

The Un-Forge and River-Watch

The Most Humble Company of Repurposers

This livery company consists predominantly of expert recyclers who control the Un-Forge and other smaller scale waste management and reprocessing ventures. They are responsible for cleaning the river, “decommissioning” weaponry, and providing much of the raw material that local tinkers are artisans require to produce the fine goods sold in No Man’s Bazaar.

Though “sanitation & recycling” may be a small and seemingly insignificant industry in other cities throughout the world, they are fundamental to life in Meddenfirth. First and foremost, the city relies on the Repurposers to convert the polluted river sludge into potable water. Secondly, one of the primary purposes of Meddenfirth is to act as a refuge from the violence that flanks it on either bank; destroying the weapons found on either adjacent battlefield helps to further that aim both materially and symbolically.

Though this may sound perfectly altruistic from a bird’s eye view, the Repurposers are the most biased of all livery companies, and frequently betray the Company’s supposed neutrality by flaunting the rules around playing favorites. Company members may help the King’s Hounds smuggle weapons to the West and the Underfed fuel to the East. They may selectively tax visitors based on their nation of origin, or inexplicably “misplace” raw materials that rightfully belong to the citizens. Given their mechanical expertise, it’s difficult to seek recourse when the Un-Forge malfunctions, which allows the Repurposers to act with relative impunity.

Depending on how the party interacts with the Un-Forge and the Repurposers, they may curry or lose favor with the Company.



Favor:

+1 for paying the tithe on any use of the Un-Forge
+1 for actively working to reduce pollution in the city / river
+1 for recovering a rare material from the Un-Forge (they’re just impressed with your craftwork)
+2 for buying or finding a buyer for a large quantity of raw materials
+2 for a donation of goods to be repurposed
+3 for sourcing a large amount of salvage (a downed airship, a shipwreck, etc)

-1 for polluting the river
-1 for ruining a piece of a salvage in the Un-Forge
-2 for revealing secret favoritism to the Balance Keepers
-2 for not paying the tithe on any use of the Un-Forge
-3 for jamming the Un-Forge

Repurposer NPCs

Grankahm Meheruk: The Un-Forge Master, a dwarf from a distant mountainhome. Grankahm is truly in this career for the love of the work. An avowed pacifist, Grankahm takes great pleasure in dismantling tools of violence. He’s also the only repurposer in the company capable of disenchanting runic weapons for safe decommissioning. He is happy to give out favors to friends of the Repurposers, and given his gentle and kind nature, he is an easy man to befriend.

Fiz’it: A hyperactive goblinoid alchemist (self-trained) who seems to have fuel running through his veins. The alchemy needed to clean the murky river water is much more art than science, and Fiz’it is a virtuoso in this particular medium. A master of liquids of any form, Fiz’it could tell you your blood-type just by listening to your heartbeat. If you have mysterious potions that need to be identified, Fiz’it is you guy.

Centennely “Cen” Blessenra: Centennely was born auspiciously on the first day of the new century four hundred years ago. An aging elf, Cen has grown weary of the war and has been working in secret to outfit the Eoltherians by whatever means she can. Always the pragmatist, Cen has been finding excuses to “discard” scavenged weaponry that is “unfit for the Un-Forge,” while secretly smuggling these arms East to the border. You might even catch her sneaking out on a foggy night. If you’re bold enough to snitch on her, you will find that she is a cunning adversary with centuries of experience outwitting her opponents.

The Un-Forge

The Un-Forge is a technical marvel whose significance to life in Meddenfirth cannot be overstated. Part mechanical pulverizer, part arcane centrifuge, the Un-Forge takes in liquids and finished goods, dismantles them, and spits

back a small portion of their constituent materials to be reused. While the most common use for the Un-Forge is cleansing the river water and extracting the diffused fuel particles within, an adventurer is likely to have a number of items on hand that they may also want un-forged.

Un-Forging Solids

There are separate input slots in the Un-Forge for solid and liquid salvage. As a rule of thumb, solid goods tossed into the Un-Forge will be fully deconstructed, and 20% of their mass will be returned to the party as usable raw materials. Providing these raw materials to a shop will typically confer a 50% discount on anything it could be used to create.

For example: imagine an adventurer has salvaged 5 shortswords from felled enemy combatants. This particular adventurer would prefer, however, to have a rapier. If the adventurer un-forges these 5 shortswords and takes the recycled steel and leather to a smith, they would be eligible for a 50% discount on a purchase of a rapier made from these materials.

Most commonly, the experts at the Un-Forge will be able to disassemble goods into straightforward raw materials without this process becoming unruly. For instance, in the previous example the shortswords were disassembled into lumps of steel and strips of leather, and not down all



the way to iron, carbon, rawhide, and tannins. However, there is always a 1/20 chance during any use of the Un-Forge that the process will be far too successful, and the goods will be disintegrated into an amorphous mishmash of obliterated matter.

