

SUNDERED SKIES

ISLAND GUIDE

THE SHATTERED CITY

◆ INTRODUCTION ◆

The Shattered City is a swirling, chaotic maelstrom of islets. Each a rich source of salvage for the Sundered Skies, each has a fragment of a once vast metropolis upon it. Exploration of the Shattered City is not without risk, for the ruins are haunted by beasts and spirits, as well as the ever present Pirate Lords, and Bright Cabal. This supplement expands upon information found in *Sundered Skies*.

◆ GEOGRAPHY ◆

The Shattered City has no defined geography to speak of, it is a swirling “asteroid belt”, each being made up of a ruin from a vast ancient metropolis. Several millennia of movement has caused there to be no rhyme or reason to the Shattered City. Just because you find yourself in the ruins of a residential district on one island does not mean that all the ruins in the surrounding area are similarly residential. You are just as likely to find ruins of barracks, temples, or even a royal palace on a neighboring island, as you are nondescript homes or businesses.

The islands of the Shattered City are of all sizes, and all show signs of repeated collision with one another. Indeed, the void between the islands is often filled with grit, like that of a sand storm, and experienced scavengers wear goggles and cover their mouths. The unique nature of the Shattered City sometimes channels the winds of the skies into savage sandstorms with the power to damage ships, and flense skin from bone.

◆ BEFORE THE SUNDERING ◆

Scholars of the Athenaeum have studied the ruins extensively, and several treatises have been written about the purpose of the Shattered City before The Sundering. Presented below is a brief overview of the most commonly held beliefs, however, much of this is admittedly guesswork, and is further skewed by their biases and their misconceptions shaped by the hard practicalities of life in the Sundered Skies.

Before The Sundering, The Shattered City is believed to have been an important—if not *the* most important city, serving a similar role to that which is played by Shadowhaven

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NEW BACKGROUND EDGE

SHATTERBORN

Requirements: Novice, Born in the Shattered City

Rarely, a mother gives birth while on a skyship in the Shattered City. As can be imagined, venturing into such a dangerous place is an act of either the criminally reckless and negligent, or an act of supreme desperation. It has occurred, and those born within the City have sometimes gone on to exhibit an unusual ability.

Shatterborn are exposed to multiple overlapping capture fields at the moment of their birth, and have absorbed some of the energy, which they are now able to manipulate. Weapons thrown at them suffer a -1 penalty, as the hero is able to repel them with an arcane sixth sense. Furthermore if the hero does not move in a round and exerts some will (as a free action), the area around him equal to a distance of half his Spirit die, is treated as Difficult Ground (See *Savage Worlds*) for all others.

in the Sundered Skies. The evidence suggests it was a massive metropolis—whose name has been lost in the mists of time—dwarfing by several levels of magnitude anything in the Skies today. It is safe to assume the city was divided into distinct districts, such as a religious quarter, a trade area, and a military marshaling ground, however the thousands of years of random movement of the city fragments has thoroughly mixed them up and now no order can be discerned.

A high proportion of the ruins found are of either temples, or buildings which served a military purpose. This has led scholars to postulate the pre-Sundering civilization as both highly religious—even compared to the Skies of today, where religion shapes almost every aspect of life—and very warlike. Whether the residents of the city were primarily aggressors or defenders remains unknown. Indeed, some scholars have speculated that a flawed categorizing system, or a peculiarity of the Sundering, is behind this disproportionate number of ruins, and the original city was no more pious or warlike than any other.

All that can really be said with any certainty is The Shattered City is an enigma. A dangerous, monster haunted, rich source of salvage, relics and lost knowledge, which acts like a lodestone to those seeking riches and glory. Sadly, the vast majority of these seekers find only pain, injury, mutilation, and death.

THE BRIGHT CABAL—BEFORE & AFTER BONE QUEEN

If the Bright Cabal has a place in the Skies they can call their own, the Shattered City is it. Gravitating naturally to the fossilized death barge *The Soulflame*, which serves as the headquarters and prison for their liche high priestess Bone Queen. The necromantic priests haunt (sometimes literally) the chaotic maelstrom of orbiting islands, which serve to hide the often-distinctive death barges. The Shattered City is also a ready source of souls and corpses, from which the cabal can “recruit” replacement crew and troops.

Communication between the Cabal is haphazard at best. Only the largest death barges, captained by the most important priests, have access to scrying crystals, with which they have direct contact with Bone Queen whenever they—or more likely, *she*—desires. The rest must rely on orders delivered by rotting courier, or very rarely, being summoned aboard *The Soulflame* for an audience with the liche.

This lack of centralized organization is often the Cabal’s worst enemy, even worse than the authorities of the Skies. Pockets of cultists often dream up their own schemes to further the goals of their goddess. Schemes, which often overreaches their abilities, or even occasionally work in direct opposition to another group of Cabal cultists. Several embarrassing, chaotic defeats have convinced Bone Queen to collect, and distribute scrying crystals amongst her priesthood, so she can direct their efforts personally.

The events of the Plot Point *A Dragon’s Rage* (see *Sundered Skies* page 96) ends Bone Queen’s dreadful reign. As noted above, this should do little to dent the Cabal’s operating effectiveness, however Cabal members are an ambitious bunch, and her death tips the Cabal into a short, but vicious civil war, which sees many scores settled and slights paid in full. During this time scavengers, or heroes in the Shattered City may come across death barges locked in combat, or may even be saved from certain death by one Cabal captain taking advantage of another’s embattled state by launching a sneak attack, allowing the canny scavenger an opportunity to escape, or use the confusion to destroy them both. Eventually the Rotting King (see *The Sundered Skies Companion* page 75) seizes the loose reins of control.

THE PIRATE LORDS

Many pirates call the Shattered City home, using its chaotic nature to evade capture, and to mask their approach upon unsuspecting merchant ships. Rebellious by nature, pirates still have their leaders. Primarily their commanding officers and captains, but above them are the Pirate Lords, shadowy men and woman who command, in theory, entire fleets.

