



THE ADEN GAZETTE – ISSUE N°3

THE SERVITORS



The development of mechemagic is one of the most significant developments in the history of the Known Lands, eclipsed only by the advent of the Darkfall and the chaos that followed it. If not for the calamity, many believe that life in Aden would have been completely transformed by mechemagic by now, and be utterly unrecognizable from what existed prior to the Darkfall. Certainly, the prevalence of golemoids, mechemages, and thunder scouts among the most ardent defenders of what remains of civilization is a powerful indicator that this theory has merit. But the greatest demonstration of mechemagic's power is one that relatively few people know of: for the first time since the creation of the ferran race long ago, new life exists in the Known Lands, wrought by the hand of men.

THE HISTORY OF THE SERVITORS

In the year 1104, a Columbey mechemage by the name of Thanesh invited several of the most talented mechemages in Aden to participate in a special experiment. Their goal was to use purified manite and experimental new magical writs to produce highly advanced golems.

Midway through the experiments, Celestial College representative Oliver Walton recused himself from participation, as the similarities between their work and the creation of the ferran race was too great for him to ethically continue. He begged his colleagues to terminate their research or, at the very least, to approach their new creation with responsibility and compassion.

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Six years later, Thanesh and his associates created the first servitors. Though obviously artificial in construction, these constructs were designed to emulate personality, thought, and emotion so closely as to be indistinguishable from living creatures. Their creation brought controversy as even several of their creators believed that they had created sentient life. Unfortunately, this controversy is largely forgotten in the advent of the Darfkfall.

In the intervening years, only a few dozen servitors have been created. Due to the difficulty and expense of creating them, not to mention the ambiguous moral repercussions, most mechamages prefer to create simpler sorts of golems. In some nations, such as Urbana and Carraway, the creation of servitors is explicitly outlawed. Most surviving servitors are the servants of high-ranking nobles or powerful mechamages. A few rare free servitors were inadvertently granted independence when their command spheres were destroyed while others were created by Phobos, the outlaw servitor mechamage.

Whether or not servitors are truly alive is unknown - even to themselves.

NEW RACE: SERVITORS

The simplest description of a servitor would be to say that it is a sentient, artificially created mechamagical lifeform. This is a rather academic description, however, and one that most common folk in Aden would be unfamiliar with. For them, a servitor is simply a living (or at the very least, independent) golem. That alone is enough to make them frightening, for golems that any common folk may have seen before are likely massive, powerful creations capable of incredibly feats of strength and capable of following any command given by their master, no matter how unjust or murderous it might be. Fortunately for those who find themselves meeting a servitor, the race is significantly less threatening; for one thing, the power source these golems use is used primarily for maintaining the creature's higher functions, lending it much less physical strength than an unliving golem of comparable size might possess.

For their own part, the servitors are unsure as to whether they are truly alive. They are doubtless intelligent and self-aware, but they lack any sense of pain and emotions can be difficult for them to understand, albeit in some cases certain ones come naturally under the right circumstances, such as anger or even fear.

- ✧ **ANATHEMA** – Not all the people of Aden accept servitors, or are even content to allow them to exist in any fashion. The nations of Caraway and Urbana have declared servitors unlawful creations and are to be destroyed on sight. The people of Caraway consider the servitors soulless creatures that should not exist, while the people of Urbana consider any mechamagical construct not under the direct control of a mechamage or other representative of the Iron Tyrant to be a potential vassal of their hated enemy, Terrablix, the King of the Dark City, and must be destroyed for public safety.
- ✧ **CONSTRUCT** – Every servitor is an artificially created mechamagical being, with no organic components whatsoever. Consequently, they are much harder than most races, given that they are created predominantly from metal. Servitors add +2 to recover from being Shaken and are immune to both disease and poison. Wildcard servitors also ignore one point of wound penalties. Unfortunately for them, they cannot be healed via conventional means, and require use of the Repair skill in place of the Heal skill in order to recover.
- ✧ **HARDY** – Servitors are obviously quite sturdy, and as a result begin with Vigor d6.
- ✧ **SLOW** – Servitors are somewhat plodding, and begin with Pace 5 as a default speed.

Alternate Racial Traits

You may gain or replace one of the servitor's default racial traits with one of the following traits as specified in the trait's description.

- ✧ **EMPOWERED** – Some servitors are constructed with a superior command sphere, the mechamagical component that essentially serves as their brain. This more refined component grants the servitor superior cognitive functioning, but it reduces the power flowing to the remainder of their body,

SERVITORS AND MANITE IMPLANTS

For a servitor, manite implants are completely natural. These mechanical implants are indistinguishable from the machinery that composes the rest of a servitor's body and most servitors would technically be considered golemoids. However, there are limits to how much of additional machinery a servitor's arcane power source can support. Though they are immune to the Wasting (see *Savage Thunderscape: the World of Aden*) the number of implants they can simultaneously support is determined by their Manite Threshold just like a normal character. While they suffer no shortened lifespan or ill effects due to manite implants, they cannot exceed the capacity determined by their Manite Threshold or their additional implants do not function.

thereby reducing their durability. The servitor gains Smarts d6. This trait replaces the benefit from the Hardy trait.

- ✦ **SMALL STATURE** – Some servitors are designed to be smaller for some specific purpose or another, depending upon the whims of their creator. Servitors with this trait gain the Small Hindrance, but also begin with Agility d6.

