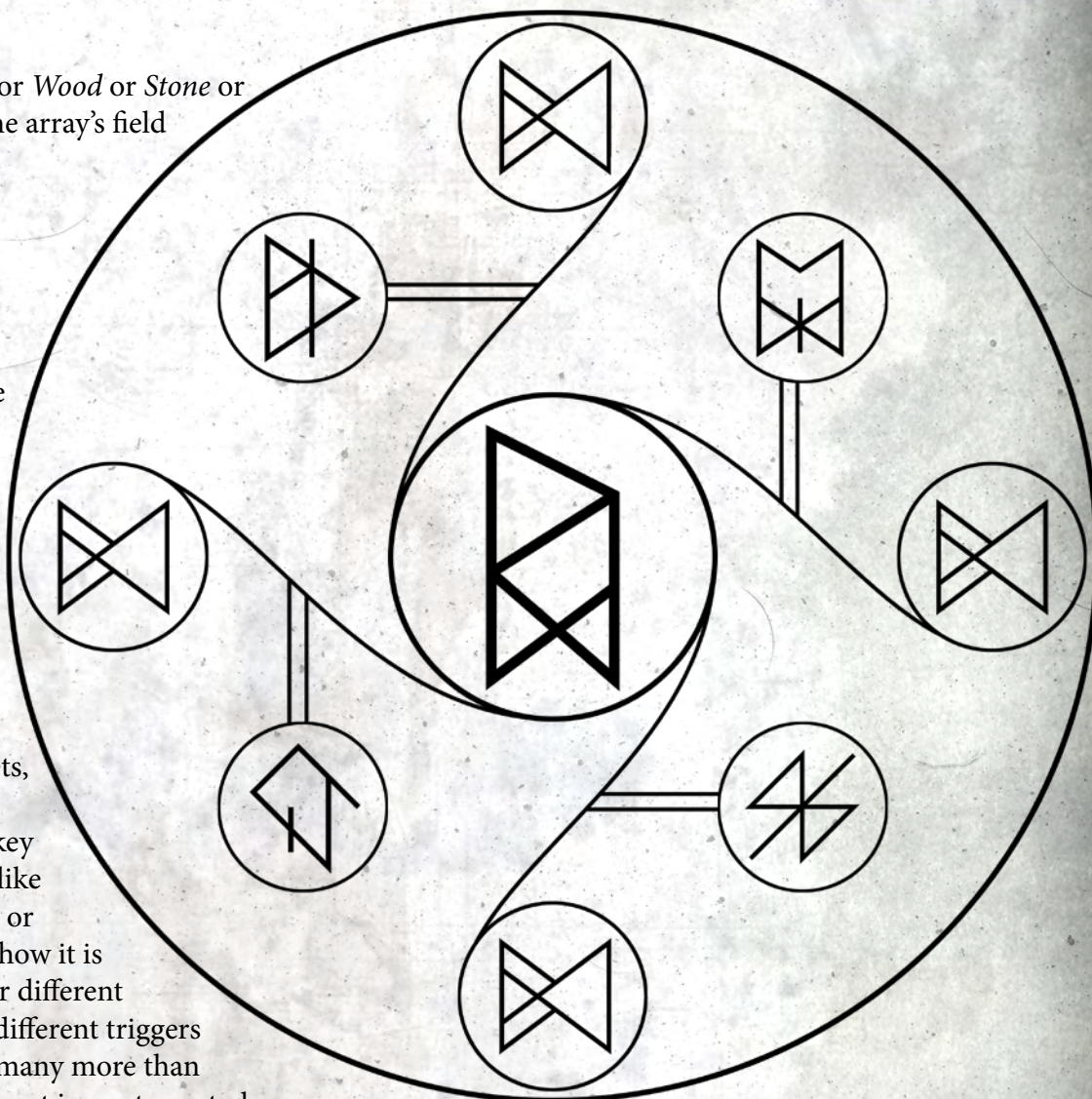
Create Fire if Animal or Wood or Stone or Iron is present within the array's field of effect.

DESCRIPTION

It's symmetrical, it's simple, it's easy to understand. What more could you want from an array? The name immediately gives away the purpose of this array, furnace and fist can mean only thing: fire punches!

Arrays like these are often found on knuckledusters, gauntlets, or even tattooed onto a person's knuckles. The key to this array, and other like it, is not what is created or even what triggers, but how it is triggered. There are four different *Create* runes with four different triggers (although you can add many more than this), and it is of the utmost importance to have it arranged like this, because it means each trigger works independently. If you had two or more triggers attached to the same *Create* rune, that rune would only activate if both triggers are set off; it becomes a "this and that" trigger rather than a "this or that" trigger.

Like all arrays with *If-Then* statements and triggers, the *Furnace Fist* array gets its effectiveness from the triggers. Until one of the triggers is activated, this array will continually absorb energy from wherever it can find it: heat, light, kinetic energy, etc. So that means when you do punch someone with this, it's not just the energy from your punch which determines how much fire is created, but all the energy it has stored up until that punch.



