

PURE STEAM

CAMPAIGN SETTING



This book is dedicated to Isaac Ludwig, with whom I fought my first giant.

May your final plane be a holy one.

-Adam Crockett

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WHAT IN TARNATION?!

In these pages is the Pure Steam Campaign Setting, the result of years of development, a successful Kickstarter campaign, and countless hours of playtesting. Pure Steam is a steampunk campaign setting compatible with the 5th edition of the world's most popular pen and paper role playing game. We've endeavored to mesh our vision of a gritty, greasy, springy, cog-laden campaign world with the premier RPG rules system.

But don't be fooled. Pure Steam isn't your grandma's steampunk. While there are certainly nods and winks to the established steampunk aesthetic (if such a thing can be pinned down), this setting is anything but ordinary. Hillbillies and Yankees scatter the landscape, which is more Appalachian than Victorian. In the age of steam, coal is king. And the old, tired mountains rich in coal veins are home to the economic powerhouses of the setting.

This book focuses on the Federated States of Ullera, a relatively young nation born out of the Abolition War, founded on freedom from oppression and learning to cope with newfound economic prosperity.

In Ullera, science, technology, and reason have all but extinguished religion, magic, and superstition. That is not to say you can't find a cleric, druid, or wizard in Pure Steam. Magic is not outlawed. The religious are not heavily persecuted (at least not in the Federation). The fact is that technology made the lives of the common folk so comfortable that they simply ceased crying out for higher powers. Mages had trouble finding apprentices willing to study for years to accomplish effects which a musket or a steam engine could evoke in the hands of even an unskilled welder.

As a result, nearly every town in Ullera now hosts at least one house of worship in disuse. Many of these churches serve as government buildings, or hotbeds for crime. Magic items from a bygone era sit in museums without competent wielders. Spellbooks lie in rotting wizard towers, with ages of powerful knowledge left untaught.

HEY, THIS MAP LOOKS FAMILIAR...

Most certainly, it does. From its inception, Pure Steam was to take place on our earth. With trivial changes, the geography of the game world mirrors that of the real world. The intent is a fresh, new setting with an 'old shoe' familiarity.

That is where the mirroring ends, however. There are parallels in politics and historical events, but Pure Steam is not simply a fantasy remix of real world history. In creating the campaign setting, we did not simply go back 120 years or so and add in orcs and swords. We went back to the dawn of time and remodeled the origin of species, the rise of nations, and the flow of technology.

BUT, CAN I...?

In a word: yes. Pure Steam contains everything needed to delve into its immersive campaign setting without significant content generation by the GM or the players. But it is not our desire to disallow anything in the game world. Those decisions are up to the GM. If you want a low magic, high-tech campaign, Pure Steam is perfect for you. If you want mages slinging fireball spells next to a chaplain on an ironclad steamship, Pure Steam is equally fitting.

By way of compatibility, we've ensured you can mix a little medieval fantasy in your steampunk, or vice versa. All the way down to the in-game economy, this book is designed with seamless compatibility in mind. Your wizard and our chaplain can adventure together because they should scale in power the same way a wizard scales with a cleric. You'll notice we didn't eliminate magic completely from even our 'low-magic' options. The truth is, that was a necessary choice to maintain system compatibility and keep the rules simple.

While the rules for magic are used for characters such as the chaplain, it's important to note that spells are not actually being cast. These effects manifest as a near supernatural influence of personality on the recipient. From a rules standpoint, there isn't much difference, but while roleplaying, the difference is huge.

EUREKA!

As detailed in the preceding journal entry, Pure Steam describes a hypothetical form of energy thought to be able to solve many of the issues of humanity. The hypothesis was found some time ago, but it was regarded by most as the twilight ramblings of an intelligent—yet unrealistic—scholar.

On his last expedition to the Eastern Continents, however, Viktor Renz Etrau went missing. Years passed, and memory of him faded. All that changed some time ago when a crude, foreign sea vessel docked at a harbor in North Fork, Harmonia. A crew of dark-skinned seafarers delivered a lead box to the nearest dockworker. Unable to converse in the same tongue, the seafarers simply set sail toward the East again. The dockworker read the affixed note:

"Eureka! -V.R.Etrau"

He opened the box, shrugged, and warehoused it pending a claim by any owner.

Word spread of the note, and a scientist and friend of Etrau claimed the package. He filed a scholarly journal entry on his preliminary findings after rudimentary study. He concluded the contents were in fact clues to a strange new energy source. The journal entry was quickly classified by the Federation government. The scientist hasn't been seen since. But enough copies of his findings were read to catalyze a widespread search for the fabled 'pure steam.' Governments, pirates, and madmen alike seek a new energy source—and potential weapon.

... Then there is the case of how long we can sustain such a boom of populace without expanding our borders. Ullera seems locked into a fixed tract of land. The Kingdom of Rausch across Great River is unlikely to cede any territories to Ullera's west. And the noble Breymen to the north are as settled to their national borders as any of their type may be to dry land. Would the vile Goblinoids retreat from their northwest territories without a conflict more bloody than the Abolition War? Certainly not! It seems our fate, then, to populate this land more densely every year.

History has shown us that when a species overcrows a region, one of three things happens: it either consumes all its food supply, it simply sparks the increase in its predator's population, or it spawns new diseases with which to thin its ranks. If you classify warfare as a disease, then these three hold true to humanity. Many academics fear we are a few years from a massive outbreak or similar population thinning. Our barbaric past would lead one to believe we are to suffer the same fate of all defunct species.

Historically, there are two fields in which men have always excelled: finding more efficient ways to travel and devising more creative contraptions with which to kill his brethren. Recent technological advances prove that our society has focused more on the latter than the former. This is evidenced by Goran Holdings production of not less than five new firearm models this year (and only introducing one measly boiler innovation).

But mankind has taught himself science, which is no small trait. With the Scholarly Method, great minds are destined to find a way to continue our superiority on this earth. Surely I do not endorse my contemporaries in the field of Eugenics to solve population concerns. The vile field of study has gotten more positive press than it deserves. (How can one call himself an Ulleran and legislate segregation and sterilization of entire species or classes?)

No, I intend to use the Method to solve our concerns on pollution, population, and more. Truly there must be a better way to power society's marvels than simply heating water. Lately, the marketplace's greatest innovation in the realm of power generation has been replacing coal burners with oil. (That is not to discount my friends, the Barrondorfs, and their long if not fruitless work in the field of gyroscopic motion generation.) We can do better.

I am convinced there is something better out there in the aether. Could we capture the sparks in the clouds? Or harness the Great Inferno at the center of the earth? Perhaps we may discover a new way to arrange the materials of this rock to burn clean, true, and eternally. This 'pure steam' for lack of a more eloquent term, could bring light to the dark places of this earth. I imagine it would propel our world into a Grand Enlightenment. Whatever it may be, I will devote my life to its discovery.

Taken from one of the journals of Viktor Renz Etrau, in his home, after his disappearance.

Written approximately 162 E.A.

ULLERA

Ullera is a continent that rests in the western and northern hemispheres of the planet Geir. It is bordered by water on all sides: the Great Span to the east, the Manteca Gulf and the Straits of Ciminno south, the Sun Current west, and the Hiegliht Ocean in the icy north. Much of Ullera is formed by a massive continental shelf that gradually rises east to west into broad peak lands; coastal plains dominate the eastern seaboard, and mighty evergreen forests cover western shores.

Ullera is significant among the many landmasses of Geir for being the first to truly embrace and apply the concept of 'pure steam' in all walks of life. No where else is science and technology more widely used or more commonly accepted. Battles for control of this technology and what other secrets its knowledge might unlock have defined generations of civilization here. The most populace and powerful nations on Ullera are the Federated States of Ullera, Atanak, Mazan, and Rausch. Human, gnomes, halflings, orcs, dwarves, goblins, and many other races big and small populate the cities of each nation. Ullera's history is laden with examples of these peoples working and fighting together (or against each other) to shape the continent's ever-evolving future.

TIMELINE OF ULLERAN HISTORY

- 10,000. Earliest evidence of Halfling and Gnome hunter-gatherer communities in the Bastion. Rageaic tribes control the Heartwater as far south as modern day Harmonia.
- 5,000. Borndrin nomads first encountered in Ullera by the Folk.
- 4,300. Dwarf sailors discover the northeast coasts of Acares (Keystone) and make contact with the Folk there.
- 3,100~3,000. Human farmers move north from desert communities into Ullera.
- 2,600~2,400. Tribal relations between human (ancestors of the Mezoqua), halfling (leatherfoot ancestors), orc (borndrin), and the Folk improve as new cultures are born out of the peaceful coexistence of populations. Many human tribes adopt halfling ways of living, becoming the Krin Nation, whereas other halflings do the same with the Folk (mostly gentry gnomes), resulting in the Nation of Sheraneek Peoples.
- 2,000~1,900. Hordes of jonnish orcs cross the ice bridge from Okrug into Atanak, pillaging, conquering and enslaving the resident borndrin. Many are transported back to Okrug as slaves, the remaining borndrin of southern Atanak flee into the wide prairies of the Feral Expanse (Sunderland).
- 1,700~1,600. The Krin and Sheraneek Nations adopt mound-builder techniques of northern tribes and adapt them to southern climes. These tribal nations become collectively known as the People of the Mounds.
- 1,400~1,300. Oral tradition tells of the last flight and hunt of dragons. Apart from anomalies (e.g. isolated cryptids, evolved states, etc.), most scholars contend that traditional dragons are effectively extinct after this period.
- 1,100. The first king of the newly named Theocracy of Rausch is seated upon the throne. Rausch is roughly a third the size of its present-day territory at this time.
- 1,000. Rageaic armies erupt from Subterra and establish the Dominion centered on Cog Island.
- 830. Using slave labor and armed legions, the Dominion becomes the greatest power on the continent.
- 815. Dominion control extends as far south as the Manteca Gulf along the Great River. There they found the prison colony, South Den, over the site of a former human tribal fishing village.
- 525. Scientific breakthroughs derived from the ruins of Cog Island spark an industrial revolution. Primitive firearms and cannons are introduced into warfare.
- 520. Emissaries to the Dominion from Rausch come half-expecting to be disappointed by their visit to Cog Island, but are instead horrified by the widespread slavery and cruelty exhibited by their hosts.
- 500. A Rauschite oracle is executed by the Dominion for publicly declaring the dynasty had reached the midpoint

of its reign over the continent. Rausch cuts political ties with the Dominion.

- 490. The first fully autonomous clockwork device is invented and recorded.
- 240. Rauschite emigrants carefully and peacefully insinuate themselves into many cities of the Dominion, interbreeding with local populations. Early chaplains form in these communities.
- 216. Slave revolts begin to plague the Dominion.
- 77. Prisoner and liberator efforts at South Den finally break away from Dominion control and become the Liberated Colony of Belle Venue.
- 1 EA.** The Era of Abolition (or Enlightened Age) begins. Dwarves, halflings, humans, and gnomes join to form the Federation of Ullera and draft the Rational Orders. Ullera claims control of Keystone. The first steam engine is invented.
- 1.5 EA.** The First and Last Stand (Abolition War) begins in Keystone.
- 2 EA.** The Fervent Fight (Abolition War) begins in the lands south of Keystone (Harmonia).
- 4 EA.** The Federal Patent Office opens.
- 7.2 EA.** The Abolition Trail comes into modern use.
- 20.4 EA.** An earthquake destroys the city of Brickton. The event is known as the Brickton Quake.
- 24.5 EA.** The first recorded mason jar moonshine is created.
- 45.8 EA.** Topper's Highway develops into modern use, bisecting the Abolition Trail.
- 50 EA.** Ullera moves south assimilating Harmonia and the Bastion, acquiring the southern end of the Great River through the annexation of Belle Venue. The burgeoning nation expands to become more formally known as the Federated States of Ullera.
- 50.5 EA.** The Fervent Fight (Abolition War) temporarily ends in Harmonia.
- 58 EA.** The first wondrous armature is invented.
- 61.7 EA.** The Fervent Fight (Abolition War) resumes in Harmonia. The Dominion seeks to reassert control over the continent sensing weakness in Ullera's solidarity. Travelers leaving Ullera become targeted prey, and other Ullerans move to defend their brothers and sisters on exodus.
- 64.4 EA.** Ram Arness is successful in crossing the Inland Seas by air ("The Fortuitous Flight"). He founds Ramson Downs on the shores of the Melpomene.
- 70.2~71 EA.** The Dominion is pushed north of the Inland Seas and reforms into the Atanak Empire. Ullera begins to build trade cities in Sunderland on the river banks and the coasts of the Inland Seas. The Fervent Fight (Abolition War) again ends in Harmonia.
- 77.9 EA.** The Border Threat (Abolition War) begins in Sunderland.

86 EA. The First and Last Stand (Abolition War) ends in Keystone.

- 89~91 EA.** Diasporic populations of Rauschite in Ullera begin a mass return to their homeland. These pious humans known for their use of the Rauschite tongue, religious taboos, and social isolationism led to friction with their neighbors and the central government which precipitated their departure.
- 100.1 EA.** Several other northern settlements in Sunderland are captured or sacked and looted as Ramson Downs is burned to the ground during the Great Hellfire.
- 100.5 EA.** Construction of Second City begins.
- 110 EA.** The Border Threat (Abolition War) ends in Sunderland.
- 118.8 EA.** Northern emigrants, primarily retired veterans from The Border Threat and old money out of Keystone, begin developing land and transcontinental means of transportation in the Bastion.
- 122.3~.5 EA.** Cresape's War ensues.
- 140 EA.** Those "convicted" for the Hill House Rebellion are executed in Second City. Many mark this as the beginning of the modern anarchist movement.
- 153.7 EA.** Berradine County Slaughter occurs in Harmonia (the bloodiest event on Ulleran soil since the Abolition War ended there).
- 162 EA.** Last public appearance of V. R. Etrau before leaving for the Eastern Continents.
- 165.7 EA.** First recorded moon shot attempt.
- 168 EA.** The Breton faith is founded in Rausch by an acolyte of the state church, Walter Hornby Thanek.
- 169.2 EA.** The War of Division (Abolition War) begins in the Bastion.
- 173.1 EA.** The Leacher's Vale Uprising occurs.
- 173.4 EA.** The War of Division (Abolition War) ends in the Bastion.
- 174.5 EA.** King Thanek is crowned in Rausch.
- 175.6 EA.** Summit City becomes the capital of Ullera.
- 180.6 EA.** The Holwake Incident, named for the suspect thought to have planned the treasonous attack, concludes on Summit City's 5th anniversary. Though Holwake is found dead in a burned down warehouse, and most of his accomplices are captured, many conspiracies still swirl about the true nature of the attack and whether such insurrectionist sentiments have fully abated.
- 188 EA.** Present day.

**MAP
OF
NORTHERN
ULLERA**



Artwork by Robert Albaner

THE RATIONAL ORDERS

For as much as it hath been adjudged in wisdom, discourse, and reason to order and dispose of things that we the Inhabitants and Residents of the lands between the Great River and the Great Span, and well knowing where a people are gathered together rules and laws are required to maintain the peace and union of such a people, there should be an orderly and decent Government established according to Rationality to order and dispose of the affairs of the people at all seasons as occasion shall require; we do therefore associate and conjoin ourselves to be as one Federation of Ullera; and do for ourselves and our successors and such as shall be adjoined to us at any time hereafter, enter into Combination of States or Regions together, to maintain and preserve the liberty and purity of our intentions and principles which we now profess; as also, the discipline of Rationality, which is now practiced amongst us, as also in our civil affairs to be guided and governed according to such Laws, Rules, Orders and Decrees as shall be made, ordered, and decreed as forthwith:

MULTORUM SCURITAS

The safety of the Citizenry of the Federation is the paramount duty of the Government. The Borders of Ullera must be secured against trespass, infringement, and illicit trade.

EADEM OMINA IURA

The same laws apply to all Citizens of Ullera. Legal punishment is equal regardless to status, race, or intent. Citizens who commit a crime must prove their innocence to the commissioned legal authority of jurisdiction.

OMNIS TERRA TUCTUR

All land in the Federation is partitioned into townships. Townships are incorporated and have full control over the use and development of the land under their authority. Districts are composed of associated townships. A state, or region, is a political area composed of a contiguous grouping of associated districts.

UT TELLUS LEO

The only standing professional army allowed within Ullera is the Federal Army. All citizens must provide the Federation with two years of service to the federal armed forces, district militias, or core of engineers. All citizens are entitled to bear arms and armor to protect their personal property.

NON ALITER SE

One cannot own another. Slavery within the Borders of Ullera is forbidden; any slave who enters the nation's territory is immediately emancipated.

IGNORANTAI ROBUR

It is an act of treason to publish, distribute, or release information determined to be vital to the safety and security of Ullera. The punishment for violating National Confidentiality is to be rendered mute.

BELLUM PAX

The Federation is vigilant in protecting its interests both foreign and domestic. The Citizenry of Ullera shall be defended by the Federal Army while abroad. Vandalism, rioting, and defamation shall not be tolerated and is considered a threat to public safety. Civic leaders can use any means to suppress unrest deemed a threat to public safety including martial law.

LIBERTAS SERVITUS

All citizenry must give the government two years of military service to earn the right to vote.

HIERARCHIA LEGUM

A township may draft any law that does not infringe district laws. A district can draft any law that does not violate federal law.

ORDINIS BONIS

The government must provide order to insure the prosperity of its citizenry. All voting citizenry shall gather at least twice annually to address issues raised and legal proposals drafted by the elected body. Resolution among multiple competing proposals is by popular vote.

ULLERAN LEXICON GUIDE

Anarchaea [an-ar-kay-uh]: A loosely affiliated radical group of energetic youth led by frustrated historians who are pledged to anarchist designs of misrule and usurpation of the Ulleran establishment.

arma-: The linguistic equivalent of the prefix, 'anti-,' as in "arma-bacterial."

Berradiner [bair-uh-din-er]: A regional subculture within Ulleran society; any person demonstrating willful defiance or stubborn resistance to pressure from outside their social setting.

Borndrin [bawrn-drin] ("readymade" or "made to move" in Orc): Racial term used to refer to orcs native to the continent of Ullera or their shared heritage. Used as a proper noun to refer to such tribal culture(s) descendent from orc ancestry.

Brelonite [bre-luhn-ahyt]: A member of the Reformed State Church of Rausch.

Brelonism [bre-luhn-izum]: A faith order and code of personal conduct established in Rausch by W. H. Thanek, the current king and theocratic leader of that nation.

Cairnbrûd [kairn-brood] ("rock kin" in Giant): Colloquial racial term used to refer to giants or their shared heritage.

clyde: Colloquial term for a dolt, dullard, or hooligan. Specifically, it refers to a stratum of the Ulleran population that go from job to job, with no real home, because "that's all there is."

coterage (portmanteau of 'coterie' and 'cottage') [cot-er-ij]: Architectural term for a gnomish family dwelling. Sometimes called "mound-cabins," these homes feature a modern interior that incorporates traditional mound building techniques with log buttressing and bedrock foundations.

cryptid: A creature or plant whose existence has been suggested but is not recognized by scientific consensus.

Eastern Continents, the: A catchall geographic term for a group of land masses populated with foreign races and creatures native to Geir's eastern hemisphere.

Enesora [in-eh-sawr-uh] ("riderless one" in Sylvan): Colloquial racial term used to refer to centaurs or their shared heritage.

"Eureka!" (also in written form): A universal proclamation of discovery. Also used as a nonracially distinct, non-disciplinary exclamation with the same socio-linguistic connotation as, "Great!," "Superb!," or "Amazing!"

Feral Expanse, the: Common colloquial term to refer to the continent where Ullera rests. Official nomenclature denotes the continent as well as the nation as, "Ullera," but those wishing to distinguish between them will often use this term.

five marks: A tribal greeting once used among the People of the Mounds; executed by touching five finger tips to the upraised

palm of another. A "five-mark" is now a unique bill of trade worth 25 bucks in the Bastion, but only 5 bucks outside the region.

Folk, the: Colloquial racial term used to refer to gnomes or their shared heritage.

FSU: The Federated States of Ullera.

Geir [geyr]: Scientific term denoting the planet upon which everyone rests.

Great Span, the: Geographic term for the body of water lying between the Eastern Continents and Ullera.

icetreaders: Colloquial term used to refer to borndrin orcs.

Jonnish [jon-ish] ("prepared race" in Orc): Racial term used to refer to pure orcs or their shared heritage. Used as a proper noun to refer to such tribal culture(s) descendent from orc ancestry.

knattleikr [neyt-l-eh-ker]: A dwarven winter game played on ice using special footwear, a wooden ball, and sticks.

Krin (Nation): A distinct cultural milieu of races, primarily humans of Mezoqua stock and leatherfoot halflings in the lowlands south of the Blue Capes, that coalesced out of shared living practices (adopted by human immigrants) and peaceful brotherhood.

Kor-: The linguistic equivalent of the surname prefix, Mc- meaning "son of ~."

landshark: Another term for bulette.

People of the Mounds: The collective term for all such native tribal peoples of southern Ullera. Sometimes simply referred to as "the People."

"Pork Bellies": Specifically, a derogatory term for civic proctors found in the largest cities of Sunderland. In general, this term has begun to be used to denote any such corrupt police officers across Ullera.

Rageaic [ri-jake] (Goblin): Colloquial racial term used to refer to hobgoblins or their shared heritage.

railroad: Engineering term that refers to the physical rail and all that rides it. Professionals use it to denote plans on a map, or the geographical area upon which a rail-line sits.

railway: Business term that refers to a specific railroad company; the plural refers to the collective companies in a given region.

rail-line: Engineering term that refers more to the type of transport the rail is suited to carry and/or the type of commercial services offered on a particular length of track (i.e. freight, passenger, etc.)

rapid oxidation tempest (ROT): A supernatural storm common to northwest Ullera that causes metal to rust and disintegrate within a few minutes.

rumrunner: One who brews and sells liquor without paying taxes or obtaining a liquor license.

Scholarly Method, the: The standard process by which ideas are tested in Ullera, requiring results to be repeatable in order for them to support a claim.

Sheraneek [shair-an-eeek] (Peoples, Nation of): A distinct cultural milieu of races (primarily halflings and gentry gnomes in the foothills south of the Blue Capes) that coalesced out of historically similar living practices and mutual prosperity.

soci etas [so-see eh-tayss]: A kind of magic hidden away within and fueled by interactions of people on a large scale. Chaplains practice this form of “magic,” though few outside of their circles understand it.

tamers: Colloquial term used to refer to jonnish orcs.

Temarest [tem-uh-rest]: Gnome term denoting their ancestral homeland; translated to mean “Deep Rest” or “Stone’s Rest,” and often shortened to simply “The Rest” in everyday speech.

temporal riparian biome (TRB): A geographic region where the rate of time changes erratically.

“Topper’s friend”: An expression given to labeling or describing someone known for their association with vagabonds, traders, and clydesmen. Often used to reassure another of one’s experience on the road.

Trail, the: Common colloquial term used concerning the famed Abolition Trail running through Harmonia and Keystone.

turfball: A widely played warm-weather ball game of Ulleran invention using a special field, teams, and league play.

Ullera [yoo-leyr-uh]: The given name of the continent on which the FSU is located. Also used to refer to the FSU as a nation.

Venuvian: A resident of the township of Belle Venue.

LANGUAGES

In the world of Pure Steam, you’ll find many of the same spoken and written languages commonly found in the world’s most popular pen and paper tabletop role-playing game, such as Dwarvish or Draconic. In addition, you’ll encounter some languages unique to this world. These new languages are presented here.

Commirse. A Keystonean dialect of Common using shorthand phrases and a wealth of economic jargon to allude to other more mundane topics.

Dit-Dah Code. A telegraph, ticker tape, and heliograph language using dots and dashes to represent letters and numbers. It is also used for punch card programming.

Gent. Short for gentry, this is a refined form of the common tongue used by the wealthy and over educated.

Gypsy Cant. A secret language, also called “Romany,” born and used primarily within nomadic camps and itinerant fringe-of-society dwellers.

Herdian. A mongrel blend of Orc, Goblin, and various native race languages of the plains of Ullera.

Prude. A coarse version of the common tongue riddled with slang invented by the unemployed and working classes.

STANDARD LANGUAGES

Language	Typical Speakers	Script
Gent	Bastion aristocracy	Common
Herdian	Orcs, goblinoids	Orc
Mezuan	Mezoqua humans	Logographic script
Musgee	Bastionite gnomes	Gnomish
Prude	Bastion lower class	Common
Rauschite	Rauschite humans	Celestial

EXOTIC LANGUAGES

Language	Typical Speakers	Script
Commirse	Urbanites of Keystone	Common
Dit-Dah	Communications workers, military personnel, and postmen	Dashes and dots
Gypsy cant	Gypsies and the like	Eclectic mix of original runic alphabets and writing styles

SETTLEMENTS

Villages typically have little in the way of infrastructure. Homes lack indoor plumbing, and use fuel tanks for heat and gas lighting. There is typically a train station, post office, and a few basic stores. Law enforcement is present if understaffed, and one or two village doctors care for the population. Villages often serve as hubs of commerce for surrounding farms and small communities.

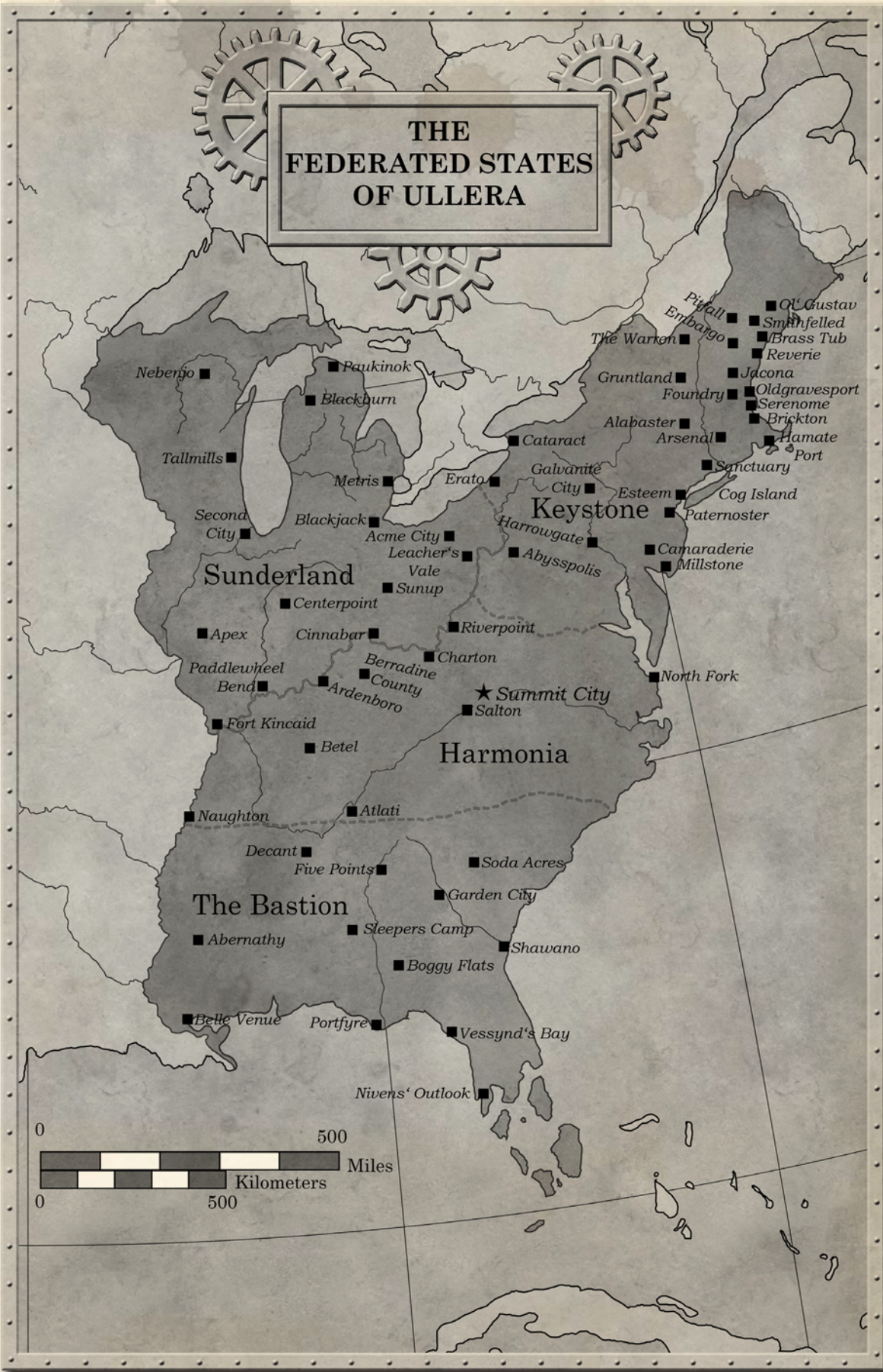
Towns offer paved roads, indoor plumbing, and gaslit streets. Homes are heated and lit from central gas lines. A town will often have one or two train stations and a few official buildings. Many towns publish a daily newspaper and/or one or two other periodicals. Town governments consist of a mayor and city council, police force, fire department, and a hospital.

Modern city environments may have multiple train stations, local, regional, and international post offices, and airship docks. Cities have large and competent police forces, fire departments, and hospitals. They often use extensive sewer networks to provide waste removal and running water. A few wealthy neighborhoods may even have electric lighting. Many cities house the seat of government for an entire region or country.

ULLERA POPULATION RANGE BY SETTLEMENT TYPE

Settlement Type	Population Range
Village	Up to 2,000
Town	Up to 50,000
City	Up to 250,000

THE FEDERATED STATES OF ULLERA



Artwork by Robert Albaner

THE BASTION

“Ne’er been one to call a place home ... there be Homes for the Sick, Homes for the Elderly, Homes for the Poor—not the kind of places a fella can get lost in, find hisself. Here, you have that chance.”

– Jharlie Puck (“fastest gun in the south”)

Population 3,696,150 (45% human, 34% halfling, 16% gnome, 3% orc, 2% other races)

Capital The City and County of Five Points (pop 59,000)

Notable Settlements Belle Venue (pop 168,100), Garden City (29,650), Shawano (22,300)

Government Confederal timocracy (nine appointed county marshals and a comptroller each delegated by the Communist League), and one autonomous municipality

AUTHORITY

High Minister Parl Geffen Radditch Longtom

(N male gnome [gentry]; spokesman for the city of Five Points and nominal figurehead of the Bastion)

NOTABLE RESIDENTS

Eirick Everin (CG male human [ulleran]; noted Communist idealist, equestrian, and suitor)

Gavel Hallasmaster (CN male dwarf [brey]; noted information broker and the High Minister’s bodyguard)

Laanwana (CN female human [ulleran]; quiet advocate of the People and dark-eyed, brooding sponsor of the Mud Daubers)

Tadyurnok “Tad” Pelle (CG male gnome [sharper]; descendent of “Rostafer, Savior of Belle Venue” and claimant as king to one of the most powerful Crewes in the city).

LANGUAGES

Common (known as “Gent”, as opposed to “Prude” which is spoken in the North), Halfling, Musgee (native tribal tongue), and Gnomish.

Those who speak Orc are viewed in an extremely poor, even racist light, given the centuries of cruelty jonnish tribes once perpetrated against leatherfoot and Folk alike.

MAJOR EXPORTS

Transportation equipment, textile materials (cotton, wool, flax), fine tobacco products, fruit, nuts, livestock.

MAJOR IMPORTS

Raw materials (coal, metal ore, timber), skilled workers, furniture, gunpowder, feed, processed goods, textiles.

Prior to the arrival of Mezoqua emigrants, natives such as the Pitch Tree Tribe of Leatherfoot and mixed tribes belonging to the Folk shared the land surrounding the central village of Standing Pitch Tree. Uninterested in conquest, the humans instead learned from the native inhabitants—content perhaps merely to be out of the desert—and the Krin and Sheraneek Nations were born under the boughs of the Standing Pitch. South of the Painted River, the plateau upon which Standing Pitch Tree rested has long been a natural deterrent against flooding and inclement weather. Long too has the region been marked by bountiful greenery—soaring oaks, magnolias, dogwoods, and pine trees filling the void between here and the Blue Cape Mountains to the north where black bear, grouse, boar, wild turkey, and whitetail deer all roam.

Quite apart from the rest in the southwest lies cloistered Belle Venue. Founded as a humble fishing village overlooking the Manteca Gulf, this formerly Atanakan city now boasts unrivaled wealth and unparalleled poverty to match. A place of decadence which masks its internal calamity, Belle Venue is nevertheless known for its gourmet food and trendsetting music, all birthed in the stagnant swamps and endemic disease of the Three Sloughs Delta. And though, statewide, many of these things remain, so too have some very important things recently changed.

HISTORY

The most notable change occurred some three generations ago when northern settlers began to move into the region in droves. Initial reaction by northern settlers upon first contact with the natives saw a mass exodus of the People of the Mounds. Many opted to cede their land rather than risk losing their families and watching their homes burn to the ground to sate the land-grabbing appetites of what became known as the Expansionist wing of the northern settlers. With the influx of population came a flood of new ideas and industry, and after only fifteen years several railroads crossed the state, all stretching to the same terminus—the site that links them all becoming known as Five Points. Over the next twenty years, the town had quadrupled in size and become a bustling supply depot and railing juggernaut, but had also been divided by the factions that came to shape regional politics there: the Expansionists and the Commonists.

Expansionists, largely composed of savvy urbanite immigrants and their indentured army of icetreaders, believed it was their destiny to tame the frontier and bring order to an otherwise chaotic wilderness. Naturally, those who stood against such progress were to be “removed”

or displaced. The Communist cause, made up more of working-class immigrants and large swaths of the native population, cautioned against creating unchecked diasporas of people, and championed the idea of a common fellowship that promised to work through differences, no matter how great the struggle. Further divisions were drummed up and hostilities broke out.

Their Venuvian neighbors, however, were not concerned. For generations had they established a functional and thriving society where they lived, satisfied with what they had built and unconcerned about the rapacious habits of others. Instead, they cut themselves off from the growing conflict, secluded behind fortresses of steel and cannoned towers. Still, the war waged on with or without Belle Venue's consent, and while Expansionists and Communists both sent emissaries to curry favor and assistance during those times, history has yet to tell how successful any of them were or to what extent Venuvian backing may have affected the war.

The fiercest fighting of the War of Division played out over four years across the state: pitting stubborn Communist pride of their right to the land and a long tradition of peaceful coexistence against bold Expansionist overzealousness in transforming the land and a long tradition of successful campaigning. Ideal versus ideal, and brother against brother, the war resulted in the deaths of thousands and a rift that has only now begun to heal. And though Expansionist numbers remain strong, the Communist cause ultimately won out, leading to the current climate in the Bastion. Only time will tell, however, if that victory is permanent, or merely a brief calm before an even greater storm.

GOVERNMENT & PEOPLE

Transformed out of the ashes of the civil war that split these lands more than fifteen years ago, the Atlantan Society is all that remains of the still influential Expansionists. Adopting a banner and change in name to go with their vision of a human-led nation spanning across the West from the Great Span, much of their bark is now gone, but their bite still remains. Permitted to maintain a private army of 5,000 icetreaders, all veterans of the war, regarded as the Bastion's only standing military, and led by Commander Hardt (N male orc [borndrin]), a fierce opponent of "disloyalists," the Society engages them in chaplain-led rebuilding projects across the state, while also working hard at rebranding their image as responsible landowners and concerned patriarchs.

The Society is allowed to exist, as are all peoples and persuasions within the borders of the Bastion, because

of the Communist League's continued belief in mutual prosperity through a commonwealth of shared labor and resources. Clear ownership of property and possessions is approved by each county's comptroller, whereas each county's marshal enforces the law and oversees disputes. Other state matters (e.g. trade, land-zoning, lawmaking, etc.) are overseen by the League itself, a purportedly revolving body of officials representative of the Bastion's wide diversity, and deemed the most trustworthy and influential members from their respective camps. Rumor has it that the League has no true power, and is under constant review and repeal by Ulleran leadership.

There is yet one corner of the Bastion where outside political rancor has no say. Led by the Prefect of Belle Venue and her elected Council of Wardens, the fortress-city and its surrounding hamlets have built an autonomous culture of strict organization and discipline coupled with unchecked avenues of expression and recreation. Innovative civic bodies such as the Sanctification & Sanitation Department (SSD), Municipal Transport Department (MTD), and Department of Measures & Weights (DMW) all operate under the leadership's purview, with citizens of all stripes taking up positions within these bureaus as Brigadiers or Watchers (the militia and police), Plugmen (fire and cleanup), Dispatchers (porters and coach), and Levies (tax and gate keepers). It is these long-standing, self-perpetuating governmental functions which keep high-class Venuvians sequestered from outside influences, but also put them at odds with grassroots feelings that call for parity and a more open society, like that advocated by the League.

Foremost among the Communist League's members is the High Minister, currently a gnome by the name of Parl Geffen Radditch Longtom. Hailing from a gnomish enclave—bastions unto themselves—he is regarded by many as fair, levelheaded, and not without a firm sense of familial jurisprudence that is seen as the hallmark of his race. The Folk from the Blue Cape Mountains played a significant part in the latter days of the war as they began to mediate and enjoy confidence on both sides, which historians are recording as having helped to end the hostilities. Some see the Folk as the worst kind of opportunists, however, pointing to the fact that steam-powered weapons and vehicles of gnomish design often crop up in postwar collections from both sides of the conflict.

And whereas the Folk are relatively staid inhabitants of the Bastion, others of the land's natives are restless. Though no longer chief among them in numbers (because of disease, diaspora, and war), the People of the Mounds,

as the tribal nations are collectively known, wage a patient war of tolerance and suffering against the onslaught of encroaching populations. Secretly at first, though not so subtly these days, the People are building a resistance, working to discredit and sabotage attempts at displacing them further, and even to supplant the current government entirely, some say.

In the mean, the People are defined mainly by their largest constituency: the Leatherfeet of the Pitch Tree Tribe. As “pureheart kin” to all races, the halflings ever keep their mixed brothers and sisters out of starting another war with their willingness to accept the Communist cause; not once forgetting (or able to forget) whose side they were on during the bloodshed. These Leatherfeet champion the People’s love of running free, living outdoors, and shepherding the land, but aren’t afraid of outsiders and “building bridges,” qualities which continue to make them the strongest and ironically least overlooked voice in a mixed society that is still trying to find its way.

GAZETTEER

The Bastion consists of one incorporated municipality (Belle Venue) and five districts or counties. Outside of Five Points, which is its own county, the counties are named for the cardinal directions (e.g. “South County”) and divvy up the land fairly equally by population. Prolonged settlement by civilized races has seen to the removal or extinction of many of the most fell creatures here as compared to northern regions, though at least one recognized Rageaic settlement has sprung up on the western range. Other occasional threats such as the itinerant giant or field-hidden gang of redcaps exist. Giant dragonflies and mud bugs infest the rivers, and the rare giant snapping turtle also occupy overgrown places on the coast. Winged lynx and caterwaul fish too are indigenous to the region.

BELLE VENUE

The city is divided into twelve wards, all of which grew organically causing the centers of each ward to bulge from the inside out. The initial plan for Belle Venue was a perfectly geometric city with a series of square urban blocks surrounded by diamond-patterned fortifications facing the Great River, explaining why First Ward is still called the “Old Square.” Gant and Broadmeir were the next wards added to the city due to the sudden influx of immigrants fleeing a rash of “corpsemen” on the Crab Islands.

Old Square is famous for its hotels, restaurants, boutiques, and dance halls. Gant is a residential area for

the middle class of the city. Broadmeir is the industrial heart of the city. Lakeside is filled with parks and the mansions of the wealthy. Melody is famous for its artists and musicians. Rumrun turns shipments of sugar and wood into rum and watercraft. Lorue is a mixture of low income housing and tenant farmers. Breem is well known for its warehouse district and skilled craftsmen. Crux is a mid-income ward that caters to the river trade. Low Bank is an impoverished ward notorious for street gangs and frequent flooding. Dray and Drover are the two newest wards composed of plantations that grow food and livestock for the city. A warden is elected for each ward who appoints a cabinet to help administer the ward. Wardens’ cabinets are composed of the five commanding officers from each of the city’s unique bureaus.

CAUSEWAY BRIDGE

The largest mechanical bridge in existence, this major road traffic artery leads into Belle Venue from across Lake Char-Pony Train. It is also a time-honored mustering point for annual talks in discussing changes in colors, leadership, and membership between the Heralds and Bannerguards of the city’s Crewe Promenade during Masqueraad. Three massive sections of this five-lane bridge rise 220 feet into the air to allow the passage of water vessels. The center lane of the bridge maintains a skyrail line that operates from beneath the arching superstructure.

GARDEN CITY

The earliest recorded shared settlement in the Bastion began in the sandy hills here. At the time, Summerdale housed prosperous lines of both the Krin and Sheraneek, though as more and more settlers were drawn to the town to luxuriate in the mild weather and friendly conditions, many natives became xenophobic at the overcrowding and frivolous use of resources, relocating south or west. One holdover of note is the Summer Parish, an old chaplain’s training seminary founded by famed pioneer Welborn Smith, where many chaplains still study and return to when seeking respite. The city also caters to seasonal tourism, offering the finest “beauty and relaxation,” or B&R, spas and the regional benchmark in herbal and alcoholic brews to complement the retiring scenery and services.

Lying east along the rail from Garden City stands Soda Acres (pop 13,800), an agricultural hub made up of textile and sugar farms. Soda Acres is also the nation’s largest producer of carbonated beverages and soda drinks, hence the name, and puts out a new flavor every year. This year’s delight is “Pomegranite Blast.”

THE GREAT RIVER

Reaching its widest point (over 1 mile) in several places along the Bastion's western flank, the river is also known as the "Heartwater" because of its centuries-long role in continental trade and traffic. The river's long history also conceals many things, and it is an odd year when the diggers and surveyors who canvas the river's floodplains don't find some relic or body (or worse!) buried in the silt up and down its shores.

THE LOWSHORE

Composed of the Bubbling Water Swamp and the surrounding low coastal lands, this peat-rich wetland has become home for many new settlers and older residents, collectively called "swampers" by folk at large. Numerous pontoon towns and barge-cabins connected by planks and floating bridges can be found tucked within heavy mangrove coves and bogs to eighty miles inland.

Boggy Flats (pop 4,000) is the largest of these settlements, a place where peat from all over the Lowshore is brought to market. Peat sold here is particularly prized as a fuel source (for trains, etc.), and as roofing insulation, demanding prices of up to 9 bucks a pound. The Flats also see many visitors year-round who come looking to make their fortune by skimming and diving the waters offshore, in hopes of discovering some bygone relic or remnant from the Drowning Isles, the vanishing archipelago of a long dead culture.

Foraging, hunting, and taxidermy are also major pastimes in places like Portfyre (pop 1,800). The ground in these locales is pocked with steaming tar pits that are scoured for hidden treasures, most often well-preserved carcasses. Afterward, these tar pits are set aflame by locals to provide lighting or as entertainment. Wildlife in the area includes mallards, herons, egrets, and ibises, while toads, turtles, lizards, and snakes are often kept as pets, and more dangerous bog threats such as bleeders, dire alligators and bears, and even carnivorous plants, like the hooded pitcher or the predatory thorny hurler, are to be avoided.

PAINTED RIVER

Where rail and air transport dominate travel in North, East, and West County, towed-barges, paddleboats, and steamers of all sorts troll the over 400-mile artery that navigates South County's deep reaches. The river, a symbol of their lifeblood, takes its name from Musgee; various spurs of rock and overhangs bearing evidence of Nature's art in metamorphic swirls and swatches of color. Its banks are studded with cypress, sweetgum, and white hickory, while its waters are full with trout, bream, bass, and catfish. The

dreaded caterwaul keeps to smaller creeks and streams off the main waterway, where land prey is plentiful.

During the war, a number of earth and wooden wedge-shaped fortifications were built and arranged along the riverbank in saw-tooth patterns as defensive choke points. Today, much of the Bastion's army spends time patrolling and securing these territories, often demolishing the forts after retaking them from bandits or smugglers held up inside.

ROCK MOUNTAIN

This massive quartz and granite dome, east of Five Points, is the tallest summit for miles around (at 840 feet). Dating back to prehistory, the People of the Mounds used it as a defensible vantage point and ceremonial site, with strange circular rock formations still found on the dome's top to this day; oddly, these rock formations seemed to have served no real tactical purpose. The mountain is traversable by foot up an even slope on three sides, but the fourth is a sheer drop and famous suicide location. A skyrail line connects the Rock Mountain Observatory to the army depot and base camp, Hiker's Breach (pop 650).

SHAWANO

Long a stronghold of the People, many developers and landowners have sought to acquire the town and nearby territories in hopes of creating a second Garden City on the coast. News of freak accidents and sudden deterrents such as disease and misfortune, the causes of which are seldomly apparent, routinely block such land-grabbing attempts. The deer population is immense here, and the People hold these animals in high regard. There are many eyewitness stories of lone bucks or small groups of does coming to the aid of an injured or threatened traveler, and even some who claim to have seen natives "conversing" with the deer.

"Listen here, now, 'less you forget. The number '5' is afforded much significance, what some 'ould say, superstition, in the city. You find it 'ere you go, and that's no mistake. A 'fore five railways as there's always been, more had we then; bought and sold for the keeping! Four walls do not a coterage make for the Folk, as pentagonal designs are comin' into fashion hereabouts. And the five burrows, you no doubt know...but what o' the five marks, hmm? A 'paw' ... yes, 's what they call it don't they? What's now five ink-dipped fingers pressed to a bill of trade was once an old truce 'n greet o' passage 'tween friends among the People, like a firm clasp o' hands. S'true. C'mere, I'll show ya how it's done."

—Marla Aves on local customs

SUGAR DOME

Behind their polished veneers, Venuvians have a mean streak of competition and a vigorous gladiator tradition. Arenaed within the Sugar Dome, beasts, machines, and gladiators alike do battle for glory and wealth. Most battles are nonlethal and full medical support is provided for all combatants. Death matches, called “Blood Wails,” are rare, and often fueled by intense rivalries among gladiators or between differing schools of thought or criminal disputes in society. Standard ranged weaponry and firearms are prohibited as a courtesy to the viewing audience. The Dome is often transformed to accommodate other events, such as the “Bayou Thunder” (a swamp boat race), “Gator Hunt” (a somewhat less sporting version of a tribal rite of passage), “Mudbug Madness” (a demolition derby involving wheeled, tracked, bi- or quadripedal, and air cushion vehicles), and the “Gorgon Run” (wherein citizens reenact the last successful invasion of the city, an event that sees them play out both sides of the conflict in all its gory detail).

FIVE POINTS

Latitude 33N 45’, Longitude 84W 23’

City

Government autocracy

Population 59,000 (41% human, 34% halfling, 17% gnome, 7% orc, 1% other races)

Major Industries Rail, cotton, seasonal crops (peaches, pecans, peanuts)

NOTABLE RESIDENTS

High Minister Parl Geffen Radditch Longtom (N male gnome [gentry])

Jonas Thrasher III (CG male human [ulleran]; youngest heir of whom and single richest landowner in the city)

Marla Aves (CG female halfling (leatherfoot); local historian)

Also called “Terminus,” the city’s prominent rise from depot to trade center over the course of a few short decades owes largely to the rail industry. There are five major railway companies that originate here, doing business far and wide: Ulleran Road*, South Settler Rail, Central Banking Rail (CBR), Bastion & Sunderland (B&S)*, and All Points Rail (APR)*, by order of establishment (railways with an “*” changed names due either to mergers or takeovers). While not directly responsible for how the city is structured today, the rails brought trade, war, and ensuing peace to the region, negotiated by the people who would call it home.

The neighborhoods, called “burrows,” as coined by Leatherfoot and Folk surveyors, are all fairly strictly defined. Much of the manufacturing within the city, including RaccWear’s headquarters, is located in Thrasherford, named for a prominent founder. Other burrows include: Marlasville (after the highly revered and elderly comptroller who still presides there), East Town (shared by humans and icetreaders; where the army camps in winter), Old Fourth Quarter (predominantly tribal natives), and Claytonburg (the richest and most affluent neighborhood).

POINTS OF INTEREST

Five Points Enclave: A much lauded and influential learning and residential center begun as a Folk neighborhood before the Abolition War came to these lands. Enclaves are renowned for producing brilliant minds and brokers of social welfare within the secluded suburbs where they are found, though Five Points Enclave is unique for the openness and transparency it allows, even providing grounds for an academy open to the public. Outstanding members of the enclave often reach out to private concerns around the region to satisfy a need.

Seat of the League: A splendid piece of architecture, evincing the joined work of many races in its veined marble columns, handsome clay-tiled roof, and richly polished latticework windows. The Seat houses the clerical offices for the comptrollers and an auditorium where they convene with marshals and other citizens during public hearings.

The Springs: Due to Five Points raised position above the riverbed, getting water to the county can be difficult. A number of ferrying services and water towers are available to the citizenry, but the most popular method of getting water is by the many artesian wells kept here. Groundwater is plentiful, and since much of the city’s center is at a lower elevation than the plateau’s ridgeline, the use of artesian wells is an effective and inexpensive way for the city to supply water to its people. Several of the wells have seen postwar conversions into luxurious beauty and relaxation spas (rivalled only by those in Garden City), famous for its heated mud baths, massage therapy, and “gingerroot” teas (known for its restorative properties), all of which can run a customer upwards of 50 bucks a visit.

“The Switchtracks”: While air traffic transfers through the Milepost, the Switchtracks, an organic community belonging to workers called “rail gypsies” that grew up along the rails, services five independent rail-lines (each with its own circuit of spur lines). There are rails each that travel through South and East Counties, two that mainly engage in northern trade, and one that goes west through Decant (pop 1,100) and Abernathy (pop 5,200), then on to

Naughton in Harmonia. Each of these railroads is dotted with dozens of outlying farms and smaller settlements where rail gypsies congregate to maintain the spur lines and benefit from doing commerce with travelers.

Terminus Army Depot: The largest military training grounds in the Bastion, the annual number of soldiers stationed here averages 3,000, accounting for the majority of icetreaders in the city. Encamped amid a tent-city with very few permanent structures, soldiers practice routine drills and see to ground repairs. The cost of encamping such large numbers of troops in the city has persuaded army commanders to give local businesses leasing rights to employ small companies of soldiers for approved labor and security tasks.

Zero Milepost: Rising high above the rustic, track-laden landscape is a 500-foot slender tower of gently rusted metal framework and cable; the most recognizable supply offloading and airship mooring point in the Bastion. Begun as a simple spike in the ground to mark where future railroad tracks would intersect, the Milepost became not only the center of town but a symbol of Bastonian unity. During the war, neither side would lay siege to it out of respect for its meaning (though more likely because it was too important a strategic locale to do away with). Most talk relating to distance in Five Points and the surrounding countryside is measured by the Post, as in, “Army’s gone out beyond the ten-Milepost,” or, “His place is out beyond the Post” (meaning the Post can’t be seen from that location).

SARZEC “THE MAGNIFICENT”

“Split your lip for it?”

Medium male human [fulleran], neutral evil

Armor Class 15

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Saves Strength +8, Constitution +7

Skills Athletics +8, Deception +3, Intimidation +3, Perform +3; dice gaming set +4, tattoo kit +4

Senses passive Perception 12

Languages Common, Halfling

Challenge 9 (5,000 XP)

Alchemical Tattoos (Recharge 5-6). Sarzec’s alchemical-inked tattoos grant him an underhanded advantage. When Sarzec hits with an unarmed strike, the attacked creature must succeed on a DC 16 Constitution saving throw. On a failed save, Sarzec can choose to either push the target 10 feet away from him or impose disadvantage on the next attack roll that target makes before the end of its next turn

Dukes Up. When not wearing armor or using a shield, Sarzec adds his Constitution modifier to his AC (included in AC)

Float Like a Butterfly (2/Short or Long). Sarzec can take the Dodge action as a bonus action.

Indomitable (2/Day). Sarzec rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Sarzec can regain 20 hit points.

Sting Like a Bee. Once per turn, when Sarzec hits a creature with at least two unarmed strikes during his turn, he deals an extra 1d6 bludgeoning damage to the creature.

ACTIONS

Multiattack. Sarzec makes four attacks with his unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Sarzec’s unarmed strike are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BOON

A PC who lasts more than 5 consecutive rounds with Sarzec in a friendly challenge bout will earn his respect, and Sarzec will offer his services as an added strong-arm for 1 day free of charge, or even an alchemically-enhanced tattoo at reduced cost, within the next week.

Sarzec was born under a circus tent and has traveled with various carnival troops all his life. His bald body is a supreme display of the tattooist’s trade, mixing together tattoos of normal and alchemically-enhanced inks. He usually gigs “king of the ring” matches, as a carnival strong man, or even tattoo artist, but has lately formed a



Sarzec “The Magnificent”

carnival smuggling ring. He is proud of his hand-to-hand combat style and loves to rip apart opponents with his bare hands. His three most impressive tattoos are the angel and devil decorating opposing arms, and the ironclad sailing across his chest.

