



THE LAST
PARSEC
IRONGATE

THE LAST PARSEC IRONGATE

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CONTENTS

CHAPTER ONE:

INTRODUCTION	3
A History of Rellium.....	3
Iron Opportunities.....	3

CHAPTER TWO:

CHARACTERS.....	4
New Hindrances	4
New Edges	4
Gear	5
Currency.....	5
We Have the Power	5
Personal Equipment.....	5
Weapons	7
Vehicles	7
Go-Crate.....	7
Ore Hauler.....	7
Tech Wagon.....	7
Blood Runner Escort	7
Transport Pod	7
Setting Rules.....	8
Breathless	8
Favors	8
Scavenging	9
Notoriety	9
The Twitch	10

CHAPTER THREE:

IRONGATE.....	11
Light Iron, Heavy Profits	11
A Match Made in Irongate... ..	11
The Ellia System	11
Glimmer (Ellia I).....	12
Wisp (Ellia III)	12
Frost (Ellia IV)	12
Planet Irongate (Ellia II).....	12
Climate.....	12
Dellian.....	12
The Ice House.....	12
Flora.....	13
Fauna.....	13
Gazetteer	13
Rellex Point	13
Poison Zone	13
Outlands.....	14
Gangs.....	14
Blood Runners	14
Kurza's Pride	14
Machine Syndicate	14
Order of the Inward Eye ..	14
The Cartel	14
Zandar's Claw	14
Economy	14

CHAPTER FOUR:

BEHIND IRON GATES	15
A History Writ in Rellium.....	15
Enter the Xerins.....	15
Resentment and Rebellion ..	15
Aftermath	16
Rediscovery	16
Prison Planet.....	16
Game Master Setting Rules ..	17
Bot Madness	17
Scavenging	17
The Ellia System	18
Glimmer (Ellia I).....	18
Wisp (Ellia III)	18
Frost (Ellia IV)	18
Irongate Unveiled	18
Encounters	18
The Ice House.....	23
Rellex Point	25
Poison Zone	29
The Outlands	36
Dellian.....	42

CHAPTER FIVE:

ESCAPE CLAUSE.....	45
Zandar's Claw.....	46
Out of the Past.....	46
Onto the Moon	46
Enter Zandar	47
Secret Rellium	47
New Opportunities	48
Part One: Planetfall	48
Getting to Irongate.....	48
Implanted.....	48
Arrival	48
The Plan	50
Joining the Prisoners	50
Shipping Out.....	51
Stormy Weather.....	51
Crash-Landing	52
Part Two: Homeland.....	53
Hunted	53
Gone to Ground	54
A Friend in Need	54
Part Three: Trials	55
Into the Outlands	55
Pyramid Scheme.....	56
Running the Trials.....	56
Welcome to the Tribe.....	58
Part Four: Blood Running	58
Moving Up.....	58
Meanwhile... ..	59
Blood Runs.....	59

Part Five: Digging

for Answers.....	61
Looking for Leads.....	61
Investigating Cetrium Dox ..	61
Investigating Ree Venum ..	66
Investigating	
Alexis Vondrogon.....	68
Conclusions.....	69
Part Six: Exposed.....	70
Rude Welcome	70
Bitter Choices	70
Part Seven: Renegades.....	71
Part Eight: The White Room ..	73
Going Down	74
Heart of the Claw	74
The Brains and the Claw ..	74
A Matter of Transmissions ..	74
Part Nine: Full Moon.....	75
Moon Coup	75
Lunar Arrival	75
Breathless Battle.....	75
Exploring the Base	76
Calling in the Cavalry	78
Aftermath	78

CHAPTER SIX:

SAVAGE TALES.....	79
Fresh Air.....	79
Scrubbed	79
Under Pressure	79
Repairing the Box	79
Searching the Scrubbers ..	81
Finding the Ferals	81
Conclusions.....	82
Repo Men	82
Contact.....	82
Blue Secrets.....	82
In the Den	83
Stairway to Borak	83
Back on the Street.....	83

CHAPTER SEVEN:

BESTIARY	84
Xenos	84
Sentients	87

INDEX..... 96

CHAPTER ONE: INTRODUCTION

As a JumpCorp prison planet, Irongate is a melting pot of the worst criminals the galaxy has to offer.

Irongate has no guards and no rules beyond what the inmates make for themselves. Left to their own devices the prisoners have created their own culture of violence, greed, and profit.

And there *is* profit to be made on Irongate. Built atop the ruins of a former mining colony, the prison operates its own rellium mine. So long as the prisoners produce their quota of rellium, JumpCorp keeps them well-stocked with food, medicine, and occasional luxury items.

Irongate is one part post-apocalyptic wasteland and one part cyberpunk dystopia. On the one hand, it's built on cobbled-together technology scavenged from the ruins of a hostile land. On the other, it's an urban nightmare of overcrowded streets where no one is safe and everything is for sale.

No one leaves Irongate. Criminals sent here are here for life. Some prisoners see this as a death sentence. Others recognize that life in the prison colony can be even more exciting and rewarding than on other, safer planets. They see it isn't a death sentence; it's a chance for a new life.

A HISTORY OF RELLIUM

Irongate is rich with rellium, a mineral used in starship construction and rare in this part of the galaxy.

Centuries ago, the company MaxMineral established a mining colony on Irongate. The colony boomed for decades. It grew to include not only the mines, but a thriving city with a busy spaceport.

But when a virulent plague broke out, the machinery that ensured breathable air for the colonists broke down. The colony collapsed in a matter of weeks. The mining infrastructure remained, but no one was left to use it.

More than 200 years later, JumpCorp rediscovered Irongate. Realizing the planet was too remote, and its environment too hostile to efficiently colonize through traditional means, the company turned it into a penal colony. They began collecting prisoners from around the galaxy and bringing them here to work the mines.

Today, the inmates of Irongate have shaped the colony in their own image. Prison gangs provide structure and organization. A makeshift economy ensures that rellium quotas are met and prisoners get fed. A whole class of prisoners is dedicated to keeping the old technology running.

But it's a delicate form of order floating atop a sea of chaos. It doesn't take much for the system to break down into violence.

IRON OPPORTUNITIES

Although JumpSec doesn't officially have guards or facilities on Irongate itself, it does maintain a space station in orbit around the prison planet and a cargo staging site on Irongate's moon.

JumpCorp employees looking for a taste of the prison planet experience can take on the dangerous assignment of transporting and processing new prisoners through orbital security station 135—commonly known as the "Ice House."

Others may qualify for the ultimate Irongate challenge: working undercover on the planet. There are few undercover operatives active at any time. After all, the point of leaving the prisoners to their own devices is to minimize the amount of resources dedicated to the prison. But JumpSec likes to keep something of an eye on the planet, and spies among the prisoners are a good way to know what's going on.

Planetside, the primary hub of commerce and crime is a city called Rellex Point, which is surrounded by the poison zone and the outlands.

CHAPTER TWO: CHARACTERS

As a prison planet, Irongate is home to some of most despicable criminals the galaxy has to offer. Nevertheless, its inhabitants have created a stable society. Violence and chaos are common, but those who revel in such things for their own sake are usually eliminated by those who simply want to live out their lives in peace and whatever luxury they can scrape together.

Not every prisoner is a vicious killer or cold-hearted terrorist. Some are political prisoners, exiled here by powerful enemies in their home systems. Others have committed relatively minor crimes, but have been sentenced here anyway because their home courts didn't have the resources or inclination to deal with them. And a few might be as innocent of the crime for which they've been convicted as they claim.

Irongate is a surprisingly political place. Virtually every prisoner is affiliated with a gang, and each of the planet's dozens of gangs has its own rivals, allies, resources, and conflicts. Some gangs, such as Kurza's Pride, have hundreds of members. Others, such as the many "scav gangs" roaming the treacherous ruins of the first colony, may have less than 20. Successfully navigating the minefield of territories and rivalries requires a healthy mix of cunning and bravado.

In game terms, prisoners — and those passing as prisoners — are well-served to have the Intimidation, Persuasion, and Streetwise skills. Combat skills are also handy to have, as well as Survival (for scavenging the ruins) and Driving (for getting around in the outlands).

NEW HINDRANCES

MINE PSYCHOSIS (MINOR OR MAJOR)

Your hero has spent so long in the cramped darkness of the rellium mines, it's starting to affect her mind. While in a dark or narrow space, the character must make a Spirit roll or experience visual and/or auditory hallucinations. As a Minor Hindrance, the distracting hallucinations inflict a

–2 penalty on all Trait rolls. As a Major Hindrance, the hallucinations overshadow reality and the penalty is –4.

TWITCHY (MINOR OR MAJOR)

There's something wrong with the prisoner's nerves. Maybe it's a psychological scar after a traumatic incident. Maybe it's neurological symptom of living in a hazardous environment too long. Whatever the reason, the hero's hands shake, subtracting 2 from all Agility and Agility-based Trait rolls. As a Minor Hindrance, the penalty only comes up when the twitcher is dealt a Club for initiative. As a Major Hindrance, he's got it all the time.

NEW EDGES

NOTORIOUS

Requirements: Novice

Inmates with this Edge have made names for themselves either as dangerous people or as close friends with dangerous people. While among a population who are aware of their reputation, they have +2 Notoriety.

RUIN RAT

Requirements: Novice, Survival d6+

The character is an expert at sifting through the ruins of fallen cities and abandoned buildings for items of value. Ruin Rats get +2 to their Survival rolls while scavenging, and can pick through an area in half the time of a standard scavenging attempt (see **Scavenging** on page 17).

RUMORMONGER

Requirements: Novice, Streetwise d6+

Heroes with this Edge have a knack for "putting the word on the street" and having that word believed as true. To spread a rumor, the 'Monger makes a Streetwise roll while talking to those to whom he wishes to spread the rumor. He gets a –2 penalty if the GM considers the rumor overly outrageous, and a +2 bonus if the rumor is similar to what's already accepted as truth.

GEAR

CURRENCY

Technically, Irongate's prisoners don't take credits. Instead, the economy runs on a mix of barter, favors, and bits of rellium that have been pressed into coins. Each coin is about 2" across and has a number stamped into it showing when it was forged. A coin is worth \$10.

The gangs that run the mine and the factory worked together to create the coins in the first place. Now they work to regulate quantities in order to keep inflation under control.

WE HAVE THE POWER

High-tech gear requires power to operate it and keep it charged. Fortunately for the prisoners of Irongate, that's not a problem.

The colony receives its energy from a series of micro-fusion power plants left over from the first miners 200 years ago. Barring catastrophic failure, these plants will keep going for another 200 years. Buildings inside Rellex Point and the poison zone are all on the old power grid. Major sites, such as the Palace, the factory, and the mines, have their own power plants and backup generators.

PERSONAL EQUIPMENT

Blink: Irongate's locally brewed alcoholic drink is a nasty, foul-smelling concoction that helps spacers forget about their troubles but might kill them in the process. Different brews have slightly different effects, but drinking a glass of blink typically goes down like this: The drinker makes a Vigor roll. On a success, the drinker gains a level of Fatigue for an hour to represent his intoxicated state. On a failure, the drinker gains two levels—but ignores all wound and Fatigue penalties beyond the initial -1 (he's definitely feeling no pain). If Incapacitated by blink, the character cannot be revived for 1d6 hours and any further Fatigue levels are taken as Wounds. (1 oz, \$10 per glass)

Blue Zone: This versatile recreational narcotic can be snorted, smoked, or even eaten. The user makes a Vigor roll. On a success, the user feels a vague sense of euphoria for d20+10 minutes. On a failure, the euphoria is stronger, but the user gets a -2 penalty to all Trait rolls while the drug is in effect. After the blue zone wears off, the user makes a Vigor roll with a penalty of -1 for each time he has used the drug. If he fails, he gains the Habit (Minor—Blue zone addiction) Hindrance. If he fails again, the Habit upgrades to a Major

TECHNICAL

Most non-ultra tech gear listed in the *Science Fiction Companion* and *The Last Parsec* can be found on Irongate, though the more specialized an item is, the rarer it is. Rarity does not necessarily equal value, as only useful items retain their value in the prison economy.

Communications: Communication technology, however, is both relatively rare and useful, so it sells for double its listed price. Commlinks have only local service (there are no satellite or wireless networks available on Irongate), but are still hot commodities among those who can afford them. Longer range commlinks are rarer and more expensive at five times their list prices.

Weaponry: Armor and ranged weapons are also more expensive, going for double their list prices. While the original MaxMineral colony had more weapons, ammo, and armor than most mining operations, the majority of such items have already been looted and claimed by the prisoners, so demand far outstrips supply.

Ammunition: Ammo costs 10 times its listed price. The technicians in the factory have finally figured out how to recharge the energy packs used to power laser weapons, but charge just as much for a refurbished pack as they do an original.

Hindrance. More powerful versions of the stuff are available that last longer, inflict penalties on the Vigor roll, and/or give bigger penalties to the user while under its influence. (1 oz, \$20 per dose)

Long Range Commlink: This handheld device allows voice communication within a range of 50 miles. Like its smaller cousin, it can tap into broadcast channels such as cellular, satellite, or internet services for near-infinite range—though unfortunately, there are no such services on Irongate. (8 oz, \$300)

Orbital Commlink: While this bulky communicator is technically portable, its size and power requirements mean that users typically find a good spot for it and leave it there. The device's range reaches into orbit, though of course it can reach farther with a satellite connection. (10 lb, \$1,000)

Portable Atmospheric Shelter: This collapsible, dome-shaped shelter stands 10 feet tall and has a 20-foot diameter. It features a simple airlock entrance and a rechargeable 30-day battery that powers lights and a small air scrubber. The mini-dome, as it's commonly called, provides breathable air as well as protection from the elements. (100 lb, \$1000)

Protein Bar: This square bar is the standard “food unit” delivered by JumpSec supply pods. It provides all the nutrition and calories a person needs for a full day. (3 oz., \$50)

Stims: This broad category of drugs keeps workers working when they should be sleeping. With each dose of stim, the user feels energized. The user also makes a Vigor roll at -2.

If she succeeds, the feeling is just psychological and has no physiological effect.

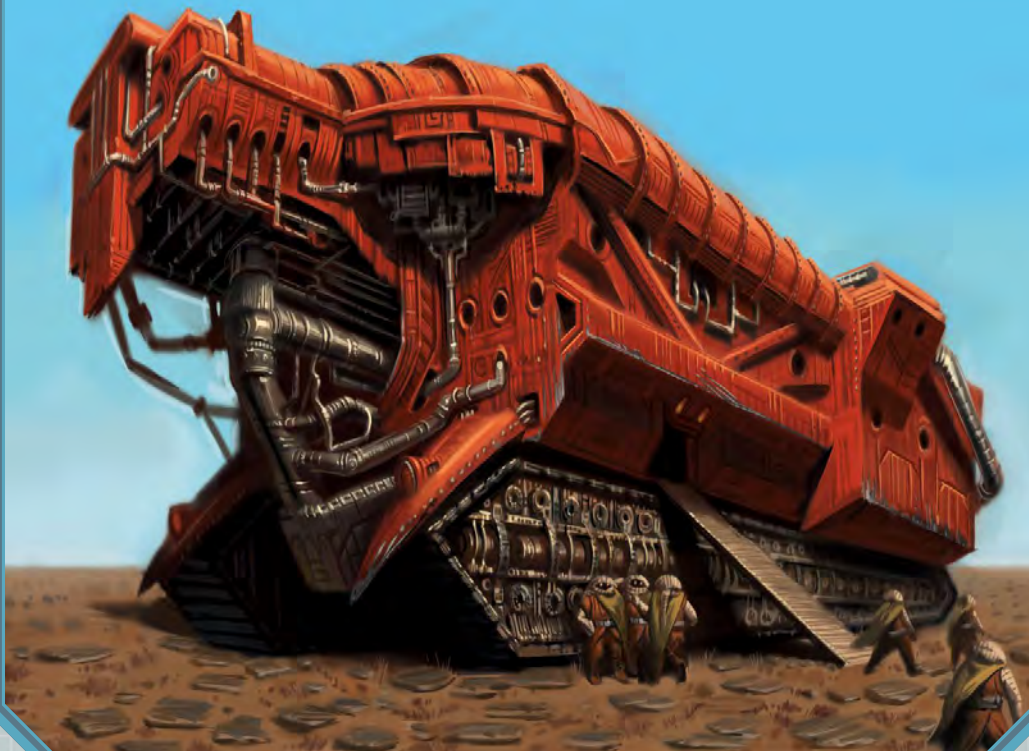
If she fails, the stim takes hold: For the next d6+6 hours, she can ignore the Vigor roll required for skipping sleep (as described under **Sleep** in *Savage Worlds*).

If the Vigor die roll is a 1, the user overdoses and is Incapacitated. If she isn't revived with medical attention (a Healing roll at -2), she dies in

a number of minutes equal to her Vigor die. When revived, the stimulated character is Exhausted for the next d6 hours. (1 oz., \$20 per dose)

Vat Slime: This hand-held tube holds a day's supply of “slime” from the prison's own hydroponic vats. While it has all the nutrients of a JumpSec-issued protein bar, the slime's foul odor and texture make it less popular. Anyone slurping a tube of slime must make a Vigor roll to keep from gagging. Those who fail the roll are unable to swallow the stuff and have wasted it instead. (1 oz., \$10)

Weapon Lock: When attached to a handheld ranged weapon, the weapon lock prevents that weapon from being fired by anyone other than the gun's designated owner. This attachment is commonly used on weapons carried by security personnel who run the risk of having their own guns used against them. The lock consists of a sensor in the weapon's handle and a magnetic blocker to keep the gun from going off. The sensor is “attuned” to its owner when it's first installed and records the user's DNA and other signifiers. Resetting the sensor requires a password or a successful **Hacking** attempt (see the *Science Fiction Companion*). (1 oz., \$50)



WEAPONS

The Lash: "The lash" is a modified stun gun (see the *Science Fiction Companion*) that inflicts a heavy jolt of pain along with its stunning effect. Those hit with the weapon's energy beam must make a Vigor roll or be Shaken (rather than Incapacitated). Foremen in the rellium mines carry lashes to help keep the workers motivated and on task. (1 lb, \$300)

VEHICLES

Every vehicle on Irongate is a relic left over from the first colony. In those days, the mining corporation owned most of the vehicles and used them only to haul workers to the mines and ore to the loading zone. Wheeled vehicles running on micro-fusion generators were the most efficient way to do this, so there are no known flying or hovering vehicles on the prison planet.

Today, operating and maintaining a vehicle can be an expensive proposition. Many of the vehicles on the roads are still focused around hauling ore. Inside Rellex Point, most folks walk where they need to go, and stick close to home if they can. Only those who need and can afford to drive have vehicles. In the poison zone, the streets are often choked with debris and difficult for all but the smallest vehicles to navigate. In the outlands, the Blood Runners have declared themselves kings of the highways. Those who would drive on their royal roads must pay a hefty toll or risk being run down and destroyed.

GO-CRATE

While many inhabitants of Rellex Point don't drive, they can get where they're going by hiring a go-crate to get them there. Go-crates come in all shapes and sizes, but are typically medium-sized vehicles cobbled together from a number of different civilian transports. Go-crate owners are also their drivers. They know every street and shortcut intimately. They'll also fight to the death anyone who tries to steal their rides.

Medium Vehicle: Size 3, Acc/TS 30/65, Toughness 16 (7), Crew 8, Cost: \$30K

Remaining Mods: 3

Notes: 2 × Armor, Crew Space, Luxury Features, 4 × Speed

Weapons: None

ORE HAULER

The Blood Runners use ore haulers to transport rellium from the mines to the drop zone outside Rellex Point. The truck is virtually unchanged since it hauled ore for the original colony. All the gang has done is upgrade its armor and mount a weapon for defense.

Heavy Vehicle: Size 6, Acc/TS 15/35, Toughness 29 (11), Crew 2, Cost \$178K

Remaining Mods: 11

Notes: 3 × Armor, 2 × Crew Reduction, 3 × Reinforced Chassis, 2 × Speed

Weapons:

- Light Particle Accelerator

TECH WAGON

This massive, tracked vehicle stands two stories tall. It houses its own workshops and living areas for the Machine Syndicate members who live and work here. The Syndicate drives it around to the mines, the Pyramid, and populated areas of the poison zone, where they offer repair services in exchange for rellium and premium salvage.

Super Heavy Vehicle: Size 8, Acc/TS 3/5, Toughness 31 (10), Crew 18, Cost \$414K

Remaining Mods: 23

Notes: 2 × Armor, 2 × Crew Space, Living Space, 3 × Reinforced Chassis, Tracked

Weapons:

- Heavy Flamethrower
- 2 × Light Autocannon

BLOOD RUNNER ESCORT

This nimble armored vehicle is the "standard" Blood Runner cruiser. With it, the Blood Runners patrol the highways and protect ore haulers on their way to the drop zone. Most Blood Runner packs have their own escorts, and modify them further as they see fit.

Medium Vehicle: Size 3, Acc/TS 30/65, Toughness 15 (21/14/7), Crew 4, Cost \$26K

Remaining Mods: 3

Notes: Armor, Four Wheel Drive, Reinforced Chassis, 4 × Speed

Weapons: None

TRANSPORT POD

JumpCorp moves prisoners, supplies, and ore between Irongate and its satellites by way of special "transport pods." These pods have

no propulsion systems of their own. They are roughly 50 feet long, 20 feet tall, and 10 feet wide. They open on one end, and are ringed with connection points by which they are secured to the underside of a standard shuttle.

There are two types of pods: *prisoner* transport pods and *cargo* transport pods.

Prisoner transport pods have seats enough to hold 100 prisoners and air enough to keep them all breathing for 24 hours. Each seat has its own locking bar to hold its prisoner in place. The pod has power, which is used to remotely open its door and move the locking bars.

Cargo transport pods are not air- or watertight. Instead of seats, the pods are filled up with supplies at the Ice House, then deposited by shuttle on the edge of Rellex Point. At the drop zone, the pilot disengages the pod from the shuttle without ever leaving the ship or technically even landing. Over the next 30 days, the prisoners fill the pod with rellium ore, which the next shuttle takes to Dellian for processing.

Medium Vehicle: Size 6, Acc/TS --, Toughness 20 (4), Crew —

Remaining Mods: 8

Notes: 2 × Armor

Weapons: None

SETTING RULES

BREATHLESS

The natural atmosphere on Irongate contains oxygen, but is contaminated with a high level of toxic gases native to the planet. Prolonged exposure to these gases leads to brain damage, nerve damage, organ failure, and eventual death. Those displaying these symptoms are said to have caught “the twitch.”

The original colony had five industrial “scrubbers” to convert the atmosphere into breathable air. Each scrubber supplied clean air for a radius of about five miles.

One scrubber stood at the center of Rellex Point. The other four were placed at equidistant points from that center, creating a region of roughly 90 square miles of breathable air.

During the colony’s collapse, all five scrubbers were severely damaged. When JumpCorp took over the planet, the company repaired the central scrubber but left the others untouched. As a result, how easily a prisoner can breathe depends on where he is in the colony:

Outlands: In the wilderness outside the colony, those without rebreathers (and outside atmospheric zones such as the mine-dome or Pyramid) must make a Vigor roll every hour. Failure results in a level of Fatigue that can only be removed by an hour spent in fresh air. Those who roll a 1 on their Vigor die have also contracted the twitch. This Fatigue can kill.

Poison Zone: Those without rebreathers must make hourly Vigor rolls as described above, but the air is scrubbed enough that the Fatigue levels can’t lead to death, and a roll of 1 doesn’t contract the twitch.

Rellex Point: Inside the scrubber’s five-mile radius, the air is normal. No rolls are needed. (This explains why it’s such a popular place to live.)

FAVORS

While much of the prison colony’s economy revolves around rellium coins, a second, more ubiquitous economy is based on favors. Many prisoners don’t have coins or material goods to trade, but anyone can do a favor for someone. Those who refuse to repay the favors they owe gain a reputation for being untrustworthy and find that others are less willing to help them out.

Characters earn favors by aiding other prisoners. This could mean recovering their property, protecting their territory, saving their lives, or helping them out in any number of other ways.

Characters spend favors by calling in the “favor debt” of those who owe them. This typically is as simple as saying “You owe me one, remember?” but may require a Persuasion roll at the GM’s discretion.

Favors are defined as minor, significant, and major. Spending an extra hour repairing someone’s generator would earn a minor favor. Tracking someone’s kidnapped wife into the outlands, killing the madmen who took her, and bringing her safely home again would definitely be worth a major favor. Characters in the game don’t define their favors in these game terms, of course, but can infer the scope of a favor from the conversation. (“I owe you. Seriously, I big time owe you. Anything. Just ask.”)

When asking for favors, the requester can ask for a favor up to the size of the favor owed. So if an ally owes your character a major favor, you can ask for a minor, medium, or major favor in return.

If the favor requested is greater than the favor owed, the one to grant the favor may choose not to do so without losing face. If he does grant the

favor, however, the requester now owes *him* a favor, and the cycle begins again.

See the **Favors Table** below for samples of favors and their sizes.

SCAVENGING

At its height, Rellex Point boasted a population of some 500,000 people. When the colony collapsed, the 10 percent who survived were more interested in escaping with their lives than taking anything with them. Since JumpSec took over the colony, the prisoners have made an industry out of scavenging what they can from the abandoned city.

Characters can scavenge for goods anywhere inside the poison zone. (Rellex Point proper has been picked over for years, and the outlands were never developed enough to be worth scavenging.) To do so, the scavenger spends four hours, makes a Survival roll, and consults the **Scavenging Table** below.

SELLING SALVAGE

To turn salvage into coin, one needs a buyer. The Machine Syndicate is willing to buy most salvage, and pays 10 percent extra for electronics and other high-tech items. Buyers can also be found in Rellex Point’s Bazaar district with a Streetwise roll at +2. Finding a buyer outside the Bazaar requires a Streetwise roll and 1d6 hours (half that with a raise).

NOTORIETY

On Irongate, a prisoner’s Notoriety is a measure of how respected and feared he is by his fellow inmates. A notorious prisoner has an easier time ordering others around and is less likely to be issued orders in turn.

In game terms, Notoriety is a Derived Stat (like Charisma) that is 0 unless modified by Edges or Hindrances. Notoriety is added to Intimidation and Taunt rolls, as well as to Spirit and Smarts rolls when resisting Tests of Wills.

FAVORS TABLE

Minor	Perform a non-dangerous task taking an hour or less Defend another’s reputation Loan equipment or coins equal to \$50 or less
Significant	Perform a non-dangerous task taking up to a day Perform a potentially dangerous task taking an hour or less Perform a brief, dangerous task Loan equipment or coins worth up to \$250 Reveal a bit of knowledge that isn’t commonly known “Loan” 1 point of Notoriety to an ally, either verbally or symbolically, for up to a day
Major	Perform a dangerous task taking a day or more Loan equipment or coins worth up to \$500 or more Give away a secret “Loan” 2 points of Notoriety to an ally, either verbally or symbolically, for up to a day

SCAVENGING TABLE

Critical Failure	The character stumbles into trouble. The Game Master should create an encounter or use the Scavenging Mishap Table on page 17.
Failure	The scavenger finds \$2d10 worth of junk.
Success	The prisoner finds 1d6 × \$50 worth of general goods such as clothing or reusable building materials.
Raise	Roll 2d6 to see what the hero discovers: 1 2d6 × \$100 worth of general salvage 2 Laser pistol 3 2d6 energy packs 4 Body armor 5 2d4 × \$100 worth of electronic salvage 6 Mysterious relic from the first colony

Characters can spend Favors to temporarily increase their Notoriety (see **Favors**). The person who “loans” their Notoriety can only give it to one person at a time, and must have at least that much Notoriety himself. (So a prisoner with +2 Notoriety can loan +1 or +2 Notoriety to someone else as a Favor.)

The Game Master can also increase or decrease the heroes’ Notoriety based on their actions. If a spacer achieves a particularly public, dramatic win, the GM may give her a temporary or even a permanent bonus to her Notoriety. Likewise, a humiliating failure can trigger a reduction in Notoriety. Permanent Notoriety bonuses or penalties should be rare, and handed out no more than once every three or four sessions.



THE TWITCH

The sickness known locally as “the twitch” is a long-term chronic, minorly debilitating illness, as described under **Disease** in *Savage Worlds*. Anyone who catches the twitch gets the Twitchy (Minor) Hindrance. In addition, each subsequent time a prisoner contracts the disease, she gains one of the following Hindrances (the GM can roll a d6 or choose, and if the character already has the result, roll again):

d6	Hindrance
1	Anemic
2	Bad Eyes (Major)
3	Bloodthirsty
4	Delusional (Major)
5	Lame
6	Twitchy (upgrade from Minor to Major)

TWITCH STORMS

Powerful rainstorms blow through the mine colony every few weeks. They bring with them extra helpings of toxic gases. Those caught out in the rain without rebreathers are in trouble:

In Rellex Point: Prisoners getting rained on need to make a Vigor roll every hour or take a level of Fatigue that can Incapacitate, but not kill them. If the Vigor die comes up 1 (regardless of the Wild Die), the prisoner contracts the twitch (as described above).

In the poison zone/outlands: Folks make the same Vigor roll to avoid Fatigue and the twitch, but need to make it every 30 minutes rather than on the hour.

CHAPTER THREE: IRONGATE

The planet Irongate is located in the Ellia system, which is relatively isolated from the rest of the Known Worlds. The whole system would have been ignored if the MaxMineral company hadn't discovered rellium on the second planet some 200 years ago.

LIGHT IRON, HEAVY PROFITS

Rellium is a rare lightweight metal used in building starships, space stations, and some terrestrial construction. Its raw form resembles the reddish ore from which iron is made, so it is sometimes called "light iron." MaxMineral invested everything it had into setting up a mining colony on Ellia II, which they nicknamed "Irongate."

In an effort to ensure their monopoly on the planet's resources, MaxMineral kept the coordinates of the system's astronavigational beacon a company secret. The company only gave the coordinates to its direct customers and vendors, and contracted them not to disclose the information to others.

MaxMineral established its first colony on the dead moon that circles Irongate. Its light gravity made construction and rellium processing easier. For years, the company used the moon base as its staging area for colonization of the planet below.

The primary lode of ore was found in the craggy peaks of a mountain range. This put the ore relatively close to the surface, but left the company without a good place to land their ore shuttles. MaxMineral found it cheaper to build a road down the mountain and build a landing zone at the edge of the plains. The landing zone grew into a small spaceport, which then grew into a boomtown. Miners came down from the mines to spend their paychecks at the "rellium extraction point." The city of Rellex Point was born.

Within a few decades of establishing the colony, MaxMineral was making a fortune. But it wouldn't last.

About 50 years after the colony was founded, a terrible plague swept through it. It started in the mines, where the close quarters and high-stress nature of the work ensured that virtually everyone in the area contracted the disease. The illness quickly spread to urban areas. Terrified colonists tried to flee, but there weren't enough shuttles to get them to the moon base. Riots broke out. The air scrubbers were severely damaged. Many of those who weren't killed by the plague were killed by airborne toxins.

The mining colony was dead. MaxMineral was bankrupt. Its delivery ships stopped arriving, and the coordinates for the system's navigational beacon were all but lost.

A MATCH MADE IN IRONGATE

About 30 years ago, JumpCorp took ownership of Irongate and the Ellia system. What they found was at once encouraging and frustrating. The planet was still full of rellium, and already equipped with a mining infrastructure. Nevertheless, the planet's atmosphere was hostile, its location remote, and its history tainted with infectious diseases. It would cost a fortune to bring the full operation up to modern standards and repopulate the workforce.

At the same time, JumpCorp Security was looking for a site to incarcerate hardened criminals whose societies were unwilling to execute them. Management suggested the two divisions combine their efforts, and Irongate was transformed into a prison planet.

THE ELLIA SYSTEM

When MaxMineral took ownership of the system containing Irongate, the company named it after their founder, Ellia Kincaid.

At the center of the Ellia system lies the star Ellia itself. This red dwarf has but four small satellites, only one of which has shown itself suitable for life.

GLIMMER (ELLIA I)

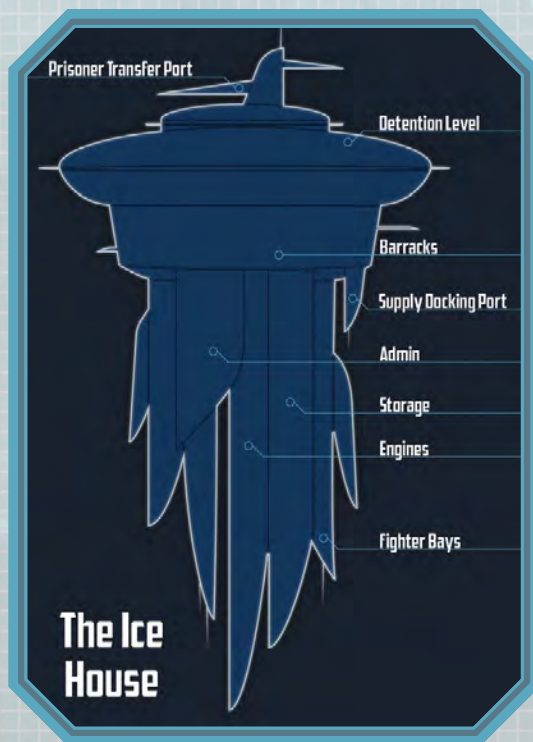
This lifeless rock practically glows with radiation. Some portion of this radiation is no doubt due to its proximity to the sun, but the planet itself also seems to give off much higher levels than what would be expected.

WISP (ELLIA III)

Thin traces of atmosphere hang above what JumpCorp probes suggest may once have been an inhabited planet. Although there are no signs of civilization or intelligent life on the surface, the readings hint that the atmosphere here was once much thicker and amenable to life. Furthermore, there are trace amounts of organic compounds in the otherwise lifeless soil, leading to speculation that Wisp wasn't always the barren rock it is today. Some scientists think the planet developed its own lifeforms, who were wiped out millions of years ago when the planet lost most of its atmosphere. Others think life on the planet came from elsewhere, and left when the atmosphere did.

FROST (ELLIA IV)

This tiny planetoid at the far reaches of the Ellia system is covered in a thin, sparkling layer of frozen vapor. JumpCorp scientists don't believe the vapor is native, but don't believe it has any material value either.



PLANET IRONGATE (ELLIA II)

Irongate lies much closer to Ellia than Earth is to Sol. It has long days but short years; it rotates every 38 hours, but orbits the sun once every 70 days. The planet is warmer than average, but bearable, with average daylight temperatures around 80 degrees Fahrenheit.

CLIMATE

Because of the planet's short years and slight axial tilt, Irongate's seasons are virtually indistinguishable from each other. Rainstorms are common year round. They are violent and brief, and drive the inhabitants indoors since they increase the toxin content in the air (see page 8).

Despite the rain, Irongate's climate is dry. The rocky, porous soil means most moisture runs off into groundwater. (The colony receives its water from the original MaxMineral wells that pump water out of the ground, through purification systems, and into the buildings where it's used.)

DELLIAN

Irongate has one natural satellite. MaxMineral officially named it "Dellian" in honor of their founder's son, but the name never took with the colonists, who just called it "the moon." Dellian is a dead rock without water or atmosphere, similar to Earth's own moon. What it has going for it is a low gravity. When MaxMineral decided to settle Irongate, it used the moon as a staging area, and pre-made what it could in the low-grav conditions there before bringing the results down to the planet.

Today, the base on the moon is run by a skeleton JumpCorp crew. This is where the rellium ore is processed for shipping, and where freighters pick up their ore shipments. Compared to the bustling colony it was centuries ago, the place is practically a ghost town.

THE ICE HOUSE

When JumpCorp Security turned Irongate into a prison planet, the company put a small space station into orbit around the planet. The station is Security Station 135, but it's most commonly referred to by its local nickname, the Ice House. Prisoners come to the Ice House to be processed before being transferred planetside. The station is a state-of-the-art prison facility, and could serve as a prison on its own, but it's too small for

JumpSec's needs. The Ice House has a full crew of highly trained security personnel, as well as two small fighter ships and its own shuttle.

