

Steam Works

Empire In Ashes

Written By:
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SYSTEM



SteamWorks Empire In Ashes

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The Omni System™

STEAM WORKS

Empire in Ashes

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Introduction

This book is a guide to character creation for and introduction to the SteamWorks campaign setting for the Omni System core rules by Morrigan Press, Inc. By using this book and the Omni System Core Rulebook, you will be able to create a new breed of adventurer ready to explore a world where magic and science collide.

Inspired by the “Steampunk” genre of fiction, SteamWorks is not set in the traditional medieval worlds that dominate the majority of fantasy campaigns. The world once conquered by the fallen Empire of Thelacia is one of motorcarriages and horse-driven ones, steam engines driving great locomotives across war-torn plains, great dirigibles that ride the skies above the metropolitan towers of the cities, difference engines that make calculations at the speed of thought, printing presses and “the great equalizer”-firearms.

Yet despite the wonders of technology, magic is still pervasive. The elder races still wield magic quite effectively, and those Thelacians of human origin who are not afraid of the powers of magic wield it from within secret kebals, or “Gentleman’s Clubs”. The priests of the One Church have driven all other religions underground or to the point of extinction for centuries, yet with the fall of Thelacia, the once-forbidden cults of a myriad of gods have risen once more. And then there are the Vhaden . . .

Game Play

This book requires the use of the Omni System Core Rulebook. All of the basic rules for play in the SteamWorks campaign setting are contained within said volume; any rules additions, changes, clarifications and variations specific to the SteamWorks campaign setting are presented within this book. You will also need at least one twenty-sided die

“As I sit here at my desk, hands numbed by the pains of time, I ponder a question, my brethren. Have we, like so many now say, failed in the eyes of Primus? For if not, what has drawn us to this precipitous edge which we, both body and immortal soul, now stand upon? Yet there are those amongst the peoples outside of Sanctus (and even some within) who would say we stand upon the edge of a glorious new age. This paper is written both to examine the falsehoods of this statement and to shed light upon the true nature of our dilemma.

While it is true that my eyesight has dimmed with age, I find it difficult to think that any could not have seen the devastation wrought by the Successor Wars. Those of you who have known naught in your life but that strife may find it hard to believe that once, not so long ago, Old Thelacia stood a bountiful land and the beautiful capital of these once-proud lands. My aged eyes dim more so with the tears I continue to shed for that loss.

My memories of a happier time also recall skies that were not choked with the filth of Industry and dotted with those infernal dirigibles; where honest beasts were used for transportation rather than these Primus-forsaken “motorcarriages” belching out their poisons and making the air thick with their racket; where honest men did battle with their strong right arms, a good sword, and the will of Primus to guide them; where the Inhumans were brought to Faith and truth; where once the words of Primus were respected and feared rather than questioned. Yes, all of these things and more are the truths of where our “Golden Age” lies - in the ashes of the Empire.”

Excerpted from “An Empire in Ashes”, the writings of Holy Brother Paolus Sencrates.

(called a d20), pencil and paper. Premade character sheets for SteamWorks may be found at www.mor-riganrpg.com.

The most basic rule of play, The Omni Table, is reproduced below for ease of reference.

The Omni Table

All actions in SteamWorks, or any Omni System™ game, are resolved by a single, simple procedure:

1. Compare the character's Skill or Attribute Rating with the Degree of Difficulty (the relative ease or difficulty of the action).
2. Take the difference (a positive number, a negative number, or zero) and add it to a d20 roll.
3. Consult the Omni Table for the result.

Players contribute by describing the Intent of their character's actions to the GM. Then it's the GM's job to interpret the outcome of the Omni Table and how it affects the particular scene the player characters are involved in. Guidelines and tips for interpreting these rolls are covered in the Omni System Core Rulebook, Chapter 9: GMs Only.

Omni Table Key

Mishap: not only does the attempted action fail, but it fails miserably and may have additional negative consequences (accidental damage to the character attempting the action, opposite of the intended effect, etc.). It's the GM's job to determine the actual results of any Mishap, based on the circumstances surrounding the attempted action.

Failure: the action fails to achieve the intended result.

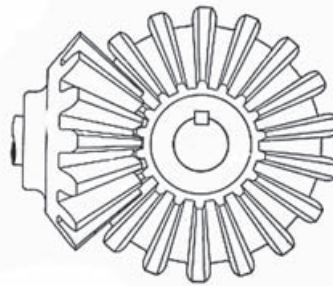
Partial Success: the action is only moderately successful, achieving part but not all of the intended effect (such as half-damage from an attack or partial effect from a spell).

Full Success: the action achieves the intended result.

Critical Success: the action is even more successful than intended, achieving the player's stated intent and also yielding additional benefits of some sort (attack causes a Critical Wound that disables the opponent, increased effect from a spell, etc.). It's the GM's job to determine the actual results and extent of any Critical Success, based on prevailing circumstances.

The Omni Table

0 or Less	Mishap
1 - 5	Failure
6 - 10	Partial Success
11 - 19	Full Success
20+	Critical Success



A War Story

The scream of the bombardier's firing pods alerts me to the enemy troops approaching. Grimacing, I clap my hands over my ears and brace myself for the impending explosion. Whoever they are this time, the mechanae would make mincemeat out of them shortly. I'd watched Porl fix up that thing, it can keep back dozens of men with no assistance.

I look over to my little Dozakhi friend Porl, grinning. The grin fades when I see that half of Porl's head is missing, brains and blood oozing from the smoking ruin of his face. Porl, who I'd stood side by side with for years, facing down the damned Vhaden who had come in and attempted to blow Thelacia all to hell, trying to take the Amber Throne. Porl, my best friend of the last five years. He was dead.

My eyes scan the trench I stand in outside of my beloved home, Thelacia. Tears of anger and grief for my friend blur my vision, but I know all the same what I am looking for. Sniper. A Primus-damned sniper has taken out my partner. I have to find him, before the sniper cuts me down too.

The bullet catches me low in the left side of the chest, leaves me reeling, wheezing as blood fills my lung. Pain, like nothing I've felt before. I cough, and see pink frothy blood spatter from my lips. So this is how it ends. My own dead weight carries me to the floor of the trench. This is how it ends...black and cold.

No, no, no....not going out like this. Not going to die now...

I rip open my pain-glazed eyes, scanning again. The sniper is fifty yards away. Getting a lightning stick ready, ready to blow the bombardier. Can't let him do it. My Imperial rifle is like a ten-ton lead weight in my hands, but somehow I lift it. Somehow, I flip up the sight. Somehow, I pull the trigger. The buck

and roar of the rifle jolt it out of my hands and I fall limply to the floor of the trench again.

Damn you, you bastard. Where are you from? So many here now, all wanting the Throne. Well, you won't have it while I'm alive...the Empress will come back. The flash of the bombardier's explosions light up the night. I see you now, looking back at me, sightless, the weeping hole in your neck testimony to the steadiness of aim I didn't think I had.

Sheol. You were from Sheol. Now you're in Hell. Everything's going black again. My eyes are so heavy, can't keep them open, getting cold, hard to breathe. I cough again, more blood.

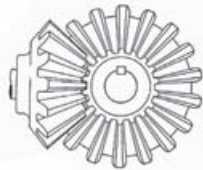
A face looks down at me when I open my eyes again, struggling to stay awake and alive. A face wearing camouflage paint, a man in Sheolan colors. He's got a gun and another lightning stick for the bombardier, which is still screaming its explosive rage out at the invaders. There must be a lot more than I originally thought.

He doesn't think I am alive. I must look bad. I don't think I am alive, either. But if he gets the bombardier to stop its screaming, it's all over for the troops my trench is defending. We've taken so much damage already to protect the city. As he passes, I reach down to grip the handle of my trench knife. I drag it from the sheath, drag it across the back of his leg, just at the bend of the back of his knee, just like they showed me in boot camp. Disable. Then kill.

He screams in pain as the serrated edge cuts through flesh, muscle, tendon, scrapes on bone. As he falls back, I fight the fire in my chest to rise up on my knees. The knife comes down once, pushing into his voice box, stifling his screams. It comes down again, punching through his eye and into his brain. I can't stop it now, is this really me? It comes down over and over and over. The blood sprays from severed arteries, punctured flesh, ruined eye socket. It sprays across the front of my uniform. So much blood; it's not all his, either.

I fall away from my victim, my enemy. I fall back to the welcoming cool earth of the trench floor. This is going to be my grave. But I didn't let it become anyone else from my unit's. Except for Porl. See you soon, buddy. See you soon.

Darkness.



I wake up to sunlight through white cloth. Not a shroud; a tent. I struggle to rise but a young lady, face haggard with lack of sleep and pinched with effort, pushes me back down.

"You're lucky. A few inches further to the right and you would be dead," she tells me. Her uniform is Thelacian.

"Where am I?"

"This is the regroup site. We had to retreat, there were--"

"Retreat?" I ask dumbly, interrupting.

Somewhere inside I know where this is going. I try to stop my mind from telling me, though. I grasp my head with both hands, trying to squeeze my head so that it doesn't fall apart when I sit up again.

"What happened?"

"The Vhaden. Prince Bhoragin's forces finally arrived. The Sheolans tried to hold them back so they could take their prize, but they were too much. Thelacia is no more."

My head reels as she says what I don't want to hear. Can't hear.

"No." This simple word escapes me, expressing nothing since, with this news, there's nothing left to feel. If Thelacia has fallen, that means...my wife... my daughter...

I rise to my feet; I know what I have to do. She tries to stop me, grabbing my shoulder.

"You're too weak, there's nothing you can do--"

"I have to. I have to," I croak. I pull free from her grasp. Not as weak as she thinks.

Passing by a wounded soldier, I see he's got a pistol in the holster at his hip. His eyes are swathed in bandages, there's nothing he can do with it now. I take it.

"It's twenty miles to the city, and the Vhaden are still there. There's nothing you can do," I hear her calling to me as I walk out of the canvas city of the living dead.

The gun is a cold weight in my hand.

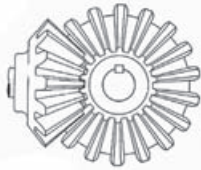
Twenty miles isn't far. The field medics did a good job patching me up, and I'd been out of it for a few days. The pain was nothing compared the dull ache in my heart. I have to know. I have to see.

The forward observer's camp was watching the city for signs of the invaders chasing after our retreating troops. They seem startled to see someone approaching from behind them though. They are absorbed in the horror of the destruction of all our people have known. I quickly notice that I hold rank here.

After some interrogation, I learn that the Vhaden aren't in the city anymore. The King of Erekoahl brought his troops around, and the Vhaden are busy mashing them to a pulp on the southeast side of the city. While they are doing this, the Sheolans are maneuvering their cannons to bombard both armies.

Like vultures fighting over a fresh corpse.

As I step from the camp onto the trail to Thelacia, several young men ask where I think I am going. When I tell them, a few fall in behind me and to the side of me. Lost souls. Heading forth to nothing but the agonizing, brutal truth of the meaninglessness of their existence from this point on. And so am I. Primus help us all.



Nothing I've seen in all my time fighting in the Successor Wars has prepared me for this.

The carnage is horrifying, inhuman. There are a few of the Vhaden left in what's left of home, but my little group of heroes fight their way on through the monstrosities. We press on to the residential sections of Thelacia, where new horrors greet our eyes. Most of the young men are weeping now when I lead them to my family home. Some are silent. All are shell-shocked.

Cautiously, I step across the shattered ruin of the doorway. I expect my beautiful Selene to greet me at any moment, to welcome me home with open arms and that wide, beautiful smile I fell in love with. Renea will be here too, I know; sweet young girl that she is, she will smile and cry and hug me so hard. As I step through the gallery, blood greets my sight.

A mass of blood and fur and entrails. JoJo, my Arundale hunting hound. He tried to protect the family to the end. A spear through his head. Something clenched in his jaws; a scrap of scaled, inhuman flesh. I hope it hurt.

My jaws clench. The truth I have been trying to hide from myself is becoming evident. I don't want to walk any further into my ruined home, but I am

driven by the need to know. I try to tell myself I don't need to know, that there's too much pain in knowing. But my feet shuffle on, heedless of my mind's call to stop, to turn around, to go back before it's too late.

I step into the family hall. Oh...oh...oh sweet Primus, what have they done to you Selene? What have they done? The tears come now as I bend to collect the ruined thing that was once my wife. I rock her, screaming my pain. My followers melt away, some weeping, some groaning at the sight of me holding this torn and battered, dismembered thing that was once human, that once loved, that I once held in my arms. She's dead, she's dead, she's dead...

"Georges, we should go we should go...there's something coming!" the hoarse whisper comes.

I hear him, but I don't. My hand knows what to do even if my head doesn't. It grips my pistol tightly as I roar my anguish. It rises as I see the hideous creature stepping through the doorway through to the back yard. My tears stop; the pistol bucks in my hand as I squeeze the trigger. My hate steels me. All Vhaden must die, I can suffer none to live now, not now, not ever. But it doesn't die after I have pumped all six rounds into its chest. It keeps coming.

I leap to my feet, still clutching Selene. Beautiful Selene. My eyes are seeking a weapon even as my feet move me away from this thing. Its claws are long; they whistle through the air as it tries to rend me asunder. But I am already torn apart, it can't do anything worse to me. Even though I don't care now if I die, I have to kill this thing. My father's cavalry saber, on the mantle...

As I leap for the saber, I see it slashing its claws at me. Warmth drenches my chest. But it's not my warmth...Selene has protected me, even in her death. I grip the hilt of the old saber, and slash at the thing that has killed my family. I slash and slash, cut and hack.

The thing can't withstand my rage. My pain is to be

borne upon its body. It will feel what I feel. It will die, like I have died inside. I keep stabbing into it as it falls; I keep stabbing into it as it lies on the floor, leaking out its life. I hear the saber's point thudding into the hardwood floor beneath it. I keep stabbing.

One of my young bucks pulls me away from the bloody scaled pulp on the ground beneath me.

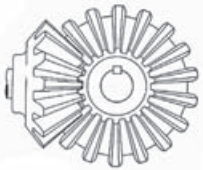
"It's over, sir. It's dead."

I let out a gasping sigh and collapse, sobbing my grief.

Then I hear someone say, "Sir you should come here, there's someone alive in here. Sir!"

I feel myself tremble as I rise. Dare I hope? Something...pulling at me...something...tugging at my arm...I hear a voice from so, so far away...

"Grampa? Grampa!"



"It's time for tea, Grampa!" she calls to me, with the enthusiasm that only the very young can muster.

"Oh, ah, I'm sorry my dear, I was just...thinking, that's all..."

"What were you thinking about, Grampa?" she says, a stern look on her face that I would forget such an important thing as tea time.

"Oh, nothing, dear...I'll tell you what, fetch me the tea and bring it here to the study. I'll tell you a story."

"You have to tell me what was making you look so sad..." she says, a warning.

A warning that anything that would hurt me would

be sorry, she'd make sure of that. I grin. Such a beautiful little girl, so sweet, just like my Renea was, and all I have left of her. All I have left of my world.

"Alright, I will tell you a story about what I was thinking about, my dear."

"Good!" she shouts, and rushes off as fast as her five-year-old feet will carry her.

The enthusiasm of youth can rarely brook the pessimism that comes with age.

She returns more quickly than I would have thought, her flight given the wings of eagerness. The two teacups slosh as she rushes to set them upon my desk. I have to smile when I see her beautiful smile looking up at me. Who can't smile themselves at the wondrous joy that is expressed with the smile of a child?

"Tell me the story, Grampa!" she insists, hurling herself into my lap and sitting sideways to look up at me.

"I was thinking of a beautiful princess, my dear, who once lived in a beautiful city that was the envy of the world-"

"What was her name, Grampa?" she interrupts, looking eager.

I smile down at her.

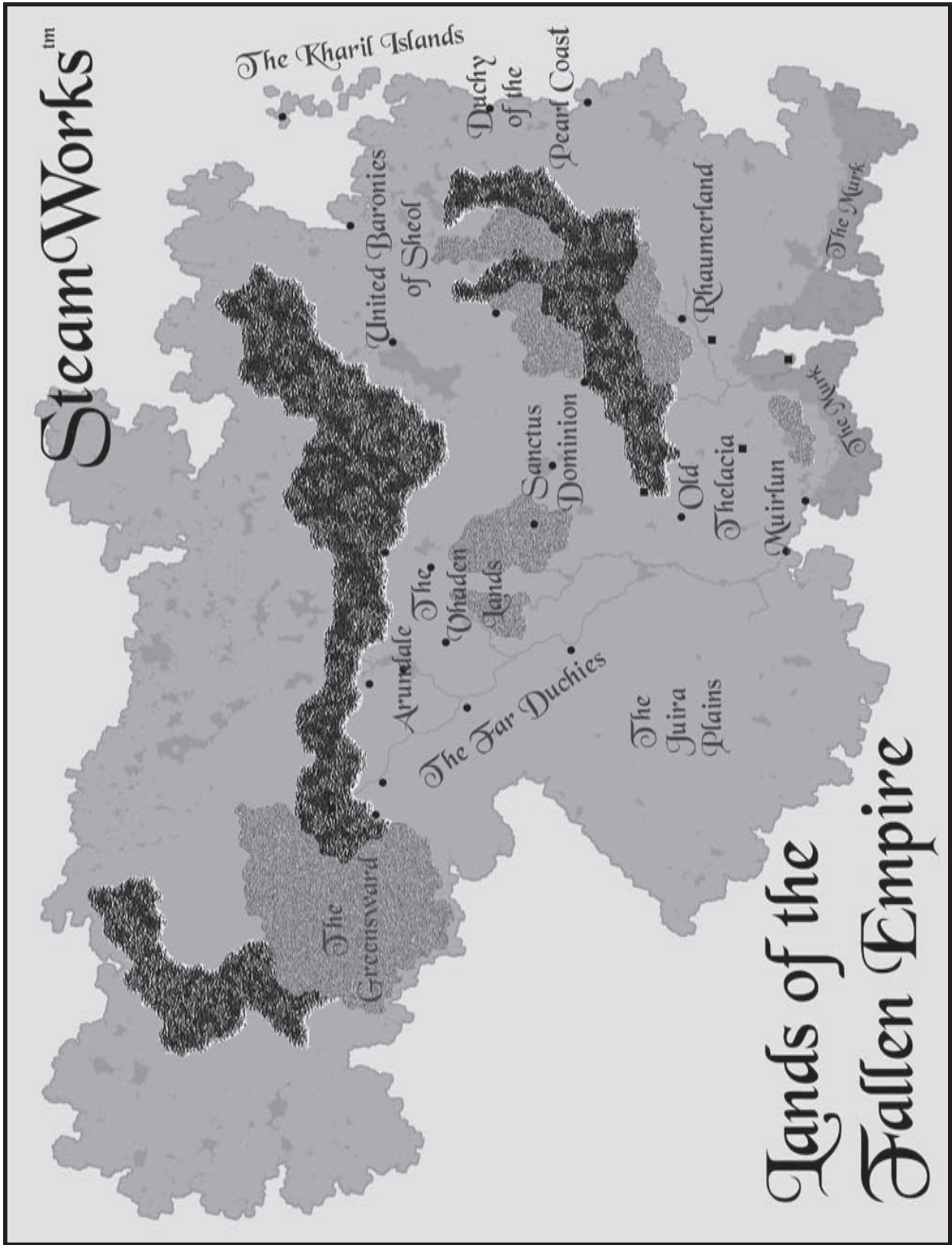
"Eleria. Her name was Eleria."

She beams with happiness "That's me! That's my name!"

"Yes, so it is my little one. So it is..."

My Empress still lives, in name at least. I stroke my little princess' silver hair, my hand caressing down the soft silvery scales that cover my granddaughter's shoulder in a little patch.

SteamWorks™



Lands of the
Fallen Empire

Chapter One

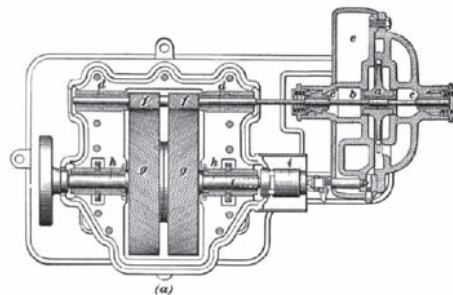
Lands of the Fallen Empire

"I wept with joy to be through with these lands, Milady. I truly hate to seem callow and without love for my fellow Man.....but there was something about the people of Serras Lee. Something unsettling. It was as though all hope had been lifted from them and all joy as well. The fear and anger in their eyes made me want to take my leave as quickly as I had come, but I saw to my duty as you bade me in your last missive. The Junklord Ferril Machias will trouble none any more. It was easily done, and I was glad to do it when I saw what he'd been doing to his own people. But I still can't get over the way the people of the village looked even after it was announced to them in their square that they were freed of the man's influence. Like they hated me for taking away something from them, something that gave their lives meaning, even though they made no move nor voiced no displeasure towards me for that taking. I am so very looking forward to the rest and simple peace that will come once I have returned home.

Yours, M. Harcourt"

-Taken from a letter to the Lady Silene, Duchess of the Pearl Coast, from one Lady Mary Harcourt, Courtesan of the Duchess.

The lands of the once-prosperous Empire of Thelacia are in ruin. The disappearance of the last heir to the Amber Throne of Thelacia led to a twenty-year long series of battles to determine who would become the successor to the Throne. The Successor Wars laid waste to vast tracts of land, the resources of the nations involved, and destroyed an entire nation. One nation advocated an end to the Successor Wars and drew forth a Compact to bring peace to the shattered Empire. Described herein are the lands of the Compact of Nations, the remnants of the Empire of Thelacia.



Allustyra and the Vhaden Lands

Of all the races of the Fallen Empire, only the Vhaden have been more warlike and expansionistic than the Humans themselves. If not for their incessant internecine battlings, the Vhaden might well have won the Successor Wars and begun a lasting dynasty. The Vhaden call themselves the People of the Dragon, and claim that long ago when even the Alfynn were young their race held the lands they currently claim and more. The Alfynn claim that while it is true that their people made war with the Dragons long ago, the Vhaden are but a thinning of the old bloodlines.

The Vhaden have always sought to subjugate those around them. The wars fought long ago by their people against the Humans to prevent them from

encroaching upon their lands set a deep fear of the Vhaden into that young race, a fear that has not entirely faded. With the rise of the Thelacian Empire, the Vhaden once again sought to crush their encroaching neighbors. The Thelacians had the aid of the Dozakhi and their Artifice this time, however.

Vhaden was dissected by the conquering Thelacians and their people scattered and slain; the once-mighty Vhaden people fell. Only one city was left to the Vhaden, that of Allustyra. From their interment camps, the Vhaden lords plotted for two centuries before making their move at the beginnings of the Successor Wars. Leading a vast army of slaves, Charmed beings and those summoned from the darkest nightmares, the Vhaden took back the remains of their homeland while the Thelacians argued over whom now was to rule the Empire. The armies of Thelacia were ill prepared for what was to come.

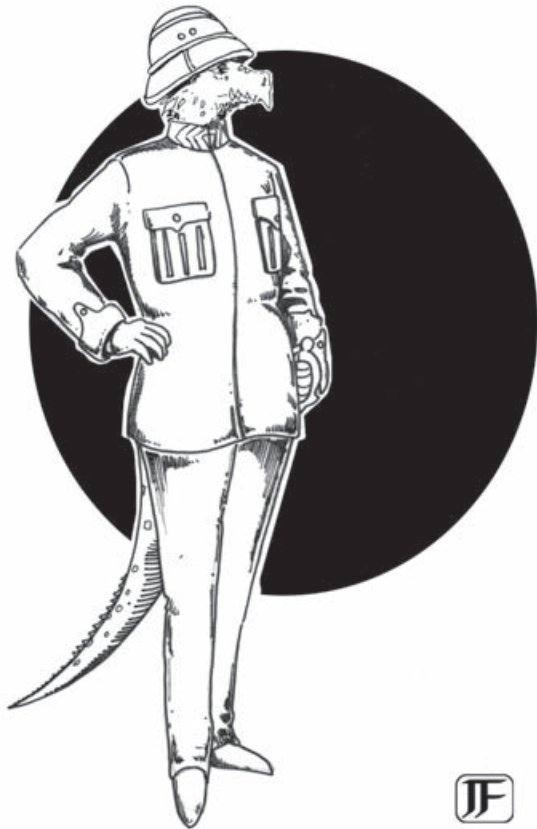
The Vhaden rose up to battle with the Thelacians, using terrible magics to wither the lands and peoples. All seemed lost for the Thelacians until the forces of the United Baronies of Sheol, the Kingdom of Erekoahl, and the Duchy of the Pearl Coast arrived en masse. The Vhaden were not ready to deal with so many of the Humans and their guns at once and they were routed.

The losses by the Vhaden were great on that day, but many escaped. Returning to their homes, the Vhaden warlords fortified their keeps and threw insult and blame at one another for their failures. To this day, their fortifications are too strong for the Compact of Nations to breach. Yet most of the Vhaden warlords remaining have little care for the outside world, their battles between themselves occupying their time as the weak are weeded out by the strong and their lands become smaller and smaller.



Being unable to completely defeat the Vhaden, the remnants of the Empire offered their people a place in the Compact of Nations. Few Vhaden actually paid any heed to the call of the Pearl Coast diplomats, yet there was one Vhaden warlord who did sign the Compact of Nations. Currently, Allustyra is the only Vhaden Principality that recognizes and is recognized by the Compact of Nations.

Characters from the Vhaden lands may be of any race; most PC Vhaden should come from the Principality of Allustyra, as it is much less reclusive and secretive with the nations of the Compact than all others. PCs from any other race will still be confined to the foreign quarter, of course, but life in Allustyra is not as bad as that in Old Thelacia at least. Characters from any other Principality will have been slaves, as freedom for the other races is seldom allowed.



Major Population Centers

Allustyra

Allustyra is a beautiful city filled with green groves and blooming flowers lining the causeways. The spired ivory towers of Allustyra which house the Vhaden lords of the city are high above the bustle and toil of the city below. Outside of the shining white marble walls, great orchards of a variety of fruit trees are grown. The wine from the fruits of Allustyra is well-known among the Nations of the Compact. Allustyra was largely untouched by the violence of the Successor Wars, as the Prince of Allustyra refused to enter into the conflict.

When the dust settled, the carefully cultivated neutrality that Allustyra's Prince had created with the other nations lead to a new prosperity for his city-state. While all of the other Vhaden Princes had retreated from the world behind their fortress walls, Allustyra joined in the new coalition of nations formed by the Compact of Nations. Since that day, the reputation of the Vhaden of Allustyra has grown to something more than the tarnished one of the other Principalities.

Khoveryn

Khoveryn is also known as the City of Chains. Prince Roagel is a deadly rival to the Prince Bhorgan of Vengaar. The two have battled for dominance over the Vhaden people for centuries; the Successor Wars gave both the opportunity to attempt to best one another, but neither has succeeded.

The City of Chains is known as a great metalworks; long ago, Prince Roagel captured a clan of Dozakhi and turned their Artifice to his will. The Prince himself wears the fruit of their greatest labors, a great iron suit of armor which is seemingly impenetrable.

Were it not for the Prince's great enmity for the One Church of Primus, Khoveryn might be a great boon for trade with the Nations of the Compact. Roagel

has sworn that as long as the Sanctus Dominion still stands, he will not rest in his crusade against the Church. This enmity is shared; Sanctus has issued a great price upon the head of the Prince, which has yet to be collected. With the mysterious disappearance of the Hierophant of the One Church, many groups of Templars are calling for war against Khoveryn.

Vengaar

Vengaar is also known as the City of Nightmares. The Prince of Vengaar has long been the strongest of the Princes of the Vhaden, and also the most vocal in his opposition to the Empire of Thelacia. No Humans may tread the streets of this massive, foreboding fortress upon pain of enslavement and death. The City of Nightmares is filled with the monstrous creations of its Prince, who specializes in the alteration of living flesh.

Prince Bhoragin is said to keep the severed head of the former Imperial Governor of his area in a jar full of preservatory fluids, somehow magically kept alive. Bhoragin is a Sorcerer of tremendous power, said by many Vhaden to be the very incarnation of the Druaghor whose name he has claimed for his own. Why he found defeat in the Successor Wars and retreated from the field of battle is a mystery.

Life Among the Vhaden

The Vhaden Principalities, with the exception of the City-State of Allustyra, are a dangerous place for Humans. The hatred evinced by most Vhaden for the citizens of the former Empire is great, and they take great pains to cause misery to any that are found within their territories. The other races are seen by most Vhaden as fit for little more than a life of servitude to their Vhaden superiors.

The Vhaden divide themselves among several castes. The smallest caste is the Princes, the rulers of the various City-States. Most hold quite small

territories surrounding only the immediate areas of their fortresses. The Princes are the absolute rulers of all that live within their strongholds.

The Administrators are the second smallest caste, obsequious courtiers of their Princes. Administrators always have an ostentatious title, bestowed upon them by their Prince and clung to both pridefully and tenaciously.

The middle caste is the Gracious Servitors. These Vhaden are the courtiers of the Prince without title. They are the most devious of the Vhaden, as they jockey for position within their Princes' courts and vie for the Administrators' status.

The Dragon People are the next largest of the castes, and contain the Vhaden who can prove a clear and unbroken lineage to one or another of the ancient Druaghor. These Vhaden have a clear path and a desire to become Gracious Servitors, they merely need to find some means to capture their Princes' interest.

The Dispossessed is the largest caste of Vhaden. These individuals cannot prove acceptable lineage to any Druaghor, and are seen as the lowest of the Vhaden. It is often the lot of the Dispossessed to perform any and all tasks that the higher castes do not wish to.

The lowest caste is that of the slaves. Any race other than Vhaden may be enslaved. Vhaden are not enslaved unless they are criminals; slavery is a fitting deterrent for most Vhaden from crime, and it is seen as shameful and fitting for a beast that is beneath the Vhaden.

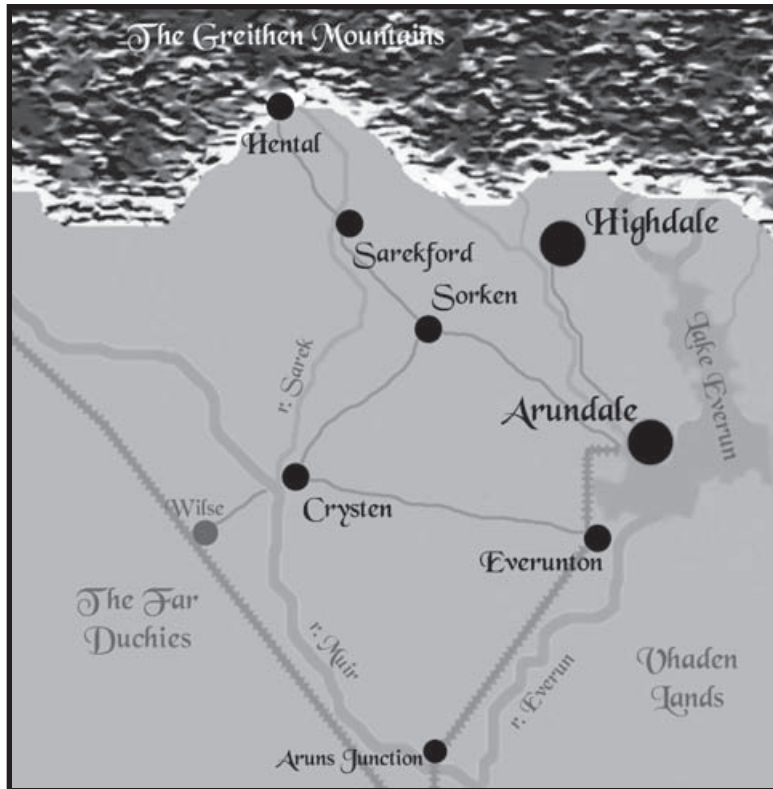
None of the Vhaden Principalities other than Allustyra play host to races other than the Vhaden. Most are too busy with their internecine struggles to recognize that there is a world outside of the walls of their own city-state or the walls of the city-state of their rivals.

Allustyra's Prince believes that the world is no longer the Vhadens' to mold. He also believes that if the Vhaden are to continue, a peace must be forged with the Humans who so outnumber his people. To this end, he has abolished slavery among the people of his city and allowed the peoples of the Nations of the Compact to make trade with his people. Many of the more traditional Vhaden of Allustyra are dissatisfied with the new directions the Prince is following, but to date no actions to attempt to remove him from power have succeeded.

Arundale

Arundale is the most recently formed of the nations of the Compact. It grew from the city of Arundale built twenty years ago within the Borderland Principalities in the beginnings of the Successor Wars to the land that now has taken over a large area formerly ruled by Vhaden and various "lordships" of the Far Duchies. Prospering where many lands have suffered during the Successor Wars, Arundale's success has been attributed by many to both its proximity to and good relations with the Alfynn lands of the Greensward.

The former noble of Thelacia Arun Khallesford and his family built the city of Arundale. His just and fair rule drew many of the disenfranchised of Old Thelacia to his city. It also drew attention from other of the would-be Kings that populated the Borderland Principalities, who sought to take his land. Arundale has won out over overwhelming odds against armies three times the size of its own, and even defeated a Vhaden army towards the end of the Successor Wars.



A highly agrarian nation, Arundale has come to dominate the trade of foodstuffs among the Nations of the Compact. Arundale has become a favored trade partner with Muirlun and the Duchy of the Pearl Coast and has grown in status with Lord Arun Khallesford's marriage to Lady Lienne Hirfond of the Duchy of the Pearl Coast. Amongst all of the Nations of the Compact, Arundale is poised to become a great power. It is even rumored that there are those who would make of Lord Arun another Emperor, although publicly he denies any such aspirations.

Characters of Arundale are predominantly Human, although numerous Dozakhi, Goblins of a reformed variety, and even a few Alfynn have begun to settle there.

Major Population Centers

Arundale

What began as a small farming community seeking to establish its independence within the borders of the Far Duchies a decade before the end of the Successor Wars has become a large trade city central to several surrounding farming communities. Arundale has become almost an overnight metropolis, its population expanding rapidly with the increase of survivors of the Successor Wars seeking a new life far from the ruin of their old and wartorn lands.

The draw for this population boom has been the promise of land at an inexpensive price and the word of Lord Arun Khallesford that there is a place for all in his land. Lord Khallesford is seen by many among the Compact of Nations as a charismatic and honest fellow, and a true lord.

Arundale is becoming more and more urbanized with this major influx of people, but it still manages to maintain its original rural charm. Most of the houses and buildings are widely spaced and spacious. Roads are still little more than tracks in most of the city, with only the Causeway as a major paved road. Natural beauty is obvious as wild patches of trees leap up between homes and are tended by the homeowners.

Highdale

Highdale is the second-largest city of Arundale, formed in the highlands of the nation. Highdale is much smaller than Arundale City, but it is growing as well. The highlands are not as suitable for farming with its rockier soil, and so most of the area is largely cattle land. Highdale serves as a central trade town for the outlying cattle farms of the area.

In more recent years, Highdale had many problems with the more unsavory elements of the displaced immigrants of the Successor Wars. The cattle-herders and farmers of the area disputed a great deal of

land, causing a good amount of bloodshed in what was called the Highdale Range Wars. The Lord of Arundale's solution was sending one of his greatest Knights, who became the Sheriff of Highdale and ended the Range Wars at the end of his pistol.

Life Among the Arundalans

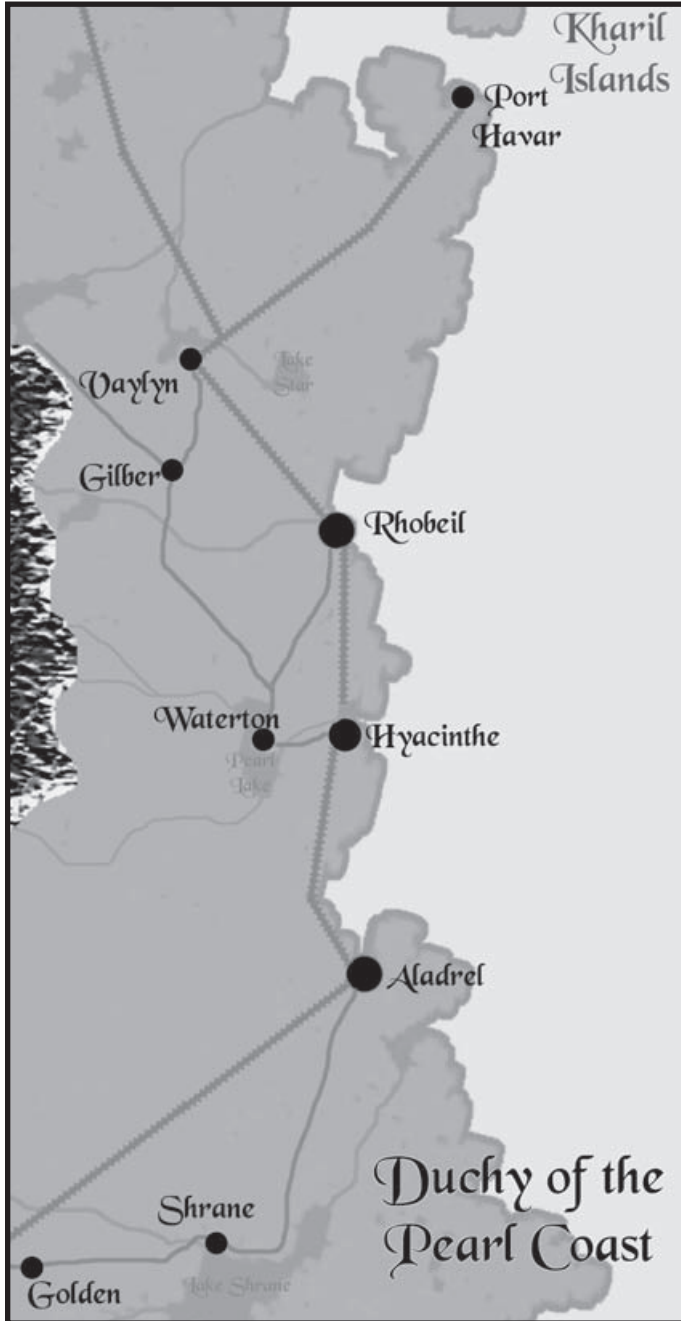
Arundale is a rural land, with only two cities of appreciable size. The people are agrarian, the farms of Arundale supplying most of the Nations of the Compact with their imported produce. The conflicts with the Far Duchies led to most of the people of Arundale being skilled militiamen and rifles are commonly found in all homes in Arundale.

Hunting is perhaps the greatest pastime and passion of Arundalers. Arundalers are often judged by one another based upon their hunting skills. Large breeds of dogs trained for hunting are quite common in Arundale, and they are also valuable exports to other lands as well.

Most of the people of Arundale believe their Lord, Arun Khallesford, to be a benevolent leader who is content to leave his people to their own devices and live their lives free from too much government influence. This leads to the populace as being viewed a rather independent and strong-willed folk. Most Arundalers are more than happy to point out their independence as well as their strong sense of national pride.

Arundale's relations with the other nations of the Compact remain strong. Their ties to Muirlun as the hub of the Compact's trade agreements and Arundale's principal export of foodstuffs are especially strong. The Lord of Arundale has recently been seen courting a young Lady of the Pearl Coast and rumor of a wedding in the works is all of the buzz within high society of the Nations of the Compact.

The Duchy of the Pearl Coast



Known to have been the largest land grant to one noble in the history of the Thelacian Empire was that of the Duchy of the Pearl Coast to the Lady Alycia Worthington. The Lady Alycia was well known for her silver tongue and courtly ways, as well as her patronage of the arts. Lesser known were her skills at love play, pillow talk and being at the right place in the right time. To all an ideal Lady, Alycia set out to settle her new realm and populate it with the best and brightest in all things. It soon became quite fashionable amongst the nobility of the Empire to own a house on the Pearl Coast, and the Emperors until the time of Her Imperial Majesty Eleria II held a resort house there as well.

Soon, the Lady Alycia and her descendants had a hand in every dealing in the Empire, whether it be open or in the shadows. The Duchess of the Pearl Coast was soon known as one of the most powerful people in the Empire. Added to that, the descendants of Lady Alycia cemented political dealings by marrying into the families of almost all of the major nobility of the Empire.

Through their dealings, it was not difficult for the Duchesses of the Pearl Coast to prepare for the coming of war and find the means to eventually circumvent it. For all their planning, none were prepared for the disappearance of the Empress. The civil war that embroiled the broken nations of the Empire in their bids for the throne left the Duchy of the Pearl Coast nearly untouched, as their land was far from the places of battle. Their people abroad served as spies on all sides, seeking to bring the Successor Wars to a halt.

The Compact of Nations was written and brought to treaty in Muirlun by the Duchess Silene. Broken by war, nearly all of the nations gathered to

sign the treaty when threatened by trade embargo from Muirlun and the Duchy of the Pearl Coast. No nation could stand to be refused trade by the richest two nations of the remnants of the Empire.

The Duchy of the Pearl Coast is still known as a land filled with the greatest artists, and much of the remnants of the Empire still acquire art and fashion from the Pearl Coast.

Beings of all races may be found in the Duchy of the Pearl Coast, though Humans are by far the most prevalent. The inhabitants of the Duchy of the Pearl Coast are known for their beauty, grace and social skills.



Major Population Centers

Hyacinthe

Hyacinthe has long striven to be the cleanest and most aesthetically appealing city among all in the nations of the Empire of Thelacia. It is a swirl of color and lights, its architecture varying from city block to city block. Hyacinthe has an open, friendly and inviting environment to all visitors.

As the capital of the Duchy, Hyacinthe is home to the Palace of the Duchess (which is actually only one, and not even the largest, of the Duchess' homes). The Duchess is known for Her appreciation of the arts; the Pavilion of Dreams is Her creation, surrounding Her palace with a place where countless artists can while away their days plying their trades. The summer homes of numerous noble families from across the Nations of the Compact line the golden beaches surrounding the eastern side of the city.

Hyacinthe is home to the training grounds for the elite division of the Pearl Coast military unit assigned as the Duchess' guard, the Lightning Guard. These men and women are said to be the finest duelists and the sharpest eyes in all of the Nations of the Compact. They not only provide for the bodyguard of the Duchess, but handle all internal security matters within the Duchy.

The city is also known for the beauty, style and grace of its' inhabitants. Many of the nobility of the Nations of the Compact come to Hyacinthe to find brides and grooms. It is also often said among the high society of the Nations that a fashion isn't style unless it's been worn by someone of Hyacinthe, it isn't high style unless it's been worn by one of the Courtesans of the Duchess, and it's too exclusive for you if it's worn by the Duchess Herself.

Rhobeil

Rhobeil is a small university city along the Pearl Coast, founded at the behest of the previous Duch-

ess some 50 years ago. The city was built up around providing services for the students and professors of the university. The city itself is a quiet and quite sleepy community, except on the weekends.