GOD'S RAZOR

NOTATION

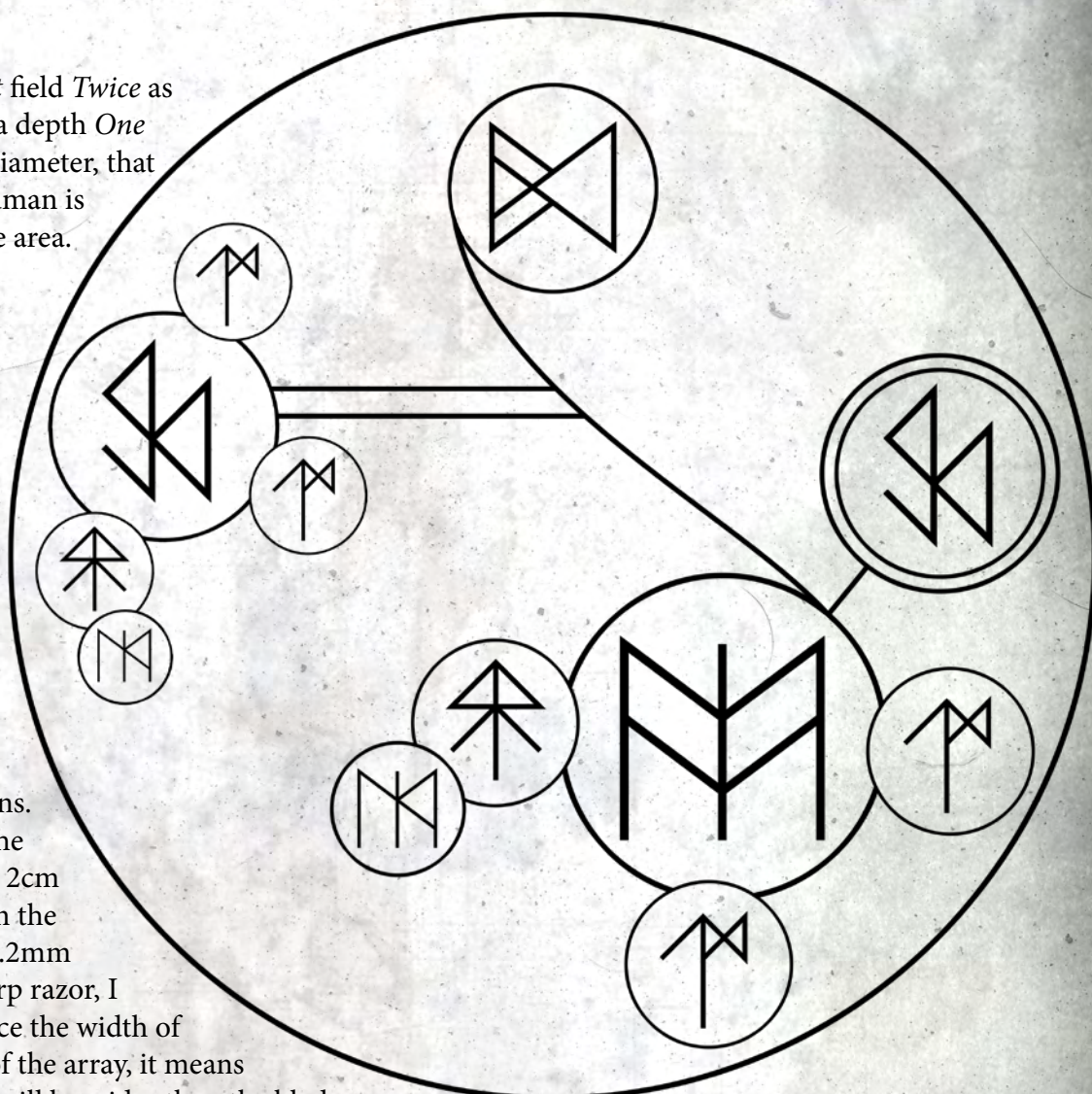
Create a Containment field Twice as large as the array, with a depth One Hundredth the array's diameter, that Excludes Human if a human is present within the same area.

DESCRIPTION

At first glance it seems like a fairly standard exclusion array that targets humans, until you know its application. The God's Razor, as the name implies, is meant to be applied onto blades, and this is where the magic happens. Assume the arrays on the sword or dagger is only 2cm across, that would mean the exclusion field is only 0.2mm thick. If that's not a sharp razor, I don't know what is. Since the width of the effect is twice that of the array, it means that the exclusion field will be wider than the blade itself. If you apply the array to both flat side of the blade, this means that the blade itself will never come into contact with flesh at all, since the array will destroy any before it even gets to the blade.

Unlike a normal containment field that excludes something that is always on as long as there is energy, this containment field only activates if there is a human in the same area as the containment field. This works in much the same way as the Blessed Solitude array from last week. The reason for this is twofold. First off, it saves energy, since the array has a very specific trigger for activation, it can store up energy for a very long time before releasing it only for short bursts. This means that you will very rarely have to charge the array, as the kinetic energy from combat, or simply walking about, will do that for you.

The other reason for this specific trigger is so it



will always destroy human flesh. If there trigger wasn't there, it would create a containment field that destroys what human flesh is inside it, but because will continue to be "on", it will simply act as a forcefield against any further human flesh, preventing it from entering the containment field. By adding this trigger, you are ensuring that it will always destroy flesh because it will only activate if there is indeed human flesh inside the containment field's area of effect.

While it may seem like a gruesome array, it is one blade you will never have to sharpen.

MANSTOPPER

NOTATION

Push Human at a speed of 4m/s twenty times the area of the array.