NIVENS' OUTLOOK

Latitude 27N 46', Longitude 82W 38'

Town

Government overlord

Population ~2,500 (can increase to twice this number before and after rainy seasons; 63% human, 17% halfling, 16% elf, 14% others)

Major Industries Salvage and recovery, rare and black market items trade, piracy, information

NOTABLE RESIDENTS

Jonah Bell Nivens (CN male human [ulleran])

Caerwyn (CN female half-elf [loci]; at times Jonah Bell's first mate and rumored lover, at other times his greatest competition for control of the town),

Reemus KorDolloway (NE male human [ulleran]; the foremost local expert on legends and rumored treasure locations).

Whereas most upstanding citizens go through Boggy Flats to acquire a treasure hunter's license—a practice never made official by the federal government—on their fortune-finding excursions off the coasts of South County, a less savory sort finds his home in the flotilla of private and contract vessels that make up the community of Nivens' Outlook.

Ostensibly led by a salty crumb of the earth pirate and enforced by a tenuous league of "loyal swabbies," Jonah Bell Nivens oversees a semi-legal marine salvage operation that fuels the local economy. The Ulleran government has made some kind of deal with the pirate, at first glance anyway, that he police the islands and report on any news that comes his way—though what he shares is anyone's guess. Steam trawlers, barges, sailing vessels, and dinghies litter the island where the Outlook calls home, and attracts more than its fair share of cutthroats, gypsies, and tramps.

POINTS OF INTEREST

Filcher's Bureau: Nivens runs this small ticket office out of a covered barge he keeps floating near to shore. Visitors can purchase portage, steerage, and salvage licenses through this office. The pirate mayor often pesters, but never harms, visitors with valid "shore-bought licenses," and is not above trying to swindle them into buying a second set on

pain of confiscated goods, as decreed by the many forged congressional writs he keeps about the place.

"Grabnsnatch" Docks: A series of low-board vessels and beached housing forms an awkward walkway and docking facility where most of the town resides. Named as such because vessels here bear names such as "The Dauntless Grabnsnatch," "The Water Sprite Grabnsnatch," or "The Teary-eyed Grabnsnatch," designating the vessel's primary use. A crew of mercenaries who work for Nivens tending the artificial wave barrier that is used to mark the town's outer limits are also quartered here.

The Gull's Nest: A lashed and welded assemblage of three or four different masts rise over a hundred feet in the air marking the town's highest point. Lookouts do not post here, but the masts mark where many of the islands denizens come to fill their cups and partake of the more carnal pleasures in this ramshackle den that is also one of the only freestanding buildings anywhere in town.

The Laffey Theater: Called "Laffey's," this multi-stage performance arena hosts everything from bawdy theater acts to black market auctions, and from empty audience readings of epic poetry to packed house crooked mock (and not so mock) trials that usually end in a dunking (or a hanging).

JONAH BELL NIVENS

"Ware your eyes and pad your thighs if yer wading round these parts. The water hides more'n shiny treasures!"

Medium male human [ulleran], chaotic neutral

Armor Class 20 (diver's plate and shield)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Saves Strength +8, Constitution +6

Skills Athletics +8, Intimidation +4, Investigation +5, Nature +5; cards gaming set +4, navigator's tools +4, vehicles (water) +4

Senses passive Perception 12

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Diver's Plate. Nivens's full plate armor allows him to breathe underwater for 1 hour.

Indomitable (2/Day). Nivens rerolls a failed saving throw.

Propeller Boost. While underwater, Nivens can launch himself up to 20 feet in a straight line as a bonus action. If Nivens makes an attack after this movement and hits, he deals 5 extra bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Nivens can regain 20 hit points.

ACTIONS

Multiattack. Nivens makes three attacks.

Bucklergun (Revolver). Ranged Weapon Attack: +5 to hit, ranged 50/150, one target. *Hit:* 8 (2d6 + 1) piercing damage; deadly, reload (6).

Falchion. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

Harpoon Gun. Ranged Weapon Attack: +5 to hit, ranged 20/60 or 30/90 underwater, one target. *Hit:* 7 (1d10 + 1) piercing damage; two-handed, loading.

REACTIONS

Parry. Nivens adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BOON

Nivens can arrange to have the PCs released from custody or spared criminal penalty while in the Drowning Isles—for a price.

This canny pirate specializes in high-risk dives into shipwrecks and the undersea ruins dotting the Drowning Isles—that is, when he isn't playing lord and mayor to his own self-titled settlement. His success has earned him acclaim and the envy of other sailors, though few would disagree that his success was not achieved without help—but from whom?

Nivens knows that valuable treasure finds are extremely dangerous, drawing in competitors and local navies. Wrecks themselves are often dangerous and can be unstable or infested with monsters. Nivens tends to operate in secrecy with a trusted crew, and he changes boats and routes frequently to throw off spies and thieves. He is known for using a rubberized and airtight suit of plate armor that allows him to walk along the seafloor at considerable depths.

BASTION ADVENTURE PLOTS

Flooding Five Points: An underground movement from within the People have taken to dressing up as “bog monsters” and filling the artesian wells within the city in an attempt to back up some of the wells and cause the others to flood the city. The saboteurs are particularly skilled at this considering they use methods once common among their people for constructing mud chimneys and tunnels. As such, the name they've taken for themselves translates into “Mud Dauber” (a distinctive mud-dwelling wasp).

Holy Water Vs. Holy Railers: Work on a sixth railroad linking Five Points with parts along the Painted has been ongoing for six months. City folk see it as a convenient

alternative to river travel, but rural settlers only see their lands being bought up or reduced, and river transport businesses don't fancy the competition. Because of all this, city planners and other interested parties are beginning to think they're sitting on a social powder keg in Sleepers Camp (pop 1,450), where railroad ties are manufactured. Adding to matters, the town is set to host a delegation of Rauschite priests who wish to bless the undertaking as they commemorate one of the few remaining Brelonite places of worship in Ullera.

Masqueraad: During this celebration marking the end of the year, wherein citizens of Belle Venue enjoy masked balls, parades, stunts, trysts, and are invited to indulge themselves in bawdy affairs and the “art of the vendetta”, outside interest and participation in the infamous week long event has reached an all-time high. The Prefect and leaders of the city have decided to institute a new tradition of permitting one new Crewe Promenade to form out of the masses of non-citizenry seeking admission at Masqueraad, a post to be held in trust by them throughout the year (with restriction of residence to those who can actually afford to live there). Though the highly competitive and territorial kings, queens, and courtiers who lead and make up the bulk of each Crewe may have other ideas.



Jonah Bell Nivens

HARMONIA

“What too many folk aren’t for knowin’ is, this is where we work, what makes us who we are, what we want the future to be...”

– Tomdan Merlyn (personal envoy to the President’s Mansion and renowned freelance courier)

Population 4,266,700 (33% human, 27% gnome, 20% halfling, 14% dwarf, 4% orc, 2% other races)

Capital Summit City (pop 65,650)

Notable Settlements Naughton (pop 164,500), Ardenboro (128,800), Betel (70,150), North Fork (30,450)

Government Representative council (composed of elected industry leaders)

AUTHORITY

Chief Councilor Eustice Curutherford (NG female human [ulleran]; Harmonia’s first female governor, duly appointed on widespread popularity and trade council approval after rescuing her predecessor’s youngest on the Abolition Trail. She then delivered a scathing reprimand to the former Councilor’s face in light of that event among others.)

NOTABLE RESIDENTS

Lady Burnelle Doroth (N female dwarf [drague]; iron-fisted plantation owner and wealthy socialite)
Messer Illbottom (NE male half-orc [avus]; cunning knave and personal rival of Tomdan Merlyn)
“Tiny Red” Gage (CE male gnome [sharper]; smuggling savant and foremost rumrunner in Harmonia)

LANGUAGES

Common, Dwarvish, Gnomish, Halfling, Sylvan

MAJOR EXPORTS

Raw materials (coal, metal ore, timber), gunpowder, fine alcoholic products, laborers, fine tobacco products, fine horse breeds.

MAJOR IMPORTS

Transportation equipment, fruit, livestock, processed goods, grain, textiles, skilled workers.

Harmonia describes the largely mountainous state seated laterally across the center of Ullera. Named for the peace and tranquility of the local nature, with a mild climate featuring few extremes, Harmonia is by all accounts a pleasant place to live. In recent years, it’s come also to refer to the diverse racial, social, and political factions

which confer more civilly than in the rest of the nation.

From steel mill studded valleys to coastlines sprawling with vast plantation acres, and from blue-hued strips of mountain country to the wide plateaus and steep ridges that partition the rest, Harmonia is likely the most unspoiled of all incorporated Ullera. Thanks in part to these unique geographic features, and Harmonites own quiet yet proudly held social contract of “living apart,” broad travel and settlement in the region is anything but ordinary.

HISTORY

The tale of Harmonia can best be summarized by examining the artery through which its lifeblood—its people—arrived: the Abolition Trail. The Trail was first used by ancient tribes in various short segments as they followed migration patterns of deer, elk, and other beasts. Its more recognized use came in the days before the Abolition War. Slaves from near the Inland Seas and other parts in the northern Feral Expanse fled their harsh masters and clung to the largely unknown path, hiding in caves and creek beds as they did. Together, after the Brey offered their assistance to indigenous humans, gnomes, and halflings, Harmonia’s forebears secured the northernmost hundred miles of the Trail with garrisons. It was here that the first fugitive freemen formed an alliance with the dwarves. Dwarven control of the Trail expanded, and it became a means for spies to transfer information throughout enemy lines. It was on the Trail that Human and Dwarven forces met, even surrounded on all sides by Rageaic regiments. While unconventional (in that the forces voluntarily allowed themselves to be flanked), “The Pinch” worked, securing the Trail as a conduit for supplies, espionage, and free passage for new freemen.

During the Abolition War, a platoon of freedom fighters hid in the nearby caves along the Trail and discovered a concentration of saltpeter, crucial to the making of gunpowder. They risked life and limb to report this discovery to their superiors. Soon, an entire garrison was stationed there to ensure the goblinoids couldn’t take the powder, and a strong Federal Ulleran military presence has remained in the region ever since.

Though fiercely independent, Harmonites possess a deep patriotic streak that stems directly from the state’s experiences during the Abolition War. Although historians in Keystone largely dispute the claim, native residents still boast that Salton was the first “true” Ulleran town. Still, there’s no doubt that the discovery of the saltpeter mine there was the turning point of the War here, and no small cause for the state’s patriotic pride.

GOVERNMENT & PEOPLE

Unlike in other regions of Ullera, where the people and their homes are divided along more politically driven lines of race or socioeconomic status, Harmonites can be categorized more easily by relational borders and group sensibilities reflected in the small geographic differences than by anything else. Resourceful, stubborn, trustworthy, and backwards—all terms which have been used to define citizens of Blue Cape, “The first place you’d want your wagon to break, and the last you’d want to insult someone,” and all are true to some extent. The people of Oyo Valley are said to be as diverse as those in all of Ullera, and just as unpredictable. Conversely, the people of Smokerise are a quiet, determined frontier bunch, where meeting eyes with a resident elicits a silent nod but rarely more. And most know the people of Susquah are rich, with a self-aware reputation for elitism. Despite these differences, they are nothing more than what might be found within a very, very large family, and it is the commonly held practices of the region which are more characteristic of its nature, if not its name.

Many towns in Harmonia are governed by Trade Councils, composed of members from each of the major trade industries (labor, transport, thoroughbreds, and spirits). These members hold closed-door meetings to set trade quotas, tariffs, and enforcement measures. Apart from these measures, much of the policing and governing happens on the local level, with many concerns taken up and resolved by the respective parties without outside arbitration.

Though Harmonites are well known for congeniality among their kind, their fierce independence is equally as famous. A segment of the population from Berradine County, called Berradiners, are the prime example of this. They are frequently guilty of refusing to answer federal census data, failing to register for the military draft, and making outsiders feel quite unwelcome. Any attempts to disrupt the moonshining trade of the Berradiners is met with outrage (and often violence).

The largest number of Ulleran deaths in Harmonia since the Abolition War ended here is known as the County Slaughter, an event that erupted after the Federal Government increased the tax on spirits and potions from 3% to 7%. Berradiners simply refused to pay, bypassing federal checkpoints to deliver their goods direct to consumers. Locals started outfitting their wagons with cannon and steel plating. The government sent in one thousand soldiers and an air squadron to collect the taxes. They were met with gunfire, which went on for four days until the federals retreated. Over one thousand Berradiners

and six hundred federals died in that period. The tax is currently at 3%, paid on an honor system. Because of events like these, the term “Berradiner” has been embraced by anyone exhibiting or supportive of such behavior.

While much of the legal trade of distilled spirits occurs in Ardenboro, rumrunners bent on evading taxes do a decent portion of illicit trade throughout the state, too. There has rarely been a major bust of this illicit activity in Harmonia, however, which leads citizens to believe the authorities are either inept or in bed with the rumrunner elements.

Despite years of peace, Harmonites quietly (but not secretly) train and maintain an all volunteer militia, with members as young as thirteen. Even many federal soldiers garrisoned within the region sneak off on duty weekends to drill with the Eveready, who number in the thousands. Brigadier General Andrew KorDunna (LG halfling [leatherfoot]) currently leads the Eveready, personally commanding a cavalry regiment (thought outdated since the advent of vehicles) of 200 soldiers mounted on all manner of beast: horse, pony, and riding dog, among others.

GAZETTEER

Harmonia boasts four distinct districts, each offering notable economies and cultures. These are (from northwest to southeast): Oyo Valley, Smokerise, the Blue Capes, and Susquah Bay. There are several hollows and shanty towns in Oyo Valley populated solely by Rageaic ex-patriots and refugees that have fled here hoping for tolerance from the surrounding populace. Smokerise residents enjoy regaling each other about a family of Cairnbūd tending a herd of bison on the plateau. Tales of a crag creature, thought to have been a war beast near the tail end of The Fervent Fight, continue to this day, some say raising a brood in the Blue Cape Mountains. And though the shores feature little more than abundant waterfowl and the rare cryptid as compared to the interior, Harmonia’s hazardous coastline has claimed more ships than any other in the nation.

ABOLITION TRAIL

Starting near the Bastion, running through the Blue Cape Mountains, and ending on the northeastern edge of Ullera is an ancient footpath known by locals as simply “the Trail.” The Trail is largely traveled by history buffs and adventure seekers. Though far from uncommon, rumrunners and other illicit activity on the Trail are infrequently reported, and haven’t garnered federal attention. What all trail-goers are fully aware of, and try desperately to avoid, is the true terror of the region: mothman. Residents are unsure if only one such specimen exists or if there are many, with only solitary sightings

and no corpses to mention. Whatever the case, the cryptid roams always out of sight of larger settlements and can scarcely be tracked across open ground. More than a handful of people have been committed to mental asylums or worse after coming face to face with this boogeyman of the mountains and canyons where the Trail wends travelers.

ARDENBORO

Situated at Buckeye Falls, a series of rapids and a natural barrier to boats and barges on the Buckeye River, settlement became forced here at this stopping point. During the early period, boats were rented so that individuals could debark at one end of the falls, return their rented boat, procure wagon transport to the other end of the falls, and rent another boat for the rest of the way. This practice ended when the Arden Locks and Dam Project was completed, allowing largely uninterrupted travel. By that time, however, Ardenboro was a permanent fixture.

The city attracts thousands every year for the annual Ardenboro Runoff, the capstone event to two weeks of drinking, riding, showmanship, and celebration. Such an honored, apolitical venture is the Runoff that members are welcome to enter from any nation, even Atanak. Nevertheless, some small amount of drama always threatens when outspoken members of the Enesora from Sunderland come to attend the event, conducting usually nonviolent civil disturbances and preaching against the recreational servitude of their “bondslave” cousins.

BETEL

Something of an anomaly among Ulleran cities, the people here are very well integrated yet also seem to conform to the most predictable stereotypes of their breed, all at the behest of human planners. Smaller folk (halflings and gnomes) tend to fall into servile positions, pushing papers and running errands; dwarves do much of the labor in the city. Unions govern the shared work, with human overseers to guide everything, but no one does much complaining outside of their own inner family squabbles. Betel is also unique for two other reasons—both defeats. A bulk of the leadership offered the Expansionist cause during the Bastion’s War of Division were educated in Betel, and the city became a major funnel for political support and resources in that struggle against the Bastion’s native constituents. Furthermore, Betel was among the leading cities in the bid to win the privilege to become the federal capital. Despite these setbacks, Betel remains a proud and respected city, and a nerve center attracting newcomers and forward thinking radicals from all around.

BLUE CAPE MOUNTAINS

Weaving its way between broad leaves and needle leaves—primarily spruce, fir, and pine—the Trail finds its home among the crooks and valleys in a range of low peaks called the Blue Capes. The Blue Capes form the spine and southernmost extent of the “Ulleran Uplands”—a series of plateaus and ranges that create an east-west barrier up and down the continent. All manner of arboreal and ground burrowing animals abound here, preyed upon by snakes, foxes, coyotes, and wolves. Cliff faces and mined fault lines lie open like old wounds up and down the range, some of which hide crystal smokehouses once used by woodland tribes of the Folk and Leatherfoot, or expose temporal riparian biomes where ancient wildlife has stewed since time immemorial.


Sunk into the salt marshes of the Sheraneek River basin, Salton (pop 1,500) has long been an ecological curiosity of the region. Prior to settlement, these marshes attracted wildlife, or some say spawned it through the weird ministrations of astronomical phenomena and geological stress unique to districts like Salton’s. Some of the most ancient remains of prehistoric creatures are found preserved in the region. Most notably, locals tell of the mid-torso and head of a precursor resembling a kelpie—with gangly, webbed hands, and a misshapen horse’s skull—that was found nearly perfectly intact during a saltpeter excavation decades ago. Others, though, dispute the claims that such cryptids are limited to the fossil record, and aren’t above sharing these secreted locations with interested parties.

HEALING WELLS

Thermal vents run throughout the Blue Capes, and the nearest minerals often form a solution in the natural pools of water that collect here. Primitive beings held these springs sacred. Today, those aware of these wells use them for all manner of healing. Travelers who rest in and around these springs may double their natural healing rate. Spending just an hour soaking in a healing well lessens the following conditions by one step: exhausted to fatigued to normal, or nauseated to sickened to normal.

NAUGHTON

Occupying a substantial bluff rising from the Heartwater, the site of Naughton is a natural location for settlement. First discovered by primitive Rageaic tribes, for over ten millennia they occupied the bluffs along the river, continually building a large mound on the bluff. Today, the city’s “Star Committee,” an elected trade council of seven (one each drawn from the state’s primary industries, and three nonbusiness related



adviserships) oversees things. Several large islands exist off the river banks of Naughton, all reserved by government decree for tribes seeking peaceful shelter after the War of Division in the Bastion. Racial tensions are high in Naughton, however, as interest groups are challenging the local government's tradition of mandating that at least two tribal members maintain sovereignty on their island sanctuaries as well as have seats on the Star Committee, though militant reactions have yet to develop.

Naughton has the second largest contingent of tribal peoples—outside of Shawano in the Bastion—living within its borders. Naughton also has the second-busiest cargo port on the Heartwater, second only to Belle Venue. Four heavy-duty rail bridges cross the Great River at Naughton; two with lanes for steam wagons, carts, and foot traffic. Persistent volumes of rail freight move through Naughton, transported by its two railways: Barber & Whitehall (B&W), and Ulleran Road, both of which do major trade between Ullera and Rausch.

NORTH FORK

The world's largest naval shipyard lines the docks of North Fork, taking up the majority of the shoreline here. This port also serves as the third most popular point of embarkation for exploratory endeavors. From North Fork, adventurers can commission ships on air or sea to traverse the Great Span on a voyage to the Eastern Continents.

Shellfish and other sea life are heavily harvested here and find their way onto everyone's plate, and into all manner of personal and house decoration. Sightings of giant jellyfish, shark-eating crabs, and at least one shipwrecker crab are reported in the region at various times. Some point to the coastline's heavenly formation in ancient times as the reason for such large and threatening specimens today. Others suspect the government knows more than its letting on about these finds. News of glowing orbs (or "caseless lanterns") being transported from the water's edge to secluded locations inland, dockworkers not requiring light to work at night, and decommissioned dry docks where ships haven't been made in months have thus far proved nothing more than coincidences of the day.

OYO VALLEY

Married to the original Folk name for the Buckeye River, Oyo Valley serves as an integral link in a major overland trade route across Ullera: Topper's Highway. The Highway starts deep within Keystone, travels across Harmonia through Oyo Valley, and spills out into the Heartwater. All manner of industrial work abounds along this route, from the turning of turbines to the cooling of slag.

Berradine County (est. pop 16,000; citizens do not consent to the federal census) has long been renowned for its distilleries. Since the art of distilling alcohol was developed, denizens of the county have worked to innovate and perfect the practice. Locals claim that the region's natural freshwater filtration system provides the best circumstances for moonshine and other distilled goods. Outsiders, however, claim that the backwards folk are so miserable in their squalor they have to drink to stay happy, resulting in their high level of skill making the drink; the truth lies somewhere in the middle. Towns in Berradine County typically hold no more than 200 permanent residents, and largely serve as trade points. Residents live in multigenerational family steads spanning dozens of acres. Many of them still don't boast modern amenities, and don't much care to.

SMOKERISE

From the Heartwater, clear to the foothills of the Blue Capes, Smokerise is a watershed plateau that has seen its share of troubles. The term was coined by human settlers perched on nearby hills who saw myriad plumes of smoke coiling from primitive tribal camps. During the Abolition War, the bulk of the bloodiest battles happened in this area, with entire settlements, forts, and forests set ablaze by warmongers. Even now, the district earns its namesake from the sheer number of industrial factories and forges at work atop the plateau.

Riverpoint (pop 1,150), long a military and economic strategic location, sits at the confluence of the Buckeye and Stonejaw Rivers. The town serves as a trade depot for Harmonia to the north, allowing easy commerce with many parts of Sunderland and Keystone. Fort KorLee was erected here before the first shots of the Abolition War, and housed human soldiers and goods. It still stands to this day, but more as a historic museum than any true form of defense. A small federal presence (80 resident soldiers) is here to regulate interprovincial trade and provide the appearance of security.

SUMMIT CITY

Named for its elevation and easy access for zeppelins, Summit City has only recently flourished into a political and economic powerhouse. This is thanks to the founding of many major coal mines nearby, and its strategic location (in the near middle of the nation). All these factors led to a congressional vote to move the Ulleran capital to Summit City, and with it a boom of population. Artisans and architects were brought in from all corners of the known world to craft illustrious buildings and pave new roads. Work finally completed this year on the State

Building, President's Mansion, and Halls of Congress, and a special congressional session to be held uninterrupted by the ongoing construction will fall on the first Monday this August.

Other architectural feats in the city include four buildings over ten-stories high, each with special rooftops that serve as private airdocks able to receive up to four zeppelins or copters at a time. The rarity of these airdocks (due to government regulation) makes use of them nearly cost prohibitive to all but the most wealthy operators, though cheaper landing zones exist outside city limits. However, the residents of Millionaire's Town, located roughly eight miles northwest of the city limits, require no such low-grade municipal handouts. As its name suggests, this suburb is situated in the perfect location for Summit City's richest members to enjoy a modicum of privacy, and an exclusivity of access and privilege to the fruits of everyone's labor—even behind the closed doors of their private community—that some are beginning to clamor about.

SUSQUAH BAY

Residents forever spin stories about this district's formation after the impact of a burning, building-sized meteorite that struck the bay an eon ago. People here are a weathered and colorful sort, with a tradesman's appearance and a poet's acumen at speech, they balance an appreciation of seafaring myth equally with the science of a laborer's trade. The Bay is also the most developed military and shipping port in the nation, where Ulleran Military Barracks Outfitters (UMBO) calls home.

Many of the surrounding lands feature fertile plantations fed by The Holdwater that support the district's key cash crop: tobacco. These plantations are the manors of long families that sit upon the most valued real estate in the region. Plantation homes boast three to four levels above ground, often with elaborate cellars underneath. Although times are good, staffs of hired hands are slowly being replaced with steam combine walkers which can be operated by two to three hands and can perform a variety of tasks including plowing, sowing, reaping, and baling.

ZINGIBER SOLULIDE "GINGERROOT"

This regional favorite is renown for its medicinal purposes, promoting the feeling of youth and resistance to nausea symptoms and effects. Less well known are its addictive qualities and side-effects, which can lead to some particularly hazardous results. Once you imbibe the substance, you become immune to the poisoned condition for 2d4 hours, and are temporarily relieved of the effects of the highest level of exhaustion you currently have for the same duration (without removing the exhaustion in question). However, when you imbibe Gingerroot, you also take 1d4 extra damage each time you are wounded during the substances duration. After the substance's benefits expire, you gain one level of exhaustion.

CHARTON

Latitude 38N 27', Longitude 82W 38'

Town

Government autocracy

Population 3,350 (50% human, 25% gnome, 10% halfling, 9% dwarf, 6% others)

Major Industries Iron, medical services and supplies, freight

NOTABLE RESIDENTS

Mayor Turlis Auscamp (NG male human [ulleran])

Slovak "The Ironmonger" Weiscov (LE male orc [borndrin])

Charton began as the Weiscov family estate in the Silverwater Valley of the Blue Capes district. Trade and travel down Topper's Highway brought immigrants, and extended-family settlements like Weiscov's Landing became the norm as the federal government was eager to grant plots of land to those who would develop them. Ultimately, the settlement changed its name to Charton as it grew into a town and industry started to blanket the region.

The town's economic growth came from the pig iron smelts and stockyards that built up here. The Barber & Whitehall Rail Company also maintains a small depot and station in the town. During the second span of warfare that marked The Fervent Fight in the region, chaplains used Charton as a base hospital for tending to the sick and wounded. The Noble Son Hospital remains a prominent fixture to this day.

POINTS OF INTEREST

Mosquito Cemetery: Despite its clever name, this 57-acre park is the central attraction for the town's recreation. At first supporting a pond, engineers filled it with dirt after an infestation of stirges struck the town. Though several colonies of stirges tend to return to the humid area seasonally, the park is best known as a place to enjoy a game of turfball.

Noble Son Hospital: A chaplain training seminary and care provider that sees patients from all over Harmonia. Many of the richest landowners in the region submit requests to have a number of the staff here on permanent retainer, and some believe such requests are beginning to gain traction. Chaplains belonging to the Trefoil Laurels number the greatest among current staff members.

The Steel Yards: These open-area stockyards are each connected to steel plants in towns where this work happens. While much of the work is done by hand, a good portion of it is automated by machinery. Where automation goes, danger is sure to follow, and more than a few of the town's youth wind up being rescued from or

pulverized by the machinery in these steel yards every year.

Weiscov's Chop Shop: Secret crime boss, Slovak Weiscov, runs a profitable chop shop out of a three-story building here: a mishmash of brick, corrugated tin, and abandoned rail cars encircling a dusty courtyard of rusty rubbish. It's the largest pawnshop and scrapyards in town where a dedicated shopper with a keen eye may find just about anything.

SLOVAK "IRONMONGER" WEISCOV

"No refunds, no trademarks, and nothing leading back to me. Take your pick and make it quick, I've got customers lined up."

Medium male orc [borndrin], lawful evil

Armor Class 16 (studded leather)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	14 (+2)	12 (+1)	8 (-1)

Saves Dexterity +7, Intelligence +5

Skills Deception +5, Insight +4, Intimidation +5, Investigation +5; tinker's tools +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 7 (2,900 XP)

Demolisher. When Slovak attacks an object or vehicle with a weapon, he deals an extra 7 (2d6) damage.

Evasion. If Slovak is subjected to an effect that allows he to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Slovak deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Slovak that isn't incapacitated and Slovak doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Slovak makes two hammerhead shotgun attacks.

Hammerhead Shotgun. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Hammerhead Shotgun. *Ranged Weapon Attack:* +7 to hit, ammunition 30/90, one target. *Hit:* 13 (2d8 + 4) piercing damage; deadly, two-handed, reloading (2).

Pipe Bomb (7). Slovak can light his bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 2d6 fire damage and 1d6 piercing damage.

BOON

Slovak can provide a 5% cumulative discount (up to 30% max) to repeat customers.

"The Ironmonger" has been the dark sobriquet of an infamous Harmonite fence for the last thirty years or more. Slovak Weiscov is the most recent owner of the title "Ironmonger," but he is far more than a simple shop owner. He arrived in Harmonia a penniless refugee, seeking out the roots of his native heritage, but scaled the ladder of the rich Maginot family instead to become a crime boss in the region.

Besides his pawnshop in Charton, he also operates an underground smuggling ring, protection racket, and talent brokerage. Many come to him to acquire or repair the weapons, armor, and devices they can't obtain legally as well as the custom devices built in his sweatshops. Slovak has a reputation for ruthlessness but is a man of his word. The Ironmonger is well defended by bribed officials as well as guardian golems and explosive traps concealed within the mounds of scrap about his domain.

HARMONIA ADVENTURE PLOTS

The Haunt of Atlati: During the Bastion's War of Division, explosives were warehoused for easy transport across the border at Atlati (pop 17,450), the largest population center of dwarves and gnomes this far south. A decade ago, citizens reported seeing, "A caped man, lurking in shadows, his eyes glowing red." They heard odd veiled warnings through their phonographs, and several citizens went mad. Two weeks after the first sighting, a munitions warehouse burst into flames, sending cannonballs and smoldering shrapnel throughout the town, killing thirty and harming over ten times more. Sightings of the mysterious figure continue in nearby areas, usually followed by a catastrophe.



Slovak "Ironmonger" Weiscov

Hell to the Chief: Boss Brohl of Betel's Barber & Whitehall Rail Company is upset with where the capital currently sits, as it's proving much harder for him to "influence" this new government. He has orchestrated several rail "accidents" in the state to make the case for a widened jurisdiction of his rail police—most famously during the Holwake Incident—but these actions were never pinned to him despite local and federal investigation. He's currently hiring adventurers to carry out other acts of sabotage, and may even consent to staging a foiled assassination attempt on the president's processional—to show a lax in capitol police security, opening the door for him to make a case for moving the nation's seat to his more well protected city.

Horseshoes & Hunches: As trainers and onlookers anticipate this year's Ardenboro Runoff, plans are again being made to host Atanakan entrants for the race. As before, this is never much of a security threat given that each foreign horse may only be accompanied by a cadre of six individuals (including the trainer and jockey). Atanakens have never won, but are gaining more respect each year as breeders. An inordinate number of Atanakan entries in the Runoff this year has Ulleran intelligence forces on edge. Are they simply trying to win the Runoff, or will the 96 Atanakens justify the suspicion?

New Marshal In Town: Adherent Drake Spurr (LN male human [ulleran] widowman) has been assigned to Berradine County. He plans to crack down on the voluntary tax collection method, but is he lighting the fuse to another powder keg?

"Ulleran Vault in Them Thar Hills!": Recently, reports of hammering heard within the stone and witnesses claiming to have seen lights shafting out from crevices in the rock have brought all manner of interested sightseers to Oyo Valley. Local government has asked people to stay away while the army looks into it, and many of those who've claimed seeing or hearing something are often found drunk or seem "mind-addled" afterwards, convincing some people that the stories are hogwash, or that the dangers are real.

THE ROILING SOUP

A mixture of cold from the Gairnwurt Current and hot from the Manteca Flow roil in the waters off the coast of Harmonia, especially around Croaker's Island and the Outer Bars. The weather around any of these locations, including Croaker's Cape, Cape Spyglass, and Cape Abandon, can be particularly severe when under inclement conditions.

There have been documented cases of lightning strike survivors of the Roiling Soup that temporarily yielded some strange spell-like effects from the incident.

KEYSTONE

"A monument to our triumphs, and a fierce lesson of failure to those against whom those triumphs were won."
—Thalomon G. Zaslo (federal chronicler)

Population 6,103,000 (26% human, 24% gnome, 22% dwarf, 20% halfling, 2% loci, 2% avus, 2% rageaic, 2% other races)

Capital Esteem (pop 1,755,200)

Notable Settlements Camaraderie (pop 837,550), Brickton (358,800), Abysspolis (190,900), Paternoster (127,300), Alabaster (75,950), Sanctuary (60,250), Galvanite City (60,150), Foundry (35,300), Harrowgate (31,500), Arsenal (30,900), Brass Tub (29,150), Erato (28,450), Serenome (21,600)

Government Representative council (composed of elected district leaders)

AUTHORITY

Samuel Halsker, Proctor-at-Large (LN male human [ulleran]). Halsker is merely the current vessel of a unique LN ghost—recognizing itself as the spiritual embodiment of Reemus Feathercrown, an early founder of Ullera—who has possessed and controlled the actions of this region's governors for the past 150 years.

NOTABLE RESIDENTS

Neffigenia "Neffy" Wilikers (CG female halfling [tenderfoot]; renowned stage personality and secret cutpurse who is lusted after by all)

Gerrard Caffrey (LE male human [ulleran]; premier training commander at the Drevan Academy)

T. R. Beauchamp (NG male human [ulleran]; storied prizefighter out of Esteem)

Dr. Ptolemy Fields (LN male human [ulleran]; chaplain of the Magistrates and accomplished and tireless pursuer of unsolved mysteries).

LANGUAGES


Common, Gnomish, Sylvan, Dwarvish, and Halfling.

MAJOR EXPORTS

Building supplies, processed goods, textiles, immigrants, skilled workers, furniture.

MAJOR IMPORTS

Raw materials (coal, metal ore, timber), dairy products, textile materials (cotton, wool, flax), fruit, grain, fine alcoholic products, fine tobacco products, paper.



Keystone is the oldest region in Ullera, described by the disparate influences which guide it, the unique position and rambling borders that define it, and the coveted existence of Cog Island that lies at its heart—and from which much of the modern era of enlightenment has evolved.

A group of nine districts in the northeast of Ullera give Keystone its shape. From north to south these districts are Acarest, Nova Hamal, Vorlejj, the Commonwealth, Rubro Ipsum, Lushbarrow, Heavenswake, Pennoncelle, and Gardenia. Districts range from lightly populated to heavily industrialized, and the region enjoys rich internal supplies of timber, fur, fish, shellfish, and stone.

Many of the forests in the region are untouched by civilization and are home to tribal bands of tamers, goblinoids, and gnolls. Summers are mild here, but winters are bitterly cold. The climate from north to south shifts generally from sub-arctic to humid continental with pockets of subtropical warmth more common to Harmonia hidden within thickly wooded clefts along the coastal plain. The humanoid population has its highest density along the coastlines, many pursuing seafaring and mercantile professions.

HISTORY

Long had the fist of Subterranean rule clenched the lands that would be Ullera in a time before such dreams were had. The attractive potential which had drawn Rageaic tribes out of their fortresses and boltholes was centered on Cog Island. Little did the conquerers know that other spirited races with their own designs on the land would be attracted to the great potential hidden away within the very earth itself—and indeed, too, within themselves. Having served as the hub of the Dominion for many years, the origins of the island are shrouded in mystery. Some believe the island is a divine miracle, while others see it as a curse. Orthodox views state that Cog Island is an exposed part of the buried machinery that regulates the globe.

And thus it is that Keystone takes its name: a place by which all mysteries can be unlocked if but for the ingenuity of its peoples. Its natives, the Folk, are said to have long understood this in an innate sense, but it was only after their discovery by dwarves across the Great Span, their mingling with Leatherfoot and Tenderfoot tribes of the south, and their acceptance of human tribes from the west were they all able to render a working plan for the betterment of all.

Birthed among the region's districts, each reacted with the same revulsion of and stubborn will to fight against tyranny that Ullera is known for. Keystoneans know this action as The First and Last Stand—an 85-year struggle to

oust and then keep out dominating influences from their homes. Though the fighting was rarely constant, with periods of cold war and proxy war throughout, history tells how it was the Commonwealth that took the lead in the fight. The Commonwealth drew its courage and mustered its forces through the enlightened acknowledgement that each individual was free to determine its own path—as recognized in the Rational Orders—and was the first to abolish slavery and institute universal suffrage.

Whereas common purpose helped to drive Keystoneans to victory in many early battles during the war, it was often the things out of their control which stood in their way. The Brickton Quake was one such example, having devastated that city and set early Ulleran leadership about the region to find less centralized headquarters to further promote their war efforts. These mobile activities and a trusted seafaring tradition have been ingrained in Keystone's development, and while calamity and war were on the rise, the region has often had to combat its dark history with privateers eager to take advantage of any situation. So too do many Keystoneans watch for signs and portents, eager to stave off the next natural disaster or supernatural event. Small communities in the region often erect blessed placards and guard stones in the town square or green to ward against ill fortune and sate superstitions. In hindsight though, the quake did have one positive effect on Keystone's development: greater gentrification. This led to improved building codes, a housing boom, and shared wealth as created by the newly built factories which sprang up all over.

As Keystone's society began to take shape, and the highest minds of its citizens began to work together, ideas and solutions were put forth to better predict the future. Across the region, important centers of meteorological science began to crop up, such as the Great Blue Hill Observatory (GBHO) and its many satellite labs. Meteorologists educated here keep the populace apprised of dangers—including rapid oxidation tempests and sough whirlpools—and academic achievements in weather science.

And as infrastructure and the Scholarly Method took root in Keystone, so too did the need for careful financing. Lushbarrow was founded by a group of financiers and industrialists persuaded to move their money management businesses out of the Commonwealth during the war. Financial networks soon grew across the state, backing and insuring homeowners and entrepreneurs alike against the onslaught of war. Commuter routes later developed to carry workers to upper management offices in Esteem, which was largely insulated from attack by its sheer population and collaborating elements scattered throughout the region.

Today, most federal banks have headquarters in one of the major cities of Keystone. As Keystoneans invested, the banks in turn used their money to provide loans at profitable interest rates. Legal statutes were written to require banks to have enough currency on hand to cover daily withdrawals and prevent runaway inflation. Crucial innovations such as the telegraph and the ticker-tape machine came out of this financial boom. Additionally, bankers invented punch card “bank notes” representing a fixed sum of credit for exchange at designated depositories. Bank notes have been commonly used in the cities of Ullera for decades, but have not seen much use in rural areas or foreign nations.

Another great tradition which came out of the Abolition War, aided by the competitive mix of races in Keystone, was a thriving sports scene. Periodically, the war left the ground dead and scorched, and turfball fields were improvised to salvage the land in those places. Besides providing exercise and a break from the stressors of fighting, Keystoneans learned to hone basic skills and practice teamwork in their spare time. Turfball is a common sight today, with Keystone’s league play and its nine districts each supporting its own club, including venues for other sporting events and contests of skill and physical prowess the people here have pioneered.

Though not all interaction within the region is conciliatory and sportsmanlike. Historically, border disputes with neighboring districts and regions has been as much a pastime as turfball. The most famous of these concerns various lengths of land lying between Keystone and Harmonia. Towns this side of the border feature the stiffest bureaucracy in all of Keystone. Communities south of Abysspolis contain some of the most jealously guarded coal and oil caches in Ullera, and it is a rare year when miserly miner and driller families aren’t feuding across borders with each other.

GOVERNMENT & PEOPLE

The districts here govern from the bottom up, with most decisions coming from town forums that are then passed up the chain of communication to other administrative bodies. Each district consists of cities, towns, and villages, like any other, which are at first nominated and if eligible granted a communal charter, making each one an incorporated township. Keystonean townships differ in that the local town government rather than the region has legal jurisdiction over the land surrounding the town, can determine how land is used, and adjudicates public services and utilities for the region-at-large.

Each district elects a proctor and a second to

communicate with the others, and together the proctors form the “highest” level of regional government which in turn reports and receives messages to and from federal offices. Nevertheless, town forums are the breeding grounds for democracy in Keystone, and although the process can be laborious—wherein a township must first inform its district’s second to inform the district’s proctor to inform another proctor who informs that district’s second to inform a corroborating township before something can be agreed upon—most would agree they would not have it any other way.

In the Commonwealth, nicknamed “Cadet Alley” because of the multitude of private military colleges lining the River Lush, privateers guilds have become a passing fancy to those seeking a life of money, sex, and adventure. Although enjoying a stretch of peace time at present, the military academies here continue to put out stalwart graduates; though without an enemy to fight, these talented youth often end up selling their services to clandestine guilds than state causes. This trend is only now catching the attention of government agents, and it remains to be seen if the privateers guilds will cooperate with the reduction of their memberships or move their ambitious hopefuls about to conceal their agendas.

Most of Acares’s people—primarily gnomes and dwarves—live on the coast as whalers and fishermen, so inured to their trades that they hardly stop to notice privateering activities. Few coasters choose to live inland with more than one person for miles around. The largest industries in Acares are fisheries, mills, and presses. Steel vehicles are rare in the district due to frequent rapid oxidation tempests (called “ROTs”) and the bountiful supply of wood. Most citizens use archaic transports like sailing ships, wood wagons, pole barges, hide canoes, dog sleds, and draft ponies.

Lushbarrow lies directly south of the Commonwealth, bisected by a popular rafting stretch of the River Lush that runs north to south, emptying into the Great Span. Lushbarrow is extremely flat, and its southern coastline is heavily populated. Small cities and fisheries line the southern seaboard across to Esteem Sound. Many of the district’s citizens, colloquially called “cargo hops” or “hoppers,” routinely take the ferry to work in Esteem businesses, while “homers” back in the district tend their plots and reel in their catches to be served up in Esteem eateries and markets.

Mountainous Nova Hamal can be divided into four geographical regions for the types of critters raised there: the Great Moth Woods, the White Ant Mountains, the Leech Country, and the Crayfish Basin. Most of the

district is covered by forests which are home to hundreds of varieties of moths, their larvae, and the vermin that feed on them. The hermetic monks of the Tin Mountain Monastery, brought east by half-elven explorers, use trained giant luna moths as mounts, couriers, and for their silk. Patrolling the bitterly cold White Ant Mountain range, the monks here have developed sophisticated methods of extracting dyes from the scales of the native Whipsaw Koi—found in the lake of the same name—and injecting the dyes under their skin to fend off the cold. The brilliant dyes also have the side-effect of coloring the monks' skin in splotches of reds, yellows, and blues.

Vorlejj is known as the “Green Peak District,” not because of its high population of icetreaders, but because of the green mica deposits in its forested ranges; the highest being Killaman Peak. Vorlejj is unique among the districts of Ullera because it is actually a protectorate. The district has no official charters, only a provisional land grant on federal trust that the districts inhabitants will protect themselves and the surrounding lands from foreign incursion. A “council of borderlords” represents each tribal band. The Borderlords maintain a loose economy with wider Ullera as the leading producers of ambrosia syrup. The icetreader tribes of Gruntland (pop 10,600) tend dairy herds and ship lumber, granite, marble, and slate by the Green Peak Rail to locations outside the district.

The smallest district of Keystone is not a district in the normal sense, but a massive prison plantation, work camp, and group of rogue islands where castaways and recluses live offshore. The inmates of mainland Rubro Ipsum must serve out a life sentence and are forbidden from rejoining the nation-at-large. Prisoners here vary by type, though rumors persist that political detainees outweigh the more heinous offenders. Prisoners have no vote, no property, and are left with no means to communicate outside their confinement. A few favored individuals are employed by the outside government as supervisors to maintain order, meet work quotas, and distribute supplies. In return, these “stewards” earn various perks, luxuries, and a measure of safety. To attack or kill a steward is a death sentence.

Much of the acreage in the district is dominated by plantations that raise crops to feed the inmates and stewards. The massive docks of the prison are home to the most dangerous and toxic foundries and factories in Ullera, and are leased by government contract. Unlike other conventional prisons, Rubro Ipsum has no walls and no guards. No recorded escape has yet occurred at Rubro Ipsum because of “aqua vitae,” a purple sap-like drug that the inmates are fed daily and dependent on to survive. It is difficult for an individual to build up a surplus of aqua

vitae, but tiny smuggled vials are used for gambling and secret trading. Every inmate is issued a uniform, the color and pattern of which matches the steward of their assigned group. While some stewards are brutal toward those under their care, others are merely pragmatic or even paternalistic.

The district of Heavenswake is the most populous district in Ullera. Esteem, Ullera's most massive city, serves as the state capital along the narrow sea coast. Heavenswake is the center of the region and shares a land border or maritime body with almost every other district of the state. The immense size and industry of Esteem means it is also a nexus of culture, politics, and commerce for the region. The Planners of Esteem, as the city-dwellers are known, each take pride in the work they contribute, no matter how menial, to ensure that the city remains great. No small amount of pride is held by those who know Esteem was the site of the first and some of the largest battles against the Dominion, and was the first municipality to be evacuated of Dominion troops during the Abolition War.

The citizens of Gardenia are sandwiched between two large cities: Esteem to the northeast and Camaraderie to the southwest. “Old Baron” Jammer Felcon, a leader during the Abolition War and architect of Ulleran freedom, called the state “a barrel tapped at both ends.” Gardenian politics is shaped by its powerful neighbors. Generally though, Gardenia takes its cues from Pennoncelle, as both districts share in profitable ore mining operations across their borders. Bog iron pits in Southern Gardenia are among the finest sources of iron in Ullera. Shared mines with Pennoncelle include the Mt. Despair Excavation Escarpment and the Rockery Dale Mines, integral to feeding the steam industry. Zinc mines are also profitable, especially the Worthy Knoll Mine.

Also, the first steam engine in Ullera was introduced at the Schuyler Copper Mine in Millstone (pop 8,000), Gardenia. Mining has created boomtowns throughout Gardenia and Pennoncelle, and so long as everyone continues to share in the wealth no large amount of discontent will be felt by those who know authorities out of Pennoncelle call the shots. Gardenia and Pennoncelle both have recently experienced mass migrations of goblinoids, or “greenskins,” into their cities and towns, giving the area a distinctly earthy tone and ethnic feel.

GAZETTEER

Keystone features a wide array of climates and geographies. The most northern and eastern climes are 90% old growth forest with rolling hills and a jagged rocky coastline. The mountainous ranges and trails, starting in Acares, moving down through Nova Hamal, and into non-

coastal portions of Heavenswake, are lightly populated and heavily forested, full of conifers and broadleaf deciduous trees. The flatter lands in Lushbarrow across to Pennoncelle are cooler on average than the heights, but many lowland areas, in particular those near the Erato Sea, experience more than a hundred inches of snowfall each winter. Water spouts are not uncommon, and they have been known to touch down on flat terrain and form into full-blown tornadoes across the region. Various vermin of staggering sizes persist under many of the largest cities and in hidden country hollows. Monstrous crabs, selkies, and sea serpents plague the waters all the way from Delaminate Estuary to north of The Hook.

AMBROSIA SYRUP

Ambrosia syrup is harvested in the Uplands of Vorlejj (the area between the Warren and Gruntland) from the Elder Trees, known for their amazing regenerative capabilities. The syrup can be made into one of the following applications: a salve, a lotion, or a paste.

As a salve, it heals most minor wounds (2d4+2 hit points, and stops bleeding effects or effects that require magical healing; a creature cannot heal more than 10 hit points per day from ambrosia syrup).

As a lotion, it provides resistance to acid and fire damage for 1 hour.

As a paste, it can be used to reattach a severed limb over a long rest, so long as the limb is recovered within 1 hour of its amputation (requires 5 applications of the syrup).

A single application's worth of Ambrosia Syrup costs \$75.

ABYSSPOLIS

Abysspolis is not only the center of coal and oil mining in the district, but also the chief exporter of fossil fuels in Keystone. The city is named after the network of narrow, lightless, mining tunnels excavated from beneath the city. The miners are mostly dwarves, but goblinoids, kobolds, and tamers are also hired at greatly reduced wages. The most valuable mineral apart from "abyss diamonds" is anthracite. This high luster coal has the greatest calorific content of any coal and produces a smokeless blue flame of incredible heat. A steam vehicle fueled with anthracite needs only half as much coal and is 10% faster. Anthracite averages 20 bucks per pound up and down Topper's Highway.

Miners spin stories about the creatures lurking in the deepest mines when every year some of them disappear without a trace. The output of each mine is not only a matter of profit for the mining company, but an issue of state security. Unions and labor strikes are discouraged at both the local and federal level, and any decrease in productivity must be rapidly addressed. Problem solvers are handsomely rewarded and viewed favorably by the government.

ALABASTER

So named for the many pieces of worked gypsum and calcite that virtually litter the entire city. In its early days, limestone quarries throughout Keystone had trouble marketing the material for use in construction, and the city of Alabaster was conceived as a marketing ploy to show other municipalities that the material was worthy of notice. Instead of propagating its use region-wide, people from all over began to migrate to Alabaster, summoned some say by an irrational attraction to the mineral, and ultimately it became the seat of the district. Here all manner of buildings, statuary, thoroughfares, and new "stonecraft" machineries are made of the stuff.

ARSENAL

The largest mass producer of single-shot pistols and long firearms in Ullera, the city's blast facilities also supply the Ulleran Army and Navy divisions with brass cannons, mortars, and other siege weaponry. Arsenal has transfigured the construction of firearms with its assembly lines and production of interchangeable gun parts. And even though the city contains more firepower than any three others combined, Arsenal's heavily enforced ordnance policies ensure that accidents and mass shootings are kept to a nationwide record low.


BRASS TUB

As a major coastal port and shipping center, Brass Tub features a much lauded row of docking slips that form its pristine shipyard. Local lumber is used here to build a variety of clippers and coasters that ply the trade routes of the Great Span. Many shipbuilders here also contract to make very specific vessels: unique types bought by collectors or buyers seeking a ship unlike any other. Many independent nautical craftsmen got their start at Haberrath Industries, which is headquartered here.

The city takes its name from several of its famed slips which are built almost entirely from brass. The upkeep on these facilities is tremendous, but workers say the product is infinitely of a higher quality. The brass housings of the slips help to prevent sparks and fires from damaging a hull during the build. Vessels which "sing" as they slide off the brass slips are said to be the most fortunate; blessed with special traits or characteristics generally unknown to all, even the ship's designers.

BRICK TON

The birthplace of Ullera's founding contract with its peoples, Brickton is the fortified seat of the district, and by far the most industrious and populous of all the cities in the Commonwealth. Its citizens see themselves as



Bricktonians foremost, with their allegiance to Keystone secondary and to Ullera in general tertiary. As its name implies, most of the buildings of the city are made of red clay bricks as well as many of its most scenic streets. Redheaded births are also curiously common in the region despite the appearance of their parents. Bricks, unfortunately, perform poorly against earthquakes, and much of the city was heavily damaged after the historic Brickton Quake.

The city itself is on a heavily fortified peninsula with only a tiny land bridge linking it to the continent. Harbors surround the city, but many of the subsistence level fishers and sailors live outside these areas, superstitious that their presence there would generate another earthquake. Replacing much of the low cost housing are massive warehouses used for shipping and other commercial structures. The focus of Brickton's economy is banking, medicine, book publishing, and higher education. This focus has created a greater than normal concentration of entrepreneurs, professors, and tycoons.

Magister's Road is a well known chaplain college located here since the city's founding, its campus one of the richest and most well staffed in the nation. Castle Island is a vital naval fortress used to protect the sea lanes leading to the city with tea kettle destroyers and massive cannons. The largest naval battle fought in the harbor was the "Brickton Brouhaha," so dubbed in honor of the valiant role the district's naval services had played.

CAMARADERIE

The third most populous city in all of Ullera, Camaraderie sprawls across the roof of the Delaminate Estuary and the South River. Numerous railroads and canals carve up the city's infrastructure into neat quadrangles and open-area courtyards that serve as popular meeting venues for the citizens' personal and business affairs. The city is built on a principle of openness and fair use of local resources as a means of fostering the key value attributed by the city's namesake. Still, though, visitors can't help but notice a strange patina of inauthenticity in many of the citizens' attitudes toward togetherness. Certain "crackpot" analysts have pointed out time and time again that this is due to the city's water supply and/or architectural style—a style that borderlines on the inhumanly mechanical.

CATAMOUNT MOUNTAINS

Throughout Keystone, but especially in the Catamounts of Heavenswake, environmental phenomena like temporal riparian biomes (TRB) are relatively common. TRBs, first identified in Keystone, are usually acre-sized plots of

land or larger, the environment of which is distinguished by finite temporal vortexes causing lifeforms within them to experience time at a much slower or faster rate than normal. It is theorized that inhabitants can spend a minute of "false time" in a riparian biome that may last only seconds or several hours of real time. TRBs are typically undetectable and require special instruments to observe. The biomes expand and contract haphazardly in random locations, and travelers are frequently enveloped in a TRB by accident. The effect of TRBs is often apparent in the deciduous trees of the range, in that some swaths of forest acquire their autumn colors prematurely while others remain inexplicably green. Rumors of immortal hermits living in the mountains have been the basis of songs and folklore for generations, and some have even taken up residence in regional sanatoriums.

COG ISLAND

This historic and awe-inspiring stretch of land is composed of an interconnected set of five dials made of concentric rings of bedrock in constant counterpoint rotation. Each cog disc is twenty-three miles in diameter and divided into one-mile wide rings with a five-mile diameter wooded park at their centers. The outer rim of each disc is the busiest and is filled with federally licensed and leased vendors of all sorts—including the workshops of the widely successful Savig's brand (named for the inventor, Niklos Savig [CG male half-elf [loci]). The inner rings are largely residential with the most valuable property surrounding the central parks. Building codes and loitering laws here are very strict so as not to interrupt the so-called delicate and intricate work of the cogs. The entire chain of five cogs is 118 miles long.

The origins of the island are shrouded in mystery, but it was the throne of Dominion rule for centuries. Some believed the island was a divine miracle while others saw it as a curse. Today, the widely held orthodox view is that Cog Island is an exposed part of the buried machinery that regulates the globe, and the spark from which the Scholarly Method lights up the world.