Rhobeil University, and the city itself, is named after the physician Lorel Rhobeil who discovered a cure for the virulent and deadly Grey Plague about 65 years ago. Since that time, the Duchesses of the Pearl Coast have been avid supporters of the pursuit of scientific knowledge. The Rhobeil Award is a prestigious award among scientists and scholars, given out at the annual University Ball of Rhobeil to the scientist who has contributed the most to the scientific community according to a panel of judges.

Aladrel

Aladrel is a unique place among a people who generally espouse the way of diplomacy rather than the way of the sword. It houses the bulk of the Pearl Coast Army training facilities, as well as the only military university in the Pearl Coast. Although the Pearl Coast has never engaged in full scale warfare, its leaders have long made studied preparations for the day when they might be involved in such.

Many of the more prestigious retired military leaders from all over the Nations of the Compact teach at the Aladrel Academy of Military Science. Many graduates move on as officers in the military of their choice. Aladrel Academy of Military Science is also the home of one of the most comprehensive flight schools in the Nations, teaching both commercial and military flight applications.

Life Among the Pearl Coasters

The people of the Duchy of the Pearl Coast are sophisticated and cultured. They are a vibrant and lively people, filled with a love of life and art. Grace, wit and beauty are the considered the highest ideals, and to be striven for by all.

The art of diplomacy and debate are held in high regard, and woe be to the person who wishes to engage a Pearl Coaster in a debate in which they know nothing on the subject...even when the Pearl Coaster knows nothing of the subject themselves. Even the lowest of laborers are taught their letters, and most citizens are highly literate and often conversant in multiple languages.

Pearl Coasters would argue that they are the most free peoples of the Nations of the Compact, and few would debate that argument. Each citizen of the Pearl Coast is told by their parents from the time they are born that they are free to pursue whatever lifestyle they choose, and it is their destiny to become the best, brightest and most beautiful at whatever they choose to pursue. There is a constant encouragement to excel throughout a Pearl Coaster's life.

Art and fashion are the two chief exports that the Duchy has for the outside world; both are considered to be of the highest forms. The other chief export of the Duchy is the people themselves; the folk of other nations often seek their mates from this land.

The Duchess is beloved by the people of the Pearl Coast. She is idol to millions, and that is just within the Duchy itself. Relations with the other Nations of the Compact are quite strong, as many of the ranking nobles of the Duchy have intermarried with the nobility and rulers of the other Nations. The Duchy strives to uphold the peace of the Compact like no other nation.

The Far Duchies

The Far Duchies have long been a wild and unruly land, where the laws change when one side of a tree marks one lord's land and the other side of the same tree marks another's. The further west one travels into these lands the harsher these realities become. They began their meager existence in the late years

of the Empire. These lands were granted to the various lords and ladies who were adventurous enough to venture forth into the lands beyond that of the Vhaden and Muirlun. With the central and northern lands of Thelacia settled and explored, it seemed that the Far Duchies were the next great frontier. At first drawing only the most adventurous souls, an incentive was soon added by Imperial bureaucrats to lure more settlers into these borderlands in the form of money. Each settling family was offered two hundred Crowns to pack their belongings into wagons and head north and west.

Though there was great reluctance by many at first to move to the Far Duchies, the dregs of Imperial society did not hesitate. Banditry was commonplace, and many settlers did not see the two hundred Crowns they'd been given for long. Small havens for other outlaws cropped up when the borderlands were found to be the perfect hiding place from Imperial law.

Then it happened; the rush to move west boomed with the discovery of gold in the hills and streams marking the northernmost border of the Far Duchies. Towns grew up overnight and people settled the wild hills in droves seeking to make their fortune. For the better part of thirty-four years, the boomtowns and the bandits thrived. With the influx of wealth, Thelacia grew richer and more indolent at home while the peoples of the Far Duchies labored for them.

The disappearance of the Empress hit the peoples of the Far Duchies less hard than anywhere else in the Empire. Already very independent and self-sufficient, the Far Duchies continued on much the way they had been all along for the next few years. It was only when the Dukes and Duchesses began calling for conscripts to fight for "Imperial Interests" that the peoples began to suspect something serious was happening. Without a clearly defined heir to the Imperial Throne, the Successor Wars began in earnest.

The Duchy of Sheol, the newly resurrected nation of Vhaden, the newly formed Kingdom of Erekoahl and the various Dukes and Duchesses in between sought to bring their power to bear upon Thelacia in various bids for ascension to the Throne. Within ten years, however, any aspirations the nobles of the Far Duchies had toward the Throne were cast to the wind as the three most powerful and populated lands of the former Empire dominated the battlefields. What was left of the Far Duchies soon saw revolution and chaotic, rapid change over the course of the next thirty years as the Successor Wars raged on.

By the signing of the Compact of Nations, all of the warring nations had long forgotten what had become a land of bickering princelings with no ambitions but to destroy their closest neighbor. The Far Duchies were seen as a wild land with little or no civilization left. No law save that which the scattered rulers could enforce within their border existed. The Compact of Nations was signed with little regard for the western frontier.

The natives of the Far Duchies are primarily Human, though the gold rush attracted many Dozakhi and Goblins to the area; the chaos of the Successor Wars drove many more of the non-humans present in Thelacia to these north-western lands.

Major Population Centers

Highwall

Highwall is the largest population center in the Far Duchies. The Duke of Highwall is a rarity among the remaining Borderlander lords; he is actually from a long and respected line of nobility of Thelacia. A major gold mining town, Highwall is wealthier than most of the Far Duchies territories.

Unlike many Borderland towns, Highwall is regulated, organized and has a relatively low crime rate.

The Order of the Lion, the Duke's knights, keep the peace. The people are given a say in the governance of the city mines, and miners are given their due because of the existence of the Miners' Guild.

Teirath Junction

A large railway town, Teirath Junction is the gateway to the Far Duchies. It is the largest trading center in the Borderlands. From Borderlands gold to Arundale foodstuffs to Sheolan machinery to Pearl Coast diplomats and courtesans, goods from all over the Nations of the Compact pass through Teirath on their way to other lands.

Teirath is ruled by the Baroness Cara Winthrop. A wealthy widower from the Pearl Coast, she had come out to the Borderlands to find a husband only to have the man she married, a wealthy rail baron from Muirlun, die in a robbery of the rail station. Since that day the peace has been kept by a small contingent of the Pearl Coast Lightning Guard on loan to the Baroness by the Duchess of the Pearl Coast.

Gamenons Gulch

This town is much like any other mining frontier town in the Far Duchies. The only thing that makes its place on a map is the incredible find of gold that started the gold rush of the Far Duchies was at this place. Since that time years ago, the gold mines of Gamenon's Gulch have dried up and its people taken on the desperate outlook so common among the Borderlanders.

The Gulch is the only large business present still in the town. A saloon and house of ill repute, The Gulch caters to any and all tastes. Most of the people who do find any gold in the mines of Gamenon's



Gulch usually can be found here, spending what little money they have.

Many outsiders also come to the Gulch for information. It is said throughout the Far Duchies that if anyone knows something about someone, it is Madam Varenia. This Soot Elf runs the business of the flesh trade in The Gulch and keeps her employees clean and the business brisk.

Gaverns Run

Gavern's Run is a small town of little reputation, the only reason for its notoriety being that it is the home of a great sporting event held yearly in honor of its founder, Gavern Oreil. Gavern was fond of horse racing, and bred Jura horses. The population of the city itself is rather small, numbering only close to five hundred permanent residents. When the Run is held, the temporary population easily doubles

as people from all over the Far Duchies, as well as horsemen from other nations, arrive on the scene.

Gavern's Run is a horse race that runs from this city all the way to the borders of Muirlun and back. There are no rules other than all riders having to check in at the observers' station at the border of Muirlun, and the first one to cross the finish line in Gavern's Run is the winner. The purse usually numbers in the thousands of pennings. Betting is fierce, and many often attempt to find ways to fix the odds.

Life Among the Borderlanders

Life in the Far Duchies has long been harsh, and the Borderlanders are a hard people. It is said that Borderlanders have an independent streak a mile wide. Everything they do tends to be hard; working hard, playing hard and drinking hard (an especially common vice in the Far Duchies, despite any Church doctrines).

While the origins of the opening of these lands for settlement were based upon optimism and a spirit of adventure, that spirit has largely been crushed. The Far Duchies has become a land where numerous self-proclaimed lords have set up petty dictatorships and rule over the people on their lands with iron fists.

What little unity the lands might have gained when the Duke of Highwall decided to unite the people in a bid to capture Thelacia during the Successor Wars was crushed with the fall of the Duke against Prince Bhoragin of the Vhaden. The armies of the Far Duchies scattered, and the Wars continued on without them. The current Duke of Highwall seeks to continue what his father before him began. He does not have the charismatic presence of his progenitor, however, and is making little headway on the trade agreements and border solidification programs set before him.

If anything has a chance of uniting the people of the Far Duchies, it would be the trade guilds. Already they are uniting and forming unions to protect their workers against the depredations of the draconic rulers of the Far Duchies. Clashes between trade guild unions and the nobility are becoming more and more commonplace.

The Foundries of the Dozakhi

Two centuries before the beginnings of the Successor Wars, Thelacian explorers made contact with the Dozakhi in the hills surrounding the Thanescrown Mountains. The Thelacians offered the Dozakhi complete autonomy and full trade partnership with their Empire if the Dozakhi would join as a part of it. Many Dozakhi took their shops and the trade secrets of Artifice from their ancestral home into the lands of the Empire.

By the beginning of the Successor Wars, the Dozakhi had built Foundries in almost all of the major cities of the Empire. Outposts in smaller cities served as service points for the Great Railway, which was fueled by Thelacian ideas for rapid transit across the Empire and utilized the concept of steam-driven locomotives to traverse it. Each Foundry became known for its specialty across the Empire.

With the advent of the Successor Wars, the Dozakhi found their homes to be some of the most important military targets. Many allied with the city or nation they were built within, and each Foundry soon became a fortress. Most of the Foundries within Thelacia proper were completely obliterated though a few survived despite the fall of the city they were built within.

As an ending to the devastating conflict was being

negotiated, the Dozakhi sent representatives from each Foundry to attend the signing of Compact of Nations. The Foundries became key guides in the effort to rebuild the infrastructure of the nations of the Compact.

Natives of the Foundries are always Dozakhi.

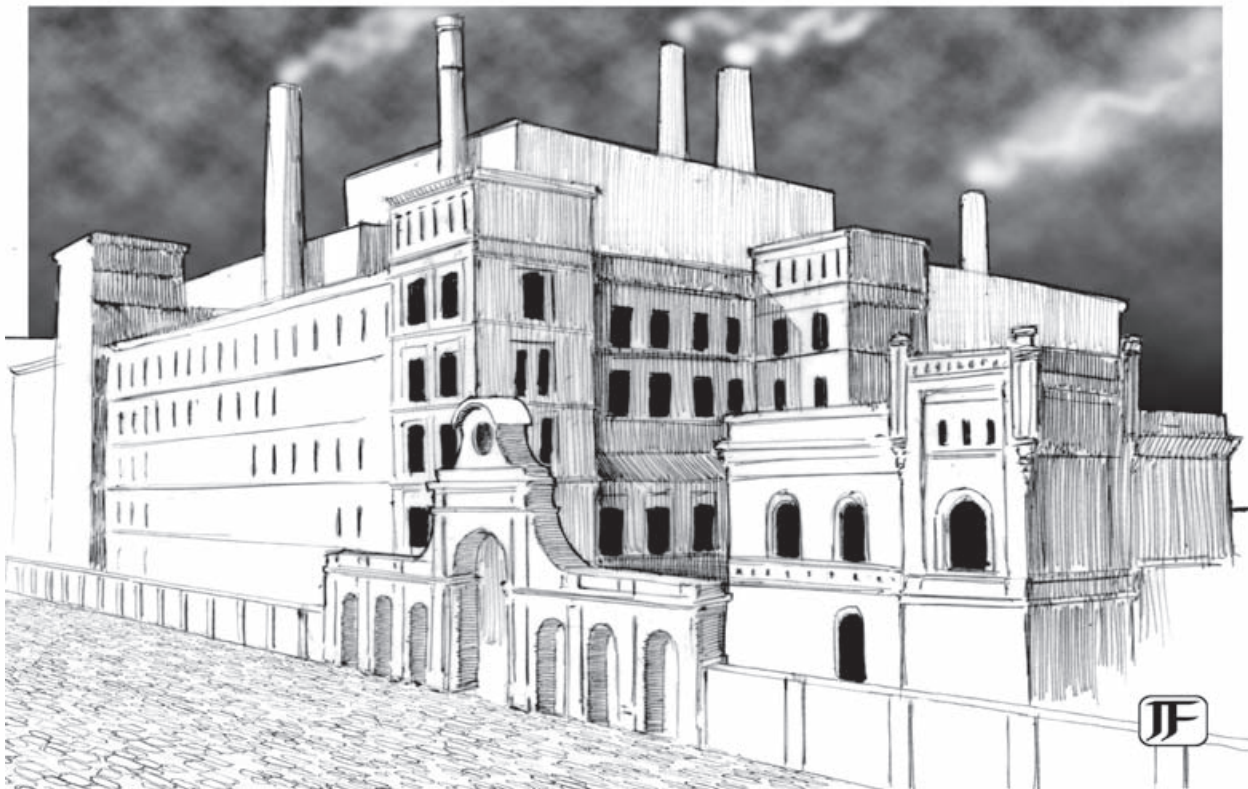
Life Among the Foundries

The Dozakhi built the Foundries in the days when their people had fled their cities from the wrath of the giants who razed their lands. The Empire of Thelacia met with the Dozakhi leaders and welcomed them into their communities. The Dozakhi built large, vaulted communities within the Imperial cities and set themselves to rebuilding their refugee society.

The majority of the Foundries were built in Thelacia and Sheol at the time that the Dozakhi integrated into the Empire. They spread slowly as the master Artificers trained apprentices who then became ready to open their own Foundry. Each Foundry began to take on a character of its own, adapting to the city that it was built within.

With the rise of the Successor Wars, Foundries within Thelacia soon became prime targets for those seeking to take the Amber Throne. Most Thelacian Foundries went underground, or fled their cities as they fell. Another exodus began, and this time the Thelacian Dozakhi chose Muirlun as their new home. Muirlun today is the only city with more than one Foundry present within its walls.

The Dozakhi work ethic takes precedence in every Foundry, regardless of the spirit of their adopted city. Hard work is expected and innovation is rewarded.



While the birth rate is extremely low among the Dozakhi, all of those who survived the Giant War to make their way into the Imperial lands are doing their part to ensure survival of their people.

Where once the Artificer was a specialized role within Dozakhi society, all Dozakhi are taking it upon themselves to learning at least the very basics of Artifice in order to keep that magic alive. It is extremely rare in the current day to meet with a Dozakhi with no skill in Artifice.

The Greensward

The Greensward is home of the varied fae people that once ran proud and free across the face of the land before the coming of the Thelacian Empire. Those peoples fled the coming of Man rather than



make war with them. Here in this forest, they found a new home away from the Thelacians and their One Church.

The Greensward is a deep, ancient forest which few Humans have ever set foot within. The race that makes its home there call themselves the Alfynn, while those of other races usually name them Green Elves. With a civilization that has spanned thousands of years based upon the studies of magic, the Alfynn have little use for the technologies created by the Empire of Thelacia. Only the most elegant and fashionable of technologies designed by the younger races have ever been adopted by the Alfynn. The One Church had, for many years, decried the Alfynn as devils for their amazing aptitude with magic.

The politics of the Alfynn are democratic, a unique political viewpoint among the peoples of the Fallen Empire. There are no officials either elected or hereditary. The most poignant of issues are called to a vote by all of the Alfynn, while individual Alfynn usually adapt to lesser matters as they see fit. No police roam the Alfynn settlements, for none steal or murder in the Greensward. Their neighbors usually capture those who do so and then the local populace votes upon their appropriate punishment. Property is an interesting concept amongst the Alfynn, as things are looked upon as an individual's own possession for only as long as the person does not set it down or give it away.

Money is also a concept the Alfynn abhor; Alfynn trade their belongings whenever they wish and for whatever they wish. If one person does not wish to make a trade, then both parties go on about their business until either finds another who will trade for whatever that person wished for. The forging of coin or paper to represent something of value seems patently ridiculous to most Alfynn, though the Soot Elven folk seem to have adapted well to the concept of money.

Few of the Green Elves ever leave their forest glens to risk the dangers of what has become a

world of Men, and no one not of Alfynn blood is allowed entry into the forest. It is said that guarded within the dark depths of this forest lays the last remaining portal to the magical realm of Faery.

Major Population Centers

Greyspire

Greyspire is the Alfynn district in Muirlun, and the only Alfynn “city”. It was built by Soot Elves longing for a bit more of the natural beauty of their original home in the city they had adopted as their home. The district is surrounded by great trees and a park of surpassing natural beauty. More details on Greyspire may be found in the section on Muirlun within this book.

Life Among the Alfynn

The Green Elves wander about the Greensward in family groups, settling as they please within the bowers of the forest canopy. Many never establish permanent dwellings, while some build villages that meld with the natural beauty of their surroundings. The individuals’ choice of lifestyle is respected whatever it may be. The Green Elves have an aversion to outsiders within their boundaries, and can become extremely violent in their xenophobia. They hate Vhaden and despise Goblins.

The Soot Elves have joined with the younger races in their exploration of the world around them, eschewing the isolation of their brethren, the Green Elves. They may be found as a part of all communities within the Nations of the Compact. Many Soot Elves seem to have a vigorous and hedonistic love of life that is infectious to whoever is keeping their company. Their crowning achievement is the district in Muirlun known as Greyspire. It is known as the place to go for any who seek any sort of pleasures.

The Kharil Islands

The high mountains that rise up from the interconnected islands of Kharil have always been and so, it seems, have their people. Separated by the ocean from the rest of Thelacia, the Kharilans (or gnomes, as Thelacians sometimes call them) have long lived their lives in seclusion. Only within the most recent century have the Islanders interacted much with the Empire and its peoples.

Kharilans are greatly respected for their knowledge of alchemy and plant lore throughout the Compact of Nations. As their people have interacted more and more with the peoples outside of their island home,



the Kharilans have become a more common sight throughout the lands of the Compact.

Natives of the Kharil Islands are always Kharilans.

Major Population Centers

Toreil

Toreil is the only truly static city of the Kharilans. Most Kharilan clans are rather nomadic, and keep camps that they migrate to during different seasons of the year. Toreil is built up around a central mound, where the elders of the clans of the Kharilans meet yearly.



Life Among the Kharilans

The Kharilans wander between seasonal camps throughout the year. Most clans have a summer camp that rests further up the mountains that make up their island home and a wintering camp closer to the base. Some make their camps by the beaches of the islands as well, in small fishing collectives.

The true love of most Kharilans is herb and nature lore. Their insatiable curiosity leads them to explore their island homes in order to see every species of plant and animal that they can and tell their clansmen of the wonders they have seen. Most are tireless trackers and strong runners as well.

The largest holiday of the Kharilans is Clanmeet. All clans of Kharilans gather at Toreil on this day to swap stories and trade goods. While the other Kharilans of the clans gather and hold festivities at Meeting of Clans, the elders of each clan sequester themselves to meet and discuss the events of the past year and the signs and portents they have seen of the coming year.

Muirlun

The great city-state of Muirlun is the largest and most heavily populated city in the lands of the Compact. Originally born of a small river settlement built by the River-Folk long ago, Muirlun grew to encompass the flood plain of the Muir River and the forest beyond. Their river craft gave way to coastal boats as their curiosity grew about the world around them and they began to explore. The Muir met with the peoples of the Thelacian Empire, and the two nations became trade partners. Muirlun gained Protectorate status within the Empire of Thelacia and grew to be one of the wealthiest cities in the Empire.

Thelacia fought many battles with the Vhaden over



Muirlun declared itself an independent nation upon the disappearance of the Empress, and established its neutrality when the Successor Wars began. Muirlun traded with all nations equally during the Wars, gaining even greater wealth and power. Alongside the Duchy of the Pearl Coast, Muirlun was untouched by the Successor Wars and the chaos that they spawned.

The Compact of Nations was brought to Muirlun to be ratified by all parties in the Successor Wars by the Duchy of the Pearl Coast when it became clear no side could win and the devastation wrought by the Wars became overwhelming. The Compact of Nations called for an end to the Wars and the establishment of the sovereignty of all nations involved, thereby dissolving the Empire of Thelacia. Signed by all of the new nations, the Compact of Nations brought a wary peace to the lands of the former Empire. The Hall of the Compact stands in Muirlun's center as a testament to that treaty, and houses the signed original Compact documents. It also serves as a consulate for all those nations of the Compact to gather and discuss trade and national policy. One person from each nation in the Compact holds a permanent residence in the Hall of the Compact.

Muirlun, and with the Empire and its protectorate's might the Vhaden were brought under heel. The peoples of Muirlun knew that their Protectorate status would not hold them safe forever, and began to train a large mercenary army.

When the Empire's power began to wane, Muirlun was readied for any trouble that might come its way. The Muirlun Defense Force was well trained and well equipped. With the Vhaden Rebellion and the reestablishment of that nation's autonomy, the Vhaden led another army toward Muirlun. This time, Muirlun was well able to hold its own without aid from the Empire.

Muirlun is a veritable melting pot of cultures and peoples; as such, characters native to Muirlun may be of any race.

Major Population Centers

Muirlun

Muirlun is the largest city in within all of the Nations of the Compact, and the trade epicenter of the entirety of the Nations of the Compact. More details are given on Muirlun in the section on Muirlun later in this book.

Muir

Muir is a small outpost town lying one hundred and fifty miles up the Muir River and is a major trading center among the Vhaden, Far Duchies and Thelacian lands. Muir is governed by an appointed Sheriff from Muirlun.

Life Among the Muirluners

Muirlun is a veritable melting pot of cultures from across the Nations of the Compact. In no other city among all of the Nations can be found districts catering to every nationality and every race found across the lands of the former Empire. Diversity is the norm in Muirlun.

The original Humans of Muirlun were the descen-

dants of the River-Folk, but those descendants turned away from the nomadic river running life-style of their forebears. While there is much similarity in their speech patterns and physical appearance, Muirluners have long been a different people.

Old Thelacia

Nowhere in all of the remains of the Empire is the destruction that the Successor Wars wrought more apparent. The bombed-out remains of the former capital, Thelacia, and its sister cities built by the Emperors' Dukes and Duchesses now stand bleak and isolated. The blasted earth once famed for the beauty of what it grew now stands near barren. All that remains are scattered villages filled with hearty and stubborn survivors trying desperately to bring fruit again to the soil. Most "Thelacians" have abandoned their former homeland, and none of the countries surviving the Successor Wars bordering Old Thelacia still desire to take what could be theirs but for the asking.

No central government exists within Old Thelacia beyond the walls of the surviving villages. Bands of mercenaries hire themselves out to protect one village from any likely foes, but more often than not these self-styled "protectors" tend to take from their villages what they need to survive a winter between raids on other villages. The deserters and other remnants of the varied armies that clashed during the Successor Wars also haunt the countryside as highwaymen and robbers, making travel through the area difficult and dangerous. Even the formerly great railways through Old Thelacia seldom run through this troubled land.

It is said, however, that one may find fabulous wealth in the ruins of the great cities of Old Thelacia. Many adventurous souls have journeyed here to discover what secrets and wealth lay hidden amongst the ruins of what was once the Empire's heart. Perhaps





Old Thelacia. The sea wall built long ago by the small Dozakhi Foundry located within Seareach to protect the city from flooding has been extended up over the land to protect the town from the ravages of bandits and Feral bands.

Many of the refugees from the capital and other cities of Thelacia were admitted into Seareach, but there were so many that the town could not hold all that appeared in the aftermath of the Successor Wars. A great tent town has been built up by the survivors of the Wars outside of the walls of Seareach. The people of the tent town make their way as best they can, most scavenging from the ruins of Old Thelacia and selling their finds.

the only thing that persuades fewer of these would-be adventurers to explore Old Thelacia is the disheartening number of tales about the monsters that inhabit the once-settled hills of the area and the noticeably few tales of those adventurers who did strike it rich.

Once the capital of the Empire, Thelacia was the first home of the race of Man. As such, its inhabitants were and still are primarily Human. Characters from Old Thelacia are always Human, Dozakhi or Feral; though many travel through on occasion, few of the non-human races now find it remotely to their tastes.

Major Population Centers

Seareach

Seareach is a large fishing town that would not be considered a major population center in any other nation due to the sparse population of current day

The Steelyards

This town is all that was left of Gyran, a great railway station town and home to the Gyran Foundry which built much of the Iron Road originally. The Foundry itself is all that survived Sheolan attack upon the railway to stop the communications and supply lines of the capital city. With the end of the Wars, the Gyran Foundry was reestablished by the surviving Dozakhi and work was begun on rebuilding the shattered railway of Thelacia.

All traffic along the Iron Road of Thelacia leads through the Steelyards. A booming business for hotels and bodyguards for hire through the dangerous badlands that Thelacia has become has built up in and around the Gyran Foundry; little has been rebuilt of the city of Gyran, however. The masters of Gyran Foundry were the original coiners of the phrase Junklord, describing those who reclaim the ruins of Old Thelacia.

The Ruins of Thelacia

Most of the cities of Thelacia lie in ruin. They stand as a testament to both the power of the weapons used in the Successor Wars and the violent greed evinced by all of those involved in the struggle. Many are now ruled by the self-styled Junklords, who gather up what treasures the ruins yield grudgingly and sell those treasures to collectors and those who desire to recover property once belonging to themselves or their families.

Life Among the Old Thelacians

Those Old Thelacians who have chosen to remain in their homeland face a hard lot. There are few amenities left to even the most noble of former Thelacians. The Junklords rule the ruins of the old cities. The only truly prosperous areas left in this former land of bounty are the Steelyards and Seareach.

Those not living in Seareach, the Steelyards or among the Junklords face an even greater amount of hardship. The farming villages scrape by losing more and more people each month as the more sensible of their inhabitants come to realize that they cannot make a living off of the soil that was once so bountiful. Most move to Seareach or the Steelyards, or take up with one of the bandit kings or the Junklords. The truly fortunate manage to find a way to move to Muirlun, which has become to the Old Thelacians the new land of opportunity.

Rhaumerland

Barbaric tribesmen along the lush lands of the Rhaumer River's banks once ruled the lands to the east of Thelacia. With the Empire's expansion to the east invariably came conflict. The forces of Thelacia soon subjugated the barbarians and the One Church converted them to the worship of Primus. The vari-

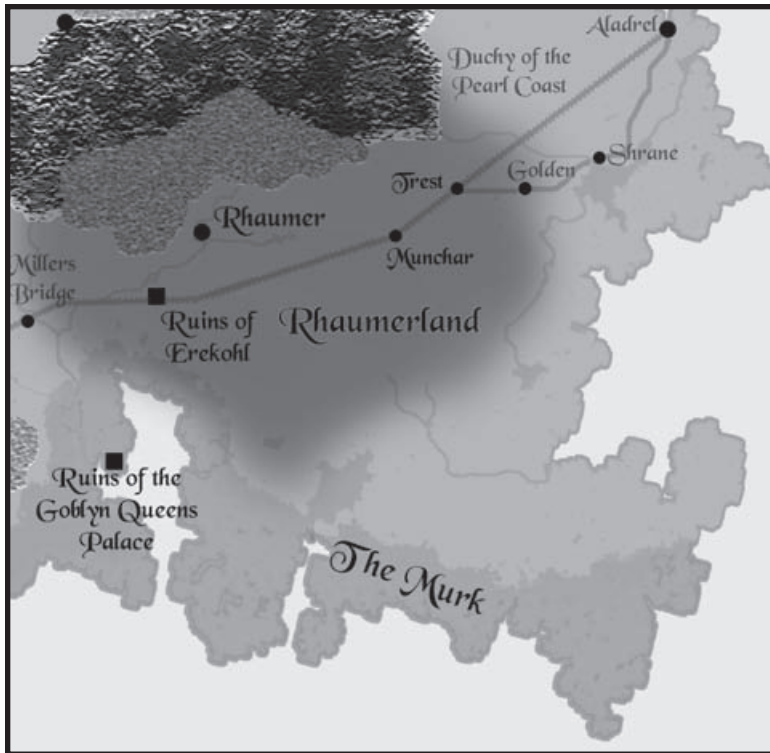
ous counties of this land never found a peaceful balance, however, and strife soon became the norm.

Exploration of these lands soon led to the discovery of the Murk to the south and its Goblyn-Queen. A show of force to subjugate the Goblins failed miserably as the fell creatures took advantage of their surroundings and adapted the use of the Thelacian's own weapons against them. Thus the forces of Empire fell back from the Murk. The armies that had fought were sullen and dissatisfied with their defeat by a lesser people and the seeds for discontent were sown.

When the Empress disappeared, much of the blame was instantly placed by those of the Counties upon the hated Goblins and a surge of the war machine began. As the troubles began for other nations and the Successor Wars boiled, the Counties banded a massive army to march upon the Murk. Succeeding through sheer hate and anger where the armies of Thelacia had before failed, the army of the Counties broke through the Murk's protections and assaulted the very city that the Goblyn-Queen made Her home in.

In that final battle, many Goblins and Counties-folk fell to horrible deaths. Neither side could claim a conclusive victory, however. In the last moments of the battle, a man named Erekoahl, maddened by the death of his three sons in the battle rushed forth from the throng of combatants and struck the Goblyn-Queen's champion, and only son, his death-blow. Shrieking in anguish, the Goblyn-Queen uttered a curse so powerful that she was consumed by it.

The remnants of the armies of the Counties fled the Goblyn-Queen's wrath, bringing madness to their homes when they returned. Erekoahl himself began to see visions, and took it upon himself to realize a new goal for the Counties. A new Empire would arise from the ashes of the old. To this end, Erekoahl gathered those who would follow him and marched upon the keeps of his own Counts. Within a few years, Erekoahl destroyed the hold the Empire had



attempted to expand north across the mountains into the UBS and east into the Duchy of the Pearl Coast, but Erekoahl was soon brought to realize the sovereignty of the Compact of Nations at the cost of most of his army.

The Kingdom of Erekoahl had become a sparsely populated land ruled by a mad overlord so well protected within his own keep that even combined after the devastation of the Successor Wars, the Nations could entirely supplant his rule. A band of heroes accomplished what any nation or even the Compact together could not do. These heroes, learning of a plot by Erekoahl and his minions to utilize an ancient artifact to destroy Muirlun and the Council of the Compact of Nations, moved to defeat the King and placed in his stead a man known as the Shaman.

once had over the lands of the Counties and pronounced a return to the Old Ways of the people who had once inhabited the area.

Proclaiming himself King and calling his lands after himself, Erekoahl set out to march again. This time, he vowed to take Thelacia itself. His armies joined the battles that the Vhaden and the UBS fought, taking neither side and slaughtering all who stood before him. The Battle of Thelacia, which ended the Successor Wars with the signing of the Compact of Nations, threw Erekoahl's ambitions to the winds.

Crushed by the surging of the Vhaden's magic and the cannons of the UBS, Erekoahl lead his army in retreat. Returning to their homelands battered, Erekoahl's army looted its own people and settled upon the northernmost reaches of the Rhuamer River. Erekoahl sent what was left of the massive army he'd raised to subjugate his own people to his rule. Border conflicts became the norm as Erekoahl's forces

Since that day almost two years ago, the Shaman has lead his people in a rebirth of their ancient Rhuamer traditions and thus Rhuamerland was reborn. Much of Erekoahl's land was conceded to the Duchy of the Pearl Coast and the UBS, and the Shaman signed the Compact in his people's names.

Rhuamerland is populated almost exclusively by Humans. Those hapless non-human inhabitants were mere slaves in the days of Erekoahl, but have been freed since the rise of the Rhuamer and their Shaman.

Major Population Centers

Rhuamer

The new capital of Rhuamerland, this city was built recently in the heart of Rhuamer River country. It is built upon a site the Shaman, the new ruler of the

people of Rhuamerland, deemed sacred to the ancient spirits of the Rhuamer people. The streets have been built in concentric rings, the buildings built as long houses as a return to the old style of Rhuamer.

The Abandoned City of Erekoht

This city was once the capital of the old Kingdom of Erekoht. The mad King Erekoht was brought down and the people of Rhuamerland were freed from his oppressive rule only two years ago by a band of adventurers brave enough to thwart his plot to destroy the Nations of the Compact and take the Amber Throne of Thelacia for himself. His fortress city has been abandoned since that time, although the smoke rising from the factory stacks that fueled his wartime efforts still billow forth. Some Rhuamer claim that the city is still haunted by those who remain loyal to the mad King.

Life Among the Rhuamerlanders

Rhuamerlanders live in a time outside of the majority of the Nations of the Compact now. They are seeing a return to their ancient roots, long suppressed by the lords of their land since the time the Empire began its domination of the land. The Shaman has begun a resurgence of the animistic druidism that was long the dominant religion of the people before the coming of the One Church.

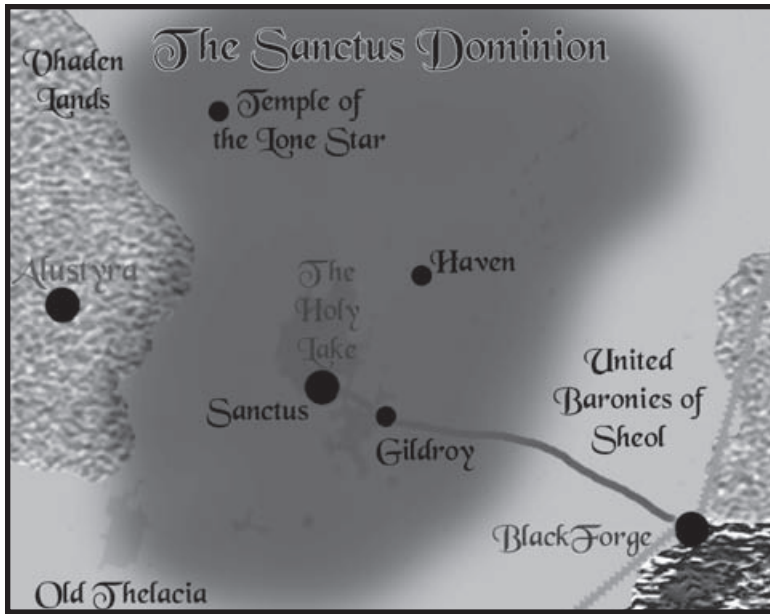
The Rhuamerlanders are a hard working people. Their attachment to the lands that they are from runs deep. Their suspicious nature that was long present since the days of Empire is fading with their return to the land. Many are rebuking the ways of technology for a simpler life, having seen the horrors of the Successor Wars and the deadly technology that rose from them. Though they have set many technologies aside, that does not mean they are ignorant as a people; many still retain knowledge of the technology they used under the rule of Erekoht.

The Sanctus Dominion

Centuries-old home of the Great Cathedral of the One Church, the city-state of Sanctus was once one of the most powerful lands within the Empire. Having converted the entirety of the Empire to the worship of Primus centuries before, whether by sword or word, the One Church left no other religion in practice. As science soon became ascendant in the latter days of the Empire of Thelacia, the Brotherhood of the One Church withdrew into the lands surrounding Sanctus.

A sworn enemy of the inhuman Vhaden, Sanctus was protected by the faithful from that nation's





Major Population Centers

Sanctus

Sanctus is built upon the site where the Prophet Ezia first preached the Word of Primus to a mass of people. His words brought forth a fire within them, and the tent city that was built around his camp grew. When Ezia moved on to preach to others, many of the people of this tent city stayed and the cathedral that became known as Sanctus was born.

For centuries after, the great cathedral was built up around by the faithful, becoming a vast keep with a network of outbuildings. Small villages grew up around the keep, inhabited by the faithful of Primus who devoted themselves to supporting the studies of the priests. The most skilled artisans and artists among the faithful found a home around the cathedral.

With the advent of Science and its growing influence, many of the faithful who forsook the modern ways flocked to Sanctus. The population of the client villages of the cathedral doubled. Even as religious faith waned outside of the Sanctus Dominion, with its borders the peoples found succor.

When the Successor Wars began, the long enmity between the Vhaden and the One Church came to a head as Vhaden forces surrounded the area of the Sanctus Dominion and began an attempt to raze the seat of the One Church. The faithful of all nations flocked to Sanctus to defend the cathedral. With so many united against them, the Vhaden were driven from the Sanctus Dominion and began to concentrate their efforts elsewhere.

Today Sanctus stands as it did centuries ago, the

depredations during the Successor Wars. With the horrible aftermath of the Successor Wars, however, many began to seek new meaning in their lives and made a return to the Church. Though Sanctus is now a full member of the Compact of Nations, its leaders do not put great faith in the organization. None can begrudge allies within the One Church, however, and all value the Library of the Great Cathedral for its wealth of accumulated knowledge.

Only a month ago, the Hierophant of The One Church disappeared without a trace. Rumors of witchcraft being involved run rampant, and the candidates for a new Hierophant have yet to be decided. The politics of Sanctus are currently in a shambles because of these events.

The people of Sanctus are invariably Human, as Men are the favored race of the god Primus according to Church doctrine. Those non-humans who follow the tenets of the One Church are rare, but are accepted as Inhumans by the Church. These beings are some of the most fanatical of the One Church's membership and seek absolution from their Inhuman status at all costs.

great cathedral built up in the center of the Dominion and surrounded on all sides by its client villages. Life continues in Sanctus much as it has since its beginnings as a simple stone church high upon the central hill of this land. The priests study the word and will of Primus, and the laypersons of the villages support their earthly needs.

Life Among the Dominionites

The Sanctus Dominion is home to the leadership of the One Church of Primus, and home to thousands of the faithful flock of Primus. From the soldier to the farmer to the stained glass artisan, all of the people of the Sanctus Dominion are marked by their strong faith. Even those among their numbers who are not Human but have been accepted as Inhumans show their devotion numerous times a day in daily supplication.

A wane in the rise of Science that was supplanting that of faith is seeing many returning to the ways of Primus since the end of the Successor Wars. It has been argued by many priests of Primus that the horrors of the Wars were directly related to the rise of Science as a new, almost quasi-religion. A return to faith in the One Church is viewed by all of the Sanctus Dominion as a way of regaining the glory that once was the Empire of Thelacia.

The United Baronies of Sheol

The UBS was once the greatest Duchy of the Empire. The peoples of the UBS are a combination of the blood of the original indigenous peoples and the explorers of Thelacia who tamed this once-wild plain. Through the years the former colony came under the rule of Lord Sheol, Duke of Alister. From

his great keep, Lord Sheol handed down a harsh but fair rule over his people. With time, the plains of Sheol Duchy were crossed with settlements and became almost as densely populated as Thelacia.

In the midst of the Successor Wars, it splintered into several baronies as discontent with the current Duke's rulership rose. Sheol had always been a land that deeply believed in the tenets of the One Church, but with the advent of technology came a wave of doubt. The enmity between themselves and the Vhaden ran deep as well. With the disappearance of the Empress, the Duke took it upon himself to raise an army to take Thelacia. The conflicts with the Vhaden were terrible, as the People of the Dragon had also raised an army.

With the joining of the Warlord Erekoehl, who had flocked the people of the lands to the south and east of Thelacia to his banner, Lord Amrech Duke of Sheol set his forces upon not only the Vhaden but the people of Thelacia as well. The Duke's Council of Barons pleaded with him to end the senseless war that was claiming too many young lives to no avail.

Gaining no response they found satisfactory, the Council of Barons joined together to repel the approaching band of Erekoehl's warriors from their borders and slew their own lord in the process. While Erekoehl's army fled, the Barons of Sheol stepped in and took control of their flagging land. Well-set defenses repelled all who came to Sheol seeking to rule it for the years until the end of the Successor Wars. With the signing of the Compact of Nations, the United Baronies of Sheol was recognized as an independent nation.

Since the Successor Wars, the UBS has grown greatly in both economy and size. The mines now exploited in the mountains on the southernmost border of the UBS have brought newfound wealth to the land, and its people are sought after for their skill in war craft.

A small portion of the populace, though still worthy of note, are those of Sheol known as the Shelari. These diminutive, nomadic folk were once afforded the status of "Little Brothers" to the Sheolans before the coming of the One Church. Having nearly disappeared, the Shelari are making a resurgence in the years after the Successor Wars. Their status seems to have been regained through their efforts to guard the UBS during the Wars, and seldom is a Sheolan seen without his Shelari "Little Brother" if he has earned the right to call one of these scrappy little folk such.



Characters from the UBS may be from any race, although Humans and Shelari are most common.

Major Population Centers

Blackforge

Blackforge stands as the home of the largest indigent Dozakhi population; it is said that the entire city is a Foundry. The Baron of Blackforge is, in fact, a Dozakhi. Although all manner of peoples can be found in Blackforge, the Dozakhi residents gain special dispensation and are considered an upper

class among the populace.

The mines of Blackforge provide the largest amounts of metal ore across the entirety of the Nations of the Compact. The city is also a major stopover of the Iron Road. The industrial district of Blackforge is the largest area of the city, and the busiest. Day and night, the forges of Blackforge roar and their fires burn.

Sarenford

This city is one of the more picturesque among those of the UBS. The fog of industry is noticeably lacking in the air. Sarenford's largest claim to fame is

as the breadbasket of the UBS and a major provider of produce across the Nations of the Compact. The farmers and cattle raisers of the area are in direct competition with those of Arundale.

Merendar

Merendar is the former capital of the Duchy of Sheol. Now Merendar hosts the Council of Barons. Each of the Barons of the UBS hold a portion of the city, and the former Great Hall of the Duke has been made into the meeting hall of the Barons.

The territory of Merendar has been given over to the Baron Poll Larsen, who was the originator of the Barons' decision to rebel against the Duke. The Baron's own territory was taken from him and distributed among the Barons when Lord Larsen protested the continuation of the Successor Wars at the cost of so many of the young people of the Duchy's lives.



Khorusan

Khorusan is the largest way station for the Iron Road in the UBS and the entry point for most forms of travel into the nation. The Baron of Khorusan is the ruler of the city in name only, however. The city has long been under the guidance of the Mekaros family, who has brought the hotel and entertainment industry here to a height rarely seen among the Nations of the Compact. Some say the Mekaros family has darker, criminal-related origins, but any proof of such involvement must have long since been buried.

Bursyn

Bursyn is the home of a new innovation that has been sweeping the Nations of the Compact by storm, the motorcarriage. Motorcarriages were originally developed for military applications during the Successor Wars by the UBS. Their steam-driven engines were developed by Artifice magical technologies. Now that they are commercially available, they have given those with the money to buy one a new way to speed their overland travels.

Life Among the Sheolans

The Sheolans are a proud and industrious people. They have overcome much adversity within their nation and begun to improve both the quality of their lives and their relations with the Nations of the Compact. Sheol has always been known as one of the more aggressive and militaristic of the domains within the Empire of Thelacia, and it came to no nations' surprise when they began to dominate the Successor Wars.