Not every pirate holds allegiance to one of the Lords, but each of the Lords can call upon enough ships, and swords to prove to be a credible threat to the other Lords. It is only general mistrust, and a mutual loathing, which prevents them from banding together into a force powerful enough to destroy, or subjugate Gateway. That and the blind eye Gateway authorities turn towards known pirates moving their hard-earned booty through Gateway vendors.

Each of the Pirate Lords is an iconic, near mythical figure referred to by a sobriquet amongst his underlings, peers, and enemies. This has two purposes—it helps to hide the true identity of the Lord from his foes, and it also helps to bolster the intimidating reputation of the Lord as someone to be feared and obeyed. Several, but not all, of the Pirate Lords are briefly described below:

The Butcher: This Lord holds sway over Portal (see page 4). Pirates who tie their colors to his mast will always find a berth, and a full plate of food there, sometimes prepared by the Lord himself. The Butcher is often seen wearing a blood-splattered leather apron brandishing two large cleavers, which rumor has it are enchanted to be able to cut through limbs with a single blow. A further darker, quieter rumor insists not all the meat comes from animals or skylanders.

The Clown: This Lord dresses in motley, and paints his face in a disguise, which both hides his identity, and projects an air of mad humor, verging on a dangerous mania. Those who follow The Clown claim to have the blessing of Festival, and number several priests (not just Songpriests) among their ranks. The Lord rules from his ragged ship *The Laughter*, and is veering dangerously close to becoming a Voider.

The Gut: Merkas Gladwing, crime lord, and Gateway's Trade Council Representative, suffers this sobriquet with ill humor. Pirates who follow him can expect to call upon the Gateway militia in times of need, and can move their plunder through Gateway without interference. The Gut wears his respectability like the strongest of armors, almost daring others to take action. In the course of the *Sundered Skies* Plot Point, Gladwing will probably meet a grisly end at the hands of the heroes, but his actions will leave their mark upon the city, and the Skies as a whole.

The Lady: This "Lord" appears in the Shattered City very infrequently and always wears a concealing cloak, and enclosing steel facemask. She is a powerful sorceress who seems to be able to summon demons. Pirates who follow her lead can expect both occasional sorcerous and demonic aid in their endeavors. The Lady is in fact the Trade Council Representative for Canopy, Nical Taxas (see the *Sundered Skies Companion* page 57), who has been unable to resist the pull of her old calling.

es for their experiments and observations. The majority of Sons in the region are based at Astronomer's Point in Gateway, yet a fair number are too undisciplined, or eccentric to function well on Gateway, and are instead drawn—or sent—to pursue their projects out in the Shattered City proper.

These somewhat deluded individuals usually set up a base camp somewhere in the Shattered City from which to conduct their studies. Many are never heard from again, as they quickly fall prey to one of the myriad of threats found out in the ruins. Some however, are savvy enough to realize the danger they are heading into, and hire guards for protection. Some return as sole survivors from tragedy and only venture back to resume their important research once they have gathered enough martial, and magical, protection.

To this end, the astronomers provide employment opportunities for scavengers who have become jaded, or mauled, by their chosen profession in the ruins. They may be taken on as guards for foolhardy scholars embarking on a quest for knowledge, or may be tasked with rescuing them once their fate becomes known. Spire camps, some veritable fortresses, serve as refuges or staging camps for beleaguered heroes. Some of these camps have taken to displaying a flag painted with a stylized eye, but it must be said this flag is mostly unknown outside the Sons of Spire.

WAYSTONES & WARDSTONES

As the Sons' research into voidomancy (see *Sundered Skies Companion* page 21) progresses, more and more is being discovered about the nature of the void and ways to control and manipulate it. The most recent advance is the waystone, a means of inflicting very limited order on the chaos of the Shattered City.

A waystone is a rock, no larger than a cloudskiff, upon which arcane symbols have been carved. These symbols are then magically charged in a process, which is a closely guarded secret of the upper echelons of the Sons of Spire. A waystone placed upon an island, proportionate to the waystones size, negates the movement of the island, causing it to hang motionless in the void. Unfortunately, the ability to affect an island larger than a quarter of a mile square has thus far eluded the voidomancers working on the project; such experiments have led to the swift destruction of the target islet as other orbiting islands careen into it. Advances are slowly being made, and knowledgeable astronomers boast they foresee a time when all the isles will be anchored in the void by great waystones.

There is also research into ways in which collisions can be avoided between orbiting islands. In many ways this is not as advanced as the research into waystones, as no way to affect an island has yet been devised. However it has proven to be more practical, and profitable, providing much of the finances the Sons need to pursue their goals. The most profitable products of this research

THE SONS OF SPIRE

The Sons of Spire are obsessed with the Shattered City. It provides them with seemingly unlimited resource-

NEW GEAR

Type	Weight	Cost	Rarity	Notes
Wardstone	6	2000	VR	Attacks against the ship suffer -1 penalty.

are the rockwarding hulls of ships (see *Sundered Skies* page 78), and wardstones.

Wardstones have the opposite effect to waystones. Rather than bestow stillness, they promote movement in things around them. Although this has not progressed to the point where an island can be protected from collisions, it has been found they can be beneficial to something as small as a skyship. If a wardstone is placed so it touches the ship's waysphere, a deflection shield is generated around the ship, inflicting a -1 penalty on incoming attacks. If the ship suffers a Control critical hit however, the wardstone is destroyed. Only one wardstone can affect a ship at a time.

PORTAL: GATEWAY'S DARK TWIN

Scarce: Agricultural

Abundant: Building

Gateway has relaxed many of the Trade Council laws in order to attract the business of the pirates of the Sundered Skies. For some, a mere relaxing is not enough. Some pirates are so depraved, or suspicious of the authorities, they avoid all contact with so-called civilized isles. Portal was founded for them.

Portal is a relatively new community founded on the fringes of the Shattered City, and is the long fabled "pirate isle" spoken of in romantic fiction. Originally the armed camp of the Pirate Lord known as The Butcher, Portal grew as more men nailed their colors to his mast (literally, see below). Now Portal is a settlement almost of a size to be worthy of a seat on the Trade Council. This will never happen, no matter how large it grows: neither its inhabitants nor The Butcher would ever allow it. That Portal is a lawless place where a man can do as he pleases is, of course, a fiction. The Butcher rules over the isle with a ruthlessness which makes even the most draconian law of the Trade Council seem soft. For the most part he allows his subjects to behave as they will, making his presence felt only when things get seriously out of hand, or he feels the need to remind his underlings of his authority.