Solid *magical* items are a far trickier ordeal. Strictly speaking, magic items are forbidden in the Un-Forge, but the Most Humble Company of Repurposers aren't always able to detect the presence of an arcane good before it's too late (though they will *definitely* try to stop you if they do notice). A magic item has a 50:50 chance of jamming the Un-Forge altogether, a mechanical predicament



that will take 4d12 hours for the Company to fix, during which time the Un-Forge will be unusable. If a solid magic item goes through properly, though, an adventurer will be able to harvest a full 50% of its mass in constituent materials, and the item will be rendered magically inert. Particularly powerful magical items may be too resilient to be destroyed by the Un-Forge even under ideal conditions.

Un-Forging Liquids

Un-forging liquid is a less straightforward procedure. When pouring liquids into the Un-Forge, consult the table below for potential outcomes. This table is far from exhaustive, but should provide a useful enough overview for the types of interactions one might expect when un-forging a liquid. When in doubt, the adventurers may consult with the Fizz'it the alchemist if they seek a specific alchemical result.

1. Any beverage containing **alcohol** can be purged of its ethanol content. The Un-Forge will return the original liquid and pure alcohol separately.
2. **Potions** may be un-forged safely, returning only the magical essence contained within (this essence takes a liquid form). Any non-magical solution is lost in the process. The act of un-forging a potion greatly disturbs the compound, and when this essence is reintroduced to a new solution, its magical qualities are both weakened and randomized. Roll on an appropriate table to discover what type of new potion results from the procedure, but do not tell the players unless they attempt to identify the new substance!
3. Perhaps counterintuitively, **poisons** cannot be properly un-forged. More precisely: placing a poison in the Un-Forge will return you the same poison, but in slightly smaller quantities, with the rest consumed by the entropic fires that power the Un-Forge. By repeatedly un-forging a poison, it can therefore be mostly “discarded,” but the environmental effects of such an action are still unclear.
4. **River water** is the most commonly recycled liquid in the Un-Forge, returning a moderate quantity of potable drinking water and a small amount of usable fuel. This process typically happens automatically in a part of the Un-Forge that is off limits to visitors.
5. Any quantity of **blood** (or other organic fluid other than saliva) greater than 4 ounces can be placed into the Un-Forge, but only with the permission of a Balance Keeper. The Un-Forge will return the blood in a separated form, which certain arcane sleuths can use to identify the species of origin, the presence of any toxins or curses, as well as the age and general health of the creature from which the blood had been extracted.
6. If an adventurer is able to procure **mercury** or another metal that is liquid at room temperature, placing this in the Un-Forge will produce an ultra

strong solid metallic amalgam. Only minimally toxic, this amalgam can be used to forge bizarre arms and armor that are strongly hydrophobic.

7. Though fuel and other oils are most commonly an *output*, processing an **oil** through the Un-Forge will yield a gaseous fuel output. This gas is automatically bottled by the Un-Forge and is extremely volatile and explosive. Unsurprisingly, un-forging fuel into an explosive bottle of gas (practically speaking: a makeshift grenade) is strictly forbidden by the Most Humble Company of Repurposers.
8. “Recycling” an **animate fluid** (e.g. an ooze or elemental) will return an inanimate fluid.

What happens to the matter that is “lost” to the Un-Forge?

When an adventurer submits 5 pounds of material and gets 1 pound in return, they are likely to be both frustrated and confused. Where exactly does the excess matter go?

First, a small portion of this material is reclaimed by the Repurposers as a tax on using the Un-Forge. This is how they are able to offer this service for free to travelers. Counterintuitively, some of the material is also used to power the Un-Forge. The process of disintegrating a certain portion of any inputs provides the energy needed to charge the massive pulverizers (the centrifuges are powered by the river). Finally, a significant percentage of any material input gets thoroughly annihilated and released into the atmosphere as a formless particulate cloud. The environmental effects of this composite dust is not currently known, but it is unlikely to be good.

River-Watch

Atop a seemingly innocuous building on the South end of Meddenfirth, you will find River-Watch, the bridge’s foremost tourist attraction. Though the Thennidane military frequently makes use of dirigibles for troop transport, exploration, and reconnaissance, the wonder of balloon flight is rarely experienced by civilians. River-Watch allows anyone with adequate coin to fly high into the air and gaze on Meddenfirth, the Medden River, and the battle-scarred plains on either side from heights thought impossible mere decades ago.