FLORA

The plants of Irongate are mostly shrubs, grasses, and stunted trees that can thrive in low-water environments. Coloration ranges from deep brown to light green. In the mountains, sharp rocks protrude from between sparse plants. On the plains, tall grasses are the norm, hiding both predators and prey. The plants aren't strictly edible, but prisoners have found ways to ferment them into a nasty alcoholic beverage called blink. Other non-native plants that were brought by the first colonists can be found here as well. Mostly these are in garden plots in the ruins of the first city, but some have escaped into the wild. Rumors tell of patches of wild onions growing in hidden spots high up in the mountains.

FAUNA

Irongate has one native sentient species, which the inmates call "ferals." These shaggy, mammalian humanoids are low-tech hunters and gatherers who mostly live in small family groups far from the prison colony. Some occasionally approach the colony, but appear to be xenophobic and very rarely engage with off-worlders. They have been known to attack and kill prisoners who get too close to them.

JumpCorp hasn't yet spent any resources studying these lifeforms. Even what the company knows it keeps from the prisoners. It's useful that the prisoners fear the "savage cannibals" and "vicious mutants" rumored to live beyond the colony's borders. It helps keep them focused on their work, rather than exploring the world around them.

Animals here are mostly mammals. While the rest of the continent features a wider variety of species, there are a few most commonly found around the colony.

Brellon: This small, furry creature lives on grass and berries. It walks on four legs, but when in danger, runs on its powerful back legs.

Ferrar: This predator stalks the outlands and hunts in packs.

Rellrat: This vermin isn't native to Irongate, but thrives in its sewers and abandoned buildings.

Stannion: This large predator is spoken of more often than it's seen, which makes sense since most prisoners who see it don't live long enough to tell the tale.

Voor: These large, fast herbivores are only found in the outlands, where they travel in small herds.

GAZETTEER

The populated areas of Irongate are divided into three broad bands: Rellex Point, the poison zone, and the outlands.

RELLEX POINT

Rellex Point is a hub of commerce, entertainment, and corruption. Once a teeming city of a half million people, the area was devastated when the scrubbers were destroyed. Now the central scrubber is back up, so those who reside in the central portion of the old city have breathable air.

Bazaar: This open marketplace is the best place in the colony to buy and sell salvage, food, and other goods.

Drop Zone: This is where shuttles from the Ice House and moon base land. Anyone who gets too close to the drop zone while a shuttle is landing is likely to get shot by enforcers from the Cartel gang.

The Palace: This giant casino is run by the Cartel, the top gang in Rellex Point.

POISON ZONE

The so-called "poison zone" is the range of territory between where the Rellex Point air scrubber is effective and the edges of the old city itself. Breathing is harder out here, so those without a breathing apparatus have to be careful they don't overexert themselves and pass out. This range is dominated by ruined buildings left from the first colony, which the local "scav gangs" plunder for any salvageable bits.

Factory: The original colony had its own manufacturing and repair facility, which has been taken over by the Machine Syndicate gang. The factory buys and sells electronics and cyberwear.

Housing Towers: These crumbling apartment buildings are full of prisoners who can't afford to live in Rellex Point and don't want to live on the street.

Temple of the Inward Eye: This former campus now serves as the walled "temple" of a weird but harmless cult calling itself the Order of the Inward Eye.

OUTLANDS

Beyond the borders of the old city and far beyond what the scrubber can reach, are the outlands — literally everything else on Irongate. Oxygen is in short supply out there, and poison gases are thick in the air. Those who go too long without rebreathers here are likely to pick up the twitch, a neurological disorder caused by toxic gases.

Pyramid: This pyramid-shaped building was once a company garage, but now serves as the headquarters for the Blood Runners gang.

The Mine: In the mountains north of the city, the mine facility is covered with a dome so its workers can breathe.

Rellium Fields: Outside the dome of the rellium mine, prospectors in rebreathers search for new lodes of ore to sell.

GANGS

Like all prisons, Irongate has its share of gangs. Prisoners divide themselves up by region and interest and join gangs. Virtually everyone is in one gang or another. Those without gangs are easy prey for those who belong to one.

Unlike gangs in normal prisons, however, the scale is much larger. The biggest gangs have hundreds of members, and many smaller gangs are affiliated with larger gangs for mutual benefit and protection. Small gangs of five to 20 members do exist, but mostly as scavengers who have banded together to survive the poison zone.

These are the largest, most influential gangs on Irongate:

BLOOD RUNNERS

The Blood Runners are a road gang that controls the highways around the colony. They are a meticulously neutral mix of couriers, bodyguards, and truck drivers. The gang's primary role in the colony is transporting ore from the mines up in the mountains to the drop zone in the plain blow.

KURZA'S PRIDE

This gang controls the mines. Without the mines' ore production, the colony stops receiving supplies from JumpSec, and the whole system falls apart. With good reason, then, Kurza's Pride may be considered the most powerful gang on Irongate.

MACHINE SYNDICATE

Of course, keeping the mines running depends on keeping the machines operational. That's where the Machine Syndicate comes in. Anyone looking to buy, sell, or repair technological goods knows to visit the Syndicate first.

ORDER OF THE INWARD EYE

Strange religions pop up inside prison. The strangest for now is the Order of the Inward Eye. Based around the teachings of inmate Vann Korro, the Order offers its followers peace through meditation.

THE CARTEL

Nothing happens in Rellex Point without the Cartel giving permission and receiving a cut of the profits. When supplies come to the drop zone, it's the Cartel that takes control of them, then sells them to those who can afford them.

ZANDAR'S CLAW

There is no gang so mysterious as Zandar's Claw. Zandar himself is a brilliant, dangerous insectoid who is said to be able to acquire any goods or services — for a price. The Claw has no known headquarters or territory, but appears where they're needed most. According to rumor, they have sleeper agents inside the other gangs.

ECONOMY

As far as JumpCorp is concerned, the true purpose of the prison planet is to produce its quota of rellium. The prisoners are little more than unpaid labor, working for the supplies that keep them alive. The cycle of commerce works as follows:

A JumpSec shuttle delivers supplies about once every 30 days at the drop zone on the edge of Rellex Point. This area is controlled by the Cartel. The Cartel takes control of the supplies, then sells them to the other gangs. Blood Runners deliver the supplies from Rellex Point to the mines, and sometimes help transport them to the Factory as well. The Blood Runners haul the next quota's worth of rellium from the mines to the drop zone, where it's picked up by a JumpCorp shuttle and the cycle begins again.

CHAPTER FOUR: BEHIND IRON GATES

*If you're a player, read no further.
Everything from here on out is solely
the province of the Game Master.*

This chapter provides a detailed look at the people, places, and secrets of Irongate. The prison colony itself doesn't take up much of the planet's surface, but every square mile of it is packed with danger, conflict, and opportunities for your group to solve mysteries, improve their lot, and get deeper into trouble.

A HISTORY WRIT IN RELIUM

When the MaxMineral colony collapsed, it wasn't due to any sort of illness. It was sabotage.

ENTER THE XERINS

Five years prior to the company's bankruptcy, its board of directors decided to double the colony's output. Rather than hire more workers or invest in expensive machinery, they chose a path as unethical as it was unconventional.

Working through questionable backchannels, the company found Xeris V, a planet with an environment like Irongate's. Its inhabitants thrived on air poor in oxygen but rich in toxins.

The xerins were a low-tech people, more interested in hunting, trading, and writing epic poems than space travel. They knew nothing of mining. Yet MaxMineral convinced (the xerins would say "tricked") hundreds of them to come work on Irongate in exchange for pitiful wages.

MaxMineral found plenty of work for their new, "free-breathing" employees. Xerins make excellent prospectors, as they can travel wherever the sensors lead them without worrying about rebreathers or oxygen supplies. They make great couriers and construction workers for the same reason. In fact, if there was any job the company could give to a low-paid xerin rather than a normal employee, they did so.

RESENTMENT AND REBELLION

The other employees weren't happy about the xerins being on Irongate. They felt they were being pushed out by these "tox-breathers" and feared they'd eventually be replaced altogether. They took out their frustrations on the xerins, sometimes violently. If the xerins retaliated, the company punished them.

The xerins weren't happy either. When they demanded to be returned to their home, the company laughed at them. When they tried to leave the colony, they were imprisoned and punished. When they started saving their meager earnings in hope of buying their way home, the company withheld their pay. Realizing their only other alternative was to die as slaves, the xerins chose to fight for their freedom.

Grossly outnumbered by the other colonists on Irongate, the xerins realized their true game on this hunt were the scrubbers that let their captors breathe. They planned their attack for months. When they struck, the other colonists had no idea what was happening. The xerins destroyed the scrubbers in the dome over the mines. An hour later, they sabotaged each of the five industrial scrubbers inside the city.

As the breathable air drifted away, the people panicked. They swarmed to the drop zone, trying to board shuttles that were already full. They fought for space inside the major buildings that had their own scrubbers, overwhelming those atmospheric systems. They lashed out in terror and rage, destroying the things they used to love, which were now useless because they couldn't keep them alive.

In the midst of this chaos, the xerins slipped away. They traveled well beyond the colonial region and began to slowly spread across the continent. Some of them remained nearby, however, to keep an eye on the now-abandoned mining operation. For they still dreamed of returning home, and knew that the ones who brought them here were their best bet for doing so.

AFTERMATH

Within days of the collapse, MaxMineral investigators realized what had happened on the planet. Rather than face the consequences of their foray into slavery, the board of directors destroyed all evidence of their xerin experiment and concocted the plague story. Unfortunately for them, no one wanted to buy a mining colony that was a ticking time bomb of disease. Without a buyer for their only real asset, the company had no choice but bankruptcy and dissolution.

Irongate had never been a well-known world. But when MaxMineral went down, the planet quickly faded from memory, then from most databases. Within a century, it was essentially lost.

REDISCOVERY

About 30 years ago, JumpCorp rediscovered the Ellia system. The company acquired the rights to Irongate as part of a lot of thousands of such “lost” systems. Its research pulled up spotty records of MaxMineral’s former rellium operation and the plague that shut it down. Onsite investigation found the infrastructure was a bit rusty, but still mostly functional.

The investigators also found the planet to be inhabited. These low-tech natives were scattered around the continent, and seemed to be aware of the old mining colony, though they had no interest in it.

Because the “natives” had obviously already been affected by off-worlders’ mining operations, JumpCorp had no reservations about bringing those operations online again. The colony was

small and would have little impact on the rest of the planet. The natives were simple, and couldn’t possibly be a threat to the company’s plans. JumpCorp simply enacted a policy where employees were not to interact with the local sentients, either directly or indirectly, unless the colony was in danger.

PRISON PLANET

When JumpCorp decided to turn Irongate into a prison planet, their top analysts ran a number of scenarios. They found that simply forcing all prisoners into the mines would be grossly inefficient. Such a plan would lead to high prisoner mortality rates, and require a significant number of JumpSec troops to keep the population under control.

They suggested the most cost-effective course of action was to leave the prisoners to their own devices, but to reward their rellium output with necessary supplies and occasional luxuries. In this way, the prisoners themselves would find the most efficient ways to deliver the ore and JumpSec wouldn’t need to tie up resources on the planet.

JumpCorp established the penal colony under these guidelines. At first, the colony was a chaotic madhouse of violence and destruction as the worst criminals in the universe were given free rein over the remnants of the MaxMineral settlement. Over time, the prisoners formed gangs, and those gangs learned to cooperate in order to make their rellium quotas and get food. The shrewdest gangs rose to prominence, until the culture on Irongate evolved into its present-day form.



GAME MASTER SETTING RULES

BOT MADNESS

When robots are left to their own devices for hundreds or thousands of years, sometimes their circuitry gets a bit warped and their personalities pick up strange tics. This isn't a terribly common occurrence, but batches of automatons from certain manufacturers are known to "go mad" after extended periods without maintenance.

The MaxMineral mining colony on Irongate had its share of robots working in and defending the colony. When the colony collapsed, most robots were simply abandoned. Many of them stopped working altogether, but those that remained functional went artificially insane.

When a robot inflicted with "bot madness," is given a command make a Smarts roll for the robot. On a success the robot cheerfully carries out the order. On a failure, roll d6 to see how it reacts:

BOT MADNESS TABLE

d6	Effect
1	Obnoxious Acceptance: The robot does what's ordered, but is painfully literal about it, misinterprets commands, and sings or otherwise creates an annoying atmosphere while carrying it out.
2	Passive Refusal: The robot agrees to carry out the command, but then does nothing or something else entirely.
3	Random Violence: The robot attacks a random, adjacent person or object.
4	Refusal: The robot ignores or rejects the command.
5	Shut Down: The robot sputters, sparks, smokes, and shuts down for 1d4 hours unless it's restored to operation with a Repair roll and 2d6 minutes' work.
6	Violent Refusal: The robot attacks the one giving the order.

SCAVENGING

Scavenging is dangerous work. Those who insist on digging through the ruins of the first colony (as detailed under **Scavenging**, on page 17), and roll a mishap have to deal with that danger firsthand. Here is a table of mishaps you

can roll on, choose from, or use as inspiration for your own hazardous encounters:

SCAVENGING MISHAP TABLE

d6	Mishap
1	Alarm: Maybe it's an alarm left over from the first colony. Maybe a scav gang left it here. Wherever it came from, the alarm is deafening, and sure to attract the attention of any prisoners or creatures within a mile. The alarm may be accompanied by a flashing light. Draw a card. If the card is a face card, it results in an encounter—Jack: Ravagers, Queen: Nullvoiders, King: Hungry Ghosts, Ace: Ferrars (as detailed under Encounters starting on page 18).
2	Collapse: The floor, ceiling, or other support structure collapses on the intruder. Roll Xd6 damage, where X is a d4+1. The careless scavenger gets one Strength roll at a penalty equal to -2 for every point on the d4. If this single roll is failed, he's trapped in the rubble and cannot free himself.
3	It's a Trap: That shiny bit of loot was actually bait! The would-be looter must make an Agility roll at -2 or fall 10 feet into a pit trap.
4	ReIIrats: The poking around disturbs a nest of 2d6 reIIrats (page 84), which swarm and attack.
5	Poison Pocket: Some rubble shifts the wrong way and the explorer gets a face full of toxic gases. She must make a Vigor roll at -2 or take a level of Fatigue from coughing and toxins in the lungs. Anyone nearby must also make a Vigor roll to avoid the same fate. A roll of a 1 on the Vigor die means the victim takes an additional level of Fatigue. Any Fatigue levels taken can't be recovered until after a full night's rest in adequate ventilation, such as in an atomospheric dome.
6	Scav Gang: The heroes aren't the only ones interested in raiding this particular area. A local scav gang (two per character, see Scav Gangers on page 93) decides to stake its claim through violence and attacks!

DATAFILE: IRONGATE

Gravity: Normal

Dominant Terrain: Temperate Plains (Avg temp 70° F)

Atmosphere: Hazardous (carbon dioxide, nitrogen)

Population Density: Sparse

Dominant Government: Oligarchy

Law: Lenient

Customs: Gang membership virtually required

Technology: Slightly below average

Spaceport: None

LOCAL LEXICON

Here's a quick list of terms that newcomers to Irongate would do well to learn:

Blink: The locally brewed alcoholic beverage.

The Cartel: The gang that runs Rellex Point.

Eyeballer: A member of the Order of the Inward Eye gang.

Kurza's Pride: The gang that runs the mines.

The Machine Syndicate: The group of gangs that buys scrap, sells technology, and keeps an eye on the poison zone.

Outlands: The world beyond the reach of the primary scrubber, where the air is unbreathable without a rebreather.

Poison Zone: The region outside Rellex Point where the air is tainted with toxins, but still mostly breathable.

Rellex Point: The densely populated area where the primary scrubber keeps the air free of toxins.

Thrall: A slave laborer, typically one who works in the rellium mines.

THE ELLIA SYSTEM

Irongate is the highlight of the Ellia system, but the other two planets have their secrets as well.

GLIMMER (ELLIA I)

As some scientists suspect, portions of Glimmer's crust are giving off high levels of energy. The radiation from the sun has excited the unstable particles in some types of native rocks, turning them into naturally occurring energy sources. This discovery could be worth a lot to the right people — especially if they can figure out how to transport the rocks safely.

WISP (ELLIA III)

Beneath the surface of this planet lies the remnants of a once-great civilization. When a disaster robbed them of their atmosphere they fled belowground, where they slowly died out over the next hundred generations. Before vanishing, though, the aliens produced strange artifacts unlike anything else seen in this area of the galaxy.

FROST (ELLIA IV)

As suspected by scientists, the vapor frozen on the surface of this planetoid is not native. The vapor is a slurry of water, amino acids, and preservatives — the last remnants of a long-dead race. The mixture was sent out into space inside interstellar survival pods. One such pod crashed on Ellia IV and cracked open, spilling its contents across the planet's surface, where they froze. If the ice were to be thawed, genetic scientists may be able to recreate the ancient race from the remnants in the vapor.

IRONGATE UNVEILED

ENCOUNTERS

Each of the three regions has its own table to represent the various inmates, events, or hazards the adventurers may encounter there. Here we provide explanations of all the table results in a single list.

While many encounters are straightforward conflicts, some require the players to make subtle choices. Irongate is a surprisingly political place. If a prisoner supports one gang over another, there are sure to be repercussions.

Some encounters work best if the party is known as Blood Runners, so if you're running

the Plot Point Campaign they are best used after the undercover agents have joined that gang.

Arena Recruiter: A recruiter for Blood Night, a fighting arena in Rellex Point (see page 27), offers the spacers a chance to make some money. “I need a team of fighters who already know how to work as a unit,” he says. He offers them 50 coins each to fight (and notes that he’s keeping 10 coins each as a recruiting fee). They don’t get paid until after the fight. If they accept his offer, roll on the table below to see who or what the characters have to fight:

d10	Foe
1–2	Scav Swarm: A team of 1d6+6 scav gangers (page 93).
3–4	Savages: There is one twitcher (page 94) per hero.
5–7	Cyborg Warriors: Three machine guards (page 91) are trying their hand in the arena.
8–9	Battle Bots: A pair of security bots (page 85) that still have their lasers intact.
10	Wasteland Beast: A hungry stannion (page 85) is looking for its next meal.

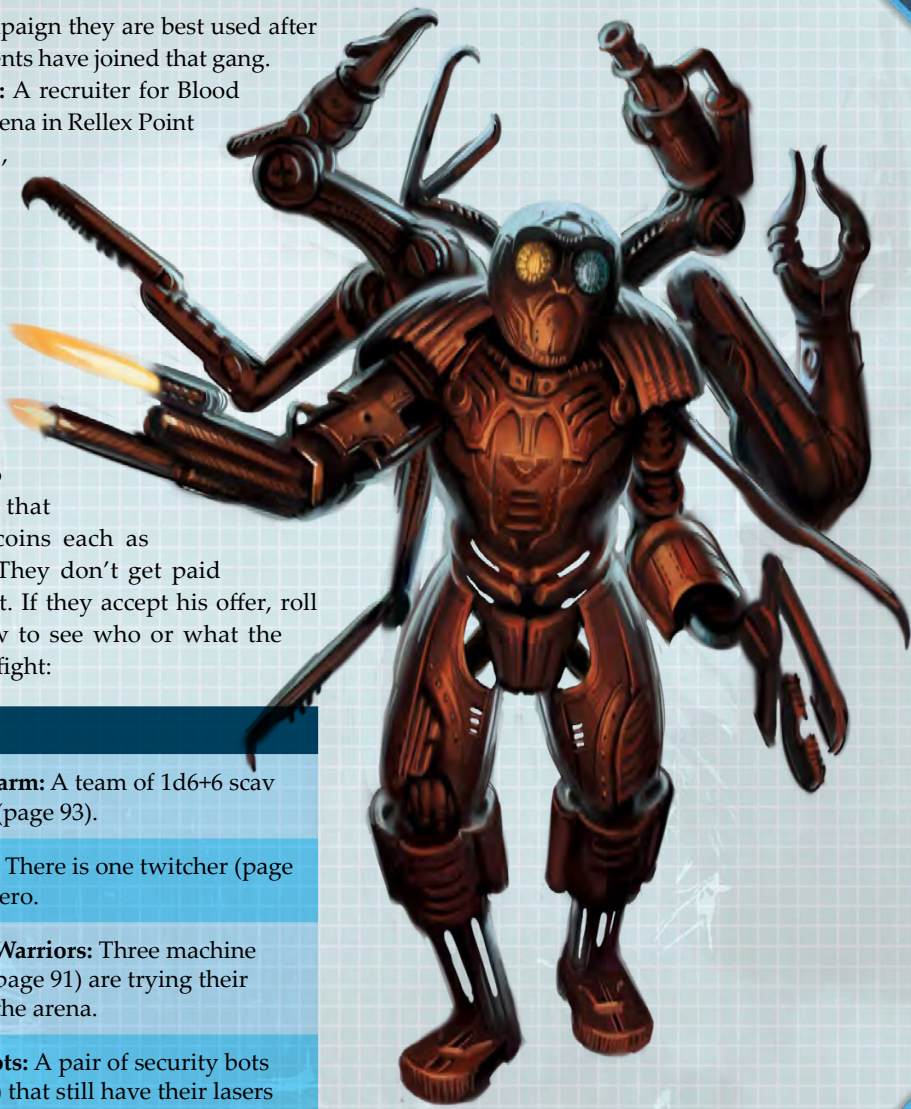
Bad Robot: A former worker bot has gone mad. This is a man-sized metal brick that used to work in the foundry. It’s now on the street, trying to weld things to other things. Use the stats for Worker Bot (page 86), but add Armor +4 and a welding torch (Fighting d6, 2d6 damage).

Cave-In: With a low rumble that turns into a roar, a section of the tunnel caves in, trapping miners (perhaps including the heroes) down below. Digging through the rubble is a Dramatic Task. The diggers must make either Smarts rolls (if they have matter removers) or Strength rolls (if they don’t). These rolls are at –2 due to the

challenge of excavating rock without bringing it down on the heads of those trapped inside. If the diggers draw a Club, the debris shifts and threatens to collapse further. If the diggers fail, the ceiling falls in, dealing 2d6+2 damage to everyone trapped inside.

Coin Chase: Cartel members burst onto the scene chasing another inmate who has stolen several hundred coins from the Palace. They shout an offer to the characters: help catch the thief and be rewarded. If the party has a vehicle, the thief is on a motorcycle. The thief is a Boss Prisoner (page 92), with Driving d6 if on a motorcycle. You can either play this out on the tabletop or resolve it using the **Chase** rules in *Savage Worlds*.

Deep Madness: The shafts are deep, very deep, miles beneath the surface of the planet. For



some, the knowledge off all that sits between them and daylight drives them crazy. Once a miner is touched with deep madness, she can attempt a Spirit roll every 10 minutes to escape its grasp. Roll a d6 to see how this breakdown manifests itself:

d6	Madness
1	Claustrophobia: The subject does anything he can to get out of the mine shaft.
2	Hallucinations: The subject sees and hears things in the darkness talking to him, taunting, making promises of freedom.
3	Violence: The subject starts attacking people.
4	Paranoia: The subject is convinced that everyone else is out to get him.
5	Obsessive: The subject is convinced that if everything isn't just so, the darkness will swallow them up, the tunnel will cave in, or they're otherwise all going to die.
6	Catatonia: The subject curls into a ball and can't work.

Equipment Failure: A key piece of equipment (GM's choice) stops working, and operations can't resume until it's fixed. The GM may wish to draw a card; if it's a face card, the failure is due to sabotage. Matter removers are most common to fail, as are mine carts, but the most dangerous is when the ventilation systems that keep air flowing stop humming. Then it's just a matter of time before air runs out. Repairing broken systems requires 10 minutes and a Repair roll at -2. If it's been sabotaged, the roll is at -4 and each attempt takes 20 minutes.

Ferrar Army: A massive pack of over 20 ferrars (page 84) has been spotted in the ore fields. One camp has already been attacked, its miners killed and eaten. The locals offer a reward of \$10 a head for anyone who can kill these vicious predators.

Ferrars: A pack of 1d4+2 ferrars (page 84) hunts for prey among the rubble and thinks the heroes would make a good snack.

Freedom Strike: A band of eyeballers attacks the Nullvoiders who are marching a chained line of thralls back toward Rellex Point. The

Nullvoiders must have been expecting them, however, for they quickly pull out heavy weapons and other gang members pop up from the corners and open fire. The characters are caught in the crossfire and have to pick a side or be cut down. Whichever side they choose has consequences. (Use the stats for Scav Ganger for the eyeballers.)

Hungry Ghosts: A pack of four Hungry Ghosts (page 89) is on the hunt. Their client has offered them hundreds of coins for a specific piece of cyberware. That cyberware is either inside one of the heroes (if any of them have cyberware) or attached to one of their allies. The Hungry Ghosts stalk their prey from the shadows until they're ready to strike. The characters must make successful Notice rolls to spot the Ghosts before they attack.

Hunters: A party of three hunters (use the stats for Basic Prisoner on page 92) has just returned from the hills, their packs full of fresh vooor meat. They are worried about their catch being stolen, but if their fears are allayed, they are willing to sell the meat for 50 coins a pound. One of their number was recently killed by a stannion, so if any potential hunters want to join their ranks, they might be interested. Two of them are armed with laser rifles (Range 30/60/120, Damage 3d6, RoF 3, AP 2).

New Prospectors: A group of prospectors with no idea of what they're doing stumbles upon the characters. They hope to strike it rich in the ore fields. Without the heroes' help, they will be likely be eaten by ferrars, raided by twitchers, or enslaved by Kurza. Use Miner stats from the *Science Fiction Companion* for the prospectors.

New Vein: An explorer team for one faction discovers a new vein of rellium ore in a neighboring faction's territory. The faction leader is preparing to take the new vein — by force if necessary — but word has leaked out, and now everyone else is trying to find the vein first. The heroes find themselves caught up in the struggle, either helping protect the explorers, helping find and interrogate them, or seeking the vein themselves.

Nullvoiders: A group of Nullvoiders (d6 plus one per hero, see page 91) is on the prowl for new thralls. Roll 1d10 and consult the chart below to see who they target:

d10	Target
1–4	Fresh Meat: 1d6 new prisoners hiding nearby.
5–7	Escapees: 1d4+1 thralls who made a break for it.
8–9	Easy Prey: They're looking for anyone who can dig and won't put up too much of a fight.
10	Us?: They're specifically looking for the heroes.

Outland Xerin: The characters catch sight of a xerin (page 86) in the hills nearby watching them. As they get close, the creature vanishes, but it hasn't run off — it's sneaking around behind to kill the spacers.

Outlaw Vehicle: While on patrol for the Blood Riders, the characters catch sight of a vehicle from another gang on the highway. The driver of the other car sees them and drives away at top speed. The vehicle is a passenger vehicle (see the *Science Fiction Companion*) and it's driven by a Kurza's Pride enforcer (see page 41) looking for an ore delivery route.

Parts Heist: A 10-person scav gang with more guts than brains is trying to rob the Machine Syndicate's parts depot (see page 93). The gang is looking to take on some muscle, and the leader wonders if the spacers are interested. If they join, the heroes have to get past at least a dozen Machine Guard enforcers to score 1,000 coins' worth of parts. If they report the gang to the Syndicate, they earn a significant favor from Lord Thrax.

Power Struggle: Two scav gangs are fighting for control of the sixth floor of a housing tower. Not only is the wiring here intact, the floor has its own power generator, which makes it a prize worth fighting for. Both sides ask for the characters' help. With only 2d6 members each, neither side is a particularly large or powerful gang — at least, not yet.

Ravagers: A rowdy pack of Ravagers (two per hero) is on the street looking for a bit of violence and robbery to slake their thirst for mayhem. Allow the characters to make a Notice check at –2 opposed by the Ravagers' Stealth. If they succeed, they notice the Ravagers lying in wait. If not, the Ravagers get The Drop on them. The Ravagers use Basic Prisoner stats (page 92) and flee after a quarter of them are taken out.

Road Pirates: The characters run into a gang of road pirates (page 93), one per spacer, in a beat-up truck. An auto-cannon (Range 50/100/200, Damage 2d12, RoF 4, AP 4) is mounted on the vehicle. The pirates demand the characters' possessions (especially their vehicle if they have one) or they open fire. Roll a d6. On a 1–2, the cannon is unloaded and the pirates are bluffing. On a 3–4, the cannon is ready to fire. On a 6, the pirate gunner gets antsy and pulls the trigger, starting a firefight.

Robbery: A team of thieves (one per hero, use Basic Prisoner stats) is breaking into a permanent store in the bazaar. If the party works to help them, they can score up to 1d100+50 coins' worth of scrap and other goods. If they stop the robbers, they earn a significant favor from the Cartel.

Runaway Thrall: One of the Nullvoids' thralls has escaped from the holding pen and flees through the streets. Five Nullvoids chase after him, stunners in hand, yelling for people to stop the thrall and offering them money for doing so. If the characters help the thrall escape, they make a loyal friend for as long as they remain on Irongate. If they help recapture the prisoner, the Nullvoids pay them 10 coins and offer to hire them for other jobs, but the thrall swears revenge.

Scav Battle: Two groups of scav gangers (page 93) are fighting over a nearby "lode" of loot. The party can help one gang against the other (and be rewarded by the winner), try to stop the fight (and risk fighting both gangs), or try to walk away (and risk getting hit in the crossfire anyway). Each group contains two member for each character.

Smuggler: A smuggler from the Factory approaches the characters with a small box full of freshly forged rellium knives (which are the same a regular knives, but inflict Str+d4+1 damage). He offers to sell the weapons for 40 coins apiece. He can afford to be cheap, he says, because he's cutting out the Cartel middle man. If the characters work with him, he can bring in cases of knives and tools at a reasonable rate, which the spacers can sell at a profit if they're so inclined. If they turn him in to the Cartel, they may earn favors from that gang.

Stannion: The characters are being stalked by a ferocious stannion (page 85). If they succeed on a Notice check, they realize the danger a round before the beast pounces. If they get away, the creature doesn't give chase; it wants food that doesn't fight back. Once it draws blood, however, it doesn't give up until it's out of the fight.

Street Preachers: A band of 1d10+3 members of the Order of the Inward Eye have gathered on the corner to chant. They are all smiling and wearing clean robes. Some of them hand out flowers to anyone passing by who will accept them, and offering peace in the form of a connection to the universe. They are more than willing to speak of their doctrine to anyone who asks. They have no money and are serving as Vann Korro's eyes and ears. Use the stats for Basic Prisoner (page 92) for the Eyeballers; Korro might use his powers through them. (See Vanno Korro, page 95, for details on his powers.)

Supply Drop: By accident or design, the shuttle drops a supply pod two miles south of the drop zone, far from where the Cartel enforcers are waiting. Prisoners rush to the pods, hoping to snatch up supplies before the Cartel can lock them down. If the heroes act quickly, they can score some protein bars, holo discs, or other supplies at the GM's discretion.

Tourists: A group of four newly arrived scavengers (use Basic Prisoner stats) from Rellex Point are looking to sell a collection of random circuits they liberated from an establishment. With a successful Repair check, the characters can tell that most of the circuits are junk, but a

few have value. It's up to them whether they rob the newcomers, take them to the Factory to sell their loot, or leave them to the mercies of the poison zone.

Toxic Gas: A crew of a dozen miners breaks through to a pocket of toxic gas as detailed in the **Mine Gases** sidebar on page 64. (Use Miner stats from the *Science Fiction Companion*; half of them have matter removers.)

Toxic Goods: A group of Toxix gang members (one per spacer, page 93) asks 100 coins for a box of sludge-covered, fist-sized stones that give off a sickly green glow. The Toxix are insistent, and hold the stones out as if actively trying to irradiate other characters with whatever is giving the rocks their glow. If the characters buy the stones for the high price, the gang members also give them a vial of anti-radiation drugs. If not, the characters get sick (see **Radiation** in *Savage Worlds*) and the Toxix come back to sell them the vial for a much higher amount.

Travelers: Ten Travelers (part of the Machine Syndicate gang, page 32) and their techwagon are selling equipment and offering to repair broken items. Their prices are 15 percent higher than normal, but their repair rates are reasonable (they charge 20 percent of the item's list price to



repair it). Use Basic Prisoners (page 92) for the Travelers, but add Repair d8. The Travelers are protected by eight Machine Guards (page 91).

Twitchers: The heroes are attacked by a dozen twitchers (page 94) who want their gear — especially any rebreather equipment they might have. The savages attack to capture, because they want to bring the heroes back to their home and eat them.

Vehicle Breakdown: While driving through the outlands, the characters' vehicle breaks down. To fix it requires a successful Repair roll at -4. Each repair attempt takes an hour, during which time you may draw a card. If you draw a face card, roll 1d4 for an encounter:

d4	Encounter
1	Ferrar Army
2	Outland Xerin
3	Road Pirates
4	Twitchers

Vermin: A rellrat swarm (page 84) bursts out of the sewers, attacking everything in its path.

Voor: The characters come across a small herd of voor (page 86). The animals are a little nervous, but don't bolt unless attacked. If the characters are looking for meat, they can take one out without effort, but the rest of the herd stampedes in a random direction, and any subsequent attacks are at -2. Also, once the blood of the beast is on the wind, it draws the attention of a stannion (page 85), which arrives 2d6 rounds later.



Worker Revolt: Dissent is common among the miners and occasionally breaks out into violence against their immediate managers. Twenty miners, fed up with the way they are being treated, decide to take action — by taking out the foreman. They don't have much of a plan beyond that. The heroes can help them form one, or talk them out of doing something rash. (Use the stats for Miner from the *Science Fiction Companion*.)

Xerin Saboteur: A xerin (page 86) climbs onto the roof of a small building and tears its ventilation system apart. (While it's not immediately obvious, the creature is trying to destroy its air scrubber with brute force.) Roll a d6 and consult the chart below:

d6	Reaction
1-2	The xerin knows he's been spotted and flees, his work already done.
3-4	The xerin knows he's been spotted and flees, his work unfinished.
5	The xerin knows he's been spotted, but stays one more round to finish the destruction he started.
6	The xerin is absorbed in his work and has no idea he's been spotted.

THE ICE HOUSE

Security Station 135, better known as the Ice House, serves as a small prison in orbit around the much larger prison of Irongate. It's fully manned with dozens of JumpSec guards, and can even protect itself from external threats with its onboard weapons and a squad of fighter ships.

The station has two primary purposes.

The first is to receive, process, and hold prisoners from around the galaxy until shuttling them down to Irongate. The second is to distribute supplies to the prisoners in order to keep them fed, healthy, and fit for work in the mines. These supply drops are the prisoners' incentive to keep the rellium flowing. If they miss their quota, they might also miss the next shipment of food and medicine.

HISTORY

When JumpCorp first decided to turn Irongate into a prison colony, the company considered using the existing lunar facility on Dellian as the prison's main base of operations. But the moon base was showing its age. Considering

the cost to renovate the derelict, they realized it would be more cost-effective to build a new station from scratch.

As MaxMineral did centuries earlier, JumpCorp used the moon as its low-gravity manufacturing center. Within less than a year, JumpCorp Security left the lunar base for the last time as its new headquarters, Security Station 135, locked into orbit.

Irongate was ready for business.

POINTS OF INTEREST

Administration Level: Irongate's warden and other executives have their offices on this level.

Warden Kal Vardoon can be found here virtually around the clock, processing paperwork and micro-managing his employees. Vardoon (see page 89) has spent his whole career in the JumpSec prison system. He's a stickler for details, but no one can deny he's very good at what he does.

This level also contains the station's surveillance center. JumpSec surveillance satellites monitor the planet, tracking any spaceships moving into or out of the area. Unauthorized ships are rare, however, since the access code for the Ellia system astronavigational beacon is a tightly controlled company secret. It's known only those JumpCorp captains who have official business here, as well as a small handful of trusted client companies. Anyone else looking for the code must be willing to pay a small fortune to

extract it from an authorized user or that user's data banks. If the satellites detect intruders, the invading ships are warned away. Those which disregard the warning must deal with a squad of JumpCorp fighters.

Barracks Level: This level is where JumpSec personnel live. Each employee is issued a small cabin; the warden and senior officers have slightly larger cabins. A central mess hall also serves as a recreation center between meals. The level also has a full medical bay, staffed by a JumpCorp doctor, who tends to both employees and prisoners whom management feels are worth keeping alive. Prisoners who need to be treated are typically sedated in their cells and treated while unconscious if possible. The med bay has isolation rooms where prisoners can be treated, so if they break out they can't get at the medical equipment. In the worst-case scenario, the whole bay can easily be locked down.

