

SCRAPWALL

SETTLEMENT 3

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.