This hot-air balloon has enough room for roughly 15 adults, and ascends every hour whenever the sun is up

and weather permits. A thick 500-foot cord tethers the balloon to the rooftop, allowing for it to be easily reeled in, and keeping would-be hijackers from piloting the balloon abroad.

While River-Watch is an extremely successful money-making operation for Meddenfirth, it is also a critical strategic asset. Though it is unlikely to occur, the ADMIN and the livery companies are always prepared for a potential nightmare scenario of either neighboring army marching on Meddenfirth. Realistically, there is little the city could do in the face of a true onslaught or blockade, but powerful forces in Meddenfirth believe that preparedness is essential nonetheless. Any time River-Watch ascends, there is always at least one member of the Company of Fishermen and Sentinels who is aboard specifically to keep watch on neighboring troop movements. This Sentinel will also keep watch on any potential river beasts that may be making their way up or downstream

Astor and Mugomak Delaney



This unlikely duo are, for better or worse, the faces of River-Watch. According to official records, Astor is a businessman—a Thennidane balloonsmith and entrepreneur—who came into the balloon industry independently of any other dirigible-wrights. The truth, however, is that Astor is a military defector who stole this nascent technology for his own benefit. Meddenfirth's ADMIN viewed Astor and his balloon as a perfect match for their scouting needs and allowed Astor to keep the profits from his tourist venture so long as he reserved a spot for livery Sentinels to keep watch.

Mugomak is Astor's half-orc half-brother who mans the winch. Mugomak is competent enough at his simple job (let the winch out as the balloon rises, pull it back in when

he gets the signal), but he bores quickly and would be easily distracted if an adventurer wanted to get his attention. Mugomak resents his half-brother for taking the more enjoyable and prestigious position.

GM note: It's ultimately not quite so difficult to hijack River-Watch if the party is able to hatch a half-decent plan. All they need to do is 1) untether the balloon from Mugomak's winch, 2) wrest control of the burner from Astor, 3) deal with the onboard Sentinel, and 4) escape from the range of any harpoon guns. What happens next is much more up in the air (pun intended).

River-Watch contains no particular method of propulsion or steering. The party's only means of piloting the balloon in one direction or another is by strategically changing altitude so as to take advantage of different air currents. Unless someone in the party is an experienced balloon pilot, this is likely to be exceedingly unintuitive. Feel free to randomly determine the direction of travel, or simply decide on your own.

Regardless of where the party plans to take the balloon, it is likely that ADMIN will make sure someone follows them, likely on foot. Stealing the balloon should be fairly easy for the party, but getting away without consequences is highly unlikely.

Plot Hook: Toxic Surge

While the flow of pollutants down the Medden River is more or less constant, there are occasionally sudden outbursts of filthy sludge that threaten to rapidly damage the ecosystem. This may be caused by a nearby battle on the banks of a river, a downed Thennidane dirigible, or a Eoltherian curse gone wrong. When such a pollutive event occurs, the Repurposers need to work double duty in order to prevent an immediate environmental catastrophe downriver.

A Toxic Surge requires both adept manipulation of the Un-Forge as well as perfect knowledge of the incoming fluids. A series of checks may be required in order to simply identify what is occurring before it's too late. If the party has some means of transmuting liquid or redirecting river flows, these are of course optimal solutions to a Toxic Surge. If not, they will have to figure out how to rapidly clean the river water and avoid potential downstream complications.

If you would like to challenge your players with confronting a Toxic Surge, consider layering in additional obstacles that force the party's hand. Consult the following list for potential obstructions demanding the players input. For a more formidable challenge, combine multiple complications.

1. Fizz'it is currently indisposed, requiring the party to suddenly man the Un-Forge (likely without any previous training).
2. The incoming wave of oily sludge is only visible from a certain angle, necessitating a vantage point hundreds of feet in the air (e.g. in a nearby hot air balloon).
3. The sludge has been animated magically by Eoltherian magi, and must be wrestled into the Un-Forge's intakes.
4. A barge traveling upriver is likely to become engulfed in corrosive fluids unless the party can either divert the sludge or somehow protect the ship from the pollutant's destructive capabilities.
5. The source of the Toxic Surge is still emitting sludge and requires the party to halt, either by plugging an ongoing leak or moving the source elsewhere.
6. The liquid waste is accompanied by a toxic gas. Roll a d4 to determine whether the gas 1) poisons anyone inhaling it, 2) causes terrifying hallucinations, 3) puts people to sleep, or 4) is highly flammable and volatile.

If the players are able to help thwart an incoming Toxic Surge, they will gain a large amount of favor with the Repurposers and may be unexpectedly gifted with a magic item that the Company were unable to process. Alternatively, the Repurposers may allow the party to use the Un-Forge untaxed and unsupervised.