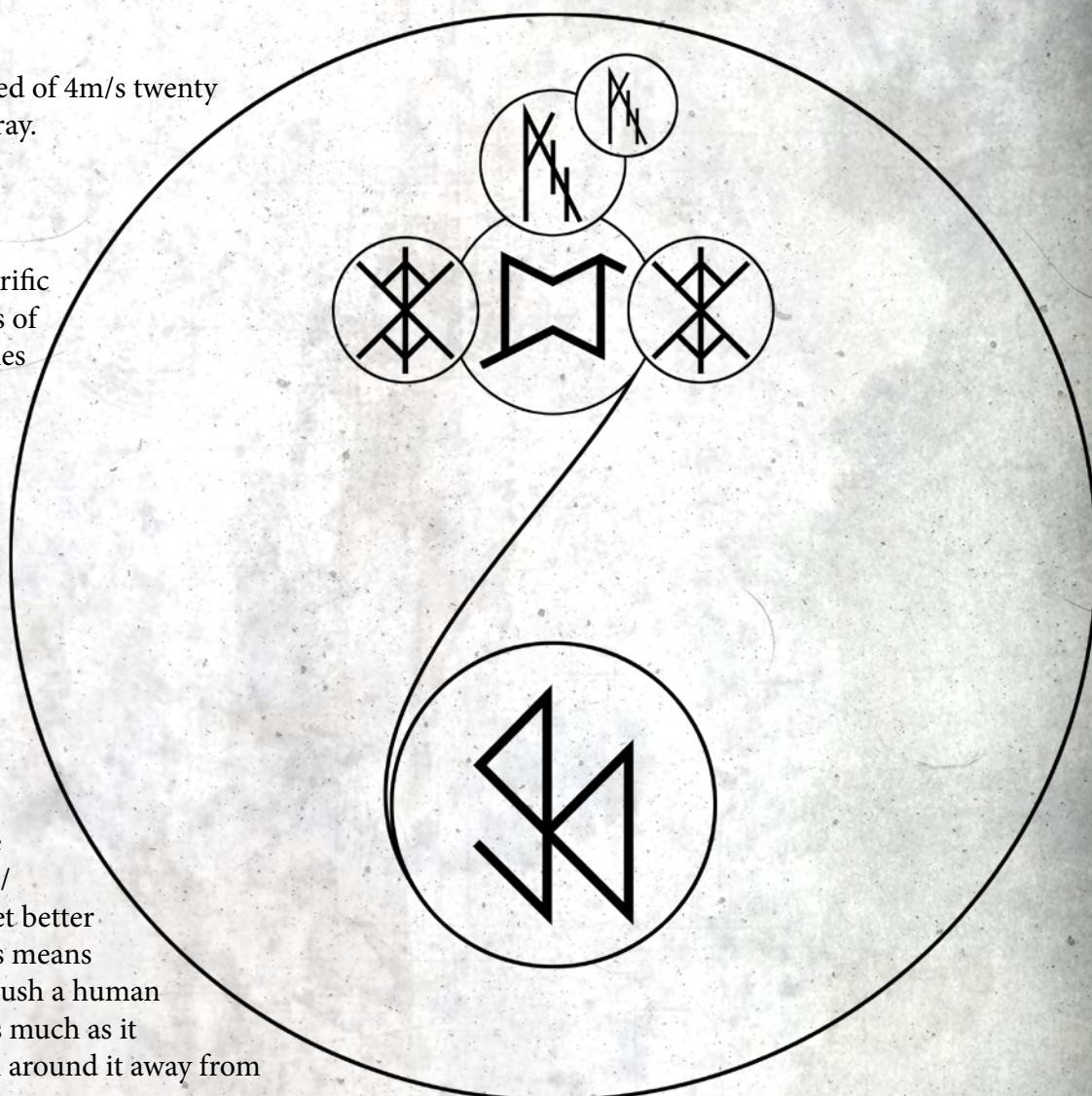
DESCRIPTION

Simple in design, horrific in execution. The basics of this array is that it pushes a human at a speed of four metres per second to an edge that is twenty times the area of the array. It sounds simple enough, and if used as a jumping board it would be both entertaining and (mostly) harmless. However, this array is almost always placed on bullets, carved twice or thrice on the musket/pistol ball in order to get better spherical coverage. This means that this array doesn't push a human in a certain direction as much as it pushes the human flesh around it away from the array.

If you assume a 1cm diameter array on the musket/pistol ball, this means the area that the human flesh will be pushed to is 20cm. A 20cm sphere is a very, very significant part of the human body. At four metres per second it will only take 0.05 seconds for the effect to happen, this is three times faster than you can blink.

The size runes on this array is not just to increase the area of the effect, but also to put a threshold on the array. This array is meant to be inside a person before it activates. It can't activate before getting to a person or it would just push them away.

The name says it all. *Manstopper*. This array was created for one purpose, and one purpose only, to put a man down and make sure he doesn't get back up. It was the favourite of the constabulary before the discovery of the *Lightning* rune and subsequent



calls for more lenient policing measures. The constables put the *Manstopper* to good use during riots, raids or even just to stop a fleeing suspect. Now that the constables have moved onto newer, better and more ethical means of stopping criminals, it is these criminals who have now taken to using the *Manstopper* for their own ill deeds. There is no doubt that the *Manstopper* is effective and no doubt indeed it will see much use in the coming years.

MIDDELBURG STANDARD

NOTATION

Create and Sustain a Circular Containment field that is twice as Large as the array's area size that Excludes Wood, Silver, Copper, Lead, Iron and Gold.

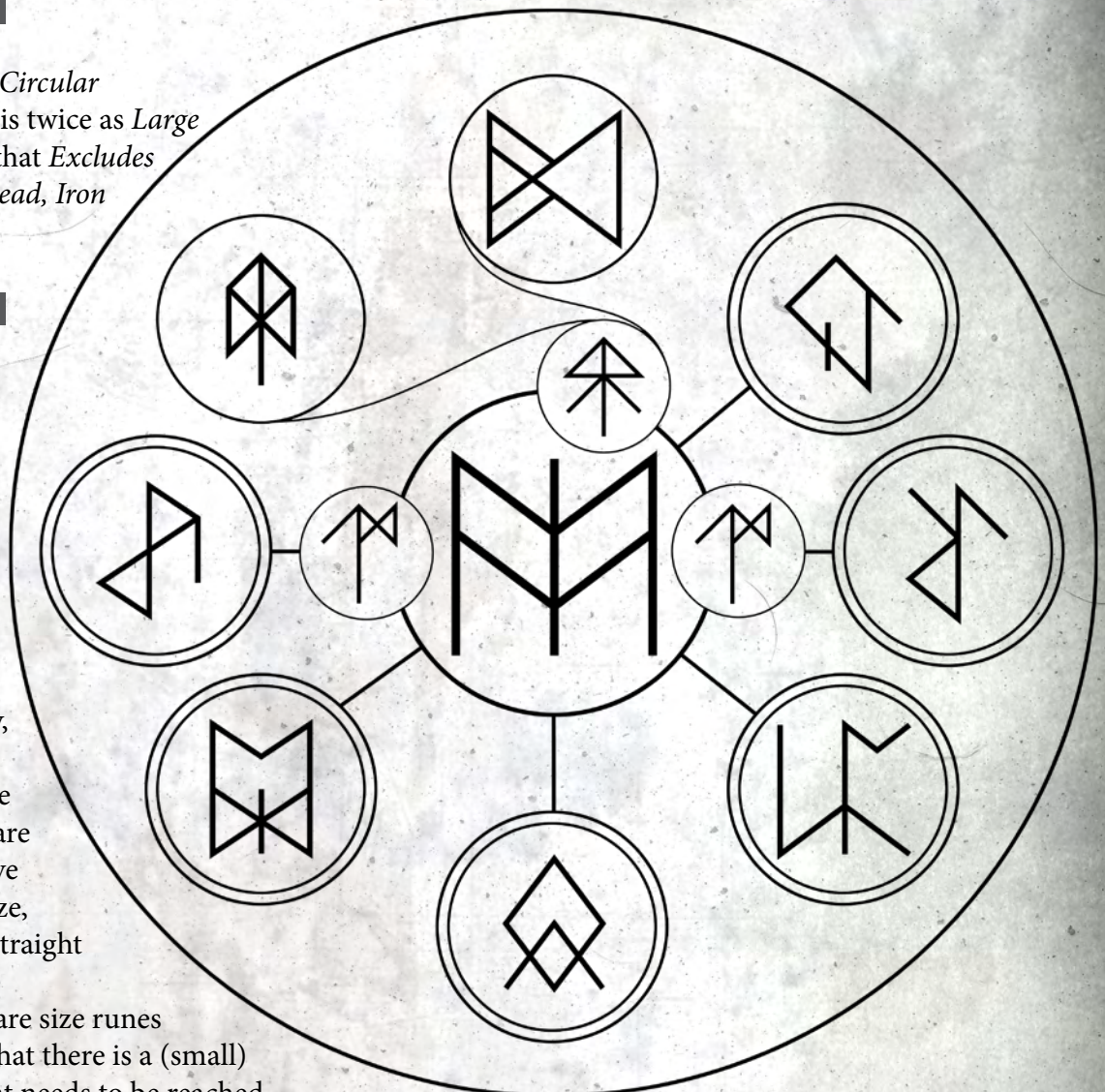
DESCRIPTION

The only purpose of this array is to act as a shield. It creates a containment field in which the listed materials can't exist, which means that if a bullet, blade, arrow or anything else tries to go through the array, it will be stopped a hair's breadth away. The only limitation to this are materials that don't have associated runes. Bronze, for instance, will pass straight through.

