

SUNDERED SKIES

ISLAND GUIDE

GATEWAY

◆ INTRODUCTION ◆

A myriad of islets all orbiting one another, trapped within an invisible web of their own capture fields, each sporting a ruin—The Shattered City is a dangerous, chaotic treasure trove of lost salvage and plunder. On the far edge of this maelstrom of stone is Gateway, the only populated island in the system. Gateway is a hive of villainy and commerce, serving as both the jumping off place, and clearing house for Scavengers risking life, limb, and sanity in the Scattered City. This supplement expands upon information found in both *Sundered Skies*, and the *Sundered Skies Companion*.

Gateway is in many ways a transitory place, few claim to actually live there, instead insisting they are just passing through. This is true even if they have spent years in Gateway; they still claim that once they have made their fortune they will head for better things in either Shadowhaven or Plenty. Gateway is more than just the name of the city, it is also seen by many as a metaphorical gateway to a better life.

When hardly anyone considers a city, or an isle, their home, then that city has no civic pride, and a place that has no pride, has no sense of community, and no hope. Gateway is a den of vice, villainy and crime—albeit a polite one, as dictated by the strained social customs of the Sundered Skies.

GEOGRAPHY

Gateway was built upon the largest, most stable island found on the outskirts of the Shattered City. Before The Sundering, Gateway was part of an extensive residential and commercial district. The remaining buildings were repaired, and incorporated into the design of Gateway. As such the city has an organic, rather designed look, as buildings are adapted to their use rather than designed for it from the start. The stone for any repairs or new buildings being taken as salvage from the Shattered City further enhances this belief. One of the miracles the Lifemother provided is the parasitic plant known as bindstone. This plant burrows through stone, and rather than undermine structures, it actually cements them together as strong as any mortar. Many buildings in Gateway have a strangely disjointed, mottled look, as wildly differing architectural styles have been forced together in order to make a whole. This look is seen on many isles, but is particularly common—jarringly so, at times—on Gateway.

There is little vegetation upon Gateway—seen from the void it appears to be an island covered in buildings. The scouring winds, and frequent collisions in antiquity have

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NEW BACKGROUND EDGE GATEWAY BORN

Requirements: Novice, Born in Gateway

You were one of the few who were born and raised in Gateway, and as a permanent resident you have seen many people come, go, and come back again. In this cosmopolitan, ever-changing environment you have learnt how to continue friendships without any awkwardness, regardless of how long has passed since you last saw them. Furthermore, something in your manner makes it easy for these long lost comrades to pick up the threads of your relationship.

This edge operates much like the Connection Edge (see *Savage Worlds*), however it can only be used once per Rank per session, and is not tied into a single organization. One session it may be used to smooth things over with an irate merchant, and the next session it might be used to procure some information and material from a sometime pirate who occasionally visits Gateway. If your character wants more focused links with a single organization, then take the Connections Edge instead.

stripped most of the topsoil from the island, revealing glow-bleached bedrock. Food must either be shipped in from Plenty, or grown on one of the dozens of underisles caught in its capture field.

The population of Gateway is mostly transient, and difficult to estimate. One census performed nearly a decade ago found the population to be in excess of thirty thousand souls. Since then, several natural, and worked caverns, have been found beneath the city, which now house a thriving community of their own—known as the Undercity. New caverns are being found all the time, so it is almost impossible to say how many live upon Gateway, only that it now is significantly more than ten years before.

Every race of the skies is represented on the cosmopolitan isle of Gateway. Even barely civilized glowmad groups can be found in the darkest recesses of the Undercity. The majority of islanders are human, with a growing number of glowborn being the second most numerous. Swaggering orcs are often seen, laden with salvage from the Shattered City. Elves of the Willow Court have a large presence on the isle, but are viewed with suspicion by most. Clashes with those who support the Boughbreaker cause are one of the not-so Silent Wars, which rage behind the scenes. Wildlings are common, though they tend to keep themselves to the shadows as bitter experience has taught them to be wary of those in authority. Drakin are rare, and most are Chosen who have succumbed to their wanderlust. Dwarves are the rarest of all, but are certainly not an unknown sight.

CRIME: ORGANIZED, AND OTHERWISE

Gateway is one of the most lawless places in the Sundered Skies. Whether this is due to the lack of civic pride in the city, the fact that nobody feels they actually belong there, but are “just passing through”, or if it is in the nature of those who are attracted to a place like the Shattered City is unknown, and ultimately doesn’t matter. Some of the most common criminal practices are dealt with below, but in no way should this list be considered complete or exhaustive.

COMBAT PITS

People will always want to see others compete, the bloodier and dirtier the contest the better. To serve this need is one of the purposes of the three arenas of the Battlelord, but they are weeks away. It is almost inevitable—especially in a place as rough and lawless as Gateway—that some will turn to underground fighting to get their thrills, and bet their money.

Though they are called combat pits, they aren’t always actual pits. Any space large enough for both the fighters and paying spectators will do. Often these fights take place in the Undercity, but some have been staged in abandoned warehouses, private homes and even in the open, although care is taken to shield the spectators from the glow. Although they are technically illegal, the widely-held belief is that the spectacle serves a similar purpose to those held in the arenas, and while the militia will shut down a fight if it gets too rowdy or out of control, they generally turn a blind eye to them. With success also comes fame, and many skilled pit Fighters have a fearsome reputation.

A fighter can do very well in the pits, they are paid a purse for every bout they win which can range from a couple of hundred, to several thousand cogs. On top of this, the best fighters often attract sponsors who pay for their day-to-day expenses including medical bills, and provide them with the best weapons and armor. Those who have yet to attract a sponsor often have to use their skills as bodyguards, or less savory jobs. Many make ends meet as leg breakers or enforcers for patrons and outfitters (see page 11).