"CUT A SWATH WITH NATURE'S KNIFE"

No other region in Ullera contains as many artificial waterways connecting its natural rivers and lakes as does Keystone. Long ago, a plethora of developers, many owing their trade and expertise to either gnomish or dwarven engineering, rallied round a common motto and set about carving up the land with canals, levees, and dams for creating new routes of travel and commerce. And it is little wonder that many of the state's townships developed along

these lines. The most famous canal-city of Cataract (pop 4,950), site of where the truce to end the First and Last Stand was signed, is built on both sides of the Cataract Falls between the lakes Erato and Clio. Turbine-driven mills are powered by the rushing waters, unnavigable by ship. The citizenry here are also unique in that they maintain a strictly neutral policy—some say encouraged by federal agents—toward Ulleran and Atanakan influences, even though Cataract is on Ulleran soil. Concerned more with managing the canals circumscribing the falls than politics, the people of Cataract have peaceably negotiated a toll system the bordering nations use as one of the only standing legal means of egress to the other side.

Much of the rest of these canal-cities are found in Nova Hamal. The town of Pitfall (pop 3,350) stands on pylons driven deep into the four inky black Pit Lakes which are connected by dam to the River Lush. Oldgravesport (pop 7,850) sprang up on the coast where an old logging facility, now a regional landmark, had been converted into a receiving facility on the “Coffinway”—a canal route used to float boxed corpses down the Merrimack for internment—during the war. And Embargo (pop 4,550) uses a sophisticated series of canals to herd its giant leeches into culling pools where they are taken up as “part of security” to the floating ironclad fortress/prison that is permanently moored above the trees near the district border with Acrest.

DEAD RIVER

The Dead River stretches over 170 miles from Hornhead Lake down to the southern coast of Acrest. It is primarily used to float lumber but was once used as an invasion route into Atanak. Ulleran Brigadier General Auldor Benedok infamously led a force of 1,100 infantry troops up the unmapped river in hopes of outflanking the Rageaic city of Quelfloh. At the end of his ill-conceived march, only 600 infantry remained to fight the disastrous Battle of Quelfloh. Some claim that the slain soldiers of that march lie-in-wait to drag unlucky travelers beneath the Dead River’s waters to join their ranks. In spite of the legends, the Dead River is an important waterway for Acrest. Its banks pass directly through the frozen village of Snow Hedge (pop 500) and the early Folk settlement of Ol’ Gustav (pop 6,950). The Dead River also supplies drainage for the shipbuilding center at Brass Tub.

ERATO

Erato has the distinction of being a significant launchpad from which many of the earliest air-based expeditions set out to navigate and map the Inland Seas and settle Sunderland. Besides the more typical steep-roofed

structures, or “roosts,” built here, dwarven designs have yielded wide, squatty, partial-subterranean hangar facilities that can sustain the stress of winter snows equally well.

Erato also serves as an important shipping and refueling port for long voyage vessels plying the Inland Sea routes across country. During the Abolition War, the Battle of Erato Sea proved that Keystone’s control over waters it bordered would be absolute and lasting against further Atanakan naval assaults.

ESTEEM

Esteem is centered on a spit of land north of Cog Island known as Mannazan Island. The City of Esteem has flourished and overgrown its borders many times, subsuming other nearby neighborhoods, and even developing public and private facilities and residences on Cog Island. An inspiration to scientists, industrialists, and inventors everywhere, many come to Esteem risking fortunes and standing in vast waiting-lines simply to find a lease on Cog Island for a brief stay.

Esteem is home to every humanoid race in the nation, be they goblin or giant. Residents daily commute to the city by rail or ferry, but living and parking space is at a premium, so foot travel is preferred except for the many corporate dirigibles and courier gyro-copters that slide between city buildings like coy tropical fish. On Cog Island, travel is restricted to foot—partly to combat pollution, but also because the island is always in motion. Instead of vehicle transport, one simply waits until a cog ring has rotated to the desired location. The rings move with enough speed to be mildly treacherous, but the young and spry have little difficulty moving from circle to circle.

On the mainland, the city is divided vertically into Upper Esteem and Lower Esteem due to the numerous towers, skyways, and skywalks. All floors 20th and above are Upper Esteem; floors beneath the 20th and the underground are considered Lower Esteem. It is common for residents to place emphasis on how high above the ground they live, and the wealthiest use dirigibles to move about the rooftops rather than pedestrian traffic.

FOUNDRY

Nova Hamal’s largest city and district seat, this “company town” is owned and operated by Mayrbronne Limited. Ariettas “Blood” Mayrbronne (LE female dwarf [drague]) is a leading capitalist and the most powerful rail baron in Keystone. Besides rail, her factories produce an eclectic variety of custom-made equipment marketed to adventurous types. Always one to diversify, Blood’s other holdings use massive looms and water power from the Merrymaker to weave fully 15% of the nation’s cloth.

Unbeknownst to citizens and visitors alike, every business in Foundry is run by Blood, meaning all employees effectively work for Blood, and all the goods bought and brought into the city are at Blood's discretion.

HAMAL BEACH

A prosperous vacation resort with boardwalk casinos, several glamorous pleasure parlors, and a number of offshore flophouses catering to a discrete clientele of outdwellers. The beach faces the Shrouded Isles seven miles offshore, and is only fifteen miles south of the industrious ocean harbor of Reverie (pop 2,800).

THE HAMATE

The Hamate ("The Hook") is the eastern most portion of the Commonwealth and is a massive peninsula that shelters the coast of the district from storm waves. Replete with fishermen and whaling communities, The Hamate has become a summer haven for wealthy city folk who use the cape for yachting, sailboat racing, and trophy fishing. Poor soil and limited freshwater on The Hook means that agriculture is limited to smaller farms, vineyards, and cranberry orchards. And standing watch to the constantly shifting sandy shoals luring in the bay, numerous lighthouses with permanent crews dot the peninsula.

The Hook is also home to a massive federal air base which houses facilities for both naval airships and steamships. Local parlance out of Hamate Port (pop 5,650) has taken to naming the personnel among the naval crews in colorful fashion. "Slicks," the lowest rank of naval sailor, including those who man hydrogen airships, are known for their unmarked rubberized uniforms. A "killick" or "air boss" are the leading crewmen for sea and air, respectively. "Windjammer" refers to the helmsman of a vessel propelled by wind. The soot covered uniforms of "tars" indicate they crew a steam-driven vehicle.

"Roughnecks" are specially trained shock troops used in boarding actions and amphibious assaults. "Lascars," derived from Dwarvish, are foreign-born merchant marines hired by overseas shipowners and traders. And a "swabbie" is a broken down sailor reduced to menial duties.

HARROWGATE

Harrowgate is named after unusual rifts of unknown origin common in the land here. It is said that some of the of these crevasses extend deep into the crust and may be volcanic fissures. Local legend abounds of fiery creatures emerging from these rifts and setting homes and fields ablaze. As the district seat, the city is the central hub of a recently completed local railroad and canal network linking with Camaraderie, Abyssopolis, and many other

Pennoncelle townships along Topper's Highway.

The Paxton Riders, a criminal syndicate, is based in Harrowgate. They engage in smuggling, gunrunning, and racketeering. The Riders have made deep inroads into local government and are virtually immune to prosecution. The city is also at the heart of the fertile Dusun Country, known for its orchards and concentration of dwarves.

The Dwarves of Dusun Country are isolated within their own dialect and culture, having largely been unable to take advantage of the rapid industrialization of the region. Dusun Dwarves are trained through apprenticeship rather than formal schooling, with many settling down to become farmers, miners, and day laborers, but nary a foreman or strong unifying leader among them. Numerous rights efforts have been made to unionize the city's laborers, all so far unsuccessful.

LACUM RUBRO IPSUM

Beneath the coast of Rubio Ipsum is a subterranean lake and cave system that can only be reached by diving bell. By far the most hazardous and profitable labor available in Rubio Ipsum, the threat of freezing, asphyxiation, cave-ins, and predator attack are frequent perils faced by those who dare. The underwater caverns have extensive pockets of air allowing for mining and undersea exploration.

Among the many prized minerals, shells, and sea creatures found in these caves, the most desired are night pearls. This milky crystal gives off an eerie blue or green glow and can be shaped into artwork, jewelry, weapons, or armor (add \$50 per pound to the object's cost). A night pearl lantern is prized by spelunkers since it is as bright as an oil lantern but can be submerged, will not set off combustible gasses, and does not need fuel.

AQUA VITAE

Aqua vitae is a drug that nearly all prisoners of Rubio Ipsum become addicted to, made from the purple sap of a shrub that only grows in the red soil of the district. Aqua vitae addicts are marked by a web-like network of purple veins on their arms and neck that fades away as the drug leaves their system.

When you consume this substance, you gain the benefits of a long rest in the span of a single short rest. You cannot gain this benefit again until after you complete a natural long rest. However, one hour after consuming the substance, you suffer 10 (3d6) poison damage, and your maximum hit points are reduced by the same amount.

You can avoid this poison damage if you succeed on a DC 15 Constitution saving throw or if you take another dose of Aqua Vitae.

You can make a DC 15 Constitution save after each long rest to break the addiction, and thus restore your maximum hit points. A single dose of Aqua Vitae costs \$50.

NEEDLE BARRENS

The Needle Barrens is an ancient forest of spindly conifers and thorny bushland spanning central Gardenia. The sandy, acidic, nutrient-poor soil of the area is hostile to crops. Despite its proximity to major cities, the Needles Barrens remains largely untamed and uncut. These uncommon conditions enable the Barrens to support a unique and diverse spectrum of plant life, including wild orchids and carnivorous man-eating plants. The area is also home to rare pygmy Pitch Pines—a plant with sap that can be refined into a low-emission fuel—and a well-kept secret by the locals. The sand here is called “sugar sand” due to its high silicon content and white color.

The Barrens are extremely hazardous to travelers with quicksand, forest fires, dire wolves, giant rats, and monstrous insects a common threat. But the most dreaded threat inhabiting the Barrens, if reports of the gruesome evidence left by its attacks are to be believed, is the curiously named “Jocelyn Devil” (an advanced peryton).

NORTH RIVER

Emptying into estuary waters south of Esteem, the North River flows through eastern Heavenswake and is linked in the north by canals to the Inland Seas. The district seat at Alabaster lies on the banks of the North River. The Tears Glacier on Mount Mercy is the highest tributary to the North River at an altitude of 6,000 feet, known to be home to a pair of polar rocs that migrate here in late fall.

PATERNOSTER

Mechanization has caused northern cities like Paternoster to grow and prosper. It was the first planned industrial city developed using private funds. Previously, the district’s economy was largely agrarian; subject to crop failures, poor soil, and hurricanes. The shift to an industrialized economy has drawn laborers out of the fields and into the city. The Society for the Establishment of Useful Manufactures (SUM), currently headed by Alexia Hamung

(LN female human [ulleran]) directs the funds of many would-be investors. SUM’s goal has been to create an industrial complex capable of satisfying the rapidly growing populations across all eastern Ulleran metropolises.

Many district industries and refineries (collectively called the “Alchemical Coast”) are powered by coal-house kilns above which building materials are produced and excess heat energy is either lost through the towering stacks or siphoned into machinery at other factories, like the Lyryst Sewing Machine Company, where cotton fabrics, silk, and furniture are assembled. The demand on laborers has spurred union activity which recently peaked with the notorious “Silk Strike,” when the silk workers demanded an eight-hour day.

Paternoster is the cradle of many entrepreneurial inventors. Discoveries and inventions made in the region include the steam engine, the rotary pistol, the incandescent bulb, the wax recorder, the self-sealing steam bolt, and the pneumatic tube. Famed inventor Rhomiston Edeillon (LN male gnome [gentry]) has become a well-respected figure among scientific circles, owning over a thousand patents for inventions he developed locally. Edeillon’s facilities, at Memento Square, are rivaled only by Savig’s workshops in all of Ullera. Chrystal Street in Memento Square was the first thoroughfare on the continent to have direct current lighting installed.

SANCTUARY

The district seat and largest township in Lushbarrow lies in the middle of the southern coastline and has its own natural harbor. The city is famous as the home of the gifted inventor and entrepreneur, Ollestrom “Ollie” Whiteknees (NG male gnome [sharper]), whose one-time apprentices included both Savig and Edeillon. His genius laid the foundation for many of the mechanical marvels of today. The Safe Arms Company he founded long ago is still one of the premier firearms innovators. Other notable companies based here include Grandee’s Candy Company (the foremost producer of sugary confections and hard candies), Samson Locks & Safes (one of the nation’s leading manufacturers), Sanctuary School Press, and Revenant Trust (the public arm of the Lobe and Lock Society). The Civic Telegraph Company (CTC), headquartered in Sanctuary, provides telegraph and ticker-tape service for all but the smallest townships in the region.

The city has a long history of urban planning and was the first in the region to institute the Nine-Square Plan, with each central plot in the square design left to function as a forum or green, often beautified by slender paved avenues lined with elms. The city is also the envy of the region for

RAPID OXIDATION TEMPEST (R.O.T.)

ROTs are infamous and unpredictable meteorological menaces in the northern districts of Keystone. ROT weather can strip the metal from man and machine within minutes, dealing 5 damage (ignores resistance) per round to metallic objects unless a DC 13 Constitution save is made to resist damage that round, or shelter is taken.

There is a 25% chance ROT conditions will persist within northern districts (e.g. Acarest, Vorlejj, Nova Hamal, and the Commonwealth) for 6d10 minutes during any period of precipitation. ROT conditions are almost assured for the same duration under storm conditions.

its many handsome sporting venues, including dedicated stadium grounds for year-round turfball and knattleikr play.

The vital Farmark Canal flows through the city and links Sanctuary Harbor allowing seagoing vessels to move their cargoes inland all the way north to the district border with the Commonwealth. The city council, known as the Board of Aldermen, consists of thirty spokesmen elected by each city ward. Exercising greater influence than the Board is the Drevan Academy, famous for producing the high-caliber federal agents known as “widowmen,” strives to ensure the city lives up to its reputation.

SERENOME

During its subjugated years, the village of Serenome (Gnomish for “place of peace”), was notorious for wreckers, pirates, and smugglers. While under the authority of the Dominion, the citizens led a double life of ordinary peasants and new moon raiders. Eventually, a massive tribunal was held on the village green. Public torture was used to force citizens to inform on friends and family, followed by a ruthless lynching of the indicted. This once thriving township is now largely abandoned and many claim is haunted by the undead. The legacy of bloodshed here is said to attract fell spirits and other unsavory menaces. Only the brave, foolish, or ashamed choose to live in Serenome now, but treasure hunters and investigators often venture here to either sate their greed in finding hidden bounties or to sharpen their skills at solving dormant mysteries.

SMITHFELLED

This large commune (pop 15,200) is an exclave of the Commonwealth to the south. They ignore Acarest authorities and only take direction from their southern patrons (who rarely seem to pay them much heed). This heavily fortified community, having never attained township status, is an island of steam technology in the feral wilderness of central Acarest, and makes extensive use of exoskeletons for lumber harvesting, slate quarrying, and town defense.

Always at risk to ROT weather, massive slabs of slate are used to cover hangers, smelters, and drop forges. Small local mines provide the community with gems, metals, and minerals, but coal must be shipped here from Harmonia, where Topper’s Highway begins (or ends, according to some), as few other districts will sell to Smithfelled. Smithfelled is one of the largest quasi-legal corporate communes in Keystone, supplying its hushed masters with timber and slate without paying local taxes. Tensions are high between the Commonwealth and Acarest over what local officials consider the resource poaching of their district.

THE SHROUDED ISLES

The Shrouded Isles are a chain of rocky outcroppings split between Acarest and Nova Hamal. These islands are treeless and desolate without cultivatable soil. Centuries ago the isles were used as an anchorage for sea pirates and many believe that the isles are haunted by the shadows and shades of these buccaneers.

Hog Island is the largest with a small fishing community, artists enclave, and a respected sanatorium to call its own. Pentacle Island is a religious retreat that only allows day visitors. Silver Noose Island is the home of Thaxter Shreve (LN male human [ulleran]) a notable inventor, shipping tycoon, and host of the most lavish and decadent parties on the coast. Cinder Island is also a private residence. A breakwater connecting tiny Malefic Isle to Silver Noose to Cinder to Pentacle creates a harbor for visiting ships and private yachts. Duccover Island to the north is used as a bomb range for the military and is dotted with unexploded bombs and other volatiles; where few are willing to risk a landing regardless of rumors of hidden pirate treasure. Whiting and Codfish Islands are the sites of matching Nova Hamal lighthouses as well as aquatic trade bazaars.

SOUGH WHIRLPOOL

These massive wandering vortexes can be hundreds of feet in diameter and are the scourge of unwary captains and becalmed ships in the Gulf of Acarest. Only vessels with very powerful engines or skilled pilots can hope to pull free of a whirlpool’s grasp. Smaller sough whirlpools that spawn randomly are more common but are much less dangerous to shipping. Some believe the whirlpools can be attributed to natural phenomenon, but others claim sea elementals, krakens, or ocean leviathans create them.

Whatever the source, a sough whirlpool is an environmental hazard for ocean vessels and sea creatures alike. Once caught in the whirlpool, creatures and vessels must succeed on three successful Strength (Athletics) checks if swimming, or vehicle (water) checks if sailing, before three failed checks in order to escape it. Failure to escape a sough whirlpool drags a creature or vessel to the eye of the whirlpool, where it is crushed and battered before being dragged beneath the water and ejected out the bottom, back into the ocean.

If a creature or vessel is larger than the vortex, it only needs to make a single success before three failures to escape the whirlpool. Failure to escape in this case results in the creature or vessel taking only half the rolled crushing damage before being ejected, and it is not dragged beneath the water.

Vortex Size	Whirlpool Reach	Crushing Damage	Escape DC	Challenge
Large (common)	100 feet	1d4 x 5	13	2
Huge (uncommon)	400 feet	3d4 x 5	17	5
Gargantuan (rare)	800 feet	5d4 x 5	21	10

WHITE ANT AND FARSTRIDER MOUNTAINS

Notorious for gale force winds and bitter cold, the White Ant and Farstrider Mountains are a forking pair of ranges that together form the northeastern-most extent of the Ulleran Uplands. Said to be infested with air elementals, banshees, and cannibalistic mountain men, some even claim to have spotted scantily dressed white-haired nymphs with indigo eyes and lips during the fiercest blizzards. The storms common to the area often blot out the sun with intense snowdrifts.

Beneath the steep escarpments, early underground Folk and Dwarf communities dot the range. Yetis and ice drakes are the dominant predators, trophies from these specimens adorning the mantelpieces of many a big game lodge. The subalpine krumholtz forests are home to giant white ants that will attack foragers and unwary travelers. Many brave souls journey into these ranges in hopes of wealth and adventure, but more than a few do so because they say the mountains call to them.

GALVANITE CITY

Latitude 41N 24', Longitude 75W 40'

City

Government autocracy

Population 60,150 (29% human, 22% dwarf, 21% gnome, 21% halfling, 7% other races)

Major Industries Anthracite coal, iron, rail, tourism

NOTABLE RESIDENTS

Everett Blondhawk (LG male halfling [tenderfoot]; pious, do-gooding gunslinger)

Fellow Tawn Shane Irwynn (CE male human [rauschite]; spokesman and face for the Temple of Empty Penance).

From its humble days as a summer coterage camp belonging to the Delamin family of Folk tribes, to its frontier and freedom fighting days as the growing mill-town of Briggs Hollow, the place that would become Galvanite City has long indicated the trajectory of Ullera's future. The trailblazing efforts of Ulleran patriot Topper Sowersgell galvanized the citizens around him into forging the Highway, a life's work and sister pathway to freedom and economic opportunity as the Abolition Trail before it.

Galvanite City was among the locations in competition over the naming of Ullera's new capital over ten years ago, due in part to the city's record growth, sparkling infrastructure, and amazing quality of life. The citizens of Galvanite City are among the longest lived and healthiest in the nation. Locals are known for carrying worn tokens, "galvanite," each made from chemically hardened

anthracite that is periodically magnetized through a special process as needed by the wearer. These tokens not only serve as a kind of privileged identification, but are said to ward off disease, "bad influences," and even make an attuned wearer aware of unlocked potentials within them they would otherwise be unable to access.

POINTS OF INTEREST

The Brothers' Basilica: Originally the "High Basilica" as left by Rauschite settlers who had flourished here during the Abolition War, the place was renovated after the Rauschite population left and is now kept as a grand ballroom and event center by a pair of local twin philanthropists. The building features a central domed and stained-glass atrium with four separate wings branching in the cardinal directions, each rented out to interested parties for private events.

Delamin Coal Mine: The only functioning coal mine that also doubles as a guided-tour museum for visitors who wish to learn the history of and observe coal mining firsthand. The Delamin mines date back to their earliest occupation by Folk tribes, and boast a safety record unmatched in all the nation.

Elessini's Parlor: At once the family domicile and private laboratory of Eienhart Elessini (CG male gnome [sharper]), this three-story home is also the burgeoning guild for a group of Elessini's apprentices, though he does not advertise. Though Elessini, a known skeptic who has made a side-career of exposing otherwise legitimate spellcasters as frauds, does most of his work in Esteem, he retreats here from time to time to study and recoup. Adversaries of his in the city would like nothing more than to breach his inner sanctum, regardless of the terrible deterrents that are rumored to guard his manse.

The Temple of Empty Penance: A dual-purpose ore processing center below ground and membership-only edifice of civic and moral virtues above, many flock here to do nothing more than tour the exquisite grounds. This sprawling mansion rests on twenty-five square acres of manicured lawns and menageries, all crawling with clockwork insects and decorated with gear-wound statuary of animals and people that periodically shift into new poses. The grounds are kept by temple fellows, of which Tawn Shane Irwynn is the head, who also spend time proctoring social acceptance and civic duty seminars citywide. It is here that citizens can apply for membership to receive their galvanite, which are visibly common throughout the city.

Whistle-Stop Square: Whistle-Stop is the nexus of mechanization and industrial knowhow for hundreds of

miles around. Pneumatic roundhouses, tracked aerodromes, polished factory stacks, and artfully calibrated lengths of curving rail stand out from the Square like trophies to the world. Both the North & South (NS) Canal Company, known for its more traditional gravity and steam rail, and Heavenswake/Pennoncelle Conglomerate and Western (HPC&W) Rail, famous for producing “coalless carriages” or electrified cable cars, are headquartered here. Galvanite Furnaces Incorporated, one of Ullera’s most prolific steelworks factories, also maintains its central offices here.

ALISTAIR SERAFUS BLYTHE

“I’ve not the mind to sit here and prattle on with ye city folk all day. You wish to see what my trade is like? Grab that longarm there and strap in behind me, if’n ye care. Now then, you there, bring me a brew!”

Medium male human [ulleran], lawful neutral

Armor Class 16 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	8 (-1)

Saves Strength +4, Dexterity +8

Skills Arcana +4, Nature +4, Perception +5, Survival +5; taxidermy kit +3

Senses passive Perception 15

Languages Common

Challenge 5 (1,800 XP)

Deadeye (3/Day). As a bonus action, Blythe can add 1d10 to his next attack or damage roll with his rifle.

Trophy Hunter. Blythe has advantage on Wisdom (Survival) checks to track aberrations, beasts, and monstrosities, as well as on Intelligence checks to recall information about them.

ACTIONS

Multiattack. Blythe makes two attacks.

Hunting Trap (2/long). Blythe can set a hunting trap and then camouflage it with a Wisdom (Survival) check. Any creature that crosses the hunting trap must make an opposed Wisdom (Perception) check or succumb to the trap.

Saber. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

Revolver Rifle. Ranged Weapon Attack: +9 to hit, ammunition 80/240, one target. **Hit:** 15 (2d10 + 4) piercing damage; deadly, two-handed, reloading (6).

BOON

Blythe will loan out a single firearm of the PC’s choice (though nothing more expensive than what he has in his personal gear) so long as they assure him they intend to “bag a big one” with it and bring him back a trophy.

Few people are more enthusiastic about hunting than Mr. Blythe, and very few have the wealth to travel round the world to gather the collection of trophies he possesses. He is very comfortable in the old growth forests of Keystone, but the rumor of the discovery of a new and dangerous species somewhere will bring him running. His fortune is based on the not inconsiderable land holdings of his family, but he has very little to do with the business and political side of things which he leaves to his younger siblings.

KEYSTONE ADVENTURE PLOTS

Cresape Reborn!: The truce signed after “Cresape’s War,” a series of marked conflicts concerning borders between Keystone, Harmonia, and Sunderland, defines these regional boundaries as depicted on most current maps. Interested individuals, however, differ on the lay of certain properties that predated the border. Though the conflict was louder than it was bloody, and casualties were low, few if anyone has forgotten. Now, word has it a new agitator claiming to be “Cresape the Reborn” has begun riling up small town fervor in the countryside.

The Great Jail Break-in: In Rubro Ipsum, a loose syndicate of kingpins, known locally as “stains,” have set up protection rackets and smuggling scams that keep even their business partners “juiced” on aqua vitae, thus squeezing their clients to maintain contact due to their addiction. A small union of common laborers so addicted,



Alistair Serafus Blythe

Artwork by Mares Laurentiu

forced to live on subsidized quarters within the district for the sake of their lives, have managed to send word of their predicament to outside concerns, offering all they have for someone to stage a “break-in” and devise a way for them to be free of their predicament.

High Society: New activity is ongoing at Serenome. Cloaked and hooded figures sneak about at night tending to unknown concerns. Several residents have reported finding strange runes or crests freshly burnt into the ground or on objects lying about town. Symbology experts claim the crests are reminiscent of older ones used by the Lobe and Lock Society as a kind of ward or mark of ownership.

Curiously, the Society seems unashamed to mark sensitive places in Serenome steeped in the town’s dark past. This press and activity is bringing up questions of what the Lobe and Lock has planned, or what responsibility they may had in shaping the town’s past?

“The Monowheel Rally”: Jacona (pop 5,550) is a small city on the shore of Lake Whipsaw Koi. It is here that the largest monowheel rally in Ullera takes place. Gyrocycle clubs from all over the country attend this week-long celebration. In addition, this rally hosts a number of nationally sanctioned sporting events including: road and off-road racing, endurance events, the “Hare Scramble,” indoor grease track events, power pulling events, and street sprints. Most races feature the unique capabilities given gyroscopic design, including racing along a steel cable, extreme hairpins, backspins, topspins, and spin jumps. In this fiercely competitive sporting environment, hundreds of golden eagle medallions (a special currency awarded during the rally) are gained and lost in betting, endorsements, and company sponsorship.

Up for Grabs: Recently, leadership for the Warren (pop 3,700) in Vorlejj has either moved on or passed on, leaving the small town in the lurch. The Warren lives up to its name due to its twisted, unpaved streets and tumbled granite buildings. The Borderlords, unable to settle political squabbles between themselves and having no interest in the failing town, have sent out a public request seeking to give enterprising adventurers a chance at running the leaderless city.

SUNDERLAND

“The sky can be just too big sometimes. That’s why I live in the city behind nice thick walls.”

– Lowell Carver (factory worker)

Population 2,496,150 (24% human, 23% avus, 16% dwarf, 10% orc, 7% halfling, 5% centaur, 5% gnome, 4% goblinoid, 3% giant, 3% other races)

Capital Centerpoint (pop 85,450)

Notable Settlements Second City (pop 919,850), Cinnabar (243,200), Tallmills (154,450), Paddlewheel Bend (40,600), Acme City (27,600)

Government Associated state governed by local unitary authorities

AUTHORITY

The Assembly of Inland Sea Cities (LN group composed of LG and LE representatives under the “purview” of a bought and paid federal advisor).

NOTABLE RESIDENTS

Fiegarough the Fierce of Nebenjo (NE male cloud giant; celebrated warrior and self-proclaimed leader of all giants in Sunderland)

“Judge” Handus Cloudborn the Honorable (LG male human [rauschite]; highest ranking holy order priest east of The Great River, and walking antique)

“Shaky Loupe” (CN female half-elf [loci]; current leader of the Bootleggers operating out of Second City)

Zhara the Unbridled (N female centaur; matriarch to the largest clan of Enesora in the region, and troubled opponent of industrialization).

LANGUAGE

Orc, Common, “Heridian” (a mongrel blend of Orc, Goblin, and various native trade tongues of the plains), Sylvan, Dwarvish, and Giant.

MAJOR EXPORTS

Dairy products, grain, fruit, feed, raw materials (coal, metal ore, timber), paper, livestock.

MAJOR IMPORTS

Immigrants, laborers, building supplies, transportation equipment, textiles, fine tobacco products, fine alcoholic products.

The youngest state of Ullera, Sunderland has no regional districts. Technology is sporadic and unwanted outside urban centers. The nomadic and monstrous cultures

living on the rustic tundra and lake-dotted prairies have little interest in steam gadgets, preferring to use the fuel for heat. They also have little tolerance for foreign interference. The city folk, however, view the nomadic clans as dirty savages and obstructions to progress.

Alluvial river valleys, glacial plains, and primeval plateaus dominate this newly settled region. Principally Jonnish and Borndrin until the last century, with the construction of the Grand Bridge Canal, Sunderland has become flooded with immigrants from the crowded eastern cities of Ullera. Along rivers and man-made canals, cargo travels northwest from Keystone, through the Inland Seas, and south to Harmonia and the Bastion. Waterways are the lifeblood of many here, with local shipping carrying freshly harvested crops, timber, and dairy goods across borders and even directly into people's homes, where livelihoods so heavily rely on the rivers themselves. Railroad in the region has been slow to develop. Rail connections between the big cities are available and well protected, mainly due to political encouragement and funding from business interests south where rail is lucrative, but spur lines out to rural areas don't stretch far and are plagued by the weather, sabotage, banditry, and land shark attack.

HISTORY

Clinging to prehistoric traditions that have served them well against the cold and predators of the plain, industrialization is a new and troubling concept to the earliest inhabitants of Sunderland. Indigenous plainsfolk still hunt the bison, mastodon, and native dinosaur herds, and have long gathered the same wild plants and fungi as their ancestors until the time of the Border Threat. These practices were first seriously challenged in the wave of settlers eager to stake out farms, ranches, and mineral claims. The encroachment of Ullera into Sunderland followed an expedition by early airship crews that sought to map out navigational routes across the wind torn lake lands. The agronomist Ram Arness (NG male dwarf [drague]) was the first to land at the site that would come to be known as Ramson Downs, named for the abundance of wild leeks growing there that the dwarven captain vigorously took to cultivating (the leeks taking on the epithet, "sons of Ram," and eventually the plural "ramsons"). Sprawling along the shoreline of Lake Melpomene, so too did the landing site quickly grow from depot to permanent settlement. Many would-be aeronauts often died tragically when embarking on the "Fortuitous Flight," leading future settlers to brave the rivers rather than the air during the initial Sunderland Land Rush.

That mood changed when the Downs burned to cinders in the Great Hellfire (or Hellfire Uprising, depending on whom you ask) thirty years later. Though Ulleran settlers had been struggling against their northern oppressors for years in the state, this startling incident (what many in the region contend was merely the height of the conflict) made clear the seriousness of the ongoing frontier war, and brought public attention to a hard question: Could civilized folk coexist with the harsh natives of these unforgiving lands? It took the vision of one gnome and the labor of a nation to build what is now Second City over the ruins. The Lord Builder W. T. Marrenck (LN male gnome [gentry]) and his visionary idea of manufacturing modular component buildings precut in a factory and assembled on location contributed to the city's—and in turn the state's—recovery. While astonishing numbers returned to ensure Second City's rise and prominence, many of those who had fled the Hellfire contributed to burgeoning cities elsewhere, spreading an ideological spirit and belief in progress through industry across the region.

Summarily, the Border Threat ended due to the bulge and often violent push of unchecked populations that came to dwell on either side of the Patrol Line shared by Ullera and Atanak. Since then, outside of immigrant farmers and ranchers whose private goals of cultivating square plot fields and raising livestock on the hinterlands don't always match up with the big city vision of the future, the real drama plays out within the cities as they compete with each other in a race to see which can tame Sunderland first. These frontiersfolk face considerable challenges from the local weather, beasts, and clans that share this land of rapidly industrialized cities and staunchly unchanging mud brick villages; skyscrapers and megaliths; railroads and river canoes; steam engines and muscle power; courage and doubt.

GOVERNMENT & PEOPLE

Throughout history, the ancient peoples of Sunderland have built massive monuments of earth and stone. These petroforms not only display the industry and artistry of a people, but are vital to the defense of their communities, and remain highly visible even today.

Giants of Sunderland, the Cairnbrüd, build dolmens (large stone mounds or "tables"). Dolmens are used to dry meat, place items out of reach, and as a safe place to sleep at night. Whenever giants gather to parley, trade, or form a war band (fist), they always construct a dolmen. Abandoned dolmens are often converted into stone keeps or bolt-holes used by tengu, derro, or morlocks. Entire cities of dolmens, such as Nebenjo (pop 2,900) and

Paukinok (pop 1,750) still stand in the uplands, the last vestiges of nephilim power where they hold sway over their less intelligent cousins. Hill and stone giants are the most common type in Sunderland, but spontaneous mutation can see a clan evolve within a single generation to become frost, storm, fire, or any other type adapted to its new habitat.

Centaur of Sunderland, calling themselves the Enesora raise menhirs (long stones) throughout their territories. Solo standing stones are decorative, act as landmarks, and help detect the presence of bulettes, remorhazes, or ankhegs. A loose ring of menhirs can warn a campsite or animal herd of imminent attack. Multiple rings of heavy stones can block or deflect assault, and may force the creature to the surface where the clan can kill it. Stone ring designs can be extremely sophisticated and used as clocks, calendars, or ley line markers important in ritual practice or for focusing “energy.”

Orcs, believing themselves to be the Jonnish, and frequently called “tamers” for their propensity to create seeming symbiosis among fell creatures, live in large encampments throughout Sunderland. They have little of the technology and none of the creativity of their dwarf and human neighbors, but turn their numbers and muscle to advantage. A jonnish encampment has multiple lines of defense: deep trenches to break charges and spot burrowers; wooden palisades decked with covered catwalks and weapon turrets; and massive tumuli (flat mounds of earth and stone) to grant the defenders high ground, force attackers to fight uphill (often over hazard-laden ground), and block burrowers from tunneling in (due to heavy stones sunk into the slope).

Borndrin of the region, called “icetreaders” by those who speak Common, are steadily leaving their perennial lands and moving into the cities of Sunderland. Most are looking for greater prosperity and security in a factory job. Historically, borndrin communities are round dried clay houses built in an oval ring around a stone block plaza. The ceremonial mounds borndrin build are often shaped like animals.

Eschewing megalith use altogether, less hearty races find pole houses to be suitable dwellings in the hinterlands where wood is plentiful. Chain nets and concrete slabs are often the foundation of homes and barns built on the ground. Settlers employ minefields or fences (including subterranean elements) to dissuade predators. However, the greatest development in defense against unwanted incursion has been the establishment of the Assembly of Inland Sea Cities, a revolving body of civic leaders drawn from each of the richest water-trade cities in the state. The

Assembly has little true governing power, leaving most matters to local leaders, but the body’s primary objective is in attracting moneyed interests to their respective cities to maintain their prestigious lifestyles on the Assembly. This money in turn goes into the hiring of private adventuring companies and other measures of self-preservation that keep these islands of civility afloat in a sea of wilderness.

Regardless of how one survives in the region, the recognized government of Sunderland has waged a “war on chaos” since its inception. Civic proctors brutally rounding-up vagrants, vandals, rebels, free traders, and other criminals, labeling any divergent behavior the work of Anarchaea, forced these miscreants into the Underground. Anarchaea cells living in the Underground—and throughout Sunderland—are diverse in both nature and goals, but four major criminal cartels exist.

GAZETTEER

The prairies of Sunderland are thick with discovery and the clash of cultures. In particular, the peninsular and uplands areas are filled with monstrous threats. Burrowing predators such as the ankheg and bulette prowl just below the ground, and the grass offers little concealment from aerial hunters like the griffin, wyvern, and cockatrice. Packs of cunning beasts such as harpies, barghests, and blink dogs are always looking for an easy meal. If you can’t fly or outrun these hunters you must develop other defenses, or keep to the urban islands of this untamed land.

ACME CITY

Begun as a work camp forty miles south of Lake Erato, this city has become famous for its rubber industry (producing components for everything from armor, airships, boots, vinyl, linoleum, and a variety of toys), as well as stoneware, metal casting, fishing supply, and farm equipment factories. Davro Designs Dispensary keeps its main offices here also.

Each corner of the city is controlled by powerful factory tycoons that have made their fortunes in rubber. Markus the Younger (NE male dwarf [brey]) of Bellwether is taking over the company from his father, recently deposed and presumed insane. Jess Stone (CN female human [ulleran]) of Stone Park is the elderly baroness that has bitterly competed with the Bellwethers her entire career. Tobias Turnwell (N male gnome [sharper]) of Turnwell started not just a tire company, but is also a noted blimp manufacturer with many military contracts—like those that are housed in the Acme Airdock, a massive hollow hangar that invariably houses at least eight rigid airships year round. Zacharias Ozul (CG male human [rauschite]) of

the Heights is a newcomer investor to the rubber industry, but his “renewable elastics” is growing quickly due to his innovative polymers.

BUCKEYE TREE FRUIT

The buckeye trees of the Bellwether Valley are notorious for their hard poisonous fruits.

When the ubiquitous brown buckeyes are boiled, peeled, and mashed they make a long lasting trail ration.

Common yellow buckeyes can be blanched to extract tannic acid, providing a +1 bonus when doing such things that include alchemy, leatherworking, dye-making, or when applying a medical astringent.

Uncommon pewter buckeyes are so tough they can be used as sling ammunition.

Rare oxblood buckeyes, when oven dried, explode into a powdery mist on a high velocity impact. If thrown (up to 60 ft.) or flung from a sling, the buckeye explodes into a 10-foot sphere of dust upon impact. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

CENTERPOINT

The great hope for Ullera’s future as conceived by Sunderland’s elite is best represented by the utopian dream of transportation control that is Centerpoint. The city plan is of concentric rings bisected through the heart by the main thoroughfares, the Meridian and the Nadir. Elevated rail-lines run the megastructure’s perimeter, with public cable cars and private pneumatic transport tubes radiating throughout, both above and below ground. With its creation, Sunderland’s founders hoped to help bring people together, facilitating movement across country through a city-sized switchtrack and depot.

Fully 60% of Centerpoint’s population are low-level maintenance and civil engineers who receive subsidized housing here in return for upkeep and development. The city is home to the KorNaughton Emporium, famous for its “KorNott Gels” (priced 25% less than standard fuels). There’s also the Delos Gnosis University, known for its agricultural experiments in crossing odd and dangerous plants with domestic varieties to increase crop yield, pest resistance, and fertility.

CINNABAR

A well developed rail and river hub, replete with stockyards and meat packing plants on the banks of the Buckeye River, Cinnabar has grown like a boomtown over the last century, enjoying an influx in population after the Great Hellfire that befell its chief trade rival. Outside of refugees and immigrants, the families of landed gentry—some decedents of war veterans, but money holders and

power brokers all—make up the bulk of the population.

The old blood of the city rule as the Court of Cinnabar. Aside from charitable pursuits, the Court exists to strengthen military and rail ties with the southern regions, ensuring that their competitive political needs are met through proxies and agreements. Another influential group is the Steam Enginemen League (STEEL), a fellowship of extraordinary inventors, pilots, explorers, and rail marshals housed in the Grand Terminal, a massive 180-foot art deco dome and railway consortium. The League is subsidized by the local railways to insure the safety and security of passengers, but is also hired by river boat traders as investigators, contractors, and privateers. From the Grand Terminal, most citizens use a grid of railed streetcars to move about, transferring to trains and ferries on the outskirts.

Other attractions in the city include Canary Tower (a multiplex hotel/department store/theater topped with an aviary), the Ingot (a 15-story heavily fortified federal bank, mint, and silver and gold reserve said to house a treasure trove of other indigenous artifacts and family heirlooms), and the Hippodrome (which hosts turfball play, and is famed for its horse, cart, and now razorback races) are also well known.

GRAND TAR BOGS

Named after the oily black water and naturally occurring tar pits of the local swamps and marshes, points of dry ground are sprinkled about this ancient glacial lake, used for farms and homesteads. The tar bogs are a natural defense against land assault, but only hardy souls can thrive in this pestiferous muck. Lumberjacks, trappers, and fishermen that tend the area call Blackjack (pop 6,550) home, where icetreaders, boggards, and goblins dwell.

Venomous plants, animals, and vermin thrive in the region, and their glands are sold to pharmacologists back east. Gases and distillates are also pumped out of the ground and sold to passing airships. Only during

TAR BOG FEVER

Tar Bog is a common disease afflicting visitors to Blackjack. It is transmitted through contaminated water and mosquito bite, and only bondrin have developed an immunity through exposure. Threat of the fever makes traveling through the Grand Tar Bogs extremely dangerous and has inspired plans for draining the swamp and converting it to farmland.

Exposure to this disease incurs a DC 13 Constitution save one day after the initial exposure. On the first failed save, a creature becomes infected, becoming poisoned and their maximum hit points are reduced by 2d4. On the second failed save, a creature becomes blind and an additional 2d4 maximum hit points. The first time a creature saves against Tar Bog Fever, they return to their normal hit point maximum, are no longer blinded, and become immune to the disease for 24 hours.

the summer and winter is wheeled traffic feasible on roads made of logs that float just above the oily waters. The common tar trees are used to produce rubber and flammable oils.

THE INLAND SEAS

The Inland Seas are five gigantic, interconnected, brackish lakes between Sunderland and Keystone and shared with Atanak. Due to the nation's extensive use of canals, watercraft can travel the circuit from the North River of Keystone or the Sentinal River into the Inland Seas, up from The Great River at Belle Venue, or laterally on the Buckeye River or its many tributaries to navigate across the nation's northern reaches. Atanak's veiled hostility toward Ullera means that its shipping is never fully safe from raiders and pirates based in Atanakan ports. The Inland Seas are also home to a variety of aquatic species that trade with both nations and often play Ullera and Atanak against each other, intensifying the rivalry. The seas, named after mythic aspects of Folk ancestry, are from west to east: Terpsichore, Melpomene, Urania, Erato, and Clio.

"PERPETUAL WORK PROMISES ENDLESS GROWTH"

This familiar adage not only sums up the constant push and grind to maintain life in Second City, but points to the greatest achievement of this triumph: the city's towering high-rises that form the industrial and financial heart of the city. Munificent Mile is one example—a loop of mega-towers connected by sky bridges, each with its own manufacturing, shopping, gardens, schools, and residences. Others are like the water spires that soar overhead throughout the city. Each spire is a castellated monstrosity completely filled with water (directed to the spires by massive cribs or intakes that carry water and aquatic humanoids to the city from the Inland Seas), with pepperbox hydrants sprouting out of every eave (useful for dousing fire).

Most famous, however, is the Second City Trading House, a massive affair that holds a commodities market, the Board of Trade, and the massive Babbage Trade Index Calculator (BTIC). The bottom six stories of the Trading House is a cathedral like space of terraced balconies known as the Trading Floor. The next ten floors are the office space of the members and functionaries of the Board of Trade. The final ten floors are filled with the complex gears, cogs, and punch card stacks of the BTIC.

SECOND CITY

A synthesis of art, architecture, and organization; massive wind towers of steel, stained glass, and polished stone fill

the skyline in what its people call, "The City That Never Ceases."

Ribbons of road and sky bridges connect the city together in an asphaltum and iron web. Towers are topped with turbines that use the constant winds to spin the gears far below in the factories at the base of each. Solariums and multistory glass arcades plaster the sides of most towers like moss growing on a tree, creating vertical gardens and parks a hundred feet above the ground. Arched roadways tunnel through buildings, and rotating bridges act as traffic intersections. Balloon platforms move people and vehicles vertically throughout the city. Like Ramson Downs before it, Second City commands shipping from the Inland Seas of Sunderland and Keystone to the Heartwater of Harmonia and the Bastion.

However, for all its growth and splendor, the city is not without flaw. The sewers empty directly into the harbor making it the filthiest of any Ulleran city. The criminals of the city are notoriously violent and many cartels have their hooks into local government and law enforcement. Additionally, working conditions for most unskilled laborers is extremely poor and the city government takes an active role in suppressing political unrest and maintaining the status quo. Second City is home to all the races of Ullera, but the Underground appeals especially to those with light sensitivities.

STARVATION ROCK

A famous landmark, this large sandstone promontory was the site of an oft retold military disaster. History tells that a cavalry unit lead by Gilliam "Uncle Gill" Tecumsar was isolated and trapped on the rock by a pair of bulettes. After several attempts at escape, the unit perished from suicide and hunger. Starvation Fort (pop 70) in recent years has been converted into a hotel resort known for beautiful vistas and seclusion. It can only be reached by horseback (due to lack of space for airships), and has become a famous retreat for poets and big game hunters. It was originally built to protect lead miners and lumberjacks in the area.

SUNUP AERODROME

One of the largest aircraft testing fields in Ullera, not only was this the launching point from where early airship pilots began to chart these lands, it is also the main base of operations for the Ulleran Air Marshals. The UAM is tasked with arma-piracy patrols, airspace security, predation control, and weather forecasting. Each air task group, or "AT-wing," follows a circuit beginning in the community of Sunup (pop 14,000), which supports the

base, and passes through satellite aerodromes to the north, south, and east. Messages are sped from the ground to airship patrols by use of massive parabolic mirrors that can hit a target with signal flashes over a hundred miles away on a clear day. Latest innovations in aerodynamics and armament make this locale a high security risk, with guards given standing orders to shoot intruders on sight.

TALLMILLS

Once the gathering place for Borndrin tribes called the Mastodon Hunters, the Tallmills of today is the conurbation of three embedded rivals branching across the Redstone River. “Westiders,” who live in Kilborn (for the liberator patriarch, Colonel Jafreg Kilborn [LN male dwarf [brey]]), center around their operation of the Kilborn Bottling Company, the region’s leading provider of beer, milk, and seltzer. Normally reduced to selling their products from sawdust-floor dives, the KBC raises the bar for the industry with its upscale saloons, high quality products, corporate sponsorship, and blatant political lobbying. “Eastiders,” hailing from either Onjeneau or Volker Point slightly south, share ownership of the Meatpackers Union which commands activities in the many slaughterhouses where cattle, bison, and mastodon are shipped.

While the city’s largely borndrin population is contentious at times, no citizen is unfamiliar with the ubiquitous “badger holes”—converted concrete bunkers from where old lead mining caverns used to be, used for living space. The city also never lost sight of its old face; the oxidized silhouettes of grain silos, paper mills, and lumberyards, once used by the early miners and foresters who settled here, still dot the area like metal tombstones, about which nothing much grows but rust.

THE UNDERGROUND

When Second City was rebuilt, the city planners took advantage of the ruins to raise the entire city above the flood zone. These areas have been excavated and linked together to form the undercity called the Underground. Here be the homes of the counter culture comprising Anarchaea members and disenfranchised groups. The Underground Economy is Second City’s version of the black market. The saying goes that anything that can be bought or sold is available for sale in the Underground. The Underground also has its criminal attractions including gambling, speakeasies, and illegal blood sports like steel boxing, steamroller derbies, and circus dueling. The Underground Economy is the only place one can purchase restricted items without a permit (including

weapons, armor, drugs, explosives, and smuggled military grade technology).

The sewers beneath the Underground are labyrinthine and add another layer of complexity to the city. Few voluntarily choose to live and work in the sewers due to the common infestation of dire rats and other vermin. Goblins and kobolds often hide in the sewers and sneak above ground to loot and pillage during the night. Most city factories dump their toxic wastes into the sewers which empty into the harbor.

BLACK BURN

Latitude 44N 44’, Longitude 85W 10’

Village

Government autocracy

Population 707 (50% human, 41% dwarf, 5% stone giant, 4% others)

Major Industries Timber, fishing

NOTABLE RESIDENTS

Xalter Loess (LE male dwarf [drague]; a cowardly career politician who turns a blind eye to foreign interests and knows how to keep his job).

Far outside the worries of most Sunderlanders, Blackburn lies on a glacial plateau in the northeast corner of Barren Country (the wide lower peninsula of Sunderland). Built after the Hellfire Uprising, the town is protected by a wooden palisade and log fort housing a division of Ulleran irregulars. Blackburn is one of a chain of fortified towns protecting the cities to the south from northern invaders. In truth, the only real protection afforded the town is that by a clan of Cairnbrūd (mostly NG stone giants) who regularly interact with locals and trade information and their menacing presence for tobacco, alcohol, and other exotic trade goods brought up from the south. These Cairnbrūd had their own homes raised and plundered during the Hellfire Uprising, and remember well whose side they weren’t on all those years ago.

Other than Cedar Street, the roads about town are unpaved, with most commercial traffic keeping to water. The town’s single unfinished light-rail line sees little movement as developers claim spur-lines north of Metris are a dead end. Timber is commonly floated down an intricate watershed of rivers and streams to the Inland Seas. Woolly trout fishing is also popular along these waterways. During winter, the heavy snow and ice choked waterways means the only way in and out of town is by sled or snowshoe.

Reverend Geirhardt "Gard" Hathsbury
Civic Proctors' Nest, Second City
5 April 188 E.A.

The thaw is on and as the ice recedes so too do the hidden places, and those kept hidden within them, make themselves more visible. A look now at the current habits and perceived activities of the fringe elements that persist in our homes—may we be wise in our studies to catch the stirring schemers unawares!

First are the "Cold Hawks," paramilitary insurgents dedicated to undermining or usurping current city governments. Most are infiltrators trained in winterland warfare (utilizing "snowsheds" or "snowfalls", i.e. snow-covered ambush mounds and snowy pit-traps, and manufactured avalanches to great effect). While not officially sanctioned by High Atanak, Cold Hawks do receive funding from private citizens of the Old Dominion sympathetic to their secessionist cause.

The "8" is a radical activist group striving for better working conditions for all laborers (specifically an 8-hour workday). A noble pursuit, they are sadly named after a group of eight men lawfully sentenced and hanged for participating in the Hill House Rebellion, which was broken up by lethal gunfire from rogue proctors—the identities and motives of whom have never been agreed upon. The "8" publish propaganda, incite unrest, and will use violence to accomplish their goals.

The Hallowed Order of Boilermakers is a male only guild that attempted to maintain a citywide monopoly on industrial engineering contracts. The monopoly was broken, in no small part due to our vigilance, and the activities of "HOB" now include illegal racing, chop shops, and gun-running. HOB members usually wear leather masks to keep their identity a secret, and frequently target women inventors and engineers with hate mail, vandalism, and even violence.

The "Bootleggers" are a smuggling ring for alcohol and other commodities. They also run gambling halls and unlicensed gin parlors. Second City is a proven example where income and property taxes are void, and the stores run dry. Revenue comes from sales taxes and tariffs and every conscience-minded citizen readily pays 10% more than average on legal purchases. Bootleggers circumvent city taxes by supplying buyers with untaxed contraband, and drinkers with cheap booze. The historical origin of the Bootlegger name is attributed to Shaky Loupe (the inherited title of the group's leader), a double amputee that hid bottles of liquor in his hollow artificial legs. It is rumored many politicians and police officials are on the take, therefore we must be vigilant. Worse still, others tend to ignore Bootlegger activities so long as they remain discreet. Word has it independent operators are straining for a larger slice of the pie, giving us cautious hope that the current ring is crumbling. Alarmingly, violence appears inevitable as the smuggling ring becomes factionalized.

Tall and wide is the place we have come to call home, therefore no less in stature must our resolve be to see these ills made well. All in due time.

POINTS OF INTEREST

Abompson Sawmill: The Abompson Sawmill employs nearly everyone in town. It uses a weir turbine on the Swift River to power the saw belts during the spring and summer months. The prized Night Wood conifers only grow in the pitch black soils of the area. Night Wood gets its name from the ebony grain and shiny crystal inclusions in the wood. Blackburn harvests Night Wood Pines through fire since the outer layers of the tree are as hard as stone and fire resistant. The fire burns through the roots and inner core of the tree, leaving the shell to be tipped over and stacked like sections of pipe. The beauty of the wood means it is usually used for furnishings, but can be incorporated into weapons and armor.

Blackburn Hotel: The Knights of Gordryyn, the town's sole winter lodge and sporting club, gathers weekly in the oval ballroom of the town's only inn. Lodge membership is the closest thing the town has to local politicians or celebrities, featuring eccentric town elders and their loyal offspring. Outsiders might view the bunch as a

brainwashed lot, at times spending hours commenting on nothing more than the shape of a snowflake, and at others engaging in wild saber-toothed tiger hunts. In winter, the hotel hosts knattleikr season, an ancient ball game played by the dwarves on an outdoor ice rink. Players are divided into teams and strike at a wooden ball with a stick or with their hands. Physical contact, intimidation, and tarred or roughshod shoes—now ice skates—are all vital aspects of the game. Winning is achieved by hitting the ball into the net of the opposing team more often, or by sundering the ball in a single stroke when taking aim at the net. Penalties are assessed by removing players from the game into a "penalty pillory." Most knattleikr rinks are circular in shape, but other shapes exist.

Fort Drumlin: Fort Drumlin is tasked with patrolling the coast of Barren Country and houses up to 200 soldiers. Military post is delivered by airship year-round, and the fort maintains a single small airship hanger. The fort is built on a dome-shaped hill with wooden walls and has five cannons and five bombards for defense. The current

commander is Franco Addax (LE male human [ulleran]) a former boxer with a reputation for avarice and sudden violence. His devoted second is Blaine “Rags” Ricoh (NG male halfling [leatherfoot]) who handles most of the day-to-day operations of the fort and conceals his commander’s misdeeds.