Earth from Portal's isle is extremely difficult to acquire. None is held in any Navigator Halls, not even Gateway. Many pirate captains have the means of finding the isle,

but this is usually kept in an unlabeled pot secreted in a hidden compartment somewhere on their ship. Use the Gateway entry on the Travel Time table (see *Sundered Skies* page 58, and 59) to calculate journey times, and the encounter table for the Shattered City.

PLACES OF NOTE

The Butcher's Mast: In the center of Portal a large mast has been raised, even larger than those found on the largest Council Ship. Every pirate captain who pledges his allegiance to The Butcher nails a token to this mast. The higher the token is found on the mast, the greater the captain's—and with it, his crews—standing in Portal. The Butcher has the mast guarded day and night, and his "accountants" constantly shift, and remove tokens, as a captain's standing rises, or falls with their employer.

The Castle: A crash landed Council Ship serves as The Butcher's residence on Portal. The hull of the ship has been repaired with scavenged stone and wood, and the only approach is via a wide gangplank, covered by two cannons. The Butcher himself holds court in the captain's cabin. Below decks can be found cells, and torture rooms. Few who go below decks as prisoners emerge again.

The Cut Throat: Not the only tavern in Portal, but certainly the one to visit if you want to do a bit of business. This seemingly small building has extensive cellars and secret entrances into the rundown buildings surrounding it, which can be hired out to anyone wishing to meet away from prying eyes. The Cut Throat is run by one of The Butcher's most trusted lieutenants, a scarred dwarf known as Blackpowder Tem.

The Stew Halls: Anyone who has pledged their allegiance to The Butcher can get a meal here at any time. Great cauldrons of bubbling meat stew are attended by coarse, unhygienic cooks at all times. The meat is *usually* a variety of different skyler, but rumors of other less appetizing meat persists.

The Butcher himself, can sometimes be found here serving stew to his subjects in a show of magnanimous comradeship. He seems to have an unerring knowledge of who is, and is not, entitled to eat in the Halls, with interlopers being dealt with swiftly and brutally. Soon after, it may be noted the stews are particularly nourishing for a few days.

THE (NOT-SO) SILENT WARS OF THE SHATTERED CITY

The wars in the Shattered City are anything but silent, they just rage beyond the reach, and notice, of the Trade Council. Battles over plunder, salvage, ideology and just plain revenge are all fought. 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 WAR OF DOMINION

Two main powers claim the ruins of the Shattered City as theirs; The Bright Cabal, and The Pirate Lords. Neither is willing to share their domain, and battles between their forces can be swift and brutal when they meet. Neither side are honorable combatants, and will only attack when they have the upper hand, so most encounters result in some posturing, insults, and threats before both sides decide they are the victor and move on.

If the other party is distracted or weakened, it is a different story. More than one scavenger band has limped into Gateway's port with a tale of being hard pressed by a pirate frigate, or a rotting death barge, only to have their lives saved by a sudden attack by those who in normal circumstances would also be foes. In some of these stories the newcomers concentrated on either the pirates or necromancers, allowing the scavengers an opportunity to slip away without pursuit. Other times, the new attackers seem intent on slaying everyone, and the tale-tellers are able to use the chaos of the situation to prevail. More than once, scavengers and pirate captains have forged a brief alliance in order to defeat the minions of a necromancer, even coordinating their ships in battle. Even a pirate is a living soul, and finds the undead abhorrent. Not all of these alliances end well, as sometimes the lure of treachery is too strong.

Similarly a canny Pirate Lord may arrange, usually through a proxy, for a group of heroic scavengers to become aware of a particularly necromantic thorn in his side. He provides them with enough information—a mixture of real and invented—and maybe a small payment. He then sits back and waits for word to reach him of which of his enemies have perished, chuckling at his powers of manipulation.

THE WAR OF LORDS

As much as the Pirate Lords loathe the necromancers of the Bright Cabal, they hold a special hatred for one another. Situations have arisen where they have had to actually speak *civilly* to one another, and personal knowledge of a foe, and his similarities or differences to you, can forge a strong, intense dislike. There is much talk of a code of honor amongst pirates, but the truth is the code only suits when it can lead to profit. Pirates are, if anything, even more bloodthirsty and ruthless when dealing with their own.

As with their dealings with the Bright Cabal, the Pirate Lords are intelligent, and cunning enough to use heroic scavenger bands as a resource in their battles with their peers. Merkas Gladwing pioneered the tactic, and even though he (more than likely) met his end at the hands

of so-called heroes, it was far too effective a tool for it to be discarded. Heroes may find themselves used as pawns by one or more of the Pirate Lords, being primed and pointed at the schemes of one lord. Either by a piece of information dropped into their laps, or even an "ill advised" assassination attempt. Which when investigated seems to have been ordered by a Lord, who in truth has no idea of the heroes' existence, and certainly does not bear them more than a passing ill will.

THE WAR OF SUCCESSION

With the destruction of Bone Queen (see *Sundered Skies, A Dragon's Rage* on page 96), The Bright Cabal suddenly finds itself leaderless. As was discussed on page 2, a short, vicious civil war will erupt amongst the followers of the Rotting One, before some semblance of order is restored.

In truth, there is little opportunity for the heroes to get involved in this conflict, beyond taking advantage of the chaos to thin the ranks of the necromancers a little. Very few necromancers are able to think far enough outside of the box to consider employing an outside agency to further their goals. However, a few have existed hundreds, or even thousands of years, and you don't get to reach such a great age without learning something of cunning and intrigue.

PLACES OF NOTE IN THE SHATTERED CITY

Listed below are a number of ruins, hideouts, and settlements, which might draw the heroes' interest while exploring the Shattered City. The information provided here is intended to augment and compliment the entries found both in *Sundered Skies* and the *Sundered Skies Companion*.