Many prosper from the combat pits, but the true mastermind behind the fights is Gar Sharpetongue. He has flair for organizing and publicizing the events, and can also spot a fighter’s true potential, and often introduces would-be sponsors to up and coming fighters. Many rumors persist about Sharpetongue; some say he was a champion of the Arena who turned his back on the fame when a jealous rival killed his lover. Others believe he spent his youth as a pirate in the Shattered City before age brought with it an understanding that his life would end either in the hangman’s noose, or on the end of a sword, and a desire to pursue something slightly less

illegal. All that is really known about the man is that he is rich, eccentric, passionate, extremely private and well connected. His private home is a veritable fortress on the edge of Gateway. The truth about Gar Sharpetongue can be learned on page 10.

GANGS

Gangs are rife on the streets of Gateway; whether they are groups of disaffected youths rebelling against the status quo, or groups of would-be scavengers who lack the resources, skill, or courage to venture out into the Shattered City and instead have elected to prey upon their fellow islanders. These gangs are usually fairly small never numbering more than 20, and have adopted exotic intimidating names to identify themselves. These gangs are extremely territorial, and are occasionally, but not always, divided along racial lines. Gang warfare is one of the most common silent wars raging in Gateway, as the gangs struggle against one another to either defend, or expand their territory and hold on to their various business interests.

Although most of these gangs are extremely predatory, there are several who are altruistic to those who reside, or do business, within their territory. This comes at a price however, be it in the form of protection money, the use of premises or resources, or just turning a blind eye to the gang's activities. Finally, the most successful gangs in Gateway have a flair for the dramatic. Whether this manifests itself as a particularly distinctive appearance the gang favors, or as a distinctive fighting style or weapon, it varies from gang-to-gang. Listed below are a few of the gangs currently in Gateway.

The Chosen: Not a gang of drakin, but a gang that claims to be led by a dragon, although whether this is true or not is unknown. The Chosen are currently locked in a vicious turf war with the Savages. Their weapon of choice is a bone cestus, with which they are adept at disarming foes (Str+d4, degradable, +2 to attempts to disarm).

The Ferals: A gang of thugs, who operate in the Port area. Gang members sport facial tattoos, which give them a bestial appearance. Their leader claims to be a non-wildling Untamed, though whether his claim is true is yet to be discovered.

The Glowmad: A truly vicious gang who are battling the Godless for territory around God's Parade. Their dress apes the appearance of the glowmad, and they fight with a wild abandon.

The Godless: This gang has claimed the area around God's Parade. They prey particularly upon the temples, usually resorting to petty vandalism, but sometimes going as far as assaulting priests or worshippers. A significant portion of their number has the Arcane Resistance Edge.

The Savage: An orcish gang who have carved out territory, as well as a nasty reputation in the Undercity. Their

HEROES AND COMBAT PITS

Mercenary heroes can enter themselves into the combat pits in an attempt to earn some cogs or get themselves closer to Sharpetongue as part of an investigation into his activities. Fights are run exactly as those detailed in *Sundered Skies* on page 130, but the participants will fight until one can no longer stand, or even death. Furthermore the victor wins a purse equal to 200 cogs multiplied by the number of successful bouts he has fought. This means the first fought is more of an audition, than an actual fight proper, with the winner going unpaid unless his actions elicit coin from spectators.

Obviously, the fighting pits are a dangerous place, and an up-and-coming fighter must be wary of jealous rivals, or their sponsors both inside and out of the actual bout. Cheating is common place, and a fighter hasn't really made it until he has survived at least one assassination attempt.

favored weapon is the stamp hammer, though few have the strength to wield it effectively.

THE LENDERS

The Shattered City tends to chew up and spit out those who enter it unprepared, so it is only natural that there are those who turn a healthy profit providing weapons, armor, and equipment to would-be scavengers, often with a staggering rate of interest. Not everyone can make use of this service; they must show some potential and provide proof of someone who will cover their debt should they perish. This can be another scavenger, or a family member, the lender doesn't care as long as the debt is covered. Lenders generally fall into two separate categories: outfitters and patrons.

Outfitters provide the best gear they can and are not interested in what the recipient does with it, so long as the debt is cleared. Patrons, on the other hand, are very interested in the salvage their generosity has allowed the recipient to recover, and are extremely keen to pick over any loot, so they can claim their share. Patrons may initially appear friendlier than hard-nosed outfitters, but they are both equally dangerous should their debt remain unpaid at the end of the agreed time.

GATEWAY: PIRATE HAVEN

It is an open secret that Gateway is the port of preference for many of the pirates operating in the *Sundered Skies*. The amount of activity within the port as Scavengers are coming and going alongside the normal traffic of ships ferrying produce and supplies from elsewhere in the Skies allow, pirate captains to come ashore unnoticed and un-remarked upon.

NEW HINDRANCE

BEHOLDEN (MINOR)

Your character has been outfitted by one of the many patrons or outfitters who haunt the streets of Gateway. You have a further 500 cogs to spend on gear at Character Generation, but this leaves you in debt to whoever provided you with the gear. An outfitter expects to be paid back within the year, but charges an exorbitant amount of interest—you will be debt free once you have repaid over 5000 cogs. A patron works differently, demanding the lion's share of any salvage you bring back from your adventures. Similar to the outfitter, the patron will consider the debt cleared once he has claimed salvage with a base worth of 5000 cogs.

If the debt is not cleared within the allotted year—or you leave his base island without gaining his permission first—then things become a lot less pleasant. Even the most urbane and pleasant seeming patron can call upon the most brutal of thugs. A hero who has fallen out of favor with those he is beholden too must learn to keep a very low profile. This hindrance can be taken more than once increasing both the starting initial sum lent and the debt to be repaid.

