

DE AUTOMATUM LEGIS

Introduction

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 has recruited specialists in their domains, and sizing the talent of a person is something he is really good at.

Prerolled

To be sure the guys are provided the good people to be hired, 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.

Players

- **Marcus Zemeckis**, nephew of Master Zemeckis
- **Shamij Al Jabra**, specialities provider
- **Marx Whenger**, security et recovery ops
- **Lozem Zenski**, manifest light envoy

Guests

- **Arsen Floxman***
- **Caius Branna***
- **Ashur Templa***
- **Augustus Zeneter***
- **Neve Sledad***
- **Siliestro Venga***
- **Zatromos Radul Al-Malik***
- **Ernst Szinkevicz***
- **Quaid oj Sallak***

I - THE SERPENT OF SYRACUSE

Master Balthazar Theodore Zemeckis

The whole epic is built around one character, Master **Balthazar Zemeckis** of the POE. He is a highly qualified engineer whose speciality is clockworking, the art of building automats.

One could easily assume that such a carrier domain might be totally inappropriate 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 4982 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 sentience. 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.

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

Relatives

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

1.1 MASTER CLOCKMAKER

The man

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.

100 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

- Cardinal **Aldron Moxlaw**

1.1.1 Shadows from the past

Ratugas Legacy

There are some things that are better left unsaid, and only a few people know them. One of the most important is the origin of the Clockworking. Only the inner Council is aware about that.

1.1.2 Clockmaker Hiring

1.2 THE DESERT

The Afid desert close to Syracuse is a place of mystery. Among the Sihid tribes of this hostile area, there is a legend that says the Afid talks to some of the wisest men. One of those is named **Abu Al-Shadiraz*** and has a very famous suq in the Bazaar.

With one sparkle or through barter (the sihid do not accept outworld currency has he says it corrupts the reading).

Really clear inspiration from Cowboy Bebop sands reading given to Spyke in Asteroid Blues.

1.2.1 Enemies at the gates

1.2.2 What's really beyond

1.3 THE GRAND TOUR

1.3.1 Security Guys

1.3.2 Technical Staff

1.3.3 Syracuse

1.3.4 Samarkand

Big map of Samarkand

1.4 THE LIFE IN SYRACUSE



1.4.1 Learning

1.4.2 Daily Duties

1.4.3 Guilders Afterworks

The Holo Dance Up Contest

One of the activities en vogue

Alicia Bregen*

Demetra Darof*

Here is the place to keep in touch with keys representative of the guild in Istakhr, especially younger ones.

Security Manager:

Ex-Lieutenant **Charlie Groff** (musters).

1.5 FUTURE MISSIONS

Ideas for adventures

This act is a summary of potential adventures that could be made in the context.

Never mess with Stigmata vets

A special client, a Brother Battle veteran looking for cyber improvements comes to pay a visit to the right person, his old freidn Zemeckis. He helps when desert Sihid marauders comes around Syracuse and try to raid the town and start to siege the Hacienda.

The Missing Cog

Clockworker **Djihad Carcer*** has sent a message to Master Zemeckis: There's might be a rogue automat on the system Malignatus. He has witnessed the machine violent behaviors and was hurt in his attempt to fix it. He managed to isolate the automat in a draining room of the city sewers and is looking for solution with all other guildmembers he was able to gather around, but as the rain season is approaching, he asked for expertize to handle the problem before the Decados find out who, or more exactly what has caused ten murders in the city.

Russel Legacy

As Harvenor Russel is getting holder, he has seriously considered leaving his position. In 5021 AD he already left the chair of Intendant of the Lodge to Zemeckis, but he feels that he might better fit in the background. Leaving his position of one of the Grand Masters could be done to one of his two apprentices, or he might ask the Inner Council to handle that themselves. Such a position is a really interesting one to many...

Clockmaker Apprentice

Zemeckis wants to formalize things by choosing an official apprentice. He decides to create an event for that, a small tournament for which he will call the inner council and a few key customers that will decide the best creation.

Thieves

New player in town

Inquisitors visit

Happy Birthday Ionia

Delivery on hostile environnement

A simple first mission: deliver three automats in Stigmata.

Ellen and the Golden Apple

Secret Sands

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

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1.6 INTERSTELLAR SCHEMES

The Political Situation

The Emperor does not seem to be ready to make a step to solve the issue with House Gesar. The current status quo might endanger the Empire if the Kurgan manage to recover and act with no further support of the Kaiser.