Also note that there are size runes on this, which means that there is a (small) threshold of energy that needs to be reached before the array will activate. For this reason, these arrays are usually sewn quite small onto clothing and scattered across the article of clothing so that the threshold is equally small.

Like many other things in Alfresia today, the Middelburg Standard found its inception in the tumultuous times of the War of Independence. A very simple array that can be drawn fairly quickly, the *Middelburg Standard* saw widespread use among the citizen militias that fought tooth and nail to defend Alfresia.

In the hundred odd years since the war, the *Middelburg Standard* has seen little change to its overall structure as it has been as successful in recent times as it was a hundred years ago. What minor changes have been made to it have been in what



materials it excludes, as the ever continuing arms race between offensive and defensive arrays means that every man and woman is looking for that certain something to put them ahead of the rest.

Whatever the latest fashion may be, however, the people always return to the Middelburg Standard at the end of the day, making it the most widespread defensive array in the city.

PEACE OF MIND

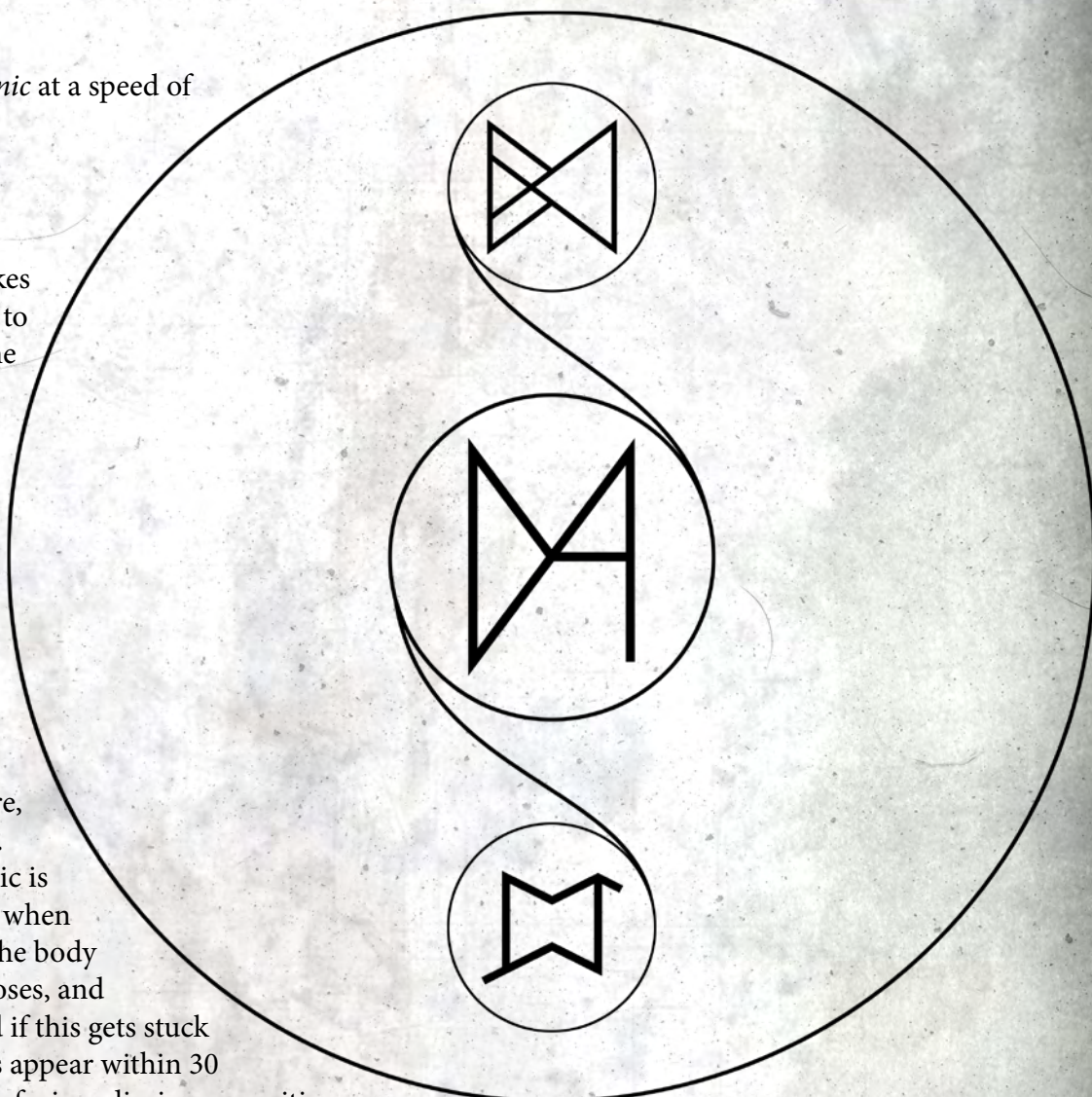
NOTATION

Create and Push Arsenic at a speed of 1m/s.

DESCRIPTION

Only three runes makes this a very simple array to design but is perhaps the most inhumane out of all the arrays shown in this section. At least the *Manstopper* and *Blood Drinker* will kill you quickly. Arsenic won't. Whether it's put on a blade bullet, this array is designed to be inside a human being. No matter how little time it spends there, it will have done it's job. 300 milligrams of arsenic is a lethal dose, especially when pushed forcefully into the body by this array. At such doses, and beyond (easily achieved if this gets stuck in the body), symptoms appear within 30 minutes and include confusion, dizziness vomiting and diarrhea. Then comes convulsions, cramps, pigmentation colouring, blood in the urine, hair loss, troubled breathing, immense pain all before collapsing into a coma 24 hours later and dying not long after.

When you need to be 100% sure he's dead, when you don't have the time, when you need that peace of mind, you turn to the *Peace of Mind*. There is no real cure for arsenic poisoning, so you can be safely assured that it only takes one hit to be lethal. The best cure you can hope is to stick something inside the fresh wound with a Pull-Arsenic array and pray to whatever gods you believe in that it got most of it out. The Peace of Mind has always been a favourite of the poor and downtrodden as the effects of arsenic poisoning does somewhat mirror diseases such as cholera and may go unnoticed for some time if the



dose is low enough. It's safe to say that there is no good use for this array other than killing someone. If the constables find this array on you then it is an automatic gaol sentence. No trial, no jury. This is precisely that serious.