Detention Level: The prisoner detention level is designed to hold up to 1,000 prisoners in 300 cells. The cells are arranged in concentric circles around a central hub, which serves as a cafeteria and recreational area. Not that there's much for food or recreation in the hub. Meals are shapeless blobs of protein squeezed from an automated pipe in the wall. Entertainment is in the form of cooperative, non-violent hologames and screens showing educational vids about rellium mining and processing.

Violence on the detention level is frowned upon. At the first sign of trouble, the area is typically blasted with stun fields and flooded with guards to put an immediate end to it.

Prisoners who can't or shouldn't be allowed to mingle with others are sequestered in isolation cells. These cells have their own food tubes so their guests don't need to visit the hub.

Ice House guards wear full armor. Their helmets include integrated commlinks, rebreathers, and psionic shields. Their energy weapons can shoot either to kill or to stun. They are programmed to work only in the hands of their owners by means of a chip implanted in the hand. This means the guards' guns can't be used against them, but they're also hard to replace if damaged.

Following the lead of the hard-nosed Warden Vardoon, JumpSec Security Officers (page 89) are committed to every protocol and security procedure. They are authorized to use deadly force if they deem necessary, and know that no one will question their decision to pull the trigger.

STUN FIELDS

A stun field works on the same principles as a stun gun but is built into a fixed area such as a hallway or room. The field inflicts no damage. When the field is triggered, everyone in the area must make a Vigor roll or fall prone, Incapacitated. At the start of each of their subsequent actions, the field's victims make Vigor rolls to revive. Success means they revive but are Shaken for the round and can recover on the next as usual. A raise means they revive instantly and are not Shaken.

Stun fields require a lot of energy, and need a full round to recharge after being triggered.

Engines: The nuclear furnaces that keep the station running are built to last. They are designed with redundant backups, heavy-duty couplings, and other upgrades to ensure the station can keep running for years even without an engineer. Standa Rya (see page 93) is that engineer. The kalian is thrilled to be in charge of such a large and important installation, but wishes she had more to do. If she's not in the engine room, she can be found in one of the hangar bays, tinkering with the shuttles or fighters.

Fighter Bay: The bottom level of the station is given over to a hangar bay housing a squad of six JumpCorp fighter ships (use the **Fighter** profile in the *Science Fiction Companion*). The squadron scrambles into action when an unauthorized ship appears near Irongate, but more commonly patrols the area and escorts rellium freighters.

Prisoner Transfer Port: The top level of the station is given over to a secured docking port. This is where prisoner transfer ships drop off their charges, and where transport pods (see page 7) take on processed prisoners for delivery to Irongate.

The port is designed to securely accommodate hundreds of passengers at the same time by winding them through narrow corridors with secure access points. The level is equipped with blast doors and automated lockdown systems to prevent escape. In case of a disturbance, the whole area can be flashed with a stun field.

A pair of large elevators connect the docking port to the detention level below. In case of emergency, the elevators can be locked into place, either via a keycard control panel inside the cars, or through an override command from the administrative center. These elevators only travel between the two levels, and are equipped with stun fields.

Station Storage: The storage level is mostly full of food, but also has a good supply of medicine and even some luxury goods. The supplies are divided into what's needed on the station, and what's intended for use on the planet. Irongate's goods are sorted into transport pods for delivery. (While the workers would deny it, a few of the best items intended for Irongate never quite leave the station.) Warden Vardoon can request specific items, but is limited by the resources JumpSec has on hand.

Supply Docking Ports: Below the barracks level are a pair of secondary docking ports. The first is for large ships delivering food and other supplies. The second is for the station's **Shuttle** (see the *Science Fiction Companion*), which takes supplies to the planet every 30 days or so.

RELLEX POINT

Rellex Point is a filthy, neon-lit commercial zone where prisoners can buy and sell most anything, including themselves and each other.

The area currently known as Rellex Point is the center of what used to be a much larger city by the same name. Now that only the central air scrubber is working, the outer portions of the old city have been dismissed as the "poison zone" and only the region with breathable air is considered the *true* Rellex Point.

Prisoners come here from all over the colony to take advantage of Rellex Point's commercial and entertainment opportunities. All are welcome here, so long as the Cartel gets a cut of whatever money they make.

HISTORY

Rellex Point wasn't supposed to exist.

MaxMineral only built the landing zone outside the mountains because it was too expensive to build it near the mines. And they only put in the air scrubbers to support the staff who lived and worked in the landing zone. But when the area blew up into a boomtown, the company saw the potential of selling business licenses to offworld entrepreneurs. They put in more air scrubbers and the city grew into a destination for miners who wanted to relax after week-long shifts on the job. The rellium extraction point (or Rellex Point, as it came to be known) had a residential area and its share of mundane commercial establishments, but it was best known for its many casinos, saloons, and other entertainment venues.

When JumpSec transformed Irongate into a prison planet, many incoming prisoners chose to remain in Rellex Point rather than go work in the mines. The city had power, remnants of the first colony to scavenge, and the only working air scrubber on the planet. This led to overpopulation and vicious gang warfare. The result of that war was that many weaker gangs were either destroyed, driven into the poison zone, or found peace with the winner.

The winner of that war was the Cartel.

Today, Rellex Point is a city of barely controlled chaos. The Cartel keeps the most dangerous elements in check while creating the colony's wealthy upper class. There's money to be made here, but it's a dangerous place to live. Still, as the locals say, "Anything's better than mining."

POINTS OF INTEREST

Bazaar: No matter what a person is looking to buy, there's probably someone willing to sell it at the bazaar. The bazaar is a cluster of storefronts and stalls in what was originally the city's "downtown" area. Some of the storefronts are permanently occupied by merchants selling staples such as food (purchased from the Cartel), simple tools, and crude weapons. Such merchants typically live onsite and have a whole team to support them.

The rest of the bazaar merchants operate out of a cluster of makeshift stalls lining the streets. The stalls rotate; vendors grab a stall when they have merchandise to sell, then abandon it when they're out. Some merchants are willing to buy things from visitors, and most are willing to barter rather than sell.

The bazaar is also a good place to look for work. Gangs looking for a little muscle come here to hire, and prisoners with specialized skills (or claims of such) come here looking to sell their services. Anyone with Blood Runner colors strolling the bazaar has a good chance of being presented with a job opportunity.

The bazaar is not without its dangers. Although the Cartel has its soldiers in the area, their main job is making sure that business runs smoothly and the gang gets its cut. They're not so concerned about the personal safety of others. The dark corners of the bazaar hide cutthroats and thieves looking to roll the unwary. And the Nullvoids are always on the prowl for prisoners who look like they'd be good for working in the mines without being missed by anyone.

Cartel Warehouse: The Cartel has more enforcers here than anywhere else. This warehouse is behind the Palace casino and has no public entrances. When a supply shipment drops, the Cartel brings it here for distribution and safekeeping.

Drop Zone: The drop zone is two square miles of cracked pavement on the western edge of Rellex Point, just where the air becomes hard to breathe. This is where JumpSec shuttles drop off transport pods loaded with either prisoners or supplies. This is also where shuttles pick up pods full of ore.

When making the drop, shuttle pilots are very security conscious. If they see people in the drop zone during a prisoner drop, they likely open



fire to kill or drive them away. If they see lurkers while dropping supplies, they might just take off again and let the prisoners wait another week or two before receiving their rations. Even when they do land, they don't leave the shuttle. The pods are secured to the shuttle by exterior clamps. When dropping off, the pilots simply release the clamps; when picking up, they land atop the pod and activate them instead.

When the shuttle drops off new prisoners, members of the Nullvoid gang are on hand. As soon as the shuttle takes off again, the Nullvoids swarm the newcomers in order to round up those they can for sale as thralls to the mines. Other gangs sometimes interfere, either because they're opposed to forced labor or because they want the new prisoners for their own purposes. Newcomers who escape the Nullvoids make their way into Rellex Point or the poison zone, where they can try to hide before their would-be captors catch up to them.

When the shuttle drops off supplies, enforcers from the Cartel mass along the edge of the drop zone. The Cartel claims these supplies for itself (in order to sell them to the other prisoners). Those who try to stop the gang from seizing the supplies are taking their lives in their own hands.

The prisoners fill empty supply pods with rellium ore. Between shuttle trips, the partially filled ore pod is protected by Cartel or Blood Rider gang members.

Entertainment District: This strip features all sorts of distractions. Casinos are popular, featuring games of dice and chance. (They're allowed to "compete" with the Palace so long as they pay their tithe to the Cartel.) Saloons offer low-quality food and drink. Drug dens fill the gaps between higher-class establishments, where prisoners can catch a quick high, or crash out for a while to stare at their hands. Pleasure houses offer sensual delights for those who can afford them (and a lethal bit of violence for visitors who can't).

Two of the most popular sites are a pair of fighting arenas. Battle Royale is the arena where the best brawlers in the colony come to fight for money and fame. Blood Night is where anyone can jump into the ring in hopes of making fast cash and earning enough fame to be called up to the big leagues of Battle Royale. In both arenas, warriors fight unarmored, using their bare hands or whatever melee weapons the arena supplies. Fights are often to the death, but the crowd doesn't care so long as there's blood.

Roof Gardens: The rooftop gardens of Rellex Point aren't as bountiful as the Machine Syndicate's hydroponic pods, but their results are much tastier and much more expensive. They are maintained by the Gardener gang, who defend the crops with their lives. One of the most important crops isn't a food at all, but the narcotic "blue zone," which can be dried, powdered, and inhaled or smoked by most sentient races. (See **Blue Zone** on page 5). The gardens are atop a three-story building that once held apartments, but now serves as the headquarters of Gardeners gang.

Scrubber: The only functional air scrubber on Irongate is a two-story facility with a massive four-story cylinder protruding from the top. The scrubber draws natural air in through the top of its cylinder, strips out the toxins, then expels the converted air through vents on the sides of the cylinder.

The machine has its own nuclear power source and requires virtually no maintenance. All the surface-level entrances to the facility have been sealed shut. A door on the roof is unsealed, but is securely locked (-4 to any Lockpicking attempts) and only JumpSec has the key.

The Palace: The enormous casino known as the Palace was built as part of the first colony. While it wasn't as opulent as the name might suggest, it featured the fanciest decor in Rellex Point, with plush carpets, high ceilings, and crystal chandeliers.

Today, though the Palace has suffered from disuse as much as the rest of Rellex Point, it remains a beacon of glitz in a city of grime. At also serves as the headquarters of the Cartel.

The building stretches for almost a quarter-mile in each direction, and stands four stories tall. While many of its lights are burned out or broken, it's still brightly lit both inside and out.

The bottom two floors are given over to those drinking blink and gambling around the clock. The third floor is dedicated to office and living space for the leaders of the Cartel gang. Davanica White (see page 88) has her own suite on the top floor, from which she can look out over the city and contemplate her next move.

Security at the Palace is tight. A pair of guards at the doors keep out those who look to be broke, troublemakers, or both. Another two dozen guards inside ensure the place remains peaceful and profitable, and prevent visitors from exploring upstairs. The primary way to access the upstairs is via elevator, which requires a keycard.

Security personnel have their own commlinks so they can stay in touch with each other and receive their orders from upstairs. For Palace guards, use the stats for Scav Gangers, but each has +3 armor and a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

Thrall House: No one wants to work in the mines. While a few might grudgingly volunteer for a life digging up rellium, most miners are “recruited” by the Nullvoids gang as soon as they step off the transport pod. Such unwilling recruits are called “thralls” and the thrall house is where they’re kept until they’re sold.

The building is a large, airy warehouse. The thralls are kept in large locked rooms in the back of the warehouse. When it’s time to move the thralls, Nullvoids bring them to a loading dock

where they are packed into transports going to the mines. The gang uses the rest of the building as its office, supply depot, and living area. Because thralls are valuable (and there’s always some lone crusader trying to free them), their captors keep guards posted around the building and on its roof. So long as the Nullvoids pay their cut to the Cartel, they don’t have to worry about that gang interfering with their operation.

THE CARTEL

The Cartel runs Rellex Point. Dozens of other, smaller gangs and independent agents run their own operations on the streets, but the Cartel oversees it all, ensuring that business runs as smoothly as possible.

The Cartel in many ways resembles a typical organized crime outfit. Each member answers to someone higher up in the organization, and everything is divided into territories. It’s up to the members to get money from their territories and pay their money up the chain. If the money doesn’t flow, people get hurt. People in Rellex Point resent the Cartel, but appreciate that without them keeping the chaos in check, the place would likely be unlivable.

Organization: The leader of the Cartel is Davanica White, a human female famous for her cold-hearted greed. Beneath her are six lieutenants. Each of them is responsible for bringing in tribute from his or her territory, and for defending those who pay them protection money. The lieutenants each have 1–3 managers who watch over their section of the lieutenant’s territory. Below them are the enforcers, who provide the Cartel’s muscle on the street. Enforcers are the ones to collect the tributes and administer retribution to those who don’t pay up. It’s possible to move up in the organization if there’s an opening above, so members are always watching their backs to guard against underlings. No one ever loses rank in the gang. Those who screw up badly enough to be demoted are simply killed.

To join the Cartel, a candidate must impress Davanica or one of her lieutenants with his skills in combat, negotiations, or business. Once in, however, there’s no getting out again. Cartel membership is for life.

Activities: The Cartel makes its money by squeezing the merchants on the street. The merchants rely on the Cartel for protection from both each other and the other, more brutal street gangs that prowl the shadows of Rellex

LAW(LESS) ENFORCEMENT

The Cartel has one law in Rellex Point: Trade and tribute must flow.

To this end, Cartel enforcers serve as unlikely street cops, keeping the conflicts between the smaller gangs from escalating into wars that can threaten commerce. They don’t care what happens to individuals; a dead prisoner doesn’t warrant a murder investigation. But if an incident suggests a larger, cashflow-affecting situation is brewing, the Cartel either looks into it or hires outsiders to get to the bottom of it.

Cartel enforcers are also on the lookout for smugglers. A smuggler, to the Cartel, is anyone who buys or sells goods inside Rellex Point without paying the proper taxes to the gang. Some smugglers are local, handling transactions under the table, while some are visitors from the mines or the Factory, selling their wares without Cartel authority. Still others are part of the Blood Runners, who don’t have their own goods to sell, but move things for those who do.

Cartel “law enforcement” relies on snitches and spies. It rewards those who report smuggling and impending trouble, and punishes those who waste its time. Punishment in Rellex Point is typically a quick and brutal death.

Point. Those who pay the biggest tribute to the Cartel can be sure of its protection when their enemies come knocking.

Relations: Because the Cartel controls the flow of ore and supplies, it has standing arrangements with both Kurza's Pride (which runs the mines) and the Machine Syndicate (which runs the Factory). But Davanica knows that the relationships are strained, and the others would replace her organization in a heartbeat if they could. So she's constantly juggling politics and occasionally performing deniable pre-emptive strikes against the Cartel's enemies in the other factions.

OTHER GANGS

There are dozens of smaller gangs throughout Rellex Point. The Cartel allows them thrive so long as they pay their tribute or their activities are too small to notice. Here are some of the most well-known:

Gardeners: While several gangs grow narcotics and food in their rooftop gardens, the Gardeners are known for producing the best crops. This is because the leader of the gang is Travan, a floran botanist whose skill with non-sentient plants is nothing short of amazing...and what got him sent here in the first place. The Gardeners sell their product via independent dealers throughout the prison colony.

The gang's cash crop is blue zone. Each hit of this drug puts the user deeper into addiction until he's willing to do whatever the Gardeners want in order to get another hit. In this way, the gang is slowly increasing its influence over Rellex Point, and hopes to expand into other territories soon.

Nullvoids: Known for their brutal efficiency, the Nullvoids are the second-largest gang in Rellex Point. With the Cartel's permission and protection, they are responsible for collecting newly arrived prisoners from the drop zone, holding them, and selling them for labor (usually to the mines). New prisoners aren't always taken without a fight, and other gangs often interfere with their operations, so they have their hands full.

Ravagers: When others pay their protection money to the Cartel, it is to guard them against gangs like the Ravagers. Members of this gang fill their days with violence, theft, and wanton destruction. They aren't a true gang so much as a loose collection of drug-fueled sociopathic hedonists who see Rellex Point as their personal bloody playground. Ravagers typically have short lifespans, but there are always more short-sighted thrill-seekers to take their place.

RELLEX POINT ENCOUNTERS

Draw a card for each day and night the heroes spend in Rellex Point. If you draw a face card, roll on the table below to determine what they encounter. Jokers are wild—if you draw one, choose the encounter you think would be most fun.

d20	Encounter
1-3	Arena Recruiter
4-5	Coin Chase
6-7	Nullvoiders
8-9	Ravagers
10	Robbery
11-12	Runaway Thrall
13-14	Smuggler
15-17	Street Preachers
18	Supply Drop
19-20	Vermin

POISON ZONE

The so-called "poison zone" is the region outside Rellex Point that's still close enough to the scrubber that prisoners can live—at least for a while—without rebreathers.

In the days of the first colony, this area formed the outskirts of the city known as Rellex Point. Today, it's home to those prisoners who don't want the drudgery of the mines and either can't or won't live under the Cartel inside what remains of Rellex Point.

The area is known for its "scav gangs." These relatively small gangs survive by scavenging the ruins of the first colony and trading what they find for coins or food. The poison zone is also home to the Machine Syndicate, a gang that trades its expertise in technology for food, supplies, and respect.

Another gang in the area is the Order of the Order of the Inward Eye. This strange cult offers peace to all those who follow its leader's teachings.

The largest buildings in the zone, primarily housing units and industrial facilities, have their own scrubbers. Most of them don't work, but those that do provide clean air for those prisoners who can access them. Clean air comes with a price in the poison zone. Such places are typically owned and defended by scav gangs, who demand tribute from those who would use "their" scrubbers.

HISTORY

In the early days of the prison colony, prisoners who refused to work in the mines scavenged lives for themselves in the ruins of Irongate's only major city, Rellex Point. As competition for the best salvage heated up, the prisoners were forced out of the city center and into regions where the air was thicker with alien toxins.

The competition was lighter here, but still intense. It was a time of blood and chaos, with dozens of rival gangs killing each other over territory, respect, and loot.

From out of this madness arose a gang leader, a cyborg who called himself Lord Thrax. Thrax's crew claimed an old factory complex in the heart of the zone that also provided power to the buildings around it. The factory had its own scrubbers, which the gang was able to get working. Within months, the gang had solidified its control over their section of the poison zone.

Today, Thrax's gang, the Machine Syndicate, essentially controls the eastern quadrant of the poison zone. A few other gangs have carved out permanent territories for themselves (such as the Order of the Inward Eye), but outside the Syndicate's territory, it's every scav gang for itself.

POINTS OF INTEREST

Enforced Neutrality Zone: It's hard to conduct business in a war zone. After losing too many customers and too much potential merchandise in scav gang warfare, the Machine Syndicate established a corridor between Rellex Point and the Factory, as well as a narrow band around the Factory itself, where open violence is prohibited. Thrax's cyborg enforcers patrol the area. If they have to get involved in a situation, everyone else there dies. This doesn't mean gangs don't go to war against each other inside the ENZ, but they keep it as subtle as they can.

Factory Complex: The Machine Syndicate's headquarters is a jumble of connected buildings in the eastern quadrant of the poison zone. The Syndicate's technicians keep these buildings powered, and their built-in scrubbers operational. The area is covered in cameras and other surveillance equipment. Lord Thrax uses his cybernetic connections to monitor these security feeds, so he can see whatever is happening in his territory. The complex includes the following points of interest:

- **Company store:** Those who work in the factory or for Thrax directly don't have to purchase through the sales office. They access the company store, which has a wider range of items available, often 20–40 percent cheaper than book prices, and available for credit. They just have to work it off in the factory.
- **Foundry:** The Syndicate has a small foundry where it turns rellium into tools and hand weapons. Although they're expensive, these are some of the only items that haven't been cobbled together from centuries-old parts. The foundry can also create unique bits and parts, but such things are very costly. Arrangements can be made. The factory brings in rellium from the mines for these things, and often does repair work in exchange for rellium. Rellium tools and melee weapons cost twice their listed prices, but grant +1 to Repair and damage rolls, respectively.
- **Hospital:** This small hospital left over from the first colony is Lord Thrax's crown jewel. The cyborg uses its facilities to upgrade and add to his own cybernetics. He actively recruits any prisoner with knowledge of medicine or cybernetics and puts them in the center. Here they implant cyberware in his enforcers, as well as any other clients who are willing to pay. They also remove implants from deadbeat clients, Syndicate enemies, or anyone equipped with a piece of cyberware that Thrax believes *he* should own.
- **Office:** The sales office is where the haggling, buying, and selling takes place. In the old days, Thrax himself would sometimes do the wheeling and dealing, but outsiders haven't seen the reclusive cyborg in years. Specialists hold court here most days, offering credit to scavengers who bring in good scrap. They also sell small devices (weapons and rebreathers are popular items) to customers. For more specialized or high-end gear (like mining equipment or vehicles) the office provides a personal sales consultant and very high prices.
- **Reclamation Center:** When scrap comes into the factory compound, it's brought here, where the Syndicate either sets it aside for spare parts or breaks it down into raw materials.

Spare parts go to the spare parts depot. This huge, well-defended warehouse holds most parts for vehicles, weapons, personal equipment, cybergear, scrubbers — if it's a part to a known machine, it's catalogued and stored in the depot. This is the Syndicate's treasure hoard, and security is tight. There are armed guards on all access points and no one gets in unless she is known by sight.

The breakdown operation occupies an entire floor of the warehouse. Hundreds of Syndicate members work at benches tearing apart scrap, extracting useful parts and passing the useless drek to be smelted in the furnace.

Glow Pond: East of the Factory compound is an underground pool of radioactive sludge. Prisoners assume it's toxic waste from the factory's original days. The factory workers throw refuse into it and use it as waste disposal. A small gang called the Toxix claims the area. It skims the surface of the sludge for rare isotopes to sell to scientists of the Machine Syndicate.

Housing Towers: The housing towers were once medium- to high-class apartments in the old colony. Today, they've even fallen to ruin or been taken over by scav gangs as the only living places with working scrubbers. Each tower is typically run by a single gang that uses it to house its members and defend it against other gangs. The gang typically spends time just keeping the scrubbers running. But some stay even without working scrubbers. It's still better than living on the street.

Hydroponic Facility: This well-defended building full of hydroponic vats was left over from the first colony. The techies from the Machine Syndicate figured out how to get them producing again. The food they make here is a foul-smelling slime best ingested through a straw, but it's nutritious enough to keep a prisoner going (see **Vat Slime** on page 6). This is one more thing that the Syndicate can sell to outsiders and offer its own members. While rumors abound regarding additives in the slime to make its consumers docile, hyper-productive, or even addicted, no one has proven or admitted to any such thing. JumpSec has infiltrated this operation to make sure it doesn't supplant the company's own food delivery system. If the workers are self-sustaining, the whole system breaks down.

Sanctuary Shrines: The Order of the Inward Eye maintains a number of "sanctuary shrines" throughout the poison zone. These shrines are essentially safehouses for members of the cult and those they recruit. No one but Korro knows the exact numbers and locations of these shrines, though some are said to be hidden inside Rellex Point as well. The Order's sanctuaries vary by location, but each has a stash of food enough for five days and water for three days, as well as a locking door. Most centers are small, with only one or two cramped rooms with cots.

Sewers: Cracked, moldy sewers run beneath both the poison zone and Rellex Point, connecting the two regions. They are a twisting maze infested with rellrats, and other native predators. Twitchers are said to roam the sewers as well, looking for unwary prisoners to take back to their camps in the outland to be eaten. The good news is that since the water and sewage systems stopped working, the sewers are mostly dry. The other bad news is they're mostly dark and without power. No gang claims the sewers and few gangs go there. Still, the sewers hold some salvage, and provide a good way to get from one point to another without crossing territory lines — so long as you don't get lost.

For every 10 minutes the heroes spend in the sewers, draw a card from the Action Deck. On a face card or higher, roll on the following table:

d6	Encounter
1	Rellrat Nest: Rellrats swarm the heroes to defend their home.
2	Ferrar Pack: A pack of d6+3 ferrars has wandered in from the outlands looking for prey.
3	Twitchers: A gang of twitchers (two per hero) ambushes the party.
4	Eyeballers: A group of cultists is using the sewers to transport a kidnapping victim, who is tied up and struggling.
5	Lost: The group must make a successful Smarts roll at -2 or waste another 10 minutes going in circles.
6	Escaped Thralls: Two thralls are running through the sewers, fleeing a band of Nullvoids who are trying to take them back to the thrall house in Rellex Point.

Temple Compound: The Order of the Inward Eye has claimed some of the most dangerous territory in the poison zone: the ruins south of Rellex Point where the air is thin, ferrars roam the streets, and the Machine Guard are nowhere to be found. The compound itself is comprised of a city block's worth of buildings ranging from one to four stories tall, surrounded by a 12-foot wall. Inside the wall, the grounds are well-kept and neat.

The Temple compound itself is nigh-impregnable. The walls are composed of concrete and metal, often guarded by cultists armed with crude melee weapons. Stories abound of people coming to the temple with violence in mind only to find themselves unable to even approach the temple; as they got close, they blacked out and found themselves a mile away.

That said, the Temple is open to all who don't intend any harm. The gates are usually open, and the guards at the door double as smiling greeters. Those who come through the doors are welcomed with fresh food and water and a place to sleep for the night, no questions asked. In this way the Order has made itself popular among scav gangs who might otherwise die in the poison zone. Highlights here include:

- **Garden:** The center of the compound was formerly an open space, but has now been converted into a garden. Acolytes and disciples can be found here most days weeding, planting, or harvesting the crops.
- **Living Quarters:** Followers of the Inward Eye live communally in a large dormitory that has its own air scrubber. The building has large sleeping quarters on the second floor, and a communal commissary/kitchen on the first floor. The food is bland but nutritious, and based on vegetables grown in their own garden. Vann Korro has his chambers on the top floor.
- **Meditation Center:** The heart of the compound is a large open building that used to be a gymnasium, but now serves as the group's training and learning center. Groups of cultists come here in waves to meditate, learn, and listen to the Grand Master's wisdom.

Tower Thrax: Lord Thrax, the leader of the Machine Syndicate, has his own housing tower. The scrubbers here are always working, the power is always on, and sometimes there's even running water. Lord Thrax himself can

very rarely be seen peering out the top-floor windows, 10 stories above the street. Security is exceptionally tight. Armed cyborg guards are everywhere and supplemented with refurbished robot guards. Cameras cover every square inch of the place. Nothing happens here without Thrax knowing about it.

Vault of the Sleeper: The true master of the Inward Eye is hidden away in the ruins about two miles from the Temple compound. Inside the basement of a long-abandoned, long-looted industrial building, behind a locked door that's hidden behind a bookshelf, is a walk-in vault. Lying on the table in the middle of the vault is the body of Berladosh, the telepathic alien who is secretly possessing the body of Vann Korro (see page 95 for details).

THE MACHINE SYNDICATE

The Machine Syndicate is a group of gangs combined beneath the banner of the cyborg crimelord Thrax.

The Syndicate gangs acquire scrap from the ruins of the MaxMineral colony, and convert it into usable devices, vehicles, and other machinery. They're especially known for dealing in cyberware and robotics, and for manufacturing simple goods out of processed rellium. No one truly trusts them, as they're considered mad scientists at best, and vultures at worst. But everyone uses them to buy and service the mechanical and electronic devices they need.

Organization: At the top of the Machine Syndicate is Lord Thrax. The cyborg might still technically be a saurian, but has replaced most of his reptilian flesh with cybernetic parts. He's a brilliant strategist and engineer, but quite mad.

Thrax's personal gang is the Machine Guard. The members of the gang have all been cybernetically enhanced. There are few good cyber docs on Irongate, so the work is obvious and shoddy: giant metal plates, weird plastic bits protruding through the skin, lights that glow and blink beneath the skin. The Guard is fanatically loyal to Thrax. Because of their cyberware, he can tap their brains, see what they see, and communicate directly to them via radio. This inspires loyalty out of fear, conditioning, and yes, some of them go mad from having a passenger in their head all the time. No one quits the Guard. Those that might do so suffer terminal cybernetic shutdown. The Guard is the toughest gang in the zone, and everyone knows it. Luckily, they're mostly here to impose order.

Dozens of smaller gangs populate the poison zone beneath the Syndicate banner. Each gang has its own hierarchy, but in general, the most cunning members rise to positions of leadership. Within the Syndicate itself, gang members rise in rank by earning Thrax's personal favor, mostly by catering to his erratic whims.

Here are some of the other gangs that are part of the Syndicate:

- **Brainburners:** These are the true “mad scientists” of the Machine Syndicate. Anyone with any technical prowess is welcome to join. Those with skill in cybernetics are especially sought. They have a privileged position in the Syndicate, as Thrax relies on them for his own cybernetics and for the cyberware implanted in his Guard. Any breakthroughs they make can lead to more science to prolong his life. Therefore, they have authority from Thrax to kidnap people for their cyberware, experiment on living prisoners, and conduct obscene procedures on pretty much whomever they want. The Brainburners don't do their own kidnapping, but contract with the Hungry Ghosts for such purposes.
- **Robowranglers:** Atmospheric toxins are irrelevant to this gang of androids. As such, they explore the deepest and farthest reaches of the poison zone in search of salvage. They are known for finding and repairing old MaxMineral robots. Even after repair, the old robots are erratic and occasionally dangerous. Thrax pays the Robowranglers well for what they find. He has spoken of “downloading his brain” and becoming one of them. (He has also spoken of “becoming one with the cosmos” and cheating death by turning into a vampire, so no one puts much stock in his words.)
- **Travelers:** The Travelers' base is an old machine shop inside the poison zone, but they're best known for the giant tech wagon they drive all over the colony. They use it to visit clients in Rellex Point, the mines, and even the Blood Runners in the outlands. They stay out of gang politics, but focus on repairing broken machinery where they can and a little buying and selling of scrap.

Relations: The Machine Syndicate does brisk business with the Cartel and relies heavily on the Blood Runners' transportation network. It

performs maintenance on the vehicles and machines Kurza's Pride uses in the mines, but Thrax resents that Kurza won't trade him more rellium for his forging programs. To that end, he is trying to undermine them by using his own spies and prospectors to pull ore from the region without going through the Pride. He uses the Exchange, a smuggling gang, to get some of what he needs. He also has a side deal with Menza, who supplies him with extra rellium when she can.

ORDER OF THE INWARD EYE

The Order of the Inward Eye is a prison cult allegedly dedicated to helping its members find peace through meditation, simple living, and a psychic connection to the greater universe.

Two things are widely accepted as fact regarding the Order of the Inward Eye. The first is that they're crackpots, but generally harmless. The second is that their tendency to disrupt the status quo will eventually get them all killed.

The Order is known for congregating in public places and offering their brand of peace and wisdom to all who are interested. These “eyeballers,” as they're commonly known, are often mocked and threatened, but others put up with them with grace and aplomb. They're careful to not wear out their welcome. They leave when the locals grow impatient, and long before impatience turns to violence.

The eyeballers are also known to take in and protect anyone seeking sanctuary. In practice, this means they help keep the thralls out of the mines. They've even been known to go so far as to free thralls who have been captured by the Nullvoids.

Organization: The leader of the cult is Vann Korro, a male saurian sent to Irongate for killing and eating over 20 people on his home planet. Korro has repented of his former ways, and has found peace through the Inward Eye, an ancient tradition of his people, which he offers to share with anyone who is interested.

The Order of the Inward Eye has a formal organizational structure. At the top is the Grand Master, Korro. Beneath him are his most dedicated followers, the seven Masters, and below them are the rank-and-file Disciples. Below them are the Acolytes, who are still earning the trust of the rest of the Order, and have not yet been initiated into its true mysteries. Below the Acolytes are the Sojourners, who aren't actually part of the Order, but rather anyone who is visiting or staying with them while considering membership.

Anyone who is part of the Order is expected to work. Acolytes and Disciples handle the physical tasks of gardening, cooking, and cleaning, while the Masters provide teaching and administration. Sojourners, if they spend more than a few days with the Order, are also expected to work to earn their keep. Everyone but Sojourners and Korro does guard duty from time to time.

To go up in rank, one must demonstrate knowledge of the Grand Master's teachings, and pass a psychic exam by Korro himself. The truth is that Korro uses the exam to root out and destroy any rebellious thoughts in his followers.

The Order recruits heavily among the dregs of Rellex Point, the starving scavengers of the poison zones, and thralls destined for the mines. It offers hope and direction to those who need them the most.

Escaped thralls from the mines know they can find sanctuary with the Order. They often look for street preachers, or head farther south toward the Temple itself. The Order always takes them in, and defends them against those who would take them back into slavery. Some freed thralls, after undergoing Order indoctrination, voluntarily return to the mines to share the word of Korro and help other thralls escape.

Korro doesn't stop Sojourners or even Acolytes from leaving if they wish. But Disciples and Masters have sworn to serve the Inward Eye for life. Those who abandon their calling are captured and psychically interrogated by Korro to see what caused their desertion. He then uses his psychic ability to destroy their minds so they can't give up any of his cult's secrets.

Outward Appearances: The Order got its start some six years ago. A group of scavengers working in the ruins south of Rellex Point reported a lone robed figure meditating in the center of a clearing. He offered them food and water, and seemed at peace. Others came out of curiosity, and some stayed to receive Korro's teachings. The number of disciples grew, and they took over a small building to use as their headquarters.

When the Order was big enough to be considered a worthy target, a gang of Ravagers set out to tear down their walls and plunder them. Instead, according to survivors of the attack, the attackers were repulsed by the pure psychic energy of those inside the temple. The attackers' minds were overridden and they couldn't bring themselves to harm anything. Many suffered internal cranial damage, others went mad. Those

who retained control of their faculties fled and spread the fame and mystery of the Order.

Korro's teachings are deep and often obscured in metaphors or parables. But the core precept is that all life is connected. By searching inward, we find our connection to the universe which gives us peace and mental communion with others. This communion is sometimes called telepathy. It's hard to be arrogant, anxious, or guilty when you realize just how small your life is in the enormity of all life in the universe.

Inward Truths: In truth, the killer known as Vann Korro is dead. His body still walks the land, but his mind and consciousness have been destroyed by the telepathic prisoner named Berladosh, who is essentially possessing him.

Berladosh was sent to Irongate six years ago for trying to overthrow his government and incite civil war. His people exiled him from his homeworld, and thought that the prison planet would be the best way to contain him. They were wrong.

Berladosh came across Korro while struggling to survive in the poison zone. More accurately, Korro came across him, and was about to kill (and probably eat) him when Berladosh used his psychic abilities to stop the killer. Recognizing the saurian's natural strength and abilities, he transferred his consciousness into Korro and put his own body into hiding.

Berladosh is not the only one of his kind on Irongate. There are three others here who know him, know the countless lives his war caused, and want to make him pay. They know he's here, and won't stop until they find him and kill him.

While Korro seems to want nothing more than to share his message of peace and enlightenment with the prison, Berladosh wants what he's always wanted, and what caused him to start a genocidal war on his home planet: ultimate power. To this end, he uses the cult to find and brainwash key figures in prison politics, and with his psychic abilities makes them loyal to him. When the time is right, he intends to use these pawns to put him into power over all the gangs. Once that happens, he will control the rellium, and be in a good position to turn the prison into his own seat of power—and leave if he wants.

Korro's key power in controlling people is the Mind of Joy. Using this psychic ability, he establishes a connection between his mind and the subject, creating an overwhelming sense of euphoria in the subject that he says is the subject's newfound connection with the Universal Spirit.

The Mind of Joy can only be used on willing subjects, and requires Korro's full attention. The euphoria only lasts as long as Korro maintains the power, but each use reduces the target's resistance to Korro's mind control. Once a subject has experienced the Mind of Joy, he becomes susceptible to Korro's psychic mind control. Each subsequent experience makes him more susceptible.

Activities: Since the Order grows its own food and doesn't need much in the way of resources, it's largely self-sufficient. It has a solar generator that powers the air scrubber. The cultists supplement their income by selling salvaged scrap to the Machine Syndicate and selling its surplus food in the Rellex Point bazaar. Their salvage operations sometimes puts them at odds with scav gangs in the area, but so far they've been able to defeat anyone who opposed them.