THE BATTLEGROUND

As part of the agreement between the Pirate Lords of the Shattered City, it was decided that disagreements between them be handled out in the open to minimize bloodshed, and prevent feuds from interfering with their primary purpose of making money and accruing power. Obviously, this agreement is often ignored. For all their protestations of honor, the Pirate Lords are scum, who will grab any advantage over their rivals and enemies. Yet sometimes it is politically expedient for them to be seen following the rules, and for this purpose the Battlegrounds were created.

The Battlegrounds are specially cleared islands in the Shattered City where the Pirate Lords can field oppos-

ing forces. There are several of these places throughout the ruins, and each of the Lords has the means to find them. Some of these islands have been cleared of all debris, and buildings, while others offer a more urban battlefield. When there is an issue to be settled, each Lord lands a similarly sized force on the island and battle is joined. The losing side is *supposed* to accept defeat magnanimously, and attempt no further recriminations or actions. This, however, does not always happen.

One side effect of these periodic battles is the Bright Cabal frequently “harvest” these battlefields for new recruits, much in the same way peasants would pick over the dead after a historical battle. The Cabal though, is not interested in a good pair of boots or a serviceable cape, they are after the corpses themselves. The choicest are raised as zombies, and the rest are fed to the cults ghouls. It says much of the Pirate Lords that this abhorrent fate for their fallen minions is allowed to continue.

THE DIVIDED LIBRARY

Before the Sundering, the metropolis, which became The Shattered City, must have been a great repository for knowledge, with great libraries crammed with scrolls and books. Most of this great store of learning has long since been destroyed, but there remain fragments of it, floating in a loose orbit around one another.

One can only guess at the precious knowledge contained upon its shelves, but trying to recover it is not without its dangers. The ancient custodians of this repository still watch over their books; ghosts pelt scavengers with broken and moldy books, or even possess intruders and attack their comrades. In other parts of the library, the knowledge stored on its shelves has somehow gained a sentience of sorts, forming deadly knowledge spirits, which can be bargained with, but will sap all the knowledge from a mind whenever the opportunity arises.

THE GOD GATE

Hidden deep in the confusing maze of orbiting islands of the Shattered City is a tiny islet upon which can be found a huge freestanding stone archway. Although the archway is millennia old, it is untouched by both time and weather, looking as if it was carved only the day before. There are symbols carved into the arch, some of which are known to the islanders of the skies, some that are not. These symbols include (but are not limited too) a feather, a cog, a stylized heart, a shield, a tree, a creature similar to a skyler, something similar to a water elemental, and a harp. That some of these symbols are similar to those used by the gods has not gone unnoticed.

Occasionally—but not always—those who step through the arch vanish, never to return. There is speculation as to where they have been sent. Some claim they have been judged worthy and are now serving the Gods

as hand servants, while others conjecture they have been taken to other worlds entirely, possibly ones not subject to the dangers of glowmadness. Several pirate captains have procured the means of finding the gate and force captives through the gate as part of some sort of twisted game or trial.

This is the gate by which the gods entered Heartland in its direst hour of need. Originally, it connected many other worlds, but since the Sundering, it only leads to hell. Thankfully it has no corresponding gateway on the other side, so the forces of the Demon Lords cannot use it to invade the Sundered Skies, those it takes are delivered into a remote part of hell, and have very little hope of survival let alone somehow returning to the Sundered Skies. What triggers the activation of the God Gate is unknown, and could be the variable ambient level of magic in the void, something about the individuals passing through, plain bad luck, or something sentient and malevolent.

SANCTUARY

Sanctuary is a tiny community of wildlings who hope their presence can go unnoticed amongst the chaos of the Shattered City. Nearly two dozen fugitives live here, but every few weeks this grows as word spreads of this new haven. The wildlings here are by necessity an aggressive bunch, quick to reach for a blade if they feel threatened. They are suspicious and would sooner execute interlopers than let them escape to spread word to elven shepherds and hunters. Even new wildlings are treated initially with suspicion after an experience with a turncoat who led a squad of Oakthorn to them.

Sanctuary has made use of a ruined residential district. The wildlings have repaired many of the structures, but only for comfort and shelter—wildlings have no fear of glowmadness. There has been a concerted effort to hide the settlement from prying eyes. The fugitives keep out of the open as much as possible, with cooking fires are kept as small as possible. The only thing which may attract the curiosity of passersby is a carved wooden totem pole in the center of the island upon which is carved representations of each of the wildling types who has lived in Sanctuary at some time.

Sanctuary’s nominal leader is The Primary, a powerful Untamed priest who usually appears in Raven form. However should Sanctuary need defending he will transform into a badger wildling and fight with all of his strength.

SURVIVOR’S POINT

Seen from the void, Survivor’s Point looks like a refugee camp. Rough shelters made from canvas and wood are strewn across the island in a rough circle, with a ruined building in the center which may have once been a barracks or a warehouse. Figures can be seen sitting

dispiritedly around and under the shelters, and a long line of people can be seen lined up before the building, where others appear to be handing out rationed food or maybe water. However, something seems to be off with these refugees. They appear to be somehow indistinct, and hazy, and none of them are making any serious attempt to stay out of the glow.

Landing on the island reveals the truth, the island is inhabited by an entire community of ancient ghosts (see page 10) who do not realize they are dead, but believe the Sundering occurred only a few short months ago. Until the arrival of the heroes, the ghosts had believed they were the only survivors, and are overjoyed at the possibility of rescue. They will also be amazed at the sight of both the skyship, and any blackpowder weapons the heroes may have. Both are advances which have occurred since the Sundering.

The de-facto “leader” of Survivor’s Point is a ghost who goes by the name of Ruphus, who is desperate to talk to the heroes alone. He alone knows the true situation, and the danger his fellow ghosts pose to everyone around them. For more information on Ruphus The Knowing see page 9.

TEMPLE OF THE UNKNOWN GODS

Somewhere deep in the Shattered City is a moderately large isle upon which rests a large, mostly intact temple. This temple is guarded by several vicious gargoyles (see page 11), but if they can be overcome, intruders discover the temple is divided into several different wings. Each wing is dedicated to the worship of a different god, and contains a worship room, and several antechambers and quarters for priests to rest and sleep. Many of these wings are ruined and dusty, the statue representing the god honored there has cracked and fallen with age. However, some wings are pristine, the statue is perfect and sparkling, and the rooms and antechambers are swept clean, and well ordered as if they had only just been attended too.