NEW PROFESSIONAL EDGE

GATEWAY MILITIA TRAINED

Requirements: Novice, Smarts d6+, Strength d6+ You have served in the elite Gateway Militia, and have been trained in their particular fighting techniques. Any ally adjacent to you enjoys the benefits of any medium or large shield you carry and also suffers 1 less gang up bonus than normal.

Of course, the authorities know this, but as long as visitors do not openly flaunt their status the militia will turn a blind eye to their presence. Pirates bring good—if illicit—salvage into the coffers of Gateway's merchants, and have also on occasion, provided serious martial expertise when the island is threatened by something from the void.

The pirate captains, for their part, benefit from a place where they, and their crew, can come ashore to rest, recuperate, and carouse after a long voyage, reasonably sure they will not come to the attention of those who wish them harm. They also have a place where they can meet and deal with their fellow captains, for there is an unspoken code that no pirate will draw steel against another on the streets of Gateway. If the differences must

be settled with violence, then the fight is taken out into the Shattered City.

Obviously, pirates are by definition a lawless breed, and not all of them respect Gateway's status of a place where "you do no harm". Enough do however, that should a pirate captain find himself pursued by bounty hunters (or player heroes) through the streets of Gateway, he could turn to the militia for aid, although they will be more intent of separating the combatants than slaying the pirates attackers.

THE REIGN OF MERKAS GLADWING AND BEYOND

At the outset of the Plot Point in *Sundered Skies*, the corrupt politician is both the Trade Council representative, merchant, and the de-facto crime lord of Gateway—a position from which the heroes may topple him. Gladwing has his fingers in a lot of pies and is able to skim a bit of profit off everyone else's criminal endeavors as well as his own. He has the political power and physical muscle to influence—if not downright decide—many of the occurrences in Gateway.

His demise leaves a power vacuum, which after a short period of instability and violence is filled by one of his surviving lieutenants, Kym "Crowbar" Kragg. Crowbar is a thug with just enough intelligence to grasp the full extent of Gladwing's operations, but has none of the political savvy to hold on to them the same way his old boss did. Crowbar relies on intimidation and violence to maintain his "empire", and in doing so becomes much less of a threat than Gladwing was—Crowbar is just another pirate, and can be dealt with as any of them are.

THE MILITIA

The militia of Gateway face threats, which dwarf those faced by militia of the other isles. Not only must they guard against outbreaks of glowmadness, and occasional attacks by Voiders or necromancers, they must also deal with a generally lawless population. Add also that that Gateway is on the edge of the most dangerous place in the Skies filled with monsters, pirates and threats unknown. This constant source of danger has forged the Gateway militia into a fighting force, extremely loyal to one another. Their history is peppered with tales of personal sacrifice and heroism, through which militia have overcome fearsome foes who could have expected to sweep them aside like chaff.

However, this comradeship has its downside—if someone wrongs a member of a militia, they have wronged all the militia. In many ways they are very similar to one of the gangs of Gateway—albeit, a well trained and equipped one. With the wrong leadership, the Gateway militia could become an extremely predatory organization able to extort protection money from the citizens they serve, but luckily the current leader, Commander

Marcus Valerus, the current leader cracks down hard on any militia member who oversteps their bounds. It must be said though, that he encourages the gang-like loyalty of his men.

THE BROKEN

Gateway attracts people intent on making their fortune in the Shattered City. Unfortunately not all of them are cut out for the life of a scavenger. Some make it back to Gateway sporting the hideous wounds their foray into the ruins have left them with. Very few of these unlucky souls have the means to leave Gateway again, so there they stay, eking an existence as a beggar, and serving as a very real reminder of the fate awaiting most who enter the Shattered City—The Broken.

These unfortunates have formed their own society, with its own rules, hierarchy and even a king of sorts. The life of a broken is a hard one, and to survive it they must become harder still, but amongst their own they can be surprisingly gentle. One example of this is the habit of rescuing newly broken scavengers before they starve to death, become glowmad or die of exposure on the streets of Gateway. These “lucky” ones are taught by other broken how to make their way on the mean streets of Gateway, who will part with some cogs, who won’t and which businesses can be tapped for food at the end of a busy day cycle. They are also taught how to compensate for their disabilities. Wildlings are particularly welcome amongst the broken, which find their grotesque appearance pleasing. More than one wildling has found himself treated like a living mascot by a small band of broken. This has even happened to wildlings who have not joined their ranks.

Despite their often scarred, damaged or downright pathetic appearance, and their abject poverty, The Broken wield a lot of power in Gateway. Little occurs on the island, which is not observed, or eventually comes to the notice of one of the Broken. This information is passed between the beggars until it eventually reaches the ears of Beggar King Zigzag (see page 10), he uses this information to extort, blackmail, and manipulate the situation as he sees fit. It is only a matter of time before the simmering hostilities between The Broken and Merkas Gladwing erupts into open warfare.

CLOAKFIGHTING

Cloakfighting is a new martial art originally devised and mastered by a particularly martial sect of Song-priests. The practitioner combines his attacks with chaotic, unpredictable movements, similar to a swooping, acrobatic dance. In addition to this the practitioner wears a special weapon known as a cloakblade—a cloak with weighted razor-sharp blades fitted to its hem. As the wearer swoops and spins the hem flares out and attacks foes from unpredictable angles.

NEW PROFESSIONAL EDGE

BROKEN

Requirements: Novice, a physical disability, such as Blind, One Arm, One Eye, or One Leg, Spirit d8+

Your hero, after suffering tragedy, was taken in by the Broken and taught how to survive on the streets of Gateway. Not only does he enjoy a +2 bonus on his Streetwise rolls in Gateway, but he can also ignore 1 point of penalty inflicted by his physical disability. Unfortunately this does not include the Ugly Hindrance, because a broken cannot control how others view and treat him.