Palos Konev was a purser on an airship transport but was driven out for his insubordination and a scandal involving some missing jewelry. He now works as a private eye and freelance reporter. Unlike most civilians he races toward danger rather than flee it. He uses his performance abilities and skills to grill witnesses and suspects, but can be very charming when he wants.

PALOS KONEV

“No use in fightin’ it, friend. Let the music take you where it will, I always say.”

Medium male orc [borndrin], chaotic neutral

Armor Class 12 (chain shirt)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	14 (+2)	12 (+1)	18 (+4)

Saves Dexterity +1, Charisma +6

Skills Athletics +3, History +4, Insight +5, Investigation +6, Perception +3; forgery kit +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Abyssal, Dwarvish, Halfling, Raushite, Orc

Challenge 4 (1,100 XP)

Eye for Detail. Konev can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Spellcasting. Konev is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, message*

1st level (4 slots): *charm person, comprehend languages, detect magic, dissonant whispers*

2nd level (3 slots): *enhance ability, locate object, zone of truth*

3rd Level (2 slots): *nondetection*

ACTIONS

Weird Words. A target within 60 feet of Konev, that he can see and that can hear Konev, must succeed on a Wisdom saving throw or take 2d6 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Sword Cane. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage; light.

Pistol. *Ranged Weapon Attack:* +2 to hit, ammunition 50/150, one target. *Hit:* 8 (2d6 + 1) piercing damage; deadly, light, reloading (1).

BOON

Palos can arrange to perform in a location sure to draw attention away from the PCs to lessen the likelihood that they’ll be noticed passing through the area.

LEACHER’S VALE

Latitude 40N 37’, **Longitude** 80W 50’

Village

Government council

Population 652 (63% human, 34% halfling, 3% others)

Major Industries Hunting, logging

NOTABLE RESIDENTS

First Trustee Fehris Roth (LG male human [ulleran])

“Hostile” Grady Hosstetler (CG male halfling [tenderfoot]; leader of the activist group, the Roustabouts)

Elba Hosstetler (LN female halfling [tenderfoot]; outspoken “opponent” of her grandson’s band of misfits, the Roustabouts [though in truth, she does this only to ferret out any naysayers to be later chastised]).



Palos Konev

Artwork by Mares Laurentiu

Ugly reactions to the War of Division were not all confined to the Bastion. While very few of the conflicts that marked that period happened outside Bastion's borders, one such conflict is famous for how far north it occurred—near the settlement of Leacher's Vale in Sunderland.

To counter Leatherfoot support for the Commonist cause late in the war, local landowner and retired Brigadier General Mort Ergan had been gently press-ganging Tenderfoot youth into a coalition in support of his Expansionist allies down south. Many of the overeager halflings had been told lies about whom they might end up fighting, thinking instead how they would soon be standing side-by-side with their Bastonian cousins. As Sunderland authorities began to look into rumors of Tenderfeet militarizing in the hinterlands, General Ergan became paranoid that the Federal Army was on to him and fled with his "duty scouts" in tow. After a series of duck-and-cover episodes along the Buckeye at night, during which Ergan had split his forces and given his scouts explicit orders on what to do if confronted, Ergan circled back seeking refuge at a friend's private estate.

Before reaching the grounds, however, General Ergan ran afoul what he perceived was a federal search party, guns leveled at him. Offering no resistance, the drunken general failed to recognize his failure until too late, instead surrendering to a group of his own scouts: pairs disguised as humans, one on the other's shoulders, in stolen overcoats. No sooner had this become apparent when a squad of federal troops arrived on the scene to find Brigadier General Mort Ergan held at gunpoint by one of his finest scouts: Grady Hosstetler. Locally, this event is known as the Leacher's Vale Uprising.

POINTS OF INTEREST

The Nor'east Crook: The largest trade road that runs through the area, known for the elbow like curve it takes changing direction from east-west to north-south along its route. The road sees very little heavy traffic, but locals say the loggers and hunters who selfishly patrol either side of it create special traps and hazards befitting their profession to keep predatory animals (nosy trespassers, more likely!) off their grounds.

Township Square: Every township that touches the Crook keeps a central square off the road for trade purposes, often marked with flying banners and paved with flagstone. During the day, these are hotspots of local business, where neighbors solely rely on each other for goods and services. At night, however, eyewitnesses have seen nude and bleeding out-of-towners crawling in

the square, pointing to the river, and mewling about the moon's reflection on the water (all caused by a moon-beast which is so far content to prey on travelers while it studies the town to see if it might make a suitable home).

Winter Retreats: Local hunters and loggers often come upon hidden caches of dried and buried food or supplies in the creeks and wooded hollows in the hills and up and down the Buckeye. Some of them use these sites as overnight camps, always careful to restore any of the stock they deplete, while others stay strictly away, whispering of haunts and predatory animals. Every local knows these are the winter retreats frequented by members of "Hostile" Grady's gang: the Roustabouts.

"HOSTILE" GRADY HOSSTETLER

"Don't mind the name. It's the meat and bones spittin' it at ya that ya ought n't to forget."

Medium male halfling [leatherfoot], chaotic good

Armor Class 16 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saves Strength +2, Constitution +4

Skills Athletics +2, Intimidate +5, Persuasion +4, Stealth +6, Survival +5

Senses passive Perception 11

Languages Common, Halfling

Challenge 4 (1,100 XP)

Brave. Hostile has advantage on saving throws against being frightened.

Lucky. When Hostile rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Savage Ingenuity. Once per turn, Hostile can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll.

ACTIONS

Multiattack. Hostile makes two attacks, or makes one attack and uses Cunning Tactics.

Blunderbuss. Ranged Weapon Attack: +6 to hit, ammunition 20/60, one target. **Hit:** 11 (2d6 + 4) piercing damage; deadly, reloading (1), two-handed.

Cunning Tactics (Recharge 4-6). Hostile chooses a friendly creature who can see or hear him. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

Improvised Shortblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage; light.

BOON

Hostile and his Roustabouts can offer the PCs a suitable place to rest and recover from injury, away from authorities or prying eyes.

Ever since the Leacher's Vale Uprising has there been one name in liberated youth all across Sunderland—"Hostile!" Though the leader of the Roustabouts—a band of castaways and foundlings beholden to no one but themselves—is reported to be a private sort tucked away in his wilderness hollow, the public actions of him and his gang show dedication and boldness that startles some and emboldens others who would use his name as a rallying cry.

A model unto his followers, Hostile Grady is a two-fisted activist and a gifted outdoorsman. Though he calls the land around Leacher's Vale home, he has been careful never to set down roots, and seldom winters in the same place twice. He mentors his Roustabouts (roughly 30 strong, mostly NG and CG warriors and experts levels 2-7) in methods of digging out crude shelters in the wilds, how to forage off the land, and to fight with whatever is at hand—while never forsaking the notion that quick feet and a sharp tongue are just as valuable as a good aim. Still, Grady's career as a survivalist pales next to his cagey fighting and zeal for sheltering the young away from those who would prey upon their unspoiled potential. He harbors ill will toward slavers (goblinkin in particular), fights to awaken the populace



"Hostile" Grady Hosstetler

to the shackling of youth—or liberating those from their masters who won't listen—and continues to light a spark in the hearts of Sunderland's overlooked youth.

PADDLEWHEEL BEND

Latitude 37N 58', Longitude 87W 33'

Town

Government autocracy

Population 40,600 (49% human, 29% dwarf, 15% orc, 5% halfling, 2% other races)

Major Industries Shipping, river tourism, gambling

NOTABLE RESIDENTS

Admiral Joiss "Even Keel" Carver (LG male dwarf [drague]; a war veteran)

"Queenie" (LE female dwarf [drague]; owns a floating empire of riverboat casinos up and down the Buckeye and Great River)

Jack Plum (NE male human [ulleran]; a beguiling riverboat gambler).

Nestled in the coils of the Buckeye River, Paddlewheel Bend thrives on cargo moving up and down the waterway. While the port city lacks none of the conveyances common to the rest of Ullera, the Bend has grown mainly on the back of its vigorous steamboat fleet, delivering western lumber and southern cotton for the cities and factories of Keystone and bringing back finished goods and coal from the east. The oldest and wealthiest families in the city are dwarven.

The city takes its name from a series of naval victories fought using paddlewheel craft to make cunning maneuvers around the river's curves, as made famous by the city's resident brown water admiral and mayor, Joiss Carver. Paddlewheel Bend is the largest producer of the "Beachhead," a shallow draft steamboat with a metal prow that splits down the middle to allow rapid egress of vehicles and troops. Like most Ulleran cities, the Bend has a city militia along with a series of defensive earth levees, concrete bunkers, mine fields, and pumping stations to protect from natural disasters and monster attack.

POINTS OF INTEREST

Azure Casino: Located in Riverside, a strip of boutiques, hotels, cafes, theaters, and dance halls between the wharfs and downtown, is the area's crowning jewel: a massive building built on the rusty hull of the "Dreadnaught," a metal barge of Rageaic design used as a floating fortress. The ship was scuttled during the Abolition War and sank in the middle of the harbor. A landed crime boss, known only as "Queenie," seized

upon the property as the city has no legal jurisdiction on flotsam in the bay. It's said that Queenie feeds pick pockets and card sharps caught in her casino to the exotic pets she keeps in the lower decks. The casino's dangerous reputation has only made it more attractive to thrill seekers. Her right hand man and paramour, Jack Plum, is a permanent onboard resident.

Burdock Fountains: Burdock Fountains is a massive park and event center used for city fairs, weddings, picnics, burgoo cook-offs, and sports. National paved and off-road velocipede competitions are also held here. The park gets its name from its water displays and pools. During the summer, citizens don their bathing habits to enjoy the recently completed paddlewheel wake pool and wooden flume slides. The park also has the latest in simulated golf courses, as well as several fishing lakes stocked with a variety of different aquatic life.

Crowncrest: A famous diner on the west side of town, their signature dish is "the best calf brain sandwich served north of the Buckeye." The brain is sliced thin, covered with batter, fried, and served on a poppy seed bun. They will also prepare a burgoo stew with any type of meat in their lockers or that customers provide. The second floor offers bunk rooms and private rooms, breakfast included.

Maecena Gardens: This wildlife preserve and tourist attraction is sealed beneath a complex of glass domes covering four acres. The environment of each dome is regulated to simulate different climates. The entire complex was a gift to the city by the late gnomish adventuress Isiewu Maecena. Besides flora and fauna, the gardens also keep all of Lady Maecena's artifacts, statuary, and sarcophagi collected on her sojourns to the southern hemisphere. Rumors of exotic animals living wild on her gated estate are common but unproven. Some say she brought her death home with her as an unknown disease local doctors could neither diagnose nor cure. Her adjacent estate is protected by armed guards and held in trust by her attorneys for an absentee heir. Neighbors report drum music and strange lights on some nights, but during the day the house looks abandoned.

Westwarden Woods: At 240 acres, this upper crust community is home to numerous private estates and is the largest preserve of virgin forest within any metropolitan area in Ullera. While building the city to avoid conflict, the city leaders delineated areas of forest for preservation. No new homes are built here, and all entrants would be wise to first appease the fey who tend and live off the grounds beside neighborhood tenants. The finest home in the city, Augustus Mansion, is also found here. Led by Rector James Augustus, the manor is a political epicenter and conservatory, with invitations to the house for tea or a meal considered a high honor and always politically

motivated. Trimmed in the purple and orange that mark its school colors, the house is also rumored to contain an extensive underground complex.

Wollford Library: The first of its kind in Sunderland, this public library allows anyone entrance and doesn't charge its patrons for its use. Besides common print books, the library holds a massive collection of genealogical data for the area and an extensive local history archive. The library is also the meeting place of the Four Freedoms Movement. This political group has birthed idealists of both the Expansionist and Communist persuasion in the Bastion, but generally opposes the militant policies of Ullera and strives for political reform.

JEROME GOTTS

"What you want, Jerome Gotts!"

Medium male human [fulleran], lawful neutral

Armor Class 18 (plate armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	18 (+4)	10 (+0)	8 (-1)

Saves Intelligence +6, Wisdom +2

Skills Athletics +6, Mechanics +6, Perception +2, Science +6; smith's tools +2, tinker's tools +2

Senses passive Perception 12

Languages Common, Dwarvish, Elvish, Gnomish, Rauschite

Challenge 4 (1,100 XP)

Contraptions. *Gotts* can give non-concentration contraptions to allies to activate. Save DC 14; Contraption Attack +6; Prepare 9 contraptions

Gadgets: *light (shoulder bulb), mending (tool), produce flame (wrist device)*

1st-Level (4 slots): *absorb elements (shoulder-mounted device), burning hands (hand-held device), catapult (launcher attached to pneumatic crossbow), create or destroy water (device built into armor), feather fall (rocket backpack)*

2nd-Level (3 slots): *invisibility (chest-mounted device), see invisibility (goggles)*

3rd-Level (2 slots): *fireball (wrist mounted device), fear (hand-held device)*

Pneumatic Armor. Plate armor that increases Strength to 19.

Bonus action to expend contraption slot; For 1 round + 1 round per contraption slot, gain advantage on Strength checks and Strength and Dexterity saving throws, and carrying capacity doubled.

Scalding Steam. *Gotts* converts fire damage from his contraptions into steam damage. Steam damage ignores both resistance and vulnerability to fire, does not ignite objects, and extinguishes non-magical fires.

Steam Cloud (2/long). As a bonus action, Gotts can create a 1st-level fog cloud, centered on himself and moves with him, for 1 minute or until he ends it (no action). Gotts does not need to concentrate to maintain this fog cloud.

ACTIONS

Pneumatic Heavy Crossbow. Ranged Weapon Attack: +4 to hit, ammunition 100/400, one target. Hit: 11 (1d10 + 2) piercing damage; reloading (5), two-handed.

BOON

Gotts can find buyers for items the PCs would like to sell, fetching higher prices than normal. He is also able to procure technological items to sell that would otherwise be rare or unavailable in the region.

Jerome Gotts is a fashionable innovator of technology known to brand his creations with the same logo of unruly hair and fierce mutton chops that is characteristic of his look. He repairs steam vehicles, weapons, and armor in his workshop, but also creates unique contraptions that he loans out to friends and adventurers for field testing.



Jerome Gotts

Operating out of a small but profitable workshop in a small town outside of Paddlewheel Bend, his works are locally promoted with hand bills and poster boards emblazoned with his iconic logo and proclaiming the above slogan. The adjacent posh saloon owned by his moonshiner wife is packed at night with moguls, adventurers, and inventors.

SUNDERLAND ADVENTURE PLOTS

Copperheads vs. Lilywhites: Begun as lowborn criminals who vie for influence and cater to the city's vices, the Copperhead Cartel, a thorn in the side of Cinnabar's Court, is now a populist movement making real inroads in local government. In response, the private firm GHITI (pronounced, "fish"), whose members, known as "Lilywhites" by the public—acting as political body guards, informants, saboteurs, and even assassins—are culled from leading families and businesses, and have begun to target the Copperheads in an urban war full of intrigue that will no doubt lead to collateral damage.

The Secret Ruins of Metris: Ramson Downs wasn't the only city to be rendered tabula rasa during the Great Hellfire, as few to no survivors were left in the city of Metris (est. pop 9,000, mostly hidden) after its "sacking." Some believe more than three-quarters of Metris's residents were captured and brought north to serve in slave camps or worse. Many who have been there claim to have seen impossibly tall men directing citizens in camps about the dilapidated remains of the city. Still others contend the Ulleran government is somehow responsible for the city's condition, and the real reason behind why Metris hasn't recovered like Second City.

The Serpent Mound: One of the ancient ceremonial mounds built by borndrin, legend says that a massive purple worm fell from the sky and died here, its skeleton eventually covered by dirt and grass. The myth claims that the serpent's flesh peeled away in strips to become the purple worms that plague coal miners throughout Ullera. Others believe that the massive serpent was never alive, but built as a stellar calendar marking the end of the world, or for even more nefarious purposes. The coils of the Serpent Mound line up with the stars of the constellation Draco twice each year. Archaeologists from Delos Gnosis have discovered that magnetic compasses do not function on site for some unknown reason. There is also evidence of a massive meteor strike in cryptoexplosion crystals found in the sediment of the area.

Shoot-the-Chute: A representative from the Court of Cinnabar is hiring out for a group of porters to safeguard a "sensitive delivery of goods" along the city's inclined



plane portage sledges, which use a network of steep tessellated chutes to move people and cargo down Mt. Henna by high speed toboggan into the Buckeye River. The job requires that the porters ensure the integrity of the protective rigging encasing the cargo during the descent, as well as see to its final delivery, including fending off any would-be intercepting agents, at Fort Kincaid (pop 8,250) four days southwest along the river.

The Sunup 555: Famous for its air races, Sunup holds this marathon race for motorized aircraft around an oval track once each year. As the flyers circle round the course they are expected to acquire points by threading their vehicle between pylons and through hoops anchored along the route. The first to score 555 points wins the race.

ELIZABETH "BESS" WILKE

"Reckon I don't get paid to figure whether you actually done it. I get paid to drag your ugly hide back to Fort Kincaid, dead or alive. Now, what'll it be?"

Medium female human [fulleran], neutral

Armor Class 15 (studded leather)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	15 (+2)

Saves Strength +5, Dexterity +6

Skills Animal Handling +4, Intimidation +5, Investigation +7, Perception +4, Survival +7; thieves' tools +3, tinker's tools +3

Senses passive Perception 14

Languages Common, Rauschite

Challenge 7 (2,900 XP)

Bullseye. If Wilke hits the same creature with both of her revolvers in the same turn, she can deal an extra 3 (1d6) damage to that creature.

Trick Shot. Before making a ranged attack with her firearms, Wilke can take disadvantage on her attack roll. If she hits, the target takes damage as normal, and must succeed on a DC 15 Dexterity saving throw or either be immobilized until the end of its next turn or one item the creature is holding of Wilke's choice falls to the target's feet, Wilke's choice.

ACTIONS

Multiattack. Wilke can make two revolver attacks, or if she has both revolvers drawn, she can make three revolver attacks.

Dual Revolvers. *Ranged Weapon Attack:* +6 to hit, ranged 50/150, one target. *Hit:* 9 (2d6 + 3) piercing damage; deadly, reload (6 each).

Roundup (2/long). Bess can draw manacles or other bindings from her person and then attempt to bind a creature of Large size or smaller. The creature must succeed on a DC 15 Dexterity saving throw or be bound and restrained until freed.

BOON

Bess can allow the PCs to pass through the Disputed Lands without being robbed, or they could attempt to acquire an item or deliver a secret message directly to an NPC in the Disputed Lands.

In the lands between the walls of Fort Kincaid to the bridges of Naughton, rumors swirl about an auburn-headed hellion who brings outlaw men to their knees. Born Elizabeth Wilke, "Bess" to those in the know, she grew up on a farm on the outskirts of Apex (pop 17,950).

Growing up, Bess drove her mother mad--always caked in mud or flirting with a Brelonite lad headed for the Disputed Lands. She always turned up for Pa's nightly whippings, though. Her upbringing instilled in her a quirky blend of carelessness and discipline.

Well known as a borderlands transient, Bess's time as an irregular during the Abolition War was rough. She constantly chaffed against her superiors, but her success in capturing a trio of saboteurs during the Holwake Incident impressed a military hire who gifted her with a unique pair of fine revolvers. Soon after, she took up a full-time bounty hunting contract through Fort Kincaid.



Elizabeth "Bess" Wilke

BEYOND THE FEDERATED STATES OF ULLERA (FSU)

The earthly realm of Geir hides many secrets and untold legends across far-flung reaches the likes of which are not detailed in this book. Perhaps your Pure Steam campaign is set in the elven lands of Rhim, across the glittering Sun Current beyond the westernmost shores of the Ulleran continent. Perhaps your campaign seeks to detail the ancestral homes of the dwarves, found in the Eastern Continents bridged only by the Great Span and the very daring. Further still, adventures aplenty lie in the myriad lands that clutter the Feral Expanse. The cradle of humankind in Mazan? The foreboding icy climes of goblin-ruled Atanak? The pious high culture of Rausch? Or even the untamed wilderness that is the Disputed Lands! All these, and more, can be yours to create as you see fit, and are sure to be coming to a bookshelf near you in the near future!

For now, we give you a glimpse of what lies-in-wait in the Disputed Lands. Tread warily, friend, not all that goes here survives for very long!

THE DISPUTED LANDS

Between Ullera and the Kingdom of Rausch, a vast stretch of open plains lies unconquered. Without unification under a banner, the disparate towns and counties shift allegiance for safety and gain. It's not uncommon for a town under the sway and 'protection' of the goblinoids of Atanak to sit only miles away from a town paying taxes to the Ulleran Government.

MONUMENT

Latitude 41N 52', Longitude 103W 39'

Town

Government autocracy

Population 2,350 (33% human, 29% avus, 17% orc, 16% halfling, 5% others)

Major Industries Seasonal crops (corn, potatoes, sugar beets), tourism, land management

NOTABLE RESIDENTS

Jiggins Tarsal (NG male halfling [leatherfoot]; recognized leader of the town, though he does not openly campaign as mayor)

"Colonel 'Ar-dee'" Rutger Dabney (CN male half-orc [avus]; this boisterous war veteran, now local sheriff and commander of Fort Miter, deals in used body augments and frontier justice),

William Foster (LE male human [ulleran]; a mindful developer who sees "great things" ahead for Monument).

Monument is a pioneer town established along the Brelon Trail. Generations ago, human settlers left the desert kingdom of Rausch for Temarest, the land of The Folk. After the Abolition War, however, thousands of the Brelonite faithful decided to return to their homeland of Rausch, tired of persecution by the populace and offended by the secular stance adopted by the government of Ullera. Over time, small towns began to appear along the trail.

The towering Monument Bluffs are a natural landmark in the flat Plaudit River Valley, and mark a navigable pass through the Great Divide Mountain range to the Kingdom of Rausch. The town of Monument was named after this geographic feature. With the foundation of Ullera, trade and travelers moved steadily across the old migration route between the Kingdom of Rausch and the East. The completion of the railroads made this dusty depot into a permanent settlement, and caused a recent boom in population.

Known for practicing frontier justice, the town of Monument is not under the authority of Rausch or Ullera, but is a trade link for both. Enforcement of laws is subject to vagaries of public sentiment and local feuding. Most who carry firearms are free to kill others in disputes over body and property. The construction of the Minatory Water Reservoir thirty years ago provides local irrigation. A train known as the Zephyr Line, carries passengers, minerals, cattle, and trade goods back and forth as far as Second City and Five Points. Much of the town's rustic appearance remains, but wooden walkways and sod buildings are slowly giving way to brick and concrete.

POINTS OF INTEREST

Tarsaltown: An enterprising halfling by the name of Jiggins Tarsal is one of the wealthiest landowners in Monument. He owns numerous businesses in a south side area of town named for him; the employees of which all serve as his gofers and intimidation squad (used rarely to dissuade bold outlaws or frontier warlords). He is a local born "soddie" (poor sod farmer) who enjoys wide loyalty, known for his staid nature and hard-earned generosity. His first business was a brick factory to spur local construction. He also owns a dancehall, soda parlor, creamery, icehouse, forge, and the only alchemical refinery in the valley. Tarsal is also a patron of the arts and hosts the annual Giant Vegetable Shine and Sculpt, an event he uses to scout new "talent."

Monument Hunting Club: This large paddock just outside of town is a dues paying club for spot shooting. Inside its walls, exotic animals are released and hunted by the membership. Recently, the club has closed its doors, with very little word escaping about the circumstances. Locals whisper that perhaps this once popular pleasure

spot has now become more of a prison, keeping dangerous sorts in and curious sorts out.

The Monument Bluffs: A majestic series of highly stratified rock formations, spread over 3,000 acres, stand out above the plains in five distinct locations: King's Rock, High Rock, Ave's Rock, Harp Rock, and Seer's Rock. Annual events centered on the bluffs and set to begin this year include aircraft and horseback races aimed at drawing additional interests from abroad. One competing developer would prefer to see a circuit of cable cars for observation installed, connecting the bluffs.

Pharaonic Theater: This theater is built within a brick pyramid with aluminum and copper trim. At night, the gas lamps reflecting off the metal can be seen twenty miles away. The theater hosts all manner of entertainments, from sideshows and operettas, to plays, lectures, pugilism exhibitions, and ballets. Whatever the occasion, the Pharaonic always seems to be ripe for an unscripted gunfight, bringing out the dramatic in everyone.

Fort Miter: Fort Miter was built to guard and protect wagon travelers moving through the Disputed Lands. Now the fort guards the town and railhead from attack. The original sod fortifications have been replaced with concrete. The fortress has a forty-man barracks, a stockade, a sally port, rifle loopholes, four sentinel towers, an underground armory, and a small aerodrome for military and civilian aircraft.

WANDERING PERSONALITIES

While the following NPCs don't actually call the FSU their home, they are known throughout the land in various circles.

HORATIUS DARO "H.D."

"Bring me what I need, H.D., and I'll make you a paragon of engineering perfection."

Medium male gnome [gentry], neutral evil

Armor Class 13 (studded leather)

Hit Points 104 (16d8 + 32)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	20 (+5)	10 (+0)	11 (+0)

Saves Intelligence +8, Wisdom +3

Skills Deception +3, Mechanics +8, Medicine +3, Science +8; alchemist's supplies +3, tinker's tools +3

Senses passive Perception 10

Languages Common, Gnomish, Rauschite, Sylvan, Dwarvish, Halfling, Goblin

Challenge 8 (3,900 XP)

Alchemy. Daro has sufficient supplies to have prepared alchemical substances that replicate the following spells. Save DC 16.

Cantrips: *acid splash, resistance, true strike*

1st-Level (3 slots): *enlarge/reduce, entangle, expeditious retreat*

Contraptions. Daro can give non-concentration contraptions to allies to activate. Save DC 16; Contraption Attack +8

Gadgets: *light (headlamp), mending (tool), ray of frost (wrist device), shocking grasp (glove)*

1st-Level (4 slots): *absorb elements (belt device), create or destroy water (hand-held device), detect magic (monocle device), faerie fire (wrist device)*

2nd-Level (3 slots): *locate object (wrist device), slow (hand-held device)*

3rd-Level (2 slots): *lightning bolt (hand-held device)*

ACTIONS

Bombs (4/long). Daro hurls a volatile alchemical bomb at a creature that he can see within 20/60 feet. He can choose acid, cold, fire, lightning, poison, or thunder for the type of alchemical explosive he creates, and then makes a ranged weapon attack against the target, with a +4 bonus to hit. If the attack hits, the creature takes 3d6 damage of the type Daro chose, and creatures adjacent to that creature take 1d6 damage of the same type unless they succeed on a DC 16 Dexterity saving throw.

Pepperbox Pistol. *Ranged Weapon Attack:* +4 to hit, ranged 50/150, one target. *Hit:* 8 (2d6 + 1) piercing damage; deadly, reload (4).

BOON

Daro can teach the PCs the finer points of his handiwork, providing advantage on ability checks concerning alchemist's supplies or tinker's tools.

A gifted young tinker who cut his teeth on the workshop benches at Maybronne Limited in Foundry, H.D. always knew he was not long for that world, even if the self-serving lessons of technological control he had learned from the company boss stuck with him. Horattious is the industry's worst nightmare: a prodigy of their own making who learned to think for himself. Unrecognized though he may be, past partners of his have benefitted from the work they did together, even if H.D.'s impatience wouldn't allow him to see it through. Still, the resentment he harbors pales compared to the next great secret he is developing which could change the face of technology. He calls his current scheme "cold steam."

He stays on the move setting up mobile workshops to avoid corporate attention, and those who meet him tend to come away doubtful such could be the source of brilliance evident in his work. He speaks with few words—except to himself—and his humor is generally at the expense of others. His contraptions are his babies, and though he is certain few others can understand him, he enjoys explaining their functions to oblivious sorts in excruciating detail, all with a silly grin on his face at the cosmic irony of the situation.

KYNNE LOQUA

"I'm never quite so at home as when I'm on the road."

Medium female elf [jade], chaotic good

Armor Class 15 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	11 (+0)	13 (+1)	16 (+3)

Saves Dexterity +5, Wisdom +3

Skills Acrobatics +5, Perception +5, Performance +7, Sleight of Hand +7; card gaming set +4, thieves' tools +2

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Spellcasting. Loqua is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *guidance*, *mage hand*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *dissonant whisper*, *charm person*, *healing word*, *hideous laughter*, *sleep*

2nd level (3 slots): *augury (R)*, *invisibility*, *locate object*

Vagabond Prank (3/Day). Loqua can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear her, the target must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Loqua's next turn.



Horattius Daro "H.D."

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) psychic damage.

BOON

PCs may aid Kynne (or vice versa) during a performance, and if a check yields a memorable performance or better, the PC(s) involved receive a +1 luck bonus on any saving throw or ability check for the next 24 hours.

Kynne Loqua is a sensitive dreamer and altruist always on the lookout for those in need, but shying a bit toward the role of a lone wolf despite those friendly travelers she may meet. She often runs afoul of the law, suspicious more of her looks than her actions, but uses her gypsy talents and effusive charm to get out of many jams. Her uncanny ability at finding trouble sees her either rescuing those caught in a fix, or needing rescue herself. She is extremely skilled with a bow and combines archery and gypsy magic to great effect. She is struck with endless wanderlust and has taken to drifting through towns and cities across Ullera, usually forsaking transport to continue on foot.



Kynne Loqua

Artwork by Mares Laurentiu

FACTIONS

Ullera is home to many associated groups and races. Each entry below briefly discusses an example of an influential faction that does business somewhere on the continent, as well as who the faction's members are, what the faction does (and why), and what privileges members are granted (as well as whether the organization is suitable for heroes to join).

ATLAS TRANSPORTS

Alignment: Lawful Neutral
Headquarters: Great Sandy Helium Mines
Activities: Passenger and cargo services, airship leasing
Membership: 330
Races: Any
Secrecy: History DC 12 for activities, facts, or information

Atlas Transports has a fleet of helium filled zeppelins that travel across the globe. Boasting a motto that says, "Fast Travel: Atlas. Scheduled Delivery: Atlas. Chartered Flights: Atlas. Get There: Atlas," they can be chartered to carry parcels or passengers anywhere in the world. They use a wide variety of aircraft and are always on the lookout for skilled pilots, mechanics, and flight crews. Airship captains working for Atlas Transports can use their own aircraft and crew to reap bulk profits, but take on all the financial risks as well as costs for repairs and dock charges, weather, pirates, and monster attack.

The company was founded by Dwali Rielat (NG male gnome [sharper]) and his handmade cargo airship, the "Atlas." He and a few fellow airship captains decided to work together to establish a stable intercontinental trade ring. They built on early success by adding more airships and trade routes to their network. But what truly established them as a premier transport company was the control of a hidden helium refinery. Helium has greatly reduced their operating costs, and is far less dangerous than hydrogen gas. Helium is a prize not only to transport companies but also to militaries the world over, and Dwali has kept the location secret with great difficulty and sacrifice.

Heroes may decide to work for Atlas Transports either as employees of the company or as freelancers. As employees, the crew receives wages equal to 10% of the market value of goods delivered minus a penalty for delays, but the airship is the property of Atlas. As freelancers, the crew receives 60% of the market value of trade goods but must pay all operating costs. Atlas Transports has its own team of mechanics and occasionally resells used or captured aircraft.

CALICO RAIDERS

Alignment: Chaotic Evil
Range: Northern Sunderland and surrounding borderlands between Ullera and Atanak
Activities: Arson, raiding, plundering, reconnaissance
Membership: 53
Races: Rageaic (goblinoids)
Secrecy: History DC 14 for activities, facts, or information

The Calico Raiders are named after Brigadier General Calico who harassed towns and cities along the Inland Seas during the Abolition War there. Calico also worked as a spy and insurgent during the war, was captured, escaped, lived as a pirate, and finally became an appellate judge in Atanak. The Calico Raiders are riverine privateers employed by Atanak in the undeclared ongoing conflict between Ullera and Atanak. The Calico Raiders are trained in boat handling as well as cavalry maneuvers and use the Inland Seas to launch raids into Sunderland leaving torched towns behind. Blackburn and towns like it are likely targets for these raiders.

The Calico Raiders are divided into four cavalry units. Brigadier General Ilar Gasters (CE male hobgoblin) is in overall command. Four hobgoblin captains command each posse of twelve riders (goblinoids of all types). Each raider has two mounts while on a mission, and a barge acts as a beachhead and treasure ship for each raid. General Gasters is nominally loyal to Atanak since they provide him with a safe harbor between raids, but he also realizes

that they will not come to the rescue of his Calico Raiders if captured on foreign soil. He is just a spiteful way for Atanak to continue to harass Ullera and other countries without legally breaking the armistice.

COMMONIST CROP COMMUNE (C3)

Alignment: Neutral Good

Headquarters: Monument, Disputed Lands

Activities: Agriculture, political lobbying, market manipulation

Membership: ~170.

Races: Primarily dwarves, gnomes, halflings, and humans

The wave of recent arrivals to Monument can only afford small plots of land of marginal fertility within the lightly patrolled borders of the settlement. These immigrant farmers from the Bastion, Keystone, and Harmonia looked for opportunity in the underpopulated region of Sunderland, but have little collateral to secure loans or to buy equipment or seed stock, and just can't afford the expense of a steam tractor.

Initially the C3 was set up to provide low interest credit and share ownership of a pair of steam tractors. As its ranks swelled it gained social, economic, and political leverage over native families and businesses. The Commune now functions as a power block with suppliers, shippers, and politicians. Some of the wealthiest landowners resent the group's influence on Ulleran development in the Disputed Lands. They are afraid the Commune will become increasingly radical and powerful enough to mold Monument, and other settlements like it, to fit their ideals of shared property and rationed prosperity. A few leading citizens with Expansionist sympathies are looking for ways to break the Commune legally or otherwise.

The organizer of C3 is Dina Ginsi (N female halfling [leatherfoot]) who moved to the area five years ago and has overseen the rapid rise of the Commune. She has personally sponsored the arrival of friends and relatives to Monument and has a very firm hold on the leadership of the Commune. She is ambitious and plans to eventually run for government office and nationalize local banks and stores to move the town closer to the Communist ideal of a secured prosperity for everyone. She has met with local tribes and attempts to secure their support with promises to right past wrongs and better relations with Monument.

Heroes are welcomed by the Communist Crop Commune if they share its vision of peaceful coexistence with native peoples and the fight against labor exploitation. Membership itself has little benefit to heroes not interested in farming.

CROWLEY & SONS SHIPWRIGHT

Alignment: Neutral Evil

Headquarters: Nivens' Outlook, the Bastion

Activities: Shipbuilding, undersea salvage, robbery, murder

Membership: Unknown.

Races: Gnomes, humans, merrow (aquatic trolls), sea hags

Secrecy: History DC 18 for activities, facts, or information

Besides conventional ship repair, Crowley & Sons specialize in the construction of submersible vessels for sale to the treasure hunters exploring the Drowning Isles. The basic design is a diving bell which is a massive iron sphere that must be lowered and raised by a crane. Passengers in the diving bell only have a set of tiny windows for an undersea view but can swim out the open bottom of the bell to explore or retrieve valuables.

Crowley & Sons also appraise and purchase recovered artifacts and provide expert advice on undersea salvaging operations. Few know that the gnomes who own the business have joined up with a band of merrow and sea hags claim jumpers to rob successful treasure seekers.

Uryat Crowley (CE male gnome [gentry]) acts like a kindly toy maker, but is a ruthless criminal. He has built a wide variety of contraptions, vehicles, and weaponry used by local pirates in the region and his shop is considered common ground for likeminded individuals in the area. If he is killed or captured by the heroes his many sons will return seeking revenge in their own machinations.

EXOGENESIS ORCHARDS

Alignment: Neutral

Headquarters: Bulwark, Gom Shao

Activities: Agriculture, pharmacology, weapons research, commerce

Membership: ~500 (mostly field workers)

Races: Mostly elf

Secrecy: History DC 12 for activities, facts, or information; DC 18 for darker experiments

The famous gardener alchemist, Toime Beipo, was the first to perfect the grafting of plant and animal tissues. His company has developed many pharmacological drugs extracted from its exotic orchards of blood oranges, dead man's fingers, chokecherries, muskmelons, and dragon-fruit. Exogenesis also grows woods harder than steel and capable of self-regeneration used in weapons, armor, and constructs. There are also rumors of darker experiments with weaponized plants, toxic algae, hybrid plant/animal breeds, and inquiries into fungi.

The current chairman of the company is Bao Lau-Lau (CN male elf [jade]). He wishes to grow the company

beyond pharmaceuticals and crop breeding into the military market. He has invested vast resources into experimental research and is hoping for a rapid return to secure his position in the company. He may sponsor adventurers acquiring exotic plant specimens, testing products in the field, guarding convoys or deliveries, or exterminating orchard vermin or capturing escaped test specimens.

Exogenesis has developed hybrid fruits that replicate alchemical items. They also stew and ferment these fruits into elixers, potions, and oils, and will provide free samples to heroes that work for the company or benefit its interests. Alchemists and gearheads working for the company have developed many new infusions and contraptions during product development.

FIFE & DRUM FRATERNITY

Alignment: Lawful Good

Headquarters: Centerpoint, Sunderland

Activities: Performance, charity, veteran's aid, volunteerism

Membership: 215

Races: Any

The Fife & Drum is a group of fervent patriots and military veterans scattered throughout Sunderland. They campaign annually to raise funds for hospitals, monuments, or other public works. Beyond marching bands, the Fife & Drum sponsors concerts, recitations, plays, and road shows for the employment of its membership and to bring wholesome, low cost, patriotic entertainment to the townships of Sunderland. Most performances are light comedies or martial dramas of glory, sacrifice, and duty. The Fife & Drum Fraternity swear to uphold four basic principles: Charity, Harmony, Brotherhood, and Patriotism. Members must display charity to the less fortunate and to strangers in need. They must respect elected authority, obey the law, and live harmoniously with their neighbors. All members of the Fife & Drum are bound together in fraternity regardless of race or age and stand with the Federation against all enemies foreign and domestic. Members range in age from minors of 12 to seniors of 60 and older. Females can join a sister sorority of identical philosophy.

Heroes are welcome to join the ranks of the Fife & Drum, and if they are in good standing, interactions with any Fife & Drum sister or brother will be improved by one step (e.g. from Indifferent to Friendly, etc.). Fife & Drum membership is a cross section of society including rich and poor, erudite and unschooled, bombastic and modest, military and civilian. There is a 10% chance in any non-combat NPC encounter of meeting a fellow member. War history and theatrical performance is the soul of the organization and members receive a 10% discount on musical instruments, reenactment weapons, and replica armor purchased from the organization.

FIVE POINTS SYMPHONIC LABS

Alignment: Neutral

Headquarters: Five Points, the Bastion

Activities: Music production, sonic research, historical sound archive

Membership: ~100-150

Races: Human, Gnome, Halfling, Dwarf

This company is the Bastion's leader in the wax press music industry. They record local and national artists and sell the wax cylinders to phonograph owners across the Federation. Symphonic Labs also preserves political speeches, plays, comedies, and operettas in a massive environment controlled vault. Audio artists flock to the studio to sign recording contracts for national exposure. Scholars use the laboratory's advanced acoustic equipment for sonic experiments, listening to its catalog of public speeches, and for access to its extensive catalog of recorded nature sounds of earth, sky, and sea.

The market for recorded artists is rapidly growing as more people purchase phonographs for their own homes. Musicians delight in the royalties received from wax recordings, but scorn the grainy tunes produced as no comparison to a live performance. Wax voice recordings are sometimes combined with automatons and armatures to give the construct greater verisimilitude to living creatures and allow for limited conversation. It is the conceit of some wealthy ideologues to provide a tombstone statue or bust with a voice recording of the subject for the edification of the masses. Some taxidermists install a recording of calls or roars inside preserved trophies.

HARVEST GYPSIES

Alignment: Chaotic Good

Headquarters: None

Activities: Harvesting, planting, music, dance, labor, medicine

Membership: 800-900

Race: Elf, Half-Elf, Human

Secrecy: History DC 12 for activities, facts, or information

Harvest Gypsies are nomads that move about the countryside providing seasonal labor. Nearly a thousand settle for a few months in tent cities around Bulwark during the harvest. The life of a harvest gypsy is harsh and penurious, but the gypsies support each other physically and spiritually. Some people see them as tramps, but they view themselves as strong, free, and independent. Beneath their colorful clothes and rough manners are hidden talents for music, survival, engineering, and holistic medicine. Many also practice witchcraft or sorcery. The Gypsies are mostly honest folk but a few bad apples can trigger persecution and prejudice. Heroes may come to help them or be hired to investigate their ranks for evildoers.

STONEFELL UNION OF MINEWORKERS

Alignment: Neutral Evil
Headquarters: Galvanite City, Keystone
Activities: Racketeering, gambling, game fixing, smuggling, loansharking
Membership: 1,320
Races: Dwarf
Secrecy: History DC 14 for activities, facts, or information

The Stonefell Union of Miners began as a protest movement over considered policies to remove certain mine safety restrictions in Galvanite City, but has grown far more powerful. In its glory days, it clashed many times with industrialists and the government over reduction in safety and death benefits, but an unscrupulous new union leader, Brodsky Fairfield (NE male dwarf [drague]) has turned it into a front for organized crime. The Stonefell Union now operates illicit gambling, racketeering, and booze running throughout Pennoncelle, and its main claim to fame is “match fixing.” Stonefell pulls the strings in pugilism, racing, and turfball contests across the city. Canny observers know better than to welch on bets with Stonefell bookies; the union owned crematoriums ensure the police will only find ashes. Union members display a striped black/white/black band or ribbon, and membership is limited to dwarves.

TSURU SHIMO LIBRARY

Alignment: Neutral
Range: Global
Activities: Arcane research, wizard training, alchemical research
Membership: ~480
Races: Elf
Secrecy: History DC 12 for activities, facts, or information

Wealthy philanthropist Tsuru Shimo has funded the construction of a multitude of elven libraries across the globe. The two-story library built in Bear Valley (“Kumagai”) follows the basic formula of other Tsuru-designed libraries with four wings forming an “X” with the librarian’s round dome in the very center. Tsuru Shimo Libraries are public institutions, and meet the desperate need of rising elven populations in towns and cities on the western verges of Ullera. Anyone that can read Elven can make use of these library books, but the library also functions as a gathering place for arcane research and wizard training. Tsuru Shimo Libraries do have detractors, and may come under assault by mobs with anti-Elf or anti-magic sentiments.

VICTORY OVER WAR (V.O.W.)

Alignment: Chaotic Evil.
Range: Scattered throughout the Federated States.
Activities: Assassination, insurrection, violent protest, sabotage
Membership: Unknown.
Races: Any.
Secrecy: History DC 18 for activities, facts, or information

Espionage agencies are always looking for agents with no personal ties that they can redirect and mold. The recently bereaved are often filled with burning desire for vengeance and little regard for personal welfare. To those ends, VOW is allied with anarchist political movements but has its own agenda. An inversion of widowman training, these revolutionaries tutor bereaved wives, orphans, and forgotten elders in the arts of espionage, assassination, and sabotage.

The members of Victory Over War are violently opposed to the Federation’s expansionist policies and national draft. They believe sowing seeds of chaos throughout Ullera will bring down the wealthy elite and end the war movement. They particularly target Expansionist concerns and the war industry with violent and destructive protests. VOW feeds on chaplain organizations and other charities like a parasitic vine. VOW agents seek out the bereaved and give them tools and talents to retaliate. VOW is extremely secretive, broken into cells of five or six individuals. The mother cell located in Paddlewheel Bend watches the river traffic and is responsible for a few “accidental” deaths and disasters each year.

WILDLIFE IDENTIFICATION AND LAND DEVELOPMENT (W.I.L.D.)

Alignment: Lawful Neutral
Headquarters: Betel, Harmonia
Activities: Exploration, mapmaking, specimen collection, public speaking
Membership: ~1,500
Races: Human, Dwarf, Gnome, Halfling

Voters, capitalists and politicians of the Expansionist movement are eager to increase the sovereign territory of the Federated States of Ullera into the western Disputed Lands (i.e. the wider Feral Expanse). Lobbying together they have established the government funded offices of Wildlife Identification and Land Development. The employees of WILD are explorers and scientists interested in wildlife research as well as cartography, engineering, and geology. They hope to lay the groundwork for future railroads, mines, and communities in the expansion of the nation. WILD also endeavors to kindle support for the Expansionist cause and raise capital for future quests of scientific exploration.

RACES

DWARVES

The dwarves that populate Ullera are descendants of seafarers. Geographically, the race originated in the subarctic where their squat stature preserved bodily warmth. Additionally, living through long seasons of darkness has enhanced their vision. The limited amount of arable land shaped dwarves into a race of coastal fishers, explorers, raiders, and conquerors. These dwarven sailors crafted a coastal empire encircling the Great Span. Dwarven inhabitants of the land north of Ullera formed an alliance with freedom-seeking humans and spilled much blood in the Abolition War. Together with gnomes, humans, and halflings, dwarves founded the Republic of Ullera and political autonomy.

DWARF TRAITS

The dwarves of Pure Steam share the traits of normal dwarves, except where noted below.

Alignment. Generally, dwarves come from highly structured backgrounds with strong leaders and clear rules. They can be fiercely dedicated to a cause once they've dedicated themselves to a cause, and hate to see evil go unpunished. Typical dwarves trend toward chaos and good. Further inland, however, many dwarves simply value freedom and their actions and motivations can be unpredictable.

Relations. Because of their serious and taciturn nature, there are few who enjoy the company of a group of dwarves. Once earned, however, a bond of fellowship with a dwarf is hard lost. They have a curious attitude towards the smaller races, surprised such beings have lived so long in such an unforgiving world. They view elves with contempt, claiming the fairer race stole their homelands and forced them into permanent wandering. Dwarves almost universally have a deep hatred of orcs and goblinoids.

Society. The Drague Empire has long focused on exploration and expansion over the seas, using the strength and speed of their marines to bash gates and overrun

ramparts. To this day there is no greater threat on land than a charging company of Brey soldiers. Dwarves leave wife and children at home while they spend months at sea, forming tight bonds in the bellies of great ships. They can be found in every major body of water and port city. Their history is ripe with song and chant, and it's rare to catch a dwarf on task without a cant spewing from his lips.

Subrace. Two main subraces of dwarves populate the world of Pure Steam: brey dwarves and drague dwarves. Choose one of these subraces.

BREY DWARF

The Brey are a proud people trained from an early age in hunting, fighting, and tracking skills and are usually described as boisterous, determined, and strong. As a race,



Drague Dwarf

they prize individual glory, self-reliance, and pragmatism born from their early struggles surviving in the subarctic. The Brey partnered with the Drague in empire building long ago and have fought countless battles against orcs and goblinoids to establish the nation of Drom Gol on Ulleran soil and spearheaded the conflict with the Dominion in the Keystone Region. The Brey are the backbone of the Drom Gol Marines and now the Ulleran Army as well. Many work as craftsmen, traders, and scouts throughout Ullera.

Ability Score Increase. Your Strength score increases by 2.

Sprinter. When you take the Dash action, your walking speed increases by 10 feet until the end of your turn.

DRAGUE DWARF

Undisputed masters of the seas, the Drague hold the titles of the first seafarers, the first intercontinental explorers, and the inventors of modern ironclad ships. At home in their native subarctic isles, they waded through freezing channels to conquer and settle. Later, they sailed long ships across the sea to settle the eastern reaches of the Feral Expanse. Their invention of the ironclad helped secure Ulleran victory in the Abolition War, and Drague Dwarves have always held high positions in the Ulleran Naval Armada.

Ability Score Increase. Your Wisdom score increases by 1.

Saltbeard. You have advantage on ability checks made to swim or hold your breath, and on any Wisdom (Survival) check made at sea or along a sea's coast.

ELVES

Elves are native to the lands known collectively as Rhim. Ulleran understanding of this faraway place is ephemeral at best, and most elves of the Feral Expanse remain tight-lipped about their homeland. Perhaps this is because they are only too happy to be away from it, or they are unwilling to share their history and secrets to those who would misconstrue them.

Elven wayfarers originally washed onto the western shores of Ullera when their fleet was driven aground by a tsunami riding the Sun Current ("Taiyousira," in Elven, is the ocean that lies west of Ulleran shores). The survivors settled in the forests up and down the western coast, known as Gom Shao—misinterpreted by Ulleran natives for its similarity to "other world" in Undercommon.

Elves have a strong affinity with ecological cycles and nature. Elf cities are more sprawling than eastern cities, with room for private yards and gardens between buildings. Elves make extensive use of wood both living and dead in construction, and favor curves rather than sharp corners in their architecture. They also use bamboo, an exotic wood that they brought to the Feral

Expanse in their ancestral ships. Traditionally, elves are fond of transmuting wood into an iron hard substance to replace iron and steel components in equipment.

ELF TRAITS

The elves of Pure Steam share the traits of normal elves, except where noted below.

Alignment. Elves are law abiding and frugal, but prefer personal freedom. They are not vindictive, but never forget a slight. They dislike noncommittal attitudes and faulty leadership, but tend to avoid a scene rather than voice their concerns. An elf will stand his ground when he feels wrongly accused of a slight, however. They see the art of resting and replenishing as sacred, as is the dignity of work.

Relations. Groups of elves tend to squabble among themselves over who is superior. Many of these differences stem from the individual differences in elven communities. Publicly, some elves will try to get along with other races by forming large circles of friends, though this often creates too many personal obligations. Other elves feel more comfortable with a small, intimate circle



Amber Elf



of associates. While it can be exceedingly difficult to penetrate the outer layer of their stoicism, those they take into their confidence are friends for life.

Society. In Ullera, elves have come to carry a reputation as an industrious lot who are just as capable at hard labor as they are learning and sharing their ideas on the Scholarly Method. They adhere to communal habits of fair play and shared responsibility, but refrain from pridefulness. Elven custom is patrilineal on the surface, though females hold a remarkable amount of power over their husbands and the propagation of his line. They are peerless craftsfolk and soulful artisans.

Subrace. Two main subraces of elves populate the world of Pure Steam: amber elves and jade elves. Choose one of these subraces.

AMBER ELF

Amber elves originate from the interior flatlands and steppes of Rhingan'Pendi, translated into Common as "The Dry Basin of the Soaring Orb." Their communities congregate around intricate networks of aquifers and other ingenious water conveyances that crisscross the land and irrigate the fertile soil. Amber elves generally have large extended families that often include adopted family members accepted from among those who have lost their parents or become homeless. Their skin ranges from a light tan to deep brown, and their natural hair colors range from brown to orange to gold.

Ability Score Increase. Your Constitution score increases by 1.

Martial Arts Lifestyle. You practice martial arts as a form of meditation and exercise; as a result, you can add half your proficiency bonus (round up) to the damage rolls of your unarmed strikes.

Skill Versatility. You gain proficiency in two skills of your choice.

JADE ELF

Jade elves have called the mountainous, lush forests of Rhimidor'Bonchi ("The Green Basin of the Soaring Orb") home for millennia. Their land is steeped in magic, and there are few among them that do not call on it daily for even the most mundane tasks. Jade elf settlements are hierarchical, with strict guidelines given to the living space governed by each community, down to the individuals of a family. They wear long flowing garments that cover as much of their pale white skin as possible, and are known to experiment with vivid hair dyes.

Ability Score Increase. Your Wisdom score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Focused Study. You choose any two of your skill and tool proficiencies. You add half your proficiency bonus (rounded up) to ability checks you make that use either of the chosen proficiencies.

Tool Proficiency. You gain proficiency with one artisan's tools or musical instrument of your choice.

GNOMES

Gnomes are native to the Feral Expanse and have lived for generations up and down the eastern coast. They have long associated with other races and often live in multiracial communities. It is said that gnomes thrive in the nooks and crannies of modern society, carving a place for themselves through skill, guile, and bravado. The long lifespan of gnomes means that gnomes often amass multiple fortunes, numerous favors, and centuries of experience.

GNOME TRAITS

The gnomes of Pure Steam share the traits of normal gnomes, except where noted below.

Alignment. Gnomes have long enjoyed the trappings of wealth and status. They value honor, modesty, wealth, generosity, and style. Their traditions tend to work within the constraints of the law, and they usually strive for good. There are, however, gnomes who were not brought up



Gentry Gnome

in such fortunate circumstances. The lack of consistent tradition results in a less predictable, more chaotic personality.

Relations. Gnomes usually work well with any other race, although at times they seem to act with the lofty benevolence of a wealthy philanthropist or else the cynical detachment of the traveling performer. Some gnomes harbor a deep generational hatred of the goblins that enslaved them, whereas they may feel very little about other races or social groups.

Society. Gnomes dominate the history, culture, economy, and politics of the Bastion. A few have made it north, however. They own plantations, factories, and many of the local governments. Gnomes who choose not to settle down often find their homes in traveling circuses or trading caravans.

Subrace. Two main subraces of gnomes populate the world of Pure Steam: gentry gnomes and sharper gnomes. Choose one of these subraces.