The stresses of warring against their own people and the massive death toll taken by all nations during the Wars led to a somberness among the Sheolan people that is only starting to shake off with the establishment of the Compact of Nations. Many Sheolans believe they have much to atone for in their role as

a nation in the Successor Wars; their highly prided sense of honor could not allow them to back down from challenges earlier in the Wars, and the Duke took his personal honor much too far towards the end.

As the technological leader of the Nations of the Compact, Science is seen as a guiding force in Sheolan life. There are many institutes of higher learning, and religion has fallen by the wayside among many of Sheol's peoples. Magic is still frowned upon, but not for religious reasons; many of the scholarly minds of Sheol view magic as tampering with the dangerous forces of nature itself, while science is merely a study and understanding of those forces.

The Sheolans are fond of the Shelari folk who wander the plains. They name their small companions as "little brothers", and are often very protective of them. The Shelari seem to find this affection amusing, and tolerate it (even

White Hart Vale

The People of the White Hart were an indigenous tribe found near the Volger Mountains who refused to give in to the subjugation of their people to the worship of Primus. Holding a deep-seated reverence for nature, the People of the White Hart held to their religion and were nearly brought to extinction by the One Church. Their remnants escaped to this valley nearly two hundred years ago and were but recently discovered by explorers from the Duchy of the Pearl Coast.

The Compact of Nations was drawn up before the People of the White Hart were discovered again, so their nation was unprotected from exploitation until the Duchess of the Pearl Coast's attention was drawn to the plight of the valley. The Kingdom of Erekoahl was making raids into their valley for slaves, and the One Church was calling for their conversion by

their own will or by force. Through the machinations of the Duchess, however, a provision to the Compact was brought up and signed by the Pearl Coast, Kharil, the UBS and Muirlun. This act forced all other nations to accept White Hart Vale as a sovereign nation under the Compact.

Characters from White Hart Vale are always Human, though any race may become an honorary member of their tribe.

Life Among the People of the White Hart

The People of the White Hart make no permanent dwellings. They wander their lands in extended family units, living off of the land and dwelling in temporary tents they name yerts. Their families meet to trade with one another twice a year, upon the summer and winter solstices.

The People of the White Hart do not enjoy the benefits of many scientific advances, nor do they desire to. Their ways are simple and natural. They believe in a harmonious life with the spirits of the land. This has at times endangered them greatly, yet they have persevered.

The protection of the Compact of Nations that has been extended to them has been the subject of some debate among the elders as to whether it was indeed the right course of action. Many of the youth are now seeking to see what the world outside of the Vale is like, and are turning away from their people and the spirits of nature and of their ancestors. Most welcoming to these young People is the Duchy of the Pearl Coast, which has extended trading rights within the Vale.

Beyond the Compact

Though the lands of the Compact of Nations form the largest civilized area within the former Empire of Thelacia, there are a few areas that fall outside of the jurisdiction of the Compact. These lands and peoples are detailed below.

Dozakh

Above the ground, the Flint Peaks appear to be a bleak gray mountain range of small stature. Yet below it, the Kingdom of the Dozakhi (called Dwarves by the Thelacians) at one time thrived. A foreboding land marked by great strife, Dozakhi legend speaks of the Flint Peaks as being the greatest mountain range in the world until the Dozakhi and their Giant foes made war. Struck down in the end of their war by the Giants' retributive strike against their diminutive foes, the Flint Peaks became how they now can be seen.

Two centuries before the beginnings of the Successor Wars, Thelacian explorers contacted the Dozakhi. At the time they lived as scavengers, still picking up the pieces of their shattered kingdom. The Thelacians offered the Dozakhi complete autonomy and full trade partnership with their Empire if the Dozakhi would join as a part of it. The Dozakhi as a people are talented metal smiths and forgers; fueled by Thelacian ideas for rapid transit across the Empire, it was the Dozakhi who created the Great Railway and utilized the idea of steam engines to traverse it. It was also Dozakhi lore that began the creation of and eventually the widespread use of firearms.

Dozakh is today a memory to the Dozakhi who left the ruins behind to build the Foundries. There are



those elders among the Dozakhi who claim that powerful Artifice creations lie lost within the ruins of their ancient kingdom.

The Ferals

Ferals are the remnants of scientific experiments during the Successor Wars. They are a strange combination of animal and man, bred for the combat programs of the Wars. Though there were only a few hundred at most during that time, the Ferals reproduce at an astounding rate and have grown to number in the thousands in the few years since the end of the Wars. Feral bands wander the battered countryside of the ruins of Thelacia and the outskirts of Rhuamerland and the United Baronies of Sheol. Many have found homes within the ruins of the cities of Old Thelacia.

Life Among the Ferals

The Ferals make their homes among the ruins of Man left abandoned at the end of the Successor Wars. The countryside of Old Thelacia, abandoned by most, are dotted with their camps. They live groups as small as families to as large as tribal groups.

Ferals lead a life somewhere between savagery and civilization. While their homesteads are known for their low technology level, most are not above and are perfectly capable of learning the usage of any technology. While they scorn the One Church, as it has condemned their existence as abominations, they often have tribal and spiritual beliefs founded upon the spirits of the land and the urban wastelands that they inhabit.



Ferals are often found also among the ranks of the bandit lords who haunt the badlands created by the Successor Wars and the Junklords who run recovery operations within the ruins of Old Thelacia.

The Jaira

Just beyond the borders of the Far Duchies lies a vast plain stretching as far as the eye can see. A race of barbaric Human hunter-gatherers calls this plain home. The nomadic Jaira are master horsemen and lancers. They travel in extended clans, each named for some plains animal. Blood feuds are common between the clans.

During the winter months, the Jaira ride close to the Muir River and the low, rolling hills that surround it to make camp away from the howling wind that sweeps the plains. During this time, all blood feuds are considered moot. It is through this wintering that the Jaira and the people of the Compact of Nations have made their contact. Jaira horses are known throughout the nations of the Compact to be both the swiftest and best trained of mounts, and are highly prized.

The Jaira possess no metalworking skills as such, and their weapons are traditionally made from bone; armor is made from leather or thicker hides. Beginning Jaira characters are restricted to such traditional weaponry and armor. Characters from Jaira are always Human.

Life Among the Jaira

Life is the Plains for the Jaira. A swift horse, a strong spear, and a wind at their backs are often all the Jaira want from life. The ways of the Outsiders intrigue them, but all too often appall them as well. The Jaira are noble and honorable, and they do not see such nobility or honor among the outsiders.

The Jaira have permanent dwellings they build in the rolling hills where they spend their winters. The rest of the year is spent roaming the plains in hunting bands. Many of these bands have an intense rivalry, and they often battle among one another to prove their superiority. The spirits of the hunt guide them in their travels, and their horses are their constant companions and closest friends.

The Kingdoms of the Hureik

The vast wildlands of the Ghreithen Mountains, their badlands and forested foothills belong to the barbaric peoples known as the Hureik. These violent humanoids disdain the technology of the Thelacian Empire and seclude themselves in their mountain homes, coming out only to raid or trade with those they do not deem “soft”. They have no written language and pass down lore through generations by oral tradition.

The Hureik are fecund, and breed at an alarming rate. Many believe it is only by their disdain for and lack of technology that the Hureik have not become a larger threat to the Compact of Nations. The fact that their people are constantly at war with one another also plays a large factor in their inability to achieve dominance; for uncounted centuries, the Hureik tribes have worshipped blood gods of the earth who demanded sacrifices of their own kin to appease them. Then the Hureik discovered that they could kill their neighbors’ gods.

This discovery led to the mass warfare between the Hureik tribes, establishing the great Kings of the Hureik and laying waste to large tracts of the hillside. Once the Kings’ blood-mad gods were fairly satiated, they expanded into the plain just beyond the border of the Blood Hills. Border disputes be-

came common, and contributed to the next round of wars between the Hureik Kings that lasted until the end of the Successor War and brought about the current set of Hureik Kings.

The Hureik Kingdoms are typically great walled fortresses surrounded by a series of smaller villages. Each holds itself as superior to all others and all are bent upon subjugation of the other Kingdoms. Outsiders are rarely tolerated unless they have something of value to the King and his people. Many outsiders find themselves invited to dinner, only to find that they are the main course.

As the Hureik Kingdoms have grown larger, more and more raids have been seen in the lands bordering their realms. Hureik and Man can and do interbreed, though often not by choice. These Half-breeds are considered weaker by their full-blooded cousins, and often relegated to a life of slavery dredging one King or another’s mines for ore to continue that



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King's never-ending quest to subjugate all of his people. They are often considered monsters by their Human parents, and many are left to die in the wilderness. It is these people, less Hureik and almost Man in appearance, which form the basis of what those of the Compact of Nations see and learn from about the Hureik themselves.

The Kingdom of Ghilbraan (*see map of Vhaden Lands region*), however, is different than its neighbors. The warlord of Ghibraahn has as much Human blood as Hureik, though, and his inventiveness has led to Ghilbraan becoming one of the most powerful of the Hureik Kingdoms. The Warlord also has shown willingness to trade with the nations of the Compact, most notably Ghilbraan's closest neighbor, the UBS. Ghibraahn and the Vhaden nation of Vengar are bitter enemies with frequent border clashes and raids.

Natives of Ghilbraan may be Hureik or Human. Few other races reside within the Hureik frontier willingly, but may be present as slaves.

Major Population Centers

The settlements of the Hureik are large and crude cities, each ruled with an iron fist by their clan's warlord Kings. Each city of the Hureik is the "home" of one of the Earth God idols of their clan. The Kings have long battled among one another to prove their Earth God's superiority to those of their rival clans.

Ghilbraan

The largest of the cities of the Hureik, Ghilbraan is under the rulership of the most powerful of the current Kings. Ghilbraan and its King has embraced the technology of the weaker races, although theirs is much cruder in construction and appearance. They possess firearms, cannons and steam vehicles.

This advanced technology has made the clans of

Ghilbraan more difficult in combating for the Nations of the Compact; fortunately, the Hureik seem largely content with making war upon their own kind for now. Most negotiation parties sent to treat with Ghilbraan have been sent back to their home in pieces.

Life Among the Hureik

The Hureik are a harsh, crude and brash people. They speak their mind and take what they want when they want it. The strong rule and the weak are ruled over. Trial by combat is the standard solution to any argument between Hureik.

The warlord Kings of the Hureik hold their positions by sheer force of personality and strength of arms. They are attended by those strong enough to keep their positions or those obsequious enough to gain a position at their King's feet. The common Hureik is a warrior born.

As the Hureik are carnivorous, it is not uncommon for them to feast upon other sentient species. Indeed, they hold no qualms about adding the meat from their own peoples to the pot if times are lean enough or if the "meat" has displeased someone in a position of power. They also enjoy the art of torture, and many Hureik make inflicting pain an enjoyable pastime, if not a specialty.

The Murk

Ages-old home of the Goblyn race, the Murk is a great recessed swampland along the southeastern coast of the Fallen Empire. Once ruled by a great and ancient Goblyn-Queen, it is now a land of bitter internecine tribal conflict. Goblins were once considered a foul harbinger of doom, but their reputation has suffered greatly at the death of their Goblyn-Queen at the hands of Erekoahl years ago.

Many Goblins have tired of the incessant warring their people make upon themselves and have taken to leaving the Murk to explore the outer world they claim to have once dominated. These Goblins have found that they must at least appear to, if not actually, rebuke the ways of their own people to make their way in the outside world. Even then, Goblins face discrimination from most they encounter. From the Alfynn, a Goblin can expect little but hatred though the Goblins cannot seem to remember any reason for this attitude. Only the Kharil seem willing to give the Goblins the benefit of the doubt and at least attempt to accept them regardless of their crude and unrefined ways.

Goblins are the only player character race native to the Murk.

Major Population Centers

The Ruins of the Goblin-Queen's Palace

The ruins of the Goblin-Queen's palace are said to be haunted by the banshee spirit of the Goblin-Queen herself. None have entered since the day that King Ere Kohl slew her and lived to speak of what they have seen there.

The River-Folk

An old people, the River-Folk are nomads who make their lives traversing the mighty Muir River. Skilled swimmers and master boatmen, they have long been a key to the livelihood of trade along the Muir River. They were never truly absorbed into the Thelacian Empire, though they have long been considered a part of it.



Life Among the River-Folk

The River-Folk travel in large groups of boats with houses and tents built upon the decks. Each group houses a clan of River-Folk. These clans are close-knit family groups. Each clan has a yearly trade route they follow almost religiously, and are very protective of.

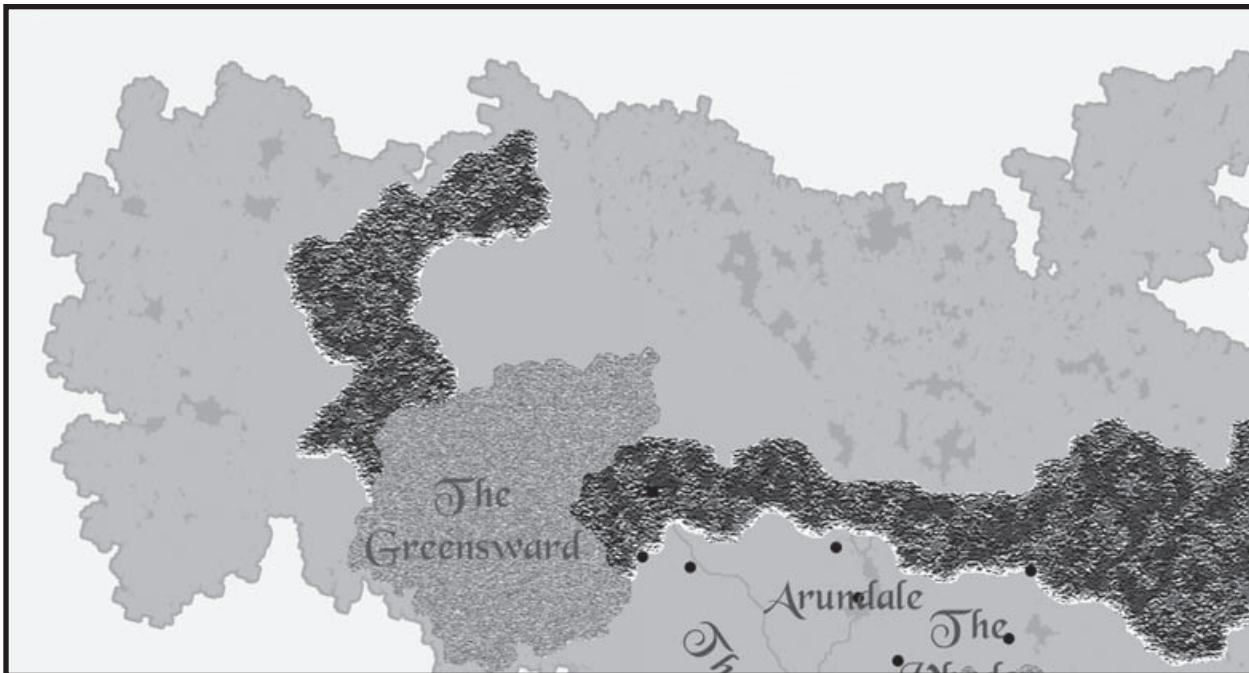
River-Folk are a vibrant people. Dancing and song are considered art forms that every nomad should practice, and the travel of their barges can often be marked from the river shores by the sound of their merriment. They also love colorful garb, and most mockingly disdain any who dress either poorly or monochromatically. Knives are ubiquitous among their people, with River-Folk of all ages carrying at least one and often more; they are known as incredibly talented knife-throwers.

River-Folk speak a unique version of Thelacian filled with their own collection of colorful and descriptive adjectives, some being rather disparaging in nature. They use a variety of words, speech patterns and body language that conveys meaning in a different fashion than most who speak Thelacian. It is often easy for them to convey hidden meanings in a conversation, while standing right in front of the person they are talking about. Outsiders are never taught the true meanings of all of the River-Folks' colloquialisms, and it is considered bad form among them for any outsider who knows of their hidden tongue to reveal their knowledge.

of Nations, ready to be signed by those lands that would join. Some of these lands will be explored in future supplements to SteamWorks, while others will be the sole province of those who use this setting and expand upon it with their own imagination.

Other Lands

Other lands exist beyond those explored by the Nations of the Compact. Muirlun has but within the past two years sent out great exploration ships to contact other lands to make trade with. With the crew of each of these ships is a copy of the Compact



Chapter Two

Peoples of the Fallen Empire

Alfynn

Thought by scholars (and insisted upon by the Alfynn themselves) to be the eldest of races, the Alfynn are today a divided race. One branch of the Alfynn people cling to their old way of life, residing in the trees of the Greensward and consorting with the remaining folk of Faery to be found upon the soil of the mortal world. These Alfynn espouse exile from the outside world and harsh penalty for those who invade their own. Another branch of the Alfynn folk have come to live among the Humans, believing that their dwindling numbers are a sign that they must accept and integrate with the “new” races. Disturbing rumors persist through Human legend that a third branch of corrupted and evil Alfynn exists, but no proof as yet has been made public of these purported “Night Elves”.

The Green Elves, as they are called by the other races of the Fallen Empire, are savage defenders of the natural beauty and wonders of the Greensward. They

brook no intruders upon their lands save those they grant the title of Eluathe (Friend of the Wood), and are rarely found outside of the Greensward. Green Elves enjoy the trust and friendship of the Faery peoples who inhabit the Greensward and the lands of Faery beyond the soil of the mortal world. Many Green Elves have an affinity for Natural Magic.

The Soot Elves, as they have come to be called by the other races of the Fallen Empire (and their brethren in the Greensward, derisively), have integrated themselves fully into the society of the Empire. Admired by the Humans, the Soot Elves have come to represent much of what Humankind believes to be the epitome of grace and beauty. Soot Elves are regarded by the folk of Faery as suspiciously as any other mortal race. Many Soot Elves retain their people’s affinity for Natural Magic.

The Alfynn as a whole are a tall and slender people, fully a head above most average Thelacians and with a much more lithe and graceful build. Their skin is always fair and seemingly flawless. Their hair rang-

“Although the surface of Thelacia is covered with a diverse array of peoples, none has proven more versatile than the race of Man. In its earliest days of infancy, when the Vhaden ruled these lands and the Alfynn the lands to the north, the race of Man split into several tribes and soon migrated from the southern lands in which they originated and into the lands the elder peoples had dominated before their own devastating war had claimed its price. Each tribe seemed to find its own niche in this new land, as the elder peoples withdrew into their solitude and left the lands to them. The Dozakhi warred with the Giants during this time, and the Kharilans remained, as always, in their mountain forest homes. The Faery races migrated further and further from Man’s expansion into the depths of the scattered woods of the realm, while the onerous Goblins fled to the Murk. Only the Hureik and the Shelari dealt with Man on a regular basis; the Hureik as a threat to their burgeoning lands to be extinguished and the Shelari as friends and big brothers (and often skills) to their mischievous gypsy people.

By the time the Kingdom of Thelacia and its surge of expansionism began, the elder races were fully ensconced in their solitude and Man believed the lands to be theirs alone. In a matter of two centuries, the Empire of Thelacia had either subjugated or exterminated all of the tribes of Man that inhabited the realm and explored much of its topography. The elder races, so long secure in their isolationism, were soon to be discovered. The Vhaden were the first, their people cold and distant, to clash with the mighty war machine of the Empire. So superior in their knowledge of magic, the Vhaden were surprised by the sheer numbers and tenacity of the younger race. They fell, their people placed in camps and their homes destroyed as places of evil. The Alfynn, seeing this, approached the race of Man much more cautiously upon their first meeting and have managed since to keep a relatively stable business relationship. The Dozakhi so impressed the Thelacians that despite their heathen ways in the eyes of the One Church they were afforded status as the most respected of the Elders and their Artificers have been in high demand since. The Faery peoples remained in their secluded realms, only a few recorded individuals of note coming out into the lands of the Thelacians. The Goblins skulked, as ever, in the shadows of Man where they were allowed at all. The Hureik continued their all-out war on everything alive that is not Hureik. The Shelari and Kharilans, due to their more personable traits, rapidly became close allies with the Thelacians. For three centuries, all seemed well.

Then came the Successor Wars. . .”

-From the Annotated Journals of Vhorim Khaal, Grand Master of the Order of the Sons of the Serpents of Dawn

es in coloration from a pale blond to a shocking red to jet-black; many Green Elves may have a slight green tint to their hair. An Alfynn’s eyes are always either a pale, almost milky blue or a sparkling green in color.

All Alfynn have incredibly long life spans by Human standards, most living well past 500 to 600 years of age. Despite their long life spans, the Alfynn are not prolific and have a very low birth rate; rarely do Alfynn couples have more than one child in their years. This has contributed largely to their declining population.

The Alfynn language is a beautiful tongue filled with metaphor and song. Alfynn names are generally long and flowing; Alfynn use a shorter name for themselves based upon their full name when among the company of the younger races. Their language is often difficult for those of other races to master because of the proliferation of metaphors and the multiple meanings behind many words that must be used in the proper tense to convey the proper meaning.

Green Elves are rarely found outside of the Greensward, as they tend toward xenophobia in the ex-

treme; Green Elf adventurers are therefore a rarity, and are usually found outside of the Greensward on some sort of quest at the behest of their elders. Soot Elves, as the more gregarious of the Alfynn people, are quite commonly found as adventurers as they love to wander and see and experience new things.

Attribute Adjustments

Green Elf characters receive a +1 adjustment to DEX, -1 to STR and -1 to CHA. They may select either +1 to CR or +1 to MR.

Soot Elf characters receive a +1 adjustment to DEX and -1 to STR. They may select either +1 to CR or +1 to MR.



Preferred Skills

Green Elves begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Alfynn)* +10, *Speak Language (Faery)* +4, *Literacy* +5.

Soot Elves begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Alfynn)* +10, *Speak Language (Thelacian)* +4, *Literacy* +10.

Starting Green Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Balance*, *Climb*, *Handicraft (artisan, bowyer, or weaponsmith)*, *Herb Lore*, *Lore (arcane arts, folklore, forestry, history, or nature)*, *Stealth*, *Survival (forest)*, *Tracking*, *Weapon (bows)*.

Starting Soot Elf characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Diplomacy*, *Deduce Motive*, *Etiquette*, *Handicraft (artisan, weaponsmith)*, *Heal*, *Lore (arcane arts or history)*, *Mode (any one)*, *Perform (any one)*, *Speak Languages (any one)*.

Bonus Skills and Talents

- ✦ All Alfynn receive the Night Vision bonus Talent; Green Elves also receive the Forester bonus Talent.
- ✦ All Alfynn receive a +2 racial bonus to Balance checks; Green Elves receive a +2 racial bonus to Stealth checks; Soot Elves receive a +2 racial bonus to Diplomacy checks.

Alfynn-blood

The Alfynn have been known to take Human lovers from time to time. The offspring of such a union are neither wholly Alfynn nor Human, but retain some

traits of both peoples. Most Humans regard these crossbreeds as either abominations at worst or curiosities at best, while Alfynn treat them as though they are simple and infantile even when they have reached full maturity. Regardless of which society they are raised in, Alfynn-blood rarely feels as though they have a home in the lands of either parent.

Caught up between both worlds of their parents, the Alfynn-blood learn early in life to become excellent diplomats on their own. Many tend to gravitate towards Callings which involve intrapersonal skills. Alfynn-blood often seek to find acceptance from those around them, though some are more subtle than others in their expression of this need.

In appearance, the Alfynn-blood are slightly taller and slenderer than Humans, with markedly finer

facial features and bone structures. Their hair and eye coloration vary within the normal Human range, though a predilection for green eyes does seem to dominate. They inherit the grace of their Alfynn parentage. The failings of their Human blood make their lifespans only slightly greater than that of an average Human.

The Alfynn-blood have no tongue of their own, instead using one or the other of their parents' languages as their primary method of communication based upon which they were more exposed to in their youth. They tend to find learning new languages easy after having to master the basics of Alfynn.

Alfynn-blood adventurers are very common; after all, they have no one place that truly accepts them. Wandering comes second nature to the Alfynn-blood, whether it be through need or desire.

Attribute Adjustments

Alfynn-blood characters receive a +1 adjustment to DEX. They may select either +1 to CR or +1 to MR.

Preferred Skills

Alfynn-blood begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Alfynn or Thelacian)* +10, *Speak Language (Alfynn or Thelacian)* +4, *Literacy* +5.

Starting Alfynn-blood characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Diplomacy*, *Deduce Motive*, *Etiquette*, *Handicraft (fine arts)*, *Perform (any one)*, *Speak Languages (any one)*.



Bonus Skills and Talents

- * All Alfynn-blood receive the bonus Talent Night Vision.
- * All Alfynn-blood receive 4 free ranks in the Diplomacy skill.

Dozakhi

The most industrious of the peoples of the former Empire, the Dozakhi are no strangers to war. Their great kingdom long ago spread throughout the Flint Peaks, with great stone-walled cities and technological wonders galore. Their war with the Giants who shared this region shattered their kingdom and drove their people underground.

With the rise of Man and the Empire of Thelacia, the Dozakhi came into a new resurgence. Leaving their ruined homes, many of the Dozakhi integrated with the society of the Empire while managing to preserve their own culture as well. Throughout the nations of the Compact, nearly every city includes a Dozakhi Foundry. Some few remained within the ruins of the city of Dozakh, the former capital of their kingdom, as well.

Dozakhi are a serious-minded folk, hard-working and not prone to merry-making unless strong drink is readily available. They are superior smiths, and many have a talent with Technomancy. They have a great love for gold and precious stones, and all Dozakhi are fond of wearing jewelry incorporating both. Their society centers on their artifice and the Foundries that they have built.

Dozakhi are generally short and stockily built with skin burned a deep tan from near-constant time at their forges. Their eyes are universally a dark brown. Dozakhi hair is rather thick and

can grow to great lengths if left to grow by the individual. They often cut it short or at least bind a great length tightly, however, as their time at the forges of their people has taught them that loose lengths of hair can be very dangerous. Dozakhi males tend to either shave their faces or place their braided beards beneath the thick leather work aprons that are ever-present in the Foundries.

The Dozakhi language is thick, guttural and blunt, direct and to the point in any matter spoken of. This often extends into their speech with other languages as well. Their translated runic alphabet has been adapted by the Thelacian Empire as the official written language of the Empire; this continues into the current day after the fall of the Empire.



Dozakhi often will adventure to find lost Foundries, treasures of their peoples and secrets of arcane and artifice lore. Their gruff manner and directness does not always endear them to others, but companions find that their skills are invaluable.

Attribute Adjustments

Dozakhi characters receive a +1 adjustment to STR, +1 to CON, -1 to SPD and +1 to CR.

Preferred Skills

Dozakhi begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Dozakhi)* +10, *Speak Language (Thelacian)* +4, *Literacy* +9.

Starting Dozakhi characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Appraise*, *Brawling*, *Enchantment*, *Handicraft (armorer, artificer or weaponsmith)*, *Lore (arcane lore, engineering, mining, or tactics)*, *Literacy*, *Mode (Manifest)*, *Profession*, *Siegecraft*, *Survival (alpine or underground)*, *Weapons (hafted)*.

Bonus Skills and Talents

- * Dozakhi receive the bonus Talent Darkvision.
- * Dozakhi receive a +1 racial bonus to their Omni Table attack rolls when in combat with Giants.
- * Dozakhi receive a +2 racial bonus on all Handicraft skill checks.
- * Dozakhi receive 5 additional Hit Points at character creation.

Feral

Ferals (or Half-Men) are the product of science gone awry. In the latter decade of the Successor Wars, much research was given to the creation of a superior combatant. The Ferals were born out of one such research program.

Originally dubbed Animen, the project researching their creation was scrapped when it was discovered that although they were very capable warriors, their animalistic side made them wild and not easily controllable. By this point, however, spies upon all sides had procured rival nation's plans for such programs and almost all nations had some sort of breeding program instituted. Various Animen programs were starting and being shut down after the founding of the original program. Some few Half-Men found a way to escape their captivity and evade destruction.

These escaped Ferals quickly took over the abandoned countryside ravaged by war. Left to their own devices by peoples largely busying themselves to end the costly wars that created the Ferals in the first place, they were found to breed with alarming speed. Tribes were formed, many organized by the type of Ferals within them.

There are many types of Ferals, and many of varying humanistic appearance. Some example types include cat, dog, lion, oxen, rat, boar, and wolf Ferals.

Attribute Adjustments

Feral characters receive a +2 adjustment to either STR or DEX, -2 to CHA, +1 CR and -2 MR.

Preferred Skills

Ferals begin play with the following preferred skills:

Lore (local) +6, *Lore (region)* +2, *Lore (nature)* +2, *Speak Language (racial)* +10.

Starting Feral characters, regardless of type, may select 2 of the following skills to add to their preferred skills list: *Animal Handling*, *Balance*, *Brawling*, *Climb*, *Evade*, *Stealth*, *Survival (any one)*.

Bonus Skills and Talents

- ✦ Ferals receive the bonus Talent Darkvision.
- ✦ Ferals have natural weaponry. This could be clawed hands or fangs depending upon their type. A Feral does DR 4 with their natural weaponry and they may use either their CR or Brawling skill rating as a modifier to the Omni Table roll.
- ✦ Ferals speak with animals of the same type as themselves.
- ✦ Ferals receive 5 additional Hit Points at character creation.

Goblyns

Long ago, the Goblyns were a proud people who brought the legends of bogeymen and haunters of the night to the young race of Man. Their civilization was brought to ruin by the Vhaden and they became one of numerous slave races to those peoples. Now they are little more than pitiful creatures that haunt the most disreputable parts of the cities of those who will allow them entrance at all.

Goblyns are obsequious and fawning to those who show strength and treacherous and deceitful whenever they can get away with it. Most are bitter with their lot in life, being the only peoples that most others can depend upon to take on the dirtiest and most unwanted of professions and jobs. They do these jobs with an outer relish, however, rubbing the nose of those who scoff at the Goblyns in their filthy occupations. They tend to exhibit a black gallows

humor that few of the more cheery races find amusing.

Because of their difficult personalities, Goblyns rarely get on incredibly well with other races. Goblyns are capable of putting on a fairly presentable front when in polite company, but their dark humor is irrepressible. An underlying hatred resides in the hearts of most Goblyns for the Vhaden, although they never show such unless they appear to have the upper hand in a confrontation.

Goblyns are a small and agile people, light of frame and quick of fingers. Their arms are longer than their legs, lending them a simian appearance and a loping yet quite effective running style. Their long-fingered hands end in sharp talons. Their teeth are also very sharp, lending them a nasty bite. Their skin is a dusky gray hue with tinges of green. Goblyns have eyes of a piercing cobalt blue coloration. Their hair is dark brown and very stringy, when present at all.

The Goblyn language is one of clipped, soft hissings that tends to send shivers down the spines of Humans, whom the Goblyns terrorized in that races' infancy. Goblyns have one name, their secret name, which they share with none save themselves. Each Goblyn "discovers" this secret name early in life and hoards it. Goblyn secret names tend to be sibilant strings of consonants. According to Goblyn tradition, those who discover this secret name are entitled to one service that said Goblyn is capable of performing at no charge to the name-holder and with no repercussions from the named Goblyn. Goblyns tend to choose public names in Thelacian that seem unusual or distasteful to others. They often use the appellations Mr. or Ms. before the chosen name. Elders are afforded the titles of Master or Mistress, though younger Goblyns do not always honor these titles.

Goblyns tend to adventure for one of two reasons, money or power. While many hardly view these folk

as possessing power, a good many elder Goblins are privy to information that could rock the foundations of many a noble family and possess unmatched skills in skullduggery. Money also happens to be one of the first loves of Goblins.

Attribute Adjustments

Goblin characters receive a +1 adjustment to DEX, +1 to CON, +1 to SPD, -1 to STR, and -2 to CHA.

Preferred Skills

Goblins begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Goblin)* +10, *Speak Language (Thelacian)* +4.

Starting Goblin characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Appraise*, *Brawling*, *Climb*, *Deception*, *Evade*, *Profession*, *Stealth*, *Sleight of Hand*, *Weapons (small blades)*.

Bonus Skills and Talents

- ✦ Goblins receive the bonus Talent Darkvision.
- ✦ Goblins have claws and fangs that do DR 2. They may use either their CR or Brawling skill rating as a modifier to the Omni Table roll.
- ✦ Goblins receive a -5 penalty to Hit Points at character creation.

Humans

While the Elder Races slept in seclusion and dreamed of past glories or fought losing present battles, Man grew many and strong. To the present day, Man remains the most populous and diverse of the peoples of the Compact of Nations. Through the years of

Thelacian domination, the blood of Men has become mixed and no type is predominant, though those Men not from Thelacia proper often show a trace of their original bloodlines in their features.

The Humans of SteamWorks are the most widespread of the races, with various slight cultural and physical differences. The original Thelacian stock is of medium height and build, and typified by blond hair and blue eyes, with fair complexions. The Men of Lahmer Plain, which later became the United Baronies of Sheol, are of a height with the Thelacians though stockier and slightly darker in hair, eyes and complexion. The Men of Rhuamerland are taller and stockier than their Thelacian governors with sun-bleached hair, grey eyes and a ruddy tone to their skin. The River-Folk are smaller of stature and slighter of build, with dark eyes and hair and a dusky hue to their skin. The People of the White Hart are slightly shorter and slimmer than the Thelacians, and have earth-toned skin and dark eyes and hair. The Jura are pale-haired and deeply tanned, standing of a height with Thelacians but having a slimmer build.

Attribute Adjustments

Human characters may raise any one of their Attribute of their choice by +1 (to a maximum of +5).

Preferred Skills

Starting Human characters, regardless of background, begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (native)* +10.

Starting Human characters must also select a cultural background from the following list. They may select 2 skills from the list of skills for their cultural background and add these to their preferred skills list.

Allustyra (Vhaden): *Enchantment, Handicraft (artificer, artisan, brewer/vintner or fine arts), Literacy, Lore (arcane arts, demonology, folklore, law or streetwise), Mode (any), Speak Language (any one), Theology (Dragonlords).*

Arundalan (Arundale): *Animal Handling, Cook, Herb Lore, Lore (agriculture, forestry, or nature), Survival (forest or savannah), Swim, Tracking, Weapon (bows or long arms).*

Borderlander (Borderland Principalities): *Appraise, Brawling, Deception, Deduce Motive, Gambling, Lore (Streetwise), Ride, Survival (desert), Weapon (long arms or pistols).*

Dominionite (Sanctus Dominion): *Alchemy, Cryptography, Heal, Herb Lore, Investigate, Literacy, Lore (any one), Medicine, Mode (any one), Research, Speak Language (any one), Theology.*

Juira (Juira): *Animal Handling, Brawling, Evade, Handicraft (weaponsmith), Lore (folklore, forestry or nature), Mounted Combat, Ride, Tracking, Weapon (spears).*

Muirluner (Muirlun): *Administration, Appraise, Diplomacy, Etiquette, Lore (History, Law or Streetwise), Navigate, Profession, Speak Language (any one).*

Old Thelacian (Thelacia): *Drive, Handicraft (any one), Lore (heraldry, history or law), Navigate, Profession, Seamanship, Swim, Weapon (any one).*

Pearl Coaster (Duchy of the Pearl Coast): *Administration, Deception, Deduce Motive, Diplomacy, Etiquette, Handicraft (artificer, fine arts or brewer/vintner), Literacy, Lore (geography, heraldry, history or law), Seduction, Speak Language (any one).*

People of the White Hart (White Hart Vale): *Animal Handling, Climb, Handicraft (armorers or bow-*

yer), Herb Lore, Lore (folklore, forestry or nature), Stealth, Swim, Theology (Veluran Spirits), Tracking, Weapon (bows).

Rhuamerlander (Rhuamerland): *Animal Handling, Brawling, Drive, Handicraft (any one), Lore (agriculture, forestry or nature), Ride, Seamanship, Survival (savannah, forest or swamp), Swim, Tracking, Weapon (any one).*

River-Folk (Thelacia): *Acrobatics, Balance, Deception, Drive, Diplomacy, Handicraft (any one), Lore (folklore, history, nature or streetwise), Navigate, Perform (any one), Sleight of Hand, Swim, Weapon (blades, small).*

Sheolan (United Baronies of Sheol): *Administration, Appraise, Command, Handicraft (armorers or weaponsmith), Mounted Combat, Parry, Ride, Siegecraft, Weapon (any one).*

Bonus Skills and Talents

‡ Humans receive one bonus Talent at no CP cost. This bonus Talent must be selected from the Open Talents Tree.

Hureik

The Hureik are an ill-tempered and filthy race, of tall stature and thick musculature. They are covered in thick, coarse black hair which many times but not always tends to be longest atop their heads. Their eyes are a deep, blood red. Their powerful lantern jaws are rowed with sharp teeth and a pair of tusks jut forth from their lower jaws; the Hureik often chisel patterns in their large teeth or paint them red to signify the blood they wish to spill for their Gods. They are feared by many for their single-minded, violent approach to the solution of any problem.

Raids by the Hureik into neighboring lands are

common. From many of these raids, half-breeds are spawned. These creatures, when raised amongst their Hureik kin, exhibit the same bloodthirsty exuberance for warfare and destruction as their parent race. When raised amongst the Humans they are born of, they tend to be more ill tempered than their Human parent and more prone to violence; because of this tendency, many become outcasts or loners.

Hureik are a fierce and warlike people who care nothing for outsiders (and even their own kind not of their immediate tribe are considered so). Magic is considered weak, unless it is the gift of the Blood Gods themselves; the gifts of the Blood Gods are to be feared and those given them are to be obeyed. Their womenfolk and children are considered to be nothing more than chattel, fit only to serve the needs of the males. Among the Hureik, the strong rule, and

the weak serve those stronger than themselves.

The Hureik tongue is harsh and confrontational. When speaking, Hureik almost seem to forcefully spit out their words at their recipients. While lacking in any sort of subtlety, the Hureik tongue does have its nuances; there are over 14 different words that translate directly to “kill” in Thelacian.

Hureik of full blood or those of mixed blood who reside with their tribes rarely become adventurers; those of mixed blood who grew up amongst Human society are often loners who spend their lives on the outer fringes of society. These Hureik often wander, seeking a place in life to call their own, and often become adventurers.

Attribute Adjustments

Hureik characters receive a +2 adjustment to STR, +1 to CON, -2 to INT, -1 to CHA, +1 to CR and -1 to MR.

Preferred Skills

Hureik begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Hureik)* +10.

Starting Hureik characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Brawling*, *Handicraft (armor or weaponsmith)*, *Lore (tactics)*, *Siegecraft*, *Survival (alpine)*, *Theology (The Blood Gods)*, *Torture*, *Weapons (any one)*.

Bonus Skills and Talents

- ✦ Hureik receive the bonus Talent Night Vision.
- ✦ Hureik receive 4 free ranks in the Brawling skill.
- ✦ Hureik receive 5 additional Hit Points at character creation.



Kharilans

The Kharilans have remained on their islands for many centuries, building a civilization for themselves based upon closeness to nature and deep familial bonds. Their nature-priests rule Kharilan society; their knowledge of herb lore, alchemy and natural magics is unsurpassed.

Kharilans have a deep reverence for nature, and nearly all have an innate talent with The Old Magic. Some scholars theorize that they were once a race of Faery that were left behind long ago when the Faery peoples abandoned the soil of the mortal world. Their society is based upon mutual respect for all Kharilans regardless of role or gender. Their tribes are led by a council of respected elders among the community. Though it can be observed that Kharilans are generally non-violent in nature, if pressed, a Kharilan will fight fiercely to defend himself and those he loves.

Kharilans are the smallest of the races within the Fallen Empire, standing only two and a half feet tall and being very light in build. They have fine, light blond hair which they generally grow long and decorate with floral garlands. Males tend to grow prodigious facial whiskers. Their eyes tend to be an ever-changing hazel in coloration, shifting between brown, green, blue and variations of those colors.

The Kharilan language seems to be yet another reason that many scholars tend to believe the Kharilans an offshoot of the Faery peoples; their singsong, mellifluous tongue can often be directly and easily translated into that of the Faery.

Only within the last century have the curious younger Kharilans come to explore the world beyond their mountain island homes at the urging of their new Human friends. Adventurers are not common amongst their people, and those who leave the Kharil Islands are often viewed as slightly mad.

Attribute Adjustments

Kharilan characters receive a +1 adjustment to WIL, -1 to SPD and +1 to MR.

Preferred Skills

Kharilans begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Kharilan)* +10, *Literacy* +5.

Starting Kharilan characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Alchemy*, *Enchantment*, *Handicraft (artificer)*, *Heal*, *Herb Lore*, *Lore (arcane arts, forestry or nature)*, *Mode (Manipulate)*, *Weapons (spears)*.

Bonus Skills and Talents

- ✦ Kharilans receive the bonus Talent Natural Magic Order.
- ✦ Kharilans receive a +2 racial bonus to Alchemy and Herb Lore checks.
- ✦ Kharilans receive a penalty of -5 to Hit Points at character creation.

Shelari

The Shelari are a diminutive folk of nomadic bent. They have long inhabited the lands to the northeast of Old Thelacia, before even the Vhaden and Alfynn wars if their tales are to be believed. These folk wander in small wagons drawn by the small ponies named after them, gypsy caravans beholden to none save their families and friends.

Through the years the Shelari have developed a reputation for trickery that precedes their wagon villages. Though they are fine craftsmen and cooks as well, it is their gypsy mystique, roguery and mastery of charms and illusions that they are best known

for. Their entertainers are renowned throughout the lands, though children and purses are watched carefully with the passing of a Shelari caravan.

Shelari are an attractive people with lightly tanned to nut-brown skin. They stand nearly four feet high and have a slender and wiry build. Their eyes are the shade of the plains they wander. A Shelari's hair ranges from sun-bleached blond to red-brown; both genders wear their hair long and flowing, often braiding and weaving in beautiful flowers as well.

The Shelari tongue is confusing to most outsiders; it is a mixture of speech, body language and gesture. The subtlety of Shelari ensures that even if an outsider speaks their tongue, the secret meanings conveyed by other methods carried within the language can be truly understood by only other Shelari.



Shelari are by nature an adventurous people. Always eager to see what is on the next horizon, what is hidden by the next turn of a passage, Shelari are eager and exploratory. Many say that a Shelari's curiosity is matched by none.

Attribute Adjustments

Shelari characters receive a +2 adjustment to DEX, +1 to CHA, -1 to SPD and -2 to STR.

Preferred Skills

Shelari begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Shelari)* +10, *Speak Language (Thelacian)* +4, *Literacy* +5.

Starting Shelari characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Animal Handling*, *Appraise*, *Cook*, *Deception*, *Diplomacy*, *Drive*, *Handicraft (any one)*, *Mode (Influence, Illusion)*, *Perform (any one)*, *Ride*, *Speak Language (any one)*, *Weapon (thrown)*.