Cloakfighting has fallen into disuse in other parts of the Skies, as it became unfashionable and practitioners died, but in Gateway it is still taught and used by scavengers who enjoy the uniqueness of the fighting style and claim that the cloak also shields them from glowmadness—although there is no actual proof of the truth of this.

THE SILENT WARS OF GATEWAY

Whereas the so-called Silent Wars rage throughout the Sundered Skies, the lawless nature and transient population of Gateway make them particularly rife on the island. Listed below are a few of these conflicts. Bear in mind that this list is not meant to be exhaustive and is meant to stir the Game Masters creative juices.

THE ALES WARS

With the opening of two new drinking holes on Gateway—Patchwork Hall, and The Scavenger’s Rest—the Ale Wars are about to explode onto the streets of Gateway. Initially this will be little more than shouted arguments in the streets, and a very welcome (for drinkers) price war, but soon escalates into violence.

Others in Gateway, such as Merkas Gladwing, elven agents, or the Broken, could use this to strike against their enemies and blame the chaos and death on collateral damage from the new ale war. Depending on the desires, goals and personalities of the heroes they may view this outbreak of violence as an opportunity for employment, or something they must quickly bring to an end before anyone else gets hurt.

The elven brother’s Jech and Jerle of the Windblown Flotsam will show no interest in entering into the ale wars, and after a couple of disastrous experiences, the Drakespear and Grak families will soon learn to leave them alone. The elven brothers have both the coin and the contacts to make life very difficult for anyone who crosses them.

NEW GEAR

Type	Dmg	Weight	Cost	Rarity	Notes
Cloakblade	Str+d4 3	200	VR		Ignores Shield Parry bonus.

NEW PROFESSIONAL EDGE

CLOAKFIGHTER

Requirements: Novice, Acrobat, Fighting d8+

Your hero has been trained at the Gateway Dancing School, and is particularly adept at using a cloakblade.

This Edge can be chosen once per advancement. Each time he picks the Edge he may pick one of the options listed below. No option can be picked more than once. Furthermore, the hero has completely bought into the belief that a cloakblade protects him from Glowmadness and gains a +1 bonus on rolls to resist it.

- **Agile:** The hero can substitute his Agility for Strength when rolling damage.
- **Controlled:** The hero is extremely skilled at making pinpoint strikes with his cloakblade and gains a +1 bonus on Called Shots.
- **Confusing:** The movements of the hero are extremely confusing to his foes, and he suffers 1 less point of gang-up bonus as a result.
- **Flurry:** When facing a foe alone, the hero is able to make full use of the maneuverability of the cloakblade, attacking from many different angles at once. The hero gains a +1 gang-up bonus to his attacks even though he fights alone—unfortunately fighting alongside a comrade curtails his freedom with the weapon and he loses the bonus.
- **Frenzied Dance:** Your cloak swishes and swirls as you dance and fight. Anyone—friend or foe—adjacent to you who rolls a one on a Fighting die (regardless of their Wild Die) has been caught by a blade and suffers Str+d4 damage.
- **Vicious:** The hero is particularly adept at inflicting savage, debilitating wounds upon his foes. If the hero scores a Raise on his Fighting Skill he rolls a d8 for bonus damage instead of a d6.

HOLY WARS

Two religious conflicts rage in the streets of Gateway—one known, and one unknown.

If any religion can call The Shattered City home, it is the followers of the Rotting One. Their necromantic death barges prowl the ruins “harvesting” the dead they find (or create) to replace or bolster their rotting crew.

It is only natural that they would also react to a civilized island right on their doorstep by trying to totally destroy it. The Bright Cabal has agents, and priests hidden amongst the ever-changing masses of Gateway. There is even more than one temple dedicated to The Rotting One either hidden behind seemingly mundane facades, or hidden deep in the bowels of the Undercity.

Often these cells of cultists are unaware of one another, but whether this is by design or disorganization is unknown. Each of these groups is attempting to disrupt, and destroy life on Gateway to some extent or another. The Bright Cabal’s secrecy is both a blessing and curse, each of these cells is individually fairly weak, and easily defeated, but toppling one does not lead to others. The worst fear that those in charge of protecting Gateway have is that if these various groups should come together and start working in unison, then Gateway, if not the Skies, would be in serious danger.

A more pernicious, and virtually unknown threat to Gateway is the Church of The Splintered Soul operating out of the grandly named House of Souls. For more information on the threat posed by this cult, see the *Sundered Skies Companion* (page 49).

Not content with an aggressive, and popular recruitment drive, Grodan Barker—the de-facto leader of the Unifiers on Gateway has decided to directly sabotage the temples on God’s Parade. Working through patsies he has recruited The Godless (see page 3) to commit petty acts of vandalism and graffiti, which disrupt temple services and functions. Once word of his actions reaches Unification Hall on Shadowhaven, they will be driven to dealing harshly with him before his actions reveal the true agenda of the Church.

THE WAR OF SHADOWS

In the Sundered Skies, darkness and shadows are viewed as something to embrace rather than be feared. Darkness gives blessed relief from the mutating effects of the voidglow, snatching people back from the brink of catastrophic madness. However, in the shadows of Gateway another threat lurks.

The Broken, under the command of their beggar king, have long been an irritation to Merkas Gladwing’s operations, but his intelligence, reputation, and sheer muscle have always kept them in check. However, with his death, or detainment, a much less able crime lord takes over his operations (see page 4), and the Broken see their chance to seize control. The struggle is brutal and messy, and often spills over into the light where normal islanders live. The militia, still reeling from the loss of their monthly income from Gladwing (Crowbar has unwisely decided to stop this drain on his coffers) lack both the coherent leadership and the will to stop the vicious battles, and someone—the heroes—must step up, and take responsibility where no one else will.