GENTRY GNOME

The oldest standing civilizations in the Feral Expanse are those of the Gentry gnomes. They have the most storied history of all cultured beings alive today. By referring to themselves as the Folk, they view all other civilizations and peoples as derivative—and subsequently requiring of their influence. Perhaps their conceit is well founded, as they have provided some of the most notable advancements in technology, philosophy, art, and literature in the past millennia.

Ability Score Increase. Your Charisma score increases by 1.

Dilettante. You have a natural affinity and appreciation for the arts and sciences, sometimes to an obsessive degree. You gain proficiency in one skill and one tool of your choice.

Magical Linguist. You know the *friends* cantrip. Charisma is your spellcasting ability for it.

SHARPER GNOME

When goblinoid slavers invaded the lands now called Ullera, some fought and some rolled over and accepted their fate. A third group, mostly gnomes, fled in a perpetual attempt to outrun their vile would-be masters. For over a century, they learned to stay on the move and live on the road. Even after the Abolition War, many settled down in towns and valleys, but the wanderlust didn't leave many, who live the nomad's life to this day.

Ability Score Increase. Your Dexterity score increases by 1.

Cultural Explorer. You have been exposed to numerous cultures on your travels. As a result, you have gathered

myriad knowledge and have become adept in social interactions. You are proficient in History and Persuasion.

Magical Showmanship. You know the *prestidigitation* cantrip. Charisma is your spellcasting ability for it.

HALF-ELVES

It was not until the first elves sailed from their ancestral home of Rhim to the Ulleran continent did the first half-elves spring into existence. Since then, half-elves have become a minority threaded throughout most Ulleran communities and nearly all levels of society. Depending on the community's reaction to the race, half-elf families may live freely scattered about or in ghettos or clan houses. Half-elves have a self-sustaining population that has existed for generations and are a part of every nation in Ullera and even the far-eastern lands of Rhim, but only in the Republic of Ullera have they gained political office.

HALF-ELF TRAITS

The half-elves of Pure Steam, loci, share the traits of normal half-elves, except where noted below.

Alignment. Loci have to overcome a cultural perception that they are misfits and perpetual orphans, and so they trend toward neutrality regarding governments and politicians. They are generally more spiritual than others in Ullera, and will generally rally behind either good or evil to that end.

Relations. Loci tend to find themselves in the center of great events and horrible tragedies. This is often interpreted by the religious as a divine gift. At times they harness their magnetic hold on fate to manipulate probability to suit themselves, resulting in reckless and manipulative behavior. Sometimes a loci will be seen as a divine omen and adopted as a religious symbol by local clergy. Such loci will often use this to their advantage.

Society. Many loci have become either reclusive introverts or extreme extroverts because of their situation in life. Those that embrace the mysticism and superstition surrounding their race tend to become the spiritual leaders, clerics, and paladins of Ullera's dwindling faith communities. In any case, they are seen as diplomatic bridges between humans and elves, and so are generally accepted by their parents' communities, either with love or reluctance.

Variant. The half-elves that populate the world of Pure Steam typically exist as the loci variant.

LOCI HALF-ELF

Destiny can be a fickle thing to comprehend or grasp, and yet there are some that are touched by it every day. Even more rare are those beings that touch back upon destiny, bending their own fate whether unknowingly or by choice; these are the loci. No one can quite explain why the union of a human

and elf yields such gifted offspring, but one thing is for certain, these gifted individuals are almost always found at the center of either great events or horrendous tragedies.

This variant replaces the half-elf's Fey Ancestry trait.

Bend Fate. You can force a creature that you can see or hear (including yourself), to reroll a d20 roll it just made. You may choose to do so after knowing the result of the roll. You must finish a long rest before you can use this trait again.

HALF-ORCS

The Ulleran plains ripple like an ocean of grass; flat as a pancake as far as the eye can see save for a cluster of low mounds in the distance within a ring of carved stone pillars. These are no ordinary hills, but an ancient monument to the blood and sweat of generations of borndrin. For millennia, orcs known as mound-builders thrived as the dominant people in the predator infested Feral Expanse. Over time, precursors to the modern nations of Ullera, Atanak, and Rausch encroached on their ancestral homeland, forcing them to adapt, assimilate, or risk annihilation. The trappings of the Enlightened Age are easy to adopt, as evidenced by the many borndrin who have abandoned ancestral beliefs to create new lives in neighboring Ulleran cities. This borndrin migration into civilization and coexistence with humans has led to several generations of avus half-orcs, whose numbers continue to grow to this day.

HALF-ORC TRAITS

The half-orcs of Pure Steam share the traits of normal half-orcs, except where noted below.

Alignment. Half-orcs who were brought up in human civilization are most comfortable as boisterous lightning rods in society. Their primal nature manifests as bold willingness to step out and test what others think.

Relations. Half-orcs rarely fit in with either orcs or humans as both societies are too noble, stubborn, or prejudiced to accept such a genetic "accident." In spite of the predudice, half-orcs have gradually gained a foothold in politics, academics, and high finance. Other races often have mixed emotions when interacting with an avus, as the passion and intensity of their primal nature is reflected strongly in their actions and speech.

Society. Despite integrating fairly well into urban life, half-orcs are almost always treated as second-class citizens. They tend to inhabit their own neighborhoods and communities, dominating the labor workforce and remaining visible in other professions. Some traditional

settlements of sod houses and dirt mounts still exist in rural areas. Many Ulleran half-orcs work as mercenaries for the nation of Atanak. In the Okrug Oligarchy, half-orcs are typically serfs that support the immense jonnish military machine.

Variant. The half-orcs that populate the world of Pure Steam typically exist as the avus variant.

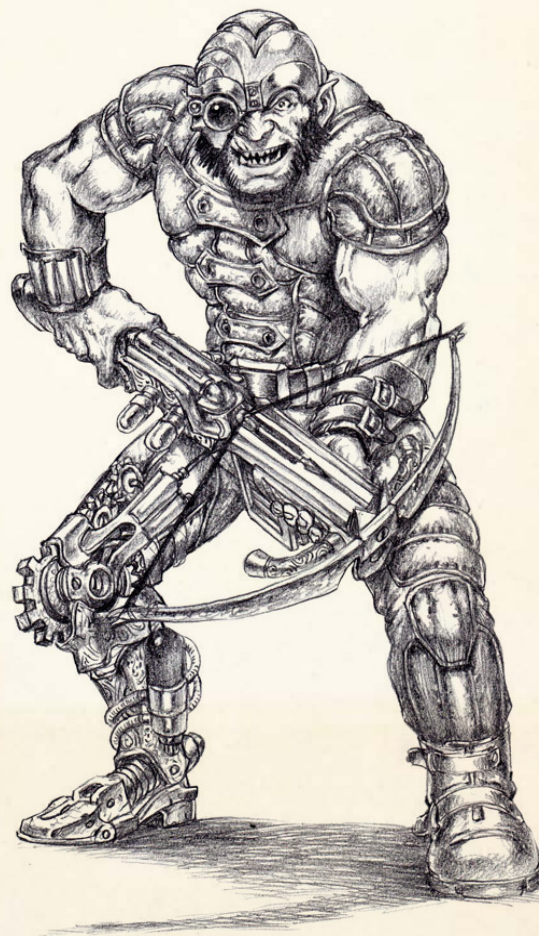
AVUS HALF-ORC

Truly half orc, the avus is the product of a union between a borndrin and a human; a sort of genetic throwback to their ancestral form. Civilized society sees the avus as monstrosities, the result of perversion and violence. Whether or not this is actually true, they are rarely the result of lasting, loving unions.

This variant replaces the half-orc's Ability Score Increase and Savage Attacks traits.

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Skilled. You gain proficiency in one skill of your choice.



Avus Half-Orc

HALFLINGS

Halflings are native to the foothills and mountain valleys of the Catamount Range. They are clannish to a fault and have little respect for bureaucracy or legal codes. They have their own codes and traditions and blood comes first. Many halfling clans prefer rural isolation while others make their homes in the teeming metropolises. Their small size and agility allows them to move easily through the deep forests, swamps, steam ducts, and pipework that larger humanoids find impassible.

HALFLING TRAITS

The halflings of Pure Steam share the traits of normal halflings, except where noted below.

Alignment. Most halflings are loyal to their good friends, and they are always willing to offer their help to those who ask. Those who live in urban environments appreciate the laws and structure of developed civilization, while rural halfling communities are more distrustful of governments and large bureaucracies. Those that stray from the straight and narrow have an easy time finding their niche; their clever fingers and short stature lend themselves to thievery and other dark deeds.

Relations. A halfling can get along with just about anyone they could say has a lick of sense about them. They rarely hold their noses up at a group. They have the easiest relations with humans of all backgrounds, and can be quite jealous of the history and grandeur of gentry gnomes. Halflings regard dwarves and humans with the utmost respect, as it was those races that secured their freedom.

Society. Halflings are native to the hills and hollows of Harmonia, the lazy midland region of Ullera. Traditional halfling homes are multigenerational and fairly self-sufficient, resembling a multigenerational family farm. Rural halfling communities are small and tight knit, friendly to outsiders but protective of one another. Halflings who leave the village can blend easily into any town. Because they have a history of occupation and oppression, they have few traditions of their own and can always land on their feet in larger communities.

Subrace. Two main subraces of halflings populate the world of Pure Steam: leatherfoot halflings and tenderfoot halflings. Choose one of these subraces.

LEATHERFOOT HALFLING

Hillbillies, bumpkins, rubes. The leatherfeet have garnered many nicknames over the years, and all have some kernel of truth to them. This subrace of halfling holds fast to

tradition, even if it means falling behind other races technologically and socially. Leatherfeet live off the land, and know the local area better than anyone.

Ability Score Increase. Your Wisdom score increases by 1.

Country Folk. Your people are suited to life in the countryside. Be it in the mountains, hills, forests, or swamps, you know just how to get along. You are proficient in Survival.

Stubborn. Your people are renowned for their stubbornness. You add half your proficiency bonus (rounded up) on any Intelligence, Wisdom, or Charisma saving throw you make that doesn't already use your proficiency bonus.

TENDERFOOT HALFLING

Tenderfoot halflings get their names from their evolved footpads, which require the wearing of shoes and boots. This is due to how they embraced civilization long before their leatherfoot counterparts. They share many of the same tendencies as their hillbilly cousins, albeit in different venues. Where leatherfeet thrive in the forests and swamps, tenderfeet exhibit the same propensity for stealth and thievery, in the streets rather than the hollows.

Ability Score Increase. Your Charisma score increases by 1.

Opportunist. You are proficient in Deception and Sleight of Hand.



Leatherfoot Halfling

HUMANS

Humans migrated from the equatorial regions and have slowly spread across the Feral Expanse. Humans are able to adapt to a wide variety of habitats and innovate on the technological innovations of other races. Humans also mature faster than the other Ulleran races and have outpopulated the rest.

HUMAN TRAITS

The humans of Pure Steam share the traits of normal humans, except where noted below.

Variant. The humans that populate the world of Pure Steam typically exist as one of three variants: Mezoqua, Rauschite, and Ulleran. Choose one of these variants.

MEZOQUA HUMAN

The Mezoqua live in the most arid habitats of the Feral Expanse. They have adapted to desert living and have many ways to gather and conserve water. They generally live in small communities due to scarce resources and build homes in sheer cliff walls, multistory adobes, mesas, and geodesic glass domes. They trade in rare minerals and crystals, medicines, pottery, and glass. They have developed a variety of flight- and solar-powered weapons using their advanced skills in gem crafting and lens-shaping. The Mezoqua have also harnessed the power of several rivers flowing through their lands with dams reminiscent of the stone pyramids of their ancestors.

This variant replaces the human's Ability Score Increase trait.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Feat. You gain one feat of your choice.

Desert Dweller. You have advantage on ability checks and saving throws you make to avoid gaining levels of exhaustion. You're also naturally adapted to hot climates.

Languages. You can speak, read, and write Mezuan in addition to your other languages.

RAUSCHITE HUMAN

Rauschites are a deeply pious people that live in a monarchy ruling the midlands east of the Heartflow. Some patriarchs take multiple wives. Married women work to support the troops, succor the nation, and nurture the next generation of Rauschites. Unwed women can either join the army or take holy orders.

This variant replaces the human's Ability Score Increase trait.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Feat. You gain one feat of your choice.

Divinization. The pious pursuit of a Rauschite to become physically, mentally, and spiritually pure brings you closer to a more divine form. You gain a +1 bonus to all of your saving throws (including death saves).

Languages. You can speak, read, and write Rauschite in addition to your other languages.

ULLERAN HUMAN

The humans of Ullera are the decedents of abolitionist Rauschites. It was a pack of rowdy frontier Rauschite humans who first challenged the Dominion's slave trade. Frustrated with Rausch's ambivalence, the first Ullerans wished to create a nation where every man had equal standing before the law and slavery was forbidden. Ullera is the result of their hope and ambition. To uphold this new ideology, every young-adult must pledge their service to the nation's military for a five-year tour of combat duty. After completing their military tour of duty, they are free to marry, raise a family, and live a life of their choosing.

These variant traits replace the human's Ability Score Increase trait.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Feat. You gain one feat of your choice.

Mandatory Service. All Ulleran youths must serve in the Ulleran Army once they come of age. You may gain the benefits and characteristics of the Soldier background, in addition to a background of your choice. If the Soldier background is your chosen primary background, you may gain two weapon proficiencies and one additional skill proficiency of your choice.

ORCS

The wind bites, snow crushes, and ice grinds in the frigid lands of Okrug. Only the hardest of creatures will brave the killing cold, but orcs, the jonnish, consider it their home. The jonnish are well adapted to the dark, harsh climate of Okrug and thrive on the battlefield. Jonnish first invaded Atanak and Ullera in the -2000s EA, raiding borndrin settlements and sending captives back to their home nation of Okrug across the ice bridge of north-western Atanak. The development of the wheel, sail, and now steam engine has only spread the pillaging across the globe, and pockets of jonnish can be encountered almost anywhere. The brutishness of the jonnish has hampered their own technological development, but they have no trouble using and maintaining captured technology. They commonly raid other nations but occasionally provide mercenaries and shock troops of a share of loot. Through conquest and imitation, the Okrug Oligarchy has become one of the most dangerous intercontinental nations on Geir.

ORC TRAITS

The orcs of Pure Steam share the traits of normal orcs, except where noted below.

Alignment. As a rule, orcs are brutal to each other, and even more so to smaller races, but uphold a lawful manner of savage honor and a warrior's respect. They revere ancient mysticism and ritualistic blood bonds, which lean toward a passive, naturalistic morality. The orcs of Okrug believe in a selfish destiny where they rule over the entire globe.

Relations. Historically, orcs are known for their ferocity and expansionist attitudes. These societal traits have created much animosity between orcs and other races, especially the dwarves and the elves. The "civilized" jonnish orcs of Okrug generally rely on muscle far more than machine and would still be in the dark ages if not for discoveries stolen from neighboring nations. Personal status is all-important, and worldly possessions are the best measure of worth.

Society. Orcs may be the oldest of all humanoid races, but are surpassed in numbers and technological prowess by civilized man. The majority of orcs reside in the distant, massive steppe lands of Okrug and have unified into the stable nation of the Okrug Oligarchy, with all the trappings of a modern world-power that reaches far into the lands of Atanak and the Feral Expanse in Ullera. The Okrug Oligarchy is ruled with an iron fist and built on the back of conquered races. The original tribal mentality has translated into a council of warlords that rule the Oligarchy. They are no longer allowed to openly battle each other, but compete in honor and status by building the most powerful army or capturing the most territory and serfs for the nation. Outside of the Oligarchy, orcs form smaller tribal societies that have found ways to coexist peacefully with the wider world or else keep to themselves.

Variant. The orcs that populate the world of Pure Steam typically exist as one of two variants: borndrin orcs and jonnish orcs. Choose one of these variants.

BORNDRIN ORC

The borndrin are the remnants of an ancient line of jonnish that crossed over from Okrug to western Atanak during the last ice age, and have since evolved into a different species of orc to adapt to the rugged wilderness of Atanak and the Feral Expanse. It is also theorized that the borndrin are the evolutionary step between orcs and humans, but the borndrin universally resent this notion. Unlike their jonnish cousins, the borndrin are able to reproduce outside of their own race, yielding half-orc children known as "avus" when copulating with humans. Borndrin are slightly better able to adapt to change than their jonnish cousins, and, like humans, have varied aptitudes to flourish in many different occupations. In the jonnish ruled nation of Okrug, borndrin are second class citizens regardless of their many contributions to Okrug's prominence.

This variant replaces the orc's Ability Score Increase and Powerful Build traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Sacred Scars. Your people decorate themselves with tattoos, piercings, and ritual scarification, which they believe grants them mystical strength. You gain a +1 bonus to all of your saving throws (including death saves).

JONNISH ORC

Some creatures have thrived on Geir for eons. The fossil record shows that the saber-toothed cat, the mastodon, the woolly rhino, and the axebeak have been predator and prey to jonnish for millennia. Some paleontologists even claim that orcs are the ancestral forerunners of human- and elven-kind, sparking much religious controversy, but none can deny the uncanny resemblance or the antiquity possessed of jonnish civilization. However, despite their phenetic similarities with human- and elven-kind, jonnish are genetically unable to breed with those races, perpetuating their bloodlines through either pure-breeding, interbreeding, or mating with their borndrin cousins, which is the least accepted practice of the three as they consider it to be "weakening the bloodline."

These variant traits replace the orc's Aggressive trait.

Steppe Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to hot and cold climates.

Weapon Familiarity. You are proficient with heavy crossbows, longbows, scimitars (sabers), short bows, and whips.



Borndrin Orc

CLASSES

CLASSES IN PURE STEAM

The Age of Steam breathes new life into established engines of learning and industry, just as it breeds new stalwarts to confront the challenges presented in this new day and age. The character classes given below are essential cogs in the everyday heroics of Pure Steam, and provide players and Game Masters (GMs) alike new avenues for populating their worlds.

BARBARIAN

Barbarians are a vanishing breed. As civilized society expands into the untamed wilderness, it brings with it the goods, medicines, and conveniences that lure the noble savage away from his traditions. Compounded by virulent disease, herd declination, integration projects, and land portioning, few tribes can claim to be untouched by civilization. A tribal barbarian may be the last of his people trapped in a world turning progressively alien. Of course, there is the counter culture: people who intentionally dispense with socialization and choose to live as nomads and bohemians. Others overindulge in alcohol, stimulants, or aberrant behavior and lose all decorum and self-restraint.

Role. An educated populace is a wellspring of productivity for the civilized lands of Ullera, and most nations attempt to instruct the average citizen in reading, writing, and arithmetic. Not all societies value brain over brawn, however, and barbarians compose the majority of monstrous humanoid clans (e.g. gnolls, bugbears), and even among the peaceful Enesora. Atanak drafts barbarians from the goblinoid tribes under their control, but trains them in the basics of modern combat before battle.

Barbarism can also be an individual choice whereby one rejects civil society and becomes a nomadic brute. Outside the wilds, barbarians excel as lumberjacks, pioneers, miners, railroad workers, coachmen, and ranchers, where strength and a high constitution are paramount. They also perform well in urban professions that fall within their skill set, such as bouncer, leg breaker, bodyguard, bagman, and dock worker.

PRIMAL PATHS

Barbarians in Pure Steam have the following additional Primal Path option.

PATH OF THE CIVIL BEDLAMITE

Once a common citizen, each civil bedlamite was an unremarkable and inconsequential cog in a greater machine. Unknown to his coworkers, neighbors, and family, he was a powder keg ready to explode at the right trigger. The civil bedlamite has succumbed to barbarism. His rage is not fuelled by tribal warrior traditions, but the result of work stress, grief, or mental upheaval that has



Civil Bedlamite

turned the character into an outcast and rebel. Perhaps he is a shell-shocked soldier, a backyard brawler, a teenage thrill seeker, an overworked postal drone, or a mercury-poisoned haberdasher. Whatever the genesis, civil bedlamites now delight in motorized violence and gunplay.

BONUS PROFICIENCIES

At 3rd level, when you adopt this path, you gain proficiency in improvised weapons and you can add half your proficiency bonus (round up) to any ability check you make while operating a vehicle that doesn't already use your proficiency bonus.

SHOOTING SPREE

Starting when you choose this path at 3rd level, you can go on a shooting spree when you rage. If you do so, for the duration of your rage, you no longer gain advantage on Strength checks and saving throws, but you can now apply your rage damage bonus to ranged attacks with a firearm instead of melee weapon attacks. In addition, for the duration of your rage, you can reload a firearm as a bonus action or as an attack, instead of as an Action.

Starting at 6th level, when you go on a shooting spree when you rage, you can also make a single ranged attack with a firearm as a bonus action. If you choose to make these extra attacks however, when your rage ends, you suffer one level of exhaustion.

NOTHING TO LOSE

Beginning at 6th level, you become immune to the frightened condition.

BARNSTORMER

Beginning at 10th level, you have advantage on ability checks you make to operate a vehicle. In addition, you can add half your barbarian level (rounded up) to any damage roll you make using your vehicle.

IMPROVED SHOOTING SPREE

Beginning at 14th level, when you go on a shooting spree when you rage, you can now make two ranged attacks with a firearm as a bonus action, instead of just one.

BAR D

There are no fewer exploits worthy of heraldry in the age of steam than in medieval times. In fact, heroes of Ullera tend to face greater odds due to the technological prowess of their foes. Bards, therefore, have their work cut out for them, spinning tales of greatness both past and present. Technical innovation has created many new art forms and

musical instruments; conversely, wax recordings, photography, and theatric automatons now imperil the livelihood of live musicians, painters, and actors. Fortunately, the bard can combine her performances with her special training to make something memorable and exceptional for even the most jaded audience.

Role. Bards in Ullera are diverse, making use of modern instruments and gadgets to perform marvelous acts and escape danger. Steam transport not only brings in cargo from around the world, but also introduces new forms of art and music to the public. Bards can now travel worldwide and many seek global fame by entertaining foreigners with their artistry. Newspapers are always on the lookout for entertaining storytellers willing to travel to dangerous locales and some bards become journalists and noted authors. Museums pay well for rare artifacts and keep bards and rogues with training in archaeology on retainer. Long voyages need entertainers to keep the passengers happy, and bards often get a free ride if their willing to provide a show. Less reputable bards traveling as vagabonds or snake oil salesmen use their bardic training to con the public with false promises and slick banter.

BARDIC COLLEGES

Bards in Pure Steam have the following additional Bardic College option.

COLLEGE OF THE VAGABOND

Lacking some of the formal education of the classic bard colleges, you've instead immersed yourself in the culture, traditions, mysticism, and tricks of a nomadic outcast community. The way of the vagabond is mysterious, entwined closely with the fates and luck. It trains you to survive on the streets; to employ your talents and skills to separate the well-off folk from their riches or to avoid a scrupulous eye.

GYPSY MYSTICISM

Starting at 3rd level, you learn the guidance cantrip and you can now use a divining tool (special sticks, a trinket, bones, dice, ornate cards, etc.) as an arcane focus for your bard spells. In addition, you learn the augury spell, and can cast it as a ritual spell. These spells do not count against your limit of bard cantrips or spells known, respectively.

STREETWISE MAGPIE

Also starting at 3rd level, you gain proficiency in Sleight of Hand and disguise kits. If you are already proficient with either Sleight of Hand or disguise kits, you gain

Expertise in those proficiencies, which doubles your proficiency bonus when making checks using that skill or kit, respectively. Lastly, you can now select any gaming set you are proficient with when choosing proficiencies with your Expertise feature.

VAGABOND PRANK

Starting at 6th level, you learn how to use your cunning to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

FORTUNE OF THE VAGABOND

Beginning at 14th level, when you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

CLERIC

Most clerics have long since left the secular FSU (Federated States of Ullera). The migration of Rauschites to the West drew with them the fundamentalists that demanded a theocratic government. The few that remain are visitors, immigrants, and diehards. The chaplain chapters based on nationalism and altruism meet the social, civic, and spiritual needs of most Ullerans. Spiritualists are tolerated but not warmly received by the public at large. If a cleric directly opposes the Ulleran government too often or becomes too popular he or she may be labeled a radical or insurgent and wind up deported.

Role. Clerics are a minority within the FSU and have marginal influence. Ulleran clerics are individuals responding to a personal calling and not part of any official church. Any effort to establish a foreign faith church within federal borders will have little local support and be actively watched by authorities. Most Ullerans take extreme pride in their secular independence, so while they recognize the freedom of personal belief, they will resist any conversion efforts. In spite of this, Rauschite

missionaries are not an uncommon sight on street corners attempting to entice Ullerans into the Brelonite faith. Secret societies dedicated to earning the favor of evil deities through profane acts also exist, but are disbanded whenever uncovered. The established churches of Rausch and Mazan have many clerics, of course, but jealously guard their people from heresy.

DRUID

Druidism is an ancient faith brought to these lands notably by dwarves, practiced throughout Drom Gol, the Feral Expanse, and often embraced by those disenfranchised by the Era of Abolition. In the cities, some vagrants and bohemians have adopted an urban druidism based on an empathy with the plants and animals found in the streets, sewers, and city parks. Druids specializing in botany are often hired as consultants for home defense and park security.

Role. Druids are deeply integrated into the wilds of Ullera. They are protectors of impoverished rural communities threatened by feral monsters and natural dangers, act as low cost doctors and veterinarians to their neighbors, and can aid farmers and ranchers by increasing crop yield, controlling the weather, and warding off predators. Radicals and anarchists sometimes become druids in protest against the destruction of nature caused by mining and factory pollution. The finest gardeners in Ullera are druids that specialize in plants which are often incorporated into home security and burglar traps.

FIGHTER

A fighter is anyone who trains his mind and body in martial combat. Unlike drafted soldiers and penal conscripts, the fighter has chosen a life of battle for himself. Fighters are the core of a nation's military and many eventually become officers. Other fighters look for glory in sports, wealth as bodyguards, civic service as watchmen, or trophies as monster slayers. A few simply derive joy by spreading chaos and destruction wherever they go.

Fighters are the masters of martial weaponry and are no strangers to the gun. Gun powder has considerably altered the battlefield rending feudal castles, knights, and cavalry charges nearly obsolete. The vulnerability of heavily armored troops to gunfire has caused many fighters to adopt new fighting techniques including piecemeal armor, trench warfare, and skirmishing squad tactics. Airships provide a godlike view of the battlefield for a commander that can secure the air, making mobility and stealth worth the cost of an extra layer of steel armor. In place of melee

combat, fighters may specialize in gunnery with firearms, artillery, or vehicle mounted weaponry.

Role. The fighter is a trained soldier. In the FSU, fighters are often officer graduates of battle colleges, mercenaries, or professional athletes. Mezoqua fighters come from warrior houses. The most prestigious are the House of the Eagle and the House of the Jaguar. The Rausch military is similar to Ullera and uses draftees led by a core of fighters trained by local religious chapters. Rageaic are the most plentiful fighters in Atanakan armies.

MARTIAL ARCHETYPES

Fighters in Pure Steam have the following additional Martial Archetype options.

GUNSLINGER

In a land where everyone slings guns, few can truly call themselves gunslingers. Despite, or perhaps in spite of, firearms being ubiquitous, those who live and die by the gun are few indeed. Those who do walk down the path, following the way of the gun to its bloody and violent conclusion, are sharp-eyed, quick-on-the-draw combatants unwavering in the face of death. These Gunslingers, constantly hardened through the fires of confrontation, forge a sense of grit that exudes from them like an aura, allowing them to commit extraordinary feats in the name of glory, fame, and survival.

GUNSMITH

Upon choosing this archetype at 3rd level, you gain proficiency with smith's tool and tinker's tools. You may use them to craft and maintain firearms and ammunition.

GRIT

Also at 3rd level, the dangerous life of a gunslinger and the nature of firearms has steeled your mind and steadied your hand, enabling you to perform amazing feats of marksmanship with a firearm.

You learn two firearm exploits of your choice, which are detailed below. Many exploits enhance an attack in some way. Each use of a firearm exploit must be declared before the attack roll is made. You can use only one firearm exploit per attack.

You learn an additional firearm exploit of your choice at 7th, 10th, 15th, and 18th level. Each time you learn a new firearm exploit, you can also replace one firearm exploit you know with a different one.

You gain a number of uses of this feature equal to your Wisdom modifier (minimum of 1). When you finish a short or long rest, you regain all expended uses.

Saving Throws. Some of your firearm exploits require your targets to make a saving throw to resist the exploit's effects. The saving throw DC is calculated as follows:

$$\text{Firearm Exploit Save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

QUICK DRAW

Starting at 7th level, you add your proficiency bonus to initiative checks. In addition, whenever you stow a firearm, you can immediately draw another. Lastly, you can reload a single firearm as a bonus action or in place of an attack during your Attack action, instead of as an Action or bonus action.

CLOSE-QUARTERS SHOOTING

At 10th level, you learn to handle yourself in close combat. You can use your firearm to make ranged Opportunity attacks, and making a ranged attack roll with a firearm while within 5 feet of an enemy doesn't impose disadvantage on your roll.

In addition, if you hit a creature within 5 feet of you with a ranged firearm attack on your turn, that creature can't take reactions until the end of this turn.

DEADSHOT

Starting at 15th level, your ranged firearm attacks score a critical hit on a roll of 19-20.

TRUE GRIT

Starting at 18th level, you can expend a use of grit to gain advantage on your next death saving throw this turn. In addition, when you roll initiative and have no uses of your Grit remaining, you regain one use of your Grit.

FIREARM EXPLOITS

These firearm exploits are presented in alphabetical order.

Cauterize Wound. You can use the hot barrel of your firearm to stem a bleeding wound. As an Action expend one round of ammunition, or as a bonus action if you've made a ranged firearm attack this turn, and then expend one use of your Grit to touch a creature to heal a number of hit points equal to $2d4 +$ your proficiency bonus. The target can't regain hit points from this feature again until it finishes a short or long rest.

Deadeye Shot. When you make a ranged firearm attack, you can expend one use of your Grit to gain advantage on your attack roll.

Disabling Shot. When you make a ranged firearm attack against a creature, you can expend one use of your Grit



to attempt to disable your opponent. On a hit, the target takes normal damage and must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

Disarming Shot. When you make a ranged firearm attack against a creature, you can expend one use of your Grit to attempt to disarm your opponent. On a hit, the target takes normal damage and must make a Strength saving throw or drop one held item of your choice.

Piercing Shot. When you make a firearm attack against a creature, you can expend one use of your Grit to attempt to fire through multiple opponents. On a hit, the creature suffers normal damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment.

Rattling Blast. You can utilize the thundering sound of your firearm to shake the resolve of a creature. You expend one use of your Grit and one round of ammunition to make a Charisma (Intimidation) check with advantage.

Scoot Object. Choose an unattended, small object within range. You expend one use of your Grit and make a ranged firearm attack against the object. On a hit, you deal no damage to the object, and either interact with that object (like throwing a lever or closing a door) or move it up to a number of feet further away from the object's origin equal to your attack roll result. If you rolled a natural 1, your attack damages the object as normal.

Staggering Shot. When you make a ranged firearm attack against a creature, you can expend one use of your Grit to attempt to stagger your opponent. On a hit, the target takes normal damage and must make a Strength saving throw or be pushed up to 10 feet directly away from you.

Steeled Resolve. When you make a Wisdom saving throw, you can expend one use of your Grit to gain advantage on your saving throw.

Toppling Shot. When you make a ranged firearm attack against a creature, you can expend one use of your Grit to attempt to trip up your opponent. On a hit, the target takes normal damage and must make a Dexterity saving throw or get knocked prone.

PUGILIST

Despite the advent of firearms and 'gentlemen's duels,' there are still those who thrive on the rush of adrenaline and the crack of knuckle on bone. In the ring, without the crutches of weapons and armor, none is more deadly than the pugilist. Outside the ring, he wears his bruises and scars as badges of honor. The pugilist knows how and where to strike hard to bring pain to his foe.

FIGHTING STYLE

When you are able to choose a Fighting Style, you can also choose from the following option.

Bare-Knuckled Brawler

You gain the following benefits while you are unarmed:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes to d6 at 7th level, d8 at 15th level, and d10 at 18th level.
- When you use the Attack action to make an unarmed strike on your turn, you can make another unarmed strike as a bonus action.

DUKES UP

Beginning when you choose this archetype at 3rd level, while you are not wearing any armor nor wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.



Pugilist

STING LIKE A BEE

Also at 3rd level, once per turn, when you hit a creature with an unarmed strike, you can set it up for a follow-up strike (no action required). The next time you hit a creature that you set up with an unarmed strike before the end of your turn, you can double that unarmed strike's damage die.

Also at 7th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FLOAT LIKE A BUTTERFLY

Beginning at 7th level, you can take the Dodge action as a bonus action on your turn. You can use this feature two times. When you finish a short or long rest, you regain all expended uses.

FEINTING JAB

Beginning at 10th level, whenever you take the Dodge action, and a creature misses you with a melee attack, you can use your reaction to make one unarmed strike attack with advantage. If the attack hits, you can set it up for a follow-up strike on your next turn.

HARSH TRAINING

Beginning at 15th level, you gain resistance to bludgeoning damage and any damage dealt by a creature you are grappling with. In addition, you ignore the effects of level 1 exhaustion, until you reach level 2 exhaustion.

KNOCKOUT PUNCH

Beginning at 18th level, as an Action you can make a single unarmed strike attack with advantage. If the attack hits, it is a critical hit and the target must succeed as a Constitution saving throw or become stunned until the start of your next turn. The DC for this saving throw is 8 + your proficiency bonus + your Strength modifier or Dexterity modifier (your choice).

If you rolled a natural 20 on your unarmed strike, and the creature fails its saving throw, it instead becomes unconscious until the start of your next turn.

RUCTIONEER

Wherever a fight breaks out for seemingly no reason, a ructioneer is sure to be found grinning. To them violence is art, and they are the graffiti artists of their day. They often hire on as “wasters” and “mixers,” known by their contemporaries and the common folk alike as the best kind of toughs who waste no time in mixing it up. With an abundance of attitude and hard-won (if not downright dirty) ingenuity, ructioneers more often than not come out on top, even if that means ending up lying at the bottom of the pile.

RAW METHODS

Rather than through formulaic instruction, your combat skills developed in unconventional and punishing ways. Beginning when you choose this archetype at 3rd level, you gain proficiency with improvised weapons and in Intimidation. If you are already proficient in Intimidation, you instead gain Expertise in Intimidation, which doubles your proficiency bonus when making Intimidation checks.

In addition, when attacking with a melee weapon that you are proficient with and that lacks the two-handed property, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

SAVAGE INGENUITY

Also at 3rd level, whenever you take the Disarm, Grapple, Help, or Shove action in combat, or use your Action to perform some other underhanded or savage maneuver (GM's discretion), you can use your bonus action to make an attack with an unarmed strike or improvised weapon you are wielding. You can roll a d6 in place of the normal damage of your unarmed strike or improvised weapon for this attack. This damage increases to d8 at 10th level, and d10 at 18th level.

Furthermore, as a bonus action, you may alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage.



Ructioneer

BRUTAL BRAVADO

Starting at 7th level, your overbearing swagger and brutal confidence in combat unnerves your enemies, leaving them rattled. You can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If you slay a creature, score a critical hit, or perform some other impressive combat feat (GM's discretion), you can use your reaction, instead of your action, to frighten someone or to extend this effect on a frightened creature, as above.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

NO GOOD, LOUSY

Starting at 10th level, the galling effect of your behavior leaves foes reeling from your unsuspecting blows. Once per turn, you can deal an extra damage equal to your Savage Ingenuity dice to one creature you hit with an attack if you have advantage on the attack roll, if the creature is frightened or intimidated by you, or if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll.

NOT YOUR MAN

As the mercenary's mercenary, you bring an undeterred swagger and decisiveness of action to every fight that others find hard to handle. Starting at 15th level, when you take damage, you can expend one use of your Indomitable ability to reduce the damage by an amount equal to 1d10 + half your fighter level (rounded up) + your Charisma modifier.

VICIOUS BRAVADO

Starting at 18th level, when you use your Brutal Bravado ability, you may now choose to frighten up to three creatures that you can see within 30 feet of you.

In addition, when you make an attack against a creature that is currently intimidated by you or frightened of you, your attack ignores the target's resistances to your weapon, if any. If the target would not normally have resistance to your weapon, your Savage Ingenuity dice is maximized if it applies to your attack.

MONK

The monk is an ancient vocation for those seeking religious insight or a mystical connection to the universe. There are some, however, who hold to the ancient knowledge of self-perfection. The most conservative monasteries wish to prove the superiority of the human body to any form of technology. Others readily incorporate scientific discoveries and recent medical breakthroughs in order to hone their martial and mental prowess.

Role. True monks are extremely rare throughout Northern Ullera, but boxers, wrestlers, and bare-knuckle brawlers are relatively common. The Federated States of Ullera largely abandoned religion and mysticism early in its history. The unarmed martial arts developed by Ullera are based on the inability of slaves to carry overt weaponry. The Widowman is the pinnacle of this revolutionary style. Rausch has many religious monasteries, but only a secret few train monks in unarmed combat to serve the theocracy when subtlety and piety are paramount. Rhim, and to a lesser extent Gom Shao in Northern Ullera, has a far more mystic approach to monk training which includes meditation, dietary restrictions, and arcane study.

MONASTIC TRADITIONS

Monks in Pure Steam have the following additional Monastic Tradition option.

WAY OF THE WIDOWMAN

Even the most devoted law enforcer has limits. Family life, lust, vices, and emotional scars provide a foundation of inherent weakness that clever crooks can exploit.

Widowmen are Ullera's answer to this inherent flaw in mankind. These monks are trained at the mysterious Drevan Academy in Northeast Keystone. Their official government title is Drevan Adherent, but their aloofness, detachment from societal norms, and lack of family or friends resulted in the commonfolk referring to them as "widowmen," a term which is almost universally used now.

Trained for federal service, widowmen candidates are taken from orphanages before they reach one month of age (supremely patriotic families have been known to give their children to the government to be trained as widowmen).

Widowmen-in-training are chemically sterilized to preclude sexual distractions. They train for decades with the goal of total mental and physical perfection. The result is an individual totally devoted to the State and undeterred by the offerings of society or nature. Widowmen are rare, and are only used by Ulleran officials for the most sensitive cases of espionage and organized crime investigation.

Less than 10% of all candidates become widowmen, and those who wash out of training become dangerous individuals unable to fold into society.

PATH OF THE WIDOWMAN

When you choose this tradition at 3rd level, your special martial arts training leads you to master the art of disarming and pacifying threats. You gain the following benefits.

Pacify Suspect. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be grappled by you.
- It must make a Strength saving throw. If it fails, you force the target to drop one item of your choice that it's holding. The object lands at the target's feet.

Widowman Equipment. You gain a Drevan Adherent's uniform, a widowman baton (see Technology chapter for details), and a Drevan Adherent's badge.

Widowman Weapons. You gain proficiency with improvised weapons, and they are monk weapons for you. You can use a widowman baton or an improvised weapon in place of an unarmed strike when making Flurry of Blows attacks.

Without Temptation. Whenever you make a saving throw against a charm effect, you can spend 1 ki to gain advantage on the saving throw.

SURVEILLANCE

Starting at 6th level, you gain proficiency in Wisdom (Perception) and Intelligence (Investigation). If you are already proficient with either skill, you gain Expertise in those skills, which doubles your proficiency bonus when making checks using that skill. In addition, you can now take the Search action as a bonus action or reaction.

AGGRESSION REDIRECTION

Beginning at 11th level, whenever an attack you are aware of misses you while you benefit from the Dodge action, you may have that attack target another creature within 5 feet of you.

WIDOWMAN LEGAL AUTHORITY

You have the authority to enforce the laws of Ullera, as well as request aid from such authorities, and that status inspires a certain amount of respect and even fear in the populace of that region. People mind their manners in your presence and avoid drawing your attention; they assume you have the right to be wherever you are. Showing your Drevan Adherent's badge gets you an audience with anyone you want to talk to (though it might cause more problems than it solves when you're dealing with incorrigible lawbreakers). If you abuse this privilege, though, you can get in serious trouble with your superiors and even be stripped of your position.

BATTLE CALCULUS

The Drevan Academy teaches that everything is finite—including battle tactics. “Mankind,” the trainers say, “isn't quite as creative as he tells himself.” After years of service, the widowman has seen virtually every martial application, and knows how to counter each and every foe effortlessly.

Beginning at 17th level, when a creature that you can see makes an attack roll, an ability check, or a weapon damage roll, you can use your reaction to spend 2 ki points to subtract 1d10 + your monk level + your Wisdom modifier from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or after the creature rolls its weapon damage. Reducing an attack's damage to 0 causes the attack to miss entirely.



Widowman

PALADIN

Paladins are common throughout Ullera, but few maintain the image of a knight in polished armor astride a white horse. The paladin is not an orator like the chaplain or an artist like the bard, but inspires others with determination, persistence, and a generosity of spirit. Physically, paladins have little in common, but within each is a fiery spirit of determination and virtue that guides them.

Role. Paladins belong to militant and often priestly orders in Rausch and Mazan. Within the Federated States of Ullera, a paladin can be anyone with a vow to fight for, and protect, an ideal. Theocracies invest everything into maintaining the religious order, and paladins of Rausch and Mazan can expect the support of local authorities. Churches in the FSU are sparsely attended and poorly funded. Ulleran paladins often have nothing more than a tin star as a symbol of vocation and rarely receive any support from regional officials. Paladins are usually assigned a territory to patrol. Prophets are missionary paladins of a deity hoping to establish more followers. Prophets hope to gain converts through acts of heroism or strength done in the name of their patron.

RANGER

The ranger has many roles in and out of the wilderness. Besides scouting and hunting, the ranger offers aid and comfort to people living and traveling through rural areas. Most rangers have some training in healing, and local rangers usually take the lead in a search and rescue. A ranger can act as a messenger and guide in areas without telegraph or roads, and is a welcome sight to most homesteaders. In state parks, rangers manage the wildlife, protect tourists, enforce park rules, and watch for fire. In cities and harbors, rangers become pilots, sailors, investigators, exterminators, customs agents, smugglers, and street bosses.

Role. In Ullera the ranger is an extremely flexible class and can be soldiers, civilians, or criminals. Customs and appearance will vary widely depending on race and nation, but rangers can be found anywhere.

RANGER ARCHETYPES

Rangers in Pure Steam have the following additional Ranger Archetype option.

BLOCKADE RUNNER

The blockade runner is skilled at smuggling cargo, people, or information across hostile borders and security checkpoints. Many still pilot boats, while others now

captain airships, augurs, submersibles, or souped-up steam wagons. Most blockade runners own small nimble vehicles able to outrun patrols while others rely on guile or subterfuge to pass through security cordons. The runner's allies consist of a handful of adventurous types that follow their leader based on loyalty and profit.

BONUS PROFICIENCIES

Starting at 3rd level, you gain proficiency in two of the following tools: disguise kit, forgery kit, vehicles (air), vehicles (land), vehicles (water). In addition, you gain proficiency in two of the following skills: Deception, Insight, Intimidation, Perception, Persuasion, or Stealth.

PUBLIC ENEMY

Also at 3rd level, you gain advantage on Charisma ability checks to interact with your favored enemy.

PROFESSIONAL SMUGGLER

By 7th level, you become an expert at smuggling cargo or personnel. As long as a creature has spent a short or long rest with you, it is considered your ally for this ability.

While knowingly smuggling contraband with you, or while knowingly being smuggled by you, your allies gain advantage on ability checks made to avoid detection or to aid in your smuggling attempt. If you or an ally uses the Help action to aid in a smuggling attempt, the ally receiving help may add half of helper's proficiency bonus, rounded down, to a helped ability checks that is made with advantage.

COOL UNDER PRESSURE

Beginning at 11th level, whenever you make a Charisma ability check or tool check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BACKROAD BYPASS

Beginning at 15th level, when traveling through an area or to a location that you're familiar with, the distance you and your allies can cover in a given timeframe, based on your travel pace, is increased by one-and-a-half times. Gathering information on an area and its backroad routes beforehand is sufficient enough to consider you familiar with the area (GM's discretion).

In addition, the chance to come upon humanoid patrols (such as border patrols, law-enforcement personnel, raiding parties, etc.) while traveling through a familiar area is lowered, if you wish to avoid such encounters (GM's discretion).

ROGUE

The rogue defies easy classification, but all rogues are highly skilled and love to take advantage of their foes. Crime comes easy to the rogue, but rogues that want to stay legit can take on nearly any job that requires a measure of coordination and guile. Some agencies follow the maxim, “It takes a thief to catch a thief,” and employ rogues in security and counter espionage operations. Rogues that take firearm training can become excellent snipers. Those who study engineering become expert vehicle pilots.

Role. It’s impossible to pin the rogue down to a specific role in Ullera. With her skill and talent set, little is out of her reach. A rogue can always find an opportunity for theft, spying, and assassination (even for the government). Industrial espionage is a new phenomenon in Northern Ullera, brought on by the rapid advance of science and the fierce competition among Ulleran nations. Atanak is always looking for the latest and greatest, but collecting your pay can be difficult. Assassination is commonplace in Mazan and usually safe from retaliation. In the Federated States of Ullera, a rogue with the right connections can attempt a career as a politician, but usually her past will catch up with her. Blackmail is extremely lucrative in all civilized nations.

ROGUISH ARCHETYPES

Rogues in Pure Steam have the following additional Roguish Archetype options.

CLYDESMAN

As civilization matures and dares to grow upward and outward, there are those who dare to climb. Tumbling with undeniable grace, these daredevils put life and limb on the line in order to reach new heights untouched by common folk. Where others see a sky choked with noxious gas and cloying smoke, these light-footed few see a way to escape the confines of their urban jungle, running free through the peaks and valleys of the cityscape.

These are the so-called airship mules or drifters, the bottom feeders, hooligans—the “clydes” that society has to offer—not always because they hail from such circles, but because they are the only ones dumb enough to risk life and limb to take on the dangerous jobs; to traverse locales others fear or deem impractical to tread, just to get the job done.

TRAVERSING THE WORKS

Starting at 3rd level, when you use the Dash action, climbing and moving through difficult terrain doesn’t cost you extra movement on that turn.

When jumping you only need to move at least 5 feet immediately before making a running jump, and the distance and height cleared of your jump can be determined by your Dexterity, instead of Strength.

You can use your reaction when you fall to reduce any

falling damage you take by an amount equal to three times your rogue level.

At 9th level, you gain the ability to move along vertical surfaces on your turn without falling during the move.

DEADLY MOMENTUM

Starting at 9th level, when you hit with a weapon attack during the same turn you’ve taken the Dash, Disengage, or Tumble actions, and you don’t have disadvantage on your attack, you can deal Sneak Attack damage even if you didn’t have advantage on your attack roll. All the other rules for Sneak Attack still apply to you.

NEVER OUT OF REACH

Starting at 13th level, you gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made during your movement, as long as you’ve moved at least 5 feet before making the check.

HARD KNOCKS

Life on the fringes of society teaches a you that, in order to survive, you must learn from your mistakes and past experiences. Starting at 17th level, when you don’t meet or exceed the DC of a saving throw or ability check, you may add your Wisdom modifier (minimum +1) on your next saving throw or ability check.



Clydesman



GREASE RAT

Grease rats are at home amongst gears and tools. Never acquiring formal schooling, they learn the language of repair by trial-and-error. In a pinch, none is better than he to keep a damaged device limping along. Grease rats tend to have a variety of skills; sometimes these skills are similar to an engineer's, but a grease rat's forte is repair done in the heat of action, when there is little time to craft a formal solution to a technical problem. Dirty, blistered hands and a sense of adrenaline set the grease rat apart from other mechanical savants.

CRACK MECHANIC

Starting at 3rd level, you are proficient with tinker's tools and you also gain a set of those tools for free as a result of the tinkering you've done to hone your skills. You can select tinker's tools when you gain the Expertise ability at 6th level.

In addition, by spending a short rest or long rest with a non-magical object, construct creature, or vehicle, you can make repairs with your tinker's tools. These repairs mend objects as per the *mending* spell, and heal 1d10 + half your rogue level (round down) hit points to a single construct creature or vehicle (1d10 + your full rogue level, after a long rest).

DEMOLISHER

Starting at 3rd level, you can now use a light hammer or a mace to deal Sneak Attack damage. In addition, when attacking an object or vehicle using a weapon, your weapon deals an extra amount of damage equal to half your Sneak Attack dice (rounded down).

JURY-RIG

Starting at 9th level, you can use the bonus action granted by your Cunning Action to use your tinker's tools to disarm a trap or device, use your tinker's tools to temporarily return functionality to a broken object or part of a vehicle for 1 minute, or take the Use an Object action.

IMPROVED DEMOLISHER

Beginning at 13th level, you now deal your Demolisher extra damage to construct creatures, even if you don't have advantage on your attack or an ally within 5 feet of your target, and as long as you don't have disadvantage on your attack. Against construct creatures, your Demolisher damage stacks with your Sneak Attack damage. All the other rules for Sneak Attack still apply to you.

WITH MY EYES CLOSED

Starting at 17th level, you can use your tinker's tools even when you can't see, you never have disadvantage on checks made using your tinker's tools, and whenever you make a check with your tinker's tools, you can treat a d20 roll of 9 or lower as a 10.

MOONSHINER

Ostensibly for the good of the people, most centralized governments of the day heavily regulate commerce and science. Some of the most explicit restrictions are placed on mind- and body-altering liquids. Ulleran hillfolk have rebellion in their bones, however, and many make it their business to distill and deliver the goods to anyone who wants a taste—free of taxes and pesky ingredient guidelines.

Using hand scrawled recipes and unorthodox methods, moonshiners create wondrous effects in the form of potent liquids which affect the imbiber. Years of 'taste-testing' allow the moonshiner to metabolize and employ their brew in interesting ways. They get their name by largely employing their craft 'by the light of the moon' to avoid legal entanglements. Harmonia is home to the majority of moonshiners, but anywhere the law restricts the imbibed substances, a moonshiner is sure to be close.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in Nature and Survival, and brewer's supplies and you also gain a set of brewer's supplies for free as a result of the brewing you've done to hone your skills. You can select brewer's supplies when you gain the Expertise ability at 6th level.



Grease Rat

GOOD FOR WHAT AILS YOU

Starting at 3rd level, you gain the ability cast spells through your moonshine.

Spell Slots. The Moonshiner Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots are; all of your spell slots are the same level. To cast one of your moonshiner spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *cure wounds*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Casting Moonshiner Spells. Moonshiner spells do not have verbal, somatic, or material components. You must imbibe or administer alcohol, also your spellcasting focus (see below), in order to cast a moonshiner spell on a target. Imbibing or administering the alcohol is part of the action to cast the spell.

Spells Known. At 1st level, you know the cantrips *friends*, *guidance*, *resistance*, and *true strike*, and two 1st-level spells of your choice from the moonshiner spell list. The Spells Known column of the Moonshiner Spellcasting table shows when you learn more moonshiner spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Additionally, when you gain a level in this class, you can choose one of the moonshiner spells you know and replace it with another spell from the moonshiner spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your moonshiner spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

Spellcasting Focus. You must use alcohol as a spellcasting focus for your moonshiner spells.

TEMPERED RESILIENCE

Starting at 9th level, you gain proficiency in Constitution saving throws.

BANJAX

Beginning at 13th level, whenever you deal the extra damage from Sneak Attack, and you have a hand free, as a bonus action you can smash a container of moonshine into the face of your foe. As long as the target creature could become intoxicated by consuming alcohol (GM discretion), it must succeed at a Constitution saving throw or be blinded and stunned until the start of your next turn. The DC for this saving throw is 8 + your proficiency bonus + your Intelligence modifier.

STAGGERING STUPOR

Beginning at 17th level, whenever you take the Dash or Disengage actions, you gain the benefit of the Dodge action.

MOONSHINER SPELLCASTING

Level	Spells Known	Spell Slots	Slot Level
3rd	2	2	1st
4th	3	2	1st
5th	4	2	2nd
6th	5	2	2nd
7th	6	2	2nd
8th	7	2	2nd
9th	8	2	3rd
10th	9	2	3rd
11th	10	2	3rd
12th	10	3	3rd
13th	11	3	4th
14th	11	3	4th
15th	12	3	4th
16th	12	3	4th
17th	13	4	5th
18th	13	4	5th
19th	14	4	5th
20th	14	4	5th

MOONSHINER SPELLS

Spell Level Spells

1st	<i>comprehend languages</i> , <i>cure wounds</i> , <i>bless</i> (single target), <i>false life</i> , <i>heroism</i> , <i>longstrider</i> , <i>speak with animals</i>
2nd	<i>darkvision</i> , <i>dragon's breath</i> , <i>enhance ability</i> , <i>lesser restoration</i> , <i>locate object</i> , <i>protection from poison</i> , <i>see invisibility</i>
3rd	<i>haste</i> , <i>protection from energy</i> , <i>speak with plants</i> , <i>tongues</i>
4th	<i>death ward</i> , <i>freedom of movement</i> , <i>locate creature</i>
5th	<i>modify memory</i> , <i>skill empowerment</i>

SORCERER

Unlike wizards, sorcerers are born with magic and need training only to direct it. Nations that embrace magic have various methods of training mages including academies, tutors, guilds, and apprenticeships. Because of its history, Ullera discourages the practice of magic and prefers to rely on technology that better fits with its ideology of universal legal equality and democratically elected government.