Under Korro's direction, the Order secretly kidnaps important people from various gangs. He uses his psychic powers to indoctrinate them, then returns them to their previous lives. Korro prefers not to use these "sleeper agents" if he can help it, but when the time is right hopes to activate them all and cause a great uprising.

Relations: The other gangs of Irongate aren't quite sure what to make of the Inward Eye. On

the one hand, they seem harmless if a little crazy. Their doctrine certainly isn't one to cause worry. On the other hand, people of the Order definitely develop psychic abilities, and they are steadily growing in numbers and influence.

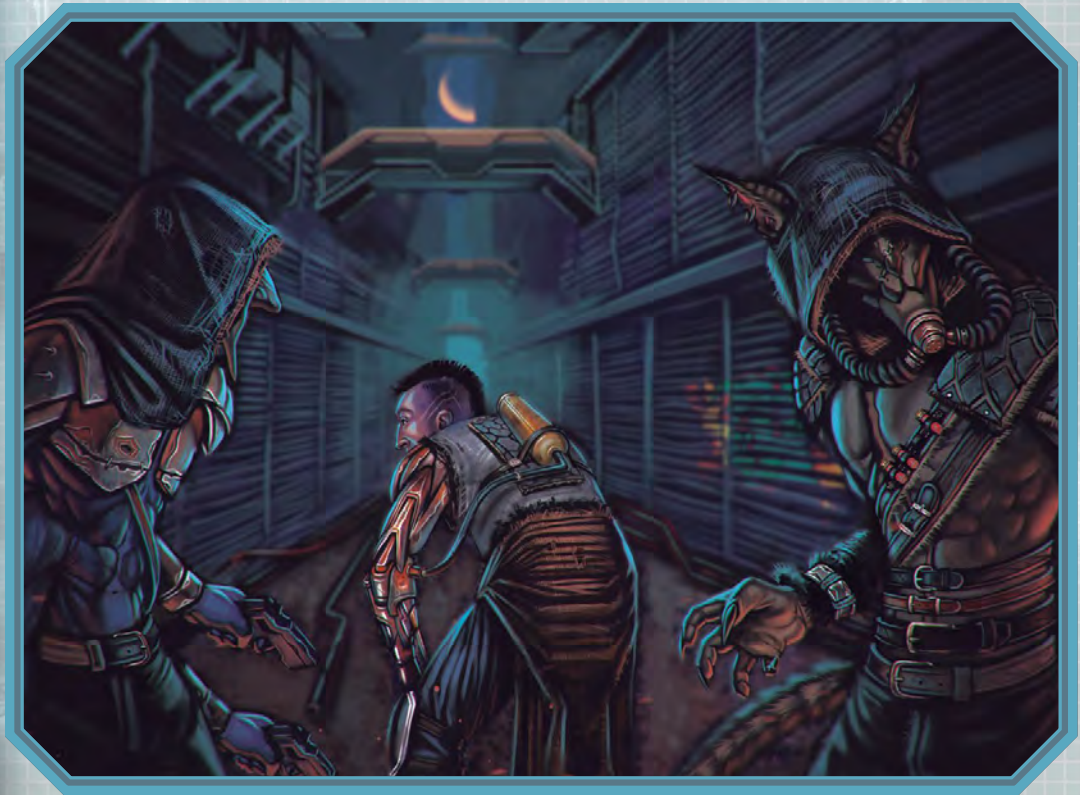
The Machine Syndicate welcomes the Order's scrap. Few others have the cult's resources to secure the best salvage from that area.

Kurza's Pride and the Cartel are less than pleased with the Order's interference in the thrall trade. It hasn't actually affected ore production yet, but someday it might. On that day the Order likely finds itself the focus of a joint Pride-Cartel attack.

The Order contracts with the Blood Runners to haul its salvage to the Factory regularly, and occasionally to pick up or deliver goods from elsewhere in the colony.

OTHER GANGS

Hungry Ghosts: When the Brainburners want to take a subject in for testing, they turn to the Hungry Ghosts. When Zandar's Claw wants a client kidnapped and taken to a drop point in the middle of nowhere, they turn to the Hungry Ghosts. And when Lord Thrax eyes a piece of cyberware he wants removed from someone, he turns to the Hungry Ghosts. These vicious thieves



and killers specialize in acquiring high-value targets, whether people or objects. While on an acquisition run, they wear terrifying masks and maintain a savage mystique.

Scav Gangs: Dozens of smaller gangs fight among themselves in the poison zone, pulling what they can from the corpse of the first colony and fighting for a few square blocks to call their own. Inside the ENZ, those who have pledged their loyalty to Lord Thrax can call on the Machine Guard for help against outside gangs. Only members of the Syndicate are allowed to scavenge in the ENZ. Anyone else caught rooting there is subject to capture or death.

Toxix: This gang is centered around the glow pool east of the factory. Its members try to be safe near the radioactive waste, but their hazmat suits are centuries old. Most Toxix are diseased and suffering from radiation sickness. A few are radioactive themselves, and may contaminate other characters who get too close and fail their Vigor rolls (see **Radiation** in *Savage Worlds*).

The exception is a pair of insectoids, who seem immune to the radiation. They don't understand why everyone else is so fragile around the stuff.

POISON ZONE ENCOUNTERS

For each day and night the heroes spend in the poison zone, draw a card. If you draw a face card, roll on the table below to determine what they encounter. Jokers are wild—if you draw one, choose the encounter you think would be most fun.

d20	Encounter
1–2	Bad Robot
3–4	Ferrars
5–6	Freedom Strike
7–8	Hungry Ghosts
9–11	Nullvoiders
12	Parts Heist
13	Power Struggle
14–16	Ravagers
17	Scav Battle
18	Tourists
19	Toxic Goods
20	Xerin Saboteur

THE OUTLANDS

The outermost region of the prison colony is known by many names: the dead land, the forbidden zone, or most commonly, “the outlands.” This area begins at the outer edge of the poison zone, and extends out to encompass the rest of the planet. This is where the air is unbreathable, and only miners, madmen, and Blood Runners can be found.

The heart of the outlands is the mine-dome. This atmospherically controlled facility—often simply called “the mines”—is the reason the planet was twice colonized in the first place. Today, the Kurza's Pride gang runs the mines through a combination of ruthless efficiency and virtual slavery.

The outlands' bloodstream is its highway system. Roads left over from the original colony still connect the mines to Rellex Point. Other roads surround and connect places in the poison zone. Those who travel these roads can reach anywhere in the prison colony in a fraction of the time it would take a pedestrian. The Blood Runners gang has a monopoly on highway travel. They forbid any vehicles but their own outside the poison zone.

Even without the toxins in the atmosphere, the outlands have more than their share of deadly dangers. Native predators stalk the land in search of prey. Barbaric twitchers and prisoners who have given themselves over to savagery and cannibalism prowl the outer edges of the poison zone. Perhaps still more dangerous are the xerins, who are as mysterious as they are lethal.

HISTORY

Once MaxMineral's lunar base was complete, the company turned its attention to the business of rellium extraction. Its mining engineers drove dozens of shafts miles into the planet's crust, then covered the mine complex with an atmospheric dome. At the same time that they built the drop zone (see **Drop Zone**, page 26) they built a road connecting it and the mines. The narrow, winding path was eventually widened. Additional roads were added, creating a highway system throughout the colony.

When JumpCorp took over Irongate, the company's first priority was to get the mines operational again. To that end, the first several hundred prisoners were hauled directly to the mine-dome and put to work. The prisoners formed gangs and fought for dominance, which affected their productivity.

That changed some 20 years ago, when Kurza and her family arrived on Irongate. Seeing an opportunity in the chaos, the rakashan stepped in to unify the warring mine gangs. As she told them, if they worked together they could maximize their output, make their quotas, and make a *living* rather than simply survive. Those who joined her prospered. Those who opposed her, she ruthlessly destroyed.

While Kurza brought the mine gangs together in the mine-dome, a wasteland wanderer named Dubaku Jang made an important discovery in the outlands: He found a garage.

Situated just off the main road between the mines and the drop zone, the pyramid-shaped facility was full of old vehicles. Jang was a mechanic by trade, and immediately saw the potential of his find. Once he and his gang got the garage airtight and its scrubber working, they set about repairing the vehicles. They called themselves Blood Runners and sold their transportation services to others. Once established, the Blood Runners bought, stole, or destroyed any other vehicles in the outlands until they had a monopoly on highway travel. This is what they call the Law of the Road.

POINTS OF INTEREST

Alien Mounds: Far to the south of Rellex Point is a series of mounds. At first glance, they appear to be natural rock formations. On closer inspection, however, it's clear that these are one- to two-story buildings. They are all loops and organic shapes, formed of stone and wood. The few prisoners who have seen the mounds speak of them in hushed tones. Few who venture there return, and none return unscathed.

The mounds are home to the xerins, or "ferals" as the inmates call them. The race is assumed to be indigenous to Irongate because it's compatible with the planet's atmosphere. They are a low-tech people, equipped with simple tools and weapons, but with great strength and cunning (see **Xerin** on page 86).

Badlands: The foothills between Rellex Point and the mines are given over to sheer bluffs and narrow passes. Stannions stalk these canyons looking for their next meal. They typically hunt brellons and the occasional voo, but have no qualms about taking down sentient life if it wanders into their territory. Road pirates also hunt these paths in cobbled-together vehicles, looking for salvage and unguarded ore shipments.

Covert Transceiver Station: JumpSec's dirty little secret hunkers atop a low hill deep in the outlands, a six-hour drive northwest of the Pyramid. It's a modified prisoner transport pod with its own power supply, air scrubber, and orbital commlink. JumpSec dropped it here about five years ago. Burrch Ranzo, their undercover operative, has been using it since then to share what he's learned and to receive orders from his superiors on the Ice House. The makeshift safehouse is stocked with a computer, rebreathers, food, water, a dozen laser pistols, and other supplies at the GM's discretion.

Dome Town: One new ore vein has turned into a miniature boomtown. The vein is large enough that multiple teams can work it simultaneously. Prospectors living out of portable atmospheric shelters (see page 6) have established their own sub-colony. The four children of Kurza are constantly fighting over the settlement, in hopes of driving the others out and claiming the ore — and their mother's favor — for themselves.

Hunting Grounds: A number of prisoners support themselves by hunting the outlands' native wildlife. The most challenging game is the stannion. This vicious predator loves to stalk the ore fields, where small groups of prospectors make easy prey. Packs of ferrars prowl around the mine-dome and the Pyramid, waiting for unwary residents to drop their guard on their way out of the shelter. The cooked flesh of these game beasts fetches a high price in the bazaar; Kurza and her family are also known to pay top prices for fresh kills. The hunting grounds are littered with portable atmospheric shelters where hunters stay while hunting game.

Mine-Dome: The mining compound is protected by a translucent, near-unbreakable dome some two miles across. Offices, warehouses, living quarters, and rellium-mining facilities hunker together beneath the dome and the watchful eye of Kurza's Pride.

The dome has four entrances. Each is sealed with an airlock and guarded by 1d6 Kurza's Pride enforcers. Traffic through the airlocks is light but regular. Those with legitimate business inside the dome — prospectors, couriers, salespeople, envoys from other gangs, etc. — pass through an airlock after a chat with a security enforcer. Newcomers may need to be approved by Kurza or one of her lieutenants. Those trying to sneak inside with others or a distraction need to make a successful Stealth roll at -2. The good news for

such people is that once inside the dome, the many workers milling about allow infiltrators to fit in without much trouble.

The following are some of the major locations within the dome:

- **Kurza's Compound:** Formerly Max-Mineral's colonial administration building, the facility is now Kurza's lair. The top floors are living quarters for Kurza, her family, and their most privileged assistants. The lower floors are the mine's administration and engineering offices, where they track output, resource usage, and generally do the math that keeps the place afloat. One of the offices is a communication center, where Kurza's lieutenants use long-range commlinks to communicate with the shift managers, as well as their contacts in the other gangs. The basement holds the brig, where the Pride imprisons troublemakers for a day or two before turning them loose. Any prisoners who deserve more punishment than this are killed instead.
- **Mine Shafts:** The mining shafts beneath the facility are a veritable maze of winding corridors and half-finished passages. Newcomers who aren't familiar with the layout are likely to get lost. Even veteran miners sometimes get turned around. Tunnels range from 20 to 75 feet wide. The larger ones have room for tunnel carts (electric go-crates, page 7), which transport workers and ore from one part of the mine to another. Cables snake through the tunnels, powering lights and heavy equipment.

The maze of shafts is divided into four different territories. Each territory is controlled by one of Kurza's offspring, who are in fierce competition with each other. Kurza rewards the territory that produces the most ore, and punishes the one that produces the least with reduced rations. Violence between factions is common, and miners are known to kill for the sake of securing a new vein or capturing a new route.

- **Miner Barracks:** One of the largest buildings beneath the dome is the living quarters for prisoners who work the mines. At the center of the compound is a mess hall; a number of wings stretch like spokes from this point.

The wings are long rows of assigned bunks, stacked six high on either side of narrow corridors. Each wing has its own shower and restroom facilities. The wings are controlled by "wing captains," who are responsible for ensuring their charges show up to work on time. The wing captain has full rights to punish anyone in his or her charge as he or she sees fit, though killing is frowned upon. Kurza needs workers, not corpses.

- **Mining Facility:** The heart of the dome is the mining facility. This 10-story-tall structure is the heart of the mine-dome. It sits atop the mine shafts and provides air and power for the miners below. A bank of industrial elevators runs from the facility to the bottoms of the mine shafts, each large enough to hold 50 men. A similar bank of anti-grav tubes vacuum up ore from the shafts and deposit it in piles to be hauled to the rellium storage facility. Huge fans pump breathable atmosphere into the tunnels. The ancient machines creak and groan. They're covered in rellium dust and aren't maintained quite as well as they should be. There are backup fans, but only half are working at any given time.
- **Rellium Storage Facility:** Once the miners bring ore to the surface, they haul it into this warehouse and dump it into vast bins. Every few days, Blood Runner cargo trucks pull into the warehouse and workers fill them with ore. They prefer to use load lifters (as detailed in the *Science Fiction Companion*) for this work, but when the lifters are broken dozens of prisoners descend on the piles with shovels and load the trucks by hand.

The Pyramid: The headquarters of the Blood Runners was originally built as a garage to store and repair the MaxMineral mining colony's vehicles. It was built between the mines and city, so it could service both regions efficiently. When the colony was abandoned, the garage was locked down with a small fleet of commercial and personal vehicles still inside. The site was remote enough to be largely overlooked during the waves of looting that followed both the colony's collapse and the first influx of prisoners.

The first floor is the widest, and holds up to 20 vehicles, about 15 of which are working at any given time. It has tools and sensors for vehicle

repair. There's a sub-basement for getting under the vehicles to work on their undersides. The second floor is where the gang members live while onsite. Originally it was mostly offices, but they've been converted into barracks and eating facilities. The top floor is storage in the tip of the pyramid. A freight elevator goes from the first to the top floor, along with stairs. If the Blood Runners need to store a client's cargo for a while, they put it in the tip of the pyramid.

Toxic Ruins: Far to the west of where the breathable air ends, there lies another set of ruins that most prisoners don't even know exist. The Blood Runners know about them, and know to steer clear. For these ruins are home to the twitchers — prisoners who have abandoned what little civilization remains on Irongate and turned to cannibalism and savagery. They have rebreathers to keep them alive, but they don't have good filters to keep out the toxins. Over time, the toxins eat away at the savages' minds, making them hostile and insane. They often turn on each other, splitting into smaller gangs and weird family groups. Still, they keep coming back to this settlement.

The ruins have a bit of solar power, and a couple buildings with scrubbers that work intermittently. Using the ruins as a base, the twitchers raid the mines and the outskirts of the poison zone. They scavenge for food, as well as parts to keep their scrubbers and rebreathers operational. They've been known to kidnap prisoners and bring them back to the ruins for food.

The ruins are comprised of a few dozen small buildings no more than three stories tall. This was the start of a new mine location, but it was never finished. At any given time, there are 3d6 twitchers lurking about, and 1–4 prisoners chained in the larder, who may or may not be dead, ready to be eaten.

Rellium Fields: Outside the dome, prospectors scour the jagged hills north of Rellex Point in search of rellium ore. Working alone or in teams, these explorers work in rebreathers during the day and sleep in mini-domes during the night. Unlike prospectors of old, these miners use mineral detectors to help them find the ore and matter removers to help them get to it. But once they've got the rellium in their hands, they risk just as much danger from claim jumpers as their ancient predecessors.

BLOOD RUNNERS

The Blood Runners are a road gang. They've carved out a niche for themselves as couriers, messengers, and short-term mercenaries. Because of their monopoly on highway travel, the Blood Runners provide the most efficient way to move people and goods from one part of the prison colony to another.

The gang plays a key role in Irongate's economy. They haul ore from the mines to the drop zone, and likewise haul supplies from Rellex Point to the mines. While they take plenty of other, smaller contracts, their main task is making this "rellium run" on a regular basis.

Blood Runners are known for their honor and integrity. When the gang takes a contract, its clients have the utmost confidence it will be upheld. Other prisoners sometimes see this attitude as foolish or naive, but most have to give it at least grudging respect.

Organization: The leader of the Blood Runners is Dubaku Jang, a human male dedicated to honor, loyalty, and integrity. He strictly demands these virtues of those in his gang as well, for he knows it's only the Runners' reputation for fair dealing that lets them keep their middle-man status. An old man, Jang knows his best years are behind him. He has started passing leadership to his adopted daughter, Alaba. Her words aren't as harsh as her father's, but she is no less committed to honorable business.

Members of the Blood Runners are divided into packs. Each pack has one or more vehicles of its own, which it is responsible for driving and maintaining. Letting one's vehicle fall into disrepair is a mark of dishonor, and could cost a pack their vehicle privileges.

Packs alternate jobs. A pack might be in charge of hauling ore for a few weeks, then delivering merchandise from the factory to a client in the bazaar, then driving wealthy Cartel leaders through the outlands as tourists. Jang feels this rotation helps minimize corruption that might otherwise tempt the drivers. It also lets the gang see more of the colony, keep better track of what's going on, and note what opportunities might arise.

Packs are allowed to pick some of their own jobs as they please, so long as they don't violate current contracts. All new jobs are supposed to be reported to Jang, but that doesn't always happen. Most of the time that's fine, but if Jang finds out the violator is disciplined.

Gang members raise and drop in rank based on their experience, competence, and integrity, usually as a pack. Even if a pack is especially skilled, if they do their jobs without honor they are likely overlooked for promotion. Promotions mean higher-profile jobs and better perks.

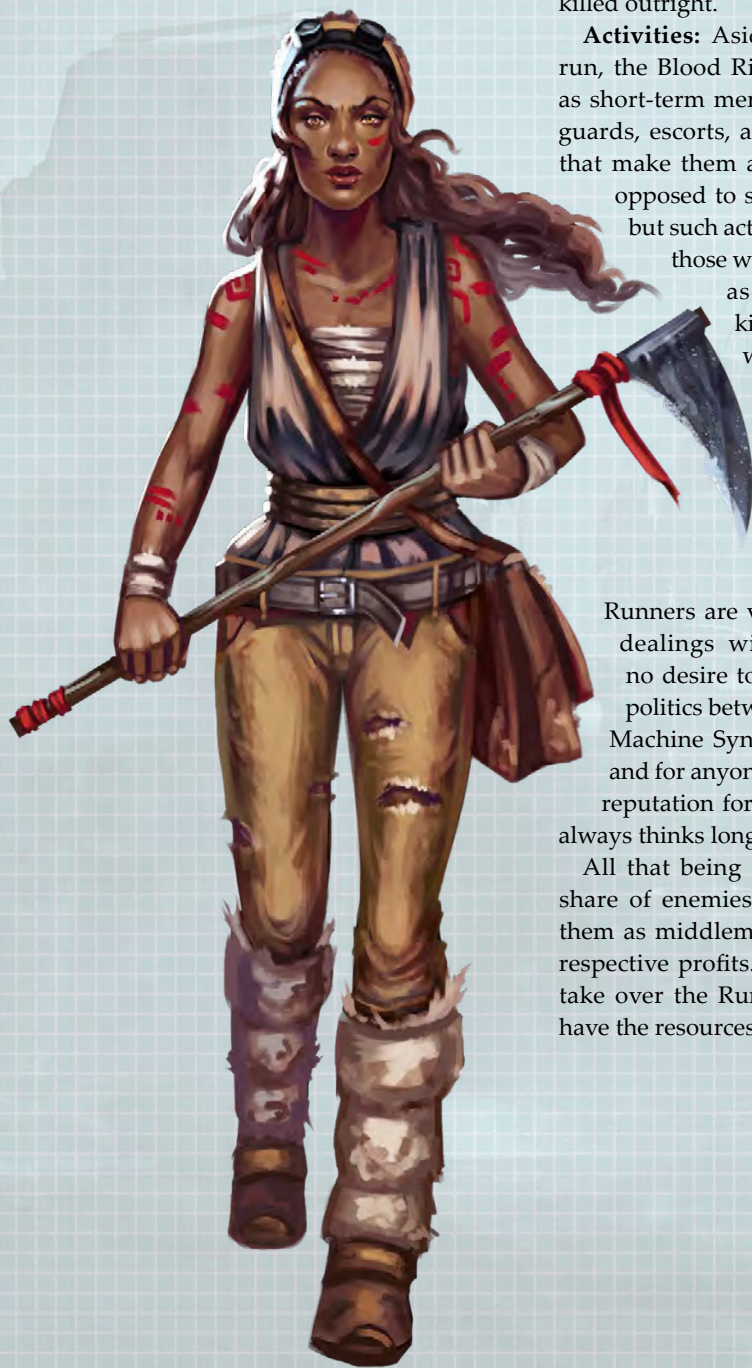
Anyone can try to join the Blood Riders, but they need to prove themselves as decent drivers, mechanics, or warriors to be considered. Joining entails swearing loyalty to the gang and its principles of honor. Those who want to leave the Blood Runners are generally free to do so, but few do. The Runners offer what no one else can: the freedom of the open road. Those who are kicked out are typically banished to the outlands or killed outright.

Activities: Aside from driving the rellium run, the Blood Riders contract themselves out as short-term mercenaries. They often serve as guards, escorts, and couriers. Jang avoids jobs that make them assassins or thieves. He's not opposed to stealing or killing on principle, but such activities tend to make enemies of those who don't see them strictly as business ventures. Besides, killing for money doesn't sit well with Jang's sense of honor.

When not running jobs for others, the Blood Riders occupy themselves by keeping the roads clear, safe, and free of road pirates and other dangers.

Relations: The Blood Runners are very carefully neutral in their dealings with other gangs. They have no desire to get involved in the complex politics between Kurza, the Cartel, and the Machine Syndicate. The gang works with and for anyone who can pay, maintaining its reputation for neutrality and integrity. Jang always thinks long-term.

All that being said, the Runners have their share of enemies. The other major gangs see them as middlemen who are cutting into their respective profits. Each of them would love to take over the Runners' operation, but doesn't have the resources to do so...yet.



KURZA'S PRIDE

Kurza's Pride is the undisputed controller of Irongate's rellium mines.

The gang's matriarch is the eponymous Kurza, a ruthless rakashan crime lord. She was sentenced to Irongate, along with her four children, for running an organized crime syndicate across dozens of worlds. As soon as they got their bearings on the prison colony, the family set its sights on what it considered the colony's most important asset—the mine—and set about taking it over.

As master of the mines, the Pride wields exceptional influence over other gangs and the rest of the colony. It was this influence that helped establish the current economy and the thrall miner system. The Pride is known for being disciplined, efficient, and absolutely ruthless in pursuit of its goals.

Organization: An elderly rakashan well past her prime, Kurza relies heavily on her four children to help run the gang. She manipulates them and pits them against each other, believing that competition forces them to do their best. Politics are vicious inside the Kurza clan, but the results are remarkable. The mine's output has increased tenfold since Kurza took over.

The Pride is strictly hierarchical, with Kurza at the top, her children beneath her, and their lieutenants and minions beneath them. The gang is informally divided into four factions, one for each of the four siblings, each with its own name and identity. The factions compete for ore, supplies, and other resources, and such competition sometimes turns violent. This is most pronounced in the mining shafts, where each sibling holds a certain territory, and the borders between the territories are marked with blood.

Kurza's children include:

- **Ahaz:** While his siblings squabble over the mine shafts, Ahaz focuses his attention on the rellium fields outside the dome. He works with prospectors and independent miners in hopes of finding the next great lode.
- **Menza:** The mines would fall apart without regular maintenance, and Menza knows it. To that end, she spends much of her time overseeing the repair of old machinery and dealing with Machine Syndicate techs to get parts and equipment the mine needs.

- **Sorza:** Because JumpSec can't deliver directly to the mines, the Pride must rely on the Cartel and other gangs for the food and other supplies. This is Sorza's job. She negotiates food and medicine trades with the gangs in Rellex Point, and also for drugs, entertainment, and other luxury goods.
- **Tez:** Moving ore from the mines to the drop zone is dangerous work. So is transporting supplies back to the mine-dome. That's why Tez works with the Blood Runners to arrange safe travel for their goods. He also works with them to bring in items from the Factory and new thralls from the Nullvoid gang.

Most prisoners don't join Kurza's Pride by choice. When new inmates arrive on Irongate, many are taken as thralls and put to work in the deepest mine shafts. Those who perform well are promoted to higher tunnels when new recruits replace them. Those who don't are disciplined, killed, or exiled to the outlands outside the dome. Thralls who make the cut find themselves sorted into one of the four factions, either by choice or by force.

The benefits of being a member of the Pride is guaranteed survival. Kurza takes care of her own. No one goes hungry, the dome is secure against storms and toxic air, and the gang's structure provides some protection against the random violence that breaks out in other parts of the colony. New members come in as virtual slaves, but many grow to see the gang as their family. Gang members who leave the Pride are marked as traitors, and are killed on sight.

Activities: The main task of Kurza's Pride is to mine rellium ore. In a way, the gang is fulfilling the whole purpose of the Irongate colony. Without the Pride, the mine fails and the colony collapses.

That's why the organization runs on discipline. The mines maintain a strict schedule. Those who can't stick to the schedule, or slack off while performing their duties face harsh punishments such as flogging and even death. Kurza likes to make examples of prisoners who forget how lucky they are to have a dome over their heads and protein in their bellies.

Rellium smuggling is a bigger issue than slacking off. Smugglers secretly trade rellium for drugs or other luxuries from the other gangs. When caught, smugglers are publicly executed and their bodies are left as rotting reminders not to cross Kurza's law. The gang known as

the Exchange runs the largest known smuggling operation in the mines. But the largest unknown smuggling operation is run by Menza, one of Kurza's children and chief lieutenants. See **Zandar's Claw** on page 46 for details.

Relations: The Pride works with the Machine Syndicate and the Cartel out of necessity. Kurza especially hates that she has to work with the Blood Runners just to deliver her own ore and receive the supplies she has earned. The gang is working on ways to establish its own transportation system, one of which is to eliminate the Blood Runners and take over their operation.

OTHER GANGS

Road Pirates: Small gangs in makeshift vehicles hunt the highways. While they dream of capturing Blood Runner ore haulers, they typically content themselves with taking out lone vehicles that stray too far from the safety of the poison zone or their convoys. Some of these pirates are former Blood Runners who left or were banished.

The Exchange: This gang runs one of the biggest rellium smuggling operations on Irongate. For more information on the gang and its leaders, see part six of the Plot Point Campaign, **Digging for Answers**, on page 61.

OUTLAND ENCOUNTERS

For each of the **Outlands Encounter Tables**, draw a card for each day and night the heroes spend in the region. If you draw a face card, roll on the corresponding table below to determine what they encounter. Jokers are wild—if you draw one, choose the encounter you think would be most fun.

BENEATH THE DOME

d20	Encounter
1-2	Cave-In
3	Deep Madness
4-6	Equipment Failure
7-10	Kurza's Enforcers
11-12	New Vein
13-14	Toxic Gas
15-16	Travelers
17-18	Vermin
19-20	Worker Revolt

BEYOND THE DOME

d20	Encounter
1-3	Ferrar Army
4-5	Hunters
6-7	New Prospectors
8	Outland Xerin
9	Outlaw Vehicle
10-11	Road Pirates
12	Stannion
13-14	Travelers
15-17	Twitchers
18	Vehicle Breakdown
19-20	Voors

DELLIAN

The lunar base on Dellian is where rellium from Irongate is stored, processed, and loaded onto ore freighters from around the galaxy.

Dug from the rock of the moon itself, the facility is largely underground. Its interior walls are reinforced lunar stone and still bear the marks of the industrial disintegrators that hollowed out the tunnels.

Large portions of this once-bustling facility are sealed away in darkness. These areas were used during the initial colonization effort, but now lie cold and airless. There are no MaxMineral colonists here, only a small crew of JumpCorp ore handlers, and no reason to waste power on those long-abandoned levels.

The base is riddled with old systems that are prone to break down. The commander is loathe to put more money into the base, since it requires only a skeleton crew of around 100 to operate, and they don't need much support.

Freighters arrive here from around the galaxy to pick up orders of rellium. These are mostly JumpCorp ships, which take the ore to the nearest trade hub for sale. JumpCorp keeps the access code for the Ellia nav beacon a strict secret. The harder Irongate is to find, the more appealing it is to those who would use it as a prison for their most hardened criminals.

The Dellian base is a cold, harsh place of artificial light and boredom. The pay is fine, but there's nowhere nearby to spend it. A tour on Dellian lasts for nine months. Many workers leave after that tour and never come back. Chemical abuse and high turnover are problems, but since the base only needs a small crew to operate, its commander hasn't seen fit to try and solve them.

Dellian has low gravity, as detailed under **Gravity** in the *Savage Worlds Science Fiction Companion*.

HISTORY

Dellian Station is the oldest artificial construction in the Ellia system. When MaxMineral originally decided to settle Irongate, it used the moon as a staging area, and pre-made what it could in the low-grav conditions there before bringing the results down to the planet. As Irongate grew more habitable, the population shifted from the moon to the planet, until the only people who lived on Dellian were those who processed the ore.

When JumpCorp took over the facility, the company fixed it up just enough to get it running. Worker bots left over from the first colony were supposed to help maintain the place, but were just as likely to fail (or more so) as the systems they were maintaining. Eventually, the crew got the worst of the kinks worked out, banished the malfunctioning robots to the basement, and were ready to move some rellium.

POINTS OF INTEREST

Administrative Center: This is where managers track sales, orders, deliveries, and schedules. It's also home to the office of a small security force, headed up by Ronn Vonhoff (see page 93). The office has its own brig, which is usually used as a drunk tank, but can be used for escaped prisoners if necessary.

The center contains a well-stocked medical bay. The base doesn't have a doctor, but security personnel know first aid, and the medical supplies are labeled well enough for a layman to find what he needs. A bulky medical assistance robot occupies one corner, where it's stood powerless since the first colony. While the crew has considered turning the machine on, the massive circular sawblade it has for a left hand has kept them from flipping that switch. They've had too many problems with the old robots to risk turning this one loose on the base.

Basement: The levels beneath the living areas are dimly lit and poorly maintained. The least derelict areas are those around the power plant, which provides energy for the facility and its life-support systems. Reynold Seever (see page 92) is commonly found tinkering with the power plant and keeping track of who walks these ancient tunnels.

Below the power plant, there lie darkened tunnels leading into the bowels of the moon, full of sealed-off rooms that haven't been opened in centuries. Bored workers who have explored just some of those tunnels have reported rooms full of supplies, and being chased by ancient robots that seem to have been programmed to attack people.

These abandoned regions are also home to the "receiving room," where escapees from the White Room on Irongate arrive. See **Zandar's Claw** on page 46 for details.

Control Tower: The only part of the facility that's visible from the outside, the control tower houses the base's communication arrays. Its windows overlook the barren lunar vista, with a commanding view of the hangar bay doors. Someone is always on duty here to receive transmissions from either incoming ships or JumpSec personnel at the Ice House. Quan Dysyx, the base commander (see page 92), can commonly be found in the control tower. While traffic is light, any craft taking off or landing at the base must get clearance from the control tower for the sake of travel safety. It's just a formality, but since the control tower can override the hangar bay doors, it's one worth observing.

Dorm Level: A level below the administrative center are dormitories where the workers live. Each cabin used to house four workers, but now the skeleton crew has its pick and each person has his or her own cabin. The lights don't always work, and it's usually too hot or too cold, but there's plenty of space.

Hangar Bay: The base's hangar bay lies beneath a pair of massive blast doors, some 200 feet across, set into the moon's surface. When a ship is cleared to land, the doors slide open, allowing the ship to land inside the base's hangar. While the blast doors are open, the hangar retains its atmospheric integrity through the use of a gravity field.

Warehouse: The largest open space in the facility is the ore storage chamber, or "orehouse" as it's commonly called. This vast chamber is filled with tons of raw rellium ore, which is packed into crates for transport. Workers here use load lifters to sort the ore crates and fulfill orders.



CHAPTER FIVE: ESCAPE CLAUSE

JumpSec has a problem. Prisoners are escaping from Irongate—at least three in the past two years—and those in charge of the prison have no idea how it's happening. To get to the bottom of this mystery, the company has decided to send in a team of undercover operatives as prisoners to look for clues on the inside. That's where your players come in.

Escape Clause is a Plot Point Campaign set on Irongate. Over the course of the campaign, your group has the opportunity to explore the prison planet, encounter some of its most interesting inhabitants, and visit its top landmarks. As undercover agents, they carve out a niche for themselves in prisoner society while secretly investigating how some of those prisoners are escaping.

Here is a brief summary of each of the Plot Points so you can get a feel for the flow of the campaign. While they are designed to be played in order, some Plot Points are played through concurrently. Most are open-ended enough that your players have plenty of opportunity for any side adventures they wish to pursue.

PART ONE: PLANETFALL

The campaign begins as the characters arrive on the Ice House, a JumpSec space station orbiting Irongate. Here JumpSec gives them a full briefing on their undercover mission, then inserts them into the prisoner population, where they must establish their place in the pecking order.

The heroes and the other prisoners are then taken by shuttle from the station to the surface of the prison planet. En route, disaster strikes and the prisoners crash-land far from where they were expected.

PART TWO: HOMELAND

It's during this Plot Point that the characters start to find a place for themselves on Irongate. While fighting for their lives in the poison zone, they meet other prisoners who teach them how to survive in their brutal new home.

PART THREE: TRIALS

The team meets their contact, an undercover member of the Blood Runners gang. With his guidance, they undergo the rites of passage to become Blood Runners themselves.

PART FOUR: BLOOD RUNNING

As members of the Blood Runners, the characters perform a number of missions across the prison colony, earning the respect of the other prisoners and higher ranks within the gang itself.

PART FIVE: DIGGING FOR ANSWERS

Between doing jobs for the Blood Runners, the group pursues its true agenda of investigating how the three known escapees slipped free of Irongate. Their digging takes them across the prison colony and introduces them to a whole new cast of potential friends and enemies.

PART SIX: EXPOSED

The characters are exposed as undercover agents! During this Plot Point, they must escape from the very gang that once considered them family.

PART SEVEN: RENEGADES

Now that the heroes' true identities are known across the prison colony, they must call in every favor they can in order to avoid capture. If they can keep their heads down long enough, they can put the final clues together and solve the mystery of the escaped prisoners.

PART EIGHT: THE WHITE ROOM

The characters finally arrive at the site from where the prisoners have been escaping. Unfortunately, those who are hunting them have arrived here too. Now it's a race against time to unlock the secrets of this "White Room" before the rest of the prisoners descend upon them!

PART NINE: FULL MOON

During the final Plot Point, the heroes follow the trail of escapees to the moon of Irongate. Here they uncover a conspiracy that threatens to undermine JumpCorp's entire operation in the system.

ZANDAR'S CLAW

At the heart of the *Escape Clause* Plot Point campaign lies the mystery of how dangerous criminals sentenced to life on Irongate are escaping back into the galaxy at large. The mystery started six years ago in the poison zone, when a tech-savvy scavenger gang made an astonishing discovery.