NEW PLACES OF NOTE IN GATEWAY

Listed below are a number of new establishments, hideouts, and places, which might interest heroes when visiting Gateway. The information provided here is intended to augment and compliment the entries found both in *Sundered Skies* and the *Sundered Skies Companion*.

ASTRONOMER'S POINT

The Son's of Spire are fascinated—even obsessed—with the whys, and wherefores of how rocks and islands orbit and move through the void. Gateway offers them the perfect place to study the chaotic orbits of the Shattered City from a place of relative safety.

The Astronomer's, using the strange magic of voidomancy (see page 21 in the *Sundered Skies Companion*), dragged one of the larger islets into Gateway's capture field and stabilized it. Then, a series of observation points, some equipped with powerful telescopes were constructed facing out into the Shattered City, as well as the buildings needed to house an ever changing number scholars who use the islet to study the Shattered City. Over the years, barracks, libraries and other amenities have been added, until The Point became almost a city within a city.

Not every Son of Spire in Gateway is found on Astronomer's Point, some are far too eccentric, or obsessed with their own projects to bother with the semi-structured life on the islet, but enough are there for the Gateway islanders to have dubbed the point New Spire, a name the astronomers positively loathe.

THE BROKEN PALACE

Deep below the streets of Gateway are the ruins of what must have been before the Sundering, the lower levels of an opulent palace. Considering the way the Broken are viewed and treated in Gateway, this is probably the most ironic of places where Zigzag could rule his people from.

Dark, twisting, labyrinthine tunnels, many of which lead to dead ends, surround the Broken Palace. This is purposely designed to confuse those who approach the seat of Zigzag's power. The surface entrances to this maze are guarded by seemingly innocuous, pathetic beggars, who have been trained to overcome their disabilities, and are formidable warriors. These guards also serve as guides to those who convincingly plead a case of seeing the Beggar King. These trusted Broken need no light for their journey, having memorized the routes to the palace, and as such only blindfold dwarves, trusting the darkness and the confusing route, to protect the Broken Palace.

The Palace itself is large, well lit and sumptuous—

furnished by the salvage and contraband stolen from the streets above. Here the broken favored by Zigzag live a life in direct juxtaposition to the life they live above. Their comfort, and well being is their king's number one priority. There is a fully stocked surgery that sees to his people's ailments, several broken priests of almost every god who lead the beggars in prayer, as well as well-stocked kitchens and drinking halls. He even keeps a bevy of non-broken whores on his payroll within the palace who see to his subjects more intimate needs.

Zigzag's generosity has created an army of well-fed, well-trained, resourceful warriors who are intensely loyal to him, and would obey his every command.

THE DANCING SCHOOL

The Dancing School of Ilie, The Dervish, an elven Songpriest is found in one of the alleys leading from God's Parade. Ostensibly it exists to improve the dancing skills of its clients for both pleasure and worship. Ilie is an amusing and light hearted man, which helps him be a good teacher, and is able to take even the most clumsy and ungainly of people into those who are not ashamed of their skills in Gateway's Choirhalls.

Once these lessons have finished, Ilie teaches more martial skills—those of the Cloakfighter. The pleasant, almost effeminate persona falls away revealing a stern, almost cruel taskmaster beneath, who drills and trains his students without mercy. His services are not cheap, 300 cogs per technique learned, but Ilie only trains one student at a time, refusing to take another until he is finished with the last. Often, he will use prospective students as unpaid sparring partners for his current client. They may not realize it, but often this is an "audition" to determine whether or not they are suited to his teaching techniques.

As may be guessed from the elf's unusual name, Ilie has turned his back on his elven heritage, and no longer mingles with his kin. Ilie was once a high-ranking Leaf-priest of the Wild, but renounced his faith turning instead to Festival. The Willow Queen has taken his defection very badly and has set a high bounty upon his head. Should either Shepherds, or the Oakthorn discover Ilie, his life will be in serious danger. Luckily his students are extremely loyal to their Dancing master, and will flock to his defense.

DRAKE STABLE

Drake Stable is an enterprise, which could only flourish at Gateway. Many years ago, a lucky scavenger, Jo Norrish, happened upon a large clutch of strangely shaped drake eggs in her explorations of the Shattered City. Through experimentation, and hard work she was able to hatch a couple of these eggs and discovered the creatures within were stunted, dwarf drakes.

Luckily for her, these creatures imprinted upon her

at birth, and believe her to be their mother. Full grown, albeit much smaller than the average drake of the Shattered City, they proved to be animals large enough to bear her weight—. Using examples of little-known contraptions she had discovered as salvage, Jo was able to construct large ornate saddles and riding tackle for her new “children” and started riding them on her excursions into the ruins. It didn’t take long for her eccentricities to be noticed by others, and soon she found her riding drakes in demand by Scavengers who wished something a lot more maneuverable than an island hopper to negotiate the ruins of the Shattered City.

Using her original drakes, Norrish has been able to breed a reasonably sized herd of Riding Drakes, and they prove to be (just) docile enough to accept a rider, though once they have accepted a single rider, it takes many months of work to break them and get them to take another.

Drake Stables is a small islet, which orbits Gateway. Norrish is able to use the islet to both train her drakes, and teach the necessary riding skills to her clients. The cost of a riding drake is 1000 cogs, but this includes the tack and saddle. For another 1000 cogs, bronze barding can be purchased which has a +3 armor rating. Norrish can also provide lances (Str+d8, Weight 10, AP 2 when charging, Reach 2) for another 450 cogs.