Bonus Skills and Talents

- ✦ Shelari receive the bonus Talent Well Traveled.
- ✦ Shelari receive 4 free ranks in the Evade skill.
- ✦ Shelari receive a penalty of -4 to Hit Points at character creation.

Vhaden

The Vhaden are a humanoid race with serpentine features. It is theorized by many that the Vhaden are an earlier crossbreeding of the Alfynn and Man who

fell to worshipping the Druaghor (or Dragons as they are now called). The Vhaden see themselves as the heirs to the legacy of that once-powerful people. For many years, Imperial regents subjected the Vhaden to harsh rule when they resisted the expanding Empire. During the Successor Wars, the Vhaden threw off the yoke of regent rulership and established their own Princes according to ancient bloodlines and traditions.

The Vhaden are generally cool and emotionless. They are aloof and detached from the world at large and are quite content to remain within their own lands furthering the racial goal of becoming more in tune with their Druaghor ancestry. As a people, the Vhaden show a distinct disdain for the wonders of technology and rely on magic to fill the role of technology.

Vhaden culture as a whole is rather rigid and struc-



tured, with various castes holding a pyramidal dominance. Morality as Humans know it is something most Vhaden scoff at as something that is unnecessary and encumbering. Their reprehensible deeds before the time of Man and during the Successor Wars have earned all Vhaden a reputation as blackguards of the highest order, even though individuals may harbor different ideals than their culture at large. The Vhaden base their religion upon the worship of their former benefactors, the Druaghor, and seek to emulate them in all ways.

Vhaden maintain a policy of detached neutrality with most of the other races. Only Alfynn gain a strong reaction from them, and usually it is one of hatred or dislike due to the ancient feud between the two. The Vhaden disdain technology and so rarely have much to do with Dozakhi. Most Vhaden despise Goblins as weak and easily manipulated creatures, fit only for lives of servitude. The only race that gains a great deal of acceptance by the Vhaden, though it is grudging, are Humans.

Vhaden stand as tall as a Human but are more slender in build. The Vhaden form is said to be lithe and almost serpentine in gracefulness. Their hair and skin runs a wide variety of colors, and most often have a faint metallic sheen. Their skin often seems slightly pebbled or scaly upon very close examination, although it is quite smooth to the touch. Vhaden eyes are always a deep topaz in coloration.

Vhaden speak the Druaghor tongue, the language of the ancient and long-extinct Dragons. Vhaden personal names are always long and flowing, taken from the sibilant tongue of their ancestors. Usually a personal name is preceded by a title, no matter how nominal, describing the individual's station in life. Vhaden sometimes keep clan names if their station is close to one of the great Vhaden Princes that rule the land; clan names are often forsaken, however, in favor of forms of the names of the ancient Druaghor the individual Vhaden wishes to emulate.

Vhaden adventurers are uncommon. Most who do seek adventure outside of their lands are driven by the need to discover more about the past and the final resting places of their ancestors.

Attribute Adjustments

Vhaden characters receive a +1 adjustment to INT, +1 to Dex, -2 to CHA and +2 to MR.

Preferred Skills

Vhaden begin play with the following preferred skills: *Lore (local)* +6, *Lore (region)* +2, *Speak Language (Druaghor)* +10, *Speak Language (Thel-acian)* +4, *Literacy* +9.

Starting Vhaden characters, regardless of background, may select 2 of the following skills to add to their preferred skills list: *Concentration*, *Enchantment*, *Handicraft (artificer, fine arts)*, *Literacy*, *Lore (arcane arts, demonology or history)*, *Mode (any)*, *Research*, *Speak Language (any one)*, *Theology (Dragonlords)*.

Bonus Skills and Talents

- ✦ Vhaden receive the bonus Talent Darkvision.
- ✦ Vhaden receive the bonus Talent Sorcery Order.
- ✦ Natural Weaponry: The Vhaden's thickened and elongated fingernails are as sharp as razors. They do DR 3 in combat.

Furnace-Men

Furnace-Men are the product of Artifice magic. Whether they are male or female, they have been modified by biotech utilizing clockwork and steamwork technologies. Many Furnace-Men are victims of the violence of the Successor Wars, having lost limbs and other bodily parts. Others willingly un-

dergo the radical surgical procedures involved in biotech to enhance themselves.

Furnace-Men may be of any race or background. The main prerequisite to become a Furnace-Man is the need (or desire) to undergo biotech reconstruction. Furnace-Men retain all of the attribute adjustments, preferred skills and bonus skills and Talents of their original race. In addition, all Furnace-Men must purchase the Furnace-Man Talent.

Becoming a Furnace-Man

Characters may become Furnace-Men later in their careers by purchasing the Furnace-Man Talent Tree and the Furnace-Man Talent. In addition, they must either purchase or have purchased for them all biotech enhancements that are to be incorporated into their redesigns.



Chapter Three

Persons of Distinction

The following chapter outlines the character creation process in the SteamWorks game. For full details on creating a character, players should refer to Chapter Two in the core *Omni System™* book.

“From the moment I saw her, I knew she was the loveliest of creatures. The fairest skin, and features so smooth and defined. Her eyes, though, are what will truly haunt me until the day I die; the loveliest shade of green I have ever seen. She is graceful and slender in her loveliness, and every motion is poetry. Oh, I do long so for the day I may return to Muirlun to see her again. The Lady Fa-ela is perfection at the merest glance, and I feel incomplete without her presence. And I cannot even begin to describe to you the pleasure of her touch.”

-Excerpt from a letter to Jeanus Matillard, Lightning Guard in the Duchess of the Pearl Coast’s Service, from his brother Tyril Matillard, famed sculptor from Hyacinthe.

Attributes

The SteamWorks campaign setting uses the standard seven primary attribute array of the Omni System™. These Attributes include Intelligence, Perception, Willpower, Charisma, Strength, Dexterity and Constitution. The methods for determining a character’s Primary Attributes are described in the *Omni System Core Rulebook*. Player Characters may also have the following Secondary Attributes: Speed, Combat Rating, Magic Rating, Psi Rating, Nobility, Piety, Renown, and Hit Points. These Secondary Attributes are also described in detail in the *Omni System Core Rulebook*. Certain of the Secondary Attributes require further discussion as to their role in the SteamWorks campaign setting, and are described below.

Psi Rating (PSI)

This is a measure of a character's natural mental powers. Psi Rating serves as the modifier for using the Powers of the Psychic Arts Order. Only characters with access to the Psychic Arts Order may actively use this attribute; characters without the Psychic Arts Order may only use their PSI to defend against attack by psychic means.

Characters in SteamWorks begin with +0 in PSI; characters with the Psychic Arts Order Talent determine their starting PSI by adding INT, WIL and CHA and dividing by 2. PSI may also be affected by the expenditure of CP at character creation.

Nobility (NBL)

This is an abstract representation of the character's social standing and respect. It is a measure of his adherence to the norms of his society and culture. In SteamWorks, a NBL rating of -5 indicates an utter pariah while a +5 would be a well respected nobleman of high standing. A character's NBL rating will affect his reaction rolls in certain situations; penalties for those well above or below his rating and bonuses for reaction rolls with individuals of a similar nobility.

Characters in SteamWorks begin with a NBL Rating of +0; this may be affected by Calling, certain Talents and the expenditure of CP at character creation.

Piety (PTY)

This attribute is a measure of a character's faith in their religion or philosophy. A character's piety rating will affect his reaction rolls when dealing with the officials of the religion or other faithful. Piety also has an effect on Invocation magic; all spellcasters of

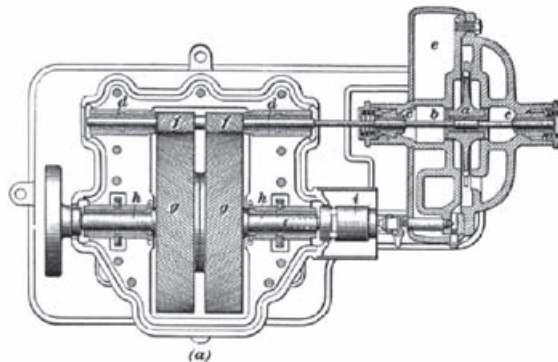
the Invocation Order gain a bonus or penalty to their spellcasting rolls based upon their PTY rating.

Characters in SteamWorks begin with a PTY of +0; this may be affected by Calling, certain Talents, and the expenditure of CP at character creation.

Renown (REN)

Renown measures how well-known a character is among the general population of a neighborhood, town, county, nation or even continent wide. REN of +1 might indicate the character is locally famous. Likewise a -1 indicates local infamy. A +3 REN might indicate the character's fame has spread to neighboring nations and cities while a +5 REN means his exploits are being told throughout the known world. Keep in mind, Renown is not always an honest assessment of a character's skills or exploits. As word travels of his accomplishments, some bending of the truth takes place as rumor builds upon rumor. However, unless someone attempts to spread deliberately misleading lies, a character's Renown is largely based on his actual actions. Like Nobility and Piety, Renown will influence a character's Reaction Rolls in many circumstances.

Starting characters in SteamWorks begin with a REN of +0; this may be affected by Calling, certain Talents, and the expenditure of CP at character creation.



Skills

Most of the Skills detailed in the core Omni System™ book are usable in the SteamWorks setting. New skills and changes to existing Omni System skills are presented below:

Difference Engine

This skill is used whenever a character needs to use or obtain data from a difference engine, write or modify difference engine code or to bypass difference engine controlled devices.

Training Period: 24 weeks

Modifier: INT

Pilot (specific)

Ability to operate an aircraft of some type. This ability does not include navigation skills or other detailed knowledge, which may be covered under a Lore skill, or Navigate. The subdivisions of the Pilot skill include: dirigibles, gliders, and aerofighters.

Training period: 50 weeks

Modifier: DEX

Speak Language

The ability to understand and be understood in a certain language. Characters are rated in their proficiency with a language on a three-tiered scale, as follows: Native, Fluent, or Basic. A speaker who is at least +10 (Native) on this scale can pass himself off as a native. Sample languages include: Alfynn, Arcane, Dozakhi, Druaghor, Ezian, Hureik, Juiria, Kharilan, Rhuamerlander, River-Folk, Shelari, Thelacian, Veluran, and Vhaden.

Training period: 12 weeks

Modifier: INT

Skill Rating	Language Proficiency
+0 to +3	Basic
+4 to +9	Fluent
+10 or greater	Native

“Like a demon, ‘e was, Marshal! Swinging that great big sword around, slicing folks left an’ right, an’ all the while proclaiming that we had no right here. ‘E said that we were despoilers of th’ land an’ that ere we not remove ourselves from this forest, ‘e would ‘ave all our heads! Me boys tried to stop ‘im, an’ look at what ‘e done to ‘em! Eight good men, done for! What should we do? We didn’t do anything wrong! We just chopped down a few trees! The Baron owns this ‘ere wood, an’ he won’t be pleased. He won’t be pleased at all...what? Oh, ‘e said ‘is name was Alain or something like that. What are you going to do ‘bout all this?”

-Boss Scragg, relaying the night’s events to Marshal Bill Tilling after the Alfynn Champion Alain of the Greensward gave warning to his logging camp that they did not belong in any part of the Greensward.

Theology (specific)

The in-depth study of one particular religion or philosophy. Knowledge of Theology includes the ability to recite passages of important texts or orations, explain critical teachings, describe underlying symbolism, identify relevant relics, cite historical examples, and so forth. Theology has several subskills, each tracked separately. There are sub-skills for each different religion in the game world. These subskills include: The One Church of Primus, The Nightcult, Animistic Spirits, The Pathwise, The Green Way, The Earth Gods, The Dragon Cults, and Falarin.

Training period: 22 weeks

Modifier: INT

Weapon

Proficiency with any single category of weapon. Weapon skills are used for both attack and defense. Gamemasters are free to create new or unique weapon groups as required by their campaigns. For example, unique and exotic weapons may be weapons groups unto themselves.

Training period: 20 weeks for the first weapon and 4

weeks for additional weapons.

Group	Example Weapons
Blades, 2-handed	claymore
Blades, large	long sword, rapier, saber
Blades, small	dagger, knife, short sword
Bows	longbows, short bows, composite hunting bows
Crossbows	light or heavy crossbow
Flails	flail, whip, chain
Hafted	axes, maces, pick, club
Hafted, 2-handed	maul, banded club, warhammer
Heavy Weapons	revolving cannon
Lance	lances
Pistols	derringer, pistol, revolver
Rifles	rifle, repeating rifle, scattergun, Imperial rifle
Slings	slings, slingshots
Spears	spear, staff, polearms
Thrown	knives, axes, rocks
Vehicle Weapons	any weapon mounted or controlled by a vehicle

Talents

Talents are a feature of The Omni System™ that allows you to customize your character in a near limitless manner. Talents allow your character to excel in certain areas, or to bend the rules that other characters must obey. They cover a range of skills and abilities from combat to magic, stealth, religion and even social interaction.

This section details the Talents available in the SteamWorks campaign setting. The majority of Talents listed under the various Talent trees

below can be found in the core Omni System™ book. Those with an * are detailed in this section.

Talent Trees

Talent Trees available in the SteamWorks campaign setting are listed below.

Academia

Antiquarian, Cypher*, Diligent, Expert Antiquarian, Linguistics, Memory Training, Scribe.

Arcane Training

Artifice Order* OR Invocation Order* OR Magus Order* OR Sorcery Order *, Arcane Resistance, Enchanted Lore, Expert Enchanted Lore, Magical Aptitude, Magic Resistance (all), Memory Training, Refined Magic Resistance (all).

Beast Lore

Animal Affinity, Animal Companion, Animal Magnetism, Animal Sense, Natural Remedy, Nature Speak, Survival of the Fittest.

Brawler

Brutal Throw, Cheap Shot, Improvised Weapon, Intimidation Tactics, Opportunist, Quick Draw, Sucker Punch, Taunt.

"If not for Sir Hector's ability with cyphering, our brave party may well never have discovered the hidden location of the Staff, deep within the lands of the Vhaden. The difficulty of tapping his brain to discover the truth behind the cyphered missive within the difference engine's memory was obviously great, as he complained of a strong headache when we finally finished our task in the vaults of Sanctus. This headache must have been strong indeed, for he was so distracted by it he never noticed the Templar's blade as it fell upon his neck from behind us."

-From a letter to Lady Elizabeth Wenthall, from her young nephew Ian Wenthall

Coin of the Realm

Coordinate, Gossip, Quick Hands, Haggle, Negotiator, Middleman, Well Traveled.

Combat Training

Armor Tolerance I, Armor Tolerance II, Find Weakness, Natural Tactician, Quick Draw, Shield Slam, Smite, Squire, Swing Through, Two Weapon Fighting, Weapon Focus.

Daredevil

Adrenaline Rush, Extreme Sportsman, Dog Fighter, Drive By, Redline*, Superior Driver.

Defensive Fighting

Amazing Dodge, Break Away, Defensive Fighting, Defensive Roll, Extraordinary Dodge, Two Weapon Defense.

Dirty Fighting

Cheap Shot, Improvised Weapons, Low Blow, Opportunist, Quick Draw, Sudden Strike, Sneak Attack, Taunt.

Fools & Their Money

Blend In, Fleet of Foot, Gossip, Inconspicuous, Non-Lethal Force, Opportunist, Quick Hands, Speed Climb, Sure Footed, Tough Trail, Urban Tracking.

Furnace-Man

Attribute Boost, Biotech Tolerance*, Clockwork, Efficient Design*, Furnace-Man*, Steamwork, Strong as an Ox, Tough as Nails

Inventive Incantations

Amplify Spell, Arcane Aim, Disguise Spell, Expand Spell, Hasten Spell, Muted Spell, Spell Extension, Spell Focus.

Master Craftsman

Clockwork, Exceptional Craftsman, Master Craftsman, Steamwork*, Swift Creation.

Man of Science

Brew Elixir, Brew Potion, Chemical Resistance, Concoct Powder, Create Poison, Infuse Potion, Scribe, Tech Savvy, Quick Learner

Mercenary

Archery Training, Armor Tolerance I, Close Quarters Fighting, Find Weakness, Natural Tactician, Personal Firearms Training, Shield Slam, Sword & Shield, Take the Reins, Weapon Focus.

Militia Training

Advanced Militia Training, Basic Militia Training, Close Quarters Fighting, Personal Firearms Training, Weapon Focus (polearm OR spear).

Mime & Music

Coordinate, Expert Performer, Naturally Charming, Pied Piper, Taunt.

Mounted Combat

Bred to the Saddle, Charge, Mounted Evade, Mounted Stride, Trample.

Open Talents

Acute Hearing, Acute Vision, Ambidexterity, Attribute Boost, Cold Endurance, Darkvision, Die Hard, Diligent, Eminent*, Enchanting Beauty, Exceptional Craftsman, Followers*, Heat Endurance, Inheritance, Loyal Man*, Master Craftsman, Natural Talent, Night Vision, Non-Lethal Force, Poison Resistance, Quick Learner, Rally, Retainers*, Run Like the Wind, Second Wind, Self Sufficient, Skill Emphasis, Strong as an Ox, Swift Creation, Thick Skin, Throw Anything, Tough as Nails, Tough Skin, Wealth.

Path of the Healer

Brew Elixir, Create Poison, Death's Door, Natural Remedy, Surgeon*.

Path of the Psychic

Danger Sense, Precognition, Psychic Arts Order*, Prophecy, Sense Evil, Weather Sense.

Quick & Agile

Amazing Dodge, Defensive Fighting, Defensive Roll, Elusive Target, Extraordinary Dodge, Highly Mobile, Opportunist.

Rank & Privilege

Aura of Nobility, Coordinate, Force of Personality, Inheritance, Natural Tactician, Noble Birth*, Pride and Prejudice, Royal Favor, Voice of Command, Wealth.

River Runner

Acute Vision, Close Quarters Fighting, Deep Breath, Rally, Rolling River*, Skirmish, Tough as Nails, Well Traveled.

Statecraft

Aura of Wisdom, Coordinate, Force of Personality, Gossip, Intimidation Tactics, Middleman, Naturally Charming, Negotiator, Royal Favor, Taunt.

Voice of the Gods

Aura of Wisdom, Dedicated*, Ecclesiastic Training, Invocation Order, Force of Personality. Fast and Pray.

Wanderer

Fleet of Foots, Linguistics, Mounted Stride, Well Traveled.

Way of the Arrow

Archery Training, Advanced Archery Training, Disabling Shot, Improved Range, Point Blank Shot, Quick Reload, Trick Shot, Weapon Focus (bow OR crossbow).

Way of the Gun

Acute Vision, Advanced Firearms Training, Disabling Shot, Drive By, Improved Range, Military Firearms Training, Point Blank Shot, Personal Firearms Training, Quick Draw, Trick Shot, Weapon Focus (pistols OR rifles).

Way of the Wise

Natural Magic Order*, Augury, Danger Sense, Folk Remedies, Second Sight, Survival of the Fittest.

Wilderness Lore

Danger Sense, Mountain Goat, Mountain Man, Natural Remedy, Speed Climb, Survival of the Fittest, Trackless I, Trackless II, Trackless III, Weather Sense.

Wild Fighter

Close Quarters Fighting, Frenzied Attack I, Frenzied Attack II, Rage, Smite, Weapon Focus (any).

Talent Descriptions

New Talents found in the SteamWorks setting are detailed below.

Artifice Order

You have been educated in the ways of the Artifice Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: CON +1, INT +1

Biotech Tolerance

You may take additional biotech enhancements.

Normal: The character may take up to two biotech enhancements, plus one additional enhancement per +1 CON.

Benefit: The character may have one additional biotech enhancement, surpassing the normal limits (above). This Talent may be taken multiple times. Its effects stack.

Prerequisite: Furnace-Man Talent

Cypher

You have mastered the art of difference engine coding.

Benefit: You receive a bonus of +3 to all Difference Engine skill checks.

Prerequisite: Difference Engine +12

Dark Arts Order

You have been educated in the ways of the Dark Arts Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, WIL +1, Pact

Dedicated

You are dedicated to your faith and the religion that you serve.

Benefit: You receive a +2 bonus to your PTY attribute.

Prerequisite: WIL +1

Efficient Design

Your redesign as a Furnace-Man was particularly efficient.

Normal: The character may take up to two biotech enhancements, plus one additional enhancement per +1 CON.

Benefit: The design of the character's Artifice Furnace was particularly efficient and thus does not count as a biotech enhancement. The character may begin with a Furnace and three additional biotech enhancements, plus one enhancement per +1 CON.

Prerequisite: Furnace-Man Talent.

Eminent

You are a well-known and celebrated personality.

Benefit: You receive a +2 bonus to your REN attribute.

Prerequisite: CHA +1

Followers

You have a number of additional contacts who may be of the same organizational affiliation. These followers expect some share of treasures gained while following the PC and a share in their glory and fame as well. Contacts of this type may be more loyal than most would be, depending upon their treatment by their leader. If taken in conjunction with the Loyal Man Talent, the retainer is kept on out of loyalty rather any expectations of recompense or glory.

Benefit: You receive 2 additional contacts for the Followers Talent. This Talent may be taken multiple times. Its effects stack.

Prerequisite: CHA +0

Furnace-Man

Your flesh has been modified by Artifice magic with steamwork and/or clockwork technologies.

Benefit: Your character has been the recipient of an Artifice Furnace. In addition to this Furnace, the character may take up to two biotech enhancements, plus one additional enhancement per +1 CON.

Prerequisite: +1 CON.

Infamous

You are known as somewhat of a rake, ne'er do well or blackguard.

Benefit: You receive a -2 bonus to your REN attribute. You receive a +2 bonus to Intimidate skill checks with those who know your reputation.

Prerequisite: CHA +0 or lower

Invocation Order

You have been educated in the ways of the Invocation Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: WIL +1

Loyal Man

One of your contacts is extraordinarily loyal and will sacrifice anything if need be to aid you.

Benefit: This contact will never, under any circumstances, betray you and will serve you until death if the need arrives.

Prerequisite: Followers Talent OR Retainers Talent

Magus Order

You have been educated in the ways of the Magus Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, WIL +1

Natural Magic Order

You have been educated in the ways of the Natural Magic Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: WIL +1, CHA +1

Noble Birth

You were born to a family of status and power.

Benefit: You receive a +2 bonus to your NBL attribute.

Prerequisite: May be taken at character generation only.

Psychic Arts Order

You have been educated in the ways of the Psychic Arts Order.

Benefit: You may use powers of this Order providing you have ranks in one or more Mode skills.

Prerequisite: Int +1, WIL +1, must have been the subject one of various types of wartime experimentation in psychic powers, must be chosen upon character creation or GM discretion otherwise.

Redline

You know how to push your vehicle to its shuddering, rivets-falling-out, groaning limits.

Benefit: You may push a vehicle to exceed its normal limits in SPD by up to +10. A Drive or Pilot

Omni Table check is required to keep control over the vehicle for every round after the first that you push the vehicle. Each round after the fifth, this check suffers a penalty of -1 per point of SPD in excess of the vehicle's maximum.

Prerequisite: Drive or Pilot +10

Retainers

You have a number of additional contacts who may be employees of yourself or your family. With this Talent, their maintenance expenditure for monthly employment is covered, and is considered to be the minimum pay rate for a retainer of their type. Contacts of this type may or may not be very loyal, depending upon their treatment by their employer. If taken in conjunction with the Loyal Man Talent, the retainer is kept on out of loyalty rather than money.

Benefit: You receive 2 additional contacts for the Retainers Talent. This Talent may be taken multiple times. Its effects stack.

Prerequisite: None

Sorcery Order

You have been educated in the ways of the Sorcery Order.

Benefit: You may cast spells of this Order providing you have ranks in one or more Mode skills.

Prerequisite: INT +1, WIL +1

Steamwork

You are knowledgeable in the workings of steamwork devices.

Benefit: You may use you Handicraft (artificer) skill to design and modify devices or mechanisms to create advanced steamwork mechanisms, including steamwork powered vehicles and prostheses. You can create steamwork automata capable of performing almost any mundane function, like automatically harvesting fruit or shelling nuts. Creating such devices takes between one day and several weeks, depending upon the complexity of the device. None of these items are "magical" and a difficulty penalty from -2 (for simple toys) to -20 (for highly accurate clocks used for navigation) is at the discretion of the GM.

Prerequisite: Handicraft (artificer) +12

Surgeon

You have been certified as a surgeon by one of the various colleges or military institutions of the Nations of the Compact and trained in the techniques of healing.

Benefit: You gain +2 ranks to the Profession (surgeon) skill and +2 ranks to the Medicine skill.

Prerequisite: INT +1, Medicine +1

Callings

The following Callings are examples of the characters that exist within the SteamWorks setting. In keeping with the Creation Points System, many are region-specific, representing a life spent living and working in a certain place, as part of a specific culture, and performing a clearly-defined trade. These are not generic templates so much as Callings based upon an interpretation of a character's personality and proclivities.

Each of these example Callings is constructed to the 50 CP standard.

Alfynn Champion

Early in your training as a martial defender of your ancestral lands, your master saw great potential within you. You fought hard and long to prove your talent and potential throughout your training period. You rose through the ranks of the Champions quickly. Then came the time when your true trial began; the Test of Champions. You were expecting something much less trying, something that could be solved with a sword or bow. Instead, your master shocked you when he announced that your trial was to stride forth into the lands of the Humans to determine the nature and strength of their threat to the Greensward, and to recover an item lost to the

Alfynn long ago. Although you have little desire to tread the lands of the Humans, you swore to obey your master and to abide by his training methods nearly a century ago when you took up service in the name of the Greensward. Reluctantly, you have embarked upon a path of exploration and adventure in the lands outside of the Greensward. Your master's parting gift to you was one of the Thorns of legend, an enchanted longsword forged in the time when the Alfynn warred against the Vhaden and their Dragon masters.

Attribute Adjustment

Nbl +1

Skills

Parry +5

Lore (Tactics) +5

Theology (The Green) +3

Weapon (blades, large) +7

Weapon (bows) +3

Talents

► Combat Training Talent Tree:

Weapon Focus (longsword)

► Open Talent Tree:

Inheritance

Alfynn-Blood Soldier of Fortune

You cut your teeth on trench knives and Imperial rifles. Skill at arms runs in your blood. Since your youth, you have served on whichever side in the Successor Wars paid you the most. Some would say that your way is not gentlemanly; you would say that the ways of the gentleman are burned to ash with the Empire of Thelacia. You follow the trail which seems most profitable. All the better to pay off the gambling debts you have incurred in your downtime. And even better still if you have enough left over to spend on a little more.

Attribute Adjustment

Nbl -1

Skills

Brawling +3
 Drive +3
 Gambling +2
 Heal +3
 Lore (Tactics) +5
 Weapon (blades, small) +3
 Weapon (rifles) +3
 Weapon (pistols) +3

Talents

► Mercenary Talent tree
 Personal Firearms Training

Arundalan Sport Hunter

You are a young gentleman of society by birth, but something pulls you towards the dangerous trail of sport hunting. Life on the sheltered farm of your father in Arundale was boring, so you decided to put your hunting skills to work. As tales of your daring hunting expeditions spread, you found yourself hunting more and more dangerous prey. Just a few weeks ago, you hunted down a Manticore spreading chaos on the borders of Arundale. Life is a thrill as long as you are on the hunt; society is a necessary but boring task thrust upon you by the circumstances of your birth.

Attribute Adjustment

Nbl +2

Skills

Diplomacy +3
 Etiquette +3
 Gambling +3
 Survival (savannah) +5
 Tracking +5
 Weapon (rifles) +7

Talents

► Combat Training Talent Tree:
 Weapon Focus (rifles)
 ► Open Talent Tree:
 Night Vision
 Wealth (free)

Borderlander Gunslinger

Life is harsh on the frontier of the Far Duchies, and those who live there must be prepared to be harsher. You saw your family die at the hands of bandits who were in the service of a local baron who wanted them gone so he could take their land. They left you for dead; their first mistake. You laid low for several years while honing your skills and plotting your revenge against the baron and his men. Several high-profile gunfights brought you to their attention again, but they had long forgotten you and instead wanted to hire you on as a gun of their own. With that opportunity, you waited for the right moment; their second mistake. When the time came, you saw to it that they would never make another mistake again. Of course, there's a bounty on your head now from the Far Duchies Rangers, but it was worth it to see the look on the baron's face when you finally revealed who you really were.

Attribute Adjustment

Nbl -1

Skills

Evade +5
 Survival (desert) +3
 Weapon (pistols) +7
 Weapon Focus (pistols)
 Weapon (rifles) +6

Talents

► Way of the Gun Talent Tree
 Quick Draw
 Point Blank Shot

Dozakhi Journeyman

The Foundry is your life. It has raised you, fed you, and clothed you. It has provided you with meaning and the training to realize your creative vision. Only recently have you completed this training at the feet of your respected Master, an Artificer who imparted his wisdom and knowledge upon you. Most Artificers spend their entire lives within their Foundry, but you harbor a secret. You are ambitious, and seek to form your own Foundry where other Dozakhi will look to you as an inspiration and you can transcend mortal mastery of Artifice. With this in mind, you have left the Foundry of your birth to seek both ways to increase your skills and a place to set up the Foundry you dream of.

Skills

- Appraise +5
- Enchantment +5
- Handicraft (any one) +5
- Lore (mining) +3
- Mode (Manifest) +4
- Mode (Manipulate) +3

Talents

- Arcane Training Talent Tree
 - Artifice Order
- Master Craftsman Talent Tree
 - Exceptional Craftsman

The Duchess Courtesan

You have learned the art of the soft gloved hand, the turn of a smile and, when necessary, the sharp edge of a hidden knife. You are a Courtesan of the Lady Silene, Duchess of the Pearl Coast. As Her Courtesan, you are a diplomat, seducer, spy, thief; you are your Lady's eyes and ears outside of the Pearl Coast. You take on assignments to further her political goals, and have Her ear whenever you are at home in Hyacinthe. You would love nothing more than to stay at home in Hyacinthe, but you know that

few others would take on the tasks that you dare. For your country. For a greater peace. For your Lady.

Attribute Adjustment

Nbl +3

Skills

- Appraise +1
- Deception +3
- Deduce Motive +3
- Diplomacy +5
- Disguise +1
- Disable Mechanism +3
- Etiquette +5
- Perform (any one) +1
- Seduction +6
- Stealth +3
- Weapon (blades, small) +1

Talents

- Open Talent Tree:
 - Wealth
 - Enchanting Beauty (free)

Feral Junklord

When the destruction of the Successor Wars claimed the very prize that the nations involved sought, it left Old Thelacia in utter ruin. Most abandoned the lands as they fell, but you remained, having nothing else left and no one else to turn to. The ruins of Thelacia hide the wealth of the past, and you claim the salvage rights of that wealth. Let the others who made their Compact call you a lord of junk, a master of ruin. Everything you need to survive is here, in your home that everyone else chose to abandon so quickly.

Attribute Adjustment

Nbl -3

Skills

- Appraise +3

Brawling +3
Deduce Motive +3
Contortion +3
Climb +3
Search +3
Survival (urban) +5
Stealth +4
Weapon (blades, small) +3
Weapon (thrown) +3

Talents

- Brawler Talent Tree
- Improvised Weapons

Forgotten Furnace-Man

Smoke. Smoke and fire. That's all you remember of your rebirth. That and pain. They said that the Battle of Thelacia took everything from you: your legs, your arm, your eye...and your memories of who you once were. The Artificers gave all of that back except, of course, your memories. In exchange for the life they returned to you, you waged war for them among the ruins of Thelacia. Vhaden, Ferals, Junklords, they all met with you in battle. But in the end, there were too many, and the Foundry fell. You alone escaped the destruction.

Now people look at you with fear and disgust as you wander through the lands in search of your life. You are no longer a man, but something both more and less. For now, you make your way the only way you know how, with your fighting skills and the gifts of your Dozakhi rescuers. Someday, you will find the memories that elude you. Someday, you will discover who you once were and take back all that was yours.

Attribute Adjustment

Nbl -2

Skills

Brawling +5
Intimidate +3

Lore (tactics) +3
Parry +3
Sleight of Hand +5
Stealth +7
Tracking +4
Weapons (rifles) +5

Talents

- Furnace-Man Talent Tree
- Furnace-Man
- Efficient Design
- Biotech Tolerance

Biotech Enhancements

Artifice Furnace, Pneumatic legs (2), Pneumatic arm, Clockwork eye with night vision enhancement.

Goblyn Filch

They laugh at you and your kin. Your people are small, weak, and pathetic. You do the things they don't have the stomach to do. You steal for them, spy for them, and even kill in the night for them. Yet someday it is you who will laugh. You are tricky, they'll see. While their money buys the things you need to survive, it is their secrets, in the end, that will undo them. And you know their secrets, yes you do!

Attribute Adjustment

Nbl -4

Skills

Appraise +5
Deception +3
Evade +3
Lore (streetwise) +7
Sleight of Hand +5
Stealth +7
Tracking +4
Weapons (bladed, small) +1

Talents

- Fools & Their Money Talent Tree
- Urban Tracking

Gutter Surgeon

You were on your way to becoming a successful surgeon in Muirlun when the summons was issued. You were drafted to serve as a field medic in the Muirlun Defense Force. You served with honor and distinction, gaining several medals for your bravery. Among the soldiers of the MDF, you learned a humbleness that your wealthy family could never have given you. You learned not only to heal, but to fight as well. You also picked up a few new ideas about medicine in the field. Imagine your surprise when the Wars ended and you returned home to find that your former peers in medical school held nothing but disdain for those new ideas, dismissing what you had seen working in the field as impractical and unprofessional. Their lack of concern for the common man was also quite distressing. Further expression just ended up getting you thrown out of medical school and laughed out of “society”. You have since left your home, family and society ways to take up the life of a surgeon for the poor. Not much money in it, but you manage to get by.

Skills

- Brawling +3
- Concentration +5
- Etiquette +2
- Heal +5
- Literacy +5
- Medicine +7
- Profession (doctor) +3
- Weapon (blades, small) +1

Talents

- ▶ Path of the Healer
Surgeon

Hureik Rager

You grew up as a slave among the Hureik, your mother a Sheolan who was captured in one of your father’s (whoever he was) warclan. You were beat-

en, starved, and forced to fight wild animals in a pit before a cheering throng in order to eat. Then the Sheolans came; they destroyed your father’s clan, and freed the clan slaves. No one knew what to do with you, however; you were little more than an animal at that time. No one, that is, until your new Father came along. He was a strong Sheolan clad in steel, and his discipline raised you for the final years of your youthful days. He taught you more than your true father ever could. You learned to focus the animalistic rage within you into a fearsome rage of battle. You took up your axe when his whelping of you was complete and joined the armies that fought in the Successor Wars. After your joyous life of battle was ended by the Compact of Nations, you decided it was time to take up a life of adventure.

Attribute Adjustment

- Nbl -3
- +5 Hit Points

Skills

- Brawling +6
- Evade +5
- Weapons (hafted, two-handed) +5
- Weapons (thrown) +4

Talents

- ▶ Wild Fighter Talent Tree
Rage

Jaira Grey Rider

You are a Grey Rider, elite horseback warrior of your people. You are the streak across the plains, the spear in the heart of your people’s enemies. There is joy to be had in the hunt, the ride, the battle; in all of these things, your horse is an extension of you as much as you are an extension of your horse. For most of your life, you never knew there was a world beyond the plains. Then the outsiders came, luring your people with their “civilized” ways. You yourself could see that, whether your people wanted them to or not, they would continue to come and woo your women

and steal your fine horses. To better learn where the spear must strike, you have left your people to see these “civilized” wonders for yourself and determine the strength of your enemies.

Attribute Adjustment

Nbl -2

Skills

Animal Handling +7

Mounted Combat +7

Ride +7

Weapon (spear) +5

Talents

► Mounted Combat Talent Tree

Bred to the Saddle

Mounted Evade

Kharilan Herbalist

Until recently, your people were hidden from the world outside of the Kharil Islands. Life had continued on as it always had until the diplomats from the Pearl Coast arrived upon boats of smoke and thunder. They opened up a world of wonder to your eyes, with new places to explore and new flowers, plants and herbs to discover. The elders agreed after many long hours of debate that several of the youths of your village should go to the diplomats' home to see what their world was like. You were incredibly pleased to find that you were to be one of those youths. Since you arrived at this Pearl Coast, you have been awash in a sense of newness and wonder at the sights and sounds. Some have been less pleasant than others, of course, but the Elders said you were to come here to understand these big folk. Now if only they would watch where they step when you are around!

Skills

Alchemy +7

Heal +6

Herb Lore +8

Lore (nature) +7

Survival (forest) +3

Survival (alpine) +3

Swim +2

Talents

► Open Talent Tree

Natural Talent (herb lore)

Monster Hunter

You know they are out there, you've seen them. Monsters, living in the shadows of Mankind, preying on the weak, the infirm, the foolish, and everyone else they can get their claws (or other extremities) on. You have sworn an oath to protect Man from these beasts that would have all as their cattle. So what if a few laugh at you and call you an extremist or crazy. So what if they don't believe you. They will believe you, when irrefutable evidence is placed before them. They will believe you when you catch whatever dark thing in the night has been causing their children to disappear. Then they will thank you for your tireless work in handing them their safety.

Skills

Brawling +2

Investigate +3

Lore (folklore) +5

Parry +3

Search +3

Stealth +3

Tracking +5

Weapon (blades, small) +1

Weapons (rifles) +2

Weapons (pistols) +2

Talents

► Brawler Talent Tree

Improvised Weapons (free)

Muirlun Herald Muckraker

The people have a right to know. That's the mantra that was pounded into you from the moment you decided you wanted to become a reporter for the news-sheets. It is a journalist's duty to keep the people informed. Unfortunately, not all of the people can actually read, but that's not your problem. So you've struggled on your way up, always with the top spot in mind. Along the way, you've seen both the high life and the low life. You have seen the horrors of the Successor Wars and the indolence of the upper crusts. Your wit, charm and raw talent have carried you to the attention of the Mekaros Industries talent recruiters and you now have a position on the Muirlun Herald, the most prestigious among all of the news-sheets. Now it looks like you're facing another struggle - the Herald is even more vicious and dog-eat-dog than you thought it would be!

Wealth

+100 Shil

Skills

Deception +5
Deduce Motive +5
Handicraft (fine arts: writing) +7
Investigate +7
Literacy +5
Research +5

Talents

► Statecraft Talent Tree
Naturally Charming
Royal Favor

Old Thelacian Magi

You grew up among the privileged few. Your family has wealth and influence, even beyond the dying days of your homeland. Your family relocated at the end of the Successor Wars to the city of Muirlun. When you arrived, you found your family had hired

a tutor to continue the education you had been receiving. Your inquisitive mind devoured all that your mentor placed before you, and craved more besides. You did not realize at first, but many of the books that your tutor brought with him were forbidden by the One Church as heretical works. When your mentor had properly assessed your skills and talents, he then revealed all to you. You learned that you were selected by a kebal as a potential recruit, and your mentor was to be your trainer in the ancient and forbidden path of Magick. You spent your days in the appropriate pursuits and studies of a young person of privilege, keeping up appearances. By night, however, you took up your studies of the arcane arts. Many years passed, until the kebal deemed that your secret training was complete. With your apprenticeship behind you, you are ready to seek out new secrets.

Attribute Adjustment

Nbl +2

Skills

Diplomacy +5
Enchantment +3
Etiquette +5
Literacy +5
Mode (Attack) +3
Mode (Manipulate) +3
Research +3

Talents

► Arcane Training Talent Tree
Magus Order
► Open Talent Tree
Noble Birth (free)

Pearl Coast Poet

You are the consummate sophisticate. You know all the right people and all the right places to go. An experience-seeker and jaded pleasure hunter, you have spent your life with your charm and beauty making your way for you. Your skill with words and

their crafting into exactly what others wish to hear helps you as well. Many of your poems are known through the Pearl Coast and some are known further. You live your life with a hedonistic relish and encourage all of those around you to do so as well.

Attribute Adjustment

NBL +1

Skills

Appraise +1
Deception +2
Diplomacy +3
Etiquette +4
Handicraft (fine arts: writing) +6
Lore (history) +2
Literacy +2
Perform (oratory) +8
Seduction +4

Talents

- ▶ Mime & Music Talent Tree
 - Naturally Charming
 - Expert Performer (oratory)
- ▶ Open Talents Talent Tree
 - Enchanting Beauty (free)

River-Folk Gypsy

Your life has always been at one with the ebb and flow of the Muir River. Your family is close-knit, and the most important thing you have ever known. Your grandfather says that the reason your people have always kept themselves to the river is that the land-borne are afraid of your freedom. If that is true, you feel sorry for them. You don't envy their static and unchanging lives as they confine themselves within walls of stone. Yet they make good trade partners when you choose to stop to do so, even if they are so very amusing when they try to understand your people's tongue.

Skills

Balance +5

Deception +5

Negotiator

Diplomacy +5

Drive +5

Speak Language (Thelacian) +3

Swim +5

Weapon (blades, small) +1

Weapon (thrown) +1

Talents

- ▶ Coin of the Realm Talent Tree
 - Well Traveled

Sanctus Scholar-Priest

The halls of Sanctus have been your home since your earliest years. Your parents gave you to the priests of the One Church as their tithe, and you were taken in as a student of the Church. You spent many long years in training of the Church's doctrine, in the hopes that you would one day become a missionary priest and spread the word of faith to all. But your talents did not lie in that direction, and so you fell in with the Archivers, much to the disappointment of your master. Within the Archive of Sanctus, you found the knowledge you sought - knowledge of the past and of the Church's beginnings. You also found knowledge of ways to combat the spiritual enemies of the Church. And then there was the forbidden lore, as well. Lore that conflicts with the teachings of the One Church, lore that would have the Confessors flaying the skin from your back if they knew that you know. Surely, there must be some reason why Primus is testing you. If only you knew. Perhaps that knowledge is only one book away, one more forbidden tome that you have not yet read.

Attribute Adjustment

PTY +1

Skills

Lore (demonology) +3

Lore (history) +5

Invocation Order

Lore (arcane arts) +3
Literacy +5
Mode (Sensory) +3
Mode (Ward) +4
Theology (The One Church) +7

Talents

- ▶ Voice of the Gods Talent Tree
Ecclesiastic Training

Shelari Dervish

To live is to dance, and to dance is to live. Your clan wanders the lands in their wagon caravans, and always you have danced. The big folk enjoy your dance and the songs that your brethren play. They enjoy the entertainment that your clan provides. They don't always pay as much as they say they will, but there are those among your clan who make sure that they don't leave your fairgrounds with a full purse. Sometimes they become angry when they discover that your clan has recompensed themselves for their efforts. That is when the big folk learn that your dance is not only a dance, that your motions can not only be to entertain. Soon after they learn this lesson, it is time for your clan to pack swiftly and take leave. The gypsy life is surely not for all, but you love every moment.