QUICKSILVER METTLE

NOTATION

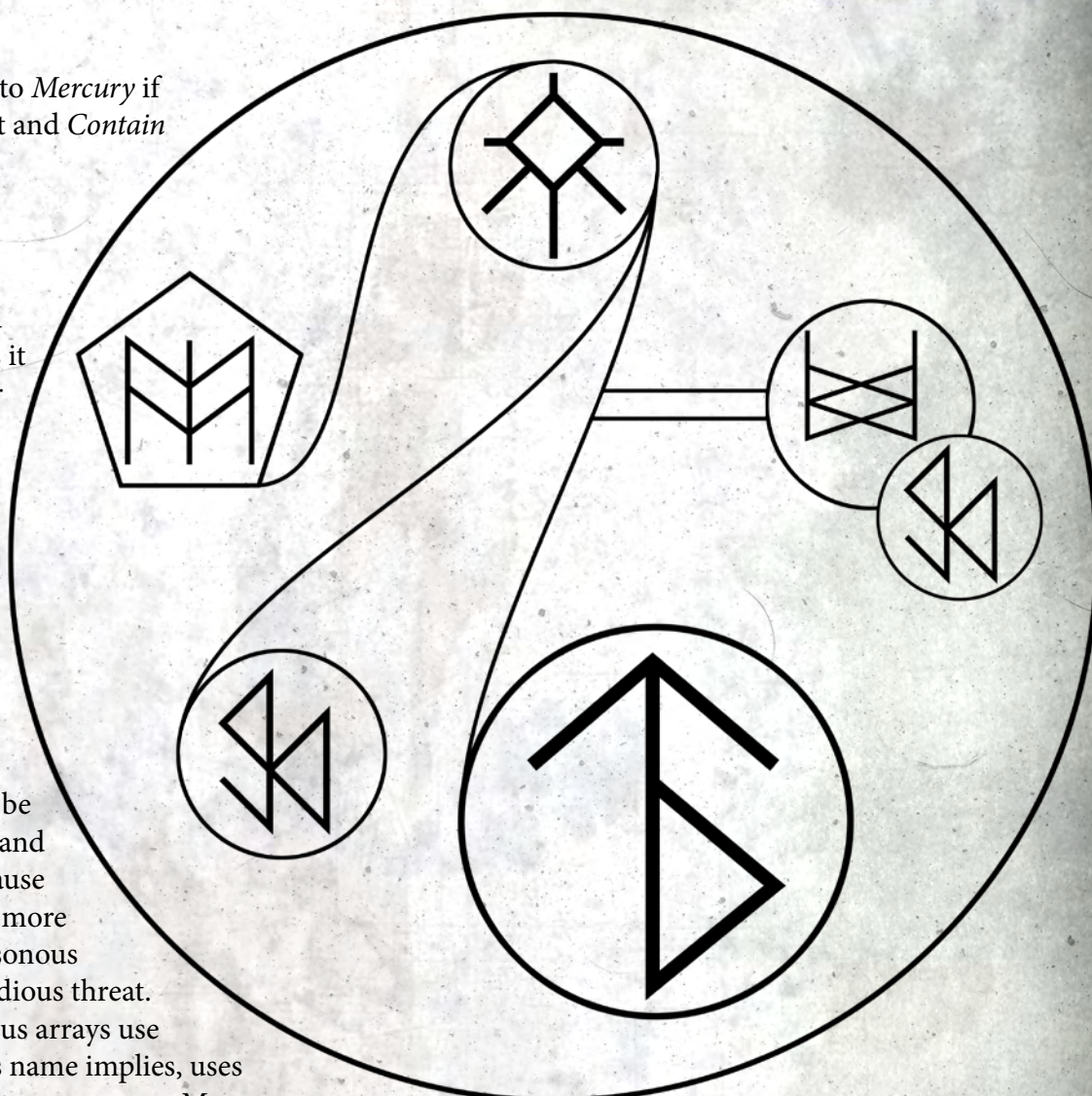
Transmute Human into Mercury if Human Blood is present and Contain that transmutation.

DESCRIPTION

Ever saw a man bleed silver? It is as painful as it sounds. The *Quicksilver Mettle* array falls under the broad category of “poisonous” arrays along with the likes of the *Crypt’s Breath* and *Peace of Mind* arrays. These arrays are much more lethal than most arrays in that they only need to scratch an opponent to be lethal. The *Manstopper* and *Hatchling* arrays may cause more damage and look more impressive, but the poisonous arrays are far more insidious threat.

Where other poisonous arrays use arsenic, this array, as its name implies, uses mercury and this is for two purposes. Mercury poisoning is a slower death sentence than that brought on by arsenic, and it is one that you know is coming. Gang members, warlords and politicians are often found shot with rounds inscribed with this array as it sends a powerful message to those left alive. Mercury poisoning begins with a terrible itch as if live insects are crawling under your skin. The itch never stops, no matter how much you scratch. Then comes the swelling, the skin and hair discolouration and skin peeling. This progresses to sweating, increased heart rate and blood pressure, hair and teeth falling out, before the mercury begins attacking your liver and your stomach starts bloating and your eyes turn yellow.

That is not the worst, however. The worst is the madness. There is a reason they say someone is “as mad as a hatter”. Hatters use mercury in felt



production, and they all lose their minds eventually. So do victims of the *Quicksilver Mettle*. That is why this array is used. It's all about sending a message. And that is also the second characteristic of this array: the silver blood. It's not truly blood, and it's not truly silver. It's simply the mercury leaking out through the bullet hole. But it sends a message to the victim. It tells the victim that they will die in pain and madness.

It's all about sending a message.

SMOKE BOMB

NOTATION

Sustain the *Creation* of a disk of *Carbon* as thick as a thousandth of the diameter of the array if either *Stone* or *Wood* is present; and *Push* *Carbon* at a speed of 4 m/s.

