

De Automatum Legis Chapter I - The Three

First campaign for the discord team.

Mountains

This epic is supposed to be a short one, built around five large dramas. It's about serving an innovative Master Engineer, helping him in his daily problems, etc...

At first, the players are hired by the engineer, and the only reason they have to do the job is that they are payed five time the standard amount. Of course, the man as recruited specialists in their domains, and sizing the talent of a person is something he is really good at.

To be sure the guys is provided the good people to hire, multiple avatars are pre-rolled to fit different roles. Either players can switch between characters in a fixed set from a session to one other with, or keep the dormant avatars in a big pool where everybody is welcome to tap if he doesn't want to play its main character, this is not an issue. Just a decision to be made with the agreement of the players.

In any case, it might be important that the main cast of characters might be present in the epic at least as NPCs, as they may be linked to the main intrigue.

Dramatis Personae

Would-be clockmakers

- Marcus Zemeckis, nephew of Master Zemeckis
- Quaid oj Sallak, ur ukar enthousiast
- Luther Van Crow*, academia interrata freshman
- Arsen Floxman, think machine specialist

Tough guys

- Caius Branna, bodyguard
- Shamij Al Jabra, specialities provider
- Augustus Zeneter, logistics specialist
- Jeb Solustran, tax collector
- Marx Whenger, security et recovery ops

Other Talents

- Dina Ashamid, de physika sapien (medic)
- Quintus Hoffman, attorney at law
- Zatromos Radul Al-Malik, mecene
- Siliestro Venga, church envoy
- Neve Sledad, sculptor
- Horace Lamibi, fixer
- Lorem Zenski*, confessor
- Farad Dragonscale, errant knight
- Meihan Li Halan, field veteran
- Ernst Szinkevicz, le masque
- Ashur Templa, divine weapon
- Farad Dragonscale, le masque



1.1 Master Clockmaker

The man

highly qualified engineer whose speciality is clockworking, the art of building automats. One could easily assume that such a carrier domain might be totally inapropriate in the empire for many reasons, but, like his master Olem Ratugas before him, he worked his path through power groups and the Church to ensure that none might easily harm his business. In 4983 AD, Radugas founded the High College of the Clockwork, based at first on Istakhr. At first, it was an undercover activity, the goal of the clockmaker being to reproduce golem having the shape of humans, but bearing no real sentiance. What Ratugas achieved at this time with his apprentice was to make dolls having at best the temper of a domesticated dog. This was the first generation. They needed to be tamed, or educated, as they have no natural feral state, to be able to do simple tasks, like carrying water in the desert. The first batch of automats that made the Brotherhood famous in the Empire was a special unit, the white faces, used on Stigmata, deployed with equipment and weapons and going through enemy lines without being detected, passing for dead if they attracted the attention of the symbiots. This was a great success and the emperor saw a great interest in a technology that would allow to resist the symbiots. The Church did not officially sanctioned the brotherhood, but an Act from the Patriarch, Lex Automata was dispatched in the high instances of the Church when the white faces helped the rescue of the first Manifest Light platoon.

The whole epic is built around one character, Master Balthazar Zemeckis of the POE. He is a

To these days, the clockwork is supposed to be closely watched by the Church, but as its usage is highly restricted by financial matters and the specifications clearly written and shared to whoever needs them, the business is flourishing.

Zemeckis is the heir of the High College of the Clockwork. The numbers of Clockmakers is really scarce, around 300 members at best in the empire, and 150 of them are only maintaining existing automats. One hundred more are barely reproducing existing automats from Radugas initial works, replacing the ones that cannot be repaired. 25 of the last 50 members have only achieved, once or twice, to create a generation II automat. the last 25 are the true clockmakers, dispatched in the whole empire. Only five of them, Zemeckis included, are able to compare their work to the work of Radugas, expending even the innovation to create generation III and IV prototypes.

