

# SCRAPWALL

## SETTLEMENT 8

CE TOWN

A haven for outlaws and fugitives amongst piles of junk and scrap.

**Government** No official government (gangs vying for control)

**Population** 651 (39% humans, 28% orcs, 22% ratfolk, 7% caligni, 4% other)

**Languages** Common, Hallit, Orcish

**Religions** Hellion

**Threats** Lords of Rust, mutant manticore, creatures from below, extraterrestrials

**Prohibited Enemies** Technic League are barred entry and attacked on sight.

**Bandit Haven** Scrapwall is riddled with bandits and other ne'er-do-wells preying on unaware outsiders. As such trading is difficult and supplies scarce.

**Sevroth Slaid** (CN female human brawler 5) guards the entrance to Scrapwall with her gang: the Steel Hawks. She seeks to regain her gang's former glory.

**Dinvaya Lanalei** (N female half-elf cleric of Brigh 7) lives as a recluse in the abandoned clockwork chapel. She's an old friend of Joram Kyte from Torch.

**Redtooth** (CN female ratfolk rogue 6) is the leader of Redtooth's Raiders, a gang of ratfolk scavengers. She is looking for her missing brother: Whiskifliss.

**Helskarg** (CE female troll arenamaster 9) is the face of the Lords of Rust. She manages the fights at the Scrapmaster's Arena, and occasionally fights in the ring herself.

**Nalakai** (CE male half-orc cleric of Hellion 6) is the most powerful cleric of Hellion and the leader of the Lords of Rust now that Meyanda has disappeared.