DESCRIPTION

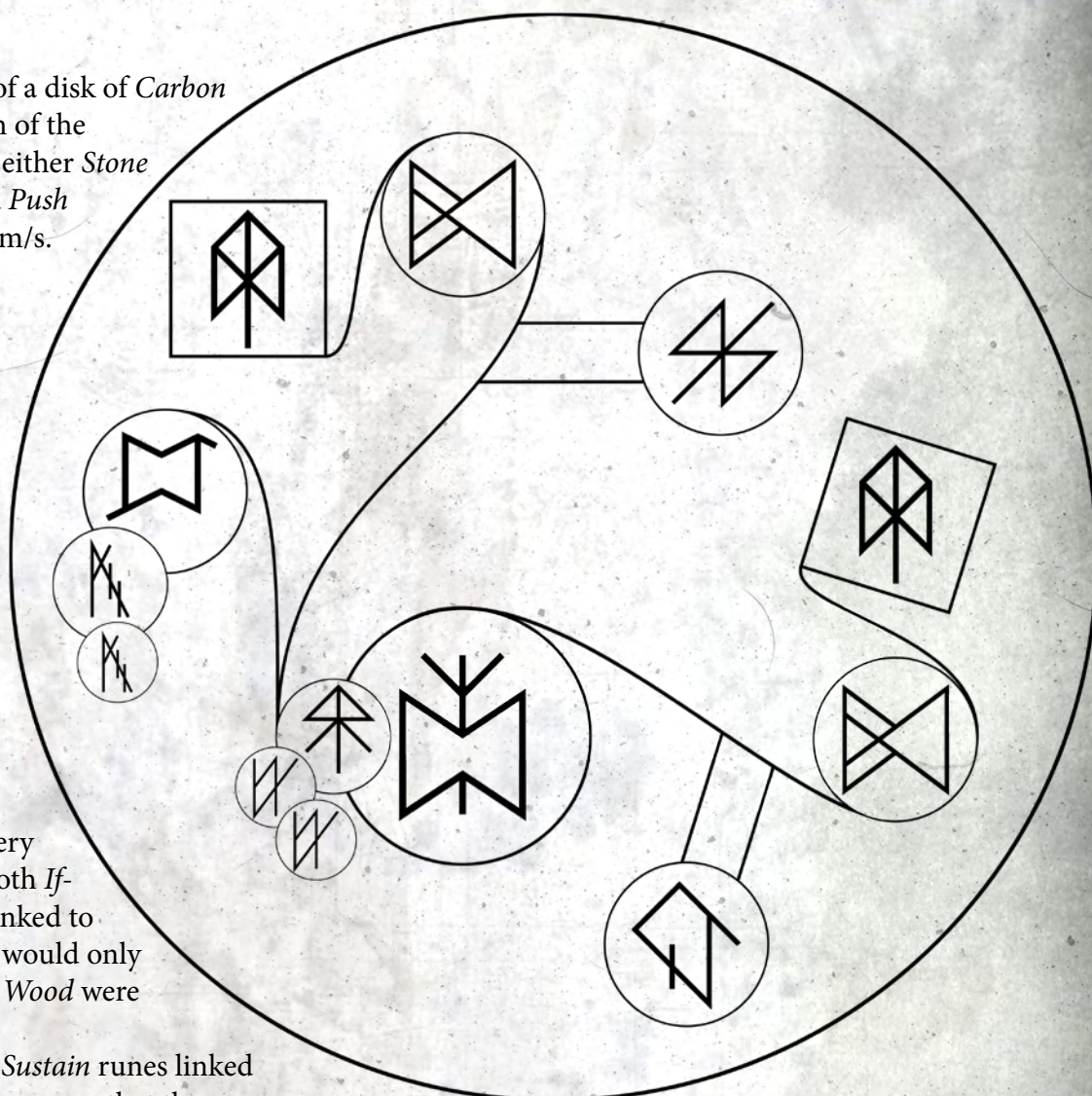
It may look a wee bit odd with two *Create* runes but there is a very good reason for this: each *Create* rune has a different *If-Then* statement attached to it. One only works if there is *Stone* (soil or ground will do) and the other only works if there is *Wood*. This is very important, because if both *If-Then* statements were linked to one *Create* rune then it would only work if **both** *Stone* **and** *Wood* were present.

Notice how there are *Sustain* runes linked to the *Create* runes. This means that the create runes will not just create one disk of *Carbon*, but will instead continue creating until there is no more energy left.

Onto the rest. You might be wondering why this is called the smoke bomb when the array does not actually mention smoke. The trick lies in the size and shape of the carbon produced, and the *Push* rune.

This array is carved onto small marbles so you can imagine just how small this array is. The disk of *Carbon* that is produced is 0.01% as big as the array. It is absurdly small. If you imagine the marble is 1 cm across, the largest the disks of *Carbon* can be made is 10 micrometers thick. Now imagine pushing those 10 micrometer thick disks of fragile amorphous carbon at 4 m/s. They would shatter faster than you can say "oh look, it is a smoke bomb".

This is how the smoke is made, by breaking apart



those disks of carbon and pushing them outwards to be mixed into the air. As there will continually be more carbon made, there will be as much smoke as there were energy invested into the array.

TERMINATOR

NOTATION

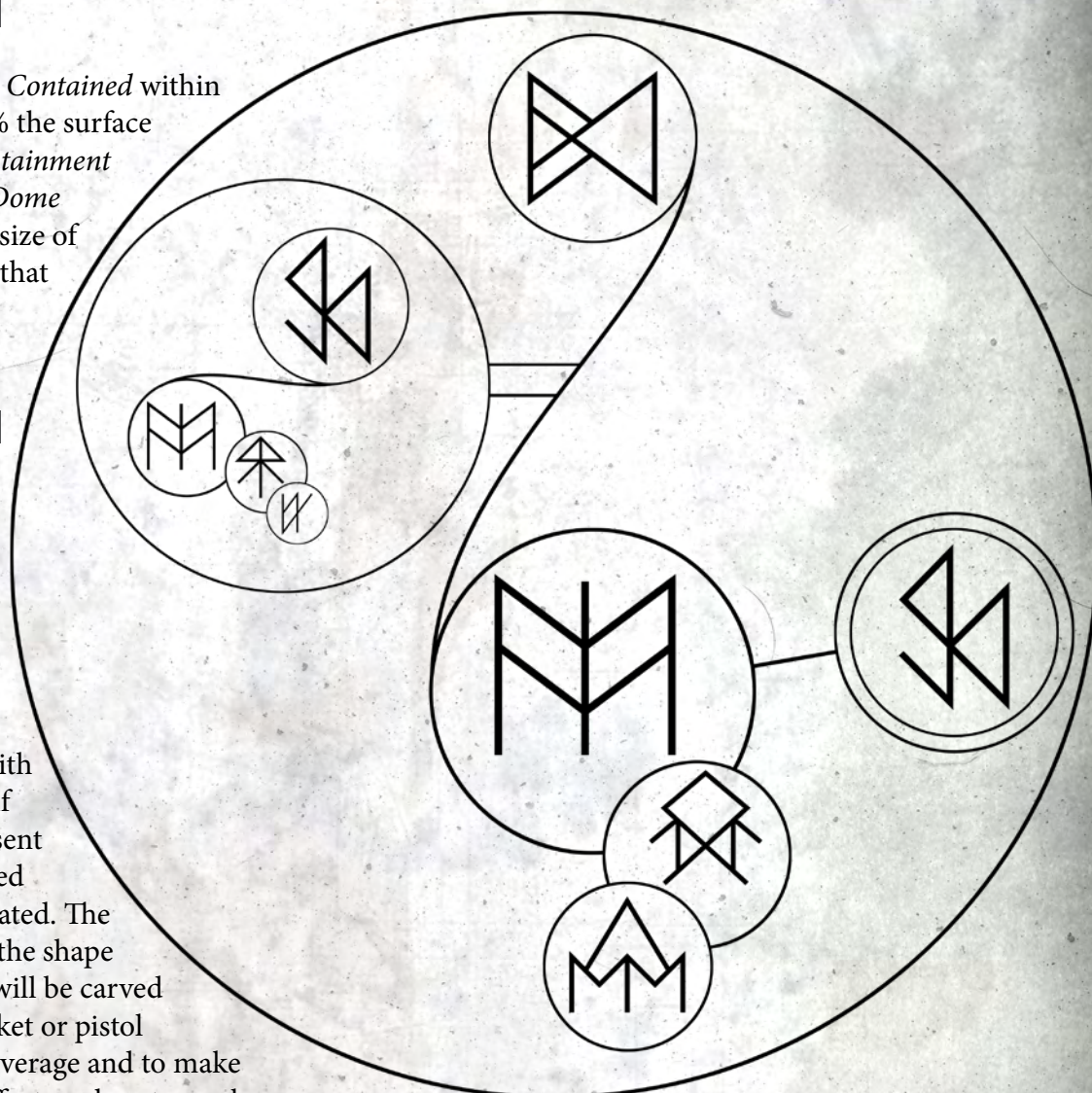
Create (if a *Human* is Contained within a *Circle* with a depth 1% the surface area of the array) a *Containment Field* in the shape of a *Dome* one hundred times the size of the array's surface area that excludes *Humans*.