OUT OF THE PAST

The gang was looking for high-tech gear to salvage and sell to the Machine Syndicate. In the sub-basement of a ruined research center, they found a hidden laboratory with its own generator and air scrubbers. The lab contained a number of electronic prototypes. Most were related to the mining and processing of rellium ore, but the largest and most complex object was a total mystery. The device consisted of a white, room-sized box with an airlock, an enormous control panel, and its own super-charged power source. It took the gang days of hacking and poring through old tech manuals to discover its purpose.

The device was a matter transmitter. The technology used the same principles as hyperspace drives, but on a much smaller, more limited scale. Rather than moving a spaceship through hyperspace, the machine moved matter (whatever matter was inside the White Room) through hyperspace directly. And rather than flying freely through space, the matter could only arrive at a designated receiver station that was properly equipped for incoming hyperspace deliveries.

According to the laboratory logs, the transmitter was intended to eliminate the need for cargo shuttles. Rather than sending their ore by spaceship, the miners could hyper-transport the ore directly into the loading bays on the moon. The device worked. But before the scientists could turn their prototype into an industrial-scale model, the colony was abandoned. Clues in the paperwork suggested the scientists were killed during the colony's collapse.

After a few weeks of tinkering and repairs, the gang brought the matter transmitter online. They tested the device with a pile of junk from

the ruins upstairs. They placed the pile into the room and fired up the device. Light flashed. The junk was gone.

The next test was with a live volunteer.

ONTO THE MOON

Before being sentenced to Irongate, Arn Carvis had been a high-ranking member of the Invisible Hand, a powerful and secretive interstellar crime organization. On Irongate, he had been biding his time with the scavenger gang, waiting for an opportunity to step into a leadership role and expand the gang's influence in the style of the Invisible Hand. When the gang's boss asked for a volunteer, he knew that opportunity had arrived.

No one knew exactly what Carvis would find on the far side of the matter transmitter. They gave him a patched-up old vacuum suit, a flashlight, and a metal bar with which to defend himself. Carvis stepped into the device. Light flashed. And he was gone.

Carvis appeared in a chamber far below the surface of Dellian, Irongate's moon. The chamber, carved from the moon's solid stone, was cold, airless, and lit only by the receiver's display. The junk they'd sent lay beside him. Carvis found the door and stepped into a long-abandoned hallway. Out here, the light was dim and the air was thin, but at least he could see and breathe.

A dozen levels above Carvis, a human technician named Reynold Seever noticed sensors in the bowels of the moon base going off. No one had been down there for years, so he was curious. He decided to check it out.

When Carvis and Reynold Seever met, they both realized this was an opportunity to accomplish great things. Carvis offered Seever vast untraceable wealth in exchange for his assistance. The JumpCorp technician accepted, and led Carvis to an unused communication center. Here, Carvis contacted the Invisible Hand and explained the situation. They offered to pick him up, but he had a much larger scheme in mind: establishing their own rellium smuggling ring.

Seever gave Carvis a short-range communicator so they could stay in touch. Carvis also filled his pockets with a spare blaster pistol, some tools, and other bits of equipment that no one on the moon would miss but would make life on Irongate easier. Carvis showed Seever how to use the matter transmitter in the basement. The two new allies shook hands, then the technician sent the gangster back planetside.

Upon his return to the prison planet, Arn Carvis declared himself the gang's new leader. He explained his plan: They would secretly obtain rellium ore, then use the matter transmitter to trade it for off-world goods. These goods would help secure their power (and luxury) while ensuring a steady supply of fresh ore.

A few gang members—especially the original leaders—objected to the plan. Carvis silenced them with his stolen pistol. Those who remained agreed that the plan was good.

Meanwhile, the Invisible Hand worked with Reynold Seever to infiltrate the moon base. Conveniently for them, the base had a high turnover rate. The Hand made sure each new batch of workers included a few of its agents.

ENTER ZANDAR

Under Carvis's supervision, his gang started building a reputation for itself through precise violence and dramatic spectacle. This reputation was centered around a mythical leader, "Zandar," who they said was capable of almost anything. He was a deadly fighter in person, a ruthless tactician, and a criminal mastermind who could acquire whatever's needed—even from off-planet—for a price.

Carvis went so far as to recruit a hulking insectoid to play the part of Zandar. Upon seeing the creature's terrifying pincers, the gang took the name "Zandar's Claw." The insectoid is only brought out when necessary to impress or intimidate people, and never without Carvis at his side. Zandar isn't a bright creature, but he can follow instructions so long as someone is there to remind him what he's supposed to do or say.

The prisoners of Irongate love rumors. Once Zandar was established in the minds of the people, his legend began to grow: He killed nine guards on Ice House; he survived the outlands for a week without a breather; he has spies and agents in every gang; he has a secret spaceport on the far side of the planet, and so on.

Armed with Zandar's reputation, Carvis approached a number of people in Kurza's Pride, the gang that oversees

virtually all the planet's mining operations. He offered them off-world goods and other favors in exchange for regular secretive shipments of rellium ore. Menza, one of Kurza's children and lieutenants, agreed to this arrangement.

Zandar's Claw was in the ore smuggling business.

SECRET RELLIUM

Menza's role in Kurza's Pride is that of the technician. She's the one who keeps the old equipment running, often by trading rellium for parts and repairs from the Machine Syndicate. Because she already had reason to be transporting loads of ore into Machine Syndicate territory, it was a small matter for her to split some off for Zandar's Claw. Her people dropped off the ore in designated spots around the poison zone, where the Claw secretly brought it back to base for transport.



In exchange, Zandar's Claw left crates of spare parts and tools that Menza couldn't get from the Syndicate. The gang also left boxes of weapons, which Menza used in her fight with her siblings. Her rivals in the Pride suspected she was being armed by an outsider, but didn't know who or how.

Menza believes Zandar has an off-world connection bringing in the new equipment, but doesn't know how the goods are smuggled in. She's curious, but has her hands full and doesn't have time to pursue an investigation.

While both Menza and Carvis prefer to handle these transactions with their own people, they use the Blood Runners' services when necessary.

NEW OPPORTUNITIES

When word spread that Zandar's Claw could get things from off-world, it was only a matter of time before some prisoners came to the gang in hopes of getting off-world themselves. After all, no matter how comfortable one's prison may be, it's still a prison. And to many prisoners, freedom was worth far more than comfort.

Carvis was leery of providing such a service. Bringing outsiders into the matter transmitter was risky. But the Invisible Hand thought it was worth the risk to both expand its power on Irongate and create an ally who owed the organization his or her freedom. With the Hand's blessing, Zandar's Claw expanded its smuggling operation to include prisoners, and Zandar's legend grew yet again.

PART ONE: PLANETFALL

The campaign begins with the characters accepting a job offer from JumpSec. The advertised job calls for "discreet, self-motivated individuals with practical survival skills" but it isn't until the characters accept the job that they learn the details of the assignment: going undercover on the prison planet Irongate to conduct a secret investigation. (Note that while their *characters* might not know what they're getting into, your *players* should be on board with the premise of the campaign.)

JumpSec offers the spacers C\$1,000 a week, which is held in escrow for them until such time as they return from Irongate.

GETTING TO IRONGATE

Once the characters have agreed to take the job, they are instructed to meet up with the prison transport *Cutter's Harvest*, which takes them to Irongate. The starship is one of several such transports that collect prisoners from around the galaxy and delivers them to Irongate to serve out their sentences.

The heroes are kept with the ship's crew and given the full lowdown on Irongate. (Your players can read everything in the first three chapters of this book.) The crew members think nothing of them; new personnel come to the planet a couple times a year.

The prisoners are kept in a separate portion of the ship, well away from the crew or anything important, and are segregated from each other to prevent rioting and collusion. As an added bonus, because there are hundreds of prisoners and they're all separate from each other, there's no one to say that the characters weren't onboard as prisoners all along.

IMPLANTED

While en route to Irongate, a JumpSec cybersurgeon implants a cybernetic device into each of the characters. This device has both a Communicator (per **Cyberware** in the *Science Fiction Companion*) and a Personal Data Transmitter (as detailed in *The Last Parsec*) that can be received by the communicator. The range on both features has been boosted to 15 miles, so the undercover agents can stay in touch with and monitor each other while on assignment. The device has a Strain of 1 and a cost (which the company covers) of C\$2000.

The implant is subdermal and invisible without an invasive scan. It's most likely implanted into a hero's skull, though it can be inserted elsewhere if the skull is impractical. If the implant would put the character over his Maximum Strain, the surgeon integrates it into the character's current cyberwear; it's not as effective (all attempts to use the implant are at -2), but it doesn't add Strain.

ARRIVAL

After a week of travel, the characters arrive at Security Station 135, colloquially known as the Ice House. Here they meet Warden Kal Vardoon, who is their contact and handler for this mission. They're given some small bunks, then invited to join Vardoon in his quarters to discuss their role on Irongate.

"We've had a breakout.

"We don't know how, but no less than three prisoners have escaped from Irongate in the last 18 months. There might be more. We were lucky in that they got stupid and got caught. They don't even know how they got off-world. All they can tell us is that they were in a white room.

"That's where you come in. While we have a few people on the inside, the planet is largely self-contained. Their society is what the prisoners have created for themselves. We need people under deep cover to find this white room and figure out how prisoners are escaping. And, if possible, but an end to it."

If pressed, Vardoon admits the primary reason for plugging the security leak is to maintain the planet's integrity. If word gets out that Irongate isn't truly the inescapable place it claims to be, worlds would stop sending them their prisoners and the company would lose its unpaid labor force.

Vardoon suggests the heroes investigate the previous escapees' activities on Irongate, in the hope this leads to the White Room. The three escaped prisoners are:

Alexis Vondrogon: A rich human female socialite, Vondrogon was a serial killer who used her wealth to travel the galaxy looking for victims and covering up her crimes. She was caught when she returned to the pleasure planet that was one of her former favorite hunting grounds.

Cetrium Dox: A crime lord and the head of an intergalactic smuggling ring, Dox tried to reclaim his place in the organization after being exiled to Irongate for over a decade. The younger smugglers who had replaced him weren't interested in giving up their positions. When he insisted, they turned him over to the authorities.

Ree Venum: A corrupt kalian politician with deep pockets, Venum was supposed to have been executed for murdering his wife, but used his influence to have his sentence converted to a lifetime on Irongate. His escape would have gone unnoticed, but when he was caught operating a vehicle while under the influence of mind-altering chemicals, he drunkenly demanded his release. "Do you know who I am?" he shouted. "I'm Ree Venum!"

As far as JumpSec can tell, the three had no connection with each other. The only thing they have in common, aside from their incarceration, is their incredible wealth.

★ **Warden Kal Vardoon:** See page 89.



THE PLAN

While undercover, the characters have the support of Burrch Ranzo, a deep-cover JumpSec operative who has been living and working with the Blood Runners for almost 10 years. As part of the gang, he has access to much of the colony, and he himself has contacts on the inside that might be useful to the characters.

Ranzo has a shielded comm device hidden in the outlands. He can use it to keep JumpSec and the characters in contact occasionally. Although it's shielded against outside interception, there is always a chance that other prisoners with transceivers may pick up the transmission, so Ranzo is very careful about sending short, encrypted bursts of information. See **Covert Transceiver Station** on page 37 for more information.

During a typical prisoner transfer to the planet, the warden explains, the Ice House shuttle drops

off a prisoner pod in the drop zone on the edge of Rellex Point, the ruined remnants of the old colony. Members of the Nullvoid gang swarm the pod, capturing those they can and selling them to Kurza's Pride to work in the mines as thralls. The warden concludes,

"It's a brutal system. But hard labor is better than most of these monsters deserve, and if we don't get the rellium, there's no point in running the prison."

The characters' pod is planned to land two miles north of the drop zone, where Burrch Ranzo is standing by to rendezvous with them, then take them to recover their gear and meet the Blood Runners. If everything goes according to plan, the infiltrators will be long gone by the time the Nullvoids get to the transport pod.

Ranzo is identifiable by the tracker he carries on his wrist. It looks like a watch, with a built in geo tracker and data recorder. The heroes are shown an image of Ranzo—a middle-aged, red-furred rakashan—so they can recognize him on sight. Ranzo has likewise been shown images of the heroes, and can track their cybernetic implants with his wrist-tracker.

Once the characters meet with Ranzo, he will reunite them with their gear (see **Where's My Stuff?**) and introduce them to the Blood Runners. Once they've joined the Runners, the heroes are to use that gang's operations as a cover for their investigation.

WHERE'S MY STUFF?

The heroic spacers in this Plot Point campaign are faced with an unusual challenge: they start with no Gear. Their mission calls for them to go undercover among prisoners who start with nothing and must equip themselves with whatever they can find or cobble together themselves. It's hard to go undercover wearing power armor and carrying a heat-seeking gyrojet rifle.

JumpSec is aware of how useful the heroes' gear can be, and have arranged to secretly drop it off at Burrch Ranzo's covert transceiver station (see page xx). Once they make contact with Ranzo, he can give them their stuff, but warns them that getting caught with it might blow their covers. He's willing to store it for them at the station if they like.

Before starting the campaign, you should let your players know about this particular challenge. Characters who rely on their gear might want to make special arrangements to pick it up sooner rather than later, or find cybernetic replacements for their most essential gear, since cyberwear won't blow their cover.

JOINING THE PRISONERS

Once the characters are fully briefed and their questions have been answered, they are given prisoner clothes (basic orange jumpsuits and thick-soled boots), and vaccinated against standard diseases and several lesser-known but deadly diseases common to the inhabitants of Irongate. The medic says,

"If you were actual prisoners we'd hit you with a sterilizer as well. We don't need a new generation of psychos and terrorists breeding down there."

In uniform and immunized, the characters are filtered in to the general prisoner population. The guards push them through into the central hub of the detention level, loudly explaining their late arrival by saying they were in quarantine.

The central hub is a large, round room filled with smooth surfaces that make poor weapons and clean off easily. About 30 uniformed prisoners of multiple species sit at tables or stand in small groups, speaking in hushed tones to each other. They fall silent when the newcomers are pushed through the door.

The other prisoners have been here for days or weeks, and have already established their pecking order. They examine the characters and acknowledge them but don't go out of their way to be friendly or antagonistic (although the heroes are certainly welcome to do so).

Shortly after the characters arrive, a meal bell dings and the prisoners line up to receive their dose of nutrients from the wall. The meal is a dollop of shapeless, colorless protein mass secreted from a pipe in the wall. The characters are directed to the end of the line leading to the pipe. Once they have their food, a burly Yeti with his fur shaved into alien patterns approaches. He's flanked by a pair of humans and wears a malicious grin.

"You're new here, so I'll fill you in on the rules. One of the rules is that on their first day, all new prisoners are to give their meals to the monarch of the cell block.

"Another rule is that I am that monarch.

"I don't expect much of my subjects. Respect. Honor. Their first meal as a token of their loyalty. But if I don't get these things, I become—as my lawyer put it—'agitated into a state of hyper-aggression.'

"Give me your food or I'll break your necks."

Looking around, the characters can see roughly a hundred other prisoners watching them. How they respond to this threat affects their reputations, which they will take with them down to Irongate.

Backing Down: If the characters hand over their food without a fight, the other prisoners snicker and turn away. No one blames them for rolling over, but no one's expecting them to show any backbone in the future either.

Fighting for Slop: If the character refuse Monarch's demands, he and his cronies attack. If it looks like Monarch might lose, another 1d6 prisoners jump into the fray to "help" defeat the newcomers. Monarch surrenders if it looks like he's losing; he's not about to get killed before even reaching Irongate for the sake of pride.

Talking It Out: The heroes can talk their way out of the conflict with a Test of Will or enough successes on Persuasion rolls to adjust Monarch's attitude from Hostile to at least Neutral. If the characters do so, the other prisoners are at first confused, then suspicious of anyone capable of such verbal wizardry.

- **Prisoners (2, plus 1d6):** Use the stats for Basic Prisoner (page 92).
- **Monarch:** Use the stats for Boss Prisoner (page 92), adding the Yeti Racial Abilities.

SHIPPING OUT

After a full night's sleep to allow the characters to recover from their initial encounter in the cell block, they are awakened by the sound of JumpSec guards shouting in the hall.

"Today's the day! The shuttle's here to take you to your new home!"

The prisoners are handcuffed and herded at gunpoint out of the holding area to the transport pod. The pod is a featureless gray-walled box, 20 feet wide, 10 feet tall, and 50 feet long, capable of holding just over 100 prisoners. The long walls are lined with seats with bars that pull down to lock the prisoners in. A double row of seats with the same bars stretches down the middle of the pod. At the far end of the pod are larger seats for creatures too large for the standard set-up.

When the pod is full and the prisoners are strapped in, the guards remove their cuffs and explain the procedure.

"When you land, the bars binding you will release. The door at the end of the pod will open. And you'll be free to do what you want. We recommend you join your companions in the mines, and stay close to what passes for civilization. If you wander into the outlands, you'll probably die from the toxic air and be eaten by savages—hopefully in that order."

STORMY WEATHER

On its way to the planet's surface, the shuttle runs into a storm. Electrical storms on Irongate are not uncommon, but this one is particularly fierce. The pod shakes and rattles. It groans ominously and the prisoners can hear the shuttle engines above them whine with the strain. The lights inside the pod flicker. Thunder booms outside.

Suddenly, the whole pod lurches as the rear fastener slips. The pod jerks to a stop at a slight angle. Gravity pulls the prisoners toward to the door.

Hidden servos hum to life. The sudden jolt triggered the automatic release system. The door swings open, revealing the rain-blurred landscape far below. It's rocky and covered with thin foliage.

The bars holding the prisoners in place unlock and swing upward as part of the automatic release system. A nonplayer character prisoner near the door doesn't react in time and falls screaming from the open door.

Closing the door is a Dramatic Task. To make their way to the door, reach its handle, pull it closed, and latch it, a hero must make a series of Agility rolls at -2. Other characters can assist by making cooperative Strength rolls to help stabilize the door-closer and keep him from falling out the back. On a complication, the pod shifts so that its angle becomes steeper; failure at this point mean the door-closer slips and falls out of the pod. (Other characters can make Agility rolls to catch him before he slips out into the abyss.)

If the heroes fail to close the door in time, the pod shifts again, 2d6 Extra prisoners slide out to

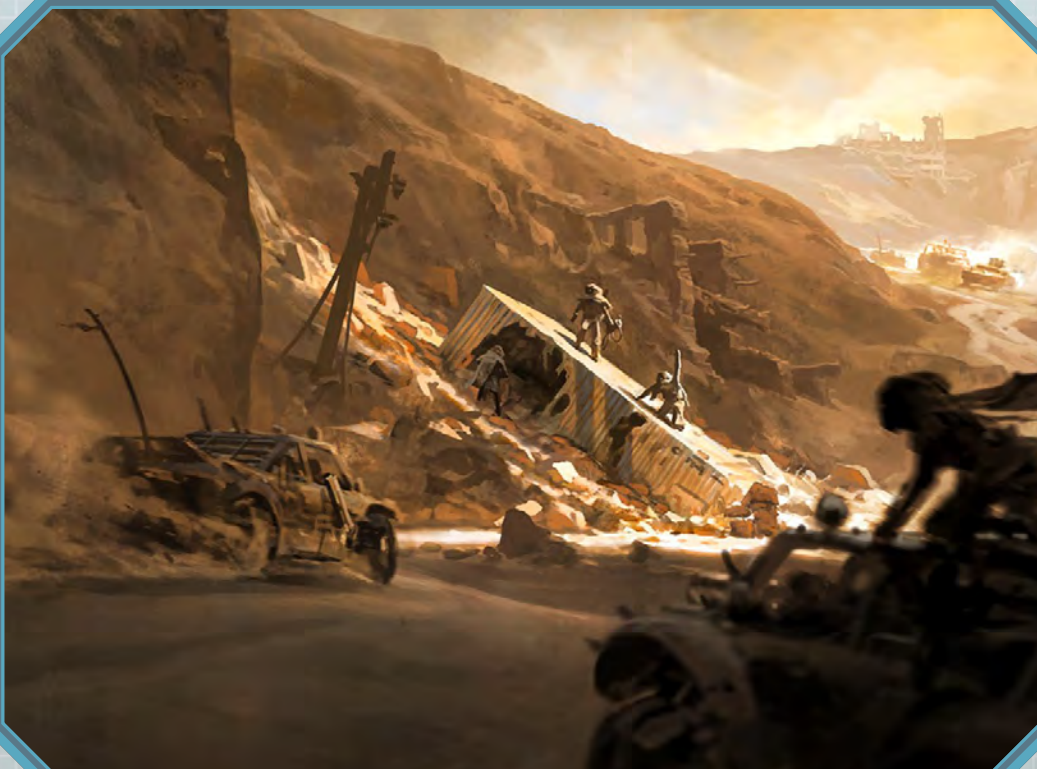
their deaths, and when the pod crashes in another minute, everyone on board has a worse time of it.

CRASH-LANDING

The shuttle pilots are aware of what's happening with the pod. They land the ship as quickly as they can, aware that the pod's grapple has broken loose, and the others might go at any moment. Rather than try to land at the spot designated by the plan—where Burrch Ranzo waits to meet the heroes—they opt for an open spot on the southern edge of Rellex Point.

As they feared, the last grapple snaps just as the shuttle nears the ground. Inside the pod, all is silent as the sounds of the shuttle vanish and the pod hangs in freefall. A moment later, the pod smashes into the ground. All those who aren't strapped in are thrown around the pod and must make a successful Vigor roll or take a level of Fatigue from bumps and bruises. If the door was still open, an explosion of debris blasts in through the doorway. Those who fail an Agility roll take 2d6 damage.

Finally, the pod stops moving. Servos hum. Restraining rods release. The door, if closed, opens part-way, then falls to the ground with a resounding clang.



PART TWO: HOMELAND

The dust still swirls from the prisoners' crash landing as this Plot Point begins. Half the prisoners are dead, dying, or too wounded to leave the transport pod. Excited voices, tinged with desperation, shout from somewhere outside:

"They're over here!"

"I think they're still alive!"

"If we get there before the Nullvoids, we can sell them for a hundred each! We're gonna be rich!"

"But if the Nullvoids beat us, they're all headed for the mines and no one gets paid."

HUNTED

The pod has crashed south of Rellex Point, about a mile into the poison zone. Looking around, the characters see what might have once been a colonial suburb, but is now a maze of ruined buildings, glistening in the rain.

Within a few minutes of the pod's crash, a local scav gang appears. They have chains, ropes, and blunt instruments in hand. Their plan is to capture as many new prisoners as they can, then sell them to the Nullvoid gang who are still en route. With dozens of prisoners to choose from, they don't necessarily zero in on undercover prisoners.

If the heroes want to avoid a confrontation, they can slip away in the confusion with a Stealth roll. If they fail, someone cries out, "They're getting away!" and a number of scav gangers (one per character) chase after them (see **Chases** in *Savage Worlds*).

If the spacers actively confront the gang, there are two scav gangers per hero, and they do their best to surround and capture the newcomers, rather than kill them outright.

An hour after the crash, a small army of Nullvoids shows up in force. They're driving two large transport vehicles: One is full of the gang members, and the other is for hauling back captured prisoners.

Nullvoids are committed to tracking down and capturing the incoming prisoners. (A wave of gas poisoning has just wiped out a number of workers in the mines, and the gang hopes to charge a premium for the next shipment of workers.) They spend the next two days combing the poison zone in search of warm bodies to drag back to their truck. Even after their trucks have

pulled out, a half dozen four-person squads of Nullvoids poke through the area for stragglers they might have missed.

- **Scav Gangers (1 or 2 per hero):** See page 93.
- **Nullvoids:** See page 91. Six Nullvoids are on nimble motorcycles, which they use to run down fleeing prisoners. Members of the gang carry nets, rope, and handcuffs. One in 10 carries a stun blaster.
- **Nullvoid Leader:** Use the stats for Nullvoider, adding a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

POD PRISONERS

Your players may want to recruit the other prisoners from the pod to join them as allied Extras. That's not a bad idea. There is safety in numbers, and the Nullvoids think twice about attacking a whole gang of potential thralls.

Recruiting the prisoners requires a successful Persuasion roll. Unless something happened on the station to dramatically change it, the other prisoners' attitude toward the heroes is neutral. When a prisoner's attitude turns Helpful, he or she joins the characters. (Monarch, the surly yeti from the station, is hostile and won't join the characters no matter what.)

Alternatively, the undercover agents can recruit some allies with a successful Test of Wills using Intimidation or Taunt.

Each hero can recruit a maximum number of allies equal to his Charisma plus 1. The characters have only a few minutes before the scavengers arrive, so they shouldn't spend too much of it trying to make friends.

Any prisoners the heroes recruit are Extras, and use the "Basic Prisoner" stats on page 92. As GM, you should feel free to use them as cannon fodder or redshirts to show the heroes the danger they're in.

GONE TO GROUND

The characters' first few days on Irongate are chaotic and dangerous. The heroes are miles from where they were supposed to be, they're being hunted by Nullvoids, and they're slowly suffering the effects of the air in the poison zone. To make matters worse, there's no sign of Burrch Ranzo, who should be able to get them out of this mess.

Contacting the Contact: According to the heroes' cybernetic implant, Ranzo is somewhere far to the north and west. The tracker is intended for short-range use (under a mile) so it's difficult to narrow the coordinates beyond "to the northwest." Occasionally, a strong signal appears in Rellex Point to the north, then vanishes after an hour or two.

Taking in the Air: Until they get access to a filtered building or a rebreather, the characters suffer the effects of the Irongate atmosphere (see **Breathless** on page 8). While it doesn't necessarily affect them immediately, it does add a certain urgency to their situation.

Meeting the Locals: People living in the poison zone are generally neutral or hostile—especially toward those wearing the orange jumpsuits that mark them as newcomers. The locals see new arrivals as dangerous and unknown: troublemakers out to make names for themselves, magnets for Nullvoids, or fools who bring danger to those around them.

A FRIEND IN NEED

When you feel the heroes have had enough running for their lives in the poison zone, they run into Darquani, who offers them some safety and rest. He says,

"I see you're new to Irongate. I was new once, long ago. If you want to stay out of the mines, you'll need a place to stay. Out on the street, if the Nullvoids don't get you, the poison will. Tell you what. I'm not as nimble as I used to be, so if you're willing to run some errands for me, I'll give you a roof over your head and protein in your belly until you're ready to move on."

Darquani is a human merchant who runs a small shop and salvage operation specializing in raw materials. He's a local fixture, known for giving scavengers a good deal and selling his goods at a decent price. He looks like an old man, and his memory seems to be going, but it's mostly an act. He's not as old as he looks, and is actually quite clever.

Darquani's shop is a two-story affair along one of the ruined streets. Unlike most buildings on the block, it has an airlock and a filter on the roof. He lives on the second floor, which he offers to let the characters stay in as well, if they're willing to work for him. The first floor is his shop, where unbreakable windows let in the available light. He has a device here that separates metals from other materials, then reshapes it into small bricks for easy transportation. It's a complicated device, and Darquani is the only one who knows how to use it.

If necessary, Darquani outfits the characters with breathers, clothes, and crude melee weapons. He has an old-fashioned pistol he keeps behind the counter of the shop, but it's anyone's guess if it would actually work if he pulled the trigger.



Darquani's "errands" include small adventures such as:

Scavenging: He's got a lead on some precious metals in the basement of a nearby building. Unfortunately, the place is inside the territory of a scav gang, and probably infested with ferrars, but he'd be real obliged if the characters could swing by and bring back whatever they find (see **Scavenging** on page 17).

Recovery: A new scav gang, which hasn't yet learned to respect its elders, slipped into the shop last week and walked off with six bricks of copper. Darquani needs to the characters to recover the merchandise and teach the punks not to mess with an old man. They can find the gang (comprised of two Scav Gangers for each spacer) in a housing tower about a quarter mile away, where they've taken over the fifth floor.

Escorting: Every few weeks, Darquani takes his merchandise north to the bazaar in Rellex Point, where he trades his raw materials for food, coin, and other supplies. He needs the characters to keep him safe as he travels through different gangs' territories to and from Rellex Point. (While in Rellex Point, the characters' cybernetic implant tells them that Burrch Ranzo is nearby.)

DARQUANI

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

Skills: Fighting d4, Gambling d8, Knowledge (Business) d8, Notice d6, Persuasion d8, Repair d8, Shooting d6, Streetwise d10

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Loyal

Edges: Charismatic, Connections

Gear: Assorted trade goods.

PART THREE: TRIALS

Meanwhile, Burrch Ranzo looks for the characters. He knows roughly where the pod went down, so he takes jobs that bring him into Rellex Point and the southern poison zone, and makes discreet inquiries in order to try to find them. Eventually, a Blood Runner job takes him close enough to the heroes that when their device goes off, they see he's actually within half a mile.

This Plot Point occurs when the team meets up with Burrch Ranzo.

When the characters catch up with Ranzo, they find him in a dead-end alley. The red-furred rakashan is pinned behind a vehicle loaded with delivery crates. On the other side of the vehicle is a scav gang who are trying to steal his cargo. They have him badly outnumbered, but he has a laser and they don't, so the parties are at something of a standoff.

If Ranzo sees the heroes and they don't intervene, he calls out to them for assistance.

"I think I'm the one you're looking for. I could use a hand. Let's get this cleaned up and we can have a chat."

The gangers weren't expecting Ranzo to have friends. Caught between them and the Blood Runner, they flee or surrender when half their number are taken out of the fight.

✦ **Burrch Ranzo:** See page 88.

• **Scav Gangers (8):** See page 93.

INTO THE OUTLANDS

Ranzo is pleased to finally connect with the characters. As soon as they're ready, he is willing to take them in his vehicle to the Blood Runners' headquarters in the outlands.

"When I saw the shuttle overshoot the drop zone, I knew something was up. And then the pod crashed. Well, I was afraid I wouldn't be seeing you at all. Not alive, anyway. But now that you're here, we can get the mission rolling."

"I'll take you back to the Pyramid. I'll tell everyone how you helped save the shipment, and how you're too honorable to live like scavengers in the poison zone. Honor's big for the Blood Runners. You'll want to keep that in mind."

Ranzo takes the characters along the old highway to the outlands. Along the way he gives them a brief travelogue of where they are going: This is the poison zone, this is Rellex Point, and out here is the outlands. He explains that roads outside the urban areas are off-limits to all vehicles except those of the Blood Runners. "It's how they maintain their monopoly," he explains. "It's also how they build their fleet. Someone's on the road with a truck or floater, the Blood Runners take it."

As the urban areas fade away, the characters see the rugged, canyon-filled territory of the outlands.

*"It's a good place for an ambush," he says.
"They're all good places for ambushes."*

Burrch Ranzo's vehicle eventually arrives at a weathered gray building. The Pyramid juts up from the barren landscape like a forgotten temple. A door opens on the base of the pyramid as he gets close. He pulls into a large garage area filled with dozens of vehicles. (For details, see **The Pyramid** on page 38.)

PYRAMID SCHEME

When the characters step out of the vehicle, they become the instant center of attention. Blood Runners stop what they're doing to check out the newcomers. While the gang members are skeptical that Ranzo's new friends have what it takes to run with them, none are actively hostile.

Ranzo introduces his rescuers to Dubaku Jang, the gang's leader. Jang is a human male with his gray hair in long braids. He looks over the characters as he listens to Ranzo's story of how he met them. When the story is done, Jang gives them a long look in silence. Finally he nods.

"You might do—if you're as useful as Burrch says you are. If you can fight. If you can drive. If you can keep your word in the face of all adversity—then you might be able to earn your place with us as a Blood Rider.

"And if you can't? It's a long walk back to Rellex Point."

The other gang members laugh and cheer, but Jang doesn't even crack a smile. His eyes don't leave the characters.

"They're your responsibility, Burrch. Get them bunks upstairs. No lockers yet. We don't know how long they'll be with us. They'll run the trials in the morning."

Once the heroes are settled in, Burrch Ranzo explains about the trials. They're a rite of passage, he explains, wherein the would-be gang members must deliver a package from one point to another in the outlands. It's never as simple as driving from one place to another, of course. There are always obstacles: road blockages, engine trouble, tests of mettle and honor. Everyone has to go through them.

RUNNING THE TRIALS

The next morning, the Blood Runners assemble in the main garage. Dubaku Jang explains the trials: The characters are to take a Blood Runner vehicle and deliver a crate of tools to a prospector's claim on the outskirts of Kurza's Pride territory. The delivery should take two hours. If it takes less, it's a mark in their favor. If it takes more, it's a mark against. If they decide to take the crate and drive off with it, the Blood Runners will find them and kill them.

Jang presents the spacers with their ride: a beat-up four-wheeled transport with room for six riders in the cabin and another six (or equivalent cargo) in the back. There's a breather for each character. In the cargo area is a coffin-sized crate of metal tools and a standard vehicle repair kit.

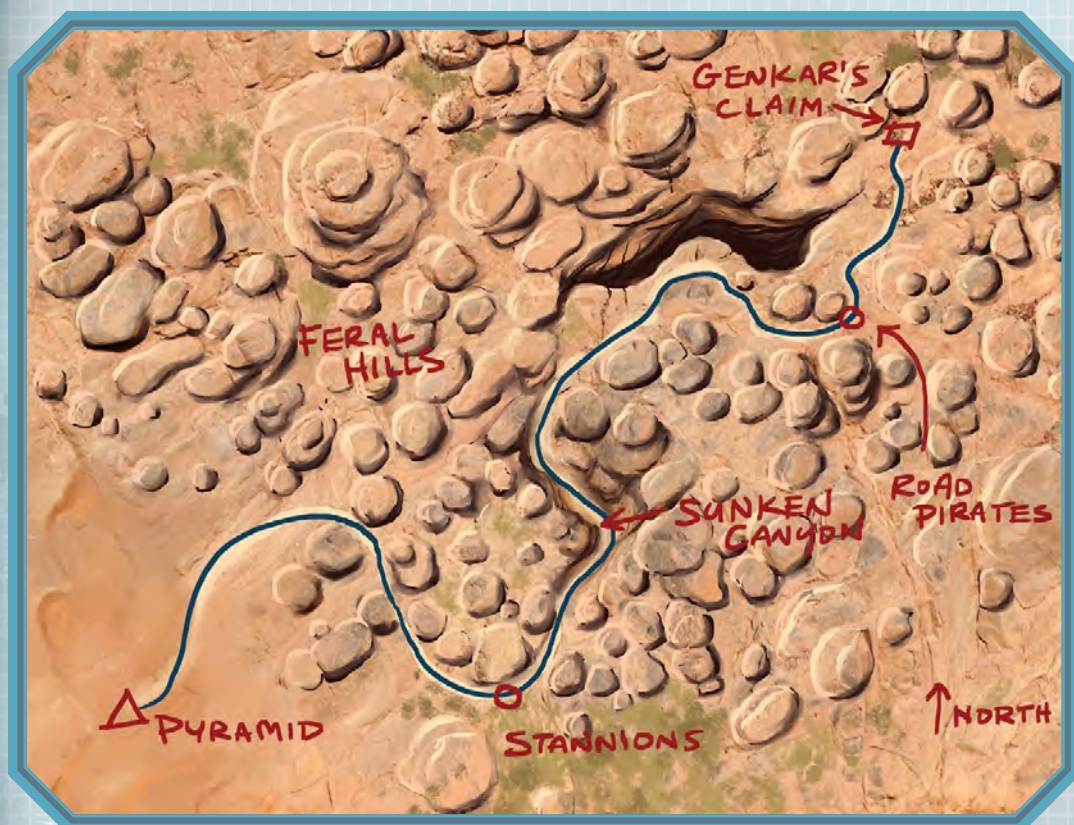
Ranzo hands the characters a crude map showing their route. It's an unpaved road that winds its way through the canyons and foothills of the northwestern quadrant. Notes on the map warn against road pirates and stannions in the area. Jang says,

"You see what must be done. You should get going. The clock started ticking two minutes ago."