Skills

Balance +5
Contortion +5
Defensive Martial Arts +5
Drive +3
Evade +5
Perform (dance) +7

Talents

- ▶ Mime & Music Talent Tree
Expert Performer (dance)

Sheolan Pilot

There's nothing like the wind screaming around you while you are diving through the air at breakneck velocity. From the time you saw your first dirigible when you were little, you knew that in the air is where you wanted to be. You were only slightly dissuaded by the battery of tests when you and your friends finally came of age to apply for the Sheolan Academy of Aeronautics. You were surprised to learn that of all your friends and fellow applicants, you scored the highest. Your years in the Academy were exciting, with all sorts of new advances in aeronautics. When you graduated, you were enlisted to fly in the Aeronautical Unit of the Sheolan Army. Your skills eventually garnered you command of a wing of fighters, small and experimental craft designed to attack dirigibles. After several campaigns, the Successor Wars came to an end. You decamped to the private sector with the end of the Wars, retiring from the Sheolan Aero Unit with honors, and have been running dirigible flights for various commercial interests between cities ever since. It's not nearly as exciting as the thrill of aerial combat, but it's a living.

Skills

Aerial Combat +5
Brawling +2
Command +1
Lore (tactics) +5
Navigate +3
Pilot +7
Weapon (vehicle weapons) +2

Talents

- ▶ XXX Talent Tree
Dogfighter
Daredevil

Soot Elf Torch Singer

Although you are Alfynn, you have never once been to the Greensward. You grew up in the glorious capital of Thelacia, in the days of the Empire. Your parents were artists, and they encouraged you in your gift of song. By the time the last days of Thelacia were upon the land, you were known throughout the city as one of the most gifted performers. Your fame made you wealthy and popular among the nobility. As the war machine ground towards the capital, you provided the distraction that the nobles wanted. With the city under seige, you provided the distraction that the people needed. When the walls fell, you fled with many other refugees, making your way to the only place you knew would offer safe harbor during this time of war. Along the way, you attempted to ease the anguish of your fellow refugees. Eventually, Muirlun became your home although, with the suffering and pain you had seen, your songs began to take on a darker, more weary and lovelorn bent. Your wealth and renown were gone, and you fell in with a group of performers on the East Side, know as Tenttown. Although you and your group are good together, you have yet to return to the state that you are used to. Now that the Wars have ended, and the Nations have regained a relative stability, your silver tongue, exotic beauty and biting wit are beginning to draw a crowd again.

Skills

- Appraise +1
- Diplomacy +3
- Etiquette +3
- Handicraft (fine arts: writing) +5
- Perform (singing) +7
- Perform (musicianship: any one) +4
- Seduction +5

Talents

- ▶ Mime & Music Talent Tree
 - Expert Performer (singing)
 - Naturally Charming
- ▶ Open Talent Tree
 - Enchanting Beauty

Subject 26451

Your past is a blur of disjointed memories, some of which you aren't quite certain are your own. You don't remember who you are exactly, because there are a hundred different names whispering themselves to you in your mind. All you are really sure of is that you are Number 26451; it says so on the tattoo on your wrist. They did something to you in that bunker. At first, the effects weren't very strong, and then the bombs came. As they struck, you were forgotten in the therapy lab. The machines hooked into you went haywire, pumping the burning fluid into your veins and awakening something frightening within you. Now you can do things most people can't. Move things with your mind. Stop bullets. With little more than your powers, you broke free of the machines and fought your way out of the lab against men in uniforms; you almost remembered those uniforms, they looked familiar. For years since that day, you have struggled to remember who you are and where you are from. The day will come when all will be revealed to you. All you must do is survive, and the answers will come to you. The names whispering in your head tell you so.

Skills

- Brawling +2
- Kinetic +5
- Influence +2
- Ward +4
- Weapon (pistols) +3

Talents

- ▶ Path of the Psychic
 - Danger Sense
 - Psychic Arts Order

Vhaden Sorcerer

You are the child of the ancient Dragons, and there is pride in that. Your people were long suppressed by the One Church of the Humans and ruled over by harsh governors. The lore of the Druaghor was lost, and many Vhaden became a squalid and pale reflection of their past. Your mentor chose to risk the pain of death to keep the lore that he knew alive. He was very selective of whom he would pass the knowledge on to, and there is pride in the fact that he chose you. Despite this pride, you have a bit of disdain for your master. Unlike your master, who sought to keep his knowledge in secrecy and suffer in slavery to the Humans, you fought to free your people. Unlike your master, who went to his pyre to protect you and his knowledge from the Inquisitors of the One Church, you will seek out more lost knowledge. You will find this lost lore of your people and you will make it yours. You will become like unto the Druaghor themselves. And to the Hells with all of those who would stand in your way.

Attribute Adjustment

NBL +1

Skills

Appraise +1

Enchantment +5

Lore (arcane arts) +5

Mode (Attack) +4

Mode (Manipulate) +5

Mode (Influence) +4

Talents

- ▶ Arcane Training Talent Tree
 - Sorcery Order
 - Enchanted Lore



Chapter Four

Magic

This chapter examines any exceptions to the rules as presented in the Omni System Core Rulebook, and details the Magical Orders of SteamWorks. Also, you will find descriptions of several of the unique Enchanted Items of the setting.

A recent innovation, the Psychic Arts have been discovered and explored by the militaries of the independent nations of the Empire during the Successor Wars. The One Church decried their use and the methods of bringing psychic abilities to the fore as heretical, but by this time during the Wars few paid heed to the decrees of the Church.

Magic in SteamWorks

The One Church of Primus deemed all magic a dangerous and unpredictable art, and proscribed its use in the earliest days of the Empire of Thelacia. Only the studies of the Invocation Order, as gifted by Primus, and the Artifice Order, as practiced solely by the Dozakhi, have not been forbidden by the Church. All other forms of magic have been persecuted for centuries, and their practice steeped in mystery and secrecy.

Magic in SteamWorks is neither freeform nor spon-

“Upon my death, there will be one among you whom I have chosen. This young man shall be aided in all ways possible, for it is he who shall find the Key that shall open the Gate. When that Gate is opened, you shall find the Way and it shall lead to Understanding. You shall know him by his heritage, for he shall be of the Old Blood and yet also of the New, and he shall transcend both. . .”

-From the Annotated Journals of Vhorim Khaal, Grand Master of the Order of the Sons of the Serpent of Dawn

taneous. Rather, it is a precise discipline that involves the memorization of formulized spells and mental formulas. A spellcaster cannot “make up” a spell at a moment’s notice or improvise while spellcasting. It is the player’s job to come up with interesting spell and mental power names and effects before game play begins. The spells that the player invents must fit within the style of the character’s Order, the game-mechanics of the chosen Mode, and the practical restrictions of magic.

Spellcasting in SteamWorks, whether from memory or from written sources, and the Modes of magic and their use follow all of the normal rules as presented in the Omni System Core Rulebook.

Magic in Steamworks cannot:

- ◆ Return the dead to life,
- ◆ Affect time or causality,
- ◆ Control two Powers at once (no spells of Fire and Earth together),
- ◆ Cast more than one spell at a time, or blend two spells together (use two Modes at once),
- ◆ Spellcasting or mind powers are restricted to line of sight or touch only.

The Orders

An Order is a magical tradition. Members of the same Order derive their magical powers from the same source, and tend to observe similar rituals and practices. In SteamWorks, there are six known Orders of magic. Other Orders undoubtedly exist, practiced in secrecy and away from the prying eyes of the One Church. The six known Orders are detailed below.

Artifice

Exclusively the province of the Dozakhi, members of this Order gain their magical abilities from craft and artifice. They are masters of enchantment and the creators of the most powerful technological artifacts.

Physical Components

Artisans’ tools are required to affect spell casting with the Artifice Order. Many journeymen carry a small selection of artisans’ tools with them wherever they go.

Advantages

Artificers possess the ability to create Limited Enchanted Items very quickly. These speedily enchanted items must be recharged manually by very specific means in order to be used again. If not recharged in the manner specified upon creation within a day of its third use, the item’s enchantment fades and the process of enchantment must be repeated in order for the item to be used again.

These speedily enchanted items take only minutes rather than hours to enchant, but the cost of materials is 10 times the average price of the item that is to be enchanted. Speedy enchantment garners the enchanter a -5 penalty to the Enchantment Roll on the Omni Table. A Critical Success will never gain more than one additional use for a speedily enchanted item, and Mishaps often yield disastrous consequences to the enchanter.

Limitations

Spells of the Artifice Order may only be cast upon items or creatures of a mechanical nature.

Spells of this order are also of an increased magnitude of complexity and take longer to cast than other

Orders; unless specifically stated otherwise, all Artifice Order spells take 2 rounds to cast.

Modes

Not Available: Influence, Illusion, Summoning

Bonuses: Manifest +3

Penalties: Sensory -2

Manipulate Effects: Members of the Artifice Order may not use Manipulate on any living being unless they are of a mechanical nature; skills and abilities cannot therefore be directly increased by casting spells upon characters. An Artificer can, however, create enchanted items that affect a character's skills or attributes.

Enchantment

Common enchanted items created with the Artifice Order include:

- ◆ Weapons of exceptional keenness, hardness or penetrating ability. (Manipulate)
- ◆ Items which increase a possessor's abilities or skills. (Manipulate)

Sample Artifice Spells

Fools Gold (Manifest)

Casting Time: 2 rds.

Duration: 5 minutes

Range: 50 feet

Area: 2 cubic feet

Casting Modifiers: -7 (Level 2, +5 for complexity)

Description: With a careful crack of hammer and chisel which precisely cuts a single gold coin in two, the Artificer creates 20 pounds of exact duplicates of the gold coin used in the casting. These coins last for 5 minutes, after which they disappear.

Furnaceblast (Attack)

Casting Time: 2 rds.

Duration: Instant

Range: 50 feet

Subject: One item or creature of a mechanical nature.

Damage: 15 HP

Casting Modifiers: -15 (Level 15)

Description: By pumping a small bellows, the Artificer may create a superheated blast of air to pass forth over an item or creature of a mechanical nature. This blast of air does 15 HP of damage to the item or creature. Note that while the spell itself will not damage a living creature, the residual effect of having the sword in your hand melted in a superheated instant and then drip down all over your hand (as well as other less pleasant types of residual effects) may be quite painful indeed.

Sharpening (Manipulate)

Casting Time: 2 rds.

Duration: 2 minutes

Range: Touch

Casting Modifiers: - 13 (Level 12, +1 for duration)

Description: The Artificer runs a whetstone meticulously over the blade of the weapon intended to be the recipient of the spell. For the duration of the spell, the weapon is imbued with an exceptional keenness, and has a +4 bonus to its DR.

The Dark Arts

The Dark Arts deal with the power of death, decay and destruction. Practitioners of the Dark Arts believe they can gain power by interacting with, and controlling entities from the lower dimensions. Many also seek to gain temporal power by overcoming death, something that none but the most powerful adherents ever gain.

Because of its morbid applications, practitioners of The Dark Arts accumulate knowledge of anatomy, physiology, and the general workings of the body. Due to cultural taboos regarding the dead across the world, Dark Arts practitioners are among the only experts in this field.

Dark Arts spellcasters learn their spells by studying the magical writings of ancient black-magicians and by communing with demonic powers. Aspirants need a great numbers of corpses and living beings to practice on, another reason why this Order is unpopular in “civilized” lands. Dark Arts spellcasting is usually unpleasant in some way. Spells can be painful for the caster, the subject, or both. Bizarre and gruesome fetishes must be used to focus spells. In some extreme cases, actual death or suffering must be inflicted to empower the magic ritual.

Physical Components

A practitioner of the Dark Arts must be able to gesture with both hands and speak aloud in order to cast spells. Certain necromantic devices and fetishes are also required, such as a necklace of bones, a bag filled with corpse-dust, a preserved skull, etc.... Each Dark Arts spellcaster chooses his or her own personal fetishes.

Advantages

Death and pain are not only the subject of the Dark Arts, they are also its ally. The vast majority end up spending eternity enslaved by a demon or other dark spirit, but some few are able to cheat death. Upon their demise, a Dark Arts practitioner has one opportunity to escape his final fate. A single d20 is rolled by the player. On a roll of 13, the character dies as expected but is later resurrected as an undead creature within 24 hours. The form of undead assumed is purely at the discretion of the GM and should reflect the overall power and experience of the spellcaster at his time of death. This undead creature remains under the control of the spellcaster player but suffers a loss of 5 skill ranks from all known skills as a result of the horrific transformation.

Limitations

Those who practice The Dark Arts are universally regarded with fear and suspicion by most decent

folk, and are welcome in few lands. Nature spirits and other benevolent entities will not willingly cooperate with spellcasters of this Order, whom they consider cruel and vile.

Modes

Not available: Illusion

Bonuses: Attack +1, Summoning +4

Manipulate Effects: Dark Arts practitioners are able to manipulate many qualities, most commonly physical strength and power. In all cases, the side effect of a Dark Arts spellcaster’s manipulations is the demonic appearance of the recipient in some way.

Summoning Effects: Dark Arts adherents specialize in dealing with otherworldly entities but generally not of the benign type. Dark Arts summonings are always of demons and other malign spirits.

Enchantment

Common enchanted items created with the Dark Arts Order include:

- ◆ The eyes of a dead man which allow the user to scry upon those the dead man once knew. (Sensory)
- ◆ A bone wand which summons a spirit of the dead to serve the user. (Summon)

Sample Dark Arts Spells

Pain Touch (Attack)

Duration: Instant

Range: Touch

Damage: DR 5

Casting Modifiers: -5 (-5 damage)

Description: By drawing upon demonic energy, the Dark Arts practitioner may deliver a withering attack using only his bare hands. On a successful close attack using the Brawling skill (or just CR), the Dark Arts practitioner delivers 5 points of damage from

negative energy. This attack bypasses all protection provided by physical armor but magic items and spells that provide PR still come into play. Additionally, the victim of this spell must make a CON roll on the Omni Table. On a failure, the victim suffers a permanent scar from the attack where the skin and muscle have been shriveled and disfigured. A partial success or better indicates no permanent disfigurement.

Protective Circle vs. Demons (Ward)

Duration: 5 minutes

Range: 10 feet

Area: 10 feet diameter

Casting Modifiers: -19 (15th level, -4 duration)

Description: All practitioners of the Dark Arts learn this, or similar spells at an early point in their careers. Protective Circles are a must when one deals in the summoning and commanding of dark forces. The caster of this spell must first draw a magic circle upon the ground using chalk mixed with the blood of a Sidhe. This process takes approximately five minutes. Once completed, the casting time of the spell itself is only 1 round. This spell creates a magical barrier of energy that helps guard all those inside the barrier from attacks by demonic entities. The barrier has an HP rating of 30, making it fairly effective in protecting the Dark Arts practitioner from summoned demons that are not under control.

Incantation of Possession (Influence)

Duration: Instant

Range: Line of sight

Area: Single target

Casting Modifiers: -22 (18th level, -4 duration)

Description: By releasing a small portion of their own spirit, the spellcaster of this frightening spell may actually take possession of the target's mind. The target may attempt to resist the spell with a successful Will roll with a -9 penalty (half spell level). Failure indicates the spellcaster has successfully invaded the target's mind and may implant one single command, which can be any single action such as go

to sleep or drop you weapons. The target will take any action possible to fulfill the command and will take no other action until the expiry of the spell.

Invocation

Members of this Order receive their magical powers by calling upon the aid of supernatural entities and forces, such as Primus of the One Church, the Dragonlords of the Vhaden, the totem-spirits of the Rhaumerlanders, and any number of entities who promise their worshippers powers.

Characters who select the Invocation Order Talent must dedicate themselves to any one deity or supernatural entity. All spells designed by the player of a character of this Order should reflect the nature of their chosen patron. Invokers realize that if they fail to act according to the wishes or ideology of their patron, they will find themselves deprived of their powers (or worse).

Physical Components

Invokers generally incorporate the trappings and icons of their religious beliefs into their spellcasting, using such items as holy symbols, ritual vestments, incense, votive candles, and so forth. Invocation also requires that the caster be free to gesture and speak freely, to better beseech their patron and proclaim their loyalty and faith.

Advantages

Invokers often find that their magic becomes more powerful and easier to use when they act in the interests of or follow the codes and strictures of their patron deity. The GM may award a casting roll bonus of +0 to +20, depending on how well-favored the actions or intentions of the priest are in the eyes of his patron. Note that this bonus does not apply to every casting roll, only those that warrant the special attention of the patron.

Limitations

As an Invoker's magic becomes easier when he is faithful, so too does it grow weak when he fails to please his patron. The GM may subtract a casting roll penalty of -0 to -20, depending on how ill-favored the Invoker's actions are in the eyes of his patron. Note that the GM does not have to reveal these penalties to the player.

Modes

Not Available: None

Bonuses: Two Modes befitting the patron: +2

Penalties:

Two Modes not suiting the patron: -2

See Chapter 5: Religion for sample religion adjustments

Enchantment

Common enchanted items created with the Invocation Order include:

- ◆ Weapons enhanced by the blessing of the deity. (Manipulate)
- ◆ Armor or amulets enchanted with protective properties. (Ward)

Sample Invocation Spells

Banishment (Sensory)

Casting Time: 3 rds.

Duration: Instant

Range: 50 feet

Subject: Extradimensional creature(s)

Casting Modifiers: -12 (Level 12)

Description: By means of this spell the Invoker calls upon the might of her patron to banish creatures not of this world to their home dimensions. In a great flash of light, up to 12 ability levels of demons, spirits or other extradimensional creatures will be instantly returned to their home dimensions. The total ability level of each creature is used as the degree of difficulty on the spellcasting roll.

Healing Hands (Manipulate)

Casting Time: 1 rd.

Duration: Instant

Range: Touch

Subject: Creature touched

Casting Modifiers: -10 (Level 10)

Description: The Invoker's hands glow with divine energies; his touch heals his target of 10 HP of damage.

Iron Vestments (Ward)

Casting Time: 1 rd.

Duration: 1 min.

Range: Touch

Subject: Self

Casting Modifiers: -12 (Level 10, -2 for extra attack type)

Description: With this spell, an Invoker beseeches his patron to grant him protection from attacks. The Invoker's vestments glow with a holy aura that absorbs 20 HP of damage from either ranged or melee attacks before dissipating.

Magus

Members of this order gain their magical abilities through their studies of the flux of arcane energies that permeate the omniverse and the highly stylized rituals, incantations and gestures (which they term "Magick") that they use to manipulate these energies. Magi are wont to look upon their Order as a science and the province of learned men. Being prohibited by the One Church, Magick has been studied in secret by those with enough time and wealth to further themselves through their arts in groups called kebals, often taking the guise of "Gentlemen's Clubs".

Physical Components

Magi must gesture and speak arcane phrases aloud in order to cast their spells. A device such as a wand

or cane is sometimes used to direct spells, but is not required.

Advantages

Magi may choose any one Mode to represent the type of spells their kebal specializes in. This Mode receives a bonus of +3 to its overall rating.

Limitations

Magi belong to fraternities known amongst themselves as a kebal. Each kebal considers itself keepers of particular lores which they deem superior to others (see Advantages). They also deem certain lores as particularly inferior. Magi must choose one Mode at the time of character creation; this Mode is not available to the character at any point in his career.

Should the Magi change his loyalties to another kebal which studies these once-scorned lores, he may learn the previously unavailable mode but must choose a different Mode that is now unavailable to him (even if previously learned). Switching kebal carries other, less immediately noticeable, penalties to the Magi as well. Such as social ostracism amongst his former peers and perhaps even a death warrant as his former peers seek to keep him from spilling the former kebal's secrets to his new friends.

Modes

Not Available: Choose any one (see Limitations)

Bonuses: +3 to any one Mode

Penalties: None

Enchantment

Common enchanted items created with the Magus Order include:

- ◆ Walking canes that store defensive magic. (Ward)
- ◆ Rings that levitate the wearer on a pillar of

arcane force. (Kinetic)

◆ Weapons empowered with destructive arcane energies. (Attack)

◆ Globes that produce entertaining illusory scenes. (Illusion)

Sample Magus Spells

Arcane Envisionment (Sensory)

Casting Time: 1 rd.

Duration: 1 minute

Range: 50 feet

Casting Modifiers: -6 (Level 6)

Description: By casting this spell, the Magi sharpens the acuity of her sight to include the visualization of arcane energy patterns. For the purpose of viewing Illusion and Ward Mode spells, the level of the magic being detected is applied as the difficulty versus the level of this spell.

Magickal Bolt (Attack)

Casting Time: 1 rd.

Duration: Instant

Range: 50 feet

Damage: 8

Casting Modifiers: - 10 (Level 8, +2 for bonus on attack rolls)

Description: An invisible bolt of Magickal energy shoots forth from the Magi's hand to strike his target. The Bolt does 8 HP to its target, and the Magi receives a bonus of +2 to his attack roll. Although the bolt itself is invisible, the damage it does to its target is obvious to those viewing its effects.

Viscous Webs (Kinetic)

Casting Time: 1 rd.

Duration: 5 rds.

Range: 50 feet

Area: 6 cubic feet

Casting Modifiers: - 18 (Level 12, - 6 for area)

Description: Thick strands of sticky webbing shoot forth from the caster's hands or the item she is us-

ing to direct the spell effect. These webs cover an area of 6 cubic feet; the STR of the webs is +4 and they will hold any creatures of 200 lbs. or less in their area. Resistance is a SPD test with the Level of the spell applied as the difficulty. Once caught in the webs, victims must make Opposed STR checks against the webs to break free.

Natural Magic

The magic of animals, plants, the elements and the natural world, this is a wild and untamed Order that is most commonly called Witchcraft by the Church of Primus. Once forbidden by the One Church, it is seeing a resurgence with the fall of the Empire and the lessening of the power of the One Church due to its ease of use and practical manner. It is also popular because it has a tradition of nurturing and communing with the spirits of nature. One should not be fooled by its placid appearance, however; Nature also has its fury, and should not be trifled with.

Natural Magic relies heavily upon physical components for its spells to work. A connection must always be made between the Natural Magician, the materials of the spell and the target. The connection is often metaphorical - the Magician may break a handful of twigs to symbolize the breaking of bones, for example - but the spell will work so long as the metaphor has meaning for the Natural Magician. The more powerful spell components are personal effects owned by a subject or, better yet, discarded parts of the target; for example, a splinter from a wagon wheel or a lock of hair.

Physical Components

A Natural Magician must have both hands free and be able to speak aloud in order to cast spells. Some sort of symbolic object must also be used, and is often destroyed as part of the magic ritual. The player is free to improvise metaphors for the spell components.

Advantages

Natural Magicians possess the power of Binding, allowing them to work their magic across any distance provided they have a strong mystical connection to their target. Any object that has been on the target's person for three or more days, or a physical piece of the target (such as hair, fingernails or blood) will suffice. This material can only be used for a single ritual and is consumed as the spell is cast. Spells that incorporate the power of Binding act as if the Natural Magician is touching the target.

Limitations

Natural Magicians suffer a casting roll penalty of -0 to -5 while using their magic in cultivated areas such as cities or settlements. Note that any settlements in the Greensward are designed specifically to enhance the flow of nature's forces, not restrict them; use of Natural Magic in any such area receives a casting roll bonus of +2.

Modes

Not Available: Manifest, Kinetic

Bonuses: Influence +2, Ward +2

Penalties: Attack -3

Manipulate Effects: No Manipulate effect can be created without a metaphorical connection.

Summoning Effects: Natural Magicians may only summon elemental or natural spirits.

Enchantment

Common enchanted items created with the Natural Magic Order include:

- ◆ Wooden wands or staves enchanted with spells of Natural Magic. (Attack, Ward, etc.)
- ◆ Medallions or brooches that protect from harm. (Ward)
- ◆ Rings or stones that render a subject invisible to scrying. (Sensory - Obscure)
- ◆ Crystals or mirrors for viewing distant locales. (Sensory)

- ◆ Items which incorporate a sympathetic theme to boost a physical attribute of the wearer. (Manipulate)

Sample Natural Magic Spells

Animal Friendship (Influence)

Casting Time: 1 rd.

Duration: 5 rounds

Range: Line of sight

Subject: 1 animal

Casting Modifiers: -12 (8th Level, -4 for duration)

Description: By the use of this spell, Natural Magicians befriend an animal by communing with its spirit. This spell is general short term, lasting only long enough for the caster to obtain the animal's services for one minute. The animal resists with its ability level against half of the spell level. On a partial success the animal is moderately friendly if not particularly obedient. On a failure it obeys simple commands for the duration. On a mishap it remains friends with the caster even after the spell's expiration, or for as long as the caster gives no reason for the bond to be broken.

Barkskin (Ward)

Casting Time: 1 rd.

Duration: 3 minutes

Range: Self or Touch

Casting Modifiers: - 14 (Level 12, +2 for duration)

Description: By calling upon the spirits of the forest for protection, the Natural Magician can make her skin as hard and durable as the strongest tree bark. Barkskin will absorb a total of 24 HP before the spell is broken.

Thornshroud (Attack)

Casting Time: 1 rd.

Duration: 5 rds.

Range: Self or Touch

Damage: +5 DR of unarmed melee attacks

Casting Modifiers: - 10 (Level 10)

Description: Great dagger-like thorns erupt from the caster's skin and add +5 to the DR of all unarmed melee attacks the caster makes for the duration of the spell.

Psychic Arts

Not yet quantifiable as a distinct Order by most modern practitioners of magic, the Psychic Arts are "magical" abilities gained from within the practitioner themselves and utilize the powers of the Psychic's will in order to perform supernatural feats. The powers of this order include the ability to confuse or manipulate the minds of others, the movement of physical objects by sheer force of will, the fortification of the body with energy, the perception of invisible auras and the reading of emotions.

Physical Components

Practitioners of the Psychic Arts Order require no physical components; their powers are gained from within themselves.

Advantages

The Psychic Arts produce completely invisible effects and cannot be detected by normal magical means. A Psychic employing Aura Reading upon another Psychic may "see" forces emanating from the Psychic, but cannot be sure what power is being used. In addition, Psychic powers require no gestures, incantations, rituals or foci of any kind.

Limitations

The Psychic Arts Order Talent is only available to those characters who have been subjected to scientific experimentations that have awakened the po-

tential within them. This may only occur at character generation, or if the GM allows a plausible encounter later in the character's career that would engender such an awakening.

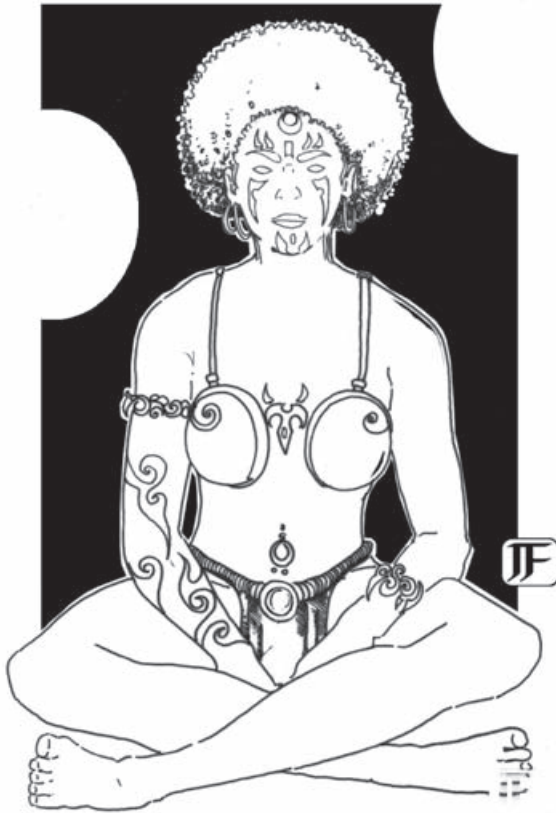
Modes

Not Available: Illusion, Manifest, Summoning

Bonuses: Kinetic +2, Influence +1

Penalties: Attack -2, Ward -1

Manipulate Effects: Psychics have limited access to the Manipulate Mode. They may only increase their own attributes or skills. They may not use Manipulate to make Complete Alterations, nor may they alter living forms into non-living ones.



Enchantment

Common enchanted items created with the Psychic Arts Order include:

- ◆ Jewelry that increases a mental attribute of the wearer. (Manipulate)
- ◆ Special scientifically-developed serums or formulas that increase one specific Mode of the drinker. (Manipulate)
- ◆ Crystals that heal the wounds of the user's target. (Manipulate)

Sample Psychic Arts Powers

Ironskin (Manipulate)

Casting Time: 1 rd.

Duration: 1 minute

Range: Self

Casting Modifiers: -9 (Level 9)

Description: By focusing their inner strength upon themselves, Psychics are able to increase the toughness of their skin, making it as hard as iron. For the duration of the power's use, the Psychic's skin has a PR 3 against all attacks.

Speed of Thought (Manipulate)

Casting Time: 1 rd.

Duration: 1 minute

Range: Self

Casting Modifiers: -9 (Level 9)

Description: This is a basic mind-over-body exercise Psychics use to improve their physical attributes. For the duration of the power's use, the Psychic's SPD attribute is increased by +3.

Telekinesis (Kinetic)

Casting Time: 1rd.

Duration: 5 rds.

Range: 50 feet

Casting Modifiers: -6 (Level 3 for +1 grappling STR, Level 3 for +1 lifting STR)

Description: BY focusing the power of the mind, the Psychic can create an invisible force that can be used to move objects, wield a weapon, parry a blow, open a door or catch a falling object. The telekinetic force has a STR of +1 for purposes of grappling and lifting.

Sorcery

Sorcery is the ancient magic of the elements as expressed by the Druaghor (or Dragons, as they are now more commonly known), living embodiments of the elements themselves. Members of this Order gain their magical abilities from within themselves and from the explorations of the talents of their bloodline. Only Vhaden may become Sorcerers.

Physical Components

Sorcerers are required to have both hands free, and to speak phrases in Druaghor (the ancient tongue of the Dragons) aloud.

Advantages

Each elemental power bestows a special ability on Sorcerers that study its ways. A Sorcerer must have at least one Sorcery Mode rating of +10 or greater to receive the abilities below. A Sorcerer must focus on a single type of Sorcery to receive these special benefits; if a Sorcerer studies both Air and Fire magic, for example, he receives no special abilities.

Water The Sorcerer can breathe freely underwater and never feels the cold. This does not offer any special defense against cold attacks.

Fire Extremes of heat do not bother the Sorcerer. Additionally, non-magical normal fires will not harm the Sorcerer, although their equipment will still be damaged. This offers no special defense against magical fire attacks.

Earth Weapons of stone, such as thrown rocks, boulders, sling stones, stone axes, etc., will never harm the Sorcerer, nor will landslides or earthquakes. This offers no special defense against magical earth attacks. The Sorcerer is also infused with the solidity of earth, and gains an additional 2 Hit Points.

Air The Sorcerer is never bothered by natural winds of any intensity, and natural lightning never harms him, although magical lightning attacks will. Additionally, airborne toxins, gases, etc. are slower to reach him, giving him an extra round in which to act.

Limitations

All spells of Sorcery lack subtlety. They produce loud noises, bright lights, and strong scents and are impossible to conceal. Sorcery is also very limited in the kinds of effects it can produce (see Modes, below).

Modes

Not Available: Illusion, Influence, Sensory
Bonuses: Summoning +2 plus Attack +3 (Fire), OR Kinetic +3 (Air), OR Ward +3 (Earth), OR Manipulate (Water)

Penalties: None

Manifest: A Sorcerer may only manifest the element in which he specializes. For example, one specializing in Water could manifest water as either ice, liquid or steam.

Manipulate: The Sorcerer's chosen element can be transmuted through its various forms. Fire may be turned to smoke or ash, and vice versa. Air may be transformed to fog, toxic gases may be changed to fresh breezes. Water can be purified or turned to solid ice or steam. Earth can be altered from oozing mud to solid stone.

Summoning: A Sorcerer may summon an Elemental appropriate to the type of energy he studies.

Enchantment

Common enchanted items created with the Sorcery Order include:

- ◆ Medallions that protect the wearer from a specific element. (Ward)
- ◆ Wands or staves that project destructive elemental forces. (Attack)
- ◆ Devices that produce elemental matter, such as a waterskin that fills itself, mask or helms that produce fresh air, torches that light on command, etc. (Manifest)
- ◆ Weapons empowered with an elemental force. (Attack)

Sample Sorcery Spells

Dracoform (Manipulate)

Casting Time: 1 rd.

Duration: 10 minutes

Range: Touch

Subject: Self

Casting Modifiers: - 25 (Level 15, +10 for duration)

Description: The Vhaden transforms themselves into a likeness of their Druaghor ancestors. The caster becomes a gigantic scaled beast with talons, wings and a great fanged snout.

Dragonsbreath (Attack-Fire)

Casting Time: 1 rd.

Duration: Instant

Range: 50 feet

Area: 10' radius

Damage: 10 HP

Casting Modifiers: -20 (Level 10, +10 for area)

Description: A roiling gout of flame pours forth from the mouth of the caster. The flames reach a 50' range and envelope all creatures within a 10' radius at the end of the cone. Victims may dodge the spell by opposing their SPD against the caster's Mode rating.

Iron Talons (Manipulate)

Casting Time: 1 rd.

Duration: 2 minutes

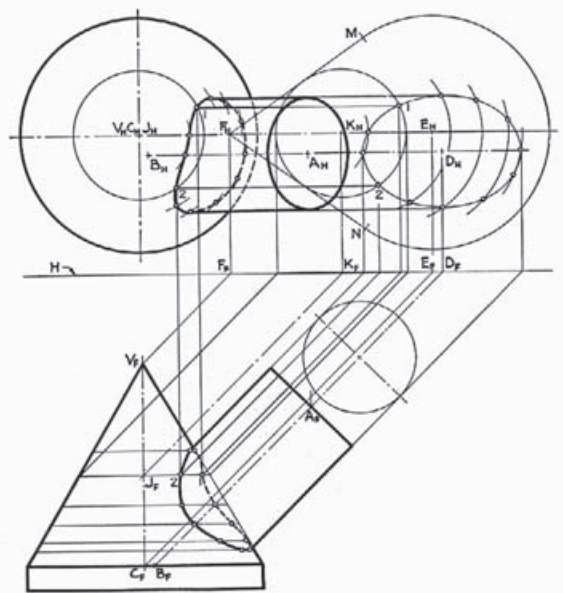
Range: Touch

Subject: Self

Damage: + 4 to DR of natural weaponry

Casting Modifiers: - 5 (Level 4, + 1 for duration)

Description: The long fingernails of the Vhaden spellcaster elongate and harden into vicious talons.



Chapter Five

Religion

Tenuous as its hold may be on the populace of the SteamWorks campaign setting, faith is once again making a return to popularity. Science, the so-called New Religion, began to wane in public opinion with the horror its fruit brought in the Successor Wars. The One Church of Primus is beginning to see its ranks swell once again, and the long-repressed cults of a myriad of gods grow as well.

A discussion of some the varied religions and cults of SteamWorks follows.

The One Church of Primus

The One Church of Primus found its beginnings in the days when Thelacia was but a kingdom. The words of the Prophet Ezia set a flame in the heart of the King and it was not long before the armies of

Thelacia set to march with both King and Prophet at their head. With the birth of the Empire of Thelacia, the One Church began driving the worship of other gods underground. Over the centuries, the One Church has grown into a massive institution that was intertwined with every aspect of the people of the Empire's lives until the coming of Science.

When Man began to abandon the cathedrals for the laboratories, the One Church called for the faithful to retreat to the lands of the Sanctus Dominion. The keep of Sanctus itself, housing the oldest difference engines as well as the greatest library known to Man, is reserved for the clergy and novitiates. A number of client villages surround the keep, housing the faithful and providing for the material needs of those in the keep. Through the turmoil of the Successor Wars, the faithful guarded their homes and defended the keep.

The One Church is lead by the Hierophant, the speaker of Primus' will. At the present the current Hierophant has disappeared and is presumed to be

"We have been allowed to rest in Chief Vaunghor's encampment; I shall give a speech in this, the first attempt to convert the heathen Hureik, upon my return. Tonight we have been invited to partake in a celebratory feasting ritual upon Vaunghor's victory over an enemy tribe. Though I have seen no signs of combat since we found this encampment two days ago, I am sure that whatever victory Vaunghor has precipitated was hard-won. The Hureik are, as many of you well know, fierce warriors."

-Taken from a letter to Sanctus from Brother Andredes, first missionary to the barbaric Hureik tribesmen.

"<<<<Thank Uttangor of the Red Earth for this, our feast, and for the victory given to us against our enemies from the South! >>>>"

-Translated from the speech given by Chief Vaunghor at the fine feast of Missionary stew served to his warriors upon his "victory".

dead, leaving upheaval in the ranks. Below the Hierophant are his trusted advisors on the Council of Wisdom. The Cardinals follow the Council in power and hold regency over the client villages of the Sanctus Dominion. Below the Cardinals are the Bishops who head the established cathedrals outside of Sanctus. The Deacons follow the Bishops in rank and are responsible for missionary work. The lowest of the clergy are the Novitiates, who make up the largest numbers of the One Church outside of its lay members.

There are several orders within the One Church. The orders (and the bonuses and penalties for Invokers of each) are listed below.

The High Clerisy

The High Clerisy is the most conservative of the orders within the One Church; they have a history of following the Word of Ezia to the letter. Their order has the greatest numbers and is by far the most

encountered order outside of the Sanctus Dominion.

The High Clerisy follows the lead of the Council of the Wise, and adheres to the hierarchy set up by Ezia long ago (see above).

Not Available: Summoning

Mode Bonuses: +2 Influence, +2 Ward

Mode Penalties: -2 Attack, -2 Illusion

High Clerists receive a +2 bonus to Theology (The One Church) skill checks.

The Telesserati (Mendicants)

The Mendicants are not so great in number as the High Clerisy. They are always encountered outside of Sanctus and are easily recognizable; the Telesserati foreswear material wealth and goods and wander the Compact of Nations spreading the word of Primus to all

who will listen. The Telesserati preach a much more liberal doctrine than that of the High Clerisy, which often leads to arguments between members of the two orders.

Mendicants have no real organization, and consider themselves a fraternity of equals.

Not Available: Summoning

Mode Bonuses: +2 Sensory, +2 Ward

Mode Penalties: -2 Attack, -2 Illusion

Telesserati receive a +2 bonus to Perform (oratory) skill checks.

The Order of Engineers (Grey Monks)

The Grey Monks are rarely found outside of Sanctus. They are a penitent order in which the members risk their very souls in the quest to complete

their understanding of technology and science. The Engineers are on friendly terms with the Dozakhi Artificers. They are also currently on the verge of heresy in their studies of how technology interacts with the body, and not on the best terms with the Order of Law.

The Grey Monks have only one Cardinal among their order, who resides in and heads the village of Domeria. They hold their studies in the village and have some Bishops who study at Dozakhi Foundries. The ordained members of the Order of Engineers are simply called Brothers, and remain in the Sanctus Dominion. The Grey Monks have no Deacons. The bulk of the Order is made up of Novitiates.

Not Available:

Summoning

Mode Bonuses:

+2 Manifest,

+2 Manipulate

Mode Penalties:

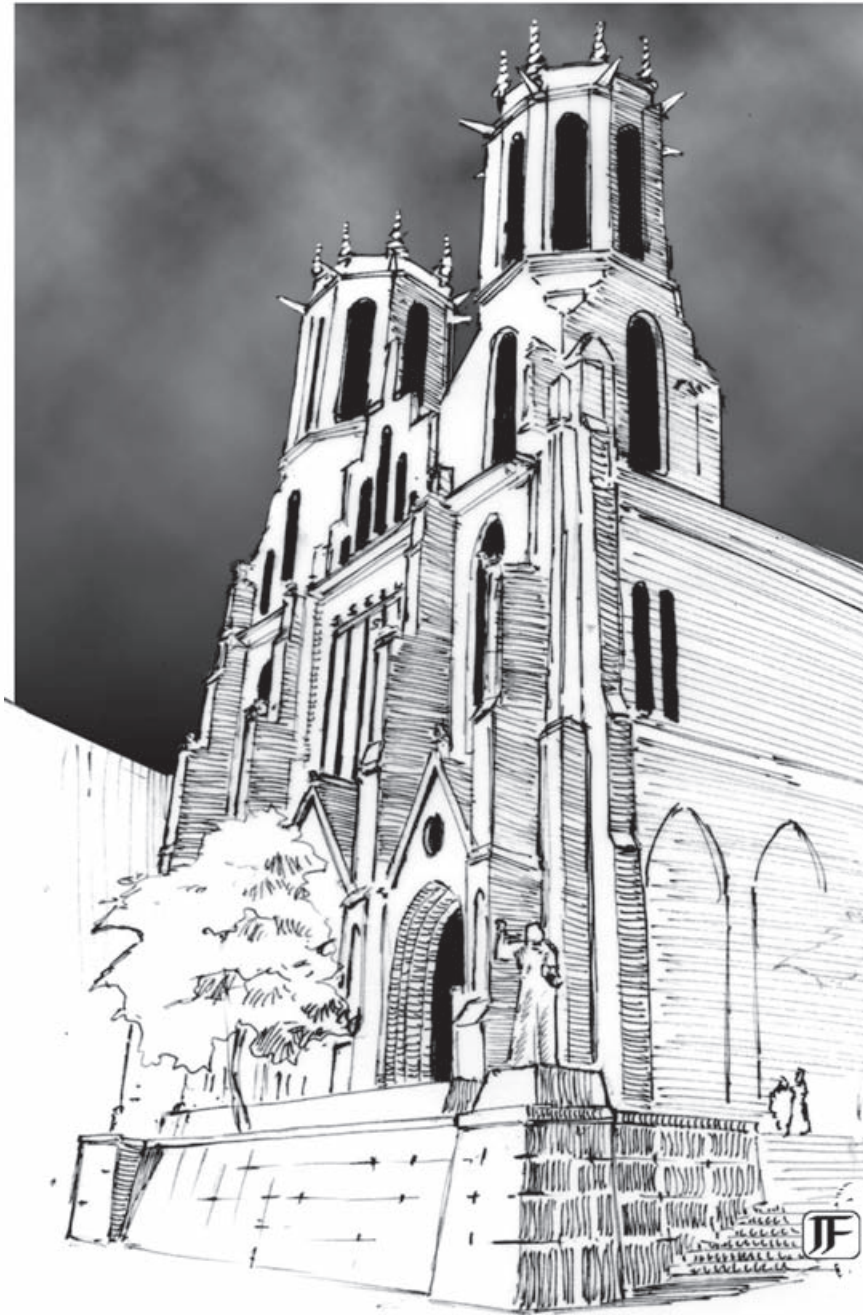
-2 Influence, -2 Illusion

Grey Monks receive a +2 bonus to Science (biology) skill checks.

The Keepers of the Holy Lore (Archivers)

The Archivers are the smallest of the orders of the One Church. They maintain the Great Library of Sanctus, and staff the difference engines located there. They are scholars foremost and priests secondly.