In the Landstradt, factions spawning...

The Benefactii

This goup wants to act against Alexius to bring a new leadership to the Empire.

Valterez Vauxhall*

[talud_brotherhood was not found]

ABRU AL-SHADIRAZ (†)

ALDRON MOXLAW

Male Urthish Sebacean of from none Freefolk.

Born in 4961 (61 years old) Height: 150cm / Weight:50kg

STR:5 CON:5 BOD:3 MOV:4 INT:4 WIL:5 TEM:8 PRE:6 TEC:3 REF:4 AGI:3

AWA:9

REC:10 STA:1 END:40 STU:8 RES:11 DMG:1

TOL:13 HUM:65 PAS:17 WYR:8 SPD:2 RUN:8

Skills: Academia[3], Athletics[4], Dogma[3], Empathy[4], Etiquette[1], Fight[2], Focus[3], Impress[4], Inquiry[4], Interrogation[2], Linguistics[2], Lore[5], Observe[5], Occult Arts[1], Oratory[2], Persuasion[4], Politics[1], Remedy[1], Search[2], Seduction[2], Shadowing[1], Shoot[4], Stealth[1], Stoic Body[1], Streetwise[1], Teaching[2], Dogma (Church of the Celestial Sun)[3], Dogma (Omega Gospels)[1], Dogma (Sathraism)[1], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Engineers Guild)[1], Lore (Heresy)[2], Lore (House al-Malik)[2], Lore (Penitents)[2], Lore (Synecullum)[1].

Shortcuts: Notice something (AWA + Observe = 14), Discern emotions (AWA + Empathy = 12), Search a place (AWA + Search = 11), Convince someone with arguments (PRE + Persuasion = 10), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon (REF + Shoot = 8), Deduce from data (INT + Inquiry = 8), Charm others (PRE + Seduction = 8), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight = 6), Stabilize wounds (INT + Remedy = 5)

[000467 / aldron_moxlaw]

ALICIA BREGEN (†)

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[4], Science[2], Seduction[3], Shoot[1], Teaching[4], Think Machine[3], Arts (Literature)[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: Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 15), Surgically implant cyber (TEC + Cybernetics = 14), Notice something (AWA + Observe = 13), Give orders to subsidiaries (PRE + Leadership = 9), Charm others (PRE + Seduction = 9), Swimming (BOD + Athletics = 8), Deduce from data (INT + Inquiry = 8), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 6), Fire a ranged weapon (REF + Shoot = 5)

[000436 / balthazar_zemeckis]

CHARLIE GROFF

Enforcer of the Medusa

Male Urthish Mangalore of from none Freefolk.

Born in 4982 (40 years old) Height: 179cm / Weight: 74kg

STR:6 CON:5 BOD:5 MOV:4 INT:3 WIL:5 TEM:4 PRE:4 TEC:6 REF:6 AGI:5 AWA:3

REC:11 STA:2 END:50 STU:10 RES:9 DMG:1

TOL:9 HUM:45 PAS:7 WYR:9 SPD:3 RUN:8

Skills: Academia[2], Athletics[4], Beastcraft[1], Dodge[1], Fight[5], Focus[2], Impress[2], Linguistics[1], Melee[2], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Search[1], Seduction[1], Shadowing[1], Shoot[4], Streetwise[2], Survival[1], Teaching[2], Linguistics (Urthish)[1], Redemption (Mech)[2].

Shortcuts: Fight/Martial Arts (REF + Fight = 11), Fire a ranged weapon (REF + Shoot = 10), Swimming (BOD + Athletics = 9), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 7), Convince someone with arguments (PRE + Persuasion = 6), Avoid being hit (AGI + Dodge = 6), Stabilize wounds (INT + Remedy = 5), Notice something (AWA + Observe = 5), Charm others (PRE + Seduction = 5), Search a place (AWA + Search = 4)

[000490 / charlie_groff]

DEMETRA DAROF (†)

DJIHAB CARCERO (†)

ELLEN ZEMECKIS (†)

HARVENOR RUSSEL (†)

IONIA ZEMECKIS (†)

IVAN IPSEVICZ

Master Clockmaker

Male Urthish Castellan of from none Freefolk.