DESCRIPTION

The *Terminator* does exactly what the name says: it terminates, humans specifically. It does this by creating a very large containment field that excludes humans. As with all containment fields, if a human is already present when it is being excluded then it will be disintegrated. The containment field is in the shape of a dome as the array will be carved three times on the musket or pistol ball, to ensure better coverage and to make the final shape of the effect as close to a sphere as possible.

This sphere will be roughly 1 metre in diameter. This means that wherever a Terminator bullet hits you, everything within half a metre will be destroyed in a blink of an eye. As long as you don't hit someone's hand or foot, you are almost guaranteed that the containment field will overlap either their torso, head or a major artery. It takes a miracle for someone to survive this.

You might be wondering "Why not a 2 metre diameter? Surely that will always make sure they're dead", and there is a very good reason why it isn't that big: collateral damage. The array doesn't destroy humans, it creates a containment field that destroys humans. A fine but important distinction as the containment field doesn't stop at the extremities of the person being shot, it keeps going until it hits its 1



metre barrier. This means that if you are standing right next to someone that got hit by a Terminator, you could very well be terminated yourself.

For something so violent and deadly, the *Terminator* surprisingly enough comes with a safety feature. Much like the *Constable's Friend* array, this array will only activate if a human is within a very thin containment field on the array. This means that you can pick up a *Terminator* bullet or arrowhead and as long as you are wearing gloves then the array won't activate. You don't want to accidentally terminate yourself.

THE PROPHET'S BLOOD

NOTATION:

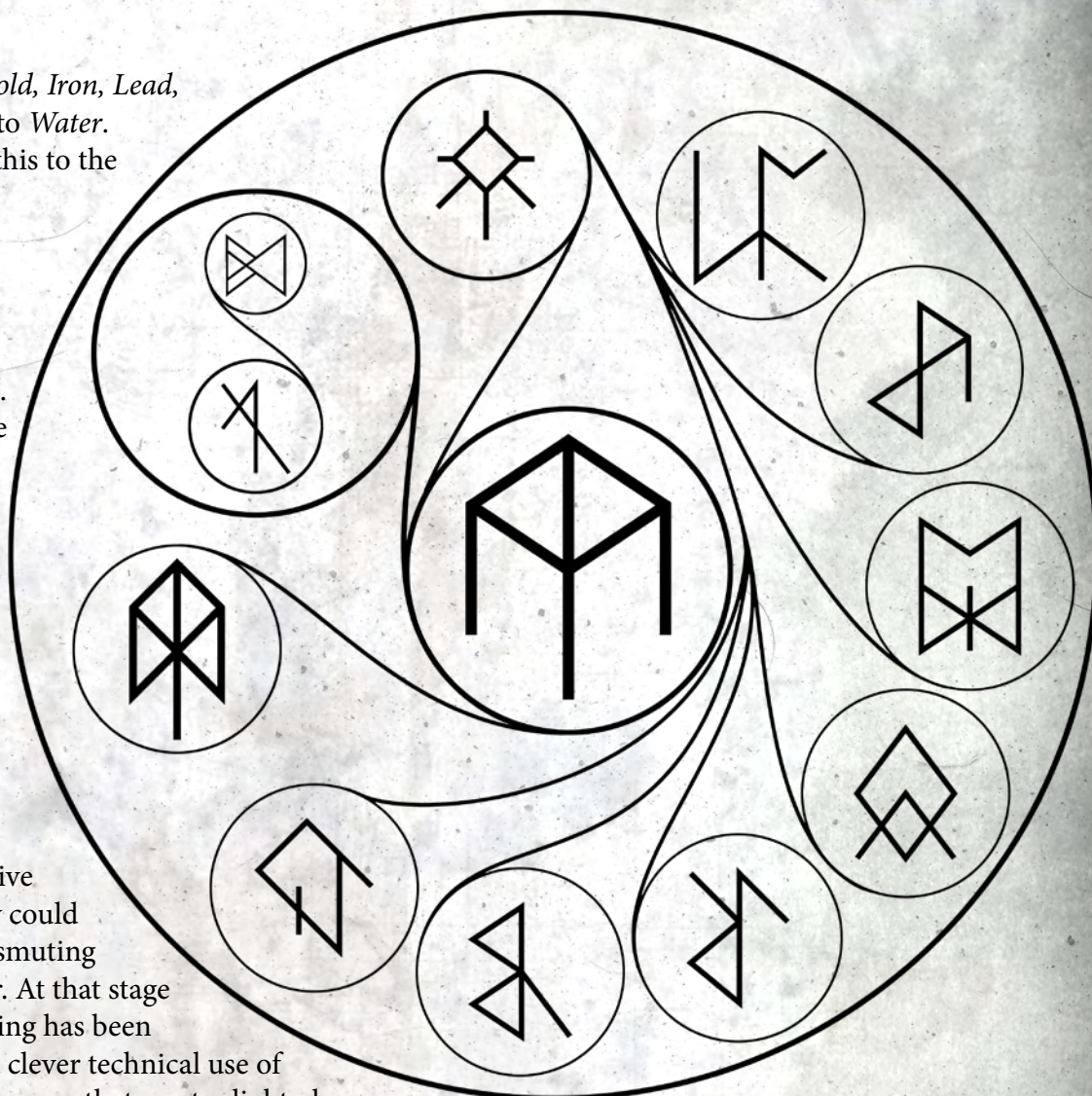
Transmute Copper, Gold, Iron, Lead, Silver, Tin and Wood into Water. Create Light and apply this to the transmuted Water.

DESCRIPTION:

The other side of the coin of the *Flame Ward*. Other than the opposite elemental natures of the *Flame Ward* array and *The Prophet's Blood* array, there is also a significant thematic difference. The *Flame Ward* is the epitome of defence by offence. *The Prophet's Blood* is defence by unyielding will.