The Head Librarian leads the Order. He is aided by a small group of Assistant Librarians who each head an area of the Great Library. Beneath the Assistants are the Finders, who are charged with aiding those searching for particular bits of knowledge within the Library as quickly as possible. The lowest mem-



bers of the Archivers are the Scribes, reporting to the various Assistants, who are kept constantly busy transcribing various sources and seeing to the organization of the Great Library.

Not Available: Summoning

Mode Bonuses: +2 Sensory, +2 Ward

Mode Penalties: -2 Attack, -2 Illusion

Archivers receive a +2 bonus to Research skill checks.

The Order of Law

(Inquisitors)

The Inquisitors are perhaps the most feared and yet least seen of all the orders. Within the confines of Sanctus or outside of its walls, the Order of Law is charged with hunting down those guilty of extreme heresy. The Inquisitors are well known by all of the Nations for their propensity towards fire magics used to burn away sin too deep to confess away.

The Inquisitors are lead by their Lord of Law, who oversees all cases brought before him before any action is deemed necessary. The Knights of Law are the members of the Order who are seen by those charged with heresy; it is their job to apprehend or terminate such people as the Lord of Law sees fit. Novitiates follow the Knights of Law, caring for their steeds and weapons, cooking their meals, and providing for the Knights of Law as a secular squire would provide for his knight.

Not Available: Summoning

Mode Bonuses: +2 Influence, +2 Sensory

Mode Penalties: -2 Illusion, -2 Manifest

Inquisitors receive a +2 bonus to Investigate skill checks.

The Inhumans

Long ago, the teachings of the Prophet Ezia as handed to him by Primus decried those races other than

Man. These “perversions” could renounce their heritage and join the One Church, however. For many years these sects were discriminated against and came to be known as Inhumans. Only recently have some of the strictures against Inhumans become lifted.

Not Available: Summoning

Mode Bonuses: None

Mode Penalties: None

Inhumans receive a +2 bonus to Theology (The One Church) skill checks.

The Primal Templars of the Order of Holy Might

These warrior priests are outside of the normal structure of the clergy and stand for the protection of the Sanctus Dominion. Whether the threat is within Sanctus or somewhere outside is of no concern to these zealous individuals. They battle in the name of Primus.

At the head of the Order of Holy Might stands the Templar Grand. Reporting directly to the Templar Grand are the Captains Templar, leaders of the bands of Templars assigned to the various cathedrals of the One Church. The Knights Templar form the rank and file of the Order. Then there are the Templars Errant who wander the Nations seeking wrongs to right. Though lower in official rank than the Knights Templar, Errants often command more respect among the Order for their experiences.

Not Available: Summoning

Mode Bonuses: +2 Attack, +2 Ward

Mode Penalties: -2 Illusion, -2 Summoning

Primal Templars receive a +2 bonus to Intimidate skill checks.



Animistic Druidism

Perhaps the oldest belief system practiced by many races, animistic druidism is the reverence of the spirits of nature. The Kharilans, some Rhuamerlanders, the Jaira, the People of the White Hart, a few Feral bands and a small number of foresters throughout the fallen Empire practice animistic druidism.

Followers of animistic druidism use the Natural Magic Order.

The Earth Gods

These Hureik cults revere gods of blood and war spawned by their desire for the domination of all. The Earth Gods are the mightiest ancestors of the Hureik; each clan holds personal idols as well as a clan totem of their particular God. As the Hureik clans war amongst themselves for supremacy, losing clans' totems and idols are destroyed by the victorious clan in order to destroy their God. At the present there are known to be twelve greater clans and innumerable lesser clans, each with their own Earth God.

Invokers who follow the path of the Earth Gods gain the following benefits and penalties:

Mode Bonuses: +2 Attack, +2 Manipulate

Mode Penalties: -2 Influence -2 Sensory

All Invokers of the Earth Gods receive a bonus of +2 to Intimidate skill checks.

Falarin of the Forge

Since the dawning of their peoples' civilization, the Dozakhi have held to the dutiful worship of Falarin. It is said by the Dozakhi that Falarin created the world as a ground to test his peoples' mettle. After the Dozakhi spread from their mountain home in its final hours to settle in enclaves amongst the Empire, many artisans of other races have taken up the worship of Falarin as well.

Invokers who follow the path of Falarin of the Forge gain the following benefits and penalties:

Mode Bonuses: +2 Manifest, +2 Manipulate

Mode Penalties: -2 Illusion, -2 Summoning

All Invokers of Falarin receive a +2 bonus to Handicraft (artificer) OR Handicraft (artisan) skill checks.

The Green Way

Revered by the Alfynn, the Green Way is a philosophy teaching harmony with all living things. Since its introduction to the outside world many of all races have chosen the path of the Green Way. Though similar to animistic druidism, the Green Way teaches that the mystic force of the Green ties all spirits together. It is due largely to the leaders of this cult's disdain for the technology of the Empire that the Alfynn people have adopted little of it.

The Green Way and the Alfynn people were nearly extinguished many centuries ago in the War of Legend (a time predating Man). At that time, thirteen magical swords known as The Thorns were forged to defend the Alfynn people from the Blightlords of the Nightcult. The War of Legend ended badly for both sides, however, The original home of the Alfynn far to the north of the fallen Empire of Thelacia was laid to waste.

Followers of The Green Way use the Natural Magic Order.

The Nightcult

Members of the Nightcult revere the foul being known as Rheizol. This ancient and dark God (of unknown origins even to its Invokers) seeks to corrupt all life by twisting it to its evil designs. Nightcult members who gain grand mastery over their foul arts (Manipulate and Illusion Modes at 30+ ranks or better) often become known as Blightlords among their cults, and are some of the most fearsome creatures in SteamWorks. The original thirteen

Blightlords first created by Rheizol were thought destroyed by the Alfynn in the War of Legend, long before the coming of Man.

The Gobllyn-Queen, most powerful of the more recent Nightcult members, was slain many centuries later by Erekoahl and his armies in the early days of the Successor Wars. This still does not seem to stop the Nightcult from spreading. Worshippers of Rheizol come in all forms, tempted by his offers of power, but the one thing they do all have in common is the desire to corrupt and destroy all life.

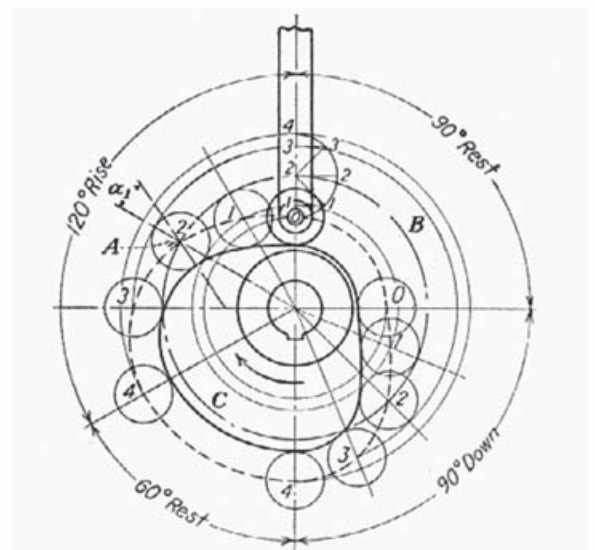
Invokers who follow the path of the Nightcult gain the following benefits and penalties:

Mode Bonuses: +2 Illusion, +2 Manipulate

Mode Penalties: -2 Influence, -2 Manifest

All Nightcult Invokers receive a +2 bonus to Stealth skill checks.

Disciples of the Nightcult often also study the Dark Arts Order.



The Pathwise

The Pathwise are the spiritual leaders of the diminutive Shelari peoples. Driven into underground practice at the height of the One Church's dominance, the Pathwise have returned to the forefront of their people. The ways of the Pathwise are unique to the Shelari; it is their belief that the spirits of their ancestors whistle to them the secrets of the road beneath their feet in the wind.

There is generally only one or at most two Pathwise Invokers to each wandering tribe of Shelari. Each Pathwise is accorded a great deal of respect among the Shelari tribe they travel with. Every year, the Pathwise hold a great contest among the young Shelari; the winner of this contest is given over to the Pathwise for training.

Invokers who follow the path of the Pathwise gain the following benefits and penalties:

Mode Bonuses: +2 Sensory, +2 Ward

Mode Penalties: -2 Attack, -2 Summoning

All Pathwise Invokers receive a +2 bonus to Survival (savannah) skill checks.

The Dragonlord Cults

The Vhaden worshipped the Dragonlords before the One Church stamped out their clergy and the Empire began to dominate their lands. Since the Successor Wars and the Vhaden Uprising it is rumored that the Dragonlord cults have returned. Vhaden members of the Dragonlord Cults do not practice Invocation; they practice Sorcery in order to better emulate their Dragonlord patron. Some Humans and Alfynn have turned to the worship of the Dragonlord Cults, how-

ever, and they practice a form of Invocation which varies according to the individual Dragonlord.

Invokers who follow the path of the Dragonlord Cults gain the following benefits and penalties:

Mode Bonuses: Choose any 2 at +2

Mode Penalties: Choose any 2 at -2

All Invokers of the Dragonlord Cults receive a +2 bonus to

Chapter Six

Steam Technology

The former lands of the Empire of Thelacia have seen leaps and bounds in the technological level of their societies within the past hundred years. This section will further detail many of those areas of advancement.

“Right, so that damn fat priest nobody ever thought would amount to nothing, what does he do next? Nope, he don’t drop to his knees to pray fer forgiveness from Primus! Instead, he pulls the tarp off that wagon his measly mule was cartin’ through the alley and pulls out from under it the biggest firkin’ gun I ever did see!!! He smiled when he strapped it on, looked at us, and said ‘Meet your maker, boys?’ And ‘bout that time I ran for the hills!!!”

-A conversation between thieves overheard in The Dirty Unicorn

Coin of the Realm

There is a wide variety of currency used throughout the Nations of the Compact. With the advent of the Successor Wars, the coin of the Imperial Realm became debased and worthless. The nations vying for the Throne each began to mint its own coin, and values fluctuated wildly by whoever seemed to be winning or losing the Wars that day. With the signing of the Compact of Nations came a kind of economic stability, and with that stability came a new coin. Muirlun, in its careful neutrality, had become the wealthiest of nations and so it stood to reason at the time that its coinage would be adopted as the standard.

Confusing the issue to many was the fact that Muirluners had long been in the practice of using paper money to represent larger coins rather than the precious metal itself. This script money, called Guilder (gu.) and Shil (sh.), soon became the monetary standard. The lesser units of value were actual coins, the Pennig (p.), Half-Pennig

(h.p.) and Farthing (fa.) (made of silver and copper respectively) and were much more readily adapted to and thus became commonplace.

1 gu. = 5 sh. = 100 p. = 200 h.p. = 1200 fa.

1 sh. = 20 p. = 40 h.p. = 120 fa.

1 p. = 2 h.p. = 12 fa.

1 h.p. = 6 fa.

For conversion to and from basic currency units (CUs) in the Omni System Core Rulebook, consider 1 Pennig to be equal to 1 CU.

Wealth Other Than Coin

Merchants commonly exchange trade goods without using currency. In fact, among several cultures (such as the Jura and the Alfynn), currency is not even recognized and folk from these regions normally rely on barter as a means of trade. In these cases, trade goods, weapons, armor, tools, gems or other such items may be required for trade.

Buying & Selling Goods

In general, a character can sell something for a cash value of half its listed price. Exchanging as trade goods is the exception to the half-price rule.

Exceptional Workmanship

All weapons and armor listed in this chapter represent average workmanship and components. For superior manufacture or workmanship, the GM may attribute a bonus of +1 to +5 to either Attack roll, Damage roll or both.

Starting Wealth

Characters in the SteamWorks campaign setting begin play with 100 p. This may be modified by taking the Wealth Talent, or by spending CP upon character creation for an additional 100 p. per 2 CP spent.

Weapons

Arrows: There are a myriad variety of arrows and arrowheads. For simplicity's sake, arrows have been divided into 4 categories:

Barbed: These arrows have any barbed points instead of one arrowhead. As well as doing normal damage, the removal of a barbed arrow does an additional 3 points of damage.

Blunt: Blunt arrows are generally used when hunting for small prey but can also be used in combat. Blunt arrows do Bludgeoning damage.

Normal: normal arrows are the most common type, They have a leaf shaped head used to pierce lighter materials, skin and tissue.

Piercing: Piercing arrows are generally only used for combat. They are designed with sharp, conical or pyramidal tips to better pierce heavier armors.

Ball & Chain: A ball and chain is just what it sounds like: a heavy metal ball attached to a chain. Sometime the ball is spiked or studded and often the chain is affixed to a wooden haft. The ball is swung around to give it increased impact.

Battle Axe: A battle axe is a large double bladed combat axe.

Blowgun: Found primarily among more primitive cultures, the blowgun is most often used in hunting but can also be used in war. While the darts of a blowgun do a negligible amount of damage, what makes the weapon dangerous is the fact that most of these darts are coated in some toxin or another.

RoF: 1/2 **Ammo:** 1

Bolts: Shorter projectiles than arrows, bolts are fired from crossbows. All are considered piercing.

Bola: Bolas are found in various cultures around the world. A bola consists of stones attached together by means of a flexible cord. Like a sling, the bola is swung above the head before being released. A bola grants the user a +4 to Omni Table rolls when attempting to trip an opponent.

RoF: 1 **Ammo:** 1

Bomb: A small, rounded metal container filled with

gunpowder and armed by lighting a fuse.

RoF: 1 **Ammo:** 1

Claymore: The claymore is a large (6 feet) two handed sword commonly found among the clans of Rhuamerland. Only the strongest warriors may

wield this massive weapon,

Club: There are many varieties of clubs in use. Clubs can be solid pieces of wood or may have stone heads attached for more weight.

Crossbow, heavy: Large crossbows with heavy pulls, equipped with a winch to pull back the string.

RoF: 1/3 **Ammo:** 1

Crossbow, light: Smaller crossbows whose strings may be nocked by hand or a claw.

RoF: 1/2 **Ammo:** 1

Dagger: unlike the knife, the dagger is a rugged and intended for combat and hunting. It consists of a short metal blade sharpened on both sides.

Derringer: A palm-sized pistol with either one or two barrels; loaded by break-action.

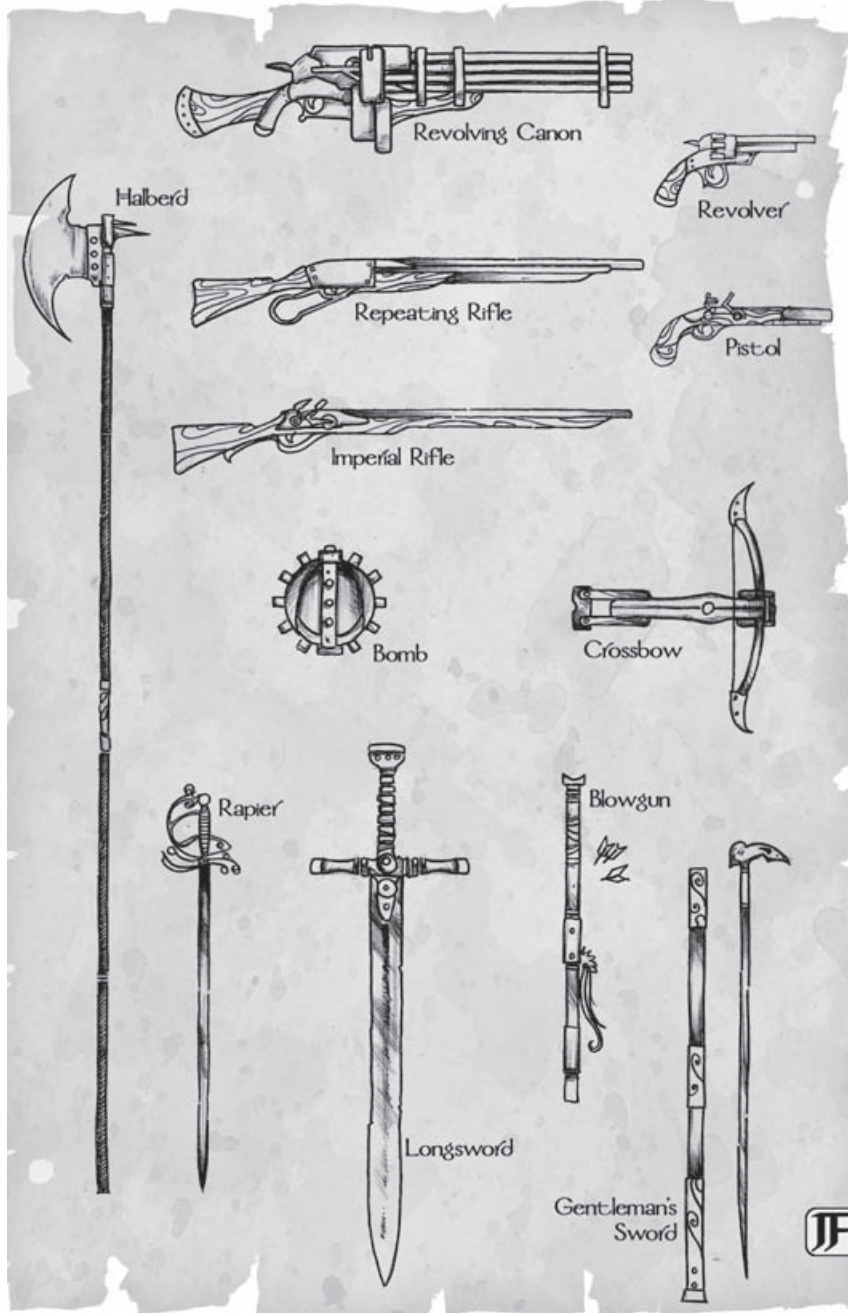
RoF: 1 **Ammo:** 1 or 2

Flail: Flails were originally derived from the tools used to thresh grain. They consist of a metal club attached by a short chain to a wooden haft. The additional leverage makes them deadly in combat but more difficult to wield than a normal club.

Garrote: A garrote is simply a cord or wire used for strangulation. They normally have short wooden handles making them easy to hang onto while a victim struggles.

Gentleman's Sword: The Thelacian version of a dueling sword, with a wider and flatter blade that is edged and can also be used for slashing.

Gunpowder keg: A large wooden barrel filled with gunpowder; seldom used as an ac-



tual weapon, but stats are included for the enterprising adventurer.

Hammer: Another tool-turned-weapon, the hammer consists of a heavy square or rectangular head mounted on a wooden or metal haft.

Imperial Rifle: Designed for the Emperor of Thelacia's army by the Dozakhi, this is essentially a rifle with a break out cylinder carrying six cartridges. The cylinders may be reloaded, and usually several are carried for faster reloading.

RoF: 1 **Ammo:** 6

Javelin: A typical throwing spear. The javelin is used more often than bows in most games set in classical times. Javelins used as melee weapons suffer a -4 on all melee attacks with them.

Knife: A simple weapon consisting of a short single-edged blade attached to a wooden haft. Knives are used more for cutting and eating than they are in combat however some knives are specially balanced for throwing and are deadly in the hands of an experienced knife-fighter.

Knuckle-dusters: A set of heavy brass rings fitted around the fingers of the wearer, adding weight to punches.

Lightning Stick: Small sticks of concentrated elemental fire, the secrets of making these are closely guarded secret of the Artificers.

RoF: 1 **Ammo:** 1

Longsword: The longsword is the name given to a number of different types of simple swords used throughout the world. These swords all share a simple design with a straight, double-sided blade with a simple crossbar separating blade from hilt.

Long Rifle: A common hunting weapon. It is a muzzle loading weapon and requires 3 rounds to reload.

RoF: 1/3 **Ammo:** 1

Mancatcher: A forked polearm with a spring loaded mechanism that closes around the hapless victim requiring a Full Success STR roll on the Omni Table to break free.

Maul: A maul is a heavy hammer normally made of wood and wielded two-handed. They require considerable strength to wield effectively.

Net: A net is used to entangle enemies. On a Full Success with a net the victim is entangled and must make an Omni Table roll against STR to try and break free (-12 Difficulty)

Pitchfork: Another agricultural tool, the humble pitchfork can make a adequate weapon when needed.

Pistol: A commonly carried single-round sidearm, often used for hunting or in duels. Many pistols are handmade and thus their prices vary by the maker. They are muzzle-loaded and take 3 rounds to reload.

RoF: 1/3 **Ammo:** 1

Pole Axe: The pole axe is exactly what it sounds like, an axe head mounted on a polearm. It is often used by city guards in a crowd control capacity.

Punching dagger: This dagger consists of a double edged bladed affixed to a hilt. When held, the blade juts out from the users fist.

Quarterstaff: A simple length of wood, normally oak or some other hard wood. A simple traveler's weapon.

Repeating Rifle: A rifle with an internal magazine that can hold up to seven cartridges. Once fired, the rifle has a lever that is cocked to load the next cartridge and eject the used one.

RoF: 1 **Ammo:** 7

Revolver: A pistol with a cylinder that holds six cartridges; the standard sidearm in the Successor Wars, it breaks open to enable its owner to reload either one cartridge at a time or use a quick loader to fill all six chambers at once.

RoF: 1 **Ammo:** 6

Revolving Cannon: This powerful firearm is a huge version of the Imperial Rifle, only its cylinder holds fifty cartridges. This is the heaviest personal firearm of the SteamWorks campaign setting, and generally requires a harness to fire.

Saber: The only heavy sword that has not fallen to disuse, the saber is a cavalry weapon meant for use on horseback.

Scattergun: A rifle with a short barrel that is widened, the scattergun fires shot rather than a cartridge. It has a much shorter range though it is capable of

Type	Class	DR	WT	STR	Cost	Range
Bladed Weapons						
Claymore	Blades, large	12S	20	+3	60 p.	-
Dagger	Blades, small	3T	2	-	1 p.	-
Gentleman's Sword	Blades, large	5T	3	+0	50 p.	-
Knife	Blades, small	2S	0.5	-	1 p.	50 ft.
Longsword	Blades, large	10S	10	+2	40 p.	-
Punching Dagger	Blades, small	4T	2	+1	5 p.	-
Trench Knife	Blades, small	3S	3	+0	6 p.	-
Saber	Blades, large	6S	5	+0	20 p.	-
Sickle	Blades, small	4S	2	+0	7 p.	-
Sword Cane	Blades, large	5T	2	+0	40 p.	-
Hafted Weapons						
Battle Axe	Hafted	10S	10	+2	45 p.	-
Club	Hafted	5B	6	-	1 p.	-
Hammer	Hafted	7B	6	-	3 p.	10 ft.
Hand Axe	Hafted	5S	4	-	3 p.	40 ft.
Maul	Hafted, 2 handed	12B	16	+3	30 p.	-
War Axe	Hafted	6S	5	+0	10 p.	20 ft.
Warhammer	Hafted	10B	10	+2	12 p.	-
Spears & Polearms						
Mancatcher	Spears	3T	12	+1	35 p.	-
Pitchfork	Spears	5T	6	-	1 p.	-
Pole Axe	Spears	10S	18	+3	30 p.	-
Quarterstaff	Spears	6B	4	-	1 p.	-
Spear	Spears	7T	6	-	2 p.	40 ft.
Ranged Weapons						
Arrows, barbed	n/a	6T	n/a	-	1 p./12	-
Arrows, blunt	n/a	5B	n/a	-	1 p./12	-
Arrows, normal	n/a	6T	n/a	-	2p./12	-
Arrows, piercing	n/a	6T	n/a	-	5 p./12	-
Blowgun	Blowgun	1T	1	-	p.	40 ft.
Bola	Sling	2B	1	-	p.	50 ft.
Bolt	n/a	8T	n/a	-	5 p./10	-
Crossbow, heavy	Bow	n/a	16	+2	40 p.	350 ft.
Crossbow, light	Bow	n/a	12	+1	25 p.	300 ft.

Type	Class	DR	WT	STR	Cost	Range
Ranged Weapons (con't)						
Javelin	Thrown	6T	4	-	1 p.	90 ft.
Long bow	Bow	n/a	8	+1	25 p.	300 ft.
Short bow	Bow	n/a	6	+0	17 p.	270 ft.
Sling	Sling	4B	0.5	-	1 p.	140 ft.
Firearms						
Derringer	Pistols	6T	1	-2	80 p.	70 ft.
Imperial Rifle	Rifles	12T	12	+1	300 p.	140 ft.
Long Rifle	Rifles	12T	10	+0	100 p.	200 ft.
Pistol	Pistols	8T	2	-1	150 p.	80 ft.
Repeating Rifle	Rifles	12T	8	+0	200 p.	140 ft.
Revolver	Pistols	8T	3	-1	250 p.	80 ft.
Revolving Cannon	Heavy Weapons	20T	20	+2	500 p.	100 ft.
Scattergun	Rifles	14T	7	+0	200 p.	50 ft.
Demolitions						
Bomb	Thrown	12T	0.5	-	30 p.	60 ft.
Gunpowder Keg	Demolitions	24T	10	+0	100 p.	80 ft.
Lightning Stick	Thrown	15T	1	-	100 p.	60 ft.
Smoke Bomb	Thrown	n/a	0.5	-	20 p.	60ft.
Other Weapons						
Ball & Chain	Flails	7B	8	+1	8 p.	-
Flail	Flails	6B	5	+1	10 p.	-
Garrote	-	*	*	-	1 p.	-
Knuckle-dusters	Brawling	+2B	1	-	2 p.	-
Net	Net	*	5	-	2 p.	20 ft.
Sap	Sap	4B	2	-	1 p.	-
Whip	Flails	2B	4	-	4 p.	-

much greater physical damage at its range than other firearms. For every range increment after the first, a scattergun loses 1 from its DR, to a minimum of 1.

RoF: 1 **Ammo:** 1 or 2

Short Bow: A typical bow found in many cultures around the world. Although normally made from wood, bone and horn versions are also manufactured by some cultures.

RoF: 1 **Ammo:** 1

Sickle: Commonly used as an agricultural tool in the harvest, the sickle can also be used as a weapon (most often by farmers and other commoners).

Sling: A sling consists of a small patch of leather attached to two cords or thongs on either side. A rock or other small heavy item is placed in the leather pouch and the entire thing is swung in a circle to build up speed before the stone is released.

RoF: 1 **Ammo:** 1

Ammunition and Accessories		
Type	WT	Cost
Bullets/50	1	30 p.
Case (blowgun)/60 darts	5	1 p.
Case (crossbow)/20 bolts	5	3 p.
Pouch w/20 sling stones	5	1 p.
Quiver (blunt arrows)/20 arrows	5	1 p.
Quiver (barbed arrows)/20 arrows	4	2 p.
Quiver (piercing arrows)/20 arrows	4	3 p.
Quiver (normal arrows)/20 arrows	4	1 p.
Telescopic sight	3	50 p.

Smoke Bomb: These bombs do no damage to targets, but are used to obscure vision within their blast radius

RoF: 1 **Ammo:** 1

Spear: A simple weapon consisting of a wooden shaft with a sharpened end. More sophisticated versions exist with metal blades instead of simple sharpened sticks.

Sword Cane: A thin sword blade concealed within a hollowed cane.

Trench Knife: A dagger with a hand guard that surrounds the front of the wielder's hand; the hand guard is studded, and may be used as a Bludgeoning weapon.

War Axe: This is a combat version of the simple hand axe. Reinforced for durability, the war axe is a favored weapon of Dwarves.

Warhammer: The warhammer is 2-handed hammer designed specifically for combat. It consists of a heavy metal head with a stout wooden handle.

Whip: A whip is a length of woven leather or hide usually used on animals or slaves. In the hands of some, it can also make a formidable weapon against unarmored foes. Users receive a +4 bonus to all Omni Table rolls when attempting to trip or entangle an opponent.

Armor

Armor is not nearly as prevalent in SteamWorks as it might be in other Omni System™ games. Armors of the past have been rendered rather ineffective by the advent of firearms. To reflect this fact within the SteamWorks campaign setting, all armors marked with a * halve their PR against firearms.

Armor functions by effectively reducing the amount of damage done by any successful attack made against the character. All armor has a protective rating (PR). This is the amount of damage that the given piece of armor absorbs for any given attack.

In many cases armor is modular, that is to say, it is made up of several pieces to form a whole. The armor bonuses to PR for each piece worn are totaled giving the overall PR of the character wearing the armor. Some pieces of armor cannot be stacked and these are fully described in the next section.

Because armor can stop the blow of an axe or even a bullet, it is generally heavy and cumbersome. As a result, some armor will have a minimum STR requirement to wear it. Also as a result of its weight, for every +1 of STR required to wear a type of armor, the character suffers a -1 penalty to his or her DEX attribute. Players should note this is also applied to any DEX modified skills so trying to be stealthy or attempting to wield DEX based weapons can be quite difficult while wearing the heavier armors.

Armor in the SteamWorks campaign setting can be broken down into the following pieces: a shirt (which could be a leather jerkin, a chain byrnie, a plate chest and back piece, etc.), pants (plate greaves, leather or chain leggings, etc.) and headpiece (helm, infantry helmet, warmask, etc.). There are certainly other pieces that make up a full suit of armor (vambraces, chanches, bracers, gauntlets, etc.), but for ease of play all armor has been abstracted into these 3 main divisions in SteamWorks.

All armor is rated according to Protection Rating (PR) against each of three types of attack (blunt (B), thrusting (T), and slashing (S)), weight in pounds (WT), minimum strength required to employ the armor (STR), and average cost. Characters have a -2 penalty to all actions for each point their Strength Rating falls short of the armor's minimum STR requirement.

Light Cloth: Light cloth armors are probably the most common along with light leather armor. They consist of multiple layers of linen or another cloth used to soften the blows of light weapons or the claws and teeth of beasts. It is very light weight but offers little in the way of protection for serious injury.

Armor Table

	PR			WT	Cost
	B	S	T		
Shirt					
Quilted shirt*	+1	+0	+0	5	5 p.
Heavy cloth infantry jacket*	+2	+1	+1	8	10 p.
Light Leather shirt*	+1	+2	+1	5	16 p.
Light Leather pilot jacket*	+1	+2	+1	7	18 p.
Light leather long coat*	+1	+2	+1	9	20 p.
Heavy Leather jacket*	+2	+2	+2	11	45 p.
Mail shirt*	+4	+5	+5	40	300 p.
Steel plated breastplate*	+4	+6	+6	45	400 p.
Kosciri Finemail shirt	+3	+3	+3	5	500 p.
Pants					
Quilted pants*	+1	+0	+0	5	10 p.
Heavy cloth infantry pants*	+1	+1	+0	6	12 p.
Light Leather leggings*	+1	+1	+1	4	15 p.
Light Leather pants*	+1	+1	+1	5	20 p.
Heavy leather chaps*	+1	+1	+1	6	25 p.
Mail leggings*	+2	+2	+2	12	100 p.
Steel plated leggings*	+2	+2	+2	16	200 p.
Headpiece					
Quilted headpiece*	+1	+0	+0	1	5 p.
Light Leather skullcap*	+1	+1	+1	1	10 p.
Light Leather pilot's helmet*	+1	+1	+1	2	15 p.
Heavy Leather infantry helmet*	+1	+1	+1	4	20 p.
Hureik Heavy Leather warmask*	+1	+1	+1	4	20 p.

Heavy Cloth: Heavy cloth armor is traditionally made by layering linen or another cloth until it is about half an inch or so thick. This is normally accomplished by gluing the fabric layers together making the whole armor stiff but still light weight. Other types of armor also fall into this classification including quilted or padded armor.

Light Leather: Soft Leather armor is made from the hides of horses, cattle, deer and similar animals. It is soft and supple but provides adequate padding and protection from blunt weapons and some slashing attacks.

Heavy Leather: This type of armor consists of normal leather that has been treated and hardened or from the hide of an animal such as an elephant or rhinoceros.

Mail: Mail armor consists of small metal rings linked one to the other to form a metal fabric. Mail is very time consuming to make and is therefore very expensive. It does offer excellent freedom of movement and protection against all types of attacks.

Plated: Plated armor consists of a solid metal breast and/or back plate and metal plates mounted on leather in other vital areas.

Kosciri Finemail: With the advent of firearms, the heavier armors of the past became useless. This mail was the invention of a clever Dozakhi family to counter the effects of firearms. It is by no means common because of its price, but Kosciri Finemail is well worth its cost.

Shields

Shields

Information on shields includes weight in pounds (WT), maximum damage the shield can withstand in a single attack without breaking (Max. DR), the minimum strength required to employ the shield (STR) and average cost.

All shields are assumed to be medium sized shields. For larger shield such as tower or kite shields multiply the weight and cost by 2. Larger shields provide a +4 bonus to Parry but require a +2 STR to employ effectively.

Type	WT	Max. DR	STR	Cost
Hide/wood shield*	5	15	-1	10 p.
Steel shield	20	50	+1	40 p.
Tactical shield	10	75	+0	80 p.

Equipment Lists

The following are lists of equipment and supplies available in the SteamWorks campaign setting. Prices listed here reflect the average price for goods of standard quality, as found in regions where such goods are in abundant supply. Prices may be adjusted as follows:

- ◆ Half price for shoddy or used goods
- ◆ Double price or more for goods of superior quality or material.
- ◆ +50-200% in areas where such goods are rare or illegal.
- ◆ +10-40% for tariffs on imported goods.

Beasts

Type	Cost
Cat, house	1 p.
Chicken	1 h.p.
Cow	10 p.
Dog, guard	25 p.
Dog, hunting	17 p.
Dog, lap	20 p.

Donkey/Mule	8 p.
Drakken	300 p.
Falcon, hunting	50 p.
Goat	1 p.
Horse, Riding	40 p.
Horse, Draft	30 p.
Horse, War	250 p.
Monkey, small	50 p.
Ox	15 p.
Pig	1 p.
Pigeon, homing	1 p.
Pony	15 p.
Sheep	1 p.
Songbird	5 p.

Jack & Harness

Type	Cost
Barding	*
Harness (any steed)	3 p.
Saddle bag	5 p.
Yoke (per burden beast)	1 p.

* Base price is the cost for comparable armor for humanoids.
For horse & camel mounts: multiply cost by 5.

Travelers Equipment

Item	Cost
Backpack/traveler's satchel	2 p.
Bandages (10)	1 h.p.
Bandolier belt	10 p.
Bedroll	1 p.
Canteen, small (2 quarts)	1 p.
Briefcase	10 p.
Canteen, large (2 gallons)	2 p.
Chest, large (10,000 coins)	10 p.
Chest, small (1,000 coins)	5 p.

Duffle bag	2 p.
Driving Goggles	3 p.
Fan	1 p.
Flask (1 pint)	1 p.
Fountain pen	1 p.
Grooming Kit	1 p.
Journal	2 p.
Lantern	2 p.
Lantern oil (pint; one hour)	1 p.
Magnifying glass	5 p.
Map Case (bone)	1 p.
Mirror, glass	1 p.
Mirror, metal	2 p.
Parasol	3 p.
Pencil	5 fa.
Pocketbook (50 coins) 0.5 cu	3 p.
Pocket watch, gold	20 p.
Pocket watch, silver	10 p.
Pocket watch, plain	5 p.
Pocket watch, musical	+5 p.
Pouch, shoulder (500 coins)	3 p.
Rope, hemp (per foot)	3 fa.
Rope ladder (per foot)	1 h.p.
Sack, cloth (1,000 coins)	4 fa.
Spectacles	10 p.
Strongbox, large (10,000 coins)	25 p.
Strongbox, small (1,000 coins)	10 p.
Suitcase, small	2 p.
Suitcase, medium	5 p.
Suitcase, large	10 p.
Tallow (burns one hour)	2 fa.
Tent	4 p.
Tinder box	1 p.
Torch (burns four hours)	4 fa.
Trunk	20 p.
Umbrella	3 p.

Walking cane	4 p.
Wallet / money belt	1 p.
Wooden matches, 20	3 fa.

Clothing

Item	Cost
Boots (cloth/hide)	2 p.
Boots (leather)	10 p.
Cape (satin/silk)	4 p.
Cloak (cloth/hide)	2 p.
Cloak (velvet/brocade)	10+ p.
Coat (cloth/hide)	5 p.
Coat (silk/velvet)	10 p.
Corset	8 p.
Gown, day	5 p.
Gown, dinner	8 p.
Gown, evening	10 p.
Gown, riding	7 p.
Gown, traveling	6 p.
Gloves (hide/cloth)	2 p.
Gloves (silk)	2 p.
Harness (leather)	4 p.
Hat, bowler	1 p.
Hat, day	1 p.
Hat, driving	2 p.
Hat, evening	3 p.
Hat, riding	2 p.
Hat, sport	2 p.
Hat, top	3 p.
Hat, traveling	2 p.
Headband (cloth/hide)	1 h.p.
Hooded cloak	5 p.
Loincloth (cloth)	3 fa.
Loincloth (hide/fur)	5 fa.
Nightclothes	5 p.
Robe (elaborate)	20+ p.

Robe (simple)	5 p.
Sandals/slippers	1 h.p.
Shoes	2 p.
Slippers (elaborate)	10+ p.
Suit, day	5 p.
Suit, dinner	8 p.
Suit, evening	10 p.
Suit, riding	7 p.
Suit, sport	7 p.
Suit, traveling	6 p.
Swimsuit	5 p.
Undergarments	3 p.

Jewelry

Item	Cost
Amulet/brooch	2 p.
Anklet	2 p.
Bracelet/armband	2 p.
Bracers, pair	4 p.
Cuff links	5 p.
Earring	2 p.
Medallion	4 p.
Necklace	5 p.
Ring	1 p.
Ring, signet	5 p.
Tiara	2 p.

Note: Prices are listed for base metal jewelry. Double these figures for articles made of copper, ivory or brass; multiply by 10 for silver; multiply by 20 for gold; multiply by 50 for platinum. Cost of gemstones is additional

Gemstones

Type	Cost*
Amber	2 sh.
Amethyst	10 sh.
Black Diamond	100 sh.
Black Opal	1 sh.

Carnelian	5 sh.
Diamond	50 sh.
Emerald	25 sh.
Jacinth	5 sh.
Jade	5 sh.
Malachite	5 sh.
Moonstone	10 sh.
Obsidian	1 sh.
Onyx	10 sh.
Pearl	2 sh.
Quartz	1 sh.
Ruby	30 sh.
Sapphire	25 sh.
Sard	5 sh.
Topaz	25 sh.
Zircon, clear	15 sh.

**Prices listed are based on a one-carat stone of good quality, well-cut and polished . Poorly cut gems sell at half the listed price, and uncut or powdered gems sell at one-tenth the listed price.*

140 carats equals approximately one ounce

Tools & Professional Equipment

Item	Cost
Abacus	1 p.
Acid, 1 pint	5 p.
Adze	1 p.
Barrel, large (20 gallons)	5 p.
Barrel, small (1 gallon)	1 p.
Box camera	1 sh.
Camera slates (6)	5 p.
Cage, metal (per cubic foot)	3 p.
Cage, wood (per cu. foot)	1 p.
Chain (per foot)	2 p.
Chart, navigational	20 p.
Clockwork tool kit	350 p.

Compass	5 p.
Costume (for stage)	25+ p.
Crowbar	1 p.
Difference engine	500+ sh.
Firearms kit	10 p.
Gauntlets, falconers	4 p.
Glass worker's tools	25 p.
Grapple	2 p.
Handyman's tool kit	5 p.
Iron maiden/rack	100 p.
Jeweler's tools	25 p.
Juggler's pins (each)	4 fa.
Laudanum (50 doses)	2 p.
Lock, elaborate	10 p.
Lock, simple	1 p.
Locksmith's tools	20 p.
Logbook/ledger	2 p.
Loom	5 p.
Mallet	1 h.p.
Manacles	1 p.
Metalworker's tools	50 p.
Microscope	5 sh.
Net, dredging	2 p.
Net, fishing/throwing	2 p.
Notebook/folio	1 p.
Oil cloth (per square foot)	1 h.p.
Performer's make-up kit	2 p.
Photo developing kit	2 sh.
Pick/shovel	1 p.
Pure alcohol, quart	1 p.
Printing press	100+ sh.
Ritual vestments	10+ p.
Saw	2 p.
Seal (to stamp documents)	25 p.
Sharpening stone	5 fa.
Spy Glass	50 p.

Spikes/pitons (10)	1 h.p.
Steamwork tool kit	350 p.
Stone worker's tools 10 cu	10 p.
Surgeons' kit	30 p.
Thieves' tools 20 cu	20 p.
Typewriter	10 p.
Veil, silk (dancer's)	1 p.
Winch	5 p.
Woodsman's axe	2 p.
Woodworker's tools	10 p.

Alchemical & Magical Equipment

Item	Cost
Alchemical test kit	5 p.
Alembic	1 p.
Apothecary jars (12)	1 p.
Bellows	5 p.
Blowtube (alloy)	2 p.
Blowtube (silver)	25 p.
Brazier	2 p.
Censer	5 p.
Crucible	1 p.
Crystal ball (unenchanting)	20 p.
Furnace	200 p.
Hour glass	5 p.
Incense	1 p.
Ink, sepia (per ounce)	1 p.
Inkwell (crystal)	5 p.
Mirror (obsidian)	200 p.
Mirror (silver)	10 p.
Mortar and pestle	1 p.
Piping/tubing (per foot)	1 h.p.
Prism	2 p.
Quill pen	1 p.

Scroll (hide)	5 p.
Scroll (parchment)	10 p.
Scroll case (bone)	10 p.
Scroll case (hide/wood)	2 p.
Scroll case (silver)	10 p.
Spell book (iron-bound)	50 p.
Spell book (leather-bound)	20 p.
Spell book (silver-bound)	100 p.
Sphere (per inch diameter)	1 p.
Tongs	1 p.
Vat (per cubit foot)	5 p.
Vial (12)	2 p.
Wand (unenchanting, costly)	100 p.
Wand (unenchanting, simple)	10 p.

Entertainment, Food & Lodging

Item	Cost
Absinthe, bottle	8 p.
Beer, mug	3 fa.
Beer, pint	1 h.p.
Cigar	1 h.p.
Cigarettes, 20	1 h.p.
Coffee, cup	4 fa.
Courtesan, per evening	5+ sh.
Dice	2 fa.
Dragonsfire, 1 pipe	5 p.
Flat, monthly	30 p.
Gin, bottle	5 p.
Lodging house, monthly	10 p.
Mead, mug	2 fa.
Meal, full	1 p.
Meal, simple	1 h.p.
Modest house, monthly	50 p.
Musical instrument	1-20 p.

Music hall show	5 fa.
Night's Lodging (simple)	1 p.
Night's Lodging (quality)	5+ p.
Opera box, 1 year	20 sh.
Opera seating	5 sh.
Opera glasses	20 p.
Phonograph	40 p.
Phonograph record	2 p.
Pipe	1 h.p.
Playing cards	4 fa.
Postage, letter	1 h.p.
Postage, parcel, per lb.	1 h.p.
Prostitute, per hour	5+ fa.
Photography, per shoot	5 p.
Rations, travel (one week)	1 p.
Stable fees (per night)	4+ fa.
Street vendor snacks	3+ fa.
Tea, cup	5 fa.
Telegram, 12 words	1 h.p.
Theatre show, box	10+ p.
Theatre show, seated	5 p.
Tin of tobacco	1 h.p.
Trench lighter	3 p.
Whiskey, bottle	2 p.
Whiskey, shot	1 h.p.
Wine, bottle	10 p.
Wine, glass	2 p.