Role. Ullera is a federation that fought its way to freedom from the Dominion. Magic was used extensively to enslave the population and crush rebellions. It was magic that allowed the few to rule the many, and in



reaction to this most Ullerans detest magic and are suspicious of any creature that uses it, outside a chaplain. Despite this sorcerers are born in Ullera every day. Most will travel to foreign nations to gain control of their birthright, but secretive cabals exist throughout Ullera. The use of magic without a license is illegal in Ullera and any type of magical assault or deceit incurs stiff penalties.

WARLOCK

Unlike other spellcasters, a warlock deliberately seeks out a supernatural power and strikes a deal with it for supernatural abilities. Warlocks are usually reviled by most nations and are actively hunted down in Rausch. The warlock may be the easiest route to magical power, but most see it as the most perilous to the soul.

Role. Warlocks are what most Ullerans think of when spellcasters are discussed. Because a warlock does not need arcane books, training, or birth magic, anyone so motivated can become a warlock. Most Ulleran warlocks are people seeking revenge on a community, family, or the government, giving the pursuit a terrible reputation. Evil warlocks use the power given to them through a pact to inflict harm and terrorize others; good warlocks covertly help others with healing and good works. No publically-open warlock has ever been given a license to practice magic legally in Ullera.

WIZARD

The wizard relies on spell tomes and a systematic understanding of magic that requires an infrastructure of arcane academies and spell libraries to excel. Wizards and magi are common in the lands of Rhim and the elven nation of Gom Shao in Northern Ullera. Due to the suffering inflicted on the citizens of Ullera by the Dominion, all forms of magic are illegal without a casting license. Rausch forbids all forms of magic not sanctioned by the church. Mazan has far more sorcerers and warlocks than wizards. Atanak has a mixture of stolen magic and relics taken from all the races complementing its traditional adepts.

Role. Occasionally, someone will stumble across a grimoire or apprentice wizard's book in some dusty attic or forgotten library. With more enthusiasm than sense they start down the road of a self-taught wizard. The other option within the borders of Ullera is to join a cabal. The cabal will provide you with the tutorship and a casting license, but in exchange you must perform tasks given to you by the cabal leader. Often these cabals are supported by politicians, industrialists, and antiquarians. Wizards who misuse their license may have it revoked and end up being hunted by the cabal.

NEW CLASSES

These new classes inhabit the world of Pure Steam.

CHAPLAIN

At the center of social movements, from foundings to wars and reconciliation, chaplains are gifted with no small amount of magical ability and special training to ensure those social movements never end.

Role. Unlike other divine casters, chaplains as a secular chapter draw divine energy from the well being and vibrancy (socially) of the community they counsel.

The chaplain class is presented in greater detail on the following pages.

GEARHEAD

Charged with shepherding the technological growth of a nation, gearheads come armed with a bevy of wondrous technological devices, the likes of which rival anything found in the supernatural realm.

Role. Gearheads are inveterate inventors that build prototype contraptions in multiple fields of science and just might have the device to deny eminent disaster.

The gearhead class is presented in greater detail later in this chapter.



Magistrate's Chaplain

CHAPLAIN

A kindly meddler, sometime rabble rouser, and full time wondermaker who can be seen as a stalwart or a bit of a swindler. They belong to many schools of thought that coalesce into chapters working to perfect the soci etas, a worldview and gateway to a form of divine magic lying unawakened in the ebb and flow of community. People view their magic as modern day sorcery, having no knowledge of the soci etas, the ingredients of which are found in the very people themselves.

THE POWER OF SOCIETY

Your mysterious gifts are unlocked by your influence and standing in society. People believe in them because they hold such a foundational place in society. People would have to struggle against the idea of society to take away the chaplain's power, or else society would have to vanish altogether.

As defenders (or usurpers) of the status quo, chaplains are armed with an understanding of both the material world and the people and behaviors who vie for control over it. Chaplains are comfortable mentors, whether serving the poor as instructors, the sick as doctors, or the rich as administrators. They often start as scholars or scientists whose discipline takes them into the field because no one else is capable enough to carry out their mandates. They work well as leaders, but are more comfortable advising whoever is in charge, ever willing to step into the spotlight when their services are the only answer to the apparent problems.

CHAPTER REPRESENTATIVES

Chaplains belong to dedicated chapters that espouse their own doctrine and methodology. Trefoil Laurels, by federal sponsorship, seek to mitigate suffering through medicine and are known as activists for ecological study and in staunching the effects of war. Gatekeepers belong to a fraternal agency of professionals that serve as arbitrators and lobbyists to the public, though their secret agendas are rarely up for appeal. Magistrates, all graduates of a prestigious private university, protect society from itself as investigators who examine, predict, and protect against society's failures and atrocities. No confirmed chaplain chapters exist outside of Ullera.

CREATING A CHAPLAIN

When creating a Chaplain, it is important to think about exactly what role in society your character is going to play. Because chaplains draw from soci etas, it's important to consider whether you view this source of power as a boon that you are fortunate to receive, or a well of secret

knowledge you can manipulate. Consider that the chapters vary from community minded healers to cloak-and-dagger spies. Have a discussion with your GM about your level of involvement with the chapter, including how you represent them, possible contacts, and duties you must carry out.

QUICK BUILD

You can make a chaplain quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the folk hero background. Third, choose the *friends* and *thaumaturgy* cantrips, along with the following 1st-level spells: *command* and *healing word*.

CLASS FEATURES

As a chaplain, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per chaplain level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per chaplain level after 1st



Laurels Chaplain

THE CHAPLAIN

Level	Proficiency		Cantrips Known	Spells		Elocutions	
	Bonus	Special		Known	Spell Slots	Slot Level	Known
1st	+2	Chaplain Chapter, Gravitas (d6), Soci Etas	3	2	1	1st	---
2nd	+2	Elocutions, Rumor Mill	3	3	2	1st	2
3rd	+2	Projection	3	4	2	2nd	2
4th	+2	Ability Score Improvement	4	5	2	2nd	2
5th	+3	Gravitas (d8), Resilient Persona	4	6	2	3rd	3
6th	+3	Chaplain Chapter feature	4	7	2	3rd	3
7th	+3	---	4	8	2	4th	4
8th	+3	Ability Score Improvement	4	9	2	4th	4
9th	+4	---	4	10	2	5th	5
10th	+4	Chaplain Chapter feature, Gravitas (d10)	5	10	2	5th	5
11th	+4	Soci Secret (6th)	5	11	3	5th	5
12th	+4	Ability Score Improvement	5	11	3	5th	6
13th	+5	Soci Secret (7th)	5	12	3	5th	6
14th	+5	Chaplain Chapter feature	5	12	3	5th	6
15th	+5	Gravitas (d12), Soci Secret (8th)	5	13	3	5th	7
16th	+5	Ability Score Improvement	5	13	3	5th	7
17th	+6	Soci Secret (9th)	5	14	4	5th	7
18th	+6	---	5	14	4	5th	8
19th	+6	Ability Score Improvement	5	15	4	5th	8
20th	+6	Superior Gravitas	5	15	4	5th	8

PROFICIENCIES

Armor: Light armor

Weapons: Daggers, darts, slings, quarterstaves, light crossbows, light hammer

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Deception, History, Insight, Intimidation, Investigation, Perception, and Persuasion

Languages: Two of your choice

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a diplomat's pack or (b) a scholar's pack or (c) an explorer's pack
- (a) a dagger and a light crossbow with 20 bolts or (b) a quarterstaff and a sling with 20 sling bullets
- Padded armor, a signet ring of your chapter, and legal documentation that permits your use of magic

CHAPLAIN CHAPTER

You've dedicated yourself to doctrine and methodologies of a chaplain chapter. Choose from the Trefoil Laurels, the Gatekeepers, the Magistrates, or The Network, all detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level. It also grants additional benefits at 6th, 10th, and 14th level.

GRAVITAS

Your voice and personality carry so much power and extraordinary authority that you can bolster or weaken a creature's resolve with a single utterance. This power is represented with a Gravitas die, a d6. To focus this power, choose one creature other than yourself within 60 feet of you who can hear you and that you can see, and then choose one of the options below.

Inspire. As a bonus action, you give that creature one Gravitas die. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use

the Gravitas die, but must decide before the GM says whether the roll succeeds or fails. Once the Gravitas die is rolled, it is lost. A creature can have only one Gravitas die at a time.

Intervene. When the creature makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Gravitas, rolling the Gravitas die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Gravitas die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

SOCI ETAS

Drawing on the divine essence of the soci etas, the power of society and community itself, you can cast spells to alter the wills, minds, and hearts of others. See below for the chaplain spell list.

CANTRIPS

You know *vicious mockery* and two cantrips of your choice from the chaplain spell list. You learn additional chaplain cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Chaplain table.

SPELL SLOTS

The Chaplain table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your chaplain spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *healing word*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the chaplain spell list.

The Spells Known column of the Chaplain table shows when you learn more chaplain spells of your choice of 1st level and higher. A spell you choose must be of a

level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new chaplain spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the chaplain spells you know and replace it with another spell from the chaplain spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your chaplain spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a chaplain spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use your voice as a spellcasting focus for your chaplain spells.

RUMOR MILL

As a perennial busybody and community spokesperson, you and the circles you run in become storehouses for disparate bits of information. Beginning at 2nd level, you add half your proficiency bonus (round up) on Intelligence and Charisma ability checks you make to recall or discover information that doesn't already use your proficiency bonus. If you can't seem to recall a bit of information, you typically know who can, or where to discover the information.

ELOCUTION TALENTS

During your time channeling the soci etas, you learn techniques of articulation and nuanced pronunciation that allow you to better control how your personality affects those around you. At 2nd level, you gain two elocutions of your choice. Your elocutions options are detailed at the end of the class description. When you gain certain chaplain levels, you gain additional elocutions of your choice, as shown in the Elocutions Known column of the Chaplain table.

Additionally, when you gain a level in this class, you can choose one of the elocutions you know and replace it with another elocutions that you could learn at that level.

PROJECTION

Starting at 3rd level, you gain the ability to focus the soci etas to project your force of personality. When you cast a chaplain spell that has a range of 5 feet or greater, you can expend one use of your Gravitas to double the range of the spell. When you cast a chaplain spell that has a range of touch, you can expend one use of your Gravitas to make the range of the spell 30 feet.

RESILIENT PERSONA

Beginning when you reach 5th level, you regain all of your expended uses of Gravitas when you finish a short or long rest.

SOCI SECRET

Starting at 11th level, your connection to the soci etas brings about a revelation in its magical nature. Choose one 6th-level spell from the chaplain spell list as this secret.

You can cast your secret spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more chaplain spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Soci Secret when you finish a long rest.

SUPERIOR GRAVITAS

At 20th level, when you roll initiative and have no uses of Gravitas left, you regain one use.

CHAPTERS

Each chaplain is pledged to a chapter, a large organization that operates within Ullera to serve specific functions or work toward a set of goals. The chapter you choose will play a large role in how your skills are utilized and how your abilities will develop. Each chapter grants access to different spells and abilities, and gives direction on how a chaplain is supposed to function while out in society at large.

GATEKEEPERS

Easily the most secretive non-governmental agency in Ullera, the Gatekeepers allow only wealthy males to join, strictly by invitation. No nonmember has ever stepped foot in one of their temples, thanks to their devotion to security and privacy. Nearly every Ulleran settlement with at least 5,000 citizens has a Gatekeepers Temple. The uninitiated make up stories about the goings-on during the group's meetings, which are only held during celestial events (new

moon, eclipses, etc.). One thing is clear: the Gatekeepers have an unnatural way to toy with the psyches of others.

This is evident in their habitual securing of lopsided business deals, winning elections by landslides, and charming juries. The ultimate goal of the organization is complete influence over the nations through curious means. Members study the stars, history, religion, and current events in order to find patterns and opportunities. As a result, a gatekeeper's governing philosophy is a mishmash of the most appealing (and seemingly effective) aspects of at least a dozen ideologies.

Chaplains of this order are dispatched to silence opposition, or dispose of it. Gatekeepers are aware of the rumors surrounding their ilk, and know how to use them to unnerve others in conversation and combat, always manipulating others to further the goals of the order, rarely leaving a trace of the order's involvement. It's no coincidence folks who publicly criticize the organization soon confess to crime, leave town, or commit suicide.

EXPANDED SPELL LIST

As a chaplain of the Gatekeepers, you may choose from an expanded list of spells when you learn a chaplain spell. The following spells are added to the chaplain spell list for you.

GATEKEEPERS EXPANDED SPELLS

Spell Level	Spells
1st	<i>hex, witch bolt</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>bestow curse, hunger of the void</i>
4th	<i>banishment, phantasmal killer</i>
5th	<i>modify memory, seeming</i>

DARK STUDIES

Starting at 1st level, you gain proficiency in Arcane, History, and Religion.

VILE RHETORIC

Starting at 1st level, you learn the *message* cantrip and it does not count against your number of cantrips known. When you cast *message* on a creature you can force the recipient of the message to make a Wisdom saving throw against your chaplain spell DC or suffer 1d8 psychic damage. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

In addition, when you use Gravitas to intervene on a creature's roll, that creature takes an amount of psychic damage equal to your Gravitas die result.

DARK GRIMOIRE

Starting at 6th level, you've gained access to the inner circle of the Gatekeepers and have gained access to one of its ancient tomes of secrets. When you gain this feature, choose three cantrips from any class's spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known.

In addition, choose two spells of 3rd-level or lower that have the ritual tag from any class's spell list. The spells appear in the book, become chaplain spells for you, and don't count against the number of spells you know. With your dark grimoire in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also now cast chaplain spells you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your dark grimoire. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your chaplain level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 dollars for the rare inks needed to inscribe it.

If you lose your dark grimoire, you can perform a 1-hour ceremony to receive a replacement from your chapter. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

LOOMING RECITATION

Starting at 10th level, if a creature is frightened of you, its speed is reduced by half while within 30 feet of you, and that creature takes psychic damage equal to half your chaplain level if it starts its turn there.

At 14th level, the frightened creature's speed is reduced to 0.

CURSE OF THE DARK GATE

Starting at 14th level, you've learned an ancient curse, taught only to those Gatekeepers of the inner circle, that is said to be able to cast the mind of any being into madness. As an action, you can force one creature within 90 feet of you that can hear you and understand a language to make a Wisdom saving throw against your chaplain spell DC. On a failure, the creature is charmed by you and also confused as per the confusion spell for 1 minute, or until it saves. You do not need to maintain your concentration for this charm to persist. While charmed in this way, if the creature would ever act normally, you can command the creature to instead act as per the crown of madness spell.

If the creature succeeds on its saving throw, it is stunned until the end of its next turn, as it struggles physically and mentally to fight off the curse.

Once you utter this curse, you cannot do so again until you finish a long rest.

TREFOIL LAURELS

Created during the Abolition War to provide battlefield aid to wounded freedom fighters, the Trefoil Laurels is a chapter devoted to "eradicating suffering and furthering the healing sciences." It got its name from a three-leaved tree common to Harmonia and Sunderland whose roots were used for herbal healing. Today Laurels chaplains can be found on research expeditions the world over, collecting and cataloging herbs and minerals. They also often accompany Federation troops in excursions, erecting aid camps for all affected by combat.

EXPANDED SPELL LIST

As a chaplain of the Trefoil Laurels, you may choose from an expanded list of spells when you learn a chaplain spell. The following spells are added to the chaplain spell list for you.

TREFOIL LAURELS EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect poison and disease, longstrider</i>
2nd	<i>lesser restoration, protection from poison</i>
3rd	<i>remove curse, revivify</i>
4th	<i>aura of purity, death ward</i>
5th	<i>greater restoration, raise dead</i>

PHYSICIAN

Starting at 1st level, you gain proficiency in Medicine and healer's kits, and you gain a healer's kit from your chapter. Lastly, while under your care, any creature that spends one or more Hit Die to recover hit points during a short rest can't roll below your Wisdom modifier.

ALLAY INJURIES

Starting at 6th level, you can use your medical knowledge and methods to help treat your wounded allies during a short rest. If you spend the majority of a short rest treating the injuries and spirits of your allies, each friendly creature you interact with regain 1d8 hit points at the end of the short rest.

The regained hit points increase when you reach certain levels in this class: to 1d10 at 10th level and to 1d12 at 14th level.

VACCINE DISCOVERY

Starting at 10th level, during a long rest, you can use a healer's kit to attempt to cure a creature of a disease. The DC of this check is equal to the save DC of the disease. If you succeed, that creature becomes immune to that

disease. For any disease you cure in this way, you can create a vaccine for. It takes one long rest and \$250 to create a vaccine. A created vaccine is then good for 1 month, and its immunity effect lasts for 1 year.

TREFOIL PANACEA

Starting at 14th level, you may spend a long rest to brew a special remedy called a ‘trefoil panacea’ that lasts for 6 hours. The material cost for a trefoil panacea is \$500.

As an action, you can either consume or administer the remedy to a creature. Doing so removes all curses, diseases, and poisons affecting the imbiber. The imbiber also regains all its hit points. You cannot brew another trefoil panacea until after you finish another long rest.

THE MAGISTRATES

Founded in Brickton, graduates of Magister’s Road go on to take up rank as chaplains of the Magistracy. Magistrates, as they are called, view the world as spiraling into violence and chaos if not for the efforts of “the offices of man,” which they are taught keeps society in check. Whereas some chaplains see nature as their companion, magistrates see it as a resource to be tamed, never forsaking the advances of modernity as that would leave too many people vulnerable and unprotected. To these ends, they are trained as criminal investigators and social chameleons who form powerful connections and use smart investing to ensure that they can meet their tasks at hand.

EXPANDED SPELL LIST

As a chaplain of the Magistracy, you may choose from an expanded list of spells when you learn a chaplain spell. The following spells are added to the chaplain spell list for you.

MAGISTRATES EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect magic, detect poison and disease</i>
2nd	<i>detect thoughts, locate object</i>
3rd	<i>clairvoyance, nondetection</i>
4th	<i>arcane eye, locate creature</i>
5th	<i>legend lore</i>

STUDIED SURGEON

Starting at 1st level, you gain proficiency in Investigation and Medicine, as well as the physician’s kit, and you gain a physician’s kit from your chapter. Additionally, you may make Intelligence (Medicine) checks instead of Wisdom (Medicine) checks.

AUTOPSY

Starting at 6th level, during a short or long rest, you can spend at least 10 minutes with a corpse to medically examine it. At the end of the 10 minute examination, you glean five pieces of information. The information gleaned could come from the following list: when the target died (time of death), how the creature died (the wounds it sustained recently and what attack reduced it to 0 hit points), where it died (if different from where it was found), where it resided in the last month or so, what it last ate, its creature type (including race, age, and gender), its senses, its movement speeds and types, its damage vulnerabilities, its damage resistances, its damage immunities, or its condition immunities. Afterward, at any time should you encounter remains or evidence you suspect may be connected to the corpse previously examined, you may make a Intelligence (Investigation) check with advantage to determine if there’s a connection between the two instances, at the GM’s discretion.

EIDETIC MEMORY

Starting at 10th level, you can accurately recall anything you have seen or heard within the past month. In addition, whenever you make an Intelligence ability check, you can treat a d20 roll of 9 or lower as a 10.

ROAD’S SCHOLAR

Starting at 14th level, a magistrate has attained the honor of “Road’s Scholar”. This provides the chaplain with a couple new advantages.

First, you are obligated to pay \$100 dollars in monthly dues and spend one week a month teaching at an annex to gain access to the Scholar’s Fund. If you miss payments, you must make up back dues to remain in the chapter’s good graces. Thereafter, once per level, you may draw on the fund, requesting up to \$5,000 dollars in credited grant money toward your endeavors. The funds are made available one week after the request has been placed. These funds need not be taken at every level, and funds not taken at one level rollover into subsequent uses at later levels.

Second, starting with this level and every even-numbered level after, you make a new professional, trustworthy, and reliable ally to include in your ring of “informants.”

THE NETWORK

The Network refers to a loose, unofficial ring of masters of espionage across Northern Ullera. Known in the vernacular as “cloaks,” individual members of the order may be spies for hire, agents of sedition, or powerful political puppeteers. Business enterprises at times employ the Network to sow

unpopular rumors of a rival, or to gather information about competitors. Network chaplains are masters of subterfuge, as their success relies largely on their marks' ignorance of their motives. By appearing as a trusted individual, the cloak pulls the strings with impunity.

EXPANDED SPELL LIST

As a chaplain of the Network, you may choose from an expanded list of spells when you learn a chaplain spell. The following spells are added to the chaplain spell list for you.

THE NETWORK EXPANDED SPELLS

Spell Level	Spells
1st	<i>disguise self, illusory script</i>
2nd	<i>detect thoughts, invisibility</i>
3rd	<i>feign death, nondetection</i>
4th	<i>freedom of movement, greater invisibility</i>
5th	<i>far step, modify memory</i>

SUBVERSIVE

Starting at 1st level, you gain proficiency in Sleight of Hand and Stealth, as well as disguise kits, and you gain a disguise kit from your chapter.

CUNNING

Starting at 6th level, whenever you make an ability check that includes your proficiency bonus, you may expend one of your uses of Gravitas, roll a Gravitas die and add the result to your ability check. You can choose to use this feature after you make your roll, but before the GM determines whether the ability check succeeds or fails.

BEGUILING SUBTEXT

Starting at 10th level, you can choose to lace your words with enchantment. After conversing with a creature for at least 1 minute, you can cast an enchantment chaplain spell with a casting time of 1 action without any somatic, verbal, or material components, completely undetectable by witnesses not trained in Arcana. Witnesses trained in Arcana can attempt an Intelligence (Arcana) check opposed by your Charisma (Deception) check to detect whether you are casting a spell. A spell with a material component with a cost listed in the spell's description cannot be cast in this way.

SILVER TONGUE

Starting at 14th level, you gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm one or more

creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your chaplain spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

ELOCUTIONS

These chaplain elocutions are presented in alphabetical order. If an elocution has prerequisites, you must meet them to learn it. You can learn the elocution at the same time that you meet its prerequisites.

AVERT AGGRESSION

You can cast *mage armor* on yourself at will, without expending a chaplain spell slot. By expending one use of Gravitas, you can cast *sanctuary* without expending a chaplain spell slot.

CHAPTER ACOLYTE

Prerequisite: 5th level

You can expend a use of your Gravitas to cast a 1st-level chapter spell from your Chapter without expending a spell slot. These spells are always cast as a 1st-level spell, and you don't need to know your 1st-level chapter spells to be able to cast them in this way.

CONFOUNDING WORD

Prerequisite: 7th level

You can expend one use of Gravitas to cast *confusion* as a 4th-level spell without using a chaplain spell slot.

DECLAMATION

Prerequisite: 5th level

You gain the ability to use words of power to disrupt mind-influencing effects. As an action, you can start an oration that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The oration ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

DEMAND SILENCE

Prerequisite: 5th level

You can cast *silence* once using a chaplain spell slot. You can't do so again until you finish a long rest.

EXTRAORDINARY EMPATHY

You can expend one use of Gravitas to cast *healing word* as a 1st-level spell without expending a chaplain spell slot. You can cast this spell as a 2nd-level spell at 7th level, and a 3rd-level spell at 15th level.

FOMENT HESITATION

Prerequisite: 5th level

You can cast *slow* once using a chaplain spell slot. You can't do so again until you finish a long rest.

INSPIRE ALACRITY

Prerequisite: 5th level

You can cast *haste* once using a chaplain spell slot. You can't do so again until you finish a long rest.

INSTILL CONFIDENCE

You can expend one use of Gravitas to cast *bless* as a 1st-level spell without expending a chaplain spell slot. You can cast this spell as a 2nd-level spell at 7th level, and a 3rd-level spell at 15th level.

LINGUISTIC STUDIES

You learn to read, write, and speak two languages of your choice.

MEDIATE

Prerequisite: 5th level

You can expend one use of Gravitas to cast *calm emotions* without expending a chaplain spell slot. You can't do so again until you finish a long rest.

PROBING CONVERSATIONALIST

Prerequisite: 15th level

When you are engaged in mutual and intelligible conversation with a creature for at least 1 minute, you can force that creature to make a Wisdom saving throw against your chaplain spell DC. On a failure, you're able to deeply probe the creature's mind, as if you had cast *detect thoughts*, for as long as your conversation continues, to a maximum duration of 10 minutes.

Throughout the rest of the conversation, the creature mentally reveals to you its secrets, as long as they somewhat relate to the current topic of discussion. If the creature succeeds on its saving throw, it vaguely realizes that you are trying to manipulate it, and you cannot use this feature on that creature again for 24 hours. A creature that is immune to charm is also immune to this feature.

SHARP TONGUE

When you deal damage with the *vicious mockery* cantrip, you add your Charisma modifier to the damage it deals.

SOCIAL EMPATHY

You gain proficiency in Insight, if you don't already have it, and you can make Charisma (Insight) checks to glean clues from body language, speech habits, and changes in mannerisms. In addition, when your *friends* spell ends, the creature no longer realizes that you used magic to influence its mood.

SOCI SENSITIVITY

Prerequisite: 7th level

You can use your action to focus your senses to the persona energies of creatures in the region around you. For 1 minute, you can sense whether creatures with an Intelligence score of 3 or higher are present within 1,000 feet of you. This feature doesn't reveal the creatures' location or number, but with another action you can narrow your focus to only 120 feet around. Within this narrowed range, your senses reveal the different types of creatures within range and their general emotional state.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

SOW DOUBT

You can expend one use of Gravitas to cast *bane* as a 1st-level spell without expending a chaplain spell slot. You can cast this spell as a 2nd-level spell at 7th level, and a 3rd-level spell at 15th level.

STEADY AFFECT

Prerequisite: 9th level

You can't be charmed or frightened.

SURGE OF CONFIDENCE

Prerequisite: 9th level

When an ally uses your Gravitas die on a roll, they also gain a number of temporary hit points equal to twice their Gravitas die result. These temporary hit points lasts for 1 minute.

TRUE SPEECH

Prerequisite: 12th level

You learn to touch the persona-energy of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

WORD OF AUTHORITY

You can expend one use of Gravitas to cast *command* as a 1st-level spell without expending a chaplain spell slot. You can cast this spell as a 2nd-level spell at 7th level, and a 3rd-level spell at 15th level.

CHAPLAIN SPELLS

CANTRIPS (0 LEVEL)

Friends
Guidance
Message
Resistance
Thaumaturgy
Thunderclap
True Strike
Word of Radiance

1ST LEVEL

Animal Friendship
Bane
Bless
Cause Fear
Ceremony
Charm Person
Command
Compelled Duel
Comprehend Languages
Dissonant Whispers
Expeditious Retreat
Healing Word
Heroism
Hideous Laughter
Shield of Faith
Sleep
Thunderwave

2ND LEVEL

Aid
Calm Emotions
Crown of Madness
Enhance Ability
Enthrall
Hold Person
Prayer of Healing
Shatter
Suggestion
Zone of Truth

3RD LEVEL

Aura of Vitality
Beacon of Hope
Catnap
Counterspell
Crusader's Mantle
Dispel Magic
Enemies Abound

Fear
Mass Healing Word
Sending
Tongues

4TH LEVEL

Banishment
Charm Monster
Compulsion
Confusion
Dominate Beast
Freedom of Movement

5TH LEVEL

Antilife Shell
Dominate Person
Geas
Hold Monster
Modify Memory
Skill Empowerment
Synaptic Static

6TH LEVEL

Eyebite
Heroes' Feast
Mass Suggestion
Irresistible Dance
Word of Recall

7TH LEVEL

Divine Word
Power Word Pain

8TH LEVEL

Antipathy/Sympathy
Dominate Monster
Feeblemind
Glibness
Mindblank
Power Word Stun

9TH LEVEL

Foresight
Power Word Heal
Power Word Kill
Psychic Scream

Behind me, the door slammed open as Speaks' s black-vested henchfellow burst his way into the room, double-barreled hand cannon on display. Speaks finished his command phrase and the hidden joints and gears of the standing clock in the corner all clicked and fell into position at once, revealing itself to be a fully functioning automaton. And in virtually no time at all, the odds were against me.

Sped from my mouth at the henchfellow, my voice laden with the weight of the soci etas—the power of compulsion beckoned by all chaplains—I recited, “The will of the one wins out against none!”

The henchfellow's eyes flew wide, conflicted as he was, and I watched as his steady sim on my head wavered before his gun discharged. I blinked at the blast of both barrels unloading, one bullet flying well wide of the mark, while the other tore a path past the left side of my face. Both projectiles were pushed more outwardly from my body by the electromagnetic wiring in the high collar dickey that I wore, though one grazed flesh from my earlobe.

I saw the henchfellow's body weight shift and realized he was about to drop his firearm and bull rush me. Preying upon his low propriety among henchfellows, I called upon the deep reservoir of “social magic” given my station and instructed him thusly, “Your weapon is dry, seek safety below.”

The henchfellow's brow wrinkled profoundly then he turned to flee out the door.

Timing his turn and measuring the placement of his foot, I took a severed-hand-filled jar from the shelf beside me and rolled it to the spot I had mentally marked on the floor. The henchfellow's heel landed on the curved face of the glass vessel as it rolled and his body pitched forward. Lucky I was—to say the least—that my foe did not possess the means to best gravity, or the effect that it had on his considerable bulk, bouncing and thumping down the stairs.

— On His Magistraste's Public Inquest



GEARHEAD

The Age of Enlightenment saw a surge of interest in using science to answer questions that can't be answered through spiritualism or superstition. This new wave of scientists seeks to explain the previously unexplainable through rational means. They demonstrate their explanations through reliable demonstrations of natural phenomena that can be replicated time and time again. Gearheads take their experimentation to the next level, finding ways to use natural elemental energies to create intricate machines of surprising power.

SCIENCE!

The gearhead specializes in applied science and uses esoteric formulas and theories developed in laboratories to create extraordinary devices. While some gearheads are the stereotypical absent minded, myopic masterminds covered in trial-by-error stains and scorch marks, others have evolved a highly polished erudite pragmatism and maintain immaculate appearances. The ultimate capabilities of the gearhead are as high as the moon given that the trade constantly surpasses itself in inventiveness and aptitude, limited only by his access to the latest schematics, tools, time, and funding. Many gearheads become adventurers not only to right wrongs or fight for country, but also to gather the necessary funding to continue their research and tinkering.

Artwork by Mates Laurentiu



Gearhead

MODERN "MAGIC"

You carry with you a portable power source that empowers your scientific contraptions before it needs to be maintained or recharged. The contraptions that you build have effects much like magical spells except that these effects are not magical in nature--they are produced from your deep understanding of the fundamental rules that govern the natural world. In addition, you can apply your mechanical knowledge to build and customize a wide variety of items.

CREATING A GEARHEAD

As you create your gearhead, take a minute to think about your attitude toward science. What was it that made you so interested in science? Are you a mad scientist or a relentless explorer?

Consider what might motivate you to leave the laboratory and venture out into the wider world. What is it that you seek to prove? Do you have one central question that you wish to answer? Are you in search of enough resources to complete a large scale experiment?

QUICK BUILD

You can make a gearhead quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the tinker background. Third, choose the *fire bolt*, *light*, and *mending* gadgets, along with the following 1st-level spells: *absorb elements*, *catapult*, *faerie fire*, *feather fall*, *grease*, and *shield*.

CLASS FEATURES

As a gearhead, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per gearhead level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbow, heavy crossbow

Tools: Choose two from boliermaker supplies, smith's tools, and tinker's tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from History, Insight, Investigation, Nature, Mechanics, and Science

THE GEARHEAD

Level	Proficiency		Gadgets Known	--- Contraption Slots per Contraption Level ---								
	Bonus	Special		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Contraptions, Scientific Field	3	2	---	---	---	---	---	---	---	---
2nd	+2	Crafting Expertise, Maintenance	3	3	---	---	---	---	---	---	---	---
3rd	+2	Calibrations	3	4	2	---	---	---	---	---	---	---
4th	+2	Ability Score Improvement	4	4	3	---	---	---	---	---	---	---
5th	+3	---	4	4	3	2	---	---	---	---	---	---
6th	+3	Scientific Field feature	4	4	3	3	---	---	---	---	---	---
7th	+3	---	4	4	3	3	1	---	---	---	---	---
8th	+3	Ability Score Improvement	4	4	3	3	2	---	---	---	---	---
9th	+4	---	4	4	3	3	3	1	---	---	---	---
10th	+4	Calibrations, Scientific Field feature	5	4	3	3	3	2	---	---	---	---
11th	+4	---	5	4	3	3	3	2	1	---	---	---
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	---	---	---
13th	+5	---	5	4	3	3	3	2	1	1	---	---
14th	+5	Scientific Field feature	5	4	3	3	3	2	1	1	---	---
15th	+5	---	5	4	3	3	3	2	1	1	1	---
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	---
17th	+6	Calibrations	5	4	3	3	3	2	1	1	1	1
18th	+6	Contraption Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Calibration Mastery	5	4	3	3	3	3	2	2	1	1

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) smith's tool or (b) tinker's tools
- (a) an explorer's pack or (b) a dungeoneer's pack
- Any simple weapon, contraption scrap pouch, leather armor, and a schematic book

CONTRAPTIONS

Not only masters of building mundane machinery and mechanical devices, you are an engineer capable of utilizing an arrangement of various energy sources, clockwork cogs, gears, pistons, springs, lenses and other mechanical components to create ingeniously complex mechanical devices that produce extraordinary feats of science. Contraptions produce the effects of the spells they are based on, and they follow all of the rules of spellcasting except where noted below. Features which modify an individual's resistance against magic or spells do not apply against contraptions. They can be counterspelled and may not function in areas of antimagic,

as such forces disrupt the natural fabric and laws of reality and science. See the general rules of spellcasting, and below for the gearhead contraption list.

GADGETS

At 1st level, you know three gadgets (cantrips) of your choice from the gearhead contraption list. You learn additional gearhead gadgets of your choice at higher levels, as shown in the Gadgets Known column of the Gearhead table.

When you gain a level in this class, you can replace one of the gearhead gadgets you know with another gadget from the gearhead contraption list.

SCHEMATIC BOOK

At 1st level, you have a schematic book containing six 1st-level gearhead contraptions of your choice.

PREPARING AND ACTIVATING CONTRAPTIONS

The Gearhead table shows how many contraption slots you have to activate your gearhead contraptions of 1st level and higher. To activate one of these contraptions, you must expend a slot of the contraption's level or higher. You

regain all expended contraption slots when you finish a long rest. Contraption slots cannot be used to cast spells.

You prepare the list of gearhead contraptions that are available for you to activate. To do so, choose a number of gearhead contraptions from your schematic book

YOUR SCHEMATIC BOOK

The contraptions that you add to your schematic book as you gain levels reflect the mechanical research you conduct on your own, as well as intellectual breakthroughs you have had about the scientific nature of the multiverse. You might find other schematics during your adventures. You could discover a contraption recorded on a blueprint in a villainous gearhead's workshop, for example, or in a dusty tome in the library of a renowned university.

Copying a Contraption into the Book. When you find a gearhead contraption of 1st level or higher, you can add it to your schematic book if it is of a level for which you have contraption slots and if you can spare the time to decipher and copy it.

Copying a contraption into your schematic book involves reproducing the basic mechanics of the contraption, then deciphering the unique system of notation used by the gearhead who wrote it. You must tinker with the contraption until you understand the mechanical workings and scientific principles required, then transcribe it into your schematic book using your own notation.

For each level of the contraption, the process takes 1 hour and costs \$25. The cost represents material components you expend as you experiment with the contraption to master it, as well as the materials you need to record it. Once you have spent this time and money, you can prepare the contraption just like your other contraptions.

Replacing the Book. You can copy a contraption from your own schematic book into another book—for example, if you want to make a backup copy of your schematic book. This is just like copying a new contraption into your schematic book, but faster and easier, since you understand your own notation and already know how to prepare the contraption. You need spend only 30 minutes and \$10 for each level of the copied contraption.

If you lose your schematic book, you can use the same procedure to transcribe the contraptions that you have prepared into a new schematic book. Filling out the remainder of your schematic book requires you to find new contraptions to do so, as normal. For this reason, many gearheads keep backup schematic books in a safe place.

The Book's Appearance. Your schematic book is a unique compilation of contraption schematics, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift, a scorched and stained portfolio, or even a loose collection of blueprints scrounged together after you lost your previous schematic book in a mishap.

equal to your Intelligence modifier + your gearhead level (minimum of one contraption). The contraptions must be of a level for which you have contraption slots.

Each prepared contraption represents a unique mechanical device, worn or carried on your person, that you can power with variable levels of energy, represented by your contraptions slots, when you activate it. It is highly recommended to flavor the specifics of your contraptions: how they operate when activated, how or where they are worn or carried, even what their pseudo-scientific name might be.

For example, if you're a 3rd-level gearhead, you have four 1st-level and two 2nd-level contraption slots. With an Intelligence of 16, your list of prepared contraptions can include six contraptions of 1st or 2nd level, in any combination, chosen from your schematic book. If you prepare the 1st-level contraption burning hands, you can activate it using a 1st-level or a 2nd-level slot. Activating the contraption doesn't remove it from your list of prepared contraptions.

You can change your list of prepared contraptions when you finish a long rest. Preparing a new list of gearhead contraptions requires time spent reviewing the blueprints in your schematic book and tinkering with the mechanical parts needed to build and activate your contraptions: at least 1 minute per contraption level for each contraption on your list.

SHARING CONTRAPTIONS

The effects on your contraptions can be generated by a self-contained energy source, housed within a contraption's physical structure, allowing you to share your contraptions with others. To do so, you must expend a contraption slot of 5th level or lower at the time the contraption is shared (no slot is expended by sharing a gadget), and the contraption is then removed from your list of prepared contraptions until the shared contraption is retrieved or until you take a long rest. A shared contraption cannot require concentration to maintain.

Any creature holding or wearing the contraption thereafter can use an action to activate it if the creature has an Intelligence score of at least 6. The contraption is activated at the slot level you expended when it was shared, using your engineering ability to determine the contraption's effects, DC, and contraption attack modifier. When you share a contraption in this way, it must be used within 8 hours. After that time, its stored energy fades and is wasted. At any one time, you may only share a number of contraptions equal your engineering ability modifier (minimum of 1).

ENGINEERING ABILITY

Intelligence is your engineering ability for your gearhead contraptions. You use your Intelligence whenever a contraption refers to your engineering (spellcasting) ability.

In addition, you use your Intelligence modifier and proficiency bonus for the contraption save DC of a gearhead contraption you activate and when making an attack roll with one.

Contraption save DC = 8 + your proficiency bonus + your Intelligence modifier.

Contraption Attack modifier = your proficiency bonus + your Intelligence modifier.

CUSTOM ENGINEERING

You can construct and activate a gearhead contraption as a 'ritual' if that contraption has the ritual tag and you have the contraption in your schematic book. You don't need to have the contraption prepared. This method follows the general rules of ritual casting.

CONTRAPTION COMPONENTS

Contraptions use natural materials, energy, mechanical movement, and scientific methods in place of the verbal and material components specified for a spell for which a contraption is based; somatic components are met by the physical action of flipping switches, turning dials, tossing the device, or pressing the buttons required to activate the contraption. But if a cost is indicated for a material component, you must have paid that cost for a scientific replacement of that specific component before you can activate the contraption. If a contraption states that a material component is consumed by during its activation, you must provide this component for each activation of the contraption.

LEARNING CONTRAPTIONS OF 1ST LEVEL AND HIGHER

Each time you gain a gearhead level, you can add two gearhead contraptions of your choice to your schematic book. Each of these contraptions must be of a level for which you have contraption slots, as shown on the Gearhead table. On your adventures, you might find other contraption schematics that you can add to your schematic book.

CRAFTING EXPERTISE

At 2nd level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

In addition, when you craft a mundane or technological item relative to the tools with which you are proficient, it takes you a quarter of the normal time, and it costs you half as much of the usual dollars.

MAINTENANCE

By 2nd level, you've learned to extend the life of your contraption and energy reserves through consistent tinkering and regulation. Once per day when you finish a short rest, you can choose expended contraption slots to recover. The contraption slots can have a combined level that is equal to or less than half your gearhead level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level gearhead, you can recover up to two levels worth of contraption slots. You can recover either a 2nd-level contraption slot or two 1st-level contraption slots.

CALIBRATIONS

At 3rd level, you gain the ability to tweak your contraptions on-the-fly to suit your needs. You gain two of the following Calibration options of your choice. You gain another one at 10th and 17th level.

You can use only one Calibration option on a contraption when you activate it, unless otherwise noted.

You can use this feature three times. When you finish a short or long rest, you regain all expended uses.

PRECISION CALIBRATION

When you activate a contraption that forces other creatures to make a saving throw, you can protect some of those creatures from the contraption's full force. To do so, you expend one use of your Calibration feature and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the contraption.

DISTANCE CALIBRATION

When you activate a contraption that has a range of 5 feet or greater, you can expend one use of your Calibration feature to double the range of the contraption.

When you activate a contraption that has a range of touch, you can expend one use of your Calibration feature to make the range of the contraption 30 feet.

EMPOWERING CALIBRATION

When you roll damage for a contraption, you can expend one use of your Calibration feature to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

You can use Empowering Calibration even if you have already used a different Calibration option during the activation of the contraption.

EXTENDING CALIBRATION

When you activate a contraption that has a duration of 1 minute or longer, you can expend one use of your Calibration feature to double its duration, to a maximum duration of 24 hours.

HEIGHTENING CALIBRATION

When you activate a contraption that forces a creature to make a saving throw to resist its effects, you can expend three uses of your Calibration feature to give one target of the contraption disadvantage on its first saving throw made against the contraption.

QUICKENING CALIBRATION

When you activate a contraption that has a casting time of 1 action, you can expend two uses of your Calibration feature to change the casting time to 1 bonus action for this activation.

SCIENTIFIC FIELDS

Beginning at 1st level, you choose a scientific specialty. This specialty reflects the specific topics you have spent the bulk of your time studying. You are singularly knowledgeable in your field, and that expertise will give you access to unique abilities to boost the effectiveness of your contraptions.

Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

FIELD OF CHRONOGRAPHY

It has been proven that the flow of time is not universal, rather it depends upon the interaction of gravity fields near and far. This phenomenon results in Temporal Riparian Zones where time proceeds at a different rate. Fortunately for civil order, the flow of time is not capricious, but can be measured, quantified and accounted for. Chronikers specialize in calculating relative timelines, harnessing the capabilities of dynamics through the motion of clockwork mechanics, and adapting technology to the effects of temporal distortion. Their insight into temporal mechanics provides nearly precognitive benefits and unique clockwork capabilities.

TIMED CALCULATION

Starting at 1st level, you always know the precise time of day on your home plane, regardless of location or time zone. You are also incredibly accurate at estimating or judging segments of time, such as travel times, or time in relation to distance. You're also able to diagnose a timepiece and whether it is precisely accurate.

In addition, as an action, you can take some time to study

your current situation. Within the next minute, you can add your Intelligence modifier (minimum of +1) as a bonus to one attack roll, saving throw, or ability check you make of your choice, or to your AC against one attack made against you that you are aware of. You can add this bonus before or after making your d20 roll, or before or after knowing the result of the attack roll made against you.

You must finish a short or long rest before you can use this feature again.

SPRING-LOADED

Starting at 1st level, you can take the Use an Object action as a bonus action on each of your turns.

CLOCKWORK ADJUNCT

Starting at 6th level, you've completed your work on a clockwork, prehensile or assisted, appendage. After a long rest, after you've prepared your contraptions for the day, you can select one benefit that your clockwork adjunct provides from the list below. This benefit lasts until you prepare your contraptions again after another long rest.

- You can hold an item in your clockwork adjunct. You can use this item as a bonus action, even if your main hands aren't free. If the item is a weapon, you can attack with that item as a bonus action.
- Your clockwork adjunct extends the reach at which you can manipulate objects or attack with a melee weapon by an additional 5 feet. Your clockwork adjunct also features built in thieves' tools, and you may add half your proficiency bonus (rounded down) to check you make with these tools, if you are not already proficient with such tools.
- Your clockwork adjunct grants you advantage on Strength checks and saving throws
- Your clockwork adjunct increases your walking speed by 10 feet, and when you make a running jump, the distance or height you cover increases by a number of feet equal to your Intelligence modifier.

PRECISE TIMING

Starting at 10th level, on your turn, you can take one additional action on top of your regular action and a possible bonus action. This additional action, however, must be the Ready action. Once you use this feature, you must finish a short or long rest before you can use it again.

STUTTER IN TIME

Starting at 14th level, you can take one extra turn after another creature's turn of your choice this round, during which you can use actions and move as normal. Once you use this feature, you must finish a long rest before you can use it again.

FIELD OF CRYONICS

Many polar crossings have failed due to the weather. At below zero, most machines fail to function and alchemical items will freeze solid leading to the development of new fuels, alloys, and unguents that function far below freezing. As a cryogenicist, you specialize in fabrication and mechanics at extremely low temperatures. Your scientific studies have also translated well to winter warfare, deep sea exploration, high altitude travel, or even cryotherapy.

COLD MECHANICS

Starting at 1st level, you learn the *frostbite* gadget. This does not count against your limit of gadgets known. In addition, whenever you activate a contraption using a 1st level slot or higher, you gain resistance to cold damage and you gain a number of temporary hit points equal to the contraptions slot x 5, until the end of your next turn.

ANTIFREEZE

Starting at 1st level, you and your equipment are protected from hot and cold climates and extreme temperatures. You automatically succeed all saving throws associated with exposure to these environments.

In addition, as an action, you can chill a container of water, that remains chilled for up to 5 minutes. Any character that consumes this chilled water using the Use an Object action restores 1d4 + your Intelligence modifier (minimum of 1) hit points and gains advantage on saving throws made to resist extreme heat exposure for 1 hour. The hit points restored by this chilled water increases to 2d4 at 6th level, 3d4 at 10th level, and 4d4 at 14th level.

A creature cannot regain hit points from this feature again until it finishes a short or long rest.

You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a short or long rest, you regain all expended uses.

GLACIAL FABRICATION

Starting at 6th level, you can crudely fabricate a Large or smaller object out of ice, given a sufficient quantity of water. The object must be contained within up to a 10-foot cube, or up to eight connected 5-foot cubes, and must be relatively simple in design such as platforms, simple melee weapons, mechanically simple tools or objects, or sculptures. This requires 10 minutes of work to complete.

FREEZER BURN

Starting at 10th level, when a creature takes cold damage from your 5th-level slot contraptions or higher, they must also make a Constitution saving throw against

your gearhead contraption save DC or gain one level of exhaustion. These levels of exhaustion cannot push a creature past level 3 exhaustion. Upon a fourth failed saving throw, a creature becomes partially encased in ice and is restrained for 5 minutes or until it uses an action to attempt a Strength saving throw against your contraption save DC to break itself free. Upon a fifth failed saving throw, a creature becomes fully encased in ice and is petrified for 1 hour or until thawed. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures naturally adapted to cold climates.

CRYO-FREEZE

Starting at 14th level, as a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per gearhead level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

Once you use this feature, you can't use it again until you finish a short or long rest.

FIELD OF ELECTROMAGNETICS

Some say, when the first child shocked its sibling after creating friction with its foot across a rough floor, the first electrical engineer was born. These pioneers in the use of electricity are no mere children, however, but savvy and confident builders intent on pushing the bounds between positive and negative charges.

AMPED

Starting at 1st level, you learn the *shocking grasp* gadget. This does not count against your limit of gadgets known. When you activate a *shocking grasp* gadget, you can increase the range of the activation to 30 feet. Furthermore, if a target of your *shocking grasp* contraption attack is wearing metal armor, and your attack roll misses, the target still takes half damage.

LIVEWIRE

Starting at 1st level, whenever you activate a gearhead contraption that you've prepared, you become charged until the start of your next turn. While you are charged, any creature that damages you with a melee attack, or that starts its turn grappling with you, takes lightning damage equal to half your gearhead level (round up; minimum of 1).

ELECTROMAGNETICS

Starting at 6th level, you're able to harness the innate electromagnetic energy from your contraptions in innovative ways. Whenever you prepare your gearhead contraptions for the day, you choose a benefit from the following list:

- You gain a +1 bonus to AC. This bonus increases to +2 if you are attacked by an object comprised of metal.
- You cannot be disarmed. As a bonus action, you can pull an unattended metal object, that is within 30 feet of you, into your hand as long as it weighs 10 pounds or less.
- You gain a climb speed equal to your half your walking speed while moving on metal surfaces, allowing you to climb difficult metal surfaces, including upside down on ceilings, without needing to make an ability check.

As a bonus action, you can spend 1 calibration point to change the effect of this feature.

ELECTRICAL DIFFUSION

Starting at 10th level, you gain resistance to lightning damage, as your worn contraptions help insulate you. Furthermore, you can use your reaction to absorb electrical energy when you are hit by an attack that deals lightning damage. When you do so, the lightning damage you take from the attack is reduced by 1d10 + your Intelligence modifier + your gearhead level.

If you reduce the lightning damage to 0, you can expend 1 calibration point to make a *shocking grasp* attack as part of the same reaction.

OVERCHARGE

Starting at 14th level, you can increase the power of your simpler contraptions. When you activate a gearhead contraption of 5th level or lower that deals lightning damage, you can expend a number of contraption slots with a combined level equal the level of your activated contraption to deal maximum damage with that contraption. For example, if you activate a 5th-level gearhead contraption that deals lightning damage, you could expend an additional 2nd-level slot and 3rd-level slot in order to maximize the damage of the 5th-level gearhead contraption.

When you use this feature, your contraption ignores any resistance to lightning damage the target might have. Alternatively, if the target of your maximized contraption has immunity to lightning damage, it instead has resistance to lightning damage to your contraption.

FIELD OF PNEUMATICS

Few things are more awe-inspiring than the unbridled power of water, as people come from all around to view crashing waterfalls and surging rivers. As a pneumatic engineer, you simply take that observation and awed respect to its natural conclusion; finding ways to use heated water and the energy it produces in marvelous ways.

SCALDING STEAM

Starting at 1st level, when you prepare your contraptions at the end of a long rest, you can choose to alter any contraption that would normally deal fire damage to instead deal steam damage until you prepare your contraptions again. Steam damage is fire damage that ignores resistance and vulnerability to fire, does not ignite flammable materials, and extinguishes non-magical open flames.

STEAM BLEED

Starting at 1st level, you discovered cunning ways to utilize your steam power. When you use your Steam Bleed, you choose which effect to create from the options below. You must then finish a short or long rest to use your Steam Bleed again.

Beginning at 6th level, you can use your Steam Bleed twice between rests, and beginning at 14th level, you can use it three times between rests.

Steam Cloud. As a bonus action, you can create a 1st-level *fog cloud*, that is centered on you and moves with you, without expending a contraption slot. This effect remains active for 1 minute or until you end it (no action), and does not require your concentration to maintain it.

Steam Propulsion. As a reaction, you can add your contraption attack bonus to the distance or height of your jump, or to reduce falling damage by the same amount. Alternatively, while you are swimming, you can take the Dash action as a bonus action on your turn. While moving in this way, you gain a swim speed equal to your walking speed.

PNEUMATIC ARMOR

Starting at 6th level, your constant tinkering yields you a free suit of pneumatically powered armor (a suit of half plate), and you gain proficiency with medium armor. While the pneumatic armor is worn, your Strength score changes to 19. If your Strength is already equal to or greater than 19, the item has no effect on you.

As a bonus action, you can expend one gearhead contraption slot to supercharge your pneumatic armor. For 1 round + 1 additional round per level of the contraption slot you expend, you gain advantage on Strength checks

and Strength and Dexterity saving throws, and your carrying capacity is doubled.

You can convert a specific suit of light or medium armor of your choice into pneumatic armor, but doing so renders your other suit of pneumatic armor inert. At 14th level, you can also convert suits of heavy armor. You perform the conversion over the course of 1 hour, which can be done during a short rest.

SUPERIOR PNEUMATIC ARMOR

Starting at 10th level, your constant exposure to steam and pneumatic heat has strengthened your endurance against such elements. You gain resistance to fire damage, and steam damage cannot ignore this resistance. In addition, technological advancements made in your pneumatic armor allows you to better regulate power to technological items. You can now attune to one additional technological item above normal at any one time (so up to any combination of three magic or technological items, plus one additional technological item).

REVOLUTIONARY PNEUMATIC ARMOR

Starting at 14th level, long hours of experimentation and advancements with your pneumatic armor has lead to revolutionary breakthroughs in pneumatic technology. Your pneumatic armor becomes a suit of full plate, and you gain proficiency in heavy armor. While the pneumatic armor is worn, your Strength score changes to 21, and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

FIELD OF PSYCHOLOGY

Most physical scientists build devices that can reach out and manipulate the outer world. As a psychologist, you concern yourself with devices that reach towards the inner world of the mind. As an expert in your field, you build contraptions that can affect the brain on a chemical level to instill fear, create trust, or even change the fabric of memory. With this specialty, you can apply your knowledge of how the brain works to create visceral and immediate effects.

MIND GAMES

Starting at 1st level, you exploit a creature's expected behavioral response to specific stimuli to distract, befuddle, and otherwise sap the confidence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to use this feature, rolling a d6 and subtracting the number rolled from the creature's

roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you, has an Intelligence lower than 4, or if it's immune to being charmed.

You can use this feature a number of times equal to your Intelligence modifier. When you finish a short or long rest, you regain all expended uses.