Friends & Foes

Clockworking Inner Council

- Balthazar Zemeckis, Samarkand, Istakhr, Al-Malik fiefs.
- Mae Lin Breguet*, Avaneir, Rampart, Li Halan fiefs.
- Ivan Ipsevicz*, Lyonesse, Delphi, Hawkwood fiefs
- Harvenor Russel*, Corinth, Tethys, Imperial fiefs
- Kiera Zeneter*, Deleb, Pentateuch, Church fiefs

Entourage

Relatives to Zemeckis

- Ionia Zemeckis*, daughter
- Ellen Zemeckis*, wife
- Massic Antillies*, butler

1.1.1 Shadows from the past

1.1.2 Clockmaker Hiring

1.2 Future missions

Ideas for adventures

Veteran duty

A special client comes to Zemeckis house for assistance. He is the one who helps when desrt marauders comes around.

Delivery on hostile environement

A simple first mission: deliver three automats in Stigmata.

A missing cog

Thieves

New player in town

Inquisitors visit

Happy Birthday Ionia

The inner Council

Ellen and the Golden Apple

Clockmaker Apprentice

Secret Sands

Where we discover interesting things about one of the main ingredient in automat construction.

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header 6

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1.2.1 Samarkand

Big map of Samarkand



Balthazar Zemeckis

Male Urthish Kaanic Master of from none Freefolk. Born in 4954 (67 years old) Height: 191cm / Weight:112kg

STR:4 CON:5 BOD:5 MOV:4 INT:6 WIL:4 TEM:6 PRE:6 TEC:10 REF:4 AGI:3 AWA:7 REC:9 STA:2 END:50 STU:10 RES:10 DMG:0 TOL:10 HUM:50 PAS:13 WYR:10 SPD:2 RUN:8

Skills: Academia[3], Alchemy[1], Arts[3], Athletics[3], Beastcraft[2], Cybernetics[5], Fight[2], Focus[3], Inquiry[2], Leadership[3], Linguistics[2], Lore[4], Observe[6], Persuasion[2], Redemption[3], Science[3], Seduction[3], Shoot[1], Teaching[4], Think Machine[3], Arts (Litterature)[1], Arts (Music)[1], Arts (Sculpture)[8], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Lore (Automats)[3], Lore (Clockworking)[3], Lore (Istakhr System)[2], Lore (Philosophy)[3], Redemption (Clockworking)[5], Redemption (Forbidden Lore)[5], Redemption (Mech)[5], Redemption (Volt)[4], Science (Clockworking)[6], Science (Cybernetics)[4].

Shortcuts:9/Give orders to subsidiaries: PRE + Leadership (9), 9/Charm others: PRE + Seduction (9), 8/Deduce from data: INT + Inquiry (8), 8/Convince someone with arguments: PRE + Persuasion (8), 7/Keep focused on a task: WIL + Focus (7), 5/Fire a ranged weapon: REF + Shoot (5), 14/Surgically implant cyber: TEC + Cybernetics (14), 13/Notice something: AWA + Observe (13)

[000436 / balthazar_zemeckis]

Ellen Zemeckis (†)

Harvenor Russel (†)

Ionia Zemeckis (†)

Ivan Ipsevicz (†)

 $\textbf{Kiera Zeneter} \ (\dagger)$

Mae Lin Breguet (†)

Massic Antillies (†)

Chapter II - Prometeus

Mission

Deliver an automat to a client. The rendez-vous is in Samarkand Agora (the Istakhr Market). The buyer is Abdul Mofat al-Malik.

Bomb

After the transaction, a bomb explodes in the suq, killing a dozen Al-Malik men, injuring around one hundred people. The granddaughter of Abdul Mofat Al-Malik critically injured, in a coma, saved in extremis by the newly acquired automat.

2.1 Arrival

- 2.1.1 Outworlders
- 2.1.2 Istakhr Autochtons
- 2.1.3 Others
- 2.2 The Grand Tour
- 2.2.1 Security Guys
- 2.2.2 Technical Staff
- 2.2.3 Other Positions
- 2.3 Learning
- 2.3.1 The Life in Syracuse
- 2.3.2 Daily Duties
- 2.4 Desert Integrists
- 2.4.1 Enemies at the gates



2.4.2 What's really beyond

Chapter III - Medusa

Introducing Katarina Szdreiov*

Katarina Szdreiov (†)



Chapter IV - The Scorpion

Chapter V - Dies Irae

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