Conveyances

Type	SPD	Cost
Aerofighter	+26	500 gu.
Balloon	+7	100 sh.
Barge, River-Folk	+1	150 sh.
Bicycle	+2*	10 p.
Carriage (3 seat)	-2*	100 p.
Coach (6 seat)	-4*	200 p.
Dirigible	+17	650 gu.

Hansom cart	-1*	5 p.
Ironclad	+12	700 gu.
Motorbike	+19	200 gu.
Motorcarriage	+21	300 gu.
Rowboat	+1	10 p.
Sailing ship	-2	150 gu.
Steamship	+21	400 gu.
Train	+22	400 gu.

* This SPD rating is added to the SPD of the animal or animals pulling the conveyance.

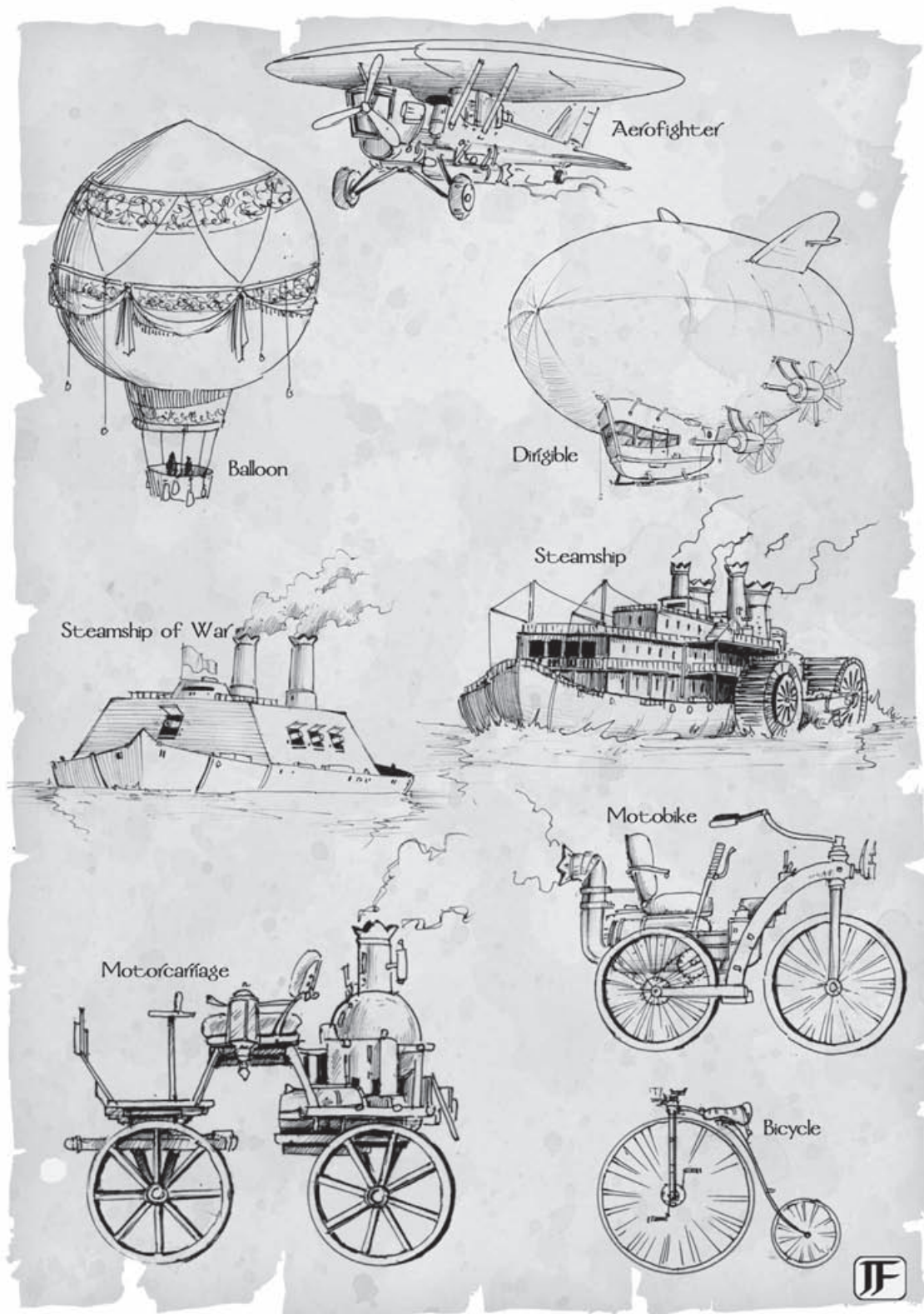
Passage: Balloon (per mile)	3 p.
Passage: Dirigible (per mile)	5 p.
Passage: Cab Fare (per mile)	4 fa.
Passage: Steamship (per mile)	1 p.
Passage: Train (per city passed)	10 p.
Passage: Tram (per district passed)	1 h.p.

Many of the items listed on the equipment tables above need no further explanation. However, those that do warrant additional description are listed below.

Aerofighter: Aerofighters are little more than small winged frames with powerful steam engines mounted on the rear. They are very fast and highly mobile, designed to attack dirigibles. They are also extremely dangerous to pilot, and many aerofighter pilots are lauded for their bravery (or derided for their foolishness).

Absinthe, bottle: This intoxicant is popular among would-be mystics and the well-to-do; it is commonly drunk in a mixture, as too much absinthe can kill the drinker. When over-indulged in, absinthe is treated as an ingested poison (DR 12; CON check for half damage).

Box camera, camera slates and photo developing kit: These items are used in the burgeoning new field of photography. As photographers are rather expen-



sive to hire on, photography is largely the province of the well-to-do.

Clothing: The lower classes tend to wear little more than a shirt or blouse, pants or a skirt, and a pair of shoes. The middle-class and the wealthy of most of the Nations of the Compact tend to wear more formalized attire. Gentleman's outfits include a shirt, vest, tie, pants, waistcoat, overcoat and shoes. Ladies' morning outfits are much less layered and formal than evening outfits, though both include a blouse, a corset, one or more skirts, and bloomers.

Difference engine: Difference engines are the massive data storage units originally designed by the Dozakhi for the One Church of Primus. The machines use punchcards to enter and retrieve the data stored within them and are powered by steam engines.

Dragonsfire, pipe: This insidious drug was mainly used by the Vhaden, until the Thelacians took over their lands. Although it has a mildly hallucinogenic effect upon the Vhaden, Humans and other races who "breathe the Dragon's fire" are stricken by a highly addictive narcotic. Even first-time users often find themselves obsessed with the pleasures offered by Dragonsfire.

Firearms kit: These toolkits are designed for repairing and modifying all types of firearms, and are used with the Handicraft (Gunsmithing) skill.

Hansom Cart: These modes of conveyance are common in the cities of the Nations of the Compact. They are drawn by cabbies, men who run the passenger along in a cart behind them.

Ironclad: Ironclads are massive motorcarriages with two steam engines mounted on the back and covered with thick iron plates. They were typically mounted with cannons or revolving cannons during the Successor Wars, and were used as heavy artillery. They are rarely seen outside of the military

forces of the Nations of the Compact.

Motorbike: Bicycles with small steam engines mounted upon their frames. They were commonly used as scouting vehicles in the Successor Wars, and have become popular with daredevils and young nobles.

Motorcarriage: Created as modes of swift transport during the Successor Wars, motorcarriages are carts with steam engines attached to them, propelling them at speeds faster than possible with horse-drawn carriages.

Music hall / theatre / opera: The entertainment staples of the SteamWorks setting, each type caters to different social strata. Music halls are the entertainment of choice for the lower classes of the Nations of the Compact. The theatre is largely the province of the middle classes. The opera is the sole province of the upper crusts of the Nations of the Compact.

Steamship: These large ships utilize the power of two or sometimes three steam engines. They have taken over the role of water travel and left sailed vessels as uncommon sights. They are used as both passenger and cargo vehicles.

Surgeons' kit: A specialized tool kit for men of medicine, including bandages, bone saws, knives of exceeding sharpness, drugs and other tools of the trade.

Telescopic sight: These negate the penalties for range increments when used with firearms. They are usually only fitted to rifles, although some hunting pistols may have mounts for telescopic sights. Rifles and pistols equipped with telescopic sights ignore the penalties for the target being beyond half effective range; rifles so equipped may treat target beyond their effective range as though they were beyond half their effective range and targets that are beyond 2 times their effective range as though they were only beyond their effective range.

Enchanted Items

The following list of items are examples of enchantments that can be found in the SteamWorks campaign setting. These enchanted items follow all of the rules for Enchantment found in the Omni System Core Rulebook.

Bowler of the Rake

This well-fashioned hat is popular with the roguish sort of fellow. When the wearer runs his thumb and forefinger across the front brim counterclockwise, he is rendered invisible for a duration of 10 rounds. This effect can be used 3 times per day. After being completely used for the day, the brim grows soft and sags down; the brim must be reshaped by a hatter to be recharged.

Mode: Illusion

Spell Level: 13

Type: Limited

Time Required: 19 weeks

Cost of Materials: 10 shil

Minimum Price: 20 shil

Corset of Protection

This fashionable ladies' undergarment ensures that not only will the lady wearing it maintain her girlish figure, but will be well-protected from ruffians as well. It provides PR 3.

Mode: Manipulate

Spell Level: 9 (PR 3)

Type: Continuous

Time Required: 54 weeks

Cost of Materials: 80 shil

Minimum Price: 160 shil

Dueling Pistol of Deadly Accuracy

This masterfully-crafted dueling pistol adds +4 to a shooters' attack rolls.

Mode: Manipulate

Spell Level: 4

Type: Continuous

Time Required: 24

Cost of Materials: 160 shil

Minimum Price: 320 shil

Explosive Rounds

These bullets are magically charged to explode violently upon striking their target. They add +4 to the DR of the weapon in use.

Mode: Attack

Spell Level: 12

Type: Limited

Time Required: 24 weeks

Cost of Materials: 4 shil

Minimum Price: 8 shil

Biotech

A new type of enchantment exists in SteamWorks, the magical enhancements created by the Dozakhi Artificers called biotech. Biotech items are grafted to the bodies of their users by magically-enhanced surgical methods known only to the Artificers. The process creates what are known commonly as Furnace-Men. Characters who wish to take advantage of biotech must take the Furnace-Man Talent.

Although they give the user many advantages, biotech enhancements also have several drawbacks as well. Biotech items are always obvious additions to the user; though some items may be concealed by thick clothing, any biotech enhancements cannot be mistaken for anything but what they are. Many of the common folk of the Compact of Nations find Furnace-Men to be both frightening and revolting. The rarity and the high cost of these items, as well as the difficulties in repairing damaged biotech, are also major drawbacks.

Biotech items are often prepared long before their recipient is ready for their attachment. Many Journeymen of the Artifice Order keep a good deal of materials on hand for the day when a customer

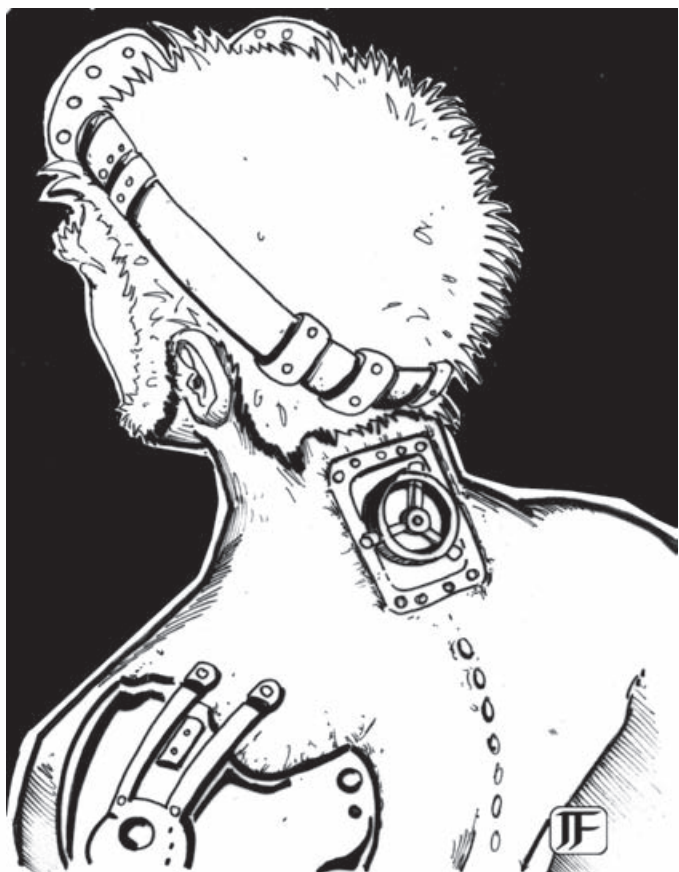
comes calling. This means that the Foundries lost in Old Thelacia might very well be veritable spare parts facilities for Furnace-Men.

Below is a list of sample biotech available in SteamWorks. The Spell Level indicates the minimum level of spell that the creator must use to create the item. Each biotech item also requires the use of certain Modes in their creation, listed in the description of the item. The Weight listing notes the overall increase in body weight that the recipient of the biotech item gains.

Artifice Coal: The fuel created to be used with all Artifice furnaces, as well as many steam engines. One piece of Artifice Coal will fuel whatever it is used with for one month.

Mode: Manifest

Spell Level: 2



Type: Continuous

Time Required: 12 weeks

Cost of Materials: 10 p.

Minimum Price: 25 p.

Artifice Furnace: The required component for all biotech and the core of all Furnace-Men, the Artifice Furnace fuels the biotech attached to the wearer. Artifice Furnaces come in many different shapes and sizes, and are usually incorporated into one piece of biotech. When not incorporated into the design of one particular piece of biotech, Artifice Furnaces are implanted into the chest of the Furnace-Man. They are opened by means of a grate to insert Artifice-Coal for fueling. Only one Furnace is required; one Furnace may fuel all biotech integrated into a subject's body.

Mode: Manifest

Spell Level: 5

Type: Continuous

Time Required: 30 weeks

Cost of Materials: 50 p.

Minimum Price: 100 p.

Weight: +5 lbs.

Boost: Boost increases the recipient's reactions (+4 bonus to SPD) to hyperactive levels; they are now jumpy and in constant motion and must eat twice as much to sustain themselves. Artifice Furnaces incorporated into Boosts are generally accessed through the small of the back with a tiny grate.

Mode: Manipulate

Spell Level: 12

Type: Continuous

Time Required: 72 weeks

Cost of Materials: 100 p.

Minimum Price: 300 p.

Weight: +5 lbs.

Boost, cerebral: Cerebral boosts enhance the recipient's mental capacities (+4 bonus to INT); their cranium becomes grotesquely enlarged and their eyes develop constant tics. Artifice

The Omni System™

Furnaces incorporated into cerebral boosts are accessed by a metal hatch usually placed at the base of the skull.

Mode: Manipulate

Spell Level: 12

Type: Continuous

Time Required: 72 weeks

Cost of Materials: 200 p.

Minimum Price: 400 p.

Weight: +2 lbs.

Clockwork eye: The recipient's eye is replaced by a clockwork eye; the new eye is plainly artificial. Each clockwork eye may add up to one additional enhancement. There are many enhancements available for clockwork eyes, detailed below. Artifice Furnaces incorporated into clockwork eyes are accessed by extrusion of the eye and removal of the front of the eye.

Mode: Manipulate

Spell Level: 5

Type: Continuous

Time Required: 30 weeks

Cost of Materials: 150 p.

Minimum Price: 300 p.

Weight: +1 lb.

Below is a list of enhancements common for clockwork eyes:

Arcane sight: Magical auras become visible to the recipient

Mode: Sensory

Spell Level: 5

Type: Limited

Time Required: 30 weeks

Cost of Materials: 30 p.

Minimum Price: 60 p.

Darkvision: 60' range

Mode: Sensory

Spell Level: 5

Type: Continuous

Time Required: 30 weeks

Cost of Materials: 25 p.

Minimum Price: 50 p.

Microscopic sight: (+4 to Search checks)

Mode: Sensory

Spell Level: 5

Type: Limited

Time Required: 30 weeks

Cost of Materials: 20 p.

Minimum Price: 50 p.

Telescopic sight: (+4 to Spot checks; ranged attacks are made as though with a telescopic sight)

Mode: Sensory

Spell Level: 5

Type: Limited

Time Required: 30 weeks

Cost of Materials: 20 p.

Minimum Price: 50 p.

Clockwork Limb Replacement: Clockwork limb replacements are slender and graceful compared to their pneumatic cousins. Clockwork limbs add no enhancements to the wearer other than basic limb replacement and aesthetics. Clockwork limb replacements incorporate Artifice Furnaces into slender and unobvious chambers within the upper arm, accessible by a tiny hatch for adding Artifice-Fuel.

Mode: Manifest

Spell Level: Level 1 for a basic limb; Manipulate effects modify cosmetics.

Type: Continuous

Time Required: 6 weeks for a basic limb; 36 for cosmetically enhanced.

Cost of Materials: 100 p. for basic Clockwork (cosmetic enhancement adds 250 p.)

Minimum Price: 500 p. for Clockwork basic limbs; 850 p. for cosmetically enhanced Clockwork limbs

Weight: +10 lbs. / limb

Muscle Augmentation: Muscle-strengthening grafts are implanted into the recipient's arms, legs and torso, granting them a +4 bonus to Str. Their

limbs and chests are grotesquely knotted with huge masses of muscle. Artifice Furnaces are typically integrated within the knotted muscles of the chest.

Mode: Manipulate

Spell Level: 12

Type: Continuous

Time Required: 72 weeks

Cost of Materials: 100 p.

Minimum Price: 400 p.

Weight: +40 lbs.

Pneumatic Limb Replacement: Pneumatic limbs are the first wave in limb replacement technologies made by the Dozakhi. They are rather large and bulky, with pistons, hoses and steam vents lining their lengths. Pneumatic limbs are still very popular among the military and desperate individuals with no need for or great sense of style. Pneumatic limbs may hold an additional enhancement. There are a number of enhancements which may be added to pneumatic limbs, as detailed below. Artifice Furnaces incorporated into pneumatic limb replacements are usually found in the shoulder or hip mount of the limb.

Mode: Manifest

Spell Level: Level 1 for a basic limb; Manipulate effects modify combat usefulness (variable, dependant upon added effect, see below).

Type: Continuous

Time Required: 6 weeks for a basic limb, variable for an additional effect on a limb (see below).

Cost of Materials: 75 p. for basic pneumatic (plus a variable dependant upon any additional feature, see below).

Minimum Price: 350 p. for Clockwork basic limbs (plus a variable dependant upon any additional feature, see below).

Weight: +20 lb. / limb

Below is a list of enhancements common for pneumatic limbs:

Fire and Forget: The recipient's hand pulls back to reveal a large explosive projectile. This

projectile is DR 15.

Mode: Attack

Spell Level: 15

Type: Limited

Time Required: 30 weeks

Cost of Materials: 100 p.

Minimum Price: 200 p.

Weight: +10 lbs.

Razornails: The recipient's fingernails are replaced with razor-sharp metallic blades with DR 6.

Mode: Attack

Spell Level: 6

Type: Continuous

Time Required: 36 weeks

Cost of Materials: 25 p.

Minimum Price: 100 p.

Weight: +3 lbs.

Rippers: Two large blades are implanted along the recipient's forearm which have a DR 10.

Mode: Attack

Spell Level: 10

Type: Continuous

Time Required: 60 weeks

Cost of Materials: 75 p.

Minimum Price: 150 p.

Weight: +5 lbs.

Rocket: The recipient's hand pulls back to reveal a large explosive projectile. The recipient must concentrate upon his target while the rocket flies its course. This projectile has a DR 15.

Mode: Attack

Spell Level: 15

Type: Limited

Time Required: 30 weeks

Cost of Materials: 150 p.

Minimum Price: 300 p.

Weight: +12 lbs.

Scattergun: The recipient's arm contains a concealed compartment containing a scattergun.

The scattergun has a DR 14.

Mode: Attack

Spell Level: 14

Type: Limited

Time Required: 28 weeks

Cost of Materials: 25 p.

Minimum Price: 100 p.

Weight: +8 lbs.

Spring Legs: This enhancement is available for paired leg replacements. These legs enable the recipient to spring forward or leap high into the air. The recipient can leap carrying a total of 400 lbs., and cover either 50 ft. up or 50 ft. across, in one round.

Mode: Kinetic

Spell Level: 12

Type: Limited

Time Required: 24 weeks

Cost of Materials: 50 p.

Minimum Price: 150 p.

Weight: +12 lbs.

Strength Boost: This enhancement is available for paired arm replacements. The recipient receives a +4 bonus to STR.

Mode: Manipulate

Spell Level: 12

Type: Continuous

Time Required: 72 weeks

Cost of Materials: 200 p.

Minimum Price: 450 p.

Weight: +12 lbs.

Telescoping Arm: The recipient's arm can piston forth out to a range of 10 ft.

Mode: Manipulate

Spell Level: 12

Type: Limited

Time Required: 24 weeks

Cost of Materials: 75 p.

Minimum Price: 175 p.

Weight: +6 lbs.

Wrist-whip: A fine 15' whip of metallic cable is spooled in a large casing implanted in the recipient's wrist, which has a DR 4.

Mode: Manipulate

Spell Level: 4

Type: Continuous

Time Required:

Cost of Materials: 25 p.

Minimum Price: 50 p.

Weight: +3 lbs.



Chapter Seven

The SteamWorks

GM

Contacts

In the SteamWorks campaign setting, it is often more about who you know than what you know. At the beginning of their career, Player Characters receive a number of contacts equal to two plus their CHA. The character may either have met or heard of these contacts prior to the beginning of their ca-

reer. The exact relationship between these NPCs and the PC should be determined by the player and the Gamemaster; they might be old friends, casual acquaintances, former lovers, relatives, former mentors or friendly rivals.

A contact may use their skills and talents to the best of their abilities to aid a character. The Gamemaster should determine the extent of these contacts' abilities.

Unless they are very close to the character, the contact will not usually risk their life for the character. Note that some Talents will gift the character with a larger number of contacts or more loyal contacts; for more information, see the section on Talents.

"The workers complain that the stench is unbearable. I have provided noseplugs. The depth is now 2500 feet, and the experiment will be, it seems, a success. Now to investigate those claims of some of the workers being borne off by shadows in the night."

-Taken from the journal of Master Durvan Vang, Artificer and Overseer of Outpost 12 in the Flint Peaks, on the experimental steamdrill being utilized at the outpost, as recovered by some brave adventurous souls some 200 years after said experiment.

Hirelings

Sometimes, contacts are not enough. In these instances, the Player Characters may wish to contract experts in one field or another. The following section details many of the experts available for hire and their standard pay rates for their services.

Vehicle Crashes

Vehicles in SteamWorks have no passenger restraints. Damage to occupants in the event of a crash is detailed below.

Hireling	Typical Pay Rate
Administrator	2-10 p. per week of oversight
Assassin	1000+ p.
Beast Handler	2-6 p. per week (double if the beast is dangerous)
Boatsman, River-Folk	1-10 p. per passenger, mount or 100 lbs. of cargo
Boatsman, steamship	2-12 p. per passenger, mount or 100 lb. of cargo
Crew	1 p. per week
Engineer	10% of the cost of the construction
Guide	1 p. per day
Journeyman of Artifice	1.5x price of item requested
Laborer	2-20 h.p. per week
Litigator	Varies according to experience and skill of litigator
Mercenary	1-2 p. per week
Man of Science	10 p. per week
Master of Artifice	2.5x price of item requested
Pilot	5p. per week
Physician	2-10 p. per service
Scholar	1-20 h.p. per consultation or per day
Spy	Varies according to experience and skill of spy

Land vehicles: When a land vehicle, such as a motorbike or motorcarriage crashes, occupants will take damage equal to the vehicle's current SPD as the DR. Crashing straight into a solid, non-moving object doubles the DR. A head-on crash into another moving vehicle adds both vehicles' SPD to the DR. Sidelong crashes into another moving vehicle makes the total DR equal to the forward-moving vehicle's SPR plus half of the sideways vehicle's SPD. Rear-ending another vehicle causes a DR of half of both vehicles' SPD.

A successful Drive skill check reduces vehicle crash damage to vehicle occupants to half of the total DR; a critical success negates all damage. Passengers may reduce their own damage with a successful CON check; success indicates the DR is halved, while critical success negates the damage.

Some vehicles, such as ironclads and trains, will be more resistant to crash damage for their occupants against other vehicles not of the same size. For crashes with smaller vehicle, ironclads and trains inflict double the DR; they take only one-quarter of the inflicted DR themselves.

Note that whether the driver or passengers are hurt or not in a land vehicle crash, the vehicle itself will usually be severely damaged as few of the vehicles in SteamWorks are heavily reinforced to resist crashing. The Gamemaster may determine the effects of the crash upon the vehicles involved based upon the results of the Drive skill check of the parties involved.

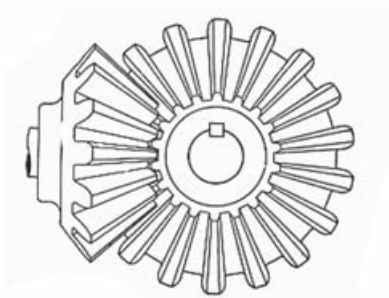
Air vehicles: Air vehicle crashes are deadly to their occupants; there is a good reason why pilots in SteamWorks are considered with a bit of wonder and a dash of uncertainty about their sanity. The DR of an air vehicle crash is equal to the current SPD of the crashing vehicle plus one-half the distance from the vehicle to the ground.

A successful Pilot skill check reduces the DR to one-half; a critical success reduces the DR to one-quarter. Passengers may reduce the DR to three-quarters with a successful CON check; a critical success reduces the DR to one-half.

Air vehicles will be rendered completely inoperable by a crash. Successful Pilot skill checks may be interpreted by the Gamemaster as how much of the cargo and the components of the vehicle itself are salvageable after the crash.

Water vehicles: Water vehicle crashes are often the least directly deadly of all types of crashes to their occupants. Water vehicle crashes inflict one-half of the vehicle's SPD as DR upon the occupants. A successful Pilot skill check reduces the DR to one-half; a critical success reduces the DR to one-quarter. Passengers may reduce the DR of the crash with a successful DEX check by one-half; a critical success indicates the passenger suffers only one-quarter of the DR.

The Gamemaster may assess the damage to the vehicles involved through the circumstances of the crash and the success of the Pilot skill check. After a water vehicle crash, it is usually a case of sink or swim for any passengers or crew. Not to mention whatever may be lying in wait under the surface of the water.



Travel Rates

All figure listed here represent the average rate of movement in miles per day (assuming 8 hours of travel time, not including rest periods or stopovers), or in some cases, miles per hour. The Gamemaster may modify these figures as necessary, according to game circumstances.

Overland Travel

Conveyance	Road	Open	Rugged	Very Rugged
On foot	20	20	10	5
Bicycle	30	30	15	5
Carriage	50	35	15	-
Coach	25	20	10	-
Hansom cart	15	10	5	-
Horse	40	40	20	15
Ironclad	150	150	70	30
Motorbike	280	280	140	70
Motorcarriage	336	330	160	80
Pony	30	30	15	7
Train	370	-	-	-

Rugged signifies hills, light woodlands, broken terrain, etc.

Very Rugged signifies mountains, swamps, jungles, etc.

Inclement weather conditions may reduce rates by 50% or more

Waterborne Travel

Conveyance	Favorable Conditions
Barge, River-Folk	30
Rowboat	10
Sailing ship	60
Steamship	120

Halve figures for unfavorable winds/currents, navigational hazards, etc.

Sail-powered craft have a movement factor of "zero" when becalmed.

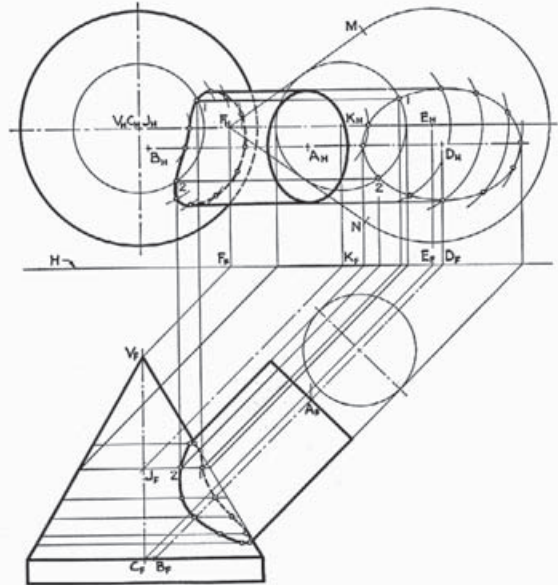
Airborne Travel

Conveyance	Favorable Conditions
Aerofighter	300
Balloon	150
Dirigible	250

Airborne travel in unfavorable conditions (high winds, storms, etc.) reduce the figure by 50% or more depending upon the severity of the prevailing conditions. The figures above assume normal cruising speed.

Life Expectancy of SteamWorks Races

Assuming the PCs don't die saving the world, the ravages of age are something all of the peoples of the SteamWorks campaign setting must face. The following chart shows the average lifespan of the various races of SteamWorks, divided into four basic stages of development.



Race	Adolescent	Adult	Middle-Aged	Venerable
Alfynn	1-80	81-250	251-399	400-500 (+2d20)
Alfynn-blood	1-21	22-70	71-110	110-150 (+1d20)
Dozakhi	1-49	50-200	201-300	301-350 (+2d20)
Feral	1-16	17-35	36-50	51-60 (+1d20)
Goblyn	1-11	12-33	34-60	61-70 (+1d20)
Human	1-16	17-40	41-65	66-80 (+1d20)
Hureik	1-13	14-35	36-40	41-50 (+1d20)
Kharilan	1-35	35-90	91-150	151-160 (+1d20)
Shelari	1-16	17-65	66-80	81-105 (+1d20)
Vhaden	1-69	70-199	200-299	300-350 (+2d20)

A Timeline of Empire

Below is a timeline from the formation to the fall of the Empire of Thelacia.

YEAR	EVENTS
-75	The tribes of Man spread across the face of the region and battles for tribal dominance becomes commonplace.
1	The tribal wars of Thelacia end; Avreil Domari claims the title of King of Thelacia.
15	The worship of Primus establishes itself as the major religion of Thelacia; the temple of Sanctus is built.
115	The Kingdom of Thelacia expands its borders northeast and northwest; the indigenous peoples of the northeast are conquered and converted to the One Church; the northwest expansion is met with resistance by the Vhaden.
120	The Thelacians travel through the Muir River valley, meeting the Muir River-folk and establishing trade with the nomadic folk.
180	The Duchy of Sheol is populated by the Thelacians; the People of the White Hart are driven into White Hart Vale; conflicts with the Vhaden increase; the Muir River-folk begin the building of Muirlun; expansion into the southeast by Thelacia has begun.
186	The Dozakhi are integrated into the Thelacian Empire; technology is on the rise as a result in the Empire.
210	The printing press begins to see widespread use; the first Dozakhi firearms are invented; the Duchy of the Pearl Coast is awarded to Lady Alycia Worthington
240	Based upon Dozakhi balloon technology, the first dirigible is invented; firearms grow to widespread use among those of the Empire; Muirlun establishes itself as a trade epicenter; the Counties of the Southwest Territories are populated, though conflict with the Goblins of the Murk are commonplace
250	The Iron Road is begun; Imperial expansion into Vhaden as the Vhaden Lords fall to the Empire begins.
268	The Iron Road is complete, and the Railway Towns spring up; the first motorcarriages appear.
280	With the creation of a motor to drive it by the Dozakhi, the first crude aerofighter lifts off; it crashes and kills the two pilots.
282	Imperial expansion into the area once occupied by the Vhaden is complete; most Vhaden are thought dead or imprisoned in camps.
285	Missionaries of the One Church first encounter the Kingdoms of the Hureik; they are invited to dinner with the chief of the tribe they discovered.
300	The growth of the population of Thelacia has increased dramatically; Thelacia itself is heavily populated, as are the Duchy of Sheol and the Pearl Coast; the Southwest Counties remain sparsely inhabited due to their inhospitability; Vhaden's human populace is growing, but the Imperial expansion into that nation is slow.

-
- 310 The Muirlun, along with Dozakhi engineering aid, build the first steam boats; the Alfynn make their existence known to the Thelacian Empire and are decried by the One Church for their adeptness at magic; many intrigued humans seek to learn from the Alfynn the art of magic, though it is cause for the death penalty in the eyes of the Church, and the first kebals spring up.
-
- 325 The One Church flexes its muscle to begin public outcry over the worship of cults other than that of Primus, and Inhumans are converted or slain in droves; the Hureik barbarians, despite their lack of technology, drive into Vhaden to take much of its lands.
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- 330 The second attempt at an aerofighter is made; this one flies for several hours then crashes as its engine overheats, killing its sole pilot.
-
- 340 Coupled with the Hureik raids, the Vhaden Princes have begun to rise again; over the course of the next twenty years, the Vhaden Rebellion regains much of the Vhadens' former holdings; the first explorers' reports of the richness of the lands beyond the Railway Towns reaches the Empire, prompting exploration parties and land grants, heralding the birth of the Far Duchies.
-
- 360 The Vhaden have regained total control over their lands and expanded into the lands of the Empire; the One Church declares a holy war against the Vhaden when Sanctus Dominion is raided; Emperor Vhon Regeal follows suit, calling for the decimation of the Vhaden and reclamation of Imperial lands.
-
- 364 Gold is found in great quantities in the hills marking the westernmost border of the Far Duchies, sparking a rush of expansion.
-
- 370 Emperor Vhon Regeal is found dead in his bed; the One Church declares a Vhaden assassin to be the culprit; four year old Eleria II is declared rightful Empress, with a regent of the One Church to hold the Imperial Throne until her coming of age; the Lord Arun Khallesford begins construction of the city of Arundale in the Far Duchies.
-
- 373 Arundale's construction is complete; the first successful aeroplane is built; Artifice technology gives rise to the difference engine, a machine designed to perform lightning-quick calculations, and the first two are built in the Sanctus Dominion.
-
- 387 Empress Eleria II takes control of the Empire, dismissing her advisors from the One Church; at the heeding of the Duchy of the Pearl Coast, Her Imperial Majesty begins to treat for peace with the Vhaden; for the next eleven years, the Empire enters an age of peace and prosperity.
-
- 398 The disappearance of the Empress and one of the most powerful Vhaden lords marks the end of the truce between Vhaden and Thelacia; the next two years sees the internecine fighting of the various nobles of the Empire to establish the next ruler; the Southwest Counties blame the Goblins for the disappearance of the Empress and march upon the Murk; Muirlun establishes its neutrality in the rising conflicts.
-
- 400 The beginning of Thelacia's fourth century is marked by great conflict as the Goblyn-Queen's death curses the Southwestern Counties with madness and Ere Kohl seeks to overthrow the Counts and establish a return to the Old Ways of the barbaric peoples who once ruled this land; the lords of the Far Duchies march toward Thelacia; the Duke of Sheol declares his rightful rule of Thelacia and raises a great army; the Vhaden see their opportunity to destroy the hated Empire once and for all, a rare unity in their action; the Duchy of the Pearl Coast, all the while, are pleading for peace; the Successor Wars have begun in earnest
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- 405 Old Thelacia, having held its own against the scattered forces of the Vhaden, suffered crippling losses at the hands of the Duchy of Sheol, and much of Old Thelacia now falls under the Duke's rule; King Erekoahl begins to muster his forces, seeing conflict with the Duchy of Sheol; the Vhaden begin their powerful drive into the northernmost regions of Old Thelacia; the Dukes of the Far Duchy are broken and turned back along the border of Muirlun and Old Thelacia.
-
- 409 The Duchy of the Pearl Coast turns its efforts to war as the Kingdom of Erekoahl seeks to invade; Vhaden drives deep into the lands of Old Thelacia; the army of the Duchy of Sheol comes to drive back the Vhaden from the walls of Marin, the greatest city of Old Thelacia aside from Thelacia itself, and subsequently destroys it themselves in their battle-lust; the Vhaden send a force toward the Duchy of Sheol.
-
- 411 The Sanctus Dominion nearly falls to the might of Vhaden Invaders; the armies of the Duchy of Sheol meet with Erekoahl's main army and the Vhaden invaders on the border of the Duchy; having begun a secret rebellion against the Duke, the Barons of Sheol kill their lord in the great ensuing battle and drive away Erekoahl's armies and the Vhaden with their well-crafted defenses; the United Baronies of Sheol become insular, defending their borders from assault and withdrawing from the Successor Wars.
-
- 413 The Duchy of the Pearl Coast defeats the army of Erekoahl at its borders, sending the broken remnants fleeing home; the armies of Erekoahl and the Vhaden meet deep in the ruin of Old Thelacia; the three nations struggle in the Empire's heart for dominance
-
- 415 The Siege of Thelacia sets in as the Vhaden surround the city; the armies of Erekoahl are crushed by the Vhaden and sent limping home.
-
- 416 Just as the city of Thelacia falls, the Vhaden fall to warring amongst themselves for dominance as their lords strive to claim the Imperial Throne for themselves; Erekoahl regroups to assault Thelacia as the Vhaden fight amongst themselves
-
- 417 The lands of Old Thelacia stand in ruin; Sheol and Erekoahl battle as Erekoahl's armies seek to take Sheol's mining resources; the Vhaden continue to battle for supremacy in their own lands as well as the northern portion of Thelacia; the Duchy of the Pearl Coast begins negotiations with the U.B.S., Muirlun, and Arundale to put an end to the devastating Successor Wars.
-
- 418 The unity of the U.B.S., the Duchy of the Pearl Coast, Muirlun and Arundale mark the beginnings of the Compact of Nations, and that document's first draft is born; Erekoahl regroups his armies and staggers home in an attempt to subjugate his own peoples and fortify his castle; Vhaden's internecine battles subside as seven Vhaden Princes rise, each of almost equal power.
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- 419 As the devastation of the Successor Wars is recognized, the Compact of Nations and its purpose of recognizing all nation's sovereignty and the dissolution of the Thelacian Empire is announced; Dozakh, Kharil and the Greensward join the Compact; The Sanctus Dominion rebuilds itself from the efforts of the Vhaden to destroy it and signs with the Compact; a highly amused representative of the Alfynn peoples arrives in Muirlun to sign the compact for the Greensward; the Kings of the Hureik scoff at the Compact, continuing their raids into the lands of the "soft ones"; one of the Vhaden Princes sign the Compact; the People of the White Hart sign the Compact.
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- 420 Erekoahl grudgingly signs the Compact of Nations, forced by the threat of total trade embargo if his nation's aggression continues; great steamships set out from Muirlun armed with copies of the Compact of Nations and trade goods, bound for lands unknown.
-
- 422 A band of adventurers uncovers a plot to ruin the Nations of the Compact; they discover the head of the plot is Erekoahl himself, and put an end to his schemes of conquest and destruction; The Shaman takes over the rule of the newly-renamed nation of Rhuamerland and signs the Compact of Nations.
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- 424 The Present Day.
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A SteamWork Bestiary

"There now, stop shaking and...bleeding all over. That's it, good Doctor, get up. Pull yourself together. You remember now, don't you? You remember the nights of agony, the nights of screaming your soul away. You remember all the times they took you down into that dark cellar, and the sting of the needle and the burn of the serum as it coursed sluggishly through your veins, warming you, making you want to feel the power it was feeding you, yet unable to touch it for fear of what that power might unleash inside of you and upon all of those around you. You remember how they would pull your flesh apart with those hooks so that they could watch you knit it back together. And you remember what it felt like when finally you used that power; you put your hooks into their minds, tearing away their thoughts; you hooked your fingers and clawed out their eyes, you rolled in their blood as it spilled from the throats that had once uttered only laughter at your plight...Oooh, oh, hahahaha! Oh, wait, I am so sorry, Dr. Klein! That was all ME! So, my dear, dear fellow...what exactly DO you remember? Ahahaha! " That was certainly a good one, but try again, try harder! Try to kill me like you MEAN it!"

-Dr. Ephraim Sallowe, while "instructing" Dr. Leos Klein the Monster Hunter upon their shared time at the Ravenscar Institute.

The creatures of SteamWorks are often very similar to the creatures of our own world, with animals and humanoid races being the majority of creatures to be encountered. There are, however, a number of fantastical as well as horrifying creatures unique to the world of SteamWorks. This section details a small selection of those creatures, and can serve as examples to intrepid GameMasters as templates to create new inhabitants for the world as well. Also included in this section is a villainous NPC to vex your players.

As mentioned in the Rules chapter of the Omni System Core Rulebook, creatures in the Omni System™ use a simplified system for determining the extent of their abilities. In place of Skill Ratings, creatures are rated according to their overall Ability Level, which is used as an Omni Table modifier for almost every situation. Constitution Ratings have already been added to Hit Point totals, and Strength Ratings have been factored into Damage Ratings.

Animals

The animals of the SteamWorks campaign setting are fairly identical to the animals of any other RPG world. Listed here are several types of animals common to the Nations of the Compact.

Boar

Size: 5-6' in length, 400 lbs.

INT -9 PER +0

WIL +3 CHA -1

STR +7 DEX +1

CON +3 SPD +1

Ability Level: 5-7

Attacks/Damage: Gore DR 6S

Armor: thick fur PR 2

Special Abilities: Boars are very aggressive when provoked. They will continue to fight for 3 rounds after being reduced to 0 HP.

Hit Points: 18

Habitat: Worldwide

Bear

Size: 8'-12' in length, 600 lbs.

INT -9 PER +3

WIL -1 CHA +1

STR +8 DEX +1

CON +2 SPD +1

Ability Level: 4-6

Attacks/Damage: Bite DR 5T; Claws DR 4S

Armor: dense fur, PR 2

Special Abilities: Bear Hug= treat a Bear Hug attempt as a Grapple attack with a +1 bonus. If successful, the bear will inflict DR 2 per round from the hug and may Bite with a special +3 bonus.

Hit Points: 20

Habitat: Forests, mountains

Cat

Size: 2'-3' in length, 20 lbs.

INT -5 PER +2

WIL +2 CHA +2

STR -2 DEX +3

CON +1 SPD +2

Ability Level: 1-3

Attacks/Damage: Bite DR 2T, Claws DR 1S

Armor: None

Special Abilities: None

Hit Points: 8

Habitat: Worldwide

Hunting Dog

Size: 3'-5' in length, 75-120 lbs.