This temple is the sanctuary of the Forgotten Gods of the Sundered Skies.

The Sundering’s millions of victims included several dozen minor gods. Even something as awesomely cataclysmic as the breaking of a world lacks the power to destroy a deity, but it may remove the very element which the god commands. Combine this with the terrible circumstances of the Sundering, and the chaos which followed for thousands of years—a time during which several gods were literally forgotten—the forgotten gods are barely clinging to life.

These gods are extremely weak and have retreated to the only temple dedicated to them in the Skies, they are able to maintain their surroundings, and bestow blessings upon those who show them the correct amount of respect. Communication through the statue is possible, but is extremely taxing and can only be maintained for

short periods of time. The Forgotten Gods will seize upon any opportunity to spread knowledge of themselves to others, even this will strengthen them, albeit modestly. The wings which have fallen into ruin are dedicated to gods who have found a role, and worshippers in the Sundered Skies. Only The Wild is represented in the temple, for it has been usurped by the demon Leaflord. Listed below are some, but not all of the Forgotten Gods, others may have temples out in the void.

Icelord: The temperature plummets to 0 degrees Fahrenheit in this wing, and everything is coated in ice. The Icelord’s representation is a shaggy blue-skinned humanoid, dressed in only a loin cloth, with vicious talons and an extremely wide mouth. Those who gain his attention are blessed with the ability to ignore the next level of fatigue they may suffer from exposure to cold.

Lifebringer: Lifebringer was the god of the Sun. His wing is delightfully warm, and all who enter are buoyed by feelings of spiritual warmth and joy. Lifebringer is represented by a slowly rotating ball of flame which hovers unsupported in the air. Those who gain his blessing may not only lose all levels of glowmadness they currently possess, but may also ignore the next they gain.

Lord of Lightning: This god is depicted as a statue of a sprinting, mightily muscled warrior. Those who gain his blessing may use the *teleport* power once. The hero travels as a bolt of lightning.

Oceanius: This god does have a role in the Sundered Skies—as the insane Lightbringer. However, Lightbringer has started to sunder (see the *Sundered Skies Companion* page 33) and his sundered twin, Oceanius restored, has manifested within the Shattered City. The sea god is represented by a statue of a man wielding a trident astride a dolphin. Remember, most heroes will confuse a dolphin with some sort of strange skyler, or a fog shark. Those who gain Oceanius’ blessing are able to use the power *environmental protection* upon themselves, but only as protection from drowning.

The Trickster: This goddess is one of the more morally ambiguous deities who answered the call to defend Heartland. She is represented by a statue of a beautiful cloaked woman, whose beguiling smile draws attention away from the curved dagger hidden in the folds of her sleeves. Those who gain her blessing gain +4 on any Persuasion roll, and may use it in combat similar to Taunt or Trick.

The Wild: This wing appears as woodlands, similar to the interior of the elven island, Heartland. The Wild is represented by a tree which has grown through the paving stones of the temple floor and seems to constantly twist, and turn as if in agony. The Wild never speaks directly and will never bestow its blessing upon a wildling—the elemental lord is repulsed by their demonic taint, whatever their intentions. Those blessed can use the *puppet* power on any wildling or feral, but only get the one use.

However, one mystery which remains unanswered is how the rest of the multiverse has coped when many

of its gods suddenly vanished during the destruction of Heartland.

THE TESTING GROUND

The Testing Ground is an exposed labyrinth of passages, which must have been either a sewer or extensive cellars before the Sundering—now it is used for a much darker purpose. Some of the Pirate Lords use it to execute prisoners or test those who wish to join their ranks.

Terrible, non-flying monsters are released into the labyrinth and given time to lose themselves in the confusing maze. Then the subjects to be tested, or killed are sent in. They are told that if they make it to the other end, they will either go free or be taken into the crew. Sometimes these unfortunates are given weapons. Jeering pirates are able to view the spectacle from ships in the capture field of the island. Occasionally a captive makes it to the other end alive, and depending on the mood of the spectators they are offered a berth on a ship, set free, or sent right back into maze for another run through.

THE WALL OF WHAT MIGHT BE

Hidden deep in the ruins is an islet ringed by an unbroken 15 foot high wall of exquisite quality. Those who are able to get within the wall (something not easy to do given the islets unusually powerful capture field) have reported the interior is covered in bas-relief carvings which seem to depict the viewer and possible outcomes for their future actions. Even more strangely those who return to the wall find different carvings.

SCENARIO SEEDS

An even greater number of ships than normal are going missing in the Shattered City. Rather than falling foul of pirates or Bright Cabal lurking near Gateway, they are being plucked from the void by a particularly gargantuan ambusher. Unfortunately for all involved, killing it makes things worse, as it proves to be a pregnant female, and in death splits asunder showering the immediate area in a horde of baby (normal sized) ravenous ambushers.

A priest of the Bright Cabal has hit upon a rather insidious plan to destroy Gateway once and for all. He is smuggling ancient ghosts onto the island, where they are entertained at a surprisingly comfortable and plush hidden temple. The ghosts believe that they have been rescued from some vague and ill remembered disaster and that they are being well cared for by their benefactors. However, once enough have been collected—at least dozens, maybe more—in the same place, their true nature will be simultaneously revealed to them. The resulting soulstorm could render Gateway uninhabitable for years before it abates.

As part of the fallout of the necromantic War of Succession, a powerful vampire priest has found himself friendless and hunted. In a desperate bid to save his undead skin, he throws himself upon the mercy of the heroes, claiming to have some information of a Bright Cabal scheme to slay thousands and raise them as minions. In truth he is a Godshifter, one of the lackeys of the Demon Lords, and his scheme is much more insidious. He seeks to weaken the Rotting One Herself, and in doing so bring the eventual victory of his true masters even closer.

A rumor, started by the elves or another enemy, that the heroes have turned pirate, and have nailed their colors to the Butcher's Mast becomes widely believed. Should the heroes eventually reach Portal to investigate, they will, indeed find their token midway on the mast. Just removing it will not be enough to quell the belief. They will need to commit a bold, and daring act to proclaim their independence from the Butcher, before it is accepted as truth.

