



A hard crew of jobbers sets out to collect a debt. Or do they?

The Deal

The story begins in a shadowy alley in downtown as the jobbers get their marching orders from Mr. Johansen. The jobbers have been hired to track down an overwrought known as the Spartan. The overwrought is deeply in debt and Mr. Johansen is ready to collect. He wants Spartan returned to him, preferably alive, but he will accept a corpse as well. Mr. Johansen is very clear that all of the overwrought's parts must be returned. The crew has until morning to collect. Mr. Johansen will meet up with the crew in the alley behind Abernathy towers an hour after daybreak. He will pay the jobbers 500 apiece for the corpse or 800 apiece if he is brought in alive.

The Apartment

The crew has to head out to the Buckleton borough where Spartan has an apartment. A little time spent checking around (streetwise and persuasion) will give the characters two bits of information. One, Spartan hangs out at Rutter's, a flywheel in the Zone Underground (Z.U.), one borough south in Ferrington, and with a raise they learn that Spartan used to make his money in the BloodCircle arenas.

Rutter's

The crew makes their way to Ferrington and down into the Z.U., a maze of tunnels beneath the streets. Anything goes down here, crime is rampant, and life is cheap. Rutter's is not hard to find. It is roaring flywheel nestled amongst several other drinking holes, gambling joints, and brothels in a massive rail station sized corridor a few stories underground. The crew can easily spot their mark just inside the doors of Rutter's. Spartan is watching the door and keeping an eye on the crowd. A straightforward assault results in the several of the bar's patrons jumping into assist their friend Spartan (two for each character). Lying in wait for the Spartan is perhaps the safer course. Spartan sends off a few drunkards and breaks up a fight. Near midnight his girlfriend and four children visit him; they bring him a sack lunch.

Ambush

Spartan gets off work in the wee hours of the morning. After his shift ends, the Spartan heads out of the Z.U. and off to Lady Agatha's Arms, a chapel devoted to Umbriel. This is the Spartan's

new home. There will be ample opportunity for the crew to catch him alone in a dark alley. The question is will they fulfill the contract? Are they willing to face Mr. Johansen if they don't?

Mr. Johansen...

Presuming the crew has captured or at least brought along Spartan's body, Mr. Johansen will be great pleased. He will gladly fork over the agreed upon price and bid the crew good day. Spartan, or his body, will be dumped unceremoniously in a gunnysack and hauled off by a few of the boss' men.

If the crew gets a sudden attack of morality and decides to pass on the deal, they will have to answer to the man. Come daybreak Mr. Johansen and his thugs will track down the jobbers. There will be two thugs for each character. Depending upon how things worked out with Spartan, he may be with them or come to their aid.

*Want to play this right away? Check out the [RunePunk Resources on RunePunk.com](#) for sample *RunePunk* characters, links to the *Savage Worlds™* Test Drive rules, and more!*

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The Good, the Bad, & the Ugly

Spartan

A hulking brute with blue steel armor plates and a kind smile, Spartan is one of the Overwrought, a sorcerous infusion of man and machine. Two thick chains weave through and about his right forearm attached to an ugly ball of twisted steel that is, in turn, fastened to a scratched, copper plated clasp on his belt. He stands 6'8" and weighs nearly 450 pounds!

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6, Shooting d8, Streetwise d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (2)



Hindrances: Loyal, Runic Recharge

Edges: Combat Reflexes, Armored (+2), Armaments (Wrecking Ball)

Gear: Wrecking Ball (Str+3, Reach 2), FlintFlicker Fifty (12/24/48 2d8, Shots 6)

Mr. Johansen



A willowy man in a black top hat, silk suit, with hard eyes, Mr. Johansen is many things to many people- none of them nice. He carries a matching set of ghostblades just beneath either side of his waistcoat and is a man who enjoys provoking those about him. When violence is imminent, he prefers to speak quietly and get in close to his target before mixing it up. He is not a man who suffers betrayal well, yet mocks any who speaks to him of codes of honour or personal creeds.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d8, Persuasion d6, Shooting d10, Stealth d8, Streetwise d10, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy, Mean

Edges: Level Headed, Ambidextrous, Two-Fisted, Quick Draw

Gear: FlintFlicker Fifty (12/24/48 2d8, Shots 6), Ghostblades (2) (Str+1 AP 4, Runic)

Rutter's Flywheel Patrons / Mr. Johansen's Grubs

A mixed bag of factory workers, lowly bureaucratic aides, and undesirables are typically found in Rutter's, nursing their cans of glee and hoping for better days. The grubs- rough, unsavory types- believe they've found a better life, finding an outlet for their pent-up hostilities and despair in Mr. Johansen's service.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Club (Str+1), Dagger (Str+1)

Grubs each have a PitchPit Pistol (12/24/48, 2d6, Shots 10) as well as the gear listed above.

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