The route from the Pyramid to the mining camp is 100 miles long. For every segment of 20 minutes the heroes spend on the route, roll 1d6 to see what they encounter and how far they travel. (If you roll the same encounter more than once, ignore the roll and run either Open Roads or an encounter the players haven't seen yet.)

d6	Event (Distance Traveled)
1	Breakdown (0/10/20 miles)
2	Open Roads (20/40 miles)
3	Roadblock (0/10 miles)
4	Road Pirates (10 miles)
5	Rough Terrain (5/10/20 miles)
6	Shortcut (–20/0/40 miles)

Breakdown: With an ominous clanking sound, the vehicle's engine gives out. Getting it running again requires a successful Repair roll (at –2 if the characters don't use the repair kit stowed in the back of the vehicle). If the roll fails, the characters make no progress this 20 minutes and have to



keep trying. On a success, they get the vehicle running and make 10 miles; on a raise, they make 20. While the vehicle is broken down, the characters might attract the attention of a nearby stannion looking for its next meal. (See page 85 for Stannion stats.)

Open Roads: The road is smooth and clear. Without a Driving roll, the spacers make 20 miles. If the driver wants to risk it, he can make a Driving roll at -2. If he succeeds, they make 40 miles. If he fails, he loses control of the vehicle: Roll on the **Out of Control Table** in *Savage Worlds*. On a roll of 3–11, the heroes must each make an Agility roll or suffer a level of Fatigue from bumps and bruises. Even if their vehicle doesn't take any damage, they still lose time recovering, so only make 20 miles.

Roadblock: The burned-out wreck of a vehicle is wedged between two boulders on a narrow canyon road, effectively blocking the way forward. (While it's not an ambush, call for Notice rolls as if it were, just to keep your players on edge.) Removing the roadblock takes a handful of Strength rolls, and about 20 minutes, so the characters make no miles this encounter. They can find a way around the roadblock with a successful

Tracking or Notice roll at -2, which lets them make 10 miles. It's not much, but it's better than nothing.

Road Pirates: With a successful Notice roll, the characters realize they're being chased by a truck full of road pirates. The delivery crew can either fight or try to outrun the outlaws. Either way, so long as both parties are in their vehicles, the encounter is resolved as a standard-length Chase as detailed in *Savage Worlds*. The heroes make no progress if they stop and fight, or 10 miles if they keep their vehicle moving. (For Road Pirates, see page 93.)

Rough Terrain: Small rocks and other debris on the road make for rough going. The driver makes a Driving roll. On a failure, the team makes just five miles. On a success, the team makes 10 miles. On a raise, they make 20.

Shortcut: The heroes come to a fork in the road. According to the map, they should follow the right fork, but the left fork cuts off a large section of winding road and may save them some time. If they choose the right fork, they make 20 miles. If they choose the left, they find the path fades out after several miles. They can turn around and go back to the crossroads, and make no progress this segment. Or, with a Tracking or Survival roll

at -2 (or a Notice roll at -4), the characters can make out enough of the road to get them back onto the main route, and they gain 40 miles. If they press ahead but fail the roll, they end up lost, and actually *lose* 20 miles while finding their way back to the main route.

WELCOME TO THE TRIBE

When the heroes have traveled at least 100 miles, they arrive at the prospector's camp: a "temporary" prefabricated shelter left over from the original colony with its own airlock and atmospheric converter. It's the size of a blocky single-story house. Blood Runner vehicles are parked around the building. Ranzo greets the party and ushers them inside the shelter.

Dubaku Jang and most of the other Blood Runners are here. If the initiates made the run within the requisite two hours, they are greeted with shouts of congratulations. If they took longer to complete the run, the party is more subdued; the Runners are welcoming but distant. In any case, Jang doesn't smile, but he gives the group a nod.

"Welcome to the Blood Runners," he says.

It turns out there is no prospector. This camp is a Blood Runner waypoint, and the gang's been waiting here for an hour. While the initiates took the winding, indirect route, the rest of them used the actual highways and got here in half the time.

Over the course of the celebration, the characters meet the rest of the gang, including Alaba (Jang's adopted daughter), the kalian Moreno Tranga (the Blood Runners' emissary to the other gangs), and the silent warrior known only as "Hammer."

Moreno Tranga is a smooth-talking kalian with contacts all across Irongate. He welcomes the new members with open arms and offers to help in whatever way he can. In truth, however, he suspects that Burrch Ranzo is working his own agenda, and that the heroes are somehow part of it.

If Hammer is pleased with the heroes' success, he doesn't say so. While the scarred, silent aurax isn't technically a leader, he still commands the respect of the rest of the gang. If asked, the other Blood Runners tell the characters that he is Jang's enforcer. If a client doesn't feel like paying up, it's Hammer who pays him a visit. If a Blood Runner gets out of line, he may have to answer to Hammer. If Hammer wants to meet

with you, the Runners say, you're in a whole world of trouble.

- ✦ **Alaba Jang:** See page 87.
- ✦ **Moreno Tranga:** See page 91.
- ✦ **Hammer:** See page 88.

PART FOUR: BLOOD RUNNING

This Plot Point starts once the characters have passed the trials and are initiated into the Blood Runners.

While the characters' true purpose on Irongate is to solve the mystery of the escaped prisoners, the best way to pursue that goal is by working their way up the Blood Runners' ranks. Performing jobs for the gang gives them reasons to visit all corners of the prison colony. Impressing their leaders by doing those jobs well results in more freedom and autonomy to pursue their investigations without raising suspicions.

When the undercover gang members start out, they are in Burrch Ranzo's pack, and work with him to carry out missions for the Blood Runners. Ranzo prefers to play the mentor, rather than the alpha wolf. He provides information about the prison and advice for the best ways to approach things, but leaves the actual planning and execution up to his recruits. (In game terms, your players have an ally they can ask for help, but are free to make their own decisions.)

MOVING UP

After successfully completing at least four gang runs, the team is respected enough to seek out and undertake its own missions. It is considered its own pack and answers no longer to Ranzo, but directly to Dubaku Jang. At this point the heroes are given their own vehicle, a Blood Runner Escort (see page 7). They can modify it as much as you, as GM, wish to allow them. It's seen better days and needs regular maintenance to keep it from breaking down at the most inopportune moments. For every two weeks that heroes haven't spent an hour and a successful Repair roll keeping the machine running, roll 1d6. On 1-3, the vehicle keeps on running; on 4-5 it breaks down and needs a Repair roll at -2 to start again; on a 6 it requires a Repair roll at -2 and replacement parts worth 1d10 × 100 credits.

The characters also earn favors with various people and gangs across the prison colony.

Some Savage Tales specifically call out when the group gains **Favors** as a reward (see page 8). You should also feel free to add “Favor debt” whenever the characters go beyond the call of duty on a Blood Runner mission or a Savage Tale. For example, if a job calls for them to deliver a heavy package to a housing tower, and they spend an extra two hours hauling the thing to the top floor, the client would owe them one. He might not fight for them, but he might slip them some food, or let them hide out in his basement for a day.

MEANWHILE...

This Plot Point encompasses numerous missions as it covers the characters’ adventures as part of the Blood Runners gang. While your spacers are on these adventures, it’s assumed they are also investigating the escaped prisoners (as detailed in the next part, **Digging for Answers**).

It’s up to the players to determine how to balance their JumpSec investigation with their gang duties. The longer they stay on the prison planet, the greater the chance they’ll be found out. But if they rush their investigation, they may tip their hand and be found out even sooner. From their dealings with Dubaku Jang, the heroes should have no doubt that if he discovers they have lied to him, he will stop at nothing to destroy them. (While the characters might not notice right away, Moreno Tranga is already somewhat suspicious of them because of their relation with Burrch Ranzo.)

BLOOD RUNS

The Blood Runners have a number of “standard runs,” they perform on a regular basis that the characters are invited to help with. These include hauling ore from the mines to the drop zone, moving supplies from Rellex Point to the mines, and shipping equipment from the Factory to pretty much everywhere else in the colony. At either end of these runs, the characters have some time to kill. These are great opportunities for them to snoop around for clues or stumble onto Savage Tales.

In addition to these standard runs, the characters’ pack is called upon to take care of any number of “one-shot” missions. You may wish to roll on the charts nearby to either create these missions or find inspiration for making missions of your own. Each mission has a **task**

d6	Task
1	Buy
2	Deliver
3	Escort
4	Protect
5	Retrieve
6	Sell
d12	Transaction Area
1	Outlands — Dometown
2	Outlands — Kurza’s Compound
3	Outlands — Rellium Fields
4	Poison Zone — Eyeball Temple
5	Poison Zone — Factory Complex
6	Poison Zone — Factory Hospital
7	Poison Zone — Glow Pond
8	Poison Zone — Housing Tower
9	Rellex Point — Bazaar
10	Rellex Point — Drop Zone
11	Rellex Point — Palace
12	Rellex Point — Roof Gardens
d20	Item
1	Baby stannion in a cage
2	Blink
3	Blue zone
4	Computer files
5	Drugged ferrar in a cage
6	Electronics
7	Ferrar tissue sample
8	Fuel cells
9	Group of workers
10	Half-ton of rellium ore
11	Holoprojector disc
12	Protein bars
13	Recycled cyberware
14	Rellium goods

d20	Item
15	Scrap
16	Specialist
17	Stims
18	Vat slime
19	Vehicle
20	Voor meat
d10	Twist
1	Consequences
2	Contraband
3	Cry for Help
4	Damaged
5	Secured
6	Stalked
7	Stolen
8	Trap
9	Vanished
10	War Zone

that needs to be done, an **item** that's the target of the task, an **area** where the task takes place, and at least one **twist** to keep it interesting. At the GM's discretion, each mission may have an opportunity for the heroes to earn Favors by going above and beyond the scope of the mission.

Consequences: The item has side effects on those near it, such as radiation or the respect of other gangs.

Contraband: The item is forbidden where the characters are taking it, so they must smuggle it carefully.

Cry for Help: While on the mission, the characters are contacted by a local for help. (Roll for an encounter in that area.)

Damaged: Though the heroes might not notice it at first, the item is damaged and may be dangerous to use.

Secured: Either the item or the contact is locked away. The heroes know where to deliver them, but can't proceed until they get them out or steal them.

Stalked: The team is being followed by someone who wants the item and will go to any lengths to get it.

Stolen: The item has been stolen and the party must get it back.



Trap: The mission is a setup. The contact has no interest in buying, selling, or doing real business, but plans to rip off the Blood Runners and/or kill them.

Vanished: The party's contact is missing and must be found in order to complete the mission.

War Zone: The transaction area is in conflict between two or more groups, and the characters might get caught in the crossfire.

PART FIVE: DIGGING FOR ANSWERS

This Plot Point starts once the characters are initiated in the Blood Runners and have an opportunity to start investigating the escapees.

Between carrying out missions for the Blood Runners (as detailed in **Blood Running**), the team pursues its true mission of discovering how prisoners are escaping from Irongate. Over the course of the investigation, Burrch Ranzo asks to be kept apprised of their progress, and shares word of that progress with JumpSec during his regular secret transmissions from the safehouse.

The characters are free to approach the investigation however they like, but the most direct route is to start by looking into the three escapees for which they have already read the files: Cetrium Dox, Ree Venum, and Alexis Vondrogon. Ranzo has some words of advice for the investigators:

"You could just wander around Irongate asking about these three, but I don't recommend it. Prisoners are a territorial, paranoid bunch. If people they don't know start poking around in their business, they're likely to shoot first and never mind about the questions. That goes double for nosy inmates without gang ties.

"So when snooping around, you'd be best off flying the Blood Runner colors and keeping it on the down-low. Actually, since the Runners already have friends and contacts all over, you could do worse than to ask some of them about where to find information about the escapees. I'll bet some of them might even know the perps in question."

LOOKING FOR LEADS

Ranzo is right: The Blood Runners are a great source for leads on the escaped prisoners.

Pumping the Runners for information is a two-step process. First, the heroes must make a successful Streetwise roll at +2 to find the Blood Runner who knows about the escapee they're investigating. Then, they need to make a

successful Persuasion roll to gather information from the Runner without raising questions. (They could use Intimidate in a Test of Wills instead, but it's sure to raise questions and the incident may come back to haunt them later in the campaign, during **Part Six: Exposed**.)

The best Blood Runners to speak with are listed below. Use the Blood Runner stats on page 88 for each of them if necessary.

Horq DuBarr: Knows some rumors about Cetrium Dox.

Kurtotoxotor Narn: Used to work with Ree Venum.

Margus Whiteshine: Smuggled rellium weapons to Alexis Vondrogon.

The characters can find sources outside the Blood Runners, but the Streetwise roll is at -4 and they run the risk of antagonizing other prisoners.

INVESTIGATING CETRIUM DOX

Before being sent to Irongate, Dox was the head of an enormous smuggling ring. Here on the prison planet, he built a local operation that smuggled rellium out of the mines and into the pockets of the Cartel and Machine Syndicate, who provided his gang with luxuries in return.

That operation, which he called "the Exchange," kept going after Dox left Irongate. According to the characters' lead, the gang is based out of the mines, and is currently run by a deader shift manager named Woren Yates. If the investigators can get to Yates, maybe he can explain how Dox got off-planet.

VISITING THE MINES

The Blood Runners often visit the mines to pick up rellium deliveries and drop off supplies from Rellex Point. If necessary, Burrch Ranzo can make sure that the characters' pack is scheduled to be part of one of these visits. While here, they have the opportunity to sneak around and try to meet up with the Exchange. (For details on the mines, see **Mine-Dome** on page 37.)

Once inside the mining dome, the heroes' best bet is ask around for Woren Yates. With a successful Streetwise roll at -2, they find a miner who offers to help.

"Woren? Ya, ya. I know Woren. Woren's down in shaft 220, ya. Got a big crew down there. I'll show you, ya? Better than going back to my shift, ha."

LEAVING IRONGATE

Over the course of their investigation, the heroes can piece together how Zandar's Claw gets its clients off-world. Your players may never have a complete picture of the operation, but it's helpful for you to have one so you have answers if they dig deeper than expected. Below is an overview of the people-smuggling operation:

To leave the planet, a would-be escapee needs to first contact Zandar's Claw. There are a number of establishments thought to be fronts for Zandar's organization (though none confirm and most deny it). A person can go to one of these and let it be known that he's trying to meet with the Claw. Not everyone who does this is trying to get out; the Claw gets lots of business propositions.

After Zandar's Claw decides they want to talk to a potential client, they send a broker to find out who he is, what he wants, and if he can pay for their services. Off-world assets are acceptable; many former crime lords have resources stashed away that can only be accessed once they are free. The broker brings the client's info to Carvis, who checks it with the Invisible Hand. If it checks out, the broker brings the client a hand-sized transmitter with a single button on it. "When you're ready to go," he says. "Push the button."

When a client hits the transmitter button, it signals Carvis to send a team of agents (typically a pack of Hungry Ghost gang members) to pick him up. The team follows the signal to the client. They sedate the client with drugs, then haul him (and whatever personal effects he has on him) inside a crate to a predetermined spot in the poison zone. Here, members of Zandar's Claw take possession of the client and secretly move him to the matter transmitter lab for transport. (Some have awakened inside the transmitter, so they speak of the "White Room".)

Carvis uses the matter transporter to send the client to the moon, along with a Claw "guide" who helps him access his bank account or other assets via long-range communicator.

The miner is a member of the Exchange. He and the rest of the gang assume that the characters are working for Kurza and investigating the gang's smuggling operations. He does intend to introduce the intruders to Woren, but only so they can be captured, interrogated, and killed.

ANGER IN THE DARK

The miner leads the characters into the mining facility, then into an industrial-sized elevator car. They take the elevator a few levels down, then pass through a maze of tunnels to another elevator, which takes them to another maze and a third elevator. As they walk, the miner makes small talk and hints that he should really be tipped for providing such excellent service.

Wherever they go, the characters see prisoners hacking away at the walls with drills and picks. The air is thick with dust and reeks with the sweat of a dozen different species. A few miners look up as the heroes walk by, but most keep their dull eyes on their work.

The final elevator door opens onto an open area grudgingly lit by flickering ceiling lamps. Rusty, abandoned equipment litters the floor. Broken-down heavy machinery is stacked in makeshift barriers around several large holes in the floor leading down into darkness. Mining operations hum and rumble overhead, causing bits of dust and rock to occasionally shake loose from the ceiling.

Officially, this is a dead spur. It's been ignored for years except by those who've used it as a dumping ground for irreparably damaged equipment. Only a few shift managers even have access to this part of the mine. Unofficially, it's the staging area for Exchange's smuggling operation. Scattered among the junk are crates of rellium awaiting delivery.

Once everyone's off the elevator, the heroes' guide enters a code into the elevator's control panel. The car powers down. Its doors lock in an open position.

A deader in a manager's uniform steps out of the shadows. He is flanked by a number of Exchange miners carrying weapons.

"I understand you are looking for me. That is unfortunate for you. I do not wish to be found. What I wish is to learn who sent you, and then for you to die."

He nods to the miners, and they attack.

While Yates prefers to take the characters alive for questioning, he's willing to let them die if they put up a fight. He figures if all else fails, he can search their bodies for clues as to their identities and who they're working for.

The bits of broken equipment provide both cover and plenty of improvised weapons to anyone who breaks a piece off with a Strength roll.

The holes in the floor are 30 feet deep. Anyone who falls into one can make an Agility roll at -2 to grab onto the edge instead of plunging to the bottom. The shaft walls are rough stone and can be ascended with Climbing rolls. (See the **Falling** and **Climbing** rules in *Savage Worlds* for heroes who take the plunge into darkness.)

If Yates feels his forces are going to lose the fight, he flees back into the darkness from whence he appeared. If anyone follows, they see him slip through a heavy door, which he closes and locks behind him. As the characters may or may not know, the mine shafts are riddled with odd chambers and side tunnels. This doorway leads to one such tunnel. And on the other side of the door is Yates' failsafe device.

A moment after Yates disappears, a small explosion rocks the area. The ceiling above the door that served as Yates' emergency exit rumbles ominously, then falls. Anyone in the immediate area must make an Agility roll to avoid the collapsing rock. Those who fail take 2d6 damage.

- ★ **Woren Yates:** Use the stats for Boss Prisoner (page 92), adding the Deader Racial Abilities and a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).
- **Exchange Gang Member (2 per hero):** Use the stats for Miner in the *Science Fiction Companion*, adding a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2) to every fourth enemy.

QUESTIONS AND ANSWERS

If the heroes are captured by the Exchange, they are tied up with ropes and Woren Yates interrogates them at length. He wants to know who sent them, how much that person knows of his smuggling operation, and how he or she learned about it.

You can resolve this through basic roleplaying and letting the players lie and bluff their way through the interrogation. Or if you want a more mechanical approach, you can have Yates make Intimidation rolls opposed by the characters' Spirits. Each time an investigator fails the roll, he has to give up one piece of true information.

LEAVING IRONGATE (CONT.)

At no point is the client allowed to leave the matter transmitter room in the moon base; it's essential that the client never know where he is or how he got there.

Once a client's payment has been secured, he is drugged again and hidden in an ore container to be picked up by an Invisible Hand smuggler ship. The drug affects the client's short-term memory, so he can't remember any details of the past few days. Even if captured and questioned, he doesn't remember how he got off Irongate.

At any point in this process, if Carvis, Reynold Seeever, or anyone else in the process feels the client can't be trusted, they may just kill him. They haven't done it yet, but they've come close a few times. After all, the client is supposed to be in prison for life. No one's expecting to see him again. No one's going to know if he's dead.

If the heroes are victorious, they can be the ones asking questions. Members of the Exchange start off as Hostile, and any Persuasion rolls are made at -4. The gang members respond better to Intimidation rolls, which are opposed by their Spirit.

On a success on one of these rolls, the gang members give up what they know of Cetrium Dox:

"Dox was the leader here before Yates, ya? He's a big man with big dreams. Irongate wasn't big enough for him. He needed to get back home.

"So he hears about Zandar's Claw. That Zandar, he can get you anything, ya? Even get you off-world, if you got enough coin. But he's hard to find. Cetrium, though. Like I say, big man, big dreams. He finds a way to meet up with the Claw. Next thing we know, he's gone."

The miners know nothing more about Zandar's Claw that isn't common knowledge.

On a raise, the miners explain their smuggling operation: how they sneak out raw ore to Rellex Point, where it buys them drugs, blink, weapons, and luxury goods.

MINE GASES

One of the many dangers of working in the rellium mines is the risk of toxic air. Miners occasionally run into pockets of alien gas and suffer from its strange effects. Some say this is how the plague that ended the first colony got its start. Although the miners have sensors to detect poisons in the air, there aren't enough working sensors to go around.

For each day a crew is working in a new section of the mines, draw a card. If you draw a face card, the miners encounter gas. Each miner must make a Vigor roll for every 20 minutes she's exposed to the gas. Those that fail take a level of Fatigue. Roll on the table below to determine what other effects they suffer. These effects last an hour.

- 1) **Hallucinations:** They see surreal imagery that doesn't exist. All Notice rolls are at -4.
- 2) **Sleepiness:** They are overcome with weariness and might not want to leave the area. Take another level of Fatigue.
- 3) **Aggression:** They want to strike out against those nearby. When approached or spoken to by another person, the victim must make a successful Smarts roll to keep from attacking that person.
- 4) **Laughing:** Nothing's funny but the humor zone of their brains is overriding their nervous systems. The victim's Charisma is reduced by two due to his off-putting behavior.
- 5) **Pain:** The gas burns with agonizing fire! The victim takes a wound.
- 6) **Bleeding:** They bleed from their eyes and orifices, taking no damage but freaking out those around them. The victim takes another level of Fatigue and gets -1 Charisma.

CAVED IN

Getting out of the mine shaft isn't easy.

If Yates sets off his explosive device, the damage to the walls and ceiling causes a small cave-in inside the elevator shaft, damaging the lift mechanism beyond the characters' ability to repair it.

Even if Yates doesn't blow the ceiling, the elevator is shut down and can only be restarted by someone with the proper access codes. Yates and the miners can be intimidated into giving those codes, but not if they're all dead or unconscious. If the characters have the proper equipment, they can try to coax the elevator back into operation with a Knowledge (Computers) or Knowledge (Electronics) roll. A success brings it back to life.

The ceiling of the elevator car is outfitted with the traditional trap door. Going through it, the characters can access the mine shaft, which has a rusty metal ladder inside leading to the eighth level above. Climbing the ladder doesn't require any rolls. Each level has a telescoping metal safety grate blocking off the elevator shaft from the rest of the level. Opening a grate from the back takes a Strength roll.

MINING FOR ADVENTURE

Once they get out of the Exchange's staging area, the characters are still stuck deep inside the mines. Unless they specifically noted the route when their guide brought them down, they are lost and don't know how to get out.

Anyone else the characters encounter down here assumes they are new miners who wandered off from their work unit out of either incompetence or rebellion.

"You better get back to work or you're gonna get the lash."

Unless they deny being workers, the mine visitors are ushered to where a few dozen prisoners are carving away at the walls of a stone chamber. Carts of rellium and waste rock stand nearby. The miners greet the newcomers with a nod, then go back to work.

As long as the characters pull their weight, no one questions who they are or what they're doing in the mines. They may want to stay here a while. It's a good way to lie low if the Exchange or some other enemy is looking for them. It's also an opportunity to explore the mines up close.



- **Miners:** Use the stats for Miner from the *Science Fiction Companion*.
- **Mine Foreman:** Use the stats for Miner from the *Science Fiction Companion*, adding a lash (Range 5/10/20, Damage —, RoF 1, target must make a Vigor roll or be Shaken) and +1 Armor for his protective gear.

GETTING OUT

When the players have had enough of the intrigue, danger, and hard labor of the mines, there are several ways to get out. Below are a few ideas which may be mixed and matched as they see fit:

Call for Help: The characters can use the long range commlink in Kurza's compound to contact the Blood Runners and ask for help. The Runners immediately act to retrieve their comrades, but those comrades had better have a good explanation for how they ended up stuck in the mines. If not, they may lose the respect of the other Runners and each owe a significant Favor.

Come Clean: The characters can tell the truth. They can try to convince their superiors that there's been a terrible mistake: They aren't

THE EASY WAY OUT

Clever players may realize that without help, they'll have a hard time making it back to the surface. To that end, they may take one or more defeated Exchange members with them to serve as guides. The smugglers grudgingly agree to help, but lead the heroes into an Exchange ambush instead. Even if the spacers escape the ambush unharmed, their guides flee into the darkness, leaving them alone and lost in the tunnels.

If your players insist on immediately finding their way to the surface, and show no interest in adventuring in the mines, don't feel obligated to keep them underground. The campaign won't grind to a halt because they don't hang out in the dark fomenting rebellion. Let them go; there is always adventure here when they're ready for it.

actually miners, but Blood Runners who ended up stuck down in the dark. The foremen aren't easily convinced. Unless the heroes can produce evidence of their claims, any such Persuasion attempts are at -4.

Fight for Freedom: If the heroes try to fight all the foremen and guards between them and their freedom, they most likely fail. But if they can convince the other prisoners to help, they have a chance of making it outside the dome.

Sneak Out: Slipping out of the mine shafts is hard. It's possible, but requires multiple Stealth rolls to avoid the foremen, shift managers, and other prisoners who might be willing to rat out the escapees. Once on the surface, sneaking to one of the four exits is easier. Getting through the exit undetected while others are passing through takes a Stealth roll at -2. Doing so without the cover of other people is virtually impossible without taking out one or more of the guards.

INVESTIGATING REE VERNUM

A former career politician, Ree Venum was sentenced to Irongate for killing his wife. According to the investigators' lead, Venum worked for the Machine Syndicate while he was here, putting his charismatic personality to use as a salesperson in the factory office.

While the Blood Runners don't have a lot of reason to simply wander around inside Syndicate territory, they do make semi-regular runs to the factory itself. It's not difficult for the characters to join or head up one of these runs.

AT THE FACTORY

Ree Venum was well-known and well-liked in the factory office. By talking to his former co-workers and making a successful Streetwise roll, the characters learn that Venum vanished suddenly.

"Venum? Yeah, I remember him. Great salesman. Everyone trusted him. Not sure what happened to him, though. One day he was just gone. His stuff's still in his room, so we figured he took a wrong turn in the poison zone and got killed by a scav gang."

A successful Streetwise or Persuasion roll scores the characters the directions to where Venum's room lies just how he left it. The roll is at -2, but this can be negated with a small bribe.

THREADING THE NEEDLE

Ree Venum lived in a housing tower known as the "Green Needle" due to its color and tall, narrow profile. The tower is a few blocks away from the factory office, and mostly populated by people who work in the factory compound itself. A minor gang, the Needlers, runs the building and keeps its occupants safe from roaming scavengers.

The main doors to the Green Needle are open, but a handful of Needlers are hanging around outside, blocking the entrance. There is one Needler for each character.

The investigators can try to talk their way past the informal guards (they are Uncooperative) or fight their way through. If a fight breaks out, one of the Needlers tries to break away and get reinforcements. If he succeeds, more Needlers arrive in 2d6 minutes. The characters might be able to avoid them now, but may need to deal with them again on their way out of the building.

There is a back door to the Green Needle, but it's sealed shut (any Lockpicking attempts are at -4) and blocked up from the inside. Still, it's completely unguarded. As long as they don't make a lot of noise, the heroes can spend as long as they want getting through the door.

- **Needlers (1 per hero):** Use the stats for Scav Ganger on page 93.

VERNUM'S NEST

Venum's room is on the fourth floor in the middle of the hallway. The door is locked, but it's a simple mechanical lock that can be picked with a Lockpicking roll. Alternatively, investigators can break the door open with a Strength roll.

The room is small and in disarray. An unmade bed takes up most of the space. Closets and cupboards are built into the walls and hang open, their contents falling out. A tiny shower and washroom are wedged into one corner and smell like they haven't been cleaned since the first colony.

Judging from the looks of the place, it would be reasonable to assume that Ree Venum packed and left in a hurry.

Heroes can make a Notice roll to find clues.

With success, they find a note that had been slipped under the door. It reads:

Ree, I know you're leaving.
If anyone can do it, I know
you can. I only ask that when
you go, you take me with
you. I love you, and don't
know how I can survive here
without you beside me.

Dujith

On a raise, the characters find a hard copy output of an image of a smiling female kalian. On the back, written in the same handwriting as on the note, are the words, "Love, Dujith."

DESPERATELY SEEKING DUJITH

Armed with the name (and possibly a photo) of Dujith, the investigators can return to their contacts in the factory office for more answers.

"Yeah, Venum had a long list of lady friends, if you know what I mean. This one, Dujith, she fell for him pretty hard. Kept coming around here looking for him after he vanished. Last I heard, she hooked up with some eyeballers who were here trading. Maybe she's with them? She hasn't been around here since."

The "eyeballers" are members of the Order of the Inward Eye, a cult that offers peace but delivers mind control.

LOOKING INWARD

Their search for Dujith brings the investigators to the temple compound of the Inward Eye. (The cult is detailed in its own section starting on page 33. Its temple is described on page 32.)

The temple is surrounded by walls 12 feet high and manned by armed guards. During the day, the wall's gates are open, and all visitors are welcome. Obvious weapons are forbidden, and guests of the temple are strongly encouraged to leave them in boxes placed near the gate for this purpose. Those who refuse are asked to leave.

Inside the walls, the temple is a bustling place during the day. Acolytes welcome newcomers with offers of food and water. They also answer whatever questions they can.

When the characters ask about Dujith, an acolyte offers to find her, then disappears. A few minutes later, Vann Korro, the master of the

Temple, approaches the heroes. He introduces himself, then goes on:

"I understand that you're seeking one of my flock. We offer sanctuary to all here, especially those in search of peace. Please, explain what business you would have with my spirit-daughter Dujith."

While Korro asks the question verbally, he's also asking it with his *mind reading* power. He targets the character he thinks will offer the least resistance (i.e., has the lowest Smarts). He's intrigued by the idea that Ree Venum has escaped Irongate.

Regardless of what the characters tell him, Korro agrees to let them speak with Dujith, but only under his watchful eye. He orders his followers to fetch the kalian and prepare some tea for their guests.

Dujith joins Korro and the investigators for tea. She is happy and unharmed, content to be a follower of the Inward Eye. With Korro's gentle encouragement, she tells the characters everything she knows about Ree Venum's escape:

"Ree heard that Zandar's Claw can get you off-world for the right price. If you got enough money on the outside, they'll take you there."

"He started visiting some dive bars and drug dens in Rellex Point. He wouldn't tell me where he was going, but they're supposed to be connected to Zandar. I guess one of them worked out, because he came back one night with a transmitter."

"It was black box, about the size of your hand, with a button on it. He said all he had to do was push the button and the Claw would come get him."

"I didn't want to believe. It seemed like a scam. It still does. But he must have pushed the button because he's gone...and he didn't take me with him."

BRAIN PICKINGS

During the conversation, Korro is reading the characters' minds. Unless they actively guard their thoughts, he discovers their true goals on Irongate and the progress of their investigation. (Rather than do a series of Psionics rolls, you may wish to have the players each make a Smarts roll. The character with the highest roll is aware of the mental intrusion, but doesn't know its origin.)

Korro is determined to learn what the investigators discover about a way off-planet. As

they leave the temple, he assigns a handful of his most trusted cultists to follow them and report on their activities. Over the course of the next few days, he also contacts his sleeper agents with instructions to keep an eye on the heroes.

INVESTIGATING ALEXIS VONDROGON

Vondrogon is a human female serial killer who used her wealth to avoid capture for years. When the law caught up with her, she was sentenced to life on Irongate.

According to the heroes' lead, Vondrogon was commonly found in Rellex Point. A few hours of asking around in Rellex Point and a successful Streetwise roll reveals that she was one of the high-rolling regulars at the Palace, a casino that serves as the Cartel's headquarters.

Unfortunately for the characters, the Blood Runners don't typically do much business in the Palace. In order to visit the place on official business, the heroes may need to call in Favors, lie about the job, or otherwise get creative. Failing that, they can simply drop by the Palace on their own. After all, even Blood Runners might need to blow off steam at the gambling table sometimes.

AT THE PALACE

The investigators can get into the Palace so long as they appear to either have money to spend or Blood Runner business to attend inside. The first two floors of the casino are occupied by knots of drinkers and gamblers. Security personnel meander between the tables and are quick to respond to any disturbance. For details on the casino, see **The Palace** on page 27.

With a successful Streetwise or Persuasion roll, the characters are able to chat with some regulars who remember Alexis Vondrogon. She hasn't been around for a while, they say, but didn't appear to have any unpaid gambling debts. If she did, someone in the Cartel would have made an example of her.

One of the regulars, a gray-furred yeti, notes that the heroes aren't the only people asking about Vondrogon. He's willing to tell more if the characters slip him a bribe, make a subsequent Persuasion roll at -2, or make an Intimidation roll at -4 (and risk attracting the attention of security).

"Right around the same time she vanished, one of the Palace security gals from upstairs came

poking around, wondered if we'd seen her. She seemed kind of upset, you ask me. But I've never been good at reading those lizard-folk."

The "security gal" to which the yeti refers is none other than Soh Shyka, the head of Palace security.

MEETING SHYKA

If the investigators start talking to security about Vondrogon, or asking about the "lizard-folk" the yeti mentioned, they are escorted to a secure room in the back. A minute later, a female saurian stalks into the room and introduces herself as Soh Shyka, head of Palace security.

If the party doesn't pursue the security angle, Shyka still hears about their investigation and tracks them down herself. In this case, Shyka confronts them at some point while they are by themselves in Rellex Point.

In either scenario, Shyka isn't alone. She's flanked by a pair of Palace security personnel, each with a pistol on his belt.

- **Shyka:** Use the stats for Bounty Hunter from the *Science Fiction Companion*, adding the saurian Racial Abilities.
- **Palace Security Officers (2):** Use the stats for Scav Ganger, but each has +3 armor and a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

SHYKA'S STORY

After introducing herself, Shyka explains her interest in Vondrogon.

"Alexis Vondrogon was a regular at the gambling tables. She was charming and had a lot of coin. We suspected she was getting the coin from cheating the other guests, but no one complained, so we left it alone. No victim, no crime.

"Her friends tended to disappear. That happens here; Rellex Point is safer than the poison zone, but still full of killers and thieves. But the people that Vondrogon gambled with vanished more often than normal. We thought she had something to do with it.

"Our head of security—my old boss, Quorta—started poking around. She found something in Vondrogon's apartment, but got killed before she could tell us what. We found her body the next day. She'd been stabbed 23 times.

"I went over to Vondrogon's place to... ask her some questions. But I saw four men in masks hauling her out the door and into a beat-up green truck. She was definitely unconscious.

"I was too far away to stop them before they drove toward the poison zone. No one had seen the masked men around before, and no one has seen Alexis since.

"Quorta was my friend. She must be avenged. If you know where Alexis Vondrogon might be, you must tell me, so I might kill her and justice might be done."

If pressed for details of Alexis's "abduction," Shyka describes the masks as "hideous and bulky," with protruding eye stalks, horns, and oversized vents on the sides suggesting the masks doubled as breathers (which typically aren't needed inside Rellex Point). She also notes that the truck, while clearly centuries old, ran as smoothly as if it were new.

After the interview, Shyka asks, "Why are you looking for Vondrogon, anyway?"

If the party gives a believable reason for their investigation, they need only a successful Persuasion roll to convince Shyka they're all on the same side. If not, or if they fail the roll, she's suspicious that they have a secret agenda, and may attempt to capture them for further questioning.

Shyka may become an ally to the heroes. If the conversation goes well, and she believes they're as committed to justice as she is, Shyka is willing to do them a Favor later. She may also ask them for a Favor the next time they're in the area.

CONCLUSIONS

After their investigations, the characters' best lead is the gang that was seen taking Alexis Vondrogon and likely took Ree Vernum. If they can find the gang, they can find the White Room.

But before they can start tracking down the masked men, they have a Blood Runner crisis to deal with!



PART SIX: EXPOSED

This Plot Point occurs after the characters have investigated the three escapees, and know that tracking down the masked gang will lead them to the White Room. While the undercover JumpSec team has been secretly investigating the escaping prisoners, another member of the Blood Runners has been performing his own investigation.

Moreno Tranga, the Blood Runners' emissary to the other gangs, has had suspicions about Burrch Ranzo for some time. Ranzo vanishes into the outlands for extended periods of time, and often visits distant parts of the prison colony on the thinnest of pretexts. Tranga is convinced the man is pursuing his own agenda, but hasn't had any evidence until now.