PEOPLE OF NOTE

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

BLACKHEART/JOLIEN THE HUNTER

Jolien The Hunter is one of the most famous pirate hunters in Gateway and the Shattered City. His crew are incredibly loyal, and are willing to lay down their lives for him. Jolien scours the ruins in his frigate, *The Hawk*, and has become the toast of Gateway attracting the generous patronage of several wealthy mercantile associations and individuals. Of particular note is Jolien's hatred of the independent, foul pirate Blackheart and his frigate, *The Dragon*. Their ongoing enmity has spawned several ballads and tales told by Songpriests throughout the Skies.

What isn't known however, is that Jolien and Blackheart are the same person. Originally he and his crew were scavengers, and found in their explorations a magical device which was able cloak themselves, and their ship in an illusion. Quickly they hit upon the scheme of playing both the pirate and the privateer. This deceit allows them to both be the heroes, with all the benefits and accolades this provides; while as Blackheart and his crew they can indulge their baser appetites and infiltrate the very men they hunt. Jolien and his crew will not hesitate to kill to protect their secret, and will be able to pin the blame for the deed on Blackheart.

THE PRIMARY

The Primary was not always a wildling.

Somin Thornwrack was an Oakthorn commander given the cushy, but high status task of guarding the Fleshforge. For months he watched uncaring as wildlings were created and then passed from his care into a short, brutal life of pain and degradation. Then one day something terrible, or miraculous—depending on how you look at it—happened.

Thornwrack found himself drawn towards one of the seed-like fleshy sacks within which the wildlings form. There was no discernible reason for this, the flesh seed was no different from the countless others he had seen. Yet, somehow he was fascinated by the struggles of the new life within, and was compelled to touch it. Suddenly he found himself within the sack, inhabiting a newly-formed alien body. The body of Thornwrack—his old body—had keeled over, suddenly dead, and Somin found himself reborn as a wildling.

No one, least of all the elves, would believe the ravings of a wildling and the raven wildling was given to one of the elven merchants of Roseport. His life was hard, but not nearly as hard as many other wildlings. The degradations and cruelties he witnessed every day awoke within him a rebellious zeal. Using the skills he had gained in the Oakthorn, Thornwrack led one of the most successful mass escapes Heartland has witnessed.

His followers believe Thornwrack is the legendary Alpha of prophecy, and their title for him has become his given name. Thornwrack has a secret: he is not a true Untamed. He can only take the forms of wildlings who have carved representations of their forms onto the totem pole in the center of Sanctuary. Also, while he can cast miracles, he senses the power is given to him from somewhere blood soaked, and hungry.

RUPHUS THE KNOWING

Ruphus is unique in the Sundered Skies: an ancient ghost who is totally, horribly aware of what he is. Seemingly immune to the terrible madness which afflicts others of his kind who have become aware of their condition, he has witnessed the chaos caused when one of his kind realizes their terrible condition; and the awful effect this has on the living swept up in the maelstrom of destruction.

Ruphus does all he can to maintain the illusion of Survivor's Point. As far as his fellow ghosts can remember they have only been there for a few months awaiting rescue. They only have very vague memories of the Sundering, and a very limited memory span since after a few months they relive the days just after the cataclysm which created them. Ruphus has to be very careful not to contradict their beliefs, lest they become a great swirling Soulstorm. He is constantly monitoring their beliefs and

over the millennia has developed a script of sorts which maintains their world view.

One of the most dangerous things which can happen to Survivor's Point is the arrival of some scavengers in a skyship. The living see ancient ghosts for what they actually are and can quickly give the game away. Ruphus will desperately try and get the visitors to play along with his act through verbal and physical cues, and then try and get them alone so he can explain the situation and dangers to them. The arrival of a skyship brings hope of rescue with it, and his fellow's ghost's expectations must be carefully managed. Ruphus will work with the scavengers to concoct a story which explains why they cannot take any refugees away with them.

If the new arrivals refuse to play along with his deception, then Ruphus will not hesitate to tell his fellow ghosts the new arrivals are enemies, and responsible for the Sundering, and leads the attack himself. The death of a few trouble-making strangers is a price worth paying for the protection of his people.

Ruphus travels the Shattered City when he can, collecting more ancient ghosts and bringing them back to Survivor's Point. He has become aware he is not the only one gathering these poor, lost souls. He has witnessed several Bright Cabal necromancers herding confused ancient ghosts onto their rotting death barges. He does not know what is going on, but is certain the priests do not have the ghosts' best interests at heart.

BESTIARY

Below are a number of monsters, and foes unique to The Shattered City, including ambushers, ancient ghosts, gargoyles and deadly knowledge spirits, as well as the new hazards of both sand and soul storms.

AMBUSHERS

Ambushers are huge chameleon spider-like creatures, which lurk in the Shattered City. As their name suggests they use stealth and surprise to hunt. Also using their web shooters to both snare prey and to create a patagia (gliding membranes) between their many legs. Ambushers can wait unmoving for hours before exploding into action when food comes within reach. The average ambusher is already much larger than a man, but rumors persist of creatures which dwarf even the largest skyship.

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d12+2, Vigor d10

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

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

Salvage: Junk (in lair)

Special Abilities

* **Armor +2:** The body of an ambusher is covered in

thick chitinous plates.

- * **Bite:** Although ambushers are incredibly strong, their jaws are comparatively weak and only inflict 2d8 damage.
- * **Chameleon Skin:** The flesh of an ambusher is able to take on the appearance of rock so successively they become almost invisible. Spotting a still ambusher requires a successful Notice (-4) roll.
- * **Glide:** Ambushers are only able to glide, rather than fly and can only descend. However, they do so quickly, moving at a rate of 12". To ascend they must snare a passing island with their web shooters and winch themselves up.
- * **Quick:** Whenever an ambusher draws an Initiative card of 5 or lower, redraw until a 6 or higher is revealed.
- * **Size +3:** The average ambusher is significantly larger than a man.
- * **Web Shooters:** Ambushers have glands under their mandibles from which they can project streams of thick webbing. This attack has a range of 20/40/80. Those hit by the attack must either make an opposed Strength roll to prevent them from being reeled in at at rate of 10" a turn or can attempt to cut themselves free. The webbing has a Toughness of 10. Those ensnared in the web suffer a -4 to all physical actions and Parry.