Obviously riding a drake is not without its dangers, falling from the saddle can be extremely hazardous for instance. Fortunately it is possible to tether yourself to the ornate saddle using a length of rope, and the drakes are trained to hover in place while the rider hauls himself back onto its back. Riding is not a skill, which has seen a lot of use in the Sundered Skies in the past, and it should be remembered that the rider uses the lower of his Riding or Fighting skills in combat when in the saddle. On the other hand, riding drakes offer a maneuverability, and a range of options not provided by an island hopper, or even a cloud skiff.

THE GAOL

The Gaol, an underground structure on the fringes of the Undercity, serves as a place to imprison the most dangerous folk of Gateway. Some of these are criminals who are awaiting transport to Shadowhaven for trial in the Arena. Others are serving small sentences for misdemeanors, and there are a few who have been imprisoned here by Merkas Gladwing for “bad business practices.” However, the majority has been forcibly incarcerated here to recover from the first stages of Glowmadness.

These poor unfortunate souls are picked up by the militia, reacting to reports of someone showing the first signs of Glowmadness. The suspect is escorted to the Gaol, and locked into a cell. They are fed and cared for, but are only released two entire sleep cycles after they no longer show signs of Glowmadness. There is a steady stream of people entering and leaving the “glow

cells”—the majority of them scavengers returning from the Shattered City who have suffered a little too much exposure.

As intimated above, Merkas Gladwing has invested heavily in the guards of the Gaol, and enough are on his payroll to allow him to use the complex as his own personal jail. He arranges for those he is interested in to have their names placed upon the daily lists of those destined for the glow cells. Then, when they arrive at the gaol, they are sent to much deeper, and darker cells where Gladwing’s men wait to inflict a warning, a beating, or a fate more painful and permanent. Marcus Valerus is aware of the corruption of his men, but is in Gladwing’s pocket himself so cannot do anything about it, no matter how much he wishes he could.

HONEST HAYRI’S DIRT CHEAP EMPORIUM

Not everyone returns from the Shattered City with a successful haul of salvage—indeed many do not return at all. Many limp back to Gateway with tales of dangerous trap-filled ruins, terrible monsters, lost comrades and a small bag of dirt taken from the site of their near catastrophe. It was almost inevitable an entrepreneur would find a way to profit from this common situation.

Honest Hayri, a sly looking glowborn purchases these bags of dirt from failed scavengers, makes a few notes as to their claims and sells them on to those who prefer to have a destination of sorts, rather than just heading out into the City on a blind quest for fortune and salvage. These bags of dirt are attuned to a Waysphere Hayri carries on his person (to check that they do come from somewhere out in the Shattered City) and are sold for a uniform price of 100 cogs. A card detailing everything the original owner remembers about the location the dirt was taken from accompanies each bag. As part of the purchasing process, the buyer signs a document absolving Hayri from any responsibility on what may be found at the dirt’s destination.

An operation like this is rife with opportunities to rip off customers, but despite this Hayri prides himself on running a business, which is as honest as he can make it. He firmly believes that once the dirt is purchased he has no claim on any riches it may lead to, and has even gone so far as turning down several considerable finders-fees offered to him by scavengers who found riches after purchasing one of his bags. This honesty only serves to bolster his reputation amongst the Scavenger community.

THE HOUSE OF SOULS

The House of Souls is the rather grandiose name The Church of The Splintered Soul have given to a formerly disused warehouse they have converted into a temple. The house looms over the other temples on God’s Parade

as if it is trying to intimidate them by its mere presence.

The Unifiers, as they are commonly known, are relatively recent arrivals in Gateway, but the scavengers of Gateway, who welcome the protection from Glowmadness joining the Church seems to impart, welcome their message. As such The Unifiers are even more popular on Gateway than they are in Shadowhaven, where the movement started.

The large floor space of the House allows the Church to sponsor many different events, including charity drives for the unfortunate souls of Gateway, and debates with the priests of the other temples in front of an audience. The Broken accept the charity, but most refuse to commit to joining the Church—their loyalty is solely for their Beggar King. The other temples, however, generally come off worse in the debates, and have started looking for excuses to avoid them. Quietly, the Unifiers are crowing about their victories and pointing to the excuses as a sure sign of the legitimacy of their claims.

The Church of the Splintered Soul is truthfully a demon-spawned cult whose growing popularity is slowly starving the God's of the Sundered Skies of the nourishment of worship. More information on this insidious threat can be found in the *Sundered Skies Companion* on page 49. Specific details of their operations on Gateway are detailed in the Silent Wars section on page 5 of this document.

PATCHWORK HALL

Patchwork Hall is the epitome of buildings in Gateway. It has been carefully constructed as several different buildings, each with wildly differing architectural styles. To further accentuate this unusual gestalt building, each separate piece has been painted a separate gaudy color. Patchwork Hall is fast becoming Gateway's most recognizable, and popular tavern.

Gevin Drakespear is the marketing genius behind the construction of the Hall, but he is a worried man. Drakespear knows that novelty and spectacle only lasts so long before it starts to pale, and become mundane. He knows that it is only a matter of time before he starts to lose customers to either the Windblown Flotsam or the newly opened orcish establishment, The Scavenger's Rest. With this in mind, Drakespear has decided to shut his competitors down.

Wisely, he has decided to open hostilities upon the orcs first, they are not as established, nor do they have the resources of the elven brothers at the Flotsam. Initially he pays thugs to start fights in the bar, or commit petty acts of vandalism, as well as attempting to discover their source of liquor, and ale in order to disrupt or end the flow. Soon however, he will be either encouraged by success, or frustrated by failure, and escalate to acts of wanton destruction, including attempted assassinations, arson and piracy. Other disparate groups may use this unrest as an excuse to launch their own attacks on

enemies, real and imagined. Drakespear's actions may start a maelstrom of violence, which cannot be stopped.