INT -6 PER +2

WIL +1 CHA +1

STR +2 DEX +1

CON +1 SPD +1

Ability Level: 2-4

Attacks/Damage: Bite DR 2T

Armor: None

Special Abilities: May track by scent alone

Hit Points: 14

Habitat: Anywhere

Horse

Size: 6'-10' in length, 850 lbs.

INT -5 PER +1

WIL +1 CHA +1

STR +7 DEX +2

CON +2 SPD +4

Ability Level: 5-7

Attacks/Damage: Bite DR 2T, Stomp DR 4B

Armor: None

Special Abilities: None

Hit Points: 18

Habitat: Plains, where there are men

Pony

Size: 4'-6' in length, 400 lbs.

INT -5 PER +1

WIL +2 CHA +1

STR +5 DEX +2

CON +1 SPD +3

Ability Level: 3-5

Attacks/Damage: Bite DR 1T, Stomp DR 2B

Armor: None

Special Abilities: None

Hit Points: 14

Habitat: Plains, where there are Shelari

Wolf

Size: 5'-7' in length, 120 lbs.

INT-5 PER +4

WIL+1 CHA +2

STR +3 DEX +2

CON +1 SPD +2

Ability Level: 3-5

Attacks/Damage: Bite DR 3T

Armor: thick fur PR 1

Special Abilities: None

Hit Points: 14

Habitat: Forests and plains

Gargoyle

Gargoyles were originally created by the Vhaden as guardians for their homes. Many escaped their captivity during the Successor Wars and went off to find new homes. They prefer dimly-lit areas that have a preponderance of stone, both raw and worked, to make their nooks.

Gargoyles are tall and thin creatures, with great bat-like wings and twisted, horrifying visages. Their hands end in long and wicked claws. Many have horns of different shapes upon their heads. Their skin has the consistency and appearance of stone.

Not all Gargoyles are inherently wicked creatures, although most have been twisted by their former masters to hate all living things. Some may even be willing to negotiate rather than just kill opponents.

Size: 6'-7' tall, 180-220 lbs.

INT -1 PER +1

WIL +0 CHA -2

STR +4 DEX +0

CON +3 SPD +2

Ability Level: 4-6

Attacks/Damage: Bite DR 4T, Claws DR 6S, Gore

DR 6T

Armor: Stony hide PR 3

Special Abilities: Blend in with stone

Hit Points: 24

Habitat: Mountains, ruins

Ghoul

Ghouls were long thought to be a form of restless dead by many of the more superstitious. It was only until recently that men of science determined that ghouls were, in fact, still alive and merely had a cadaverous appearance. The fact that they must subsist upon the still-living flesh of humanoid prey does little to endear them to other races, however.

Medical science has yet to determine what exactly creates a Ghoul; some say that their bite turns the victim into a Ghoul, while others say that some sort of disgusting union between a normal humanoid and the Ghoul creates another Ghoul. However they are created, most Ghouls seem to have some memories of another life before they became what they are. Most Ghouls' memories are sketchy at best of this time before.

Some Monster Hunters believe that Ghouls are a completely separate race from humanoids and these memories are false ones, created by the individual Ghoul to distract and draw sympathy from those who they would lure into a false sense of safety before they sup upon them.

Size: 5'-6' in height, 130 lbs.

INT +1 PER +2

WIL 0 CHA -3

STR +3 DEX +0

CON +1 SPD +0

Ability Level: 3-5

Attacks/Damage: Bite 4T, Claws 4T

Armor: None

Special Abilities: Charnel stench, nauseates those who fail a CON check, leaving them unable to defend themselves effectively while gagging (-4 to all

attack and defense rolls on the Omni Table) until the check is succeeded.

Hit Points: 21

Habitat: Graveyards, mortuaries

The Lost Ones

The subjects of brutal experimentations within the Ravenscar Institute during the Successor Wars for a super soldier, the Lost Ones have lost all humanity and sanity. They look much like any ordinary humanoid of their type, but rather ragged and worn as they take no care for their appearance at all. Their eyes show all who look into them that madness has taken them over.

Lost Ones tend to attack all those they encounter. Some may use ambush and tactics, while others may merely charge in at full swing. The only certainty about a Lost One attack is the fact that many have developed strange powers since their subjection to foul experimentation, and that regardless of their seeming madness they use these powers to the fullest of their abilities.

Size: Variable by humanoid type

INT +2 PER +3

WIL +2 CHA +1

STR +2 DEX +1

CON +1 SPD +0

Ability Level: 4-8

Attacks/Damage: Explosion DR 14B

Armor: Plated PR 4

Special Abilities: Psychic Arts Order, Lost Ones possess as many Powers as they have Ability Levels

Hit Points: 20

Habitat: Wherever their mindless roaming takes them

Mechanae, Bombardier

Mechanae are constructs created by Artifice magic. Each type of Mechanae is built for a particular pur-

pose. Mechanae have an obviously mechanical appearance, with metal plates covering up their vital mechanical innards and wiring, segmented plated legs and multi optic heads; they often seem insectoid in appearance.

Bombardier mechanae are large creatures with a vague resemblance to beetles. They were created as mobile artillery during the Successor Wars, and proved to do their jobs extremely well. The bombardiers were retired after the Wars, and are now kept on standby by the militaries of the Nations of the Compact. It would be a rare thing to see one outside of military service, as the bombardiers are restricted to military use only. Truly insidious villains would have a field day with one of these juggernauts.

Size: 12' in length, 800 lbs.

INT -9 PER +0

WIL +0 CHA +0

STR +5 DEX +2

CON +6 SPD +0

Ability Level: 5-7

Attacks/Damage: Explosion DR 20S

Armor: Plated PR 9

Special Abilities: Explosion attack (limited enchantment, usually carrying raw materials for 5 recharges) 50' radius

Hit Points: 66

Habitat: Wherever sent

Mechanae, Bracelet-viper

Bracelet-vipers are indistinguishable from slender, silver-wired bracelets. Their appearance as a beautiful piece of jewelry is deceiving, however; bracelet-vipers are mechanae created to be subtle and slippery assassins. Bracelet-vipers contain a venom which was developed to fell the strongest man. The bracelet-viper does not reveal itself for what it truly is until it is just about to strike, which often means that it is too late for it's victim.

Size: 2' long, 5 oz.

INT-9 PER +1

WIL+1 CHA -2
STR +1 DEX +3
CON +2 SPD +2

Ability Level: 3-5

Attacks/Damage: Bite 2T

Armor: Plated PR 2

Special Abilities: Jewelry camouflage, the bracelet viper is indistinguishable from a fine piece of silver jewelry until it is about to strike; Poison = DR 10, CON check to reduce damage by half.

Hit Points: 10

Habitat: Wherever sent

Mechanae, Insidae

Insidae are hideous creations, meant to be both tracking and torture devices. The insidae is a tiny creature with large mandibles for its size, which it uses to bite into its victim. The anesthetic quality of the insidae's bite insures that the victim feels little pain. This initial bite opens the victim's skin enough for the insidae to wriggle into the victim. Only later, when the insidae begins to chew its way through the victim's flesh and vital organs, does the victim begin to feel excruciating pain.

Insidae are used often as tracking devices by the unscrupulous; by introducing one into the person to be tracked, they can follow a homing beacon issued by the insidae. They are also popular with torture specialists for the painful wounds the insidae inflict.

A Surgeon or someone with medical training can remove an insidae from a victim. This is an Omni Table roll using the medical skill opposed by the ability level of the insidae in question.

Size: 1/12" long, 3 oz.

INT -9 PER +3
WIL +2 CHA -4
STR +1 DEX +4
CON +1 SPD +2

Ability Level: 3-5

Attacks/Damage: Bite DR 1T

Armor: Plated 1

Special Abilities: Burrow = Insidae have a horrible attack in which they burrow through the flesh of their target. This attack will do DR 5S per round to the target, who may make a DEX roll to cut the Mechanae out of their flesh before it ends their life (taking only ½ the damage that round).

Hit Points: 5

Habitat: Wherever sent

Mechanae, Mantichora

The Mantichora are horrifying monstrosities of steel and rage. Built as the ultimate guardian and proven time and again to be extremely effective, Mantichora appear as massive and intimidating monsters with leonine heads and bodies, massive fangs, huge scything claws, large wings which enable them to fly for short distances, and a long tail whose end is covered with spikes. Mantichora seem to be the most independently intelligent of all the machinae, and often display a startling grasp of tactics.

Size: 9'-10' in length, 1200 lbs.

INT +0 PER +4
WIL +0 CHA -2
STR +5 DEX +2
CON +4 SPD +1

Ability Level: 8-10

Attacks/Damage: Claws DR 8S, Bite DR 12T Tail spikes DR 6T

Armor: Plated PR 7

Special Abilities: Flight, may throw tail spikes to a max. range of 60 ft.

Hit Points: 54

Habitat: Wherever sent

Mechanae, Sapper

Sappers were created to dig tunnels through hostile territories during the Successor Wars. They have seen little use since the signing of the Compact of Nations, but could be used for all manner of digging and construction tasks.

Size: 8' long, 900 lbs.
 INT -9 PER +0
 WIL +1 CHA -2
 STR +5 DEX +1
 CON +3 SPD +1

Ability Level: 2-4

Attacks/Damage: Claws 8S

Armor: Plated PR 6

Special Abilities: Burrow through rock at SPD +1

Hit Points: 25

Habitat: Wherever sent

Night Elf

Though most believe them to be nothing more than faery tales, and the Alfynn will not speak of them, the Night Elves do exist. Clans of Alfynn corrupted long ago by the Blightlords of the Nightcult, the Night Elves are spiteful and hate-filled creatures wishing nothing more than the destruction of all that lives in the sunlight. To this end, they employ themselves as agent provocateurs and attempt to sabotage the delicate balance of power that has been established since the end of the Successor Wars.

All Night Elves study the Dark Arts Order, and many also study Invocation. They never practice Natural Magic, and seem to be affected by certain spells which detect and banish corruption within the Natural Magic Order. Night Elves are also very capable with skullduggery, having an inborn talent for deception.

Night Elves are fairly indistinguishable from their normal Alfynn kin; they are graceful, tall and beautiful. The rot that comes from within their souls is not easily hidden, however. All Night Elves have one disfiguring mark which they usually hide to continue a deception that they are normal Alfynn. This could be a club foot, a three-fingered hand, a tail, or hooves rather than feet, to name but a few examples. The disfigurement is a product of their dedication to the Nightcult and to the corrupting influence of Rheizol.

Size: 6'-6'6" tall, 140-160 lbs.

INT +2 PER +3
 WIL +1 CHA +0
 STR +1 DEX +2
 CON +1 SPD +1

Ability Level: 2-4

Attacks/Damage: By weapon

Armor: By armor worn

Special Abilities: Dark Vision

Hit Points: 21

Habitat: Wherever shadows fall long

The Restless Dead

The Restless Dead are those who have come back from the lands beyond life with a hate and lust for the blood of the living. For these creatures returned from the grave, there is no pleasure in life save in killing those who still are rosy with the blush of life. Normally it takes rare violence to create a Restless Dead, but this was not uncommon during the Successor Wars.

Restless Dead appear much as they did in life, except their bodies are emaciated and corpselike versions of their former selves and their clothing hangs as rotted rags from their frames. Their eyes burn with an eerie red glow. Their strength matches their hatred for the living, unnaturally strong.

Restless Dead often gather in packs to overcome small groups of travelers and small farmsteads. They are greedy, however, and as soon as any fresh meat is pulled in they often fall to fighting over it.

Size: 5'-6' tall, 100-140 lbs.

INT -4 PER +0
 WIL +1 CHA -3
 STR +4 DEX +1
 CON +3 SPD +0

Ability Level: 4-6

Attacks/Damage: Bite DR 4T, Claws 4S

Armor: None

Special Abilities: Dark Vision

Hit Points: 28

Habitat: Haunting the homes of their lives

Slink

Slinks are river marsupials who make their homes in the delta of the Muir River. They are clever beasts with a talent for filching shiny things, which capture their attention for hours out of the day. Slinks have adapted to the city of Muirlun being built up around them; they are not afraid of people, and often will attempt to perform “tricks” in order to impress locals for treats.

Slinks are long and slender, with thick dark brown fur and what some say are soulful deep brown eyes. They have long tails that are usually thin but can be thickened in appearance by the slink in response to threats by making the hair on the tail stand on end. Their communication between one another, by hisses and yowls, seems almost to be a language of sorts.

Size: 2' long, 30 lbs.

INT +1 PER +2

WIL +0 CHA +2

STR +0 DEX +4

CON +0 SPD +2

Ability Level: 2-4

Attacks/Damage: Claws 2S

Armor: None

Special Abilities: None

Hit Points: 8

Habitat: Cities

Troll-Kin

The Troll-Kin are the last remaining relatives of the Trolls, who at one time ruled the area of the Muir River delta where Muirlun now stands. They were enslaved by the Vhaden after losing several battles with those folk. Like many of the Vhadens' slave-races, they were subjected to extensive modification by use of magical techniques. The Vhaden grew the Troll-Kin to be stronger and tougher than their Troll forebears.

With the fall of the Vhaden Princes to the Empire of

Thelacia, many Troll-Kin escaped. They made their way back south to their ancestral home in the delta. Living in the swamp was instinctual for the Troll-Kin, and they flourished there for many years.

With the growth of Muirlun, the Troll-Kin began to have trouble with the folk of Muirlun. Fearful of the Troll-Kin, the Muirluners began to hunt them. This, of course, enraged the Troll-Kin, who fought back with a fury to protect what they rightfully viewed as their tribal homelands.

The Troll-Kin were defeated and large numbers of their people were placed in interment camps where they were allowed to pursue their tribal ways under governorship of Muirlun, or put to work as cheap labor in the mines and factories that were being built up. To this day, they remain a second-class citizen in Muirlun, with little hope or prospects.

Many Troll-Kin still harbor a bitter resentment towards most Muirluners. Yet there are several who have made their ways in the city and who fought in the Successor Wars to defend Muirlun from the Vhaden.

Troll-Kin retain the trollish appearance of their forebears; tall and heavy set with huge muscles and great guts. Their skin is a mossy green, and their hair is black. Vhaden manipulation in their evolution caused the Troll-Kin to grow even heavier and stronger than their ancestors, and was thought until recently to have caused them to become much slower mentally as well.

Size: 7'-8' tall, 400 lbs.

INT -4 PER +0

WIL +1 CHA -3

STR +5 DEX +1

CON +4 SPD +0

Ability Level: 4-6

Attacks/Damage: Claws 4S, by weapon type

Armor: Rubbery hide PR 2

Special Abilities: Dark Vision

Hit Points: 28

Habitat: The Muir River Delta

NPCs

Dr. Ephraim Sallowe

Dr. Ephraim Sallowe is a dastardly fellow. He was born in days long before most of the current rulers of the Nations of the Compact were even born. A physician by trade and a mortician by nature, Dr. Sallowe was considered quite respectable in the Duchy of the Pearl Coast for some time until most recently, when the true face of his villainy was exposed before a company of adventurers with whom he had developed past bonds with several of the members.

The adventurers, though stopping his terrible scheme which would have put him in a position to absorb the life-force and power of an ancient and sleeping Druaghor, failed to reveal the truest of his faces; Dr. Sallowe is a Night Elf and devotee of the Nightcult.

His move from Muirlun after the series of unfortunate events with these adventurers took him deep into the Muir River delta, where he acquired a pair of highly dissatisfied Troll-Kin accomplices named Mugg and Ugg. From there he plans to recruit a larger gang of thugs to work more terrible mischief.

Size: 6'5" tall, 180 lbs.

INT +5 PER +3

WIL +4 CHA +3

STR +4 DEX +5

CON +4 SPD +3

Ability Level: 15

Attacks/Damage: By weapon type

Armor: Kosciri Finemail, Light Leather Greatcoat

Special Abilities: Psychic Arts Order, Dark Arts Order = Dr. Sallowe possesses whatever Powers and Spells deemed necessary by the GameMaster in order

to present him as a more than challenging opponent for the PCs.

Hit Points: 29

Habitat: Wherever vile villainy is needed.



Chapter Eight

A Visitors Guide to Muirlun

History

The city of Muirlun is the largest of the metropolis of the fallen Empire of Thelacia. Born of a river trade town many years ago, Muirlun grew at an astonishing rate when the Far Duchies were opened to settlement and has long been seen as the gateway to the West. Situated on the delta of the Muir River, Muirlun is central to the river trade. Its railyards and airyards are also the largest and most well-maintained among the Nations of the Compact. The peat bogs and wooded hills surrounding the city are rich in coal, and the area around the city is heavily mined; this coal is both used to fuel the city's extensive steamworks system and exported to other Nations as fuel. Already large in comparison to most cities, its population again swelled with the end of the Successor Wars as thousands of refugees from Old Thelacia fled their homeland and settled in Muirlun.

The Populace

As the center for the Compact of Nations and the largest trade port among the Nations, Muirlun has the widest mix of peoples as its population base. The original peoples of Muirlun were the descendants of the River-Folk clans who decided to settle and end their wandering lifestyle many centuries ago. They have much in common with the River-Folk in their appearance, although this has changed somewhat with the mixing of other Human peoples since the days of Muirlun's joining with the Empire of Thelacia.

The one major difference that is notable between the Muirluners and their River-Folk forebears is that the typical Muirluner is much more serious and much more mercantile in nature. This is not to say that the Muirluners do not know how to have their fun (although many River-Folk would disagree), but rather that they do not project the outward merriment that is prevalent in the River-Folk.



Muirhun

The Typical Dwelling

Dwellings within Muirlun are almost always built from wood. What few stone buildings are built in Muirlun are usually built from imported stone from either the Far Duchies or Rhuamerland. Newer houses, regardless of the neighborhood they are in are built in rowhouse style, with several houses built directly alongside one another and small back and front yards. Older houses may cover a good bit more area than these newer houses, and are typically owned by wealthier individuals. Due to the massive population, there is a great deal of crowding in most areas of the city; buildings in Old Town East and Downwind are packed so closely together that the streets are little more than a tangle of alleys, whereas in New Town and Old Town West the streets provide a comfortable distance for travelers to pass and are much more organized.

Places of Authority

The Fire Brigade

Being almost entirely built from wood, fire presents a major hazard in Muirlun. The Fire Brigade has stations throughout the city, keeping a vigil against the threat of fires.

Guild Council Hall

Although the city of Muirlun has an elected leadership in the form of its Mayor, the Guilds have always run the city. The Guilds are a union of the laborers, traders and merchants within Muirlun that was formed long ago to protect their interests. Many a nobleman from the Thelacian Empire learned to first scorn, then fear the influence the Guilds.

The Council Hall is usually empty until the first and last day of each month, when the Guild leaders meet. The first day of each month is an open meeting in which any and all Guild members are welcome to

attend, and all business matters and disputes are brought to the attention of the Guild leaders. The last day of the month is a closed meeting which only the Guild leaders may enjoin to discuss matters of business between the Guilds.

Hall of the Council of the Compact

More simply called The Hall by Muirluners, this is the home of the historic signing of the Compact of Nations. Within The Hall lies the heavily guarded original Compact document, set out for all of the visitors to The Hall to see. The Hall also houses the meeting place for the Council of the Compact, where representatives of the Nations of the Compact meet to discuss international trade and diplomacy.

Muirlun City Hall

Muirlun City Hall is where the offices of all of the numerous functionaries needed to keep the city running may be found. At the top floor lies the home and office of the Mayor of Muirlun. This building is under heavy guard by a contingent of the Muirlun Defense Force.

MDF Training Grounds

The Muirlun Defense Force, the first national army in Thelacian history to be originally comprised entirely of mercenaries, is trained upon these grounds. As a live-fire exercise area, it is restricted from civilian access. The majority of the MDF heavy artillery is also stored in heavily armored bunkers here as well.

Educational Institutions

Alcallos University

Alcallos University is one of the foremost centers of learning in the Nations of the Compact. Located in a scenic area of Old Town, the University sprawls over several city blocks and is marked by a disregard for architectural unity of theme for its numerous buildings. The University District of Old Town is always busy, and is known for its multicultural population.

Oldtown Seminary

Oldtown Seminary is the last bastion of Church learning in Muirlun. Young students of the One Church gather here to learn of the world and their faith. Though much smaller than Alcallos University, Oldtown Seminary was once much more respected and all of the well-to-do families sent their children there. In the modern days, it is common for those who are not so well off to give their children over to the Church for tutelage and a future that may not involve squalid living in the city.

Savienna Ladies College

Savienna is the only Ladies' College outside of the Pearl Coast. The school was originally opened to introduce the ladies of Muirlun to a Pearl Coast education. During the latter half of the Successor Wars, with the exposure of the Pearl Coast as a power to be reckoned with, Savienna has become much busier. Many of the men of Muirlun now more actively seek out those who have attended Savienna Ladies' College.

The Vaskel Institute

The Vaskel Institute was founded to further the study of psychic phenomenon. The Institute was named after the originator of Vaskel Serum, a scientific dis-

covery during the Successor Wars which awakens the psychic potential within the imbiber. The students and teachers at the Vaskel Institute also sometimes supplement the ranks of Dr. Leos Klein, the Institute's founder, and his group of famous monster hunters.

Museums & Libraries

The Library of Antiquities at Alcallos

The Library of Antiquities at Alcallos University houses all manner of items from the oldest days of Thelacia. The archaeological finds of centuries before mankind also fill rooms of the Library. Nearly any book or folio from ages past uncovered by keen scientific minds are held within the Library, whose curator has gone to great lengths even to uncover knowledge that was once considered forbidden by the One Church.

Dr. Rosteram's Museum of the Strange and Unexplained

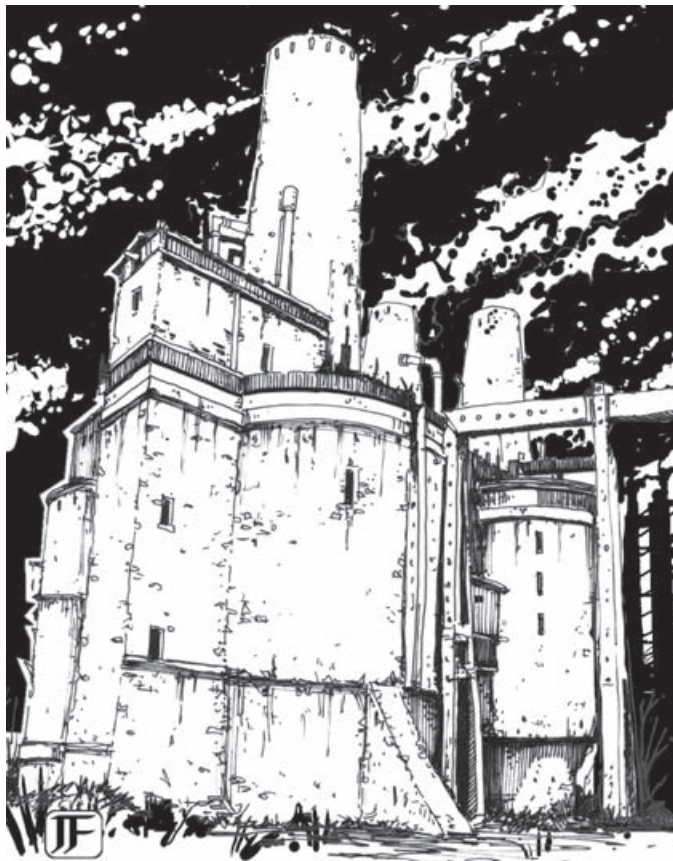
Dr. Rosteram's lies deep within Tenttown. The Doctor himself is a mysterious figure of some renown among the refugees of Old Thelacia. His establishment houses a most bizarre collection of things few others have seen. The Doctor charges a nominal observation fee for all who wish to view his strange collection, and it never ceases to amaze the viewers.

Places of Worship Dozakhi Foundries

The Grand Temple of Primus

The first and oldest of the One Church's locations in Muirlun, the Grand Temple has long been one of the largest and most grandiose buildings in Old Town. It is the center of the One Church's influence in Muirlun, and the Patriarch at the Grand Temple sits as a member of the Council of Cardinals in the Sanctus Dominion. Though it's membership was once flagging during

There are many other smaller churches of Primus located throughout Muirlun; each of the smaller churches is lead by their own community Patriarch who reports to the Patriarch of the Grand Temple.



The Belaskin Foundry

The Belaskin Journeymen are the masters of the tunnels beneath Muirlun. They are the sewage and steam power engineers of Muirlun. Often filthy with the grime of the tunnels, Belaskin are frowned upon by most in polite society even though they are perhaps the most necessary Foundry in the city. The Foundry is located beneath the heart of Old Town, and is perhaps one of the oldest structures in the city.

The Govarin Foundry

The Govarin Journeymen are both masterful with locomotives and masterful with playing host as well; passengers who disembark the locomotives that stop in the Greater Muirlun Railyards often stay at the Govarin hostleries within their Foundry and find fine dining and companionship readily available. The Govarin are perhaps the most friendly and outgoing people of all the Dozakhi Foundries.

The Kosciri Foundry

The industry of the Kosciri Foundry is focused largely upon fashion. Their jewelry is known as the finest of creations, and is valued very highly. They also craft clothing of the highest quality, with gold and silver woven into the fabrics. They also craft a unique and fashionable armor known as Kosciri Finemail.

The Yurinka Foundry

The Yurinka Foundry was instrumental in the creation of the dirigible, and as such no other group has the knowledge of aerial design that their Journeymen have. The Foundry is located within the Greater Muirlun Airyards, close

to the Strip. The Yurinka are not as host-oriented as the Govarin, and there are no facilities within their Foundry to house guests. They are a technical minded folk, and often are seen wandering the Airyards with their tools in hand, pondering some sort of tinkering.

Markets & Bazaars

The Alfynn Market

This term is used ubiquitously, for the entirety of the section of the Alfynn quarter known as Greyspire is a market. Most Alfynn are often completely unfamiliar with the concept of money, and require that customers use whatever arcane barter system is in vogue with the Alfynn at that particular moment. Therefore, prices may vary extremely wildly for the even the most mundane of items. The Soot Elves of Greyspire are often much more savvy than they let on, though.

Greyspire is the place to find many magical wonders that are independent of the technology-based magic of the Dozakhi. It is also popular for the sale or purchase of objects of art. Curiosities from the realm of Faery are also available in Greyspire, brought to Muirlun from the Greensward by the Green Elves.

The Goblyn Market

The Goblyn Market is a gathering of Goblyn merchants located in the Bogs who deal in various illicit trades, including blackmail, grave-robbing, drug peddling, theft, murder for hire, poison sales, and the trade of secrets. These Goblyn merchants can rarely be found in the same location twice, and are difficult for the law enforcement agencies of Muirlun to infiltrate or catch in the act. They can provide any of the above services, as well as aid in the fencing of stolen goods or the brokering of information.

Prices in the Goblyn Market vary widely based on the nature of the goods or services and the perceived value of said good or services to the purchaser. They generally never below 2x the normal price for such services or goods, as the Goblyn merchants are invariably shrewd bargainers for their services.

The Waterfront Market

The Waterfront Market is the largest market district in Muirlun. All river and sea trade coming to Muirlun comes to Waterfront first, and the district is always abuzz with activity. Here one can find goods from all over the known continent, as well as goods brought in from explorations to unknown lands. Prices are usually slightly less expensive in the Waterfront Market, and sale of goods is brisk.

Newtown Market

Newtown Market is where the goods brought in overland from the west are sold. A large farmer's market where most of the produce brought into Muirlun dominates Newtown Market. Prices are average, though few other consumer goods can usually be found here other than foodstuffs.

East Oldtown Market

The market of East Oldtown is the oldest market of Muirlun. It is primarily where the River-Folk meet and trade their goods. Many of the goods brought overland to Muirlun by the eastern nations also see their way to sale in the East Oldtown market as well, since many of these merchants do not wish to do business in the more accessible but poorer Downwind Market. Prices for goods sold in the East Oldtown market are average to low average, and most normal consumer goods may be easily purchased here.

Downwind Market

The Downwind Market is where the poorer craftsmen and traders of Muirlun ply their wares. It is also the home of a thriving though illegal flesh market, where people are bought and sold clandestinely. Most goods found here are relatively inexpensive, and are goods representative of the craftsmen who inhabit Downwind, such as tanners and other professions found distasteful by the majority of the populace of Muirlun.

Traders, Artisans & Merchants

The Guild Warehouses

Located in Waterfront, the warehouses of the Guild form a substantial block of buildings in that district. These warehouses are under heavy guard and are known by local thieves and mountebanks as a difficult, though tempting target. Few heists occur here, however, as the Guild of Thieves regulates many of the jobs for



The Guild of Artisans

The Guild of Artisans, or as it is more commonly called The Guild, is a large consortium of the merchants and tradesmen of Muirlun. This consortium sets the trade values for the processed goods coming out of Muirlun's workshops, regulates the trade rights and prices of other nations' merchants with Muirlun and acts as a guardian of artisan and merchant interests. The headquarters of the Guild is the Guild Council Hall in west Old Town.

Khovan Arms

A Dozakhi without Foundry or clan, Khovan Sumin strode forth from the ruins of Thelacia in the final days of the Successor Wars to make his name and fortune. After only a year in Muirlun, he built up his forge and began to pursue the craft he excelled at: handmade firearms of exceptional quality and appearance. After two years in Muirlun, Khovan Arms became synonymous with high quality rifles. Many a nobleman or wealthy Guildsman calls their Khovan rifle their best friend out on a hunt.

Firearms crafted by Khovan Arms are exceptionally accurate; users of Khovan rifles gain a +4 bonus to hit rolls.

Fineas Inks

This shop is located in Waterfront, close to the areas most frequently haunted by sailors. The outside of the shop is worn and rather dilapidated, but the artwork that lines the windows is the draw. Arras is one of the finest tattooists in Muirlun. Although his tattoo art is second to none, it is less widely known that he is very capable in the art of Witchcraft as well. The wizened River-Folk occasionally works an enchantment into the inks he uses for his tattoos, creating enchanted artwork at select customer's requests. These enchanted tattoos can carry several different powers, described below. Fineas' family, including himself, his eldest son, and his grandchild,

reside above the shop. Four other River-Folk work in the shop as well, although the best quality tattoos are done by Fineas himself (and only he does the enchanted tattoos).

The enchanted tattoos Fineas creates are all Limited enchantments; they may imbue their effect upon the wearer up to three times per day. Each is recharged the next day when the wearer bathes (water symbolically refreshing the powers of the tattoo). Each counts as a permanent magical item

Manipulate and Sensory effects briefly increasing the attributes and senses of the wearer are most common, and each tattoo's representation has a metaphorical connection to the effect of the enchantment. Manipulate effects commonly used by Fineas upon his tattoos include those that boost attributes by +1 to +3 (Level 3 to 9), boost skills by +1 to +3 (Level 1 to 3), and offer healing powers to the user (Level 5, healing up to 5 HP damage). Fineas can also create a shapeshifting tattoo, which is usually quite large and expensive (Level 15) and enables the wearer to transform into the depicted creature for the duration. Sensory effects include low light vision (Level 1), darkvision (level 3), magical sensing (Level 5), and illusion detection (Level 6).

Ward effects can be created as well, with the representation often taking the shape of a shield or other protective symbol. Ward effects commonly used by Fineas upon his tattoos include Wards against melee or ranged weapons (Level 5), Wards against Attack Mode spells (Level 6), and the Barkskin spell.

Fineas can also bind a minor spiritling to the tattoo (as the Weird spell for the Witchcraft Order (called Natural Magic in SteamWorks) in the Omni System Core Rulebook, pg. 124, but at Spell Level 5), which can be called forth to serve the wearer; the representation often takes the shape of a bird of prey or insect, although any animal may be chosen. Note that when the bearer calls forth the minor spiritling, the tattoo

itself leaves the wearer's skin for the duration; when the duration ends, the spiritling disappears from the physical world and returns to the bearer as the tattoo shape it was originally bound to again.

Fineas' relevant Skills are as follows: Handicraft (Fine Arts) + 38; Enchantment + 25; Manipulate + 21; Summoning + 15; Ward + 17.

Fineas' relevant Talents are as follows: Natural Talent II - Handicraft (Fine Arts); Natural Talent - Enchantment; Magical Aptitude - Manipulate; Witchcraft Order.

Note that because he is in a city, Fineas' spell rolls all receive a modifier between -0 and -5.

Fineas' normal tattoos are expensive, at 30 Pennig per square inch. The rates on his enchanted tattoos vary based upon what sort of magical effect the tattoo will have for the bearer; they begin at 60 Pennig per square inch plus 50 Pennig per Spell Level of the spell used for Manipulate and Sensory effects, or plus 75 Pennig per Spell Level of the spell used for Ward effects, or plus 100 Pennig per Spell Level of the spell used for Summoning effects.

Zohrins Herbarium

This shop in Old Town East deals in the sale and trade of herbs and plants. The proprietor is a gnarled and elder Kharilan. Zohrin's knowledge of botany is unsurpassed, and he carries plants that are said to have wondrous effects (and not a few with deleterious effects as well).

Parks

Nobb Park

On the southern border of the wealthiest district in Muirlun lies Nobb Park. It is an area that, by day, is a

wonderful place where children play and wanderers can enjoy the natural beauty of the only park in the city; by night, it can become a dangerous place as the fogs of Muirlun that rise up in the cool evening hours obscure sight and the trees and coves provide ample hiding for thugs and muggers, prostitutes and drug users and dealers. Few Muirluners wander Nobb Park at night, although those who do so almost invariably have some sort of illicit business.

Inns, Taverns & Restaurants

Hurrimans

Hurriman's is the most exclusive hostel in all of Muirlun. It has cultivated a reputation for excellence, and is the most expensive and prestigious location for visitors passing through Muirlun to see and be seen by the glitterati of the Nations of the Compact. All prices are quadrupled here, and the quality of services and goods is very high.

The Inn of Last Repose

This seedy inn in Downwind near to the Graveyards is rarely looked at for more than what it is on the surface, a cheap hotel where prostitutes provide a night's entertainment and brawls are commonplace. The food and drink are cheap at half the prices of a more esteemed establishment. The Last Repose is known by those with a need as the place to go to meet many people of low moral fiber; certain jobs of an illegal nature are easily arranged here.

Cygars

Cygar's is the finest restaurant in Muirlun, popular with the Guild leaders, the wealthy of Muirlun and especially the former nobility of Thelacia. It is a highly formal dining establishment, with a meal running at five times the normal price. One may

find any dish or delicacy to their tastes is easily and sumptuously prepared here. A current favorite is their cider mulled duck with oshone peas and the great loaves of bread which are the signature side dish of Cygar's.

Dens of Iniquity

Barinas Rose

Barina's Rose is a hostel which caters to the needs of the wealthy who stop in Muirlun on their travels on the Iron Road. Fine dining and companionship for the evening is available, along with a library, an atrium filled with an array of exotic flowers, a Kharilan steam room converted for use by larger folk, and the finest medicinal distractions in all of Muirlun. The accoutrements of the prices of any goods or services purchased within Barina's may be considered of the best quality and as such cost 3x the normal price.

Barina herself is an elder Kharilan who came to Muirlun many years ago to make her fortune away from her home. She employs only the most attractive and most skilled servants of either gender within her hostel. She is also said to have connections to many of the elements of the Muirlun underworld.

Flavias House of the Red Lantern

Located Downwind, Flavia's is a bordello of great reputation



among the inhabitants of that area. It is popular also with gentlefolk who wish to taste what the nightlife is like in lower-class areas. Flavia's is known to cater to any taste one might have in sexual companionship, no matter how depraved. If one knows where to look and who to ask at Flavia's, the establishment is also known to sell the secrets of those who let them fly from loose lips.

Flavia Teremor is an expatriate of the Pearl Coast, and has the look of one of their peoples save for the scar that runs across her left cheek from just below her eye to her jawline. Although to many eyes this might mar her once-perfect beauty, there are many more who say this flaw lends more believability to the idea that a woman of such near perfection could exist in the world.

Transportation

The Greater Muirlun Railyards

The Greater Muirlun Railyards are home to one of the largest Dozakhi Foundries in the Nations of the Compact. The Railyards are busy night and day with the labor upon the steam locomotives which stop at Muirlun. They also house many who make their livings working on the Iron Road, and not a few who make their livings off of the Iron Road.

The Greater Muirlun Airyards

The Greater Muirlun Airyards is a major stopping point for all airway travel in the Nations of the Compact. Air travel can be arranged from the Airyards to almost every city on the continent. Passenger and cargo dirigibles arrive and depart on hourly schedules. Smaller dirigibles ferry those who have come to Muirlun to their destination in the city itself.

The Muir Bridge

The Muir Bridge was established with the founding of the Iron Road. The Dozakhi of the Kosciri Foundry were the engineers of this brilliant piece of architecture, which uses pylons driven deep into the delta bed and great lengths of suspended cables to support the bridge. The Bridge is under heavy guard since the attempted sabotages during the Successor Wars by various parties.

The Bridge Guardians are a gigantic pair of bombardier mecha set to guard the Muir Bridge from sabotage. They are quite effective at deterrence as well as elimination of any menaces to the bridge. The bombardiers are manned at all times by a trio of Artificers on rotated duty from the Muirlun Defense Force.

The Muirlun Tram

The Muirlun Tram is a small railway which traverses the majority of the city. It has stops in New Town, Old Town, the High Quarter, the Greater Muirlun Railyards and one stop in Downwind. The Tram is available for any who wish to use it, for a nominal fee. The quality of the stations where the Tram stops depends upon the location of the stop itself; in the High Quarter and New Town, the stations are clean and well-lit, while in Old Town and Downwind are less so.

Groeshams Cab

The chequered hansom cabs run by fleet-footed fellows, carriages drawn by the finest horses, and motorcarriages of Groesham's Cab are known throughout the city as the finest means of transportation available for rent. Groesham's is the largest cab company in the city, with offices and cabs in nearly every quarter. The only place that a Groesham's Cab will not go is the Bogs as a matter of company policy.

Miscellaneous

Blue Moon Pictures

Blue Moon Pictures leads the way in the sex industry of Muirlun. Where once they dealt solely in printed materials such as pictures and magazines, Blue Moon now is attempting to move in an entirely new direction. The creation of moving pictures has lead to a new expansion for the sex industry in general and Blue Moon Pictures in particular.

The Muirlun Herald

The Muirlun Herald is the largest newspaper in Muirlun and is also carried in other cities and nations as well, for there are many in the Nations of the Compact who enjoy keeping up with the latest news in the city. The Herald was recently added to the acquisitions of Mekaros Industries, a burgeoning new holding company based out of Khorusan in the UBS. There are currently dozens of reporters and numerous editors hard after any news worthy of print employed at the Herald.

The Lodge of the Esoteric Order of the Ancient Ram

This unassuming building in Old Town houses an ancient kebal the One Church once thought to have destroyed. The founders were a trio of mysterious individuals many of the kebal today believe to be wanderers from another world. The fellows of the Esoteric Order survived by going deep underground for centuries, and still have not resurfaced wholly. Their secrets have been passed down through the years from father to son. The Lodge houses their last remaining enclave of knowledge.

The Lodge of the Sons of Dawn

The Sons of Dawn are a recently arisen kebal of Magus, formed as a secret brotherhood of Old Thelacians who seek to use their knowledge to find a means to repair and rebuild the fallen Empire of Thelacia. They are lead by the Magus Orrin Rhoud, an old gentleman from Thelacia who stumbled upon his magical knowledge in his flight from the city in the last days of the Successor Wars. Since that day he has been watching the young former lords and ladies of Old Thelacia in Muirlun, recruiting those with the will and talent to utilize his knowledge.

The Lodge itself is really little more than a ramshackle tent in Tenttown. It is protected by magics which leave most passers-by believing it is nothing more than just that. Rhoud spends all of his days here, seeming to the outside world an elderly former noble in exile too proud to join the rest of the world in the future.

Notable Citizenry

Dane Mekaros

Dane is the mastermind behind Mekaros Industries. The Mekaros family has long had its roots in the underworld of Khorusan in the UBS; Dane decided long ago he wanted to become a legitimate businessman and began his work in stages. The first stage was a break from his family tradition and moving from Khorusan to Muirlun. He took all of his family's wealth and bought a great mansion as well as several shipping companies based in Muirlun. He then purchased the Muirlun Herald and became a news mogul. He has been based in Muirlun for four years now, building his reputation, holding gala charity events and even running for the position of Councilman of Oldtown East. With his victory as Councilman, he has begun to acquire a legitimacy in Muirlun he has been dreaming of.

The Lady Faela

Faela is the most noted Soot Elf of all of Greyspire. She is legendary for her great beauty and her talents in lovemaking, as well as her great talent for Natural Magic and enchantment. She is a patron of the arts and throws lavish parties for friends, family and associates every week. None know her true age, but even some of the eldest known Alfynn visitors to Greyspire have been seen deferring to her.

Dame Andrea Fargela

Dame Fargela is the representative for the Pearl Coast upon the Council of the Compact. She is an elder lady much respected among the court of the Duchess of the Pearl Coast. Although in her early 50s, Dame Fargela is still a very striking beauty who catches many eyes. She is a widow, and has been seen about the city in the company of various handsome young wealthy men after the untimely death of her husband. Rumors have been flying about Muirlun society as of late as to which of these young suitors Dame Fargela might claim as her next husband.

Captain Dravin Argent

Captain Argent is the leader of the Muirlun Defense Force. Originally from the UBS, the Captain is from a long line of skilled military leaders, and has so far proven himself no less capable than his forebears. He is considered quite the eligible bachelor among the society of Muirlun, although as of yet he has not deigned to call on any one young lady of society. Rumor has it he is involved in some secret love affair with a lady from Faery; in truth, the Captain deems himself much too busy organizing the defense of Muirlun to indulge in frivolous love affairs and has yet to meet a woman who holds his interest long enough to distract him from such matters.

Dorrian Govarin

Dorrian is the patriarch of the Govarin Foundry, an ancient and wise Dozakhi with enough knowledge about hosting a guest to teach a matriarch of the Pearl Coast a thing or two. He is a kindly and wizened little Dozakhi who despite his size radiates and unmistakable aura of charisma and leadership. Dorrian was friendly with the former Emperor of Thelacia, and it was through their planning that the dream of the Iron Road that would connect the entirety of the Empire was realized. He maintained good relations with Empress Elenia as well, until her disappearance which led to the Successor Wars.

Vorranova

This slight and unassuming Vhaden lives in Old Town East and runs a curio shop which contains a number of odd items from a time before the rise of the Thelacian Empire. Vorranova keeps a careful watch for any Church officials, for many of the curios he carries are considered blasphemy in the eyes of the One Church. He has a clientele base which numbers quite a few of the Magi of Muirlun, who both buy and sell at his shop.

Vorranova has a secret that he has hidden well for years; the Druaghor that he claims to have named himself after is not, in fact, dead nor even slumbering in the ageless sleep that most have succumbed to. He is that same Dragonlord of ancient ages gone by. The inscrutable methods and reasons behind a near-godlike being hiding among Humans in humanoid form is left for the most devious of creatures, the Gamemaster, to decide for certain.