ANCIENT GHOST

The metaphysical nature of the Sundered Skies ensures that it is full of ghosts, but some ghosts have been around since the Sundering itself. These wretched creatures have existed in their terrible half life for so long, many of them have forgotten their death and somehow believe they are still alive, and spend their days waiting for rescue from family and friends, it only remembers in echoes of distant memories.

Ancient ghosts appear as ethereal beings that are rife with snaking cracks, which make the spirit appear much like a jigsaw puzzle. Despite this very distinctive appearance, the ghost is unaware of its unliving condition, and should it be made aware it will explode into a maelstrom of madness and grief until enough time has passed and they have forgotten their condition again.

Attributes: Agility d6, Smarts d6, Spirit d12+3, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d12+4, Notice d12, Stealth d12+6, Taunt d10, Throwing d12+2

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

Gear: Thrown objects (Str+d6)

Salvage: Junk

Special Abilities

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear -2:** Ancient Ghosts cause Guts checks at -2 when

they let themselves be seen.

- * **Maelstrom of Madness:** If an ancient ghost is presented with evidence of their undead condition, it must fail a Smarts roll or be seized by a madness, which causes its very form to explode. The ghost fills a small burst template becoming a visible whirlwind of dust and debris within which forms its stretched agonized face, and gains the Wild card designation. Anyone within the template takes an automatic 2d4 damage from the debris, and is subjected to a psychic attack. Which does the ghost's Spirit in damage each turn; this is soaked by the heroes Spirit rather than Vigor.
- * **Sundered Form:** Any damage dice which initially rolls an odd number causes the attack to hit one of the cracks in the ghosts form, negating the damage rolled on that dice. If the dice aced, but then rolled an odd number it is unaffected by this ability.

CARRION CROWES

Carrion crows are mid-sized, black scale covered skyllers. They appear like small dragons, but have a serrated beak rather than jaws. These creatures appear to feed off necromantic energy and are often found perched upon the masts and rotting railings of Death Barges. As well as feed from necromantic energy these creatures also have the ability to amplify or distort the energy they do not consume. For this reason more than one Priest of the Bright Cabal has adopted one as a pet or familiar.

Rumors persist of powerful alpha carrion crows who are more intelligent and able than others. These creatures not only have the Wild Card designator, but also have a human-like intelligence; raise their Smarts to d8.

Attributes: Agility d8, Smarts d6 (A) , Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d8

Pace: 2; **Parry:** ; **Toughness:**

Salvage: None

Special Abilities:

- * **Combat Reflexes:** Carrion crows are able to use the necromantic energy they feed upon to gain a +2 bonus on rolls to recover from being Shaken.
- * **Fearless:** Carrion crows are immune to fear.
- * **Flight:** Carrion crows have a Flying Pace of 7.
- * **Necromantic Distortion:** Any power with necromantic trappings cast within a Medium Burst Template of a carrion crowe is amplified by the creatures presence. Each carrion crowe has one of the following abilities. Powerful alpha crows can have two or even more abilities.
 - * **Bolstering:** All undead close to the carrion crowe gain the Hardy Monstrous Ability.
 - * **Durable:** Spells cast by the death priest are immune to the disruption mechanic while the caster is within

a Medium Blast Template of the carrion crowe.

* **Efficient:** Every raise on the spell casters arcane skill lowers the Power Point Cost by 1. This ability stacks with the Wizard Edge and can reduce the Power Point Cost to zero,

* **Invigorating:** All undead close to the carrion crowe gain a step in their Vigor trait and any corresponding bonus in Toughness.

* **Harmful:** Damaging spells have their damage die raised by one die type. A bolt or blast does d8 damage rather than d6, for instance.

* **Lasting:** Spells with a non instant duration now last for as long as the spell caster stays close to the carrion crowe, or until the caster sleeps.

* **Lingering:** Damaging spells bathe the target in necromantic energy, which continues to damage for a round after the spell is cast. However, the second round of damage is rolled a die type lower. For instance a standard bolt does 2d4 damage, 3d4 if it scored a raise.

* **Long Reaching:** The effective range of the spell is doubled. A bolt spell has an effective range of 24/48/96, for instance.

* **Peck:** Str +d6.

* **Regeneration:** Carrion crows feed on necromantic energy and can use it to regenerate or even return from the dead. They may make a Vigor roll once per round to return from the dead, or in the case of Wild Card carrion crows, remove a wound. However, the first time this roll fails it signifies they have run out of energy and may not attempt another roll.

* **Size -1:** Carrion crows are about the size of the average wildling

GARGOYLE

Many buildings in the Shattered City are adorned with ugly, grotesque statues, which appear to glower at anyone approaching. A few of these are in fact creatures similar to earth elementals and launch themselves into sudden violent life to protect themselves or the property they sit upon. They attack mercilessly using their great strength and terrifying tactics.

Although these creatures are relatively scarce in the Shattered City, inanimate gargoyles are frequently seen. Scholars have speculated that these statues were once all infused with magic, but the animating magic has dissipated, leaving what were once fierce defenders as nothing more than an ugly decoration. This theory is correct—gargoyles were a small, but integral part of the defense of Heartland.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 5; **Parry:** 6; **Toughness:** 11 (4)

Salvage: None

Special Abilities

* **Armor +4:** Rocky hide.

* **Bash:** Str+d6

* **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

* **Flight:** Gargoyles have a Flying Pace of 7.

* **Snatch and Drop:** A gargoyle, which hit with a raise, causes damage as usual. In addition, the thing grasps its prey and carries it into the void, moving the remainder of its flight Pace. The next round the creature drops its prey to the ground—or much worse, into the void (see falling damage in *Savage Worlds* or falling overboard in *Sundered Skies*). Characters on Hold or who have not yet taken their action may attempt to hold on by making an opposed Strength roll. With a raise, the hero forces the creature close enough to the ground to escape without taking damage.

