

A medium sized settlement on the southern edge of the Soot Foot Mountains, Wooster has all the trappings of a classic frontier town. Originally a small outpost comprised of a handful of buildings, the discovery of Myrillium in the hills just north of the settlement caused a boom that continues to this day. In the years since, folks have flocked to the area to seek their fortunes, and businesses have followed looking to profit off their luck and hard work. Brothels, saloons, and merchants of all types have set up shop in the small town, cluttering the main thoroughfare and bringing a big city feeling to this corner of the Great Expanse.

Although the region has grown economically, it still has a long way to go towards being civilized. While mercenaries are a common sight in town, there lacks a proper law enforcement body, and the populace is forced to more or less police themselves on a day-to-day basis. It's not uncommon to see someone accused of cheating or killing dragged off to be hung from one of the trees outside town. Even still, the lawless nature of Wooster is what draws some to it. Getting out from under the watchful eyes of the land barons and railmen is getting harder and harder these days, so Wooster acts as a sort of oasis to those of a less than legal disposition.

NOTABLE CITIZENS

BIG JOAN MCCALLISTER

Big Joan runs the Lady's Luck, a gambling hall and house of ill-repute in Wooster. Standing an impressive 6' 4" tall and clocking in at nearly 300 pounds of pure muscle, she's earned her moniker. Always the consummate professional, Big Joan treats her ladies right and keeps her establishment and those who visit it civil.

Anyone who causes trouble soon finds themselves hurled through the front door. Anyone foolish enough to go back for seconds finds themselves on the express train to the cemetery. Although she's a kind woman, don't mistake that kindness for weakness. Big Joan can be just as brutal as need be when the situation arises, she just prefers not to show that side of herself.

SHERIFF ELROY MACGUFFIN

Elroy is the son of a steel tycoon out east closer to civilization. At a young age, his father made sure to instill in the boy the need for a good work ethic and a hard day's labor. Despite coming from money, he's a down to earth type who doesn't seek glory or riches, he just wants to do his job. Despite this, he can't shake all the trappings of his upbringing. He still enjoys fine suits and even finer firearms. He's a hell of a shot and few outlaws have gotten into a tussle with him and lived to tell the tale. The most notable is Fenris Jackdaw, the infamous train robber. He managed to give the sheriff a limp he carries to this day. Elroy would do anything to bring that man to justice.

VLADIMIR "MAD VLAD" TORSKY

Mad Vlad is a foreigner who came to the expanse to seek his fortune, or so he says. He runs a distillery, Torsky's

Tonics, between the local mine and Wooster proper. His drinks are a hit with the locals, and he's made a good amount of coin. As his name suggests though, there's something a bit off about him. They say he never sleeps, and he has a laboratory that no one is allowed into. He also refuses to divulge the secret recipes for any of his beverages and claims to know frighteningly little of the folks who go missing out that way...

MERRY WINTERS

An avid admirer of wildlife, Merry sought out higher learning as soon as she was able. Now she studies the local flora and fauna of the expanse, intrigued by how it's been affected by Myrillium. She's renting a room at one of the boarding houses in Wooster, but she spends most of her time out in the wilds with only her fancy camera, journal, and her wits. Some say she's been trying to catalogue rare breeds of animals affected by the Myrillium, but she can only do so much on her own.

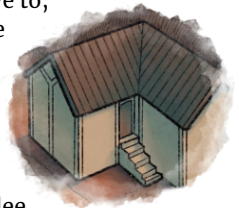
EZEKIEL COVINGTON III ESQ.

Ezekiel is a craftsman of the highest caliber. A trained gunsmith, he's spent the better part of the last few decades perfecting his craft. From revolvers to carbines to hunting rifles, there's no one better suited to build, tune, or customize a firearm in all of the expanse. He's setup a workshop in the town of Wooster to be close to the Myrillium mine it's built around. It's said he's on a personal quest to build his magnum opus, the gun to end all guns.

PLACES OF INTEREST

AMITY'S HOME

Folks don't go by this place unless they have to, and the local children make it a game to see who's willing to go closer. Supposedly, the old man who once lived here killed his whole family before killing himself. The house has laid empty ever since. Anytime someone tries to move in, strange occurrences happen until they eventually flee.



BEEDLE & BARROW'S FRONTIER GOODS

When a new frontier town pops up, Beedle & Barrow's is the first to open their doors for business. Run by two pioneering figures in the merchant space, Adalay Beedle and Eromus Barrow, the chain of stores can be found anywhere money is to be made. From Wooster to Lackryma, Westford to Rapidah, if you need supplies, Beedle & Barrow's has you covered.



CHURCH OF AMBISAR

A bastion of the old world here in the new, the local church allows folks to commune with the Almighty every Sunday. A small graveyard sits out behind it, and the local pastor, Father McMillan, lives in a small one-bedroom shack just north of it. Anyone seeking salvation will always find the Father willing to listen and offer guidance.