The last time Ranzo disappeared into the outlands, Tranga followed him and discovered the secret safehouse (see **Covert Transceiver Station** on page 37). There he overheard Ranzo making commlink contact with his superiors on the Ice House. Once Ranzo was gone, Tranga ransacked the safehouse. He found computer files that implicate not only Ranzo as a secret JumpSec agent, but the heroes as well.

Burrch Ranzo returned to the safehouse as Tranga was leaving. The two exchanged words, then gunfire. Tranga shot Ranzo dead. The characters, of course, likely have no idea that these things have transpired.

RUDE WELCOME

When the characters return to the Pyramid from their latest job, they find the other Blood Runners quiet and hostile. Before they can find out what's going on, they are approached by a gang member and Hammer. The member says that Dubaku Jang wants to see them. Hammer says nothing, but attacks if the accused try to run.

Hammer joins the heroes in Jang's office on the second floor of the Pyramid. The gang leader narrows his eyes as he looks them over.

"I have some disturbing news. I've seen evidence that your friend Burrch is a traitor not only to this brotherhood, but to all the free people of Irongate as well. It's solid evidence. I believe it. And there is evidence that you not only knew of his betrayal, but are traitors yourselves."

"But of this, I am not so convinced. Go with Hammer. You're restricted to quarters until morning, when we will have a trial and decide whether or not you deserve to die like Burrch."

BITTER CHOICES

Once the characters walk out of Jang's office, they have several obvious options before them.

MAKING A BREAK

Escaping the Pyramid before the trial requires the undercover agents to be smart, stealthy, and quick.

- **Sneaking Around:** Although Jang has put a pair of guards on the suspected traitors' door, creative heroes can find a way to distract or eliminate the guards long enough for them to get out of their room. Once out, sneaking around the pyramid requires Stealth rolls, which are -2 if the other Runners are actively looking for them.
- **Calling in Favors:** If any other Blood Runners owe the suspects Favors, now is the time to call them in. Even to pay off a Favor, the other gang members are unlikely to publicly join the heroes in their flight, but are more likely to subtly misdirect or delay their pursuers.
- **Driving Off:** The characters' vehicle is unguarded, but there are other gang members around the garage. The moment the heroes' vehicle fires up, others notice and try to stop them. The door is closed and they have to either get it open by pressing the door button by the door itself, or smash through (the door's Toughness is 12) by ramming it. Ramming it is actually a bad idea, as it also does damage to the vehicle per the **Collisions** rules in *Savage Worlds*.
- **The Chase Is On:** Once the characters hit the road in a vehicle, the other Blood Runners all give chase. Their flight confirms their guilt in the minds of the other gang members. This is now a matter of honor to them, and they won't stop until the traitors are dead. The pursuit is resolved as a long-range **Chase** sequence, as detailed in *Savage Worlds*. The other Blood Runners are driving eight vehicles, and two more vehicles join the chase every 10 minutes.

- **Hiding Out:** Once they leave the pyramid, the characters can go anywhere on Irongate. Their best bet is to head for Rellex Point, where they can ditch their vehicle and shake pursuit in the crowds. Anyone trying to find them on the streets of Rellex Point needs a Notice roll at -2, or -4 if the characters are trying to stay hidden.

FIGHTING ESCAPE

If the team prefers a straight fight to sneaking out of the pyramid, the situation resolves itself mostly as described above. The main differences are the lack of Stealth rolls, and that characters have a head start once they hit the outlands. Many of the other gang members don't yet know what's going on, and are slow to react when the characters jump in their vehicle. Some even volunteer to open the garage door for them. The pursuit is still a long-distance chase, but the fleeing group starts with only four vehicles on its tail.

GOING TO TRIAL

The party may prefer to sit tight and wait for Jang's "trial" the next morning.

He holds the trial in a conference room on the second floor. The characters are handcuffed. Hammer stands behind them to keep them in line.

The trial isn't as formal as an actual court trial, of course. There are no juries or lawyers. The rest of the gang is in attendance, serving as a sort of "mob jury." Jang asks Moreno Tranga to explain to everyone what he found out about Ranzo and why he believes the characters are traitors to the gang. Jang then asks the characters to defend their actions if they can.

Tranga's evidence is hard to refute. It starts with the existence of Ranzo's secret high-tech safehouse in the outlands. It also includes data files from Ranzo's computers detailing the heroes' investigations, as well as their efforts in working for the Blood Runners. Finally, the fact that Ranzo brought the group in himself to join the gang confirms that they were all working together.

The trial is a Social Combat, as detailed in *Savage Worlds*. This combat is resolved over the course of three rounds. Each round, one of the heroes makes an opposed Persuasion roll against Moreno Tranga (page 91). At the end of the third round, if the heroes have at least as many successes as Tranga, they are considered innocent of the charges; if not, they face Jang's judgment.

Even if the characters convince the gang they aren't traitors, they aren't out of the woods yet. Jang orders them to remain in the Pyramid until further notice, and hands control of their pack over to another gang member. This is sure to hamper the heroes' plans for finding the White Room.

Furthermore, some members of the gang believe that, regardless of the trial's outcome, the characters are lying and should be killed. These vigilantes ambush the party when they least expect it. Unfortunately for the heroes, unless they're very careful, they may kill their attackers in self-defense and thereby confirm they are traitors.

If Jang and the others are convinced the heroes are traitors, the characters have to make a break for it (see **Making a Break**, above). But it's harder for them now. Since everyone knows what they did and that they shouldn't be freely moving about the area, all Stealth rolls suffer a -4 penalty.

PART SEVEN: RENEGADES

This Plot Point occurs after the characters are exposed as JumpSec agents and escape capture by the Blood Runners.

The investigators' cover is blown. The Blood Runners have spread the word that their newest members are undercover law enforcement, and offered 1,000 coins for the death or capture of each hero. Within a day of the characters escaping the Pyramid, virtually every prisoner on Irongate knows their names and descriptions. The heroes are hunted, on the run, and without a gang to support them.

On the other hand, the party is closing in on the White Room. After their investigations, the characters' best lead is the masked gang that took the escapees. They have a description of the gang to work from. It won't be easy with practically every prisoner on the planet looking for them, but "easy" was never really an option.

ON THE RUN

For the rest of their time on the planet, the characters are fugitives. Whenever they show their faces in public, they risk someone recognizing them. Once spotted, some of the locals give chase while others call for backup from the nearest heavy hitters.

In order to complete its mission for JumpSec, the team may need to call in some Favors. Over the course of the campaign and various Savage

Tales, the heroes have earned Favors from a number of different factions and individuals. As long as they haven't cashed them all in, they can call on these people to pay them back in their hour of need. No one is happy about helping the colony's top enemies, but no one betrays them so long as they're gracious and don't ask for too much. (See **Favors** on page 8 for details on what sorts of things the characters can ask for.)

TRACKING GHOSTS

According to the heroes' contact Shyka, the escapees were taken by a gang wearing hideous masks with built-in breathers.

The gang in question is called the Hungry Ghosts. They're known in the eastern poison zone for raiding others' scavenger sites and kidnapping. The characters may have already encountered the Hungry Ghosts as part of a previous adventure. If not, they can identify the masked gang as the Hungry Ghosts with a successful Streetwise roll. On a raise, they discover the gang targets people with expensive cyberware, which they are rumored to remove and sell to the Machine Syndicate.

Your players may have any number of ideas for how to find the Hungry Ghosts. Here are a few suggestions to get them started:

Talk to the Syndicate: The Machine Syndicate is no more a fan of the characters than any other gang on Irongate, but the heroes might be able to convince a member of that gang to put them in touch with the Hungry Ghosts. A Streetwise roll reveals that the person to talk to is Swon Donnor, a deader leader in the Brainburner gang who works with the Hungry Ghosts. With a successful Intimidation or Persuasion roll, Donnor can arrange a meeting with the Hungry Ghosts.

Hit the Streets: If the characters decide to simply hunt the poison zone where the Hungry Ghosts are said to be found, they can have success, but it may take time. For each day they spend exploring the zone, the team makes a Streetwise, Notice, and Stealth roll all at -2. If they succeed at both the Streetwise and the Notice roll, they find a group of Hungry Ghosts (one per hero) out looking for trouble. If they fail at the Stealth roll, they are spotted by a local scav gang who tries to capture them for the reward.

Talk to the Claw: The characters know that Ree Venum made contact with Zandar's Claw (and eventually the Hungry Ghosts) by visiting dive bars and drug dens in Rellex Point. They

may try to do the same and set up their own meeting with the Claw. Unfortunately, once word gets out that JumpSec agents are on Irongate investigating the escaped prisoners, Carvis shuts down that part of the business. If the heroes ask around looking for the Claw, they are eventually met by the Hungry Ghosts, who have orders to kill them.

MEETING THE GHOSTS

When the party finally encounters the Hungry Ghosts, it more than likely results in violence. Carvis has told the gang that JumpSec is investigating their operations, so anyone snooping around should be killed on sight. The Hungry Ghosts aren't stupid: they might pretend to negotiate with the heroes, but have no intentions of revealing any details of their part in the Carvis' plans.

The Hungry Ghosts fight until half their number are down. The rest split up and flee. Fleeing gang members can be found with successful Tracking rolls at -2. The heroes get +2 to any Intimidation or other interrogation rolls against any captured Ghosts.

On a successful Intimidation roll, a captured Ghost explains the gang's role in Zandar's Claw:

"We work for Zandar, but we're not part of his crew. We're disposable, like when we work for the Brainburners. It's fine. We're in it for the money, and the thrill of the hunt."

"Zandar gives us a receiver and a sedative injector. When the receiver lights up, we follow the signal to the transmitter. We sedate whoever has it, stick him in a crate, and take the crate to a drop point. We don't see what happens after that. We don't want to know. So long as we get paid, it doesn't matter."

If the heroes get a raise on the Intimidation roll, the Ghost volunteers to show them the drop point in exchange for his life. If not, then he can still be convinced to do so with a successful Intimidation roll at -2.

The Hungry Ghosts know nothing of the matter transmitter, prisoners escaping from the colony, or the "White Room."

- **Hungry Ghosts (2 per hero):** See page 89.

PART EIGHT: THE WHITE ROOM

This Plot Point occurs immediately after the Hungry Ghosts lead the characters to where they drop off would-be escapees.

The Hungry Ghosts bring the characters to the site where Zandar has previously ordered them to drop off the people in crates. The drop point is a crumbling ruin inside the poison zone, where half-collapsed walls protect the crate from the eyes of those passing by.

This is the site where both the Hungry Ghosts and the rellium smugglers leave their crates for Zandar's Claw to pick up. Looking on the ground, a Tracking roll reveals that there have been many such crates here over the past few months. On a raise, the tracker realizes that some crates were definitely heavier than others. With a successful Notice roll, the heroes realize the area is powdered in rellium dust and residue.

If the characters pause too long, they are attacked by 2d6 scav gang members, who are reinforced by the Machine Guard a few minutes later.

- **Scav Gangers (2d6):** See page 93.
- **Machine Guard (4):** See page 91.

FOLLOWING THE TRAIL

From the drop point, a successful Tracking roll at -2 shows the direction in which the crates were hauled by hand cart. The characters can follow the trail to a ruined two-story building on the next block. Its four walls are still standing, but the roof is missing and the floor above has huge holes in it. With a successful Notice roll, the trackers pick out details suggesting the building was once a research lab during the first colony.

As the characters arrive at the building, a shout goes up from nearby: "They're here! The Blood Runners!" There are sounds of running feet on the street as scav gangs charge the party's position in hopes of cashing in on the reward for their death or capture.

Inside the building, the trail leads to an interior door. It's locked, but can be broken with a Strength roll at -2 or unlocked with a Lockpicking roll at -2. Behind the door is a set of stairs leading down into a well-lit basement. There is no sound aside from a slight hum coming from the basement.



GOING DOWN

The basement stairs open onto a wide room littered with old research equipment and piles of broken electronics left over from the original colony. The floor is powdery with rellium dust. At the far end of the room is a large vault door with an electronic lock. Footprints in the dust show that most of the traffic here has gone in and out of that door.

Opening the vault door is a Dramatic Task requiring either Knowledge (Electronics) (-2), Lockpicking (-2), or Repair (-4). Because there is a single point of interface, only one character can attempt the task at a time, and cooperative rolls aren't possible. Complications on the task include a short in the wiring or legacy anti-intrusion software.

If the characters can't get the door open in time, they are interrupted by 2d6 scav gangers and a number of Machine Guards equal to the number of heroes. Any further attempts to open the door have to come after the battle.

- **Scav Gangers (6, plus 1d6):** See page 93.
- **Machine Guard (1 per hero):** See page 91.

HEART OF THE CLAW

Inside the vault door is a clean, well-organized setup—the actual headquarters of Zandar's Claw. There is a living area, a rellium storage area, a functional lab with a wide array of equipment, and a generator to power it all.

Once inside, the characters can seal the vault door behind them, ensuring they won't be disturbed by scavs or other gang members. As they close the door, however, they are attacked by members of the Claw!

There are only a handful of people here: two techs to run the matter transmitter, and 1d4 other gang members who help keep the machinery running. They aren't much of a threat, and surrender when it's clear they're losing—but not without a fight.

- **Techs (2):** Use the stats for Scientist from the *Science Fiction Companion*.
- **Claw Members (1d4):** Use the stats for Scav Ganger on page 93.

THE BRAINS AND THE CLAW

Just as the fight is wrapping up, a loud hum fills the lab. It builds to a crescendo in a flash of light, then Zandar and Carvis step out of the White Room.

Carvis takes in what's happening immediately. He pats Zandar on the back and gestures toward the team, intoning grimly,

"I was afraid of this. We have intruders, Zandar. You know what you have to do."

Zandar attacks the characters, and doesn't stop attacking until one side is victorious. While he's keeping them busy, Carvis steps back into the matter transmitter. A hum. A flash of light. And he's gone.

- **Zandar:** See page 95.

A MATTER OF TRANSMISSIONS

Once Zandar is defeated, the characters can turn their attention to the matter transmitter. The technology is beyond anything else they've seen from the first colony, but those making a successful Repair or applicable Knowledge roll can identify some of the parts as those used in hyperspace drives.

The Claw techs can be persuaded (by force, if necessary) to explain how to use the transmitter, and that it works in tandem with another transmitter on the moon Dellian. One look at all the rellium dust on the floor makes it clear what the gang has been transporting in addition to prisoners.

If the techs aren't available, the heroes can figure out the device themselves. It takes at least an hour of examining the transmitter, reading the various bits of documentation the gang wrote up for its own use, and making a Repair or Knowledge (Electronics) roll at -2.

Meanwhile, the team's enemies gather outside the vault door and grow more numerous by the minute. The characters hear ominous pounding and mechanical whirring from beyond the door. They can face the swelling horde...or they can follow Carvis through the matter transmitter to Dellian.

The safest course of action, and the one most likely to shut down Zandar's Claw for good, is to travel to the moon.

PART NINE: FULL MOON

This Plot Point kicks off when the characters use the matter transmitter to travel to the moon.

MOON COUP

It has always been part of Carvis's plan to take control of the moon base. The Invisible Hand has been infiltrating the personnel here for over a year, and more than half of the base's workers are actually Hand operatives. When the time came, the transition of power would be silent, seamless, and incredibly profitable.

That was the plan before the heroes interfered.

Now that JumpSec agents are investigating the operation, have discovered the matter transmitter, and are actually *inside* the Claw's secret headquarters, the time for subtle machinations is over. It's time for a coup.

Immediately upon returning to the base from Irongate, Carvis sends word to Reynold Seever.

Seever himself kicks off the operation with a visit to the control tower. There he kills Quan Dysyx and scrambles all outgoing communications. He presses the intercom button and broadcasts to the entire base:

"The egg is cracked."

At his signal, the infiltrators pull weapons on the other crew members. Those who cooperate are locked in their quarters. Those who resist are shot. Three security officers are killed, and the others are locked in the medical bay.

When the smoke clears, the matter transmitter activates. The characters have arrived.

LUNAR ARRIVAL

Inside the white chamber, the heroes flip the final switch and push the final button. The world around them disappears in a blinding flash of light. For a moment that feels like eternity, they are surrounded by deafening silence, burning cold, and the sensation of clammy hands clawing at their flesh and pulling their bodies apart.

And then it's over.

The characters make a Spirit roll to see how well they handle the disorientation of personal hyperspace travel. With a success they gain a level of Fatigue. Those who fail gain a level of Fatigue, are Shaken, and roll on the **Fright Table** in *Savage Worlds*.

BREATHLESS BATTLE

Deal out Action Cards as the characters start to take in the world around them.

The first thing the characters notice is that they're in a chamber much like the one on Irongate, but it's inside a larger room stacked with rellium crates and lit by control panels. The second things they notice are that they are alone, and the exit is well-lit on the far side of the room. When they start to move, it's clear the moon has low gravity, which affects them as detailed in the **Gravity** section of *Science Fiction Companion*. Finally, the air in here isn't just cold. It's very thin, and getting thinner by the minute. If they don't get out soon, they will suffocate.

As the characters may deduce, Carvis is trying to kill them before they can make it out into the moon base. As soon as he saw the invaders in the Claw headquarters, he returned to the moon and started sucking all the air out of the receiving room.

On their first turn, and every minute thereafter, the characters must each make a Vigor roll or gain a level of Fatigue. If the Fatigue incapacitates a character, that character dies in a number of rounds equal to her Vigor die unless given air.

The exit is an interior-grade airlock with an electronic lock. It's locked. Unlocking it requires a Lockpicking, Repair, or Knowledge (Electronics) roll at -2. Alternatively, a very strong hero can bash it open with a Strength roll at -2.

Outside the receiving room is a broad hallway. At the end of the hallway is an elevator door. Between here and there are six branches: three to the left and three to the right. The hallways surround a number of basement storage units that are largely full of junk. Some are used by the Invisible Hand, while others haven't been touched since the first colony.

The elevator pings. Its doors slide open. Fresh air rushes out of the elevator car, accompanied by a squad of Invisible Hand infiltrators wearing breathers and carrying guns. They have orders from Carvis to find and kill the heroes. Ruthlessly loyal, the Hand soldiers fight to the death.

For their part, the heroes probably want to get to the elevator, where they can breathe again. Once they're inside the elevator, they can press any button to slam the door shut and fill the car with glorious, life-saving oxygen that removes all Fatigue levels.

- **Invisible Hand Enforcers (1 per hero):** See page 89.

EXPLORING THE BASE

Carvis has the lunar base on high alert. He knows the characters are here, but doesn't know their exact location until one of his men calls it in. Invisible Hand enforcers patrol the base in squads of four, focusing their attention on the upper levels.

The invaders can sneak past the guards with successful Stealth rolls. If they put on station personnel uniforms or use some other trickery, they get a bonus of at least +2 to those rolls. If they are spotted, the squad that sees them attacks while calling in their location. Another 1d4 backup squads arrive at that location 2d6 rounds later.

There are general-purpose control panels at regular intervals along the station walls. These panels provide a map of the station and an

intercom to specific rooms or the station as a whole. Heroes looking for information about the station, its systems, and its status and find some answers with a successful Knowledge (Computers) roll. It's an old system from the first colony, and doesn't work as well as it once did. For example, it can tell the characters what rooms are occupied, but can't give exact numbers or identities of those occupants.

If the Invisible Hand enforcers believe Carvis is dead or captured, they stop fighting and go into hiding. Their new plan is to escape in a starship and contact the Hand from somewhere outside JumpSec's sensor range.

- **Invisible Hand Enforcers (1 per hero, plus 1d4 squads):** See page 89.

STORAGE UNIT ENCOUNTERS

If the characters enter one of the basement storage units, roll 1d10 to see what they find:

d10 Encounter

- 1 Mad Security Bot:** The heroes are attacked by a security robot left over from the first colony and programmed to attack all intruders. (Use Worker Bot stats on page 86.)
- 2-3 Rellium Crates:** The Invisible Hand has filled this room with crates full of rellium. Anyone hiding in here gets a +1 bonus to her Stealth roll.
- 4-6 Junk:** The room is full of broken electronics and abused mysterious slabs of plastic from the first colony.
- 7-8 Weapons Locker:** Zandar's Claw uses this room to store the weapons it smuggles to the planet. There are two laser pistols and one laser rifle for each hero.
- 10 Fresh Air:** Behind this airlock is a room full of oxygenated air. No new air is flowing in, but for the next five minutes characters here can remove one Fatigue level per minute and don't need to make Vigor rolls to avoid suffocation.

SECURITY OFFICE

The security personnel are locked in the security office. Carvis is sucking the oxygen out of this room as well. In fact, the security officers would already be dead, but they have an oxygen tank they're carefully rationing between them. An intercom outside the door allows heroes to communicate with those trapped inside.

The door is locked. The control panel for its lock has been destroyed, so opening it requires a successful Repair roll at -4. Each round the party spends working on the door, roll a die. If the result is even, a squad of enforcers sees them working and attacks. If the hero making the Repair rolls is hit, he automatically fails his next roll and has to start over.

When the door is open, the security officers pour out and gladly join forces with the heroes. They need a few minutes to regain their breath. They're momentarily confused by the characters' presence (and appearance, if they're still in their prison garb) but accept their story about being undercover JumpSec agents. If necessary, the guards share their store of weapons and medical with the characters.

If he hasn't already, Ronn Vonhoff, the chief of security, explains what has happened. He doesn't know about Carvis and the Invisible Hand, but knows that Reynold Seever and many of the other crew members are taking over the base.

"They jammed the comms from the tower. Otherwise, we could call the Ice House and have 'em send over a platoon or two of guards. That would end this coup real quick."

If the characters don't think of it, Vonhoff suggests either retaking the control tower or launching the ore shuttle that's sitting in the hangar bay.

"If we can get that bird off-base, we'll be outside the jammer's range and can call the Ice House."

★ **Ronn Vonhoff:** See page 93.

• **JumpSec Security Officers (10):** See page 89.

HANGAR BAY

The ore shuttle is sitting inside the hangar bay. It's guarded by a squad of four enforcers who are also keeping any eye on the hangar bay door controls.

The ship is fueled and ready to head to Irongate to pick up another load of rellium. Its doors are closed but unlocked; anyone can open either the crew door near the cockpit or the massive cargo door at the rear of the ship by touching their respective control panels.

If the characters want to take off in the ship, they must first get the overhead blast doors open. A control panel for opening and closing the doors is found on a hangar wall. The doors can also be managed from inside the control tower. Anyone can use the control panels; they're well-labeled and don't require a skill roll to use. Sabotaging the panel so that others can't affect the door requires a Repair or Knowledge (Electronics) roll. For each success and raise on this roll, anyone trying to repair the panel gets -2 to their roll.

Once the ore shuttle is a mile away from the control tower, its communications are no longer jammed.

• **Invisible Hand Enforcers (4):** See page 89.

CONTROL TOWER

Carvis is at the top of the control tower, coordinating the enforcers' efforts and watching the situation unfold on various monitors. He's also jamming long-range communications from here so no one can speak with the planet or the JumpSec space station.

Reynold Seever is with him, along with two squads of enforcers.

The tower itself is four stories tall, and looms three stories over the surface of the moon. It has its own elevator which runs from the base to the top floor with no stops in between. A set of stairs spirals around the elevator shaft for those who want to avoid the elevator.

Invisible Hand enforcers inside the tower defend Carvis and Seever with deadly force against all intruders.

If the characters make it past the enforcers to Carvis and Seever, the traitorous technician doesn't go down without a fight. Carvis, on the other hand, offers to buy them out.

"You're very clever people, and very dedicated to your cause. But are your superiors just as dedicated to you? I suspect they are not. Let me walk away, and this is all yours."



Control Tower



He offers them C\$10,000 each from his Invisible Hand account.

If the characters are distracted by his offer, or aren't interested in his bribe, he pretends to surrender, then produces a hidden pistol and opens fire when they least expect it.

- ✦ **Reynold Seever:** See page 92.
- ✦ **Arn Carvis:** See page 87.
- **Invisible Hand Enforcers (2 squads of 4):** See page 89.

CALLING IN THE CAVALRY

The most obvious and efficient way to retake the Dellian base is to call in JumpSec reinforcements from the Ice House. The only way to contact the space station is either to defeat Carvis and shut down the jammer in the control tower, or to take the shuttle out to where the jamming doesn't reach.

Calling the station, the characters are put in touch with Warden Kal Vardoon, who is curious to hear their story. Once he understands what's at stake, he orders two fighter ships and a shuttle loaded with armed and armored guards to converge on the characters' location.

The characters may help the security forces mop up the Invisible Hand troops if they wish. Or if they prefer, Kal Vardoon gladly allows them

to retire to the space station for a hot shower, a hearty meal, and some well-deserved rest.

AFTERMATH

JumpSec is pleased with the characters' work. Not only did they plug the security hole that was allowing prisoners to escape, but they shut down a major rellium smuggling operation that was costing the company millions of credits a year. By way of reward, the company offers their prized employees three months of vacation on any one of JumpCorp's pleasure planets, all expenses paid. After that, they'll have their pick of assignments, but for now they've earned a little rest and recreation.

The Invisible Hand is still out there. While the organization's leaders are more concerned with profit than revenge, the characters did cost them a huge amount of potential revenue from a project in which the Hand had invested quite a bit. In this case, they might be willing to make an exception and pursue revenge even if there's no profit in it.

As for the matter transmitter, JumpSec technicians descend upon the underground laboratory, catalog and dismantle everything they find, then bring it to a secret location for in-depth study. The technology has exciting implications, but needs a lot of work before it's safe and practical enough to reproduce.

CHAPTER SIX: SAVAGE TALES

This chapter contains two short adventures in Irongate prison colony locations. Each tale has a hook telling you where it starts out, but with a little work you can move their origins to wherever you need them for your campaign.

FRESH AIR

Hook: Mine-Dome in the Outlands.

When Kurza's Pride contracts them to discreetly help repair the dome's air scrubber, the heroes get caught up in a mystery that could wipe out the entire colony.

SCRUBBED

While on other business inside the mine-dome, the Blood Runners are summoned to a private meeting with Menza.

"Two days ago, someone sabotaged our primary air scrubber.

"It could have been a disaster, but we have backup systems that take over in case of just such a system failure. But they aren't designed for sustained use. We need a replacement compressor — and that's where you come in."

Menza offers the characters 100 coins each to retrieve a replacement compressor from the Factory. She needs outside help, she says, because it's essential to minimize the number of people who know about the damaged scrubber. If word gets out, there could be panic, which would lead to lost productivity. Needless to say, she's counting on the heroes' discretion.

- **Menza:** Use the stats for Boss Prisoner on page 92, adding the rakashan Racial Abilities and Repair d.

UNDER PRESSURE

At the Factory, Menza's contact hands over the compressor without incident. It's a refurbished contraption of plastic, ceramic, and metal tubes

about half the size of a human. It weighs about 100 pounds. The factory man says,

"Popular part these days. We just sold a compressor to a guy from the bazaar who said his roof unit went down. And yesterday we delivered one of these big boys to the central scrubber in Rellex Point. Hope it's nothing serious. If that thing goes, a lot of folks are gonna find it real hard to breathe around here."

While on the way out of the poison zone with their prize, the party is jumped by a pack of scav gangers. The housing tower the gangers call home was also sabotaged. They know they need a compressor, but can't afford to buy or trade for one. So they're left with stealing one from the first people they see who show up with a scrub compressor.

The scavs are just in it for the compressor. They take it by threats if they can before resorting to force. They don't want to die for it, and break off their attack if half their number goes down. If asked, they say that their scrubber was damaged and needs to be replaced.

- **Scav Gangers (1 per hero):** See page 93.

REPAIRING THE BOX

Back at the mine-dome, Menza's engineering team is relocating the primary scrubber machinery from the ground-level spot where it was damaged to a spot nearer the top of the dome. The machinery is roughly a 10-foot by 10-foot box that penetrates the dome.

When the heroes arrive at the mines, they see the engineers on the outside of the dome, clambering around on thin maintenance ledges.

"Bring up the compressor!" calls one of the engineers. "We could use a hand getting it into place"

Moving slowly (half-Pace) and carefully on the outside of the dome doesn't require a roll. However, those trying to move their full Pace must make an Agility roll. On a failure, they only move half their Pace; on a critical failure, they slip down the outside of the dome. (Treat this as a fall per the *Savage Worlds* core rules, but dealing half damage since it's a slide and not a straight drop.)

Once the compressor is off the ground, a band of xerin warriors attacks.

The xerins wield old laser rifles from the time of the first colony. If they ever roll a 1 on an attack roll, the gun shorts out and doesn't fire again until fixed with a Repair roll.

The attackers get +2 to their Shooting rolls when targeting anyone on the dome. Those on the dome who are Shaken must make a successful Agility roll or slide off. They do have the advantage of height, but are essentially sitting ducks. They have no cover aside from the scrubber machinery.

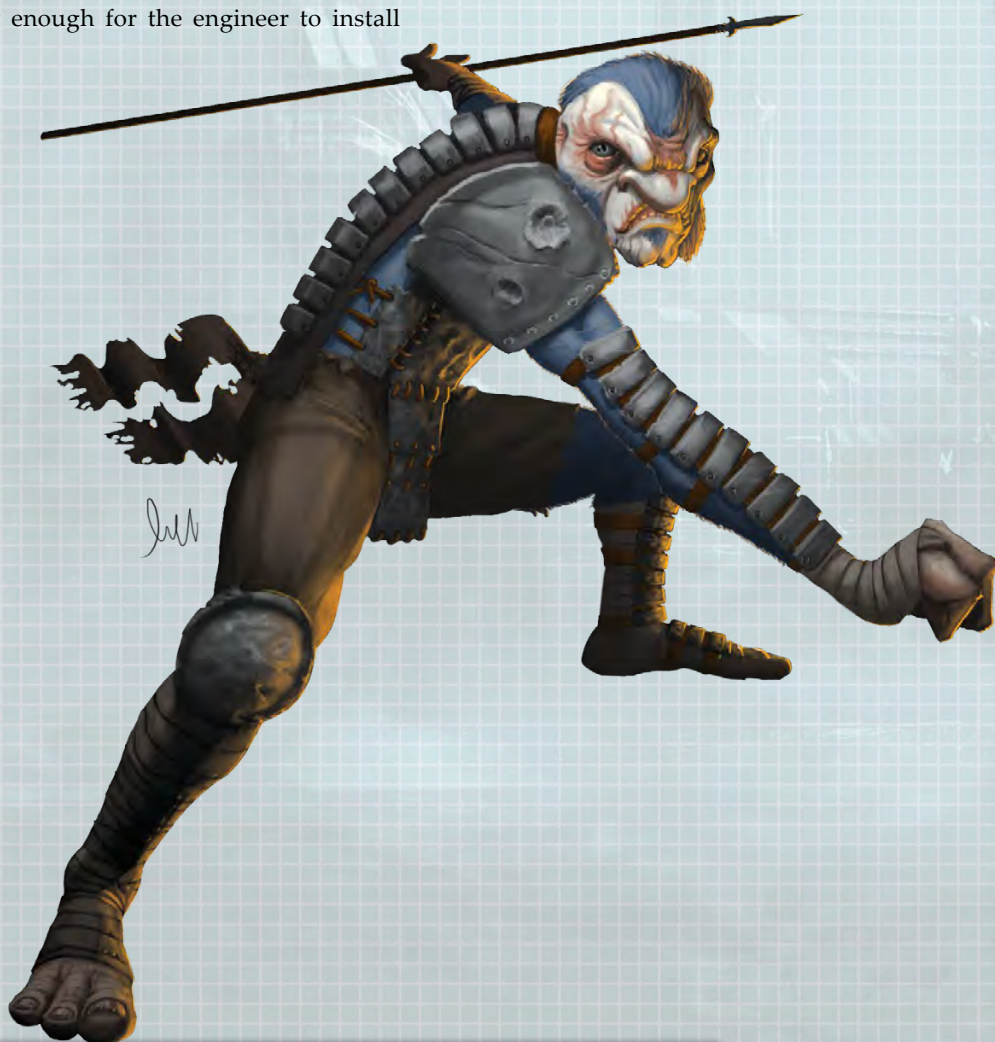
The heroes have to hold off the attackers long enough for the engineer to install

the compressor. Those with the Repair skill can assist the engineers. If the xerins realize they're outmatched, they flee back to their village. (See **Alien Mounds** on page 37.)

When the compressor is installed, Menza pays the Blood Runners. She gives them an extra 20 coins each for their help against the ferals.

"I can't help but think the ferals had something to do with the original sabotage. If you were to find out what their connection is, I would be in your debt."

- **Xerins (1 per hero):** See page 86. Each has an old laser rifle (Range 30/60/120, Damage 3d6, RoF 3) that shorts out on a roll of a 1.
- **Menza's Engineers (5):** Use the stats for Basic Prisoner on page 92, adding Repair d8.



SEARCHING THE SCRUBBERS

Based on what they've seen and heard, the heroes may want to investigate the scrubber sabotage. (And if they ask Burrch Ranzo, he encourages them to look into it.)

Looking at the mine-dome scrubber, a successful Repair roll confirms that the compressor unit was destroyed with a heavy, metallic object like a crowbar. The tool also damaged the circuitry nearby. Nothing else was touched, suggesting that the saboteur knew what he or she was doing. On a raise, the investigator confirm what Menza said: if not for the backup systems that JumpCorp had installed, the destruction of the compressor would have meant death for the dome.

Getting to the central scrubber in Rellex Point takes a bit of work. After the attack, the Cartel put armed guards around the scrubber building who don't let anyone in without authorization. Once inside, a successful Repair roll confirms the compressor was destroyed by sabotage using the same tool as the one used at the mine-dome. Again, if not for the newly-installed backup system, the destruction would have rendered the scrubber useless. While inside the scrubber facility, the investigators find small tufts of short blue fur, such as that found on ferals. A chat with the prisoners nearby and successful Streetwise roll at -2 confirms that the night of the sabotage, a group of lanky people in jumpsuits that no one recognized was poking around the place.

If the spacers check out the scav ganger tower, they find that its rooftop scrubber was damaged the same way. JumpCorp had not upgraded this unit. The scrubber is dead. As for why this building was targeted, a combination of fire escape ladders and easily climbable ladders give this place ready external roof access.

Finally, if the investigators think to poke around the original scrubbers that JumpCorp did not repair, they find that those dead relics were damaged in much the same way. And because they didn't have backup systems, it was that sabotage—not a disease outbreak—was what sealed the original colony's fate.

FINDING THE FERALS

Once the characters know the xerins are the involved, they likely want to locate the ferals. After the encounter at the dome, the blue-furred aliens retreat to their village south of the colony (see **Alien Mounds** on page 37).

The heroes can find them by making Tracking rolls from the mine-dome (at -2 for each day that's passed since the dome encounter). Alternatively, it's possible they already know about the village, since outlanders such as the Blood Runners are aware of its existence and the danger of getting too close.

Once they find the village, the heroes have two obvious choices: fight or talk.

FIGHTING

The xerin village has roughly 30 combat-capable ferals in it who fight to the death to defend their home. Their primary tactic is to get in close to try to rip off the attackers' breathing apparatus with an opposed Fighting roll.

During the fight, some xerins demand of the invaders, "Why are you doing this?" If told that their people attacked first, they seem grimly satisfied with that answer, and fight on.

- **Xerins (30):** See page 86. One in five has an old laser pistol that shorts out if they roll a 1.

TALKING

If the heroes make a show of approaching the village unarmed and without violent intent, the xerins take them in at spearpoint and are willing to talk. One of the oldest members of the tribe produces an ancient language translator (see the *Science Fiction Companion*) and begins to speak.

"Many years ago, when we were all one people and not scattered across this dreary world, we lived in another place. Our ancestors were tricked into coming here and working where your people could not breathe. They tried to leave, but your people would not let them, so they broke the breathing machines and made your people leave instead.

"And now you have come back. You are stronger now, but we are stronger too. Some of us want to break your machines and send you away before you come to make us dig for you again. Some — but not all of us."

He glares meaningfully at a group of younger xerins, some of whom might bear wounds from the battle at the mine-dome.

"Others of us hope that you can use your space ships to get us off this planet. We've made a life for ourselves here, but it's not home.

"We want to go home."