HAZARD: SANDSTORM

The ever-constant winds of the Sundered Skies are particularly hazardous in the Shattered City. The colossal speeds they can reach in the void are reduced by the obstructions of the islands, but this causes a whole new problem. The wind has eroded away the top soil of every single islet in the City, and has worked for millennium on wearing down the bedrock. As a result the air of the Shattered city is thick with dust and grit. At best a covering of some kind must be worn on the mouth and nose to prevent an irritating cough, and dry mouth. When the ever-changing positions of the islands cause a sudden, savage windstorm, there is the added danger of a whirling maelstrom of sand with the power to flay flesh from the bone.

A sandstorm poses very little threat to a skyship, but can be deadly to a scavenger or adventurer. Roll 3d6 for the length of the storm in turns. Every 3 turns draw a card from the Action Deck to determine the strength of the wind. This can wax and wane as the changing positions of the islands causes the wind to eddy and gust. Heroes must make a Vigor roll (with the penalty from the table below) every turn or take the damage listed. A successful Survival roll at the outset of the storm adds a +2 bonus to this roll. If they can reach safety, such as an intact building or below ground, they are safe as long as they stay in shelter until the storm passes.

Card	Penalty	Damage
2	-4	3d6
3-10	-2	2d6
Jack-Ace	+0	2d4
Joker	+2	1 Fatigue Level

HAZARD: SOULSTORM

When one ancient ghost (see page 10) realizes its terrible, damned state, it becomes a maelstrom of madness and grief, which can physically and spiritually tear a hero

apart. If more than one ghost in the same vicinity comes to the same realization at the same time, they are drawn together into a single larger psychic whirlwind. The faces of the ghosts flow and form a soulstorm, with enough power to rip a hero's soul from her body. If an isolated colony of ancient ghosts is discovered, heroes must be extremely careful not to provoke one into exploding into a maelstrom of madness. If another ancient ghost witnesses this, the event can trigger a similar realization in it, causing it to also explode. In a worst case scenario, it is possible that an entire community might eventually form an enormous destructive soulstorm.

Those mortals trapped within a soulstorm must succeed at opposed Spirit rolls against the soulstorm's Spirit trait (the soulstorm includes a Wild Die in this roll) each turn. If the roll fails, they suffer a level of Fatigue as their souls are dragged inexorably from their bodies. The fourth, and final level of Fatigue causes the newly freed soul to join the storm, possibly increasing its strength, while their body becomes a soulless zombie, hungry for flesh (see *Sundered Skies Companion* page 104 for details). The number of souls creating it, as shown below, determines the Strength of the soulstorm's Spirit trait.

Once a soulstorm forms there is little that can be done other than to escape it and wait for it to die down. Every full twenty-five hours after the storm starts raging, one of the ancient ghosts comprising it escapes, and reforms somewhere beyond the effects of the storm. They are confused and have no memory of what has just happened to them, going back to the life they led before their terrible realization. Each ghost escaping has the potential of lowering the threat of the storm (as shown below). Once the storm has exhausted its supply of ancient ghosts, it dissipates unless it has torn souls from mortals, in which case it starts to consume them as fuel. As before one of these souls is destroyed every twenty-five hours. A soulstorm with enough victims can sustain itself for months or even years unless the area is avoided or embargoed.

Number of Souls	Spirit Trait	Size
5.5	d6	Small Burst Template
8.8	d8	Medium Burst Template
10.10	d10	Large Burst Template
15.15	d12	20" across
20.20	d12+1	40" across
25.25	d12+2	80" across

Every extra 5 or part thereof adds a further +1 to the Spirit die, and another 20" to the size of the storm.



KNOWLEDGE SPIRITS

Lost in the void are great stores of forgotten knowledge, which may be a great boon to the lives of islanders, should they be discovered and recovered. Sadly for the seekers of these repositories, these lost libraries can pass

through areas of the void where the Soulshield is particularly weak, allowing the influence of the abyss to invade, possess, and animate the information held there, emptying the surrounding books of all their writing—creating a capricious, deadly knowledge spirit.

Knowledge Spirits are often mistaken for ghosts, but are in fact demons. Their sole purpose is to discover as much as they can about the interior of the Soulshield, and then deliver their knowledge to one of the Demon Lords so it may be used to free the heart of the Demon King. Knowledge spirits manifest as vaguely humanoid-shaped ghostly forms, across which letters from all languages scroll. The spirit communicates by forming messages across its body.

The demon likes to play with its victims before stripping them of all their knowledge, leaving their bodies drooling and empty of all intellect upon the floor. It will play to expectations of those it encounters, even bartering with them for the information they may exchange. These encounters always end the same way: with the demon attacking, and stripping them of all their thoughts. If a knowledge spirit is destroyed, all of the knowledge they contain is released and is written across any unliving surface a number of inches equal to their Spirit die.

Attributes: Agility d6, Smarts d12+4, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Choose three) d12+2, Notice d8, Throwing d10

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

Gear: Thrown objects (Str+d4)

Salvage: Haul (Knowledge salvage only)

Special Abilities:

- * **Dark Knowledge:** The knowledge spirit may release some of the demonic knowledge, which it contains. Place a Cone Template in front of it. All those caught in the attack must roll an Agility (-2) roll or suffer 2d10 damage as their bodies and minds are torn apart by knowledge man was not meant to know. This attack is extremely debilitating to the demon and permanently lowers its smarts by one die type.
- * **Ethereal:** Knowledge spirits are immaterial and can only be harmed by magical attacks.
- * **Regeneration:** Every Smarts, or Smarts linked skill die stolen from a victim gives the knowledge spirit the potential to heal a wound. As a free action it may attempt a Spirit roll, success means a wound is healed.
- * **Sap Knowledge:** If the knowledge spirit succeeds at a Called Shot to the target's head using a Touch Attack, it may make an opposed Spirit roll. If it succeeds it takes a single die from a Smarts linked skill, 2 dice with a raise. This is extremely disorientating for the victim and they are shaken. Once all the Smarts linked skills have been taken, the demon starts stealing dice from the victim's actual Smarts trait. When the last die of this is taken, the victim is forever lost. The lost knowledge returns when either the knowledge spirit is destroyed or at a rate of one die per every half hour. The player decides in what order the knowledge returns.