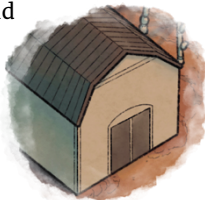
COVINGTON ARMS & ARSENAL

The best gun shop this side of civilization, Covington's is where you go when you need a firearm of the highest caliber and quality. Run by the slightly eccentric Ezekiel Covington, no weapon request is considered too ornate or peculiar. In fact, go looking for a unique firearm and you'll soon find yourself making fast friends with the old man.



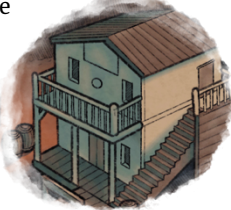
CULLIVAN BARN

Charles Cullivan owns the largest storehouse in town. This is where caravans coming and going load and unload their goods. Nothing stays in the Barn long, and some more dastardly folks have used that to their advantage, sneaking things in and out of town without the town guard knowing. Cullivan is happy to look the other way as long as he gets his cut.



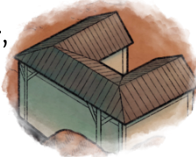
FAST EDDIE'S EMPORIUM OF ODDITIES

Sitting on the outskirts of town, Fast Eddie's is the local freakshow. Full of supposedly mutated critters warped by the glow of Myrillium, it's nothing more than a sham show designed to take a few bucks from those who don't know better. Fast Eddie's desire to legitimize his show puts him at odds with Merry Winters, the local biologist. While she wants to catalogue such things for science, Fast Eddie just wants to make some quick cash.



KEMENY DEPOT

While Beedle and Barrow's has all the things an adventurer or traveler might need, Kemeny Depot serves as the town's supplier of trade goods and mining equipment. The large storage area is constantly full of machined parts and large crates of lumber, coal, and other such goods. Constantly busy, it also serves as the Mining Guild's local representation in town.



MUDDY CUPS

The main restaurant in Wooster, Muddy Cups is the place to go for a solid meal at a reasonable price. Most working folks can be found here early in the morning before the sun comes up enjoying a cup of their famous coffee before heading off to whatever job they might hold. The owner, Miss Maybelline, is a kindhearted soul who always looks out for those under her roof.



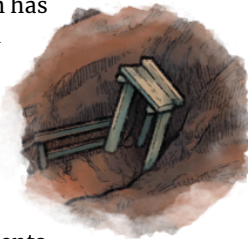
MONARCH BOARDING HOUSE

Owned by Josiah Monarch and his wife Raylene, this large building serves as the main home for those who cannot afford a plot of land themselves, as well as those just passing through. Simple, yet comfortable, the rooms here are affordable and vermin-free, which is more than most can ask for out on the frontier. For most visitors to Wooster, this is their first stop.



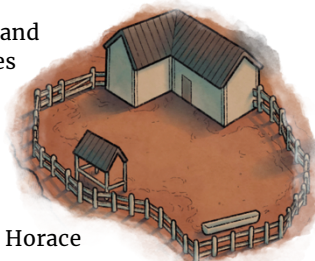
OLD MINE

One of the first mines in the area, and one the town was originally built around, this old cavern has run dry. Now, it's used as a communal storm cellar. Different chambers belong to different members of town, and a small rotating group of town guards make sure no one's fingers dip into a pie that's not their own. In case of emergency, the main chamber can house the majority of the town's residents.



SOOTED STABLES

When it comes to horses, mules, and other beasts of burden, the stables are the go-to spot in town. Run by the gruff Horace Belltower, the stables have a plethora of creatures to either purchase or rent, depending on your needs. Just make sure to pay your debts. Horace ain't the kind to ask twice.



THE LADY'S LUCK

This house of ill-repute houses a gambling hall, brothel, and saloon all in one. It's the largest such establishment in Wooster, much to the disdain of its competitors. Run by Big Joan McCallister, it serves as an odd bastion of order in an otherwise chaotic locale.



THE IRON BANK OF WOOSTER

Once Wooster became a proper town, the Iron Depository sent in their own to setup a foothold in the newly established city limits. An imposing stone building, one of few in town, it's a mini fortress. With the lawless nature of things in the expanse, they've spared no expense outfitting the bank with every security measure feasible.



THE SCHOOLHOUSE

One of the signs of a properly developed town is the presence of a schoolhouse. Wooster's own was erected just a few years back and still shows signs of its newness. The schoolmarm, Miss Josie, came all the way from the old east to teach those less fortunate. Alas, she's still a city girl at heart and has had trouble adjusting to the frontier way of life.



WATCHTOWER

Situated on a hill overlooking the town, the watchtower is constantly manned by a member of the town guard. Armed with a rifle made by Ezekiel Covington himself, whoever mans the post can pick off trouble up to a quarter mile out.