Born in 4969 (52 years old) Height: 150cm / Weight: 50kg

STR:3 CON:3 BOD:3 MOV:3 INT:8 WIL:4 TEM:6 PRE:5 TEC:8 REF:5 AGI:3 AWA:9

REC:6 STA:1 END:30 STU:6 RES:9 DMG:0

TOL:10 HUM:50 PAS:15 WYR:13 SPD:3 RUN:6

Skills: Academia[3], Arts[1], Athletics[2], Cybernetics[5], Etiquette[1], Fight[2], Focus[3], Inquiry[3], Knavery[1], Linguistics[2], Observe[8], Oratory[1], Persuasion[2], Redemption[2], Science[2], Seduction[1], Shoot[1], Streetwise[3], Teaching[2], Think Machine[2], Arts (Sculpture)[8], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Redemption (Clockworking)[4], Redemption (Mech)[2], Science (Clockworking)[4], Science (Cybernetics)[4].

Shortcuts: Notice something (AWA + Observe = 17), Surgically implant cyber (TEC + Cybernetics = 12), Deduce from data (INT + Inquiry = 11), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with arguments (PRE + Persuasion = 7), Fire a ranged weapon (REF + Shoot = 6), Convince someone with bullshit (PRE + Knavery = 6), Charm others (PRE + Seduction = 6), Swimming (BOD + Athletics = 5)

[000435 / ivan_ipsevicz]

KIERA ZENETER (†)

MAE LIN BREGUET (†)

MASSIC ANTILLIES (†)

VALTEREZ VAUXHALL (†)

V - THE TIGER OF ISTAKHR

Synopsis

The men of Zemeckis are on a mission, where they are supposed to deliver an automat to an Al-Malik Noble, **Abdul Mofat al-Malik***. The automat is to be used by Mofat granddaughter, **Sheirinselli**, a thirteen years old girl, and only granddaughter of the Mofat branch. She had, a few months ago an accident that caused her to lose sight. As performing surgery to implant cyberoptic was thought upon, the specialist consulted, Master Zemeckis, discouraged the cyberimplantation at such a young age, before the end of body full growth.

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.

5.1 PREPARING THE DELIVERY

The Product

It's a Gen II automat that is supposed to be delivered, a special issue innuendo designed for **Sheirinselli** in three months, specially handcrafted by master Zemeckis.

Taming

The taming requires a Science (Clockworking) at DV 15. A roll is done every 5 minutes. The success margins are summed up, and once 20 is reached the taming is done. The tamer and the owner must be there for the whole duration of the session.

Transportation

The transportation will be done by four agents: a clockworker, a security agent, a spiritual agent and a driver. A McGerren 44 has been prepared for this delivery, already loaded with the deliverable.

It's in fact a Gen III machine, a thing that the tamer can realize during the taming, which is much more easy than expected. The taming requires of course the presence of the person for which the automat is supposed to be, and all attending to the taming, the tamer included must wear a special fabric mask.

5.2 THE BAZAAR

This act is about the arrival of the PC to Samarkand.

Arik-al-tassoar Thugs

5.2.1 Nova Stressos Soirée Avant-Garde

The soirée, that is supposed to be a recurring event held every 16th of the month is a meeting for the elite to discuss luxury goods, special items and about all the wonders of the Empire that can be found in the Bazaar. Of course, none of most of the people here never set foot in a suq, but they are reach enough to have servants to do their shopping for them.

Here, when transactions are done, it's usually on a £10K basis, whether it is about rare whyskies, Haute Couture Fashion, Automats, Starships or Cyber implants.

People of Note

- **Karlinova Streßhäus*** is the host. with a solid reputation being a real hedonist, she is gallant and vain, as most might expect. This seems to be drawn to interest by every single guest that would attend to the Soirée, but she really has her targets according to what she has in mind.
- **Alfonso Gradinier** is an Haute Couture famous weirdo. Really talented, he is totally unbearable when in public. In rare occasion he might seem a more tolerable person when he is taken alone on a conversation with someone who really show interest on him or his work.
- **[tara was not found]** is the mysterious assistant of Nova Stressos.