PRINCIPLES OF SOCIAL DYNAMICS

At 1st level, you gain proficiency in one of the following skills of your choice: Deception, Intimidation, or Persuasion. In addition, when you make a Charisma ability check, you may add your Intelligence modifier to your check result.

HYPERRATIONALITY

Starting at 6th, when you are forced to make a Wisdom or Charisma saving throw, you can instead choose to make an Intelligence saving throw to resist the effect.

MNEMONIC TINKERING

Starting at 10th level, by interacting socially with a creature for at least one minute, you can force the creature to make a Wisdom saving throw against your contraption save DC. On a failed save, you can affect the target's memory of an event that it experienced, and that you are aware of in detail.

You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the interaction ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the interaction ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner. A *greater restoration* spell cast on the target restores the creature's true memory.

MASTERFUL MANIPULATION

At 14th level, you gain the ability to make a creature unaware of your psychological influence on it. When you activate an enchantment contraption to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the contraption expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your gearhead contraption save DC or lose a number of hours of its memories equal to 1 + your Intelligence modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment contraption.

FIELD OF PYROTECHNICS

Gunpowder was originally used in fireworks rather than firearms. A few simple chemical additives can dramatically alter gunpowder combustion to create a rainbow of different colors, alter burn rate, create sparkling patterns, and modify acoustic reports. The recipes of signature fireworks were closely held secrets of the original guild artisans, but a pyrotechnician has a scientific mastery of explosive synthesis and can infuse any combustible with bombastic flair.

FASCINATING FIREWORKS

Starting at 1st level, you learn the *dancing lights* gadget, and it counts as a gearhead contraption for you. This does not count against your limit of gadgets known. You can end your concentration on your *dancing lights* gadget as a reaction to force any creature within 30 feet of one of your dancing lights to make a Wisdom saving throw against your contraption save DC or be charmed by the light until the creature takes damage or until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

In addition, at 3rd level, you add *skywrite* to your gearhead contraption list, as well as your schematic book, at no cost.

AMATEUR ROCKETRY

Starting at 1st level, you learn the *fire bolt* gadget. This does not count against your limit of gadgets known. In addition, by expending a contraption slot when you activate your *fire bolt* or *produce flame* gadgets, you can add additional effects to your gadget, chosen from the list

below. You can add one effect by expending a 1st-level contraption slot, two effects by expending a 2nd-level contraption slot, or three effects by expending a 3rd-level contraption slot.

- If your contraption attack hits, you deal an additional 1d6 thunder damage and the target must also succeed on a Constitution saving throw against your contraption save DC or be blinded until the end of its next turn
- Whether your contraption attack hits or misses, the target is enveloped a 10-foot cube of thick smoke which lasts until the end of your next turn. A strong wind can disperse the cloud and end this effect early
- If your contraption attack hits, you deal an additional 1d6 thunder damage and the target must also succeed on a Constitution saving throw against your contraption save DC or be deafened until the end of its next turn
- If your contraption attack hits, you also damage one creature of your choice within 5 feet of your target. In addition, both the primary and secondary targets take an additional 1d6 thunder damage
- If your contraption attack hits, you deal an additional 1d6 thunder damage and the target must also succeed on a Strength saving throw against your contraption save DC or be knocked prone
- If your contraption attack hits, you deal an additional 1d6 thunder damage and the target must also succeed on a Dexterity saving throw against your contraption save DC or the target and any flammable objects it is wearing or carrying ignites, if possible

EXPLOSIVE EXPERIENCE

Starting at 6th level, you gain advantage on saving throws to resist the blinded or deafened conditions. In addition, you gain proficiency in Dexterity saving throws.

CONTRAPTION DEMOLITIONIST

Starting at 10th level, you can deliberately rig one of your contraptions to catastrophically malfunction. To do so, you must expend a contraption slot as normal, and then, as an action, you can either throw the contraption into a chosen point up to 40 feet away, place the contraption at your feet, or stick it onto an object. A contraption rigged per this feature is removed from your list of prepared contraptions until you finish a long rest. You can then spend an action to detonate the contraption at any time during the next minute, otherwise the contraption explodes after 1 minute. Using an action, a rigged contraption can be disabled using thieves' or tinker's tools before it detonates, with a DC equal to your contraption save DC. You do not need to make a check to disable your own rigged contraptions.

When the contraption detonates, all creatures and objects within a specific radius sphere centered on the contraption must make a Dexterity saving throw against your contraption save DC or take 1d10 thunder damage per contraption slot level that you expended to rig the contraption. A creature takes half damage on a successful save. The radius of this explosion depends on the contraption slot level you expended, as described in the Rigged Contraption Explosion Radius table.

RIGGED CONTRAPTION EXPLOSION RADIUS

Contraption Slot Level	Explosion Radius
1st-3rd	10-foot radius sphere
4th-6th	20-foot radius sphere
7th-8th	30-foot radius sphere
9th	40-foot radius sphere

AWESOME EXPLOSIONS

Starting at 14th level, you deal an additional 1d10 thunder damage with your *fire bolt* or *produce flame* gadgets. You deal this thunder damage even if your contraption attack missed, unless your d20 roll was a 1.

In addition, any time your gearhead contraptions deal thunder damage to an object or construct, you double the thunder damage dice.

PHYSICIST

Unfettered by squabbles between competing engineers over which field of engineering science is the best, you adopt a more holistic approach to the problems of your craft. Your home, when you can even remember where to find it, is covered in impossible to decipher formulae and the newest prototypes fresh off the workbench.

FUNDAMENTALS

Starting at 1st level, you learn two additional gadgets of your choice from the gearhead contraption list. In addition, you add your Intelligence modifier (minimum of +1) to damage rolls you make with gadgets.

APPLIED REASONING

Starting at 1st level, you can use your Intelligence modifier in place of other ability score modifiers when making an ability check. You can use this feature three times. When you finish a short or long rest, you regain all expended uses.

EXTRA CALIBRATION

At 6th level, you gain one additional Calibration option of your choice.

RECALIBRATION

Starting at 10th level, you can reconfigure and tweak your power source to transform unexpended uses of your Calibration feature into one contraption slot as a bonus action on your turn. The created contraption slots vanish at the end of a long rest. The cost of creating a contraption slot is equal to the level of the contraption slot you wish to create, but no higher in level than 6th.

CALIBRATION MASTERY

Starting at 14th level, you can now apply up to two calibration options to a contraption when you activate it, unless otherwise noted. Furthermore, you can now use your Calibration feature a number of times equal to 1 + your Intelligence modifier (minimum of three) before needing to rest.

GEARHEAD CONTRAPTION LIST

GADGETS (0 LEVEL)

Acid Splash	Cause Fear
Blade Ward	Charm Person
Booming Blade	Color Spray
Control Flames	Command
Fire Bolt	Comprehend Languages
Friends	Create or Destroy Water
Frostbite	Cure Wounds
Gust	Detect Evil and Good
Light	Detect Magic
Lightning Lure	Detect Poison and Disease
Magic Stone	Earth Tremor
Mending	Faerie Fire
Message	Feather Fall
Minor Illusion	Fog Cloud
Poison Spray	Ice Knife
Produce Flame	Inflict Wounds
Ray of Frost	Grease
Shocking Grasp	Jump
Spare the Dying	Longstrider
Thornwhip	Ray of Sickness
Thunderclap	Shield
	Shield of Faith
	Silent Image
	Sleep
	Snare
	Thunderwave
	Witchbolt

1ST LEVEL

Absorb Elements
Alarm
Armor of Frost
Bane
Bless
Burning Hands
Catapult

2ND LEVEL

Scorcher
Arcane Lock

PURE STEAM

CAMPAIGN SETTING

Blindness/Deafness
Blur
Calm Emotions
Cloud of Dagger
Crown of Madness
Darkvision
Detect Thoughts
Dragon's Breath
Earthbind
Enlarge/Reduce
Flaming Sphere
Find Traps
Gust of Wind
Heat Metal
Hold Person
Invisibility
Knock
Levitate
Locate Animals or Plants
Locate Object
Acid Arrow
Misty Step
Pyrotechnics
Ray of Enfeeblement
Scorching Ray
See Invisibility
Shatter
Silence
Snowball Swarm
Spider Climb
Suggestion
Web

3RD LEVEL

Blink
Call Lightning
Catnap
Clairvoyance
Counterspell
Daylight
Enemies Abound
Erupting Earth
Fear
Fireball
Flame Arrows
Fly
Glyph of Warding
Haste
Hypnotic Pattern
Lightning Bolt

Major Image
Minute Meteors
Protection from Energy
Revivify
Sending
Sleet Storm
Slow
Stinking Cloud
Thunder Step
Tidal Wave
Tongues
Vampiric Touch
Wall of Sand
Wall of Water
Water Breathing
Water Walking
Wind Wall

4TH LEVEL

Blight
Charm Monster
Confusion
Control Water
Compulsion
Dimension Door
Elemental Bane
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Resilient Sphere
Sickening Radiance
Stoneskin
Storm Sphere
Vitriolic Sphere
Wall of Fire
Watery Sphere

5TH LEVEL

Cloudkill
Cone of Cold
Contagion
Control Winds
Dominate Person
Enervation
Far Step
Geas
Hold Monster
Immolation

Insect Plague
Mass Cure Wounds
Mislead
Passwall
Synaptic Static
Telekinesis
Transmute Rock
Wall of Force

6TH LEVEL

Chain Lightning
Circle of Death
Contingency
Disintegrate
Eyebite
Find the Path
Flesh to Stone
Freezing Sphere
Globe of Invulnerability
Harm
Irresistible Dance
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Mass Suggestion
Mental Prison
Move Earth
Primordial Ward
Programmed Illusion
Scatter
Sunbeam
True Seeing
Wall of Ice
Word of Recall

7TH LEVEL

Delayed Blast Fireball
Finger of Death
Fire Storm
Forcecage
Mirage Arcane
Plane Shift
Power Word Pain
Prismatic Spray
Project Image
Reverse Gravity
Symbol
Teleport
Whirlwind

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Control Weather
Dominate Monster
Earthquake
Feeblemind
Glibness
Incendiary Cloud
Horrid Wilting
Maddening Darkness
Mind Blank
Power Word Stun
Sunburst
Telepathy

9TH LEVEL

Astral Projection
Foresight
Gate
Invulnerability
Meteor Swarm
Prismatic Wall
Psychic Scream
Storm of Vengeance
Time Stop
Weird

BACKGROUNDS

This chapter offers additional background options for characters in a Pure Steam campaign, in addition to those normally available, many of them specific to Ullera in particular.

As normal, each of the backgrounds presented here provides proficiencies, languages, and equipment, as well as a background feature. For personality traits, ideals, bonds, and flaws, you can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

DREVAN ALUMNUS

You were an orphan, foundling, or rare donated youth raised within the storied confines of the Drevan Academy. Sheltered from the worst of the ocean's storms by Cog Island Sound in the Keystone city of Sanctuary, the Academy, too, is seen as a bulwark against pernicious and often unseen threats that come against the Federated States: THE place where Drevan Adherents, known as "widowmen" by the public at large, are bred into being.

Ripped from your biological family, the Academy ensured you cannot start a new one. The years of intense study, grueling training, and chemical alteration have permanently changed you. Few civilians have the discipline or eye for detail that you have. However you left the Academy, as a graduate or a dropout, the time has come to use your training and seek your fortune. Regardless of your actions, the sobriquet of widowman will forever after be yours.

Skill Proficiencies: Insight, Intimidation

Languages: Two of your choice

Equipment: A set of common clothes, Drevan academy training uniform, trinket from your childhood during your time in the academy, widowman's field manual, a leather wallet containing \$25

WITHIN THE HALLS

Your time at Drevan Academy was formative and special. Noteworthy and impactful events happened during your time there, and at least one event in particular that happened there has shaped your thinking and/or behaviors to this day. It may have been a confrontation between you and one of your instructors. It may have been the time when you were tasked with disguising yourself amongst criminals to better observe them and learn their habits and foibles. It may even have been related to some reward or even punishment you received for your actions in the Academy. Perhaps its intrinsically tied to a piece of your equipment or uniform, or graven on your skin. Use one of these ideas, or something original you come up with along your GM, to detail a signature event that occurred at Academy which should color your role-play as it manifests today.

FEATURE: LEGAL FAMILIARITY

Years of study of laws and governments have given you encyclopedic knowledge into the laws that govern the nations of Ullera. You have unique insight into local government structures, enforcement techniques, common punishments, and law enforcement agencies. You are aware of laws in many regions, and are able to quickly identify the right contact person to approach with inquiries. Such knowledge has been known to exonerate an ally on a technicality, expedite approvals of requests, and convince the constabulary to look the other way.

SUGGESTED CHARACTERISTICS

Drevan Alumni are affected for the rest of their lives by the time spent at the Academy. Years of conditioning create individuals who see the world differently from many others. They are obsessed with details, rules, and structure. Their ideals and flaws often reflect whether they are loyal agents of the government or jaded rebels with their own sense of purpose.

d8 Personality Trait

- 1 I am a paragon of stoicism.
- 2 I enjoy offering strange hypothetical situations to my companions as an esoteric means of evaluating their current mental state.
- 3 Though I can speak, I prefer to communicate solely through body language and things I make and unmake with my hands.
- 4 I am fastidious and am constantly grooming myself.
- 5 I tend to describe things that happen to me and those around me using shapes and colors rather than traditional words.
- 6 I treat any failure, no matter how small, as a valuable learning experience.
- 7 I am always eating something, and I enjoy sampling new cuisines.
- 8 The best way to defeat an opponent is to get inside their heads, and I excel at experimenting new ways in doing so.

d6 Ideal

- 1 **Harmony.** There is a definite way in which people ought relate to one another, they simply need to be shown that way. (Lawful)
- 2 **Disharmony.** The only way for me to create lasting change is to break people out of their fixed patterns. (Evil)
- 3 **Perfection.** I owe it to myself and those who rely on me most to achieve the best possible body and mind I can. (Neutral)
- 4 **Decisiveness.** When the situation calls for what I bring to the table, I must never fail to act without hesitation and without regret. (Lawful)
- 5 **Protection.** My training and knowledge are at their best when used to protect ones who cannot protect themselves. (Good)
- 6 **Order.** My duty is to quell lawlessness wherever it may hide. (Lawful)

d6 Bond

- 1 My baton is my life—the two of us are inseparable.
- 2 Whatever tries to kill me only makes me stronger.
- 3 I am drawn to the harshest elements that nature can summon.
- 4 I am a steadfast caretaker of those in my custody, regardless of reciprocal treatment.
- 5 I still keep a wild animal friendship that grew up with me in the Academy.

d6 Bond

- 6 I keep a trophy case of spoils from my adversaries that has worth and meaning only to me.

d6 Flaw

- 1 I'm unable to distinguish between the letter and the spirit of the law.
- 2 I seem like a harsh judge to others, but I judge myself most harshly of all.
- 3 I have a secret, illegal vice.
- 4 I'm incapable of deception.
- 5 I'm allergic to filth and untidiness.
- 6 While some may find me dangerous when I'm awake, I'm just as much so (if not more) when I sleep-walk.

GYPSY

You're a member of a culture of traveling performers and rogues. You lived in a nomadic culture out of colorful wagons and tents, and are often scorned by most civilized communities. Your community has their own rich culture, mystic traditions, and secret language (gypsy cant) that insulates and isolates them from the rest of the world. All gypsy camps are deeply immersed in performance, but especially music, storytelling, and dancing. It is likely through street performance, con jobs, or fortune telling that you've earned most of your coin. Even though your community is generally held in contempt, some of the largest and most successful traveling circuses and sideshows in Ullera are owned and staffed by members of your community.

Skill Proficiencies: Performance, Sleight of Hand

Tool Proficiencies: Choose two from: one type of gaming set, one type of musical instrument, disguise kit, herbalist kit

Equipment: A set of common clothes, a sentimental heirloom trinket, and a belt pouch containing \$15; One gaming set, kit, or musical instrument of your choice

COMMUNITY SUPERSTITION

Along the myriad, twisting paths the gypsy walks, so too follows (and often leads) a superstitious sense. The world is full of common obstacles and bad omens often lie where you least expect them, which informs your stricture against remaining in any place overlong. Enough such superstitions have promulgated to give rise to sets of subcultures within gypsy society. Choose your favorite community superstition from the list below, or roll to randomly generate it.

d10 Superstition

- 1 Clocks and watches are bad luck.
- 2 Medical science is morally wrong, I only rely on magical or herbal remedies.
- 3 People who don't drink have tainted souls. Alcohol cleanses evil spirits from your soul.
- 4 Absolute aversion to the color yellow.
- 5 You must travel with a bird if you intend to make money.
- 6 It's a black day if you don't consult the bones every morning, and the results dictate my behavior that day.
- 7 We believe that salt is used for mind control, and so we never eat it
- 8 Whenever you sleep in someone else's bed, you leave a part of yourself there and must replace it with something of theirs. When you offer someone else a place to sleep, it is customary to give them a small card or token.
- 9 Electricity is inherently wrong—it is evil energy. Fire is inherently good, and purges negative energy. Electrical fires are what happens when good energy rises to purge evil energy.
- 10 Anyone who plays an instrument has true insight into the world.

FEATURE: GYPSY CANT

You are able to speak and decipher thieves' cant, but someone that only knows thieves' cant can only decipher your spoken gypsy cant with a DC 13 Intelligence check. Gypsy cant can be plainly understood by members of other gypsy communities.

SUGGESTED CHARACTERISTICS

Gypsies' personalities are as varied as their clothing, ethnic sensibilities, and racial makeup. Nomadic to the core, they are a product of years spent travelling from place to place without putting down roots. Their flaws and bonds are shaped by their time seeing the world as an ever-shifting backdrop to their life experience.

d8 Personality Trait

- 1 I exaggerate everything to make it sound more interesting.
- 2 I am extremely tolerant of misfit cultures—intolerance grates on me.
- 3 I try to explain away everything with superstition.
- 4 I believe science is no replacement for wits and luck.
- 5 I've got a parable for every situation—and often they do (or don't) make sense.

d8 Personality Trait

- 6 I tend not to value personal property. If I need something I use it, even if it's not 'mine'.
- 7 Civilized society is unsettling to me, so I avoid it whenever I can.
- 8 I've been hoping towns so long I fear settling down.

d6 Ideal

- 1 **Deference.** Other cultures can teach you something; follow their customs when in their midst. (Lawful)
- 2 **Selflessness.** I will not hold onto material wealth if I see others in need. (Good)
- 3 **Subversion.** Pushing back against oppressive tradition and rules is a virtue. (Chaotic)
- 4 **Superstition.** Any external action may affect my luck for the day, and I will change my course based on it. (Chaotic)
- 5 **Ambivalence.** I will not get caught up in the politics or hysteria of the common culture. (Neutral)
- 6 **Fame.** I hope my deeds live on in tales and songs across the world and throughout time. (Any)

d6 Bond

- 1 I vow to sing the songs and tell the tales of marginalized people.
- 2 I will subvert the ruling class and government that oppresses the have-nots.
- 3 I give most of my gains to local misfit communities.
- 4 A community that showed me kindness was brutalized, and I seek to return what was taken from them.
- 5 I have a tradition or superstitious ritual I perform with regularity.
- 6 I am part of a network of communities that smuggles people to freedom or illicit goods to those that need them.

d6 Flaw

- 1 I will steal from others, even if I don't need what they have.
- 2 I often break bonds with people when relationships get too serious.
- 3 My superstitions lead me to making irrational choices.
- 4 I often commit to too much, and don't follow through.
- 5 I am not punctual, and will often keep others waiting hours.
- 6 I find it difficult to respect others with wealth and station.



HILLBILLY

Child of the outskirts. Stranger to blue water. Moonshine ferryman. So many names across so many parts, none of which are unknown to you. You are at home in the woods, in the canyon, or in the swamp, dodging life's bumps and enjoying the scrapes with aplomb and a wanton disregard for the fineries of the urbanite—or at least their shoes!

You are a careful observer of what goes on around you, even if others wouldn't guess it. You are good with your hands and what your meager surroundings provide. The "inside world," as some call it, is a place of control and limited experiences, or so you've been told—though you might find it more alluring or intriguing than frightening or befuddling.

Skill Proficiencies: Persuasion, Survival

Tool Proficiencies: Choose two types of artisan tools from the following list: brewer's supplies, carpenter's tools, cook's utensils, glassblower's tools, leatherworker's tools, mason's tools, smith's tools, weaver's tools, woodcarver's tools

Equipment: A set of artisan's tools (one of your choice), a set of common clothes, a flask of moonshine, a piece of clothing fashioned from the pelt of an animal, and a belt pouch containing \$10

NEVER MET A STRANGER

You excel at finding common ground with everyone you meet. You marvel at differences between yourself and the people and creatures you come across, but you always seem to have a story or anecdote from your past to better relate how those differences only illustrate how alike so many people are. Your stories might be long-winded yarns, or just a few simple words and an unashamed smile in passing. These relational moments might be sparked by something the other has in their possession (a physical object they wear or wield), something they do (an activity or behavior), or something that happens to them because of their very nature (a short person's need for a stool, the creaky floorboards beneath a large creature's feet, or the look of another's hair in the morning). In relating these experiences to yourself, you might recall a long gone relative, an old friend or pet, a memory from your childhood, or the characteristic shape or feeling you got from some rock, or tree, or cloud that brings it all together for you.

FEATURE: BACK WOODS INGENUITY

You can attempt tool checks, and without penalty, even when you don't have the proper tool or proficiency, as long as you have an improvised object on hand.

SUGGESTED CHARACTERISTICS

Hillbillies pride themselves on being simple folk. They come from stable, constant backgrounds, and tend to have stubborn ideals that don't change easily. To a hillbilly, the world might be an intrusion or a curiosity; it's always something on the outside being seen from an insider's point of view.

d8 Personality Trait

- 1 I'm smarter than I let on, and I enjoy hiding this fact.
- 2 I am completely uninformed about modern machines and happily use them in ways that may be considered ignorant or simply humorous.
- 3 I actively work to make a place feel like home, regardless of what others may think.
- 4 I talk to myself in a folksy manner that might make others think I'm addressing someone else in the area.
- 5 I'm very hands-on, even rough, when I greet or play with others, despite what the accepted social norms might be.
- 6 I have a very traditional, some say "old fashion," sense of right and wrong, and I'm not shy about sharing it when occasions arise.
- 7 I'm particularly taken with people and cultures different than I am, and I love "walking in their shoes" for a time to better understand and appreciate those differences.
- 8 I offhandedly make up whatever it is I'm "reading" when pressed, because I can't read and I don't plan on learning.

d6 Ideal

- 1 **Self-reliant.** I'd rather live a sub-par life on my own terms. (Chaotic)
- 2 **Traditional.** I honor my folks by holding to their ways. (Lawful)
- 3 **Subversive.** If they won't leave me alone, I'll make them regret it. (Evil)
- 4 **Helpful.** If you need assistance, I'll do whatever I can to help. (Good)
- 5 **Flow Like a River.** Seeking the path of least resistance is a virtue to be honored and practiced. (Neutral)
- 6 **Unperturbed.** As we are all sons and daughters of our own hollers, the world follows where we go, not the other way around. (Any)

d6 Bond

- 1 Some folks from my holler can't benefit from adventuring, so I am to do well for all of us.
- 2 I left the comfort of my adopted home to save it from my enemies of old.
- 3 The roads that lead away from my holler demand to be traveled, and I will not stop until I've tread them all.
- 4 I must unite the people of the hills far and wide to guard against a great secret they too must have discovered.
- 5 I am called to spread a message of simple living as opposed to reliance on the trappings of the urbanite.
- 6 I seek and encourage child-like wonder in all those who work and play outdoors.

d6 Flaw

- 1 I am blind to polite society and step all over social mores very easily.
- 2 Machines and handheld devices with moving parts are impossible for me to ignore.
- 3 I have no concept of personal hygiene
- 4 Other genders ought to be subservient and deferential to my wishes.
- 5 I take far too many naps, and I'm incredibly difficult to wake up.
- 6 Any perceived slight on my bravery or skill must be met harshly.

PLUGGER

Across the continent of Northern Ullera, it is not only the military and police which carry firearms. Civilians roam the streets and wilds armed with this extra firepower. Colloquially called "pluggers," Their reasons for carrying guns are as varied as their weapons. Some are looking for trouble, while others have been taken advantage of and refuse to be a victim again. Many are simply pragmatic types who simply carry in order to win an inevitable showdown.

Skill Proficiencies: Intimidation, Perception

Weapon Proficiencies: Blunderbuss, musket, or pistol (choose one)

Equipment: A set of common clothes, a blunderbuss, musket, or pistol (your choice), 20 rounds of ammunition for the chosen firearm, a small box of firearm cleaning supplies, and a lambskin wallet containing \$10

PREPARED FOR THE WORST

Not every citizen condones open carry of guns outside of dangerous surroundings. You, on the other hand, are enthusiastic about your right to bear firearms in public. Your sidearm is proudly displayed as a status symbol or maybe to give you an intimidating presence. It is rare for you to roam without your trusty weapon—in fact, you feel naked and exposed without it. Your dedication to keeping yourself armed stem from a memorable life event, a set of long-held values, or a holdover from training received in a previous life.

FEATURE: GUN CLUB

You are an enthusiast on the quality and rarity of firearms. You also know various contacts or venues that can find you deals on firearms, ammunition, and firearm upgrades. As a card carrying member of the Ulleran Firearms Club, you receive a biannual issue of William Wingate's Ballistic Almanac that keeps you up to date with all the latest innovations in firearm technology, giving you an edge when you need to identify the make, model, and modifications of firearms or ammunition.

SUGGESTED CHARACTERISTICS

For good or ill, the display and use of firearms are always in the back of a plugger's mind. Whatever their reasons for placing so much value on weapons, they have sized up the situation and are mentally prepared for the worst-case scenario. Their enthusiasm (or lack thereof) for a gunfight can be a noble ideal or a tragic flaw.

d8 Personality Trait

- 1 I was mugged on the city streets. I'll never be the victim again.
- 2 My firepower is a burden and a responsibility I will use it reluctantly.
- 3 I carry my weapon visibly in order to show my superiority.
- 4 I never sit with my back to the door.
- 5 I'm so scared of confrontation I will draw my weapon immediately to try to end it.
- 6 Sometimes I use the threat of violence to get what I want.
- 7 I am a veteran holding onto the power I once had in the military.
- 8 I work gun-related puns and idioms into every conversation.

d6 Ideal

- 1 **Independence.** People should be able to do what they wish. (Chaotic)
- 2 **Strength.** The strongest person in the room is in the best position. (Neutral)
- 3 **Security.** Everyone in the world deserves to feel safe. (Good)
- 4 **Heritage.** The most valuable things are those tied to your customs. (Lawful)
- 5 **Self-Reliance.** Individuals need to be able to fend for themselves (Neutral)
- 6 **Vengefulness.** When someone wrongs me, I pay them back in spades. (Evil)

d6 Bond

- 1 I am committed to protecting those around me
- 2 I am an advocate for personal freedoms—always looking to free the oppressed
- 3 I am always on the lookout for the most peaceful solution to the problem
- 4 My weapon, an heirloom or gift, is faithful to me, and I will be faithful to it.
- 5 I am devoted to single firearm manufacturer and refuse to use others' arms.
- 6 I am a heavily engaged member of a firearms enthusiast guild or shooting club.

d6 Flaw

- 1 My itchy trigger finger is going to get me in over my head one day.
- 2 I'm terrified of actually killing someone.
- 3 I'm all too eager to intimidate someone by flashing your piece
- 4 Don't get too close to me or I'll plug you!
- 5 I'm always impulsively upgrading to the newest, best equipment.
- 6 I can't sleep without my firearm.

TINKER

Enamored at an early age with how things work and the interchange of mechanisms to achieve an outcome, you are a true problem-solver when it comes to building something with little more than your wits and your tools. You find value and solace in making the old new again, and in salvaging what others would just as likely throw out. The world and all its little details are a grand scattered puzzle,

or a malfunctioning clockwork device, or the like, and it's your place in the world to act as solver and caretaker both to bring out the potential in all things.

You grew up in a place filled with odds and ends, never lacking in the pieces and parts that filled your hours and days. You may have been fortunate enough to have a mentor or have been part of a team or clan of folks who nurtured each other in your tinker's pursuits. Then again, you might equally have been an outcast and a recluse who felt out of place except when you were surrounded by what the others called "junk." To this day, you are most at home wherever you can exercise your talents or ply your trade, whether it be in the chopshops of a city or the blasted wastes of a boneyard.

Skill Proficiencies: Mechanics, Science

Tool Proficiencies: Tinker's tools and one other set of artisan's tools of your choice

Equipment: A set of common work clothes (with many pockets), a set of tinker's tools, a claw hammer, the charred and twisted remains of a failed experiment, a wallet containing \$10, and any one of the following: a single stick of chewing gum, a broken set of binoculars, a broken carbide lantern, a broken gas mask, or a broken pocket watch

TINKERED OBJECT

You gain one of the following objects of your choice.

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Inflatable Pants. {As a bonus action, you can inflate these pants to become buoyant for 1 minute. If you are submerged in a liquid, the pants carry you to the surface of the liquid at a rate of 60 feet per round. Alternatively, you can inflate these pants as a reaction when you fall to reduce the amount you take from a fall by 5. You must finish a long rest to use these pants again.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Reacher Grabber. When operated, you can pick up unobstructed items that weigh less than 5 lb and are 5 feet or less out of reach. Using this device requires your action.

CHILDHOOD INVENTOR

Early in life you made a name for yourself with a minor engineering or design feat or flop. Such an innovation garnered you acclaim or criticism in your hometown community, and even may have resulted in a registered patent. While you didn't get wealthy, you can rely on people in the right circles to have heard of you, or at least your invention.

FEATURE: TECH JARGON

Your extensive knowledge of mechanical devices grants you a "secret language" that even the most introverted mechanic or craftsman will give you access to high quality tools and well equipped facilities that can aid you in your tinkering and crafting efforts. You may even be able to secure help with big jobs or funding if you are able to find a benefactor who takes an interest in your work.

SUGGESTED CHARACTERISTICS

Tinkers relate more to their machines than they do to others. Their devotion to technology can make them endearing, cripplingly shy, or simply a little awkward. Without fail, a tinker will have spent hours thinking about new and different ways to use their tech for various use cases at every scale. Sometimes these projections are for the good of others, sometimes not.

d8 Personality Trait

- 1 I was mugged on the city streets. I'll never be the victim again.
- 2 My firepower is a burden and a responsibility I will use it reluctantly.
- 3 I carry my weapon visibly in order to show my superiority.
- 4 I never sit with my back to the door.
- 5 I'm so scared of confrontation I will draw my weapon immediately to try to end it.
- 6 Sometimes I use the threat of violence to get what I want.
- 7 I am a veteran holding onto the power I once had in the military.
- 8 I work gun-related puns and idioms into every conversation.

d6 Ideal

- 1 **Independence.** People should be able to do what they wish. (Chaotic)
- 2 **Strength.** The strongest person in the room is in the best position. (Neutral)

d6 Ideal

- 3 **Security.** Everyone in the world deserves to feel safe. (Good)
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- 6 I can't sleep without my firearm.

CUSTOMIZATION

MULTICLASSING

If your group uses the optional rule on multiclassing, here's what you need to know if you choose the chaplain or the gearhead as one of your classes, introduced earlier in this book.

MULTICLASSING PREREQUISITES

To qualify for one of these new classes, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table.

MULTICLASSING PREREQUISITES

Class	Prerequisites
Chaplain	Charisma 13
Gearhead	Intelligence 13

MULTICLASSING PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Chaplain	Light armor, one language of your choice
Gearhead	Light armor, smith's tools, tinker's tools

MULTICLASSING FEATURES

When you gain a new level in one of these classes, you get its features for that level. A few features, however, have additional rules when you're multiclassing: Contraptions and Spellcasting.

CONTRAPTIONS

Contraptions Known and Prepared. You determine what contraptions you know and can prepare for each class individually, as if you were a single-classed member of

that class. If you are a ranger 4/gearhead 3, for example, you know three 1st-level ranger spells based on your levels in the ranger class. As 3rd-level gearhead, you know three gearhead gadgets, and your schematic book contains ten gearhead contraption, two of which (the two you gained when you reached 3rd level as a gearhead) can be 2nd-level contraptions. If your Intelligence is 16, you can prepare six gearhead contraptions from your schematic book. Each contraption you know and prepare is associated with one of your classes, and you use the engineering ability of that class when you activate the contraption.

Contraption Slots. You determine your available contraption slots by adding together all your levels in the gearhead class, half your levels (rounded down) in classes that gain contraptions at the same progression a paladin or ranger would gain spells, and a third of your class levels (rounded down) if you gain contraptions through a subclass feature. Use this total to determine your contraption slots by consulting the Multiclass Engineer table.

If you have more than one engineering class, this table might give you contraption slots of a level that is higher than the contraptions you know or can prepare. You can use those slots, but only to activate your lower-level contraptions. If a lower-level contraption that you activate, like *burning hands*, has an enhanced effect when activated using a higher-level slot, you can use the enhanced effect, even though you don't have any contraptions of that higher level.

DUKES UP

The Dukes Up feature functions equivalently to the Unarmored Defense feature. If you already have the Unarmored Defense feature, you can't gain it again from another class.

SPELLCASTING

Soci Etas. If you have both the Spellcasting class feature and the Soci Etas class feature from the chaplain class, you can use the spell slots you gain from the Soci Etas feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast chaplain spells you know.

**MULTICLASS ENGINEER:
CONTRAPTIONS SLOT PER CONTRAPTION LEVEL**

Lvl	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	---	---	---	---	---	---	---	---
2nd	3	---	---	---	---	---	---	---	---
3rd	4	2	---	---	---	---	---	---	---
4th	4	3	---	---	---	---	---	---	---
5th	4	3	2	---	---	---	---	---	---
6th	4	3	3	---	---	---	---	---	---
7th	4	3	3	1	---	---	---	---	---
8th	4	3	3	2	---	---	---	---	---
9th	4	3	3	3	1	---	---	---	---
10th	4	3	3	3	2	---	---	---	---
11th	4	3	3	3	2	1	---	---	---
12th	4	3	3	3	2	1	---	---	---
13th	4	3	3	3	2	1	1	---	---
14th	4	3	3	3	2	1	1	---	---
15th	4	3	3	3	2	1	1	1	---
16th	4	3	3	3	2	1	1	1	---
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

FEATS

If your group uses the optional rule on feats, you can forgo taking the Ability Score Increase feature to take one of the feats presented here of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

EFFICIENT CRAFTSMAN

You know how to optimize the use of raw materials while performing your craft. You gain proficiency in one tool of your choice. If you are already proficient with the chosen tool, you add double your proficiency bonus to checks you make with the tool.

Additionally, for every day of downtime you spend crafting, you can make a check with your tools to determine the total market value of items you craft for that day, and therefore the amount of raw materials needed to craft that value, or the total market value increment of progress you make toward crafting a single item. The total market value amount or increment is equal to half your

check result (round up), to a minimum of \$5. For example, if you make a check with smithing tools to craft a suit of plate armor, and your check result was a 15, your market value increment toward the completion of the suit of plate armor is \$7 for that day. Alternatively, with the same check, you make \$7 worth of items for that day.

FIREARM MASTERY

After countless hours spent with a gun in your hand, you know where your bullets are going before you even pull the trigger. You gain the following benefits:

- You gain a +1 bonus to attack rolls you make with a firearm.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you roll a 1 or 2 on a damage die for an attack you make with a firearm that you are wielding, and that attack is a critical hit, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

MEDICAL PHYSICIAN

You master the physician's arts, gaining the following benefits:

- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you gain expertise in that skill, allowing you to add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends. If, at the start of a short rest, a creature that you medically attend to has no Hit Die to spend, your successful Wisdom (Medicine) check instead grants the creature one free Hit Die to spend normally during that short rest.
- After a long rest, creatures you rest with recover one additional spent Hit Die when you medically attend to them throughout the rest.

NATURAL PRINCIPLES

Prerequisite: The ability to prepare at least one gadget or contraption

During a long rest, when you prepare your gadgets and contraptions that normally deal acid, cold, fire, lightning, or thunder damage, you can substitute that damage type for another one from that list until you prepare your gadgets and contraptions again. This substitution is chosen for each gadget and contraption individually.

NOVICE INVENTOR

Prerequisite: Intelligence 13 or higher

You learn two gadgets of your choice from the gearhead's contraption list.

In addition, choose one 1st-level contraption from that same list. You learn that contraption and can prepare and activate it at its lowest level. Once you activate it, you must finish a long rest before you can activate it again.

Your engineering ability for these contraptions is Intelligence. When you gain a level, you can choose one of the gearhead gadgets or the 1st-level contraption you know and replace it with another gadget or 1st-level contraption from the gearhead contraption list.

CROSSBOW & FIREARM CUSTOMIZATION

It's common practice in Ullera to customize firearms to suit individual needs. Gun owners can make their own modifications or pay a skilled craftsman to perform the work for them, but modified firearms are prized personal possessions and rarely found for sale. The skills and tools for modifying and customizing crossbows and firearms are similar to those needed for other crafting skills. Each modification is crafted individually, requiring smith's tools, tinker's tools, or woodcarver's tools, and can be applied to a weapon only once, unless specified otherwise.

EXPANDED CAPACITY

Cost. \$150 **Prerequisite.** Crossbows with the reload property & firearms.

This modification increases a weapon's reload value by 1. This is achieved by incorporating additional barrels, adding a revolving cylinder, expanding a weapon's magazine size, or the like. This special modification may be applied to the same firearm multiple times.

EXPANDED CALIBER

Cost. \$250 **Prerequisite.** Firearms.

A firearm with an expanded caliber has a much larger chamber for additional black powder and/or larger caliber rounds. This modification increases the firearm's weapon damage dice by one size (1d10 becomes 2d6, 1d12 becomes 2d8, 2d4 becomes 2d6, 2d6 becomes 2d8, 2d8 becomes 2d10, and 2d10 becomes 2d12)

IMPROVED RIFLING

Cost. \$100 **Prerequisite.** Firearms

Rifling cuts spiral grooves into the gun's barrel that spin a bullet as it leaves the firearm, increasing accuracy and range. A rifled firearm has its range increased by 20/60.

KEYED TRIGGER

Cost. \$50 **Prerequisite.** Crossbows & Firearms

This modification replaces the weapon's traditional firing mechanism with a two-part puzzle mechanism. A puzzle ring worn on the shooter's hand completes the puzzled firing mechanism of the weapon, preventing the weapon from firing otherwise.

MUFFLING EMOUCHURE

Cost. \$75 **Prerequisite.** Firearms

This embouchure reduces the flare and volume of a firearm when fired. This embouchure can be attached to or removed from a firearm's barrel with an action. Perception checks made to hear the report of a firearm with this embouchure attached are made with disadvantage.

SECONDARY LAUNCHER

Cost. \$150 **Prerequisite.** Crossbows & firearms

This modification adds a special tube onto a firearm or crossbow that can hold a grenade, grappling hook, or possibly other similarly sized object sturdy enough to withstand the force of being fired.

As an Attack action, the wielder can pull a special trigger to channel the force of black powder or pneumatic propulsion into this tube to fire the object up to 120 feet away. This secondary tube has the loading weapon property.

TELESCOPIC SIGHT

Cost. \$100 **Prerequisite.** Crossbows & firearms

This attachment replaces the standard aiming sights of the weapon. Targets viewed through a telescopic sight are magnified to twice their size. As a bonus action, you can aim through the sight, granting your next ranged attack roll made this turn a +2 bonus.

VARIANT TWO-WEAPON FIGHTING

This variant allows you to incorporate light ranged weapons, such as hand crossbows or pistols, into your two-weapon fighting without the need for special features from classes or feats.

When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

EQUIPMENT

LOOK HERE!

**SUNDRIES, NOVELTIES,
AND NOTIONS
BUY NOW WHILE
SUPPLIES LAST!
NO REFUNDS, RETURNS,
OR EXCHANGES**

WEALTH AND MONEY

What everyone wants, but never has enough of.

CURRENCY

In Ullera, the most common form of currency is the printed dollar note (\$), commonly referred to as a “buck” by the people of Ullera. A one-dollar note is worth 10 dime coins (¢). Each dime coin is worth 10 penny coins (¢¢). The printed dollar comes in notes of \$1, \$5, \$10, \$20, \$50, and \$100 denominations.

The standard dollar note (regardless of denomination) weighs about 1 gram (450 to the pound). The standard dime coin weighs about 5 grams (90 to the pound), while the standard penny coin weighs about 2.5 grams (180 to the pound).

The currency of Pure Steam mirrors that of most fantasy settings; one dollar is equivalent to one gold piece, one dime is equivalent to one silver piece, and one penny is equivalent to one copper piece. The prices listed for weapons, armor, equipment, and so on in any of the core rule books of the 5th edition of the world’s most popular pen and paper RPG, are unchanged in the Pure Steam campaign setting unless otherwise stated.

STARTING WEALTH

When you create your character as one of the classes presented in this book, you receive equipment based on a combination of your class and background.

Alternatively, you can start with a number of dollars based on your class and spend them on equipment. See

the Starting Wealth by Class table to determine how much money you have to spend.

STARTING WEALTH BY CLASS

Class	Funds
Chaplain	3d4 x 10 dollars
Gearhead	5d4 x 10 dollars

ARMAMENTS IN PURE STEAM

The world of Pure Steam is one on the brink of industrial revolution. Because of the advances in technology and manufacturing processes over a typical medieval fantasy setting, just about any weapons, armor, and equipment listed in the core rules books of the 5th edition of the world’s most popular pen and paper RPG, will still be available but often with a modernized, steampunk twist. You are encouraged to take aesthetic liberties with the appearance and construction of items that would otherwise be rustic and handmade.

WEAPONS

War is ever changing because weapons are ever evolving.

The Weapons table shows the new weapons found in the world of Pure Steam, their price and weight, the damage they deal when they hit, and any special properties they possess.

WEAPON PROPERTIES

Many of these new weapons have special properties related to their use, as shown in the Weapons table.



Artwork by Jameson McMaster

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Ranged Weapons</i>				
Blunderbuss	\$75	2d6 piercing	7 lb.	Ammunition (firearms; range 20/60), misfire, reloading (1 shot), two-handed
Flintlock Pistol	\$50	1d10 piercing	3 lb.	Ammunition (firearms; range 30/90), light, misfire, reloading (1 shot)
Musket	\$75	1d12 piercing	10 lb.	Ammunition (firearms; range 40/120), misfire, reloading (1 shot), two-handed
Pneumatic crossbow, hand	\$85	1d6 piercing	4 lb.	Ammunition (range 30/120), light, reloading (3 bolts)
Pneumatic crossbow, light	\$35	1d8 piercing	6 lb.	Ammunition (range 80/320), reloading (5 bolts), two-handed
<i>Martial Melee Weapons</i>				
Bayonet	\$2	1d6 piercing	1 lb.	Special, versatile (1d8)
Firearm hammerhead	\$5	1d8 bludgeoning	4 lb.	Special
Pistol Axe	\$3	1d6 slashing	1 lb.	Special
Pistol blade	\$2	1d4 piercing	1 lb.	Special
Sledgeaxe	\$15	2d6 bludgeoning	10 lb.	Heavy, special, two-handed
<i>Martial Ranged Weapons</i>				
Pistol	\$75	2d6 piercing	2 lb.	Ammunition (firearms; range 50/150), deadly, light, reloading (1 shot)
Pneumatic crossbow, heavy	\$60	1d10 piercing	19 lb.	Ammunition (range 100/400), heavy, reloading (5 bolts), two-handed
Revolver	\$125	2d6 piercing	3 lb.	Ammunition (firearms; range 50/150), deadly, light, reloading (6 shots)
Rifle	\$175	2d10 piercing	8 lb.	Ammunition (firearms; range 80/240), deadly, reloading (1 shot), two-handed
Sawed-Off Shotgun	\$125	2d6 piercing	5 lb.	Ammunition (firearms; range 15/45), deadly, light, reloading (2 shots)
Shotgun	\$150	2d8 piercing	7 lb.	Ammunition (firearms; range 30/90), deadly, reloading (2 shots), two-handed

Ammunition. The ammunition of a firearm is destroyed upon use.

Deadly. When you score a critical hit with a weapon that has the deadly property, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Misfire. Whenever you make a ranged attack roll with a simple firearm, and the d20 roll is a 1, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful DC 10 tinker's tools check. If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon's misfire on a d20 roll of 1, 2, or 3.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

SPECIAL WEAPONS

Weapons with special rules are described here.

Bayonet. A bayonet is a small blade that can be attached to a two-handed firearm, turning the firearm into a spear. When not attached to a firearm, the bayonet is used as a dagger.

Firearm Hammerhead. A firearm hammerhead is a small bludgeon that can be attached to a two-handed firearm, turning the firearm into a warhammer. When not attached to a firearm, the bludgeon is useless.



Pneumatic Crossbows. A pneumatic crossbow's reloading lever is mechanically cranked back into position after each shot by a steam-powered mechanism, and then fed a new bolt from an attached box. If the weapon's steam battery is depleted, you treat the weapon as a normal crossbow of the same type. It is assumed that you replenish your steam battery whenever possible during your downtime between adventures, when you have ample time or resources to do so.

Pistol axe. A pistol axe is a simple axehead that must be attached to any one-handed firearm, allowing it to be used interchangeably as a firearm or a hand axe.

Pistol blade. A pistol blade is a miniaturized bayonet that must be attached to any one-handed firearm, allowing it to be used interchangeably as a firearm or a dagger.

Sledgeaxe. A sledgeaxe has both a large axe-head and a dense, blunt hammer-head mounted to a long, thick handle. At the start of each of your turns, you decide whether the weapon deals bludgeoning or slashing damage that turn.

MANUFACTURING SIGNATURES

Each company below is known for producing items that feature special qualities ("signatures") unique to their brands. When buying equipment, you may decide which manufacturer's signature you would like to apply to a specific item upon purchase.

DAVRO DESIGNS DISPENSARY

"A deft, dauntless design; it's all in the Three Ds."
An innovator in the field of compartmentalization and materials science, Davro Designs is known for taking excess mass out of bulky merchandise to produce versions that are lighter and smaller than normal, but tend to be more fragile.

HABERRATH INDUSTRIES

"We know the sea."
This dwarven manufacturer is known for making devices and equipment sea-ready. Haberrath items can be made either waterproof (to a depth of 50 ft.), or rust resistant, but are bulky and hard to conceal.

MAYRBRONNE LIMITED

"Undeterred by danger."
Known for their rugged design and thorough stress tests owing to strict factory standards, Mayrbronne products are durable, but notoriously unattractive.

RACCWEAR

"Nature outfitted for you."
This specialty clothiers and sporting goods company

manufactures items based on animal motifs and often from animal remains (i.e. pelts, bones, etc.). These items are generally used for their convenience outdoors, or because they are small and easy to conceal.

SAVIG

"Brilliance is bliss!"

Savig's is a high-concept science bureau renowned for producing precision instruments that provide sharp resolution and accurate readings. These instruments are more delicate than usual due to their finely machined parts.

ULLERAN MILITARY BARRACKS OUTFITTERS (UMBO)

This manufacturer was formed out of Ullera's historically war-filled past, with licensed surplus retailers dealing directly to the public across the country. Built for the battlefield, UMBO gear enjoys enhanced durability at the expense of additional weight.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Alchemical Cartridge. Ammunition for the blunderbuss, an alchemical cartridge is a prepared bundle of exotic material, which is then wrapped in paper or cloth and sealed with beeswax, lard, or tallow. They come in the following forms:

- **Dragon's Breath Cartridge.** This cartridge produces a 15-foot cone of fire instead of the normal attack. Each creature in that area must make a DC 12 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.
- **Entangling Shot Cartridge.** This cartridge deals half damage to creatures it hits, but the target must make a DC 12 Dexterity saving throw or become restrained until the end of your next turn.
- **Flare Cartridge.** When a flare cartridge hits its target, your weapon only deals half damage and its damage type is changed to fire, but creatures within a 20-foot sphere of the target must make a DC 10 Constitution saving throw or become blinded until the end of their next turn. Flare cartridges are also useful for sending up signal flares.
- **Salt Shot Cartridge.** This cartridge contains black powder and rock salt, incapacitating your targets instead of killing them outright.

Alchemical Shell. Alchemical shells are modern versions of alchemical cartridges and are ammunition for shotguns.

Babbage Calculator. This device is an adding machine made of steel gears. This ten pound machine is often used by artillery officers and accountants for speedy calculation of quadratic equations.

Backpack, Droque Wing. Droque wings ensure the safe descent of their wearer through a set of cellophane seraphim wings. This effect is similar to the spell feather fall, and lasts for 5 rounds. The wings deploy from the pack with a single yank of a ripcord (reaction). Droque wings are ripped to pieces by the descent and can only be used once.

Barometer. A barometer is a scientific device used to measure atmospheric pressure to help predict the weather. A barometer can also be used to get an estimate of your altitude above or below sea level.

Beeswax. Beeswax is a valuable byproduct harvested when collecting honey. It is used in facial cosmetics, preserving cheese, mustache wax, hair pomades, candles, shoe polish, phonograph cylinders, mold making, lip balm, and waterrepellent. Fresh beeswax can also be used to create an armafungal, arma-bacterial seal on porcelain and glass containers doubling the lifespan of preserves.

Binoculars, Folding. These function much like the standard model described below except they are smaller and collapsible. Objects viewed through folding binoculars are magnified to thrice their size.

Binoculars, Standard. Objects viewed through binoculars are magnified to thrice their size.

Blackpowder Cartridge. A blackpowder cartridge is a prepared bundle of black powder with a ball bearing or pellets, which is then wrapped in paper or cloth and sealed with beeswax, lard, or tallow. They come in the following forms:

- **Ball Bearing.** This is the standard ammunition for flintlock pistols and muskets. A blunderbuss can be loaded with a large ball bearing known as a slug. When firing a slug, a blunderbuss' range increases by 10/30.
- **Pellets.** The standard ammunition for the blunderbuss. When you hit a target within half of the blunderbuss' normal range with pellets, and you roll a 1 or 2 on the blunderbuss' damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Bullet. These sturdier versions of blackpowder cartridges serve as the ammunition for martial firearms. They can hold either bullets or pellets, and are wrapped in a thin casing with a blackpowder primer. They come in the following forms:

- **Bullet.** This is the standard ammunition for pistols, revolvers, and rifles. A shotgun can be loaded with a large bullet known as a slug. When firing a slug, a shotgun's range increases by 10/30.
- **Pellets.** The standard ammunition for the shotgun.

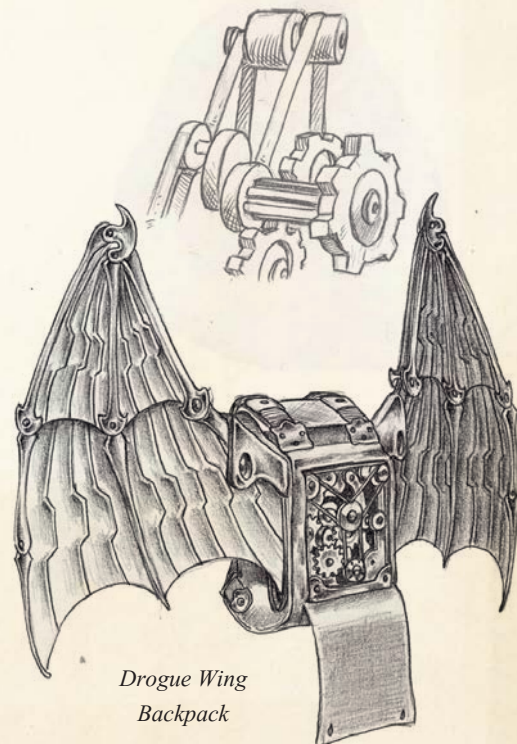
When you hit a target within half of the shotgun's normal range with pellets, and you roll a 1 or 2 on the shotgun's damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Camera, Ferrottype. The Collodion Spirit Imager (sometimes "Col-Mag," or simply "Imager") is the leading model of ferrottype camera, complete with an oversized frame, aperture, diaphragm, and copper tubes. Ferrottype photographers often work at fairs and carnivals providing visitors with a black and white family picture within minutes after the picture is taken. The collodion photographic emulsion is stuck to a sheet of iron, hence the name, and can be sealed with lacquer to protect the image. The camera comes with a standing tripod for ease of use.

Canned Food. Meat, fruits, vegetables, and milk can be preserved for much longer by cooking it and sealing it inside a tin can. One can is enough for a meal for a medium sized adult and tastes far better than dry rations.

Chewing Glue. Chewing glue or gum (made from paraffin wax, spruce gum, and other saps and synthetics) is a useful breath freshener as well as a multipurpose adhesive when merging small objects or attaching diminutive or smaller items to a subject's body without need for a specific means of storage.

Clothes, Aviator's. Aviators generally wear a pilot's cap, a heavily pocketed leather jacket, and thick-lined clothing to fight wind shear. Aviator clothing comes in a variety of styles by nation or allegiance.



*Droque Wing
Backpack*

Clothes, Coveralls. Coveralls are usually made of denim, but rubber is used by sanitation workers. They are designed to preserve regular clothes from the filth of heavy labor, but some Ullerans even enjoy them as daily wear.

Clothes, Sportsman's. A sportsman's outfit is the uniform worn on game day. Fans will often dress in support of their favorite team or star player.