SCAVENGER'S REST

Patchwork Hall is gaudy spectacle, and the Windblown Flotsam offers its clientele urbane comfort and sophistication. The Scavenger's Rest, just tries to be *friendly*. Shaena and Dev Lund are a pair of surprisingly urbane orcs who subvert the stereotype of their race. Distant cousins of the Grag clan who are so active in other Ale Wars throughout the Skies, the Lund's—who are actually brother and sister—just want to make a legitimate profit.

Not only does the Rest offer a warm fire, and decently priced booze and food, the orcs also offer to purchase salvage from their patrons, and even offer a limited stock of equipment, and supplies scavengers often need. Understandably, this has made the Rest a popular watering hole for the more adventurous folk of Gateway—and those who wish to stare and gossip about them.

It has also made the Lund's a lot of enemies. Drake-spear has already decided to end them, as detailed above, but their mercantile ambitions has also earned them the ire of many of the merchants in the Market, as well as Merkas Gladwing (or his replacement). The Lund's will soon be the focus of a lot of malicious attention, luckily for them they have fostered good relations with the one group of people in Gateway who are equipped and experienced in dealing with that sort of trouble.

UNDERCITY

Beneath the streets of Gateway is another city, one hidden from casual view. Whether by design or accident the island of Gateway is riddled with caverns, and it is only natural, given the dangers of voidglow, that some would choose to live here than upon the surface. Some of the residents of the Undercity, such as The Broken, or the orcish gang The Savages, are detailed in this document, other details are found in other publications such as the *Sundered Skies Companion* or the scenario *Mindthief*, which includes details on a hidden Rotting One temple far below the surface of the city.

The Undercity should be kept vague and unmapped to serve the Game Master's needs. If you need a hidden cluster of glowmad to suddenly attack the heroes then they can lair in some forgotten corner of the Undercity. There is almost certainly an area of the Undercity, which has become home to a small group of dwarves—a mini darkhome if you will. The Undercity is larger than the surface of the island, and almost anything can be found there, including pockets of undiscovered precious salvage.

SCENARIO SEEDS

To spice up the spectacle of the combat pits, Gar Sharpfinger has started smuggling glowmad in too Gateway. It is only a matter of time before these terrible creatures break out from their impromptu prison and run amok on the isle. Of course, this is exactly what Gar wants.

Someone, or something is unifying the gangs of Gateway into one cohesive force. The streets of Gateway run red with blood as gang warfare breaks out all over the island, but gradually the fighting peters out and gangs that were once sworn enemies are seen working together. The militia finds itself outclassed, and outnumbered and martial law is declared, enforced by Trade Council troops. Before the frustration and fear boils over into an orgy of violence, someone must attempt to infiltrate this newly formed army and bring it down from the inside.

Agents of Unification Hall horribly murder Grodan Barker and several other Unifiers in The House of Souls. Never ones to let an opportunity for profit go past, the murder's are done in such a way to implicate the heroes, who have been a thorn in the cloven hoof of the Lord's of the Abyss for far too long.

A few people taken to the glow cells of The Gaol are vanishing without trace. The official story is they succumbed to Glowmadness and had to be put out of their raving misery. However, the truth is that the already compromised Gaol has been even more corrupted. A voider priest operating from deep in the Undercity is using hidden tunnels to infiltrate the complex. He is kidnapping folk to drag them back to his lair and submit them to foul experiments.

◆ PEOPLE OF NOTE ◆

Listed below are just a few of the movers and shakers who live and operate in Gateway. No stats are included, but enough information is given to give the Game Master a firm grasp on their personality and abilities.

GAR SHARPETOUNGUE

Sharpetongue is not only a human businessman who deals in the seedier, more vicious side of life; he is also a voider priest who has mastered the act of appearing almost sane. The effort of maintaining this facade in public is extremely taxing for the mad priest, causing him to take out his frustrations on the poor wretches smuggled into his mansion. His home is guarded by a collection of cultists and thugs who are very well paid, enough to buy their total loyalty. Despite this, rumors are starting to circulate through the isle about his appetites.

MARCIUS VALERUS

The human commander of the Gateway militia, Valerius arrived in Gateway with dreams of making his fortune as a scavenger. However a series of mishaps soon put an end to his ambition, and instead found a place in the Gateway militia. Through hard work and perseverance he eventually rose through the ranks to lead.

Valerius is a good man who has been forced by circumstance to bed down with evil folk. He knows that life on Gateway is precarious at best, as there are forces within the Shattered City, both mundane and arcane, which could destroy his city should they decide to do so. This realization has driven the commander to make alliances with those he would rather arrest and imprison. Not least of which is the crime lord-cum-political heavy weight Merkas Gladwing. Valerius has been forced to turn a blind eye to Gladwing's wrongdoings, and even supporting and on one occasion, aiding him in maintaining his position of power. In return Gladwing shares his not inconsiderable knowledge of the denizens of the Shattered City and directs his men to support the militia in times of unrest. These dealings have made Valerius literally sick, and his actions have become increasingly unpredictable as the strain eats at his conscience and his mind.

ZIGZAG

The glowborn Beggar King of Gateway got his unusual name from the horrific injuries he suffered in the Shattered City. Some say it was a stone guardian, others claim it was an acid spewing trap. Whatever it was it tore away the right side of the King's face, as well as his left arm and right leg.