Major Attendants

- **Lord Clinton Austruy**: Hawkwood aging playboy, and his entourage of bodyguards and models (3+5 escorts).
- **Erian Li Halan**: A Li Halan lady a bit lost in the soirée. She came here to satisfy a family needs to dive into the elite and get some support on a system on which they are not that much present, no escort
- **Don Antonio Ragos**: An outcast from House Hazat, heavily cybernetized + 3 escorts
- **Bishop Naralian**: A church representative that apparently came has a watch to how the things are held. After a few drinks, it becomes obvious his watching is more on the almost naked ladies. Might be caught with one or two girls late at night. He's here with two escorts, Sergeant Vanderen and private Londscale (hardened muster women under Church contract that have no other choice than let him do his things). They tend to keep some distance.
- Sir **Edwig Torenson**: Rare brand whyskies specialist, +2 escorts.
- **Neiad Shafeer Al-Malik**: Called the Princess of the desert, this low rank al-Malik maid is a master in the Sihid desert belly dances. + 4

escorts

- Emmett Van Gelder & Portia Justinian: An odd couple, clearly paramours

Madoc Customers

There are two strangers from House Juandastaas attending to Nova Stressos soirée. They came here knowing there might be Zemeckis agent, so they would be able to talk business with them: They need to know if automats would be able to reach the dephts of the seas to help Oro'yms recover valuables.

Fritz Faroë* is a Knight, and **Gareth Süskin*** is his advisor.

5.2.2 Supports

Wilson Nolland*

Kleria Van Dyke*

Vedel Klugzman*

ABDUL MOFAT AL-MALIK (†)

ALFONSO GRADINIER

Grand Couturier

Male Urthish Teutonic of from none Freefolk.

Born in 4967 (55 years old) Height: 169cm / Weight: 60kg

STR:5 CON:4 BOD:4 MOV:4 INT:6 WIL:4 TEM:6 PRE:6 TEC:5 REF:6 AGI:3

AWA:7

REC:9 STA:1 END:40 STU:8 RES:10 DMG:1

TOL:10 HUM:50 PAS:13 WYR:12 SPD:3 RUN:8

Skills: Academia[4], Arts[2], Athletics[2], Driving[2], Empathy[5], Fight[2], Focus[4], Impress[3], Inquiry[1], Linguistics[3], Lore[2], Observe[6], Performance[2], Persuasion[3], Redemption[1], Remedy[1], Seduction[3], Streetwise[1], Teaching[4], Trading[1], Arts (Couture)[7], Arts (Music)[3], Driving (Heavy Transport Vehicle)[2], Driving (Landcraft)[3], Linguistics (Franken)[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Fashion)[6], Lore (Spacesuit)[2], Performance (Catwalk)[4], Performance (Dancing)[3], Redemption (Tinkering)[4].

Shortcuts: Notice something (AWA + Observe = 13), Discern emotions (AWA + Empathy = 11), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 7), Deduce from data (INT + Inquiry = 7), Swimming (BOD + Athletics = 6)

[000487 / alfonso_gradinier]

ARIK-AL-TASSOAR THUGS

Leading Scraver Gang in Samarkand

Male Urthish Kaanic Associate of from Istakhr / Samarkand Freefolk.

Born in 5002 (20 years old) Height: 150cm / Weight: 50kg

PHY:5 MEN:4 COM:5 REC:11 STA:1 END:45 STU:9 RES:6 DMG:1

TOL:7 HUM:35 PAS:12 WYR:10 SPD:2 RUN:10

Skills: Academia[2], Alchemy[2], Athletics[2], Bribery[2], Bureaucracy[1], Dodge[2], Fight[4], Focus[2], Gambling[1], Impress[2], Inquiry[2], Knavery[3], Linguistics[2], Lore[2], Melee[2], Observe[4], Persuasion[2], Shoot[3], Stealth[1], Streetwise[8], Teaching[2], Trading[2], Linguistics (Scravens' Canb)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[2], Lore (Poisons & Drugs)[2].

Shortcuts: Notice something (AWA + Observe = 12), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Fire a ranged weapon (REF + Shoot = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Melee (REF + Melee = 6), Convince someone with bullshit (PRE + Knavery = 6), Keep focused on a task (WIL + Focus = 5), Convince someone with arguments (PRE + Persuasion = 5)

[000466 / arikaltassoar_thugs]

FRITZ FAROË (†)

GARETH SÜSKIN (†)

KARLINOVA STRESSHAÜS (†)

KLERIA VAN DYKE (†)

VEDEL KLUGZMAN (†)

WILSON NOLLAND (†)

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