From a purely defensive point of view, this array could have stopped after transmuting the materials into water. At that stage whatever needs protecting has been protected. Other than a clever technical use of the array, the secondary array that creates light plays a vital psychological role in the defence that this array creates. The secondary array simply creates light, but by applying this effect it means that all the water in the area of the array's effect creates light. This in effect means that this array creates glowing water.

At first glance, creating glowing water may not seem at all to be much of a psychological advantage, but have a second think about it. Imagine that you have just been shot and rather than seeing blood spurt out (or noticing anything at all because your *Middelburg Standard* saved you) you see a patch of brightly glowing liquid. You know for a fact that your life had just been saved, you know your arrays work and you know the enemy just wasted a shot. If you were of a religious persuasion, you might also see it as your divinity of choice literally taking a



bullet or blade for you. I would say that would put a spring in any man's step.

As to your opposition, the psychological effects depend entirely on being ignorant of *The Prophet's Blood*. If you didn't know this array existed you would see a man you just shot bleeding light. You don't even have to be of a religious persuasion to see this as something supernatural, something otherworldly. It would be even more of a fright if this enemy expected this to happen and is even glad to see it. What sort of monster would be glad to see itself glowing blood? More than one man in Middelburg has thought that discretion is the better part of valour after shooting someone with *The Prohphet's Blood*.

WALKING BOMB

NOTATION

Transmute Human, of a size one hundred times that of the array, into *Stone*; and push *Stone* at a speed of 64 m/s

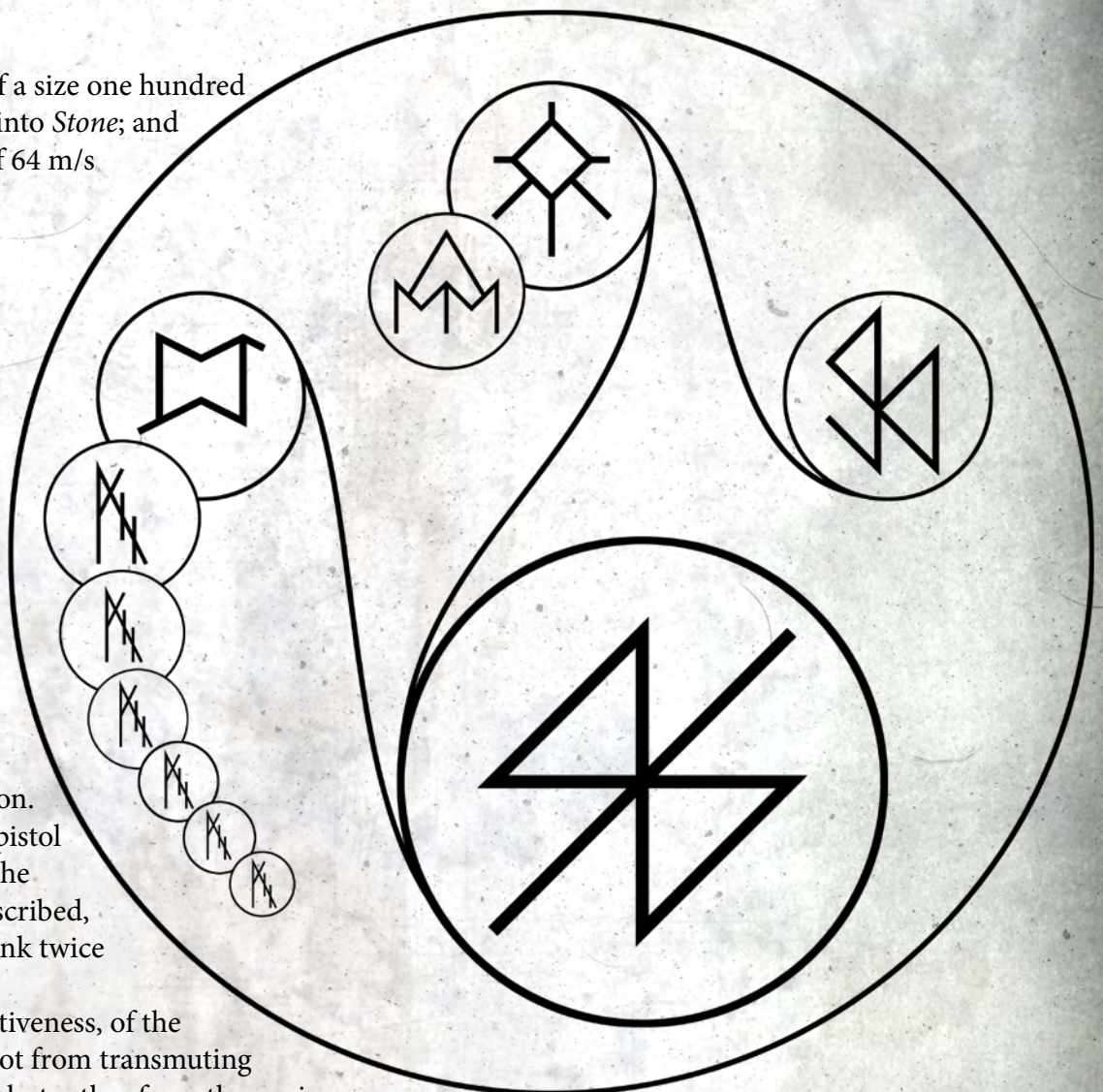
DESCRIPTION

By just looking at the array, you can immediately see why the constabulary of Middelburg have taken such a dim view of the *Walking Bomb* array. The name alone tells anyone that this array wasn't made for any other reason than for murder, except perhaps an entertaining execution. If you carry musket or pistol rounds inscribed with the *Walking Bomb* array inscribed, the constables won't think twice before arresting you.

The danger, and effectiveness, of the *Walking Bomb* comes not from transmuting human flesh into stone, but rather from the runic explosion that comes afterward. Turning a human into stone will kill them regardless of the *Push* rune in the array or not. The *Sculptor* array does this quite well. The true malice, or genius depending on who you ask, is that *Push* rune. By pushing the newly created stone so quickly, and from inside that very stone, the array creates an explosion.

The speed of the force rips apart the ex-human statue and flings it at everyone in the vicinity at a speed of 64 metres per second, or 230 kilometres per hour. This array was not create to kill only one person, it was designed to kill a room full of people.

As with all violent arrays there are some safety features built in. The *Gargantuan* rune modifying the *Transmute* rune means that there is an energy threshold that needs to be reached before the array activates, a threshold the energy from a musket and



pistol won't reach. This ensures that the array doesn't turn your arm into a stone bomb as you fire the round. The *Quicken* runes modifying the *Push* rune works in the same way. This also ensure that the round goes into the victim's body first before activating, causing maximum damage.