Somehow, he survived, and made it back to Gateway. Again, stories are conflicted on how he managed this depending on whom you speak with: a band of scavengers or possibly a priest who nursed him back to health discovered him, while others claim he managed to bring his skiff back into Gateways port before falling unconscious from his appalling injuries. Whatever the truth, he was seized upon by The Broken as a totemic mascot of their various afflictions, and was recruited into their ranks. Not only did he survive his wounds, he proved to be an intelligent, witty and charismatic man who soon rose to become the very first leader of The Broken.

In truth Zigzag is dead, perishing from his awful injuries long before he made it back to Gateway. However his corpse was possessed and reanimated by a rare and extremely ancient ghost. What this creature plans to do with its newfound power is yet to be revealed, but has the potential to be either extremely harmful or beneficial for the islanders of both Gateway and the rest of the Skies.

◆ BESTIARY ◆

Detailed below are a number of foes and monsters unique to Gateway, including gang members, the broken, combat pit fighters, and the riding drake.

THE BROKEN

The Broken are the scarred and maimed beggars who are extremely loyal to their beggar king Zigzag. Their non-threatening appearance has lulled many into a false sense of confidence, but they should not be underestimated, their hard life has made them extremely tough.

AVERAGE BROKEN

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

Skills: Fighting d6, Intimidation d8, Knowledge (Gateway) d6, Notice d8, Persuasion d6

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

Charisma: -4

Hindrances: Choose one from Blind, One Arm, One Eye, or, One Leg, Loyal, Outsider, Poverty, Ugly

Edges: Broken, Danger Sense

Gear: Daggers (Str+d4)

Salvage: None.



VETERAN BROKEN

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

Skills: Fighting d8, Intimidation d8, Knowledge (Gateway) d10, Notice d8, Persuasion d8, Taunt d8

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

Charisma: -4

Hindrances: Choose one from Blind, One Arm, One Eye, or, One Leg, Loyal, Outsider, Ugly

Edges: Acrobat, Broken, Command, Common Bond, Nerves of Steel, Strong Willed

Gear: Daggers (Str+d4)

Salvage: Junk.

Special Abilities:

- * **Wretched:** Broken can make a Smarts trick to convince their attackers they are pathetic wretches. If they get a raise on this roll, their next attack gains +4 to hit and damage.

COMBAT PIT FIGHTER

Skilled fighters who compete in Gateway's fighting pits. A pit fighter excels in not only putting down his opponent, but also doing so in an entertaining way. Many supplement their income from the pits by working as enforcers for merchants and criminals.

AVERAGE PIT FIGHTER

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

Skills: Fighting d8, Intimidation d8, Notice d6, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Charisma: -3

Hindrances:

Edges: Brawny

Gear: Leather armor (+1), bone short sword (Str+d6, degradable)

Salvage: Junk.



VETERAN PIT FIGHTER

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

Skills: Fighting d10, Intimidation d10, Guts d6, Notice d6, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 11 (3)

Charisma: -3

Hindrances: Arrogant, Mean, Overconfident

Edges: Brawny, Combat Reflexes, Improved Nerves of Steel, Quick, Mighty Blow, Strong Willed, Reputation (Bad)

Gear: Bronze armor (+3), full helm (+3), great sword (Str+d10, Parry -1), dagger (Str+d4)

Salvage: Goods.

Special Abilities:

- * **Low Blow:** Veteran pit fighters increase the extra damage die from raises to a d8 when hitting a Shaken foe.

GANG MEMBER

The majority of gang members are those who lack the skills, courage, or resources to cut it as Scavengers in the Shattered City. They are extremely loyal to their fellow gang members, the gang often being the family they never had. Most gang members are human, but all races are represented in their numbers, including goblins. However it must be said, dwarf, wildling and drakin rarely join the gangs of Gateway. To create gang leaders, or lieutenants, just add the wild card status to the stats.

To create a non-human gang member simply make these changes:

Drakin: Small (reduce Toughness to 5 (1)), add Arcane Senses (see *Sundered Skies* page 10).

Dwarf: Add Low Light Vision (see *Sundered Skies* page 11), Reduce Pace to 5", increase Vigor to d8 (change Toughness to 7 (1)).

Elf: Increase Agility to d8, add the All Thumbs Hindrance, add the Plant Heritage (see *Sundered Skies* page 12).

Glowborn: Increase Guts to d8, and add a Combat Edge.

Goblin: Use the stats found on *Sundered Skies* page 151.

Orc: Increase Toughness to 7 (1), increase Intimidation to d10, increase Strength to d8, decrease Smarts to d4

Wildling: Increase Spirit to d8, add the Fleshforged ability (see *Sundered Skies* page 15), immune to Glow-madness, small (decrease Toughness to 5 (1))

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

Skills: Fighting d6, Intimidation d8, Guts d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Charisma: -3

Hindrances: Loyal, Mean, Vengeful

Edges: Leaders, and Lieutenants have Command.

Gear: Leather armor (+1), bone short sword (Str+d6, degradable), clubs (Str+d6), daggers (Str+d4)

Salvage: Junk.

RIDING DRAKE

Riding drakes are a stunted dwarfish version of the much larger drake, which is a danger to Scavengers in the Shattered City. As their name suggests, riding drakes are docile enough that they can be trained to accept a rider. Such is the proximity of many of the ruins in the Shattered City; some scavengers prefer to travel by drake rather than ship, claiming they offer much more maneuverability.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6

Pace: 3; **Parry:** 5; **Toughness:** 11 (1)

Salvage: None

Special Abilities

- * **Armor +1:** Scaly hide.
- * **Bite:** Str+d4
- * **Flight:** Riding Drakes have a Flying Pace of 8.
- * **Fleet Winged:** Riding Drakes roll a d8 when swooping instead of a d6.
- * **Size +3:** Riding Drakes, despite their actual dwarfism, are large creatures.