If the characters promise to get the xerins off Irongate, they promise to stop attacking the colony. In order to get them off-planet, the characters need to meet with Burch Ranzo and use his transceiver to discuss the situation with Kal Vardoon. The warden appreciates the situation and arranges for a JumpCorp ship to land on the far side of the continent to ferry the xerins off world. It takes a few months for the migration and repatriation effort to go through, but the heroes can get the ball rolling immediately.

As a reward for their assistance, the ferals give each of the heroes a pendant with an elaborate xerin symbol on it. The symbol, they explain, means "trusted sibling." As long as they display it, no xerin will attack them. And any xerin they show it to is obligated to help them at least once.

CONCLUSIONS

If the characters eliminate the xerin threat through violence, they earn a major Favor from Menza. If they resolve the threat through negotiations, they earn all of the above, plus the respect of their JumpCorp superiors, who take it into consideration when it comes time to review pay raises and next assignments.

REPO MEN

Hook: Rellex Point

The Gardeners gang contracts the characters to retrieve a container of drugs for which the dealers were never fully paid.

CONTACT

While the heroes are in Rellex Point, an aurax wearing Gardeners gang colors approaches them. After confirming they are Blood Runners, she tells of a possibly lucrative retrieval contract. She doesn't press the issue, but offers to take them to her boss, Travan, if they're interested.

Assuming the heroes agree, the Gardener leads them to a nearby three-story building guarded by heavily armed Gardeners. She takes them to the roof, where a floran is poking a sensor at a the roof full of plants. Under the watchful eye of still more guards, the floran turns to his visitors.

"I am a scientist, not a criminal. That's what I tried to explain to those who sent me here, but to no avail. And who can blame them? I

am forced to play the part of the drug kingpin in order to finance my work. But I assure you, such business is merely a means to satisfy my scientific curiosity.

"Some days ago, I made the mistake of extending credit to one of our best clients. His name is Borak, and he's always been very prompt with his payments. Since he's one of our best clients, I don't want to make an issue out of his forgetfulness. I doubt he wants any trouble either. I just want my blue zone back."

Travan shows them a foot-long black plastic cylinder. It's two inches in diameter and has the Gardener symbol, a leaf, scrawled across one end. This, he says, is what they're looking for.

"Borak is a human with orange flesh and green hair. He won't be home — he knows we're looking for him — but can probably be found in this quick fix."

Travan gives them an address for the drug den where Borak can likely be found. He says he can pay them 200 coins apiece for the return of the cylinder and the drugs inside it.

- **Travan:** Use the stats for Boss Prisoner on page 92, adding the floran Racial Abilities, Knowledge (Plants) d12, and a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

BLUE SECRETS

Borak is indeed a good Gardener customer. But he's also a dealer for the Lifebloods, a rival drug-dealing gang who knows nothing of his connection to Travan. The floran used Borak's blue zone addiction to pump the human for everything he knew about the Lifebloods' operation, including the location of their laboratory (which is at the address he gave the heroes).

Travan knows the blue zone cannister is in Lifeblood hands because he sent it to them himself, addressed to Borak. (He contracted with a different team of Blood Runners to make that delivery the previous day.) He hopes that when the Blood Runners arrive looking for the drugs, the situation breaks down into violence, leaving the rival gang broken. Ideally, the gang and the heroes wipe each other out. He doesn't really care if he gets his drugs back. But he'd rather trick the couriers into being assassins than risk his own men on such a mission.

IN THE DEN

The address that Travan gives the characters belongs to a drug den a few streets down from the bazaar. The air starts to grow a little bit thin here — not enough to require Vigor rolls, but enough to suggest the poison zone is nearby.

The den is a two-story building.

The first floor is occupied by three armed Lifebloods and a dozen prisoners lying around on furniture and the floors muttering to themselves in a narcotic stupor. Asking for Borak with a successful Persuasion roll reveals he's upstairs. On a failure, the three gang members pull out their weapons and start asking questions of their own: "What wants to know?" and "Why don't you just keep walking?"

If the first floor gets noisy, the Lifeblooders from upstairs come down to see what the ruckus is about.

- **Lifeblooders (3):** Use the stats for Scav Ganger on page 93. Each is armed with a makeshift club (Str+d6).

STAIRWAY TO BORAK

There is a staircase at the back of the first floor. The door is locked, but can be opened with a successful Strength or Lockpicking roll.

The top floor has been turned into a single room full of plants, chemicals, and bubbling beakers. This is where Lifeblood grows and processes its drugs. On a successful Notice roll, the characters spot the blue zone cylinder in a transparent box on the far wall. The drug container is open, and some of its blue contents are on the floor of the box. (The Lifeblooders were starting to study the drug when Borak showed up.)

Borak is tied to a chair in the middle of the room. His orange skin is bloodied and his face is covered in bruises. Over the past day, the Lifeblooders realized that he was a junkie for blue zone and a traitor to the Gardeners. Borak is beyond denying these things, but still doesn't know why the drugs were delivered here.

When the characters arrive on the scene, the Lifeblooders are agitated. Even if they recognize the Blood Runners as intermediaries and not Gardeners themselves, they might not care enough to make the distinction. Unless the heroes

can do some fast talking, the rival gang members go on the offensive rather than peacefully hand the drug cannister over.

- **Lifeblooders (2 per hero):** Use the stats for Scav Ganger on page 93. One in three has a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

BACK ON THE STREET

If the characters return to Travan with the drugs he requested, he makes a show of how pleased he is, pays them what he promised, and asks for details about their encounter. If their run-in with the Lifebloods ended in that gang's destruction, he doesn't bother hiding how pleased he is.

Regardless of how the encounter went down, Travan points out that he owes the characters a significant Favor. If the Lifebloods are taken out, he owes them a major Favor.

(If the characters were able to talk their way out of violent confrontation with the Lifebloods, they may have earned themselves a Favor from that gang as well.)



CHAPTER SEVEN: BESTIARY

This chapter contains profiles of alien species native to Irongate, followed by a selection of prominent nonplayer characters.

Wild Cards are noted with this symbol: ✦

XENOS

BRELLON

This small, furry creature walks on four legs, but runs on its powerful back legs when in danger. Some prisoners domesticate them and keep them as pets. It feeds on grasses and berries. It's hunted by both prisoners and ferrars.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d4, Vigor d6

Skills: Climbing d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 3; **Toughness:** 3

Edges: Fleet-Footed

Special Abilities:

- **Bite or Claw:** Str.
- **Low Light Vision:** Brellons ignore penalties for Dim and Dark lighting.
- **Size -2:** Brellons are about the size of a house cat or small dog.

FERRAR

This predator stalks the tall grasses in packs. It's half the size of a man, but is armed with sharp teeth, nasty claws, and the keen senses of a true hunter. Ferrars typically stalk the outlands, where lone prisoners are a tasty treat. Packs have been known to move into the poison zone, where their meals often come to them.

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

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 5

Edges: Fleet-Footed

Special Abilities:

- **Bite:** Str+d6.
- **Pack Tactics:** Ferrars get +2 for gang-up bonus instead of +1.

RELLRAT SWARM

This vermin was accidentally introduced to the planet when it stowed away on a MaxMineral transport ship centuries ago. Now vast swarms of these things live in the sewers and in the ruins of the first colony. Ferrars eat them by the mouthful, and prisoners trap them for stew, but they keep on breeding.

A rellrat swarm covers an area equal to a Medium Burst Template and attacks everyone within that area every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite:** Rellrat swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Infection:** Rellrats are filthy animals, and their mouths are swimming in bacteria. A character who takes enough damage from a rellrat swarm to at least be Shaken must make a Vigor roll. If he fails, he gains a level of Fatigue each day until he either receives medical treatment or dies.
- **Split:** Rellrat swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Rellrat swarms are usually foiled by jumping in water.

SECURITY BOT

Given the toxic nature of the atmosphere on Irongate, MaxMineral wanted a corps of security personnel who didn't need to breathe—but didn't want to pay a lot for them. What they ended up with was a small army of armed robots that needed constant supervision and maintenance. Centuries later, the security bots that remain are erratic dangers to themselves and others.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Notice d8, Shooting d8, Stealth d6

Pace: 4; **Parry:** 2; **Toughness:** 8 (4)

Gear: The robot has two laser SMGs built into its arms. Range 15/30/60, Damage 2d6, RoF 4. Each gun has 100 shots.

Special Abilities:

- **Armor +4:** Additional plating.
- **Bot Madness:** See **Bot Madness** on page 17.
- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.
- **Sensor Suite:** +4 Notice vs sound, motion, chemicals, radiation, and electrical fields up to 500 yards distant.

STANNION

While most prisoners consider the stannion only something to fear in the outlands, this large predator goes where it wants to go and hunts what it wants to hunt. That might include hunting prisoners in the poison zone or even in downtown Rellex Point.

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

Skills: Climbing d8, Fighting d8, Intimidation d8, Stealth d8, Tracking d6

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

Edges: Improved Frenzy

Special Abilities:

- **Armor +2:** Thick hide and fur.
- **Bite:** Str+d10, AP 1.
- **Claws:** Str+d6.
- **Pounce:** Stannions often pounce on their prey to best bring their mass and teeth to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- **Size +3:** Stannions weigh over 800 pounds.



VOOR

These large, fast herbivores are only found in the outlands, where they travel in small herds of d8+6. They are hunted by some prisoners, and their meat is very valuable. While they aren't predators themselves, they are dangerous when threatened, and many would-be hunters have been gored by their horns.

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

Skills: Fighting d4, Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 7

Edges: Fleet-Footed

Special Abilities:

- **Gore:** If a voor can charge at least 6" before attacking, it adds +4 to damage.
- **Horns:** Str+1
- **Sharp Senses:** Voors get a +1 to all Notice rolls.
- **Size +2:** Voors stand 5' at the shoulder and weigh 800 lbs.



WORKER BOT

Ancient robots wander the once-civilized areas of Irongate, their bodies rusted and their minds tainted with madness. MaxMineral felt it was more efficient to invest in sentient workers than robotic ones, so the company purchased the cheapest robot models it could find.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d4, Notice d4, Repair d10

Pace: 4; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Bot Madness:** See **Bot Madness** on page 17.
- **Data Jack:** A standard jack to interface with other electronics. This grants +4 to any Knowledge rolls made to use or access the device.
- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.
- **Power Pack:** The robot doubles its power capacity so that it must recharge once every two months.
- **Magnetic Pads:** Worker bots can walk up and along metal surfaces at their Pace.

XERIN

See **A History Writ in Rellium**, starting on page 15, for a detailed background on the xerins and how they came to be on Irongate.

Xerins are tall, lanky humanoids with short blue fur and large, black eyes. Although they appear to be native to Irongate, they were actually taken from their homes and transported here centuries ago by the MaxMineral corporation.

There are several thousand xerins on Irongate, dispersed in small family groups across the main continent. Most are content to live their lives as their ancestors on Xeris V did: hunting, trading, and composing epic poetry.

But some of them stayed. When the mining colony was brought back into service, the xerins remembered the old tales of how they came to be here in the first place. They were torn between hope and fear.

On the one hand, the revived mining colony could be their ticket off Irongate and back to Xeris V. Spaceships lifted off every few weeks. If they could only find their way onto one, they could get off this rock.

On the other hand, a restored mine meant the xerins could be hunted down and once more dragged into slavery. Already the miners have expanded their operations into the ore fields. It's only a matter of time, the xerins think, before their lust for rellium leads them to discover and enslave their former workers.

Given all this, the xerins near the colony are extremely paranoid. They attack any inmates who see them, trying to keep their presence a secret. They have partially succeeded. Those who have seen them and survived often confuse them with twitchers, and both groups are lumped together in the category of "dangerous crazy things"—just one more reason not to visit the outlands.

Some xerins have decided to go on the offensive. They are proactively infiltrating the colony and sabotaging its operations. They are especially targeting scrubbers (as detailed in the **Fresh Air** Savage Tale on page 79).

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

Skills: Climbing d8, Fighting d8, Notice d6, Intimidation d6, Shooting d6, Stealth d6, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Edges: Fleet-footed

Hindrances: Cautious

Gear: Body armor (+2), knife (Str+d4), spear (Str+d6).

Special Abilities:

- **Hardy:** Xerins don't take a wound when they are Shaken twice in combat.
- **Immune to Poison:** Xerins are unaffected by the toxins in Irongate's atmosphere.
- **Size +1:** Xerins are well over 6' tall, with long, sinewy limbs.

SENTIENTS

★ ALABA JANG

The adoptive daughter of Dubaku Jang is second in command of the Blood Runners. While she lacks Dubaku's cold, honor-bound personality, she is no less committed to his ideals of integrity and loyalty.

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

Skills: Driving d8, Fighting d8, Intimidation d4, Notice d6, Persuasion d10, Repair d8, Shooting d6, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Notoriety: +3

Hindrances: Code of Honor, Loyal

Edges: Charismatic, Notorious

Gear: Body armor (+2), commlink, toolkit, knife (Str+d4), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

★ ARN CARVIS

Carvis prides himself on his intelligence. He assumes his schemes are three steps ahead of any rivals' plans. He's usually right. A sworn member of the Invisible Hand, Carvis has embraced that organization's penchant for secrecy and misdirection. He rarely explains his plans fully even to his closest compatriots. He tells them what they need to know, and keeps the details to himself. Lately, Carvis has been suffering nightmares and panic attacks related to his trips through the matter transmitter. He's read the documentation. He knows the device wasn't meant for sentient lifeforms. He suspects it's starting to affect his mind.

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

Skills: Fighting d4, Intimidation d8, Knowledge (Electronics) d10, Notice d6, Persuasion d8, Shooting d8, Streetwise 10

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 10 (4)

Notoriety: +2

Hindrances: Phobia (Minor—Silence), Phobia (Minor—Airlessness), Small

Edges: Connections (Invisible Hand), Notorious

Gear: Body armor (+4), commlink, personal data device, laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), hidden mini-laser (Range 5/10/20, Damage 3d6, RoF 1, AP 2, Note: miniature pistol has only 5 shots).

BLOOD RUNNER

Self-styled “knights of the highways,” members of the Blood Runner gang are known for their honor and integrity.

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

Skills: Driving d8, Fighting d6, Notice d6, Repair d6, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Notoriety: +1

Hindrances: Code of Honor, Loyal

Edges: Ace, Connections (Blood Runners)

Gear: Body armor (+2), makeshift club or sword (Str+d6). Probably has a ranged weapon.

✦ BURRCH RANZO

Ranzo is an undercover JumpSec operative working inside the Blood Runners gang. He uses his position as a Blood Runner to go wherever he needs to in the colony in order to gather intel for JumpSec. He also uses his role as a hunter for the gang to justify vanishing into the outlands for days at a time. (He does hunt, but checks in with the Ice House, as detailed under **Covert Transceiver Station** on page 37, while he’s out hunting.) Ranzo is a rakashan with reddish fur.

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

Skills: Climbing d6, Driving d6, Fighting d6, Investigation d8, Knowledge (Electronics) d8, Lockpicking d8, Noticed d8, Persuasion d8, Shooting d6, Stealth d6, Streetwise d8, Taunt d6

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Notoriety: +2

Hindrances: Bloodthirsty, Cautious, Wanted (Major—If he’s found out to work for JumpSec, he’s through)

Edges: Connections (JumpSec), Notorious, Thief

Gear: Body armor (+2), personal data transmitter (implanted), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), knife (Str+d4).

Special Abilities:

- **Agile:** Rakashans have the feline grace of their ancestors. They start with a d6 Agility.

✦ DUBAKU JANG

The leader of the Blood Runners is a human male whose dedication to honor and maintaining client trust has shaped the gang for more than 20 years. Jang is strict. He demands discipline and integrity from his people, for he knows that

they survive only because the other gangs trust them. The moment they lose that trust, they lose the other gangs’ respect, and the others will turn on them en masse.

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

Skills: Driving d8, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Repair d8, Shooting d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Notoriety: +4

Hindrances: Code of Honor, Loyal, Stubborn

Edges: Ace, Mr. Fix It, Notorious

Gear: Body armor (+2), commlink, toolkit, knife (Str+d4), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

✦ DAVANICA WHITE

Davanica White, a human female, was a major player in the White-Furgus galactic crime syndicate while she was free. When she arrived on Irongate five years ago, she bribed, seduced, and killed her way to the top of the Cartel, and has solidified her grip on the organization ever since. She is a ruthless businesswoman who concerns herself only with the big picture. She doesn’t care about who lives or dies, or which street gang slaughters another, so long as it doesn’t affect business or her tribute.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Business) d8, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Streetwise d10

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Notoriety: +4

Hindrances: Greedy

Edges: Alertness, Charismatic, Notorious

Gear: Commlink, personal data device, laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

✦ HAMMER

Jang’s primary enforcer, the aurax called Hammer says very little and carries the biggest stick in the Blood Runner gang.

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

Skills: Fighting d8, Intimidation d4, Notice d6, Shooting d8, Repair d6

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (4)

Notoriety: +3

Hindrances: Loyal, Low Tech (Major), Vow (Serve the Blood Runners)

Edges: First Strike, Notorious

Gear: Body armor (+4), commlink, makeshift battleaxe (Str+10).

Special Abilities:

- **Size +2:** The humanoid part of an aurax is thick, stocky, and man-sized, while the rear body is the size of a bull.

HUNGRY GHOST

Members of the Hungry Ghost gang are known for their grotesque masks, penchant for kidnapping, and willingness to tackle any job, no matter how distasteful.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d4, Streetwise d8

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Notoriety: +1

Hindrances: Mean, Vengeful (Major)

Edges: Connections (Hungry Ghosts), Quick

Gear: Body armor (+4), rebreather (grotesque mask gives +1 on Intimidation rolls), stun club (Str+d4, Vigor roll to avoid Incapacitation, see the *Science Fiction Companion*).

INVISIBLE HAND ENFORCER

The Invisible Hand prefers to work through contractors it knows and trusts. These are no mere thugs, but experienced professionals who aren't afraid to do what needs to be done.

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

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting d10, Stealth d6, Taunt d6, Tracking d8

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Notoriety: 0

Hindrances: Greedy, Mean

Edges: Alertness

Gear: Body armor (+4), commlink, blaster rifle (Range 24/48/96, Damage 2d8+2, RoF 1, AP 2), molecular knife (Str+d4, AP 2).

JUMPSEC SECURITY OFFICER

One step above basic security forces, the officers stationed at Irongate are trained for crowd control and low-gravity encounters.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Notoriety: 0

Hindrances: Loyal

Edges: Gravitic Acclimation

Gear: Prison security armor (+4, has built-in commlink, psionic shield, and rebreather), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), stun baton (victim must make Vigor roll at -2 or be Shaken), handcuffs.

✦ KAL VARDOON

The warden of Irongate is Kal Vardoon, a deader with a long history of service in the penitentiary field. This is the third, and largest, prison that JumpSec has put him in charge of. He's proud of his record as warden, and points out how few riots, escape attempts, or other disruptive incidents have erupted under his watch over the years. This is evidence, he says, that his methods are sound.

Warden Vardoon is a stickler for details. Rules and procedures are very important to him. If there is a protocol for an activity, his underlings follow it precisely or suffer his icy wrath.

The warden is not a fan of JumpSec agents from outside the prison system intruding on his operation. It galls him to turn to outsiders for assistance in doing his job, but realizes that such measures are sometimes necessary. He is proud, but won't let his pride get in the way of carrying out his duty.

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

Skills: Fighting d6, Intimidation d8, Investigation d6, Knowledge (Administration) d6, Knowledge (Law) d6, Notice d6, Persuasion d8, Shooting d6

Cha: -2; **Pace:** 4; **Parry:** 3; **Toughness:** 7

Notoriety: 0

Hindrances: Loyal, Slow, Outsider (Minor)

Edges: Command, Inspire

Gear: Commlink, uniform, personal data device connected to the Ice House's systems.

Special Abilities:

- **Clumsy:** Deaders suffer -2 to Agility rolls.
- **Poor Parry:** The slow, deliberate movements of deaders reduce their Parry scores by 2.
- **Weak:** Deaders subtract 1 from Strength-based rolls, including damage.
- **Undead:** +2 to Toughness; +2 to recover from being Shaken; immune to disease, poisons, and most sources of Fatigue; no additional damage from called shots; does not suffer from wound penalties.

★ KURZA

An elderly female rakashan, Kurza is the leader of the Kurza's Pride gang. Her family has been in the organized crime business for generations; while other rakashans traditionally used their ferocious cunning for conquest, Kurza's family turned it toward their criminal pursuits.

Kurza is a brilliant, vicious manipulator. Her days of hands-on violence are past, but she wields her gang with the subtle skill of a surgeon. She believes it's only a matter of time before her Pride controls all of Irongate.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d10, Investigation d8, Knowledge (Business) d8, Knowledge (Crime) d10, Notice d8, Persuasion d10, Streetwise d10

Cha: +2/-2; **Pace:** 5; **Parry:** 5; **Toughness:** 7 (2)

Notoriety: +4

Hindrances: Bloodthirsty (Major), Elderly, Overconfident

Edges: Charismatic, Hardy, Notorious

Gear: Body armor (+2), commlink, personal data device, energy knife (Str+d4+2, AP 2, HW).

★ LORD THRAX

Many on Irongate believe that the saurian cyborg calling himself Lord Thrax is insane. They are right. Long before his incarceration, he became obsessed with his own death and went to extreme lengths to put it off as long as possible. This included replacing large parts of his body with cyberware and experimental implants. All these replacements have thrown off his brain chemistry in unpredictable ways. Once a mighty warrior, Thrax is now a paranoid recluse. He remains the head of the Machine Syndicate and



something of a super genius, but his constant experiments on himself have driven him quite mad. (Part of his madness is manifest through his psychotic delusions, which change every few days but are all irrational and paranoid.)

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d8

Skills: Intimidation d6, Knowledge (Business) d8, Knowledge (Electronics) d10, Notice d8, Persuasion d6, Shooting d4, Taunt d6

Cha: 0; **Pace:** 5; **Parry:** 2; **Toughness:** 10 (4)

Notoriety: +4

Hindrances: Delusional (Varies), Obese, Greedy, Phobia (Major—Agoraphobia)

Edges: Connections, Cyborg, Notorious

Gear: Commlink, personal data device, pair of flying security droids (see Sentry Bots in the *Science Fiction Companion*) he controls with a wireless data connection.

Cyberware: 2 × Armor, Attribute Increase (Strength, Vigor), Autodoc, Communicator, Cyberjack, Filters, Vision Enhancement.

Special Abilities:

- **Natural Weaponry:** The teeth of saurians allow them to bite in combat for Str+d6 damage.
- **Keen Senses:** Saurians' lizard tongues can "taste" the air, giving them +2 to relevant Notice rolls. This can stack with Alertness.
- **Environmental Weakness, Cold:** Though not truly cold-blooded, saurians suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.

MACHINE GUARD

The cybernetically enhanced enforcers of the Machine Syndicate keep order, if not law, in the zone surrounding the Factory. The cyberware listed here is for the "base model" Machine Guard. Some enforcers have built-in weapons, sensors, and other enhancements.

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

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d8, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6)

Notoriety: 0

Hindrances: Loyal, Vow (Serve Lord Thrax)

Edges: Connections (Machine Guard)

Gear: Body armor (+2), rellium sword (Str+d6), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

Cyberware: 2 × Armor, Filters, Attribute Increase (Str).

✦ MORENO TRANGA

Tranga is the "ambassador" for the Blood Runners and has contacts with other gangs across Irongate. He is loyal to the Blood Runners, but a little jealous of Burrch Ranzo, whom he suspects is hiding something.

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

Skills: Driving d8, Fighting d8, Investigation d8, Knowledge (Irongate gangs) d8, Notice d8, Persuasion d10, Streetwise d10

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Notoriety: +2

Hindrances: Code of Honor, Loyal

Edges: Charismatic, Connections (all major gangs), Notorious

Gear: Commlink, personal data device, makeshift sword (Str+d6).

Special Abilities:

- **Additional Action:** Due to their four arms, kalians get one extra nonmovement action per round at no multi-action penalty.
- **Frail:** Kalians are of average height, but have very slim builds. This subtracts 1 from their Toughness.

NULLVOID

The Nullvoid gang is known for snatching up newly arrived prisoners and selling them as thralls to the mines. That doesn't mean that established inmates are safe. If they're not quite making quota, Nullvoids might grab anyone off the streets of the poison zone. Nullvoids are commonly recognized by their gang colors, which consist of a solid white circle.

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

Skills: Driving d6, Fighting d6, Intimidation d8, Notice d6, Shooting d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Notoriety: 0

Hindrances: Stubborn, Vengeful (Minor)

Edges: Connections (Nullvoids)

Gear: Crude body armor (+1), club (Str+d6), ropes, stun gun (Range 5/10/20, Damage —, RoF 1, target must make Vigor roll or be Incapacitated).

PRISONER

BASIC PRISONER

This is your standard Irongate prisoner. Prisoners tend to stick together and fight together in gangs. If one seems to be alone, she probably has her gang nearby.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Notoriety: 0

Hindrances: —

Edges: Connections (gang)

Gear: Makeshift club or sword (Str+d6). Might have a ranged weapon.

BOSS PRISONER

Every gang needs a leader. On Irongate, that leader is the boss prisoner.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Notoriety: +1

Hindrances: Vow (to defend gang)

Edges: Connections (gang)

Gear: Crude body armor (+1), makeshift club or sword (Str+d6). Might have a ranged weapon.

★ QUAN DRYSYX

The Dellian moon base is commanded by Quan Drysyx, an insectoid known by her men as “the cutter.” She believes the true purpose of Irongate is not to punish, rehabilitate, or even contain criminals, but to provide rellium ore as profitably as possible. To this end, she cuts costs, cuts staff, and cuts corners wherever she can in the name of profit.

Quan’s focus on moneymaking efficiency earns her bonuses from JumpCorp, but doesn’t gain her any points with her crew. Nor is Warden Vardoon overly pleased with her performance. Her obsession with belt-tightening means she isn’t as concerned with security as he would like. While she doesn’t ignore security protocols, she’s unwilling to do more than the bare minimum.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Business) d8, Knowledge (Law) d6, Notice d6, Persuasion d6, Shooting d4

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Notoriety: 0

Hindrances: Greedy, Outsider (Minor), Stubborn

Edges: Connections (JumpCorp), Strong Willed

Gear: Commlink, data organizer, language translator.

Special Abilities:

- **Armor +4:** Insectoids are covered in exoskeleton or hard carapace.
- **Cannot Speak:** Insectoids communicate with pheromones and weird clicking noises. Most wear portable screens to translate their speech to others.
- **Natural Weaponry:** The creatures have extremely strong pincers or mandibles, causing Str+d6, AP 2.

★ REYNOLD SEEVER

As far as the other base personnel are concerned, Reynold Seever is a slightly smarter-than-average human technician doing his best to keep the old facility running. While this description is true, Seever’s role on the station has changed over the past couple years. He’s now the middle man between Zandar’s Claw and the secretive interstellar crime organization known as the Invisible Hand. Seever has also helped the Hand infiltrate the moon base. More than half of its skeleton crew are actually Hand operatives. When word comes down, Seever and his team are ready to overthrow Quan Dysyx and seize control of the base. (See **Zandar’s Claw** in the *Escape Clause* Plot Point Campaign for details.)

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

Skills: Fighting d6, Knowledge (Electronics) d6, Knowledge (Mechanical Engineering) d6, Notice d6, Repair d8, Shooting d6, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Notoriety: 0

Hindrances: Greedy

Edges: Mr. Fix It

Gear: Commlink, personal data device connected to the base’s systems, tool belt, laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

ROAD PIRATE

Bandits and cutthroats of the highways, road pirates are a threat to anyone who ventures beyond the poison zone alone.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Notice d6, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Notoriety: 0

Hindrances: Greedy

Edges: Connections (Road Pirates)

Gear: Crude body armor (+2), makeshift club or sword (Str+d6). Probably has a ranged weapon.

★ RONN VONHOFF

When Ronn Vonhoff was promoted from shift commander on Security Station 135 to security chief of the moon base, it wasn't really much of a boost. He went from overseeing hundreds of prisoners to managing a handful of slackers whose main job is scanning incoming shuttles for escapees. Ronn knows who to blame. He knows that Kal Vardoon requested the transfer after Ronn failed to perform all 26 steps in the warden's procedure for checking prisoner food for contraband. As a security professional, Ronn believes in proper precautions, but some things are ridiculous.

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

Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Notoriety: 0

Hindrances: Loyal

Edges: Command, Quick, Natural Leader

Gear: Body armor (+4), commlink, laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), stun baton (victim must make Vigor roll at -2 or be Shaken), handcuffs.

SCAV GANGER

The prisoners who scrape out a living among the ruins of the first colony are a furtive, vicious bunch. They attack any easy prey and scatter at the first sign of real opposition. The only time they hold their ground is while defending their territory.

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

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d8, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Notoriety: 0

Hindrances: Greedy

Edges: Connection (Scav Gangers)

Gear: Crude body armor (+2), makeshift club or sword (Str+d6). Might have a ranged weapon.

★ STANDA RYA

As chief engineer for Security Station 135, Standa Rya's responsibility is to keep the station and its associated spacecraft operating at peak efficiency. This is the largest job she's had, and she's excited to have it. Her only disappointment is that because everything is relatively new, there aren't many repairs to be made. She likes to visit the moon base when she can to help work on their aging and failing systems. She's also curious about the old machinery and robots from the first colony locked in the base's airless basement. She gets the impression that the people of the moon base somehow resent her help, but can't imagine why.

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

Skills: Fighting d4, Knowledge (Electronics) d8, Knowledge (Mechanical Engineering) d8, Notice d6, Repair d8, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Notoriety: 0

Hindrances: —

Edges: Mr. Fix It

Gear: Commlink, uniform, personal data device, tool belt, large wrench (Str+d6, improvised weapon).

Special Abilities:

- **Additional Action:** Due to their four arms, kalians get one extra nonmovement action per round at no multi-action penalty.
- **Frail:** Kalians are of average height, but have very slim builds. This subtracts 1 from their Toughness.

TOXIX GANGERS

Members of the Toxix gang are known for working with and around the radioactive glow pool in the poison zone. Many of them have

radiation sickness, and some have become radioactive themselves.

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

Skills: Fighting d6, Knowledge (Industrial Waste) d8, Notice d6, Shooting d6, Stealth d4, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Notoriety: 0

Hindrances: Stubborn, Curious (Major)

Edges: Connections (Toxix)

Gear: Radiation Suit (+1), rebreather, makeshift club or sword (Str+d6). Might have a ranged weapon.

Special Abilities:

- **Radiation Sickness:** Due to their constant exposure to radiation, half of all Toxix gangers are constantly Fatigued due to radiation sickness.
- **Radioactive:** One in six Toxix gangers is radioactive. For each minute a character spends in that gangers's presence, that character must make a successful Vigor roll or contract radiation sickness. (See **Radiation** in *Savage Worlds*.)

TWITCHER

Twitchers are cannibal madmen who live in the outlands and the poison zone. No one knows exactly what turns a man into a twitcher. Spending too long in toxic air without a rebreather definitely plays a part, but where most folks just get twitchy and pick up a few physical or emotional tics, the twitcher goes completely insane. He's feral, violent, and yet horrifyingly cunning.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d8, Intimidation d8, Notice d6, Shooting d4, Streetwise d8

Cha: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Notoriety: +2

Hindrances: Bloodthirsty, Mean, Notorious

Edges: Combat Reflexes

Gear: Crude body armor (+2), rebreather, makeshift sword (Str+d6).

Special Ability:

- **Berserk:** When a twitcher is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2.



★ VANN KORRO

This saurian was once a serial killer, but is now the Grand Master of the Order of the Inward Eye. Korro carries himself with humble dignity, giving the air of the noble monk with wisdom beyond the mundane. Korro splits his time between private meditation, teaching his followers at the Temple, and strolling through the Temple grounds, offering words of wisdom and advice to those who are working there.

Vann Korro is actually dead. The psychic alien Berladosh has possessed his body, but the saurian's mind is completely gone. As Korro, Berladosh is patiently building an army of sleeper agents across Irongate.

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

Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d10, Psionics d10, Shooting d6

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Notoriety: +2

Hindrances: Curious

Edges: Arcane Background (Psionics), Charismatic, Mentalist, Notorious

Powers: *Boost/lower Trait, deflection, mind reading.*

Power Points: 15.

Gear: Commlink, hidden body armor (+2), robes, knife (Str+d4).

Special Abilities:

- **Mind of Joy:** This psionic ability can only be used on willing targets. On a success, the target is put into a state of euphoric "connection to the universe" that makes the world feel dreamlike and floaty for 15 minutes. It's a great feeling, but it doesn't actually affect the target's Trait rolls. However, for each success and raise, the target is "marked" and gets a -1 to all rolls to resist the caster's future mind-altering powers. Korro can make the Psionics roll at -2 to affect everyone in a Large Burst Template.
- **Mind's Eye:** Korro can only use this ability on those he has "marked," but at any range. On a success, Korro can sense the world though the target's senses for five minutes, plus another five minutes per raise. While using this ability, Korro can use his other powers as though he were where the target is.
- **Song of Joy:** Korro can only use this ability on those he has "marked," but at any range. On a successful roll against the target's Spirit,

Korro takes control of the target per the *puppet* power in the *Savage Worlds* core rules.

- **Natural Weaponry:** The teeth of saurians allow them to bite in combat for Str+d6 damage.
- **Keen Senses:** Saurians' lizard tongues can "taste" the air, giving them +2 to relevant Notice rolls. This can stack with Alertness.
- **Environmental Weakness, Cold:** Though not truly cold-blooded, saurians suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.

ZANDAR

The hulking insectoid has answered to "Zandar" for so long, it's possible he doesn't remember his true name. It's not that Zandar is stupid, it's just that he doesn't care. Arn Carvis keeps him well-stocked with all the food and blink he desires. All he has to do in return is swagger around, say what Carvis tells him, and sometimes crush some fools' skulls. It's the best gig he's ever had. He'll probably be Zandar until he dies.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Shooting d6

Cha: -3; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (5)

Notoriety: +4

Hindrances: Clueless, Habit (Minor—Blink), Illiterate, Outsider (Minor)

Edges: Berserk, Brawny, Notorious

Gear: Body armor (+1), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

Special Abilities:

- **Armor +4:** Insectoids are covered in exoskeleton or hard carapace.
- **Cannot Speak:** Insectoids communicate with pheromones and weird clicking noises. Most wear portable screens to translate their speech to others.
- **Natural Weaponry:** Zandar has extremely strong pincers, causing Str+d6, AP 2.

INDEX

E

Edges 4
 Ellia System 11
 Escape Clause 45
 Part Nine: Full Moon 75
 Part One: Planetfall 48
 Part Two: Homeland 53
 Part Three: Trials 55
 Part Four:
 Blood Running 58
 Part Five: Digging for
 Answers 61
 Part Six: Exposed 70
 Part Seven: Renegades 71
 Part Eight:
 The White Room 73

G

Gangs 14
 Gear 5

H

Hindrances 4

I

Irongate, Planet 12

S

Savage Tales
 Fresh Air 79
 Repo Men 82

Sentients 87

Alaba Jang 87
 Arn Carvis 87
 Blood Runner 88
 Burrch Ranzo 88
 Davanica White 88
 Dubaku Jang 88
 Hammer 88
 Hungry Ghost 89
 Invisible Hand Enforcer 89
 JumpSec Security
 Officer 89
 Kal Vardoon 89
 Kurza 90
 Lord Thrax 90
 Machine Guard 91
 Moreno Tranga 91
 Nullvoid 91
 Prisoner, Basic 92
 Prisoner, Boss 92
 Quan Drysyx 92
 Reynold Seever 92
 Road Pirate 93
 Ronn Vonhoff 93
 Scav Ganger 93
 Standa Rya 93
 Toxix Ganger 93
 Twitcher 94
 Vann Korro 95
 Zandar 95

Setting Rules 8

Bot Madness 17
 Breathless 8
 Favors 8
 Notoriety 9
 Scavenging 9, 17
 The Twitch 10

V

Vehicles 7
 Blood Runner Escort 7, 58
 Go-Crate 7
 Ore Hauler 7
 Tech Wagon 7
 Transport Pod 7

W

Weapons 7

X

Xenos 84
 Brellon 84
 Ferrar 84
 Rellrat Swarm 84
 Security Bot 85
 Stannion 85
 Voor 86
 Worker Bot 86
 Xerin 86

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