CHARACTERS OF NOTE

✦ Phobos the Enlightened

Legendary Servitor “Male”, “Father of Servitors”

Attributes: Agility d8, Smarts d12, Strength d10, Spirit d8, Vigor d12

Skills: Fighting d6, Intimidation d10, Investigation d8, Knowledge (Mechamagic) d12, Knowledge (Science) d10, Notice d8, Repair d12, Shooting d6, Survival d8

Pace: 5; **Parry:** 8; **Toughness:** 8; **Charisma:** -2

Hindrances: Arrogant, Outsider, Wanted (Major)

Edges: Arcane Background (Mechamagic), Gadgeteer, Tough as Nails

Gear: alchemical oil (three flasks), pistols (x2), spellbullets

Powers: *barrier, deflection, direct golem, farsight, smite, teleport*

Phobos claims to be the first servitor ever created, the mechamagical son of those arcanists and scientists who gathered together at Thanesh's invitation and changed the world by creating true mechanical life on Aden. Whether this is true or not is impossible to tell, and Phobos has proven perfectly capable of lying when it suits his purposes, so most simply pay lip service to his claim and think about the matter no further. Whether first or last, Phobos is unquestionably the most powerful of all known servitors, and the creator of many who remain active in the Known Lands today. Many consider him evil based on actions he has committed in the past, but unsurprisingly, Phobos does not see himself in the same manner. He has his own agenda and priorities, and acts in accordance with them. Those who are not involved in his affairs he generally leaves alone, but anyone who is an obstacle is quickly and ruthlessly eliminated. To Phobos this is not evil, merely efficient and practical.

Phobo's awakening predates the Darkfall, and there are records of rogue golem activity that suggest he may have been active in Columbey before its fall and transformation to Urbana. After the Darkfall his activities have been somewhat easier to track since he has taken to identifying himself as well as leaving tokens of his passing when he makes his presence known. Not long after the rise of Lord Urbane and his adamantly pro-mechamagical policies, Phobos destroyed a factory in Mekanus and made off with a large quantity of components, claiming that he would use them to create free beings and not the Iron Tyrant's slaves; it was this incident that led to the laws against the creation of servitors in Urbana.

PHOBOS'S GOLEM SERVANTS

As a mechamagic, Phobos commands golem servants. He regards these servants, and any golem that lacks the self-awareness of a servitor, as another might regard an animal companion; with fondness and affection, but not as an equal. Phobos changes golem servants regularly, and has several in each of his workshops as well as a handful of others secreted away in locations that he frequents elsewhere in the Known Lands. Although he recognizes the potential benefits in using them for certain situations, Phobos cannot bring himself to sully his flawless mechamagical nature by utilizing corpse or doll golems. He uses steam-powered golems whenever possible, but also makes use of metal and rock golems when necessary.

It is difficult to know what Phobos's specific agenda is, other than the creation of additional servitors. Many choose to work with him, although he does not require it and those of his creations that choose to follow their own path are free to do so without reservations. Some among those few who know of Phobos ascribe his motivations to a hatred of organic life, but this is inaccurate. Phobos does not hate other life forms. He does believe that mechamagical life is superior to organic, but he is content to allow the two to co-exist so long as organics stop trying to enslave his kind. Phobos actually corresponds with a number of different scientists and arcanists throughout the Known Lands, albeit through aliases, and considers them respected, if misguided, peers.

Phobos currently maintains workshop-laboratories in Aras-teen, the Rhanate, Vanora, and Aramyst. He has sufficient resources in each location to create additional servitors, but recognizes that moving too quickly will overtax his resources and potentially alert outsiders to his activities. Instead, he chooses his work carefully, spending most of his time gathering resources and striking out against anyone who would act against existing servitors.

✦ Ironsoul

Novice Servitor “Female”

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

Skills: Fighting d6, Investigation d6, Notice d6, Piloting d6, Repair d8, Shooting d8, Survival d4

Pace: 5; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Hindrances: Heroic, Loyal

Edges: Luck

Gear: Longsword, pistol, traveler's kit

The servitor who calls herself Ironsoul has no information about her creation. She awakened in a workshop in a small township north of Balaquim in the nation of Yzeem. The interior of the workshop had been long abandoned, and the doors and windows had been boarded up. She caused quite a row

when she broke out, for the people of the township had not entered the workshop since it had been abandoned nearly two years prior, and could not direct Ironsoul to the mechamagic who once called it home after everyone had settled down. The villagers had never met a servitor before, although they had heard tales of a small enclave of independent golems who made their home in Balaquim, so her presence was not an altogether horrifying event compared to the reactions of some she has met in the time since.

It would have been a simple matter for Ironsoul to make a life for herself within the village, as its denizens were quite accepting of her after their initial shock wore off. This was not

fulfilling for the servitor, however; she craved excitement and new experiences, and as soon as she was able, she made her way into the world beyond Yzeem in search of adventure. It is something she has found in abundance, both to her joy and, occasionally, consternation.

Ironsoul can most often be found in the southern reaches of the Rhanate and, of late, Vanora. She has met a small number of fellow adventurers who have been open-minded to work alongside her on numerous occasions, and she has found that the people of Vanora are surprisingly open-minded with regard to autonomous automatons, probably due to their Emperor's admitted love of mechamagic.



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