Clothes, Wilderness. While these outfits are derived from and made of skin and fur components from a variety of wildlife (e.g. badger, bear, boar, deer, fox, moose, etc.), the most common is that of the raccoon.

Compass. A magnetic compass aligns with the magnetic field encapsulating the planet and constantly points toward magnetic north. It provides advantage on checks to avoid becoming lost and to navigate underground. A compass and pocket watch are vital for navigation without landmarks or stars. It can also be used to detect intense magnetic fields, indicating the strongest field within 10 feet.

Contraption Scrap Pack. A contraption scrap pack is a small, leather, sling bag that has compartments to hold all the material components and other special items you need to prepare your contraptions, except for those components that have a specific cost (as indicated in a contraption's description).

Dime Novel. Urban investigative stories, frontier tales, farflung adventures, and romances are marketed to the middle class and casual readers.

Eyeglasses. Clear or colored glass can be used to create ordinary spectacles, goggles, monocles, or glass contact lenses. Clear glass lenses can be shaped to correct minor defects in vision. Clear goggles protect eyes from fumes, splinters, splashes, and improve underwater vision for land creatures. A monocle affects only one eye but costs half as much as spectacles. Bifocals combine reading glasses with long range lenses. Tinted glasses create a monochromatic perspective that hides or reveals hidden messages written with colored ink.

Flask, Whiskey. A whiskey flask is made of stainless steel and far more robust than a common glass flask. It is often monogrammed or designed for concealment. It holds one pint.

Gas Mask, Arma-Plague "Snout". A gas mask with plating fashioned to mimic the scutes found on an armadillo's hide. This type lasts twice as long as a standard gas mask (24 hours) and covers the head, neck, and sternum. Replacing a gas mask filter requires an action.

Gas Mask, Standard. The standard gas mask provides breathable air for 12 hours of exposure before the filter must be replaced. A functional gas mask grants immunity to inhaled poisons and smoke inhalation. A gas mask does not allow a creature to breathe underwater. Replacing a gas mask filter requires an action.

Kinescope Device. This hand-held device displays a reel of celluloid film on a glass screen. The viewer stands in front of the device and can see a 5 minute black and white motion picture.

Lamp Helmet. A lantern-mounted full helmet. The oil lamp burns like a hooded lantern in one 90-degree arc, and the padded helmet provides protection versus falling objects.

Lantern, Carbide. Carbide lanterns produce light by burning the gas released by mixing water and calcium carbide. The lantern's reflector creates bright light in an 80 foot cone and an additional 80 feet of dim light beyond that.

Machine, Dictation. A dictation machine has three main components: a wax recording cylinder, a sound stylus, and speaking trumpet. It can record up to 5 minutes of sound on a single wax cylinder and play it back. The gramophone, phonograph, zonophone, and logophone are all competing commercial designs of the same basic machine, but use incompatible wax recordings. A clockwork motor keeps the record spinning.

Machine, Ether Ice. This device creates refrigeration through the evaporation of ether. It can be used to create ice or keep food, medicine, or volatiles at near freezing temperatures for 3 days before needing to be serviced.

Music Box. These small devices vary according to the volume, complexity, and length of the music, but typically only play a single tune. Music boxes use a clockwork engine.

Newspaper. The size of the newspaper varies according to venue. City papers have more stories and are thickened by advertisements. Rural papers are often only a few pages long.

Nickelodeon Device. This small device plays up to a dozen different songs. Some use automated musical instruments rather than wax recordings.

Oil, Whale. Blubber is rendered into oil on whaling ships sailing the coasts of the Great Span. Whale oil is used in perfumes and functions identically to oil, except that it burns twice as long.

Paper Drinking Straws. Servers usually provide a pair since one rarely lasts through an entire beverage. Straws can be used to make an improvised single-use blowgun, lightweight framework models, or even as a breathing apparatus usable for 5 minutes from just beneath the water's surface.

Penny Dreadful ("Potboiler"). A lurid serial printed weekly or monthly. The books are the equivalent of a single chapter of a horror or salacious novel aimed at entertainment of the lower classes.

Pocket Watch. A good pocket watch will keep nearly perfect time so long as it is maintained and wound. It not only marks the passage of time, but is a vital tool for sea navigation. Clockwork mechanisms are incorporated into

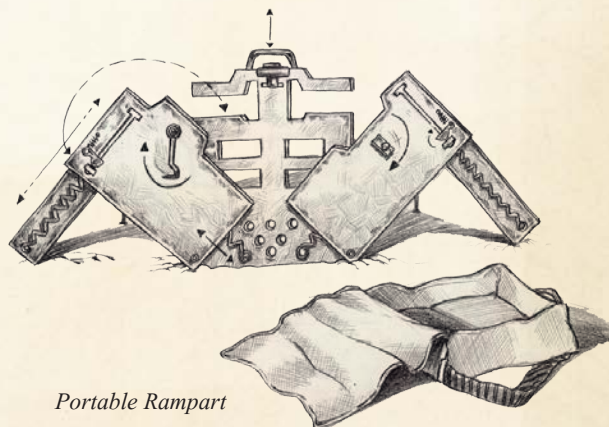
ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Alchemical cartridge	\$3	---
Alchemical shell	\$3	---
Blackpowder cartridge (10)	\$1	---
Bullet (20)	\$2	---
Babbage calculator	\$100	10 lb.
Backpack, drogue wing	\$50	10 lb.
Barometer	\$20	1 lb.
Beeswax	\$10	1 lb.
Binoculars, folding	\$225	1 lb.
Binoculars, standard	\$200	2 lb.
Camera, ferrotype	\$250	12 lb.
Ferrotype photo plate	\$5	1/2 lb.
Canned food	\$2	1/2 lb.
Chewing glue (stick)	\$5	---
Clothes, aviator	\$4	5 lb.
Clothes, coveralls	\$2	3 lb.
Clothes, sportsman's outfit	\$3	4 lb.
Clothes, wilderness	\$12	7 lb.
Compass	\$50	---
Contraption scrap pack	\$25	10 lb.
Dime novel	1¢	---
Eyeglasses	\$10	---
Flask, whiskey	\$2	1 lb.
<i>Gas mask</i>		
Arma-plague mask	\$200	12 lb.
Filter	\$10	2 lb.
Standard mask	\$100	5 lb.
Kinescope device	\$25	10 lb.
Lamp helmet	\$30	5 lb.
Lantern, carbide	\$15	3 lb.
Machine, dictation	\$100	5 lb.
Wax recording blank	\$5	---
Machine, ether ice	\$1,000	120 lb.
Music box	\$10	1/2 lb.
Newspaper	5¢	---
Nickelodeon device	\$20	5 lb.
Oil, whale (quart)	\$7	1 lb.
Paper drinking straw (box of 100)	\$5	1 lb.
Penny dreadful	1¢	---

Item	Cost	Weight
Pocket watch	\$275	---
Polarized visor	\$20	---
Portable rampart	\$150	25 lb.
Postage stamp	15¢	---
Schematic book	\$25	3 lb.
Skates, ice	\$40	4 lb.
Skates, roller	\$30	4 lb.
Soda	1¢	---
Tinderbox, matchesafe	\$4	1/2 lb.
Torch, foxfire	\$65	1 1/2 lb.
Traveler's almanac	\$5	1 lb.
Typewriter	\$90	5 lb.



Gas Mask



Portable Rampart

Artwork by Mares Laurentiu



many devices to measure time or provide kinetic energy through a compressed mainspring.

Polarized Visor. Usable only with goggles, full helmets, and gas masks. This accessory reduces visual range to 60 feet and lightly obscures the wearers vision, but provides advantage on saving throws and checks made to resist the blinded condition. A polarized visor also negates a creature's sensitivity to daylight or bright light.

Portable Rampart. Developed for Ulleran drop troops, the portable rampart is composed of four pieces of ballistic grade sheet metal attached to a central weldment with strong springs and a heavy-duty clasp. When deployed (an action), this piece of protective equipment serves as a short wall and provides half cover from one side. A prone character gains three-quarters cover from a portable rampart, and can shoot firearms and crossbows normally through the slit in the middle. Folding a portable rampart is also an action.

Postage Stamps. Stamps are a convenient way to send a message or package by land, air, or sea. The number of stamps needed depends on the weight and distance carried.

Schematic Book. Essential for gearheads, a schematic book is a leather-bound tome with 100 blank vellum pages suitable for recording contraption schematics.

Skates, Ice. Ice skates add 10 feet to a creature's walking speed on solid ice.

Skates, Roller. Roller skates add 10 feet to a creature's walking speed (20 feet when going downhill) on a hard, flat surface. A creature wearing roller skates has disadvantage on checks and saves made to resist being shoved.

Snuff Tin. Snuff is powdered tobacco inhaled through the nose. The tin is usually very small to fit inside a waistcoat pocket or clutch bag. The tin keeps the snuff dry and helps measure out dosage. The tobacco can be combined with other drugs to make potent and addictive blends.

Soda. The health benefits of soda are widely touted and no pharmacy would be complete without a soda bar. Each drug store has its own signature flavors of soda (sarsaparilla, vanilla, lemon, orange, cherry, grape, or ginger) sold in small glass bottles.

Tinderbox, Matchsafe. This airtight tin box holds 20 matches safe from spoilage by water or accidental ignition.

Torch, Foxfire. A foxfire torch is often used underground because it generates light without flame or heat. Gas pockets are a common hazard in caves and coal mines. Foxfire is a bioluminescent fungus grown on cultivated wood to create a green luminescence as bright as a common burning torch.

Traveler's Almanac. This is an annual publication that includes information such as weather forecasts, a road map, tide tables, and tabular information arranged according to the calendar date. Astronomical data and various statistics are also found in almanacs, such as the times of the rising and setting of the sun and moon, eclipses, hours of full tide, holidays and festivals, terms of courts, local customs, local cuisine, taxonomic key, historical timelines, and more. This can be a vital aid to a party traveling through unfamiliar territory. An up-to-date almanac grants you a +1 bonus on History and Survival checks made in the region covered by the almanac.

Typewriter. A typewriter creates legible documents much faster than by hand writing or the printing press. Carbon paper (5¢ per sheet) creates a duplicate of anything you type. A typewriter may be incorporated into complex machines as a control or communication system.

OBSELETE ADVENTURING GEAR

Certain items are considered obsolete technology for the purposes of value and pricing in Pure Steam. This does not mean such items are any less prevalent or popular in use, but that the cost of producing such items have been refined by modern technology, materials, and techniques, and thus purchasing such items cheaper than normal. For a full list of what is considered obsolete, and thus needing an adjustment in cost, refer below.

TOOLS

Advancements in technology have led to a variety of new tools alongside the skills to use them.

Barber's Supplies. A barber's kit has all the tools you



OBSOLETE ADVENTURING GEAR

Item	Cost	Weight
Book	\$5	5 lb.
Hourglass	\$12	1 lb.
Magnifying Glass	\$10	---
Paper (one sheet)	6 ¢¢	---
Parchment (one sheet)	3 ¢¢	---
Spellbook	\$25	3 lb.
Spyglass	\$100	1 lb.

need to practice the profession of barber, such as a straight razor, leather strop, shaving cream, and mustache wax.

Boilermaker Supplies. Within a boilermaker kit are all the tools you need to maintain and repair any steam engine. Tools in the kit include: a monkey wrench, two pipe wrenches, a 5-lb sledge hammer, large and small crescent wrenches, large and small pry bars, pliers, tin snips, a dozen bull pins, and one pair of bolt cutters.

Physician's Kit. This collection of medical supplies, herbs, and surgeon's tools counts as a healer's kit, but grants a +1 bonus to any check you would normally use a healer's kit for. A physician's kit has ten uses.

Sportsman's Set. A commercial sportman's kit provides legal gear to play a specific sport (turfball, rugby, bocce, basketball, boxing, etc.). Clubs, sticks, mallets, and the like can be used as improvised clubs. If you are proficient with a sportman's set, you can add your proficiency bonus to ability checks you make to play that sport.

Taxidermy Tools. This carrying case has what is required to mount and preserve up to 10 mammal, reptile, fish, and insect trophies. It contains alum, borax, formaldehyde, paint, glue, modeling clay, bone saw, bone drill, wire brush, steel comb, tack hammer, awl, rasp, pins, twine, scalpel, and an assortment of glass eyes. Tiny specimens can be preserved intact, but usually the skin is removed, treated, and stitched over a dummy head or full body frame.

Technical Inspector's kit. This kit consists of an almanac of patents, magnifying glass, fine examination implements, chemical testing strips, small hand tools, and an engineer's pocket reference guide. The use of this kit is crucial in the identification of technological devices and discovering how they operate.

MOUNTS & VEHICLES

In Ullera, the mechanical conveyances for transportation are on the rise. From low maintenance personal transport to large scale military applications, these mounts and vehicles are common sights in the world of Pure Steam.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Barber's supplies	\$5	2 lb.
Boilermaker's supplies	\$80	25 lb.
Taxidermy tools	\$35	10 lb.
<i>Gaming set</i>		
Sportsman's set	\$100	15 lb.
Physician's kit	\$70	4 lb.
Technical inspector's kit	\$100	8 lb.
Vehicles (air, land, or water)	*	*

* See the "Mounts and Vehicles" section.

Bicycle, Penny-Farthing ("High Wheel"). The front wheel of this bicycle is much larger than the rear wheel and the rider is unable to touch the ground. The large front wheel provides great speed but makes the bike top-heavy. It has a steel tube frame and solid rubber tires. The Pennyfarthing increases a rider's walking speed by one-and-a-half times (rounded up to the nearest 5 foot). Difficult maneuvers require a Dexterity (vehicles [land]) check to stay mounted.

Bicycle, Standard. This modern design has many features to improve the safety of the rider. The steel tube frame of the bike forms a diamond shape and both wheels are equal size. The bike has rear wheel drive and gears to reduce pedaling labor and brakes on both wheels. The inflated tires increase shock reduction. A bicycle doubles the walking speed of the rider.

Gyro Cycle. This cycle has only a single massive motorized wheel, leaving the driver exposed on either side. It is largely constructed of tin to reduce weight.

A gyro cycle can seat one driver and one passenger directly behind them, as well as 30 pounds of cargo in a 2-cubic foot compartment. It has a travel pace of 14 miles per hour (112 miles per day).

Gyro Copter. This tin flying marvel has a rapidly turning rotor, powered by a gyroscopic engine, that keeps it airborne.

The gyro copter can seat one pilot and one passenger, as well as 60 pounds of cargo in a 8-cubic foot compartment. It has a travel pace of 10 miles per hour (80 miles per day).

Steam Wagon. Steam wagons resemble a wooden stage coach, but all the horsepower comes from a coal fed steam engine. Its spring suspension buffers cobbled streets as well as rocky roads.

The steam wagon can seat one driver and up to 5 passengers or up to 1 ton of cargo within a 72-cubic foot space. It has a travel pace of 9 miles per hour (72 miles per day).

MOUNTS AND VEHICLES

Item	Cost	Speed	Carrying Capacity
<i>Land Vehicles</i>			
Bicycle, penny-farthing	\$100	x1 1/2	---
Bicycle, standard	\$300	x2	---
Gyro cycle	\$1,000	120 ft.	30 lb.
Steam wagon	\$5,000	80 ft.	1 ton
<i>Airborne Vehicles</i>			
Gyro coptor	\$3,000	90 ft.	60 lb.

SERVICES

Ullera has developed a large service economy that allows individuals to communicate or travel over long distances for a relatively small amount of money. In addition, you can pay to have access to workshops where they can use their crafting skills to their greatest potential.

Pneumatic Correspondence Tube. A vacuum system pulls message capsules throughout office buildings and over multiple city blocks. This system has been embraced by the public and the government, but cannot send an object weighing more than a pound.

Telegraph. The telegraph uses Dittah Code (new language) to transmit letters by wire. The telegraph system is a government controlled monopoly.

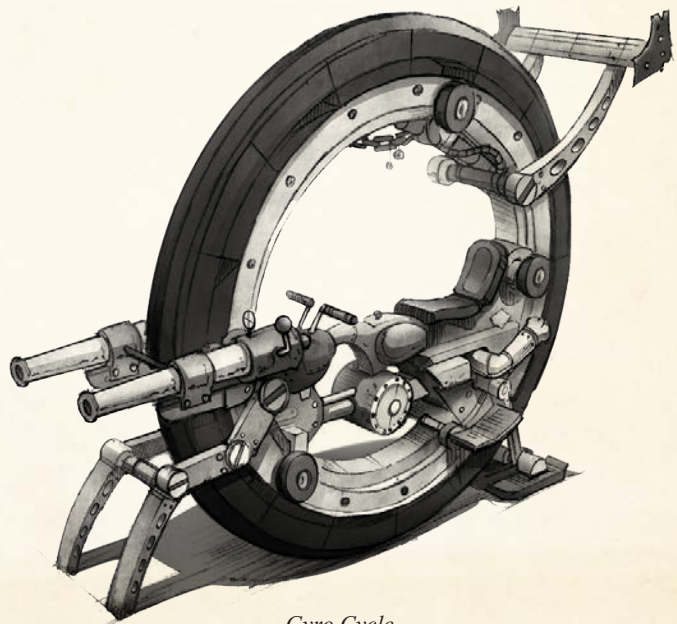
Telephone. Telephones are available only to the very wealthy. All telephones pass through a switch board operator who completes the phone line connection. Anyone can pick up a phone and talk to anyone else hooked into the same line.

Spellcasting License. Ullerans have long had a deep distrust of magic, preferring instead to use mechanical means whenever possible. In most large urban areas, magic users are required to register with the local government and obtain licenses to practice their skills without interference from the authorities. These licenses are in the form of documents that spellcasters will often display in their place of business, although adventurers will often carry the papers with them in a weather-resistant envelope.

Workshop. When you employ the services of a workshop, you gain advantage on your artisan tool checks that relate to that workshop. In addition, for every day of downtime you spend crafting within a workshop, the total market dollar value of items you craft for that day, or the total market dollar value increment of progress you make toward crafting a single item that day, doubles (standard), triples (expert), or quadruples (industrial).

SERVICES

Service	Pay
<i>Communication</i>	
Pneumatic correspondence tube	\$1 per object/message
Telegraph	1¢¢ per word
Telephone	\$1 per minute
<i>Rail passage</i>	
Between settlements	5¢¢ per mile
Within a city	5¢¢
Ship's passage (air)	3¢ per mile
Ship's passage (water)	1¢ per mile
Spellcasting license	\$30 per month
<i>Workshop</i>	
Expert	\$10 per day
Industrial	\$20 per day
Standard	\$5 per day



Gyro Cycle

SCIENCE

Science has grown from a hobby for wealthy eccentrics to a national passion due to steam engineering. All the nations of Ullera are now locked in an industrial race for prestige and power to build the longest rail lines, to create the largest factories, and to make the greatest discoveries. Science has given us flight by airship, steam driven carriages, and an ironclad sea trade. Telegraph and rail lines allow the daily exchange of goods and information between the gaslight cities of Ullera. Science is also unlocking the mysteries of nature and gives us verifiable truths about ourselves, our world, and our universe.

Gearheads are at the forefront of scientific innovation and their schematics lay the groundwork for further technological development. Gearhead contraptions are prototypes based on the latest scientific discoveries. These prototypes are generally fickle devices that function properly only for the creator. Technological devices are refined machinery designed with universal engineering conventions for reliability.

The Republic of Ullera currently leads the continent in scientific progress due to free public education and its immense metal and coal deposits. Founded by people rebelling against the Atanak Empire which used magic to enslave and subjugate, the Ulleran public views spell casters with automatic suspicion. Scientific technology, unlike magical items, can be built and used by the common man, uses fuel instead of magical energy, doesn't require spell knowledge, and doesn't require powerful spell casters to create.

NEW SKILLS

Science and technology are frequent storytelling devices in steampunk, and so here we have presented two new skills: Mechanics and Science. These new skills reflect abilities that characters in Ullera might have that aren't represented in traditional high fantasy settings.

WISDOM (MECHANICS)

A Wisdom (Mechanics) check lets you diagnose the mechanical workings of a device and find faults in its construction. If the function of the device is unknown, you may be able to glean its purpose.

INTELLIGENCE (SCIENCE)

Your Intelligence (Science) check measures your ability to recall lore about scientific theories, natural phenomena, existing technologies, and prominent scientists

USING MECHANICS TO IDENTIFY TECHNOLOGICAL DEVICES

By using a technical inspector's kit and taking about 10 minutes researching, examining, and testing a technological device, you learn the device's properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. If the item was created by a contraption, you learn which contraption schematic created it.

TECHNOLOGICAL ITEMS

'Technological' is a colloquial expression used for newfangled, revolutionary devices, weapons, and armor that possess scientific enhancements or special capabilities that seem wondrous in nature. They utilize extraordinary scientific principles such as pneumatics, electromagnetism, kinetics, or acoustics in their functionality and produce extraordinary effects. Technological items are not magical.

Like contraptions, technological items can be counterspelled if they produce effects based on spells and may not function in areas of antimagic, as such forces disrupt the natural fabric and laws of reality and science.

ATTUNEMENT

Technological items often use delicate mechanical components and complex mechanism to work properly. The aura emitted by magical items can interfere with these devices, therefore you must be careful when mixing the two. Because of this, some complex technological items require attunement and count toward the number of items to which you are attuned--in other words, you can attune to any combination of magical and technological items, but are still limited to three attuned items at any one time.



TECHNOLOGICAL ITEMS A-Z

A sample of technological items are presented in alphabetical order. A technological item's description gives the item's name, its category, its rarity, and its technological properties. Game masters and players alike are encouraged to design their own innovative technological items that are right for their campaigns and characters.

AIR BLADDER BROGANS

Wondrous item; uncommon

These stretchy gumboots are covered with leather air bladders that expand around the shoe when inflated. As an action, you can inflate the air bladders of both shoes, allowing you to stand on and move across any liquid surface as if it were solid ground, albeit at half your normal walking speed.

ALCHEMIST'S BLADE

Weapon (any bladed weapon); uncommon

The blade of this weapon features a cylindrical chamber running through the center of its length. Extending out from this center chamber towards the edge of the blade are several small grooves. The hilt of the weapon sports a small device that allows you to safely fill the blade's chamber with liquid substances, such as alchemist's fire, holy water, or poison.

As a bonus action, you can release the stored substance, causing it to coat the blade and remain potent for up to 1 minute. Each hit with the coated weapon deals weapon damage as normal, as well as subject the target to the liquid substance coating the weapon. The damage dice of the alchemical substance coating your weapon cannot exceed your weapon's damage dice when used in this way. For example, coating an alchemist's dagger with holy water only deals an additional 1d4 radiant damage, despite holy water dealing 2d6 radiant damage normally.

ASBESTOS CLOTH ARMOR

Armor (light); common

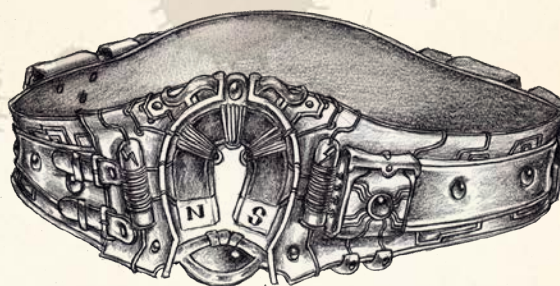
Asbestos cloth will not catch on fire, making you immune to such effects, and provides you resistance to fire and lightning damage.

AUTOMATED LOCK PICK

Wondrous item; uncommon

This brass pistol-like device is filled with a drill bit and mechanized lock picks. When pressed against an object held shut by a mundane lock, one lock on the object opens after 6 seconds (at the start of your next turn). Tougher

Belt of Electromagnetic Deflection



or more complicated locks may require more time. If you are damaged before the lock opens, you must make a concentration check to continue using this device. If no locks or latches remain, the object itself opens.

An automatic lockpick can be used to unlock up to ten locks. After the tenth lock it breaks and becomes useless.

BANG STICK

Weapon (simple bludgeon); common

One of the few uniquely born-drun-orc inventions, a bang stick is essentially a bludgeon with a blackpowder muzzle crudely grafted on an end. Unlike other blackpowder weapons, the muzzle of a bang stick are not designed to fire bullets, imposing disadvantage on attack rolls and treated as an improvised weapon when doing so.

As a bonus action, you can ignite the blackpowder in your bang stick to make an Intimidation check with advantage, or to attempt to deafen a creature within your reach. You can attempt to deafen a creature as a reaction when you score a critical hit with your bang stick. The creature must make a DC 12 Constitution saving throw or be deafened until the end of your next turn. Replacing a blackpowder charge requires an action and costs 1 dime.

BELT OF ELECTROMAGNETIC DEFLECTION

Wondrous item; rare (requires attunement)

This belt features a powerful earth magnetic wrapped in copper wire that, when activated as a bonus action, generates a personal electromagnetic field around you. This field grants you resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons or ammunition comprised of metal. The belt's field remains generated for 1 minute, or until you use a bonus action to end this effect. After the minute passes, the belt cannot be used again until after a long rest.

A wearer not attuned to this belt has disadvantage on ability checks and attack rolls made with metal tools or weapons while the field is active.

Nichrome Sword



BULLETPROOF ARMOR

Armor (light or medium); common

This suit of armor is reinforced by many tightly woven layers of silk that are designed to absorb the impact from firearm-fired projectiles, and can be worn under normal clothes if the armor is light. While you're wearing it, you have resistance to nonmagical firearm damage, and any critical hit against you from a firearm becomes a normal hit. Bulletproof armor becomes normal armor after negating its first critical hit from a firearm, and must be repaired or replaced to regain its benefit.

COPPER-PLATED ARMOR

Armor (medium or heavy; not hide); common

Armor plated in copper grants you resistance to acid and fire damage while you wear it. In addition, but you also gain vulnerability to lightning damage.

COPTER HARNESS

Wondrous item; rare

This leather harness is fitted with a miniaturized gyroscopic engine that spins a retractable helicopter blade. It has a flying speed of 40 feet and can hover. It can carry up to 300 pounds, but its flying speed becomes 20 feet while carrying over 150 pounds.

You can use the harness to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you fall. The copter harness regains 2 hours of flying capability for every 12 hours it isn't in use.

DEPLOYABLE PLATE ARMOR

Armor (any medium or heavy plate); rare (requires attunement)

While wearing a special contact magnet suit associated with your deployable armor, you can call the armor to yourself as an action if the armor is within 30 feet of you. The armor flies to you in a straight line, and is considered to have a Strength of 5 for the purposes of overcoming barriers in its path. When the armor reaches you, it is immediately donned.

DYNAMIC TORQUING HARNESS

Wondrous item; uncommon (requires attunement)

Springs and pistons mounted on this exo-skeletal frame lower your center of gravity, improve your posture, and absorbs shock. While wearing this frame, you have advantage on Strength checks and saving throws, and your carrying capacity doubles.

FRAGMENTATION ARROW

Ammunition (arrow or crossbow bolts); uncommon

The head of this arrow carries a small charge of powder that causes it to fragment upon impact, scattering shrapnel throughout the wound. On a hit, this ammunition deals an additional 1d4 slashing damage. On a critical hit with this ammunition, this extra slashing damage is rolled three times and then added together, instead of twice.

LEAD-LINED ARMOR

Armor (medium or heavy; not hide); uncommon

Armor lined in lead grants you resistance to necrotic damage and advantage on saving throws you make to resist spells and contraptions of the divination and necromancy schools.

MAGNETIC HEELS

Wondrous item; uncommon (requires attunement)

While you wear these thick boots, you can move up, down, and across vertical metal surfaces and upside down along metal ceilings, including such surfaces covered in ice or oil, while leaving your hands free. You have a climbing speed equal to your walking speed, and you gain advantage on checks or saving throws against effects that would knock you off your feet while on such surfaces.

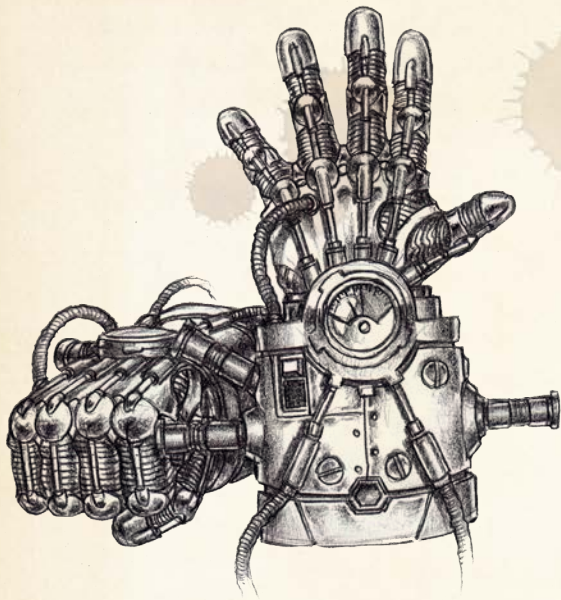
NICHROME BLADE

Weapon (any sword); rare

The dull grey blade of this weapon is comprised entirely of a composite that generates significant heat. Upon activation as a bonus action, metal coils forged into the blade become superheated by an electrical current,



Pneumatic Gauntlets



powered by a chemical battery attached to the weapon. The blade sheds bright light in a 5-foot radius and dim light for an additional 5 feet. While the blade is heated, it deals an extra 2d6 fire damage to any target it hits. You can use a bonus action to deactivate the weapon, and its battery can power it for up to an hour of usage. The battery can be recharged over a long rest.

PNEUMATIC GAUNTLETS

Wondrous item; uncommon (requires attunement)

Pneumatic gears and pistons aid in strengthening your grip while wearing these gauntlets, granting you a +5 bonus to Strength (Athletics) checks you make to climb or maintain a grapple, checks and saving throws made to maintain your grip on something, and checks and saving throws made to resist being disarmed of something you are holding. In addition, due to the size of the gauntlets, and from the aid of pneumatic pistons, you gain a +2 bonus to damage rolls you make with unarmed strikes while wearing these gauntlets.

Due to the size of the gauntlets and slight delay in actuator response times, pneumatic gauntlets impose disadvantage on all precision-based tasks involving your hands (such as opening locks) if you are not attuned to these gauntlets.

PUNK'D AXE

Weapon (any axe); uncommon

This weapon delivers a potent acoustic blast when it strikes, dealing an extra 1d6 thunder damage. If you are trained in Perform, this weapon can be used as an improvised musical instrument.

RETRACTABLE ARMOR

Armor (half plate, splint, plate); uncommon

This suit of armor is designed to collapse and expand, like a folding telescope, as a bonus action. In its retracted form, the armor has the statistics of breastplate, thus negating the armor's imposed disadvantage on Dexterity (Stealth) checks and Strength requirement.

ROCKET SLINGER

Weapon (firearms or crossbows); uncommon

This weapon of gnomish design sports a special rail system that can be loaded with miniature rockets. As an action, or as a bonus action after taking the Attack action during your turn, you can fire a rocket from your weapon. You are proficient with rocket attacks as long as you are proficient with the weapon you fire them from.

Rockets have a range of 100/400, have the loading property, cost 5 dimes a rocket, and deal 2d4 fire damage on a hit. Each object in a 10-foot cube of where a rocket impacts is outlined in sparkling light (a color of your choice). Any creature in the area when the rocket impacts is also outlined in light if it fails a DC 12 Dexterity saving throw. Until the end of your next turn, objects and affected creatures shed dim light in a 5-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

SPINNING DIAL SHIELD

Shield; uncommon

This shield has two layers, the original shield overlapped by slotted dial. The press of a button causes the dial to spin with a shriek of escaping steam. With luck the ovals will hook your opponent's weapon and pull it from its grasp. As a reaction when a creature misses you with a melee attack made with a weapon, you can force the creature to make a DC 13 Strength saving throw or be disarmed of its weapon. The weapon falls to the ground in a random location within 5 feet of you.

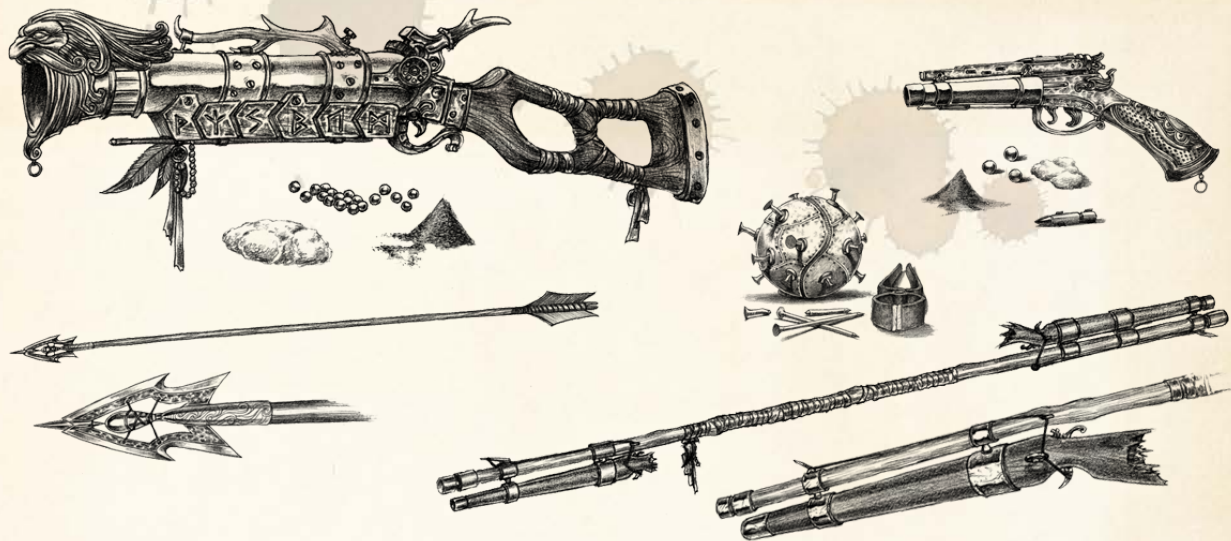
SPRING HEEL JACK BOOTS

Wondrous item; common (requires attunement)

While you wear these boots, your walking speed increases by 10 feet. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

TECHNOLOGICAL AMMUNITION, +1, +2, OR +3

Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)



(From left to right): tunnel sweeper, sling mine, rocket slinger, fragmentation arrow, bang stick

You have a bonus to attack and damage rolls made with this piece of ammunition. The bonus is determined by the rarity of the ammunition. A piece of +3 ammunition counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

TECHNOLOGICAL ARMOR +1, +2, OR +3

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

TECHNOLOGICAL SHIELD +1, +2, OR +3

Armor (shield), uncommon (+1), rare (+2), or very rare (+3)

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

TECHNOLOGICAL WEAPON, +1, +2, OR +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this technological weapon. The bonus is determined by the weapon's rarity. A +3 weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

TRUTH SERUM

Wondrous item; uncommon

This serum is stored in single-dose disposable hypodermic needles. A creature injected with this serum must succeed on a DC 14 Charisma saving throw or be prevented from

speaking a deliberate lie for the next 10 minutes. An affected creature is aware of the serum's influence and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

SAVIG-COIL BLUDGEON

Weapon (any bludgeoning); rare (requires attunement)

This weapon features a miniaturized electrostatic generator in its frame, able to generate a significantly powerful electrical shock. You can use a bonus action to activate its generator, causing coils encasing this bludgeon to crackle with energy. These coils shed bright light in a 10-foot radius and dim light for an additional 10 feet. While the bludgeon is energized, it deals an extra 1d6 lightning damage to any target it hits. On a critical hit, the extra lightning damage increases to 1d10, and the creature hit must succeed on a DC 15 Constitution saving throw or be stunned until the start of your next turn. You can use a bonus action to deactivate the weapon, and its battery can power it for up to an hour of usage. The battery can be recharged over a long rest.

SLING MINE

Ammunition; common

Similar in design to a naval mine, these metal spheres are covered with pins that detonate a powder charge on impact. You attack with a sling mine by throwing it at a point up to 60 feet away, or by hurling it with a sling. Each creature within a 5-foot cube of where a sling mine impacts must succeed on a DC 13 Dexterity saving throw or take 2d4 thunder damage and 2d4 slashing damage.



SOLVENT ASPERGILLUM

Weapon (flail); rare

Glue factories created a chemical that liquefies bone salts and dissolves flesh. A reservoir built into this flail splashes the target with the solvent with each blow, dealing an extra 1d4 acid damage. Against a non-incorporeal undead creature, the acid damage increases to 2d6. The weapon's reservoir can hold enough solvent for several dozen strikes, and can be refilled with new solvent for \$20.

STROBING SHIELD

Shield; uncommon

This shield blazes with a brilliant light when the built in strobe bulb is triggered. As a bonus action, you can choose one creature within 5 feet of you to make a DC 14 Constitution saving throw or be blinded until the end of your next turn. At the start of each of your turns, roll a d6. If the roll is a 6, you regain the use of this shield's special ability.

TUNNEL SWEEPER

Weapon (blunderbuss); rare

Designed by the Brey dwarves to be a mobile, hand-held version of the cannon, the dwarven tunnel sweeper can be loaded with up to two blackpowder cartridges (pellets) at once into its singular barrel. When you do so, your next attack with the tunnel sweeper instead fires its pellets in a 30 foot cone. Creatures and objects in this cone make succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier) to avoid taking damage.

Creatures and objects within the first 15 feet of the cone instead take 2d8 piercing damage on a failed save, and if at least one creature or object takes damage within this range, every target beyond that range now has half cover from your cone attack. A creature that rolls a natural 1 on its saving throw takes damage as if you had scored a critical hit with the weapon.

If you make a cone attack and your Strength score is less than 14, you are knocked prone after your cone attack.

UNDERWATER SURVIVAL APPARATUS

Armor (heavy); rare

This imposing yet cumbersome suit of metal and rubber creates a watertight environment for underwater exploration. Oxygen tanks allow you to breathe underwater for up to 2 hours. Alternatively, your suit can be tethered by an oxygen line to a above-water respirator for near indefinite oxygen. Whenever you sustain damage from a critical hit, you lose 2d10 minutes of oxygen from your

tanks. After sustaining two critical hits, your suit no longer remains sealed to the point where it can grant you the ability to breathe underwater.

In addition, tiny propellers on the suit grant you greater maneuverability in the water, granting you a swim speed of 20 feet.

WIDOWMAN BATON

Weapon (club); uncommon (requires attunement)

This baton resembles an L-shaped policeman's baton good for striking and blocking. A hollow well inside the handle holds quartz, batteries, and a gravitational actuator. These components disrupt a creature's bioresonant frequencies when struck, increasing the save DC of your ki abilities by 1.

VULCANIZED RUBBER ARMOR

Armor (any); uncommon

The thick rubber substance of this armor both replaces cloth or leather materials used in its construction, as well as coats metal plates or chain sheets, rendering you completely immune to lightning damage while wearing this suit or armor.



Spring Heel Jack Boots

VEHICLES

Ullera boasts the pinnacle of technological achievement. Factories with mechanical production lines manufacture components and assemblies at staggering rates. Firearms make it so a 95 lb. schoolteacher on the frontier can protect herself against a mob of muscular ne'er-dowells. And modern vehicles allow rapid transit across land, sea, and air. Steam engines propel safe and reliable transport devices. Lighter-than-air travel is becoming more affordable and prevalent, but largely only sees use by the military and elites. Some gnomish inventors with government grants recently patented gyroscopic propulsion, which is highly experimental but promising.

AIRSHIP STAT BLOCKS

To aid in running adventures where airships engage in combat, undertake precise navigation, or face situations where their various capabilities become relevant, the following section presents new rules and stat blocks for a spectrum of vessels.

BASIC STATISTICS

An airship stat block has three main parts: basic statistics, components, and action options. Airships can't take any actions on their own. Without effort from its crew, an airship might drift on an air current, come to a stop, or careen out of control as it plummets to the ground.

SIZE

Most airships are Large, Huge, or Gargantuan. An airship's size category is determined by its length or width, whichever is longer. For instance, an airship that is 10 feet long and 20 feet wide would use the size category that has a 20-foot width, which means the airship is Gargantuan.

SPACE

An airship doesn't have a square space unless its stat block specifies otherwise. For example, an airship that is 20 feet long and 10 feet wide occupies a 20-by-10-foot space.

An airship can't move into a space that is too small to accommodate it. If it tries to do so, it crashes, as described in the "Crashing an Airship" section (page 131).

CAPACITY

An airship's stat block indicates how many creatures and how much cargo it can carry. Creatures include both the crew of the vessel and any passengers who might ride along. Passengers don't generally engage in running an airship, but they also don't need to be mere bystanders. Airsick merchants and marines thoroughly capable of facing menaces from the air both count as passengers.

Cargo capacity notes the maximum amount of cargo an airship can carry. A vessel can't move—or might even start descending—if its cargo exceeds this capacity.

TRAVEL PACE

An airship's travel pace determines how far the vessel can move per hour and per day. An airship's movement-related components (described later in the stat block) determine how far the vessel can move each round.

ABILITY SCORES

An airship has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers.

The Strength of an airship expresses its size and weight. Dexterity represents an airship's ease of handling. An airship's Constitution covers its durability and the quality of its construction. Airships usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If an airship has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

An airship's vulnerabilities, resistances, and immunities apply to all its components, unless otherwise noted in the stat block.

Airships are typically immune to poison and psychic

damage. Airships are also usually immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

ACTIONS

This part of the stat block specifies what the airship can do on its turn, using its special actions rather than the actions used by creatures. It even relies on its actions to move; it doesn't have a move otherwise. The airship's captain decides which actions to use. A given action can be chosen only once during a turn.

COMPONENTS

An airship is composed of different components, each of which comprises multiple objects:

- Hull.** An airship's hull is its basic frame, on which the other components are mounted.
- Control.** A control component is used to steer an airship.
- Movement.** A movement component is the element of the airship that enables it to move, such as an engine and rotors or gas envelopes, and has a specific speed.
- Weapon.** An airship capable of being used in combat has one or more weapon components, each of which is operated separately.

An airship's component might have special rules, as described in the stat block.

CARGO BLIMP

Gargantuan air vehicle (gondola: 60 ft. long by 30 ft. wide; 40 ft. high. Two dirigibles on either side: 120 ft. long by 40 ft. wide; 40 ft. high)

Creature Capacity 10 crew, 50 passengers

Cargo Capacity 20 tons

Travel Pace 9 miles per hour (216 miles per day)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the blimp can take 2 actions, choosing from the options below. It can take only 1 action if it has fewer than five crew. It can't take these actions if it has fewer than two crew.

- Fire Ballistas.** The zeppelin can fire its ballistas.
- Move.** The blimp can use its helm to move with its engine or gas envelopes.

HULL

Armor Class 13

Hit Points 300

ARMOR CLASS

A component has an Armor Class. Its AC reflects the materials used to construct it and any defensive plating used to augment its toughness.

HIT POINTS

An airship component is destroyed and becomes unusable when it drops to 0 hit points. An airship is wrecked if its hull is destroyed.

An airship doesn't have Hit Dice.

DAMAGE THRESHOLD

If an airship component has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage unless it takes an amount of damage that equals or exceeds its threshold, in which case it takes damage as normal. Damage that fails to bypass the threshold is considered superficial and doesn't reduce the component's hit points.

SAMPLE AIRSHIPS

This section provides stat blocks, deck plans, and other details for some of the most common airships in Pure Steam.

CARGO BLIMP

A cargo blimp has loose gas envelopes rather than a rigid ones like a zeppelin. This means that it can't move as fast,

CONTROL: HELM

Armor Class 16

Hit Points 50

Move up to the speed of one of the blimp's movement components, with one 90-degree turn. If the helm is destroyed, the zeppelin can't turn.

MOVEMENT: OIL ENGINE

Armor Class 18

Hit Points 100; -20 ft. speed per 25 damage taken

Locomotion (air) engine, speed 80 ft. (requires at least 4 crew).

If the engine is destroyed, both gas envelopes take 10d10 fire damage.

MOVEMENT: GAS ENVELOPES

Armor Class 12

Hit Points 300 each; -10 ft. speed per 25 damage taken

Locomotion (air) current, 60 ft.; 30 ft. while flying into the wind; 90 ft. while flying with the wind.

WEAPONS: BALLISTAS (2)

Armor Class 15

Hit Points 50 each

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage. (Requires 2 crew each)

but can carry considerably more as the envelope isn't as heavy. Cargo blimps are more likely to use hydrogen as a lifting gas because it far cheaper and more buoyant than helium. Only the most desperate sky pirates take cargo blimps into battle.

A cargo blimp has the following features:

Ceilings. Weight is at a premium and ceilings of the gondola are just above six feet high. The shorter and lighter the crew, the better.

Lights. Open flame and sparks are an extreme hazard on all blimps, so cargo ships that can afford it splurge on foxfire torches to illuminate the gondola.

Rigging. Silk rope rigging connects the single gas envelope directly above the gondola which can be climbed with a strength check.

Gas Envelope. A cargo blimp has a single loose gas envelope covered by a silk rope net so the crew can climb to inspect and patch its skin.

EXAMPLE OF CARGO BLIMP CREW

- One captain
- Three officers: engineer, cargo chief, and cook/medic
- Six deckhands

GONDOLA MAIN DECK

The main deck of the cargo blimp has the following features:

Ballistas. Two ballistas are mounted at the front and rear on the underside of the gondola. Ten ballista bolts are kept beside each. They can target anything below or around the cargo ship but not objects above the blimp.

Ballistas are commonly used in place of cannons because their operation doesn't represent a fire hazard to the blimp.

Bridge. A glass enclosed area at the prow containing the blimp's helm, flight controls, and weather instruments. Brass tubes allow the bridge to communicate with the engine room.

Engine Room. The engines of the cargo blimp provide power to the single propeller assembly outside the rear of the gondola. They also supply the crew with heat and hot water.

Cargo Ramp. A 10 ft. wooden ramp can be dropped for access into the belly of the gondola

PRIVATE ZEPPELIN

A private zeppelin is the ultimate status symbol of wealth and success. The tallest most prestigious building in each Ulleran city has an airship dock for their resident's convenience. This aerostat is also used by explorers,

PRIVATE ZEPPELIN

Gargantuan air vehicle (gondola: 40 ft. long by 20 ft. wide; 20 ft. high. One dirigible: 80 ft. long by 30 ft. wide; 30 ft. high)

Creature Capacity 4 crew, 10 passengers

Cargo Capacity 5 tons

Travel Pace 11 miles per hour (270 miles per day)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the zeppelin can use its helm to move with its engine or gas envelope. It can't take this action if it has fewer than two crew.

HULL

Armor Class 13

Hit Points 200

CONTROL: HELM

Armor Class 16

Hit Points 50

Move up to the speed of one of the zeppelin's movement components, with one 90-degree turn. If the helm is destroyed, the zeppelin can't turn.

MOVEMENT: OIL ENGINE

Armor Class 18

Hit Points 100; -20 ft. speed per 25 damage taken

Locomotion (air) engine, speed 100 ft. (requires at least 1 crew). If the engine is destroyed, the gas envelope takes 10d10 fire damage.

MOVEMENT: GAS ENVELOPES

Armor Class 12

Hit Points 200 each; -10 ft. speed per 25 damage taken

Locomotion (air) current, 80 ft.; 40 ft. while flying into the wind; 120 ft. while flying with the wind.

politicos, couriers, comandos, spies, touring groups, and it is the preferred raiding vessel of sky pirates. Instead of passengers, sky pirates carry a boarding party to capture and commandeer the cargo blimps, steam wagons, and sea vessels they prey upon.

A private zeppelin has the following features:

Ceilings. Weight is at a premium and ceilings of the gondola are just above six feet high.

Lights. Open flame and sparks are an extreme hazard on all aerostats so private zeppelins that can afford it splurge on foxfire torches to illuminate the gondola.



Rigging. Silk rope rigging connects the single gas envelope directly above the gondola which can be climbed with a strength check.

Gas Envelope. A private zeppelin has a single rigid gas envelope that the crew can walk inside so long as the move along its ribs and provide their own oxygen.

EXAMPLE OF PRIVATE ZEPPELIN CREW

- Captain
- First mate
- Engineer
- Bosun

GONDOLA MAIN DECK

The main deck of the private zeppelin has the following features:

Bridge. A glass enclosed area at the prow containing the blimp's helm, flight controls, and weather instruments. Brass tubes allow the bridge to communicate with the engine room.

Engine Room. The engines of the cargo blimp provide power to the single propeller assembly outside the rear of the gondola as well as heat and hot water to the crew.

Cargo Ramp. A 10 ft. wooden ramp can be dropped for access into the belly of the gondola

WAR ZEPPELIN

A war zeppelin is a light metal gondola hung between two rigid gas envelopes pushed by steam driven propellers. Most war zeppelins have a modular design that can be quickly converted at a military aerodrome to carry either gliders, paratroops, bombs, a variety of artillery, or military supplies.

A war zeppelin has the following features:

Ceilings. Weight is at a premium and ceilings of the gondola are just above six feet high.

Lights. Open flame and sparks are an extreme hazard on all airships, so warships spend extra for foxfire torches to light the gondola.

Rigging. Steel rigging connects the gondola to the gas envelopes. It can be climbed with an ability check.

Gas Envelopes. A war zeppelin has a pair of rigid gas envelopes above and to either side of the gondola to lift heavy armaments and increase stability as a firing platform. The crew can walk inside the envelopes along its ribs but with suffocate without oxygen supply.

EXAMPLE OF WAR ZEPPELIN CREW

- One captain
- 12 ratings
- Eight other officers: two pilots, navigator, engineer, steward, cook, surgeon, crew chief

GONDOLA UPPER DECK

The upper deck of the war zeppelin has the following features:

Ballistas. Three ballistas are mounted on the roof of the gondola and used to attack threats from above as well as far away. Ten ballista bolts are kept beside each, with explosive tipped bolts kept in the armory.

Bridge. A glass enclosed area at the prow containing the airship's helm, flight controls, and weather instruments. Brass tubes allow the bridge to communicate with the engine room.

Escape Hatches. Two narrow hatches access the roof at the prow and stern of the gondola

GONDOLA LOWER DECK

The lower deck of the war zeppelin has the following features:

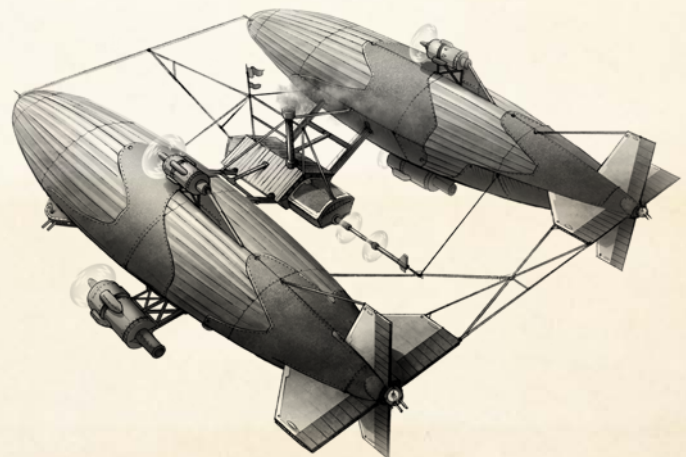
Cannon. One cannon is mounted in a 180° swivel turret at each cardinal point of the airship.

Bunkers. These are sealed metal compartments that hold water and fuel, but can be vented if the vessel requires emergency lift.

Armory. The armory holds firearms, explosive munitions, and the powder stores of the ship. In the event of a fire, the entire compartment can be jettisoned to avert an explosion.

Engine Room. The engines of the zeppelin provide power to the dual propeller assembly outside the rear of the gondola. They are also a source of heat and hot water for the crew.

Main Ramp. A mechanical ramp drops open a 10 ft. portal into the lower deck.





WAR ZEPPELIN

*Gargantuan air vehicle (gondola: 60 ft. long by 20 ft. wide; 30 ft. high.
Two dirigibles on either side: 100 ft. long by 40 ft. wide; 40 ft. high)*

Creature Capacity 21 crew, 30 passengers

Cargo Capacity 10 tons

Travel Pace 10 miles per hour (240 miles per day)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the zeppelin can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than ten crew and only 1 action if it has fewer than five. It can't take these actions if it has fewer than three crew.

Fire Ballistas. The zeppelin can fire its ballistas.

Fire Cannons. The zeppelin can fire its cannons.

Move. The zeppelin can use its helm to move with its engine or gas envelopes.

HULL

Armor Class 13

Hit Points 300 (damage threshold 15)

CONTROL: HELM

Armor Class 16

Hit Points 50

Move up to the speed of one of the zeppelin's movement components, with one 90-degree turn. If the helm is destroyed, the zeppelin can't turn.

MOVEMENT: OIL ENGINE

Armor Class 18

Hit Points 100; -20 ft. speed per 25 damage taken

Locomotion (air) engine, speed 90 ft. (requires at least 4 crew). If the engine is destroyed, the gas envelope takes 10d10 fire damage.

MOVEMENT: GAS ENVELOPES

Armor Class 12

Hit Points 300 each; -10 ft. speed per 25 damage taken

Locomotion (air) current, 80 ft.; 40 ft. while flying into the wind; 120 ft. while flying with the wind.

WEAPONS: BALLISTAS (3)

Armor Class 15

Hit Points 50 each

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage. (Requires 2 crew each)

WEAPONS: CANNONS (4)

Armor Class 19

Hit Points 75 each

Ranged Weapon Attack: +6 to hit, range 600/2400 ft. one target.

Hit: 44 (8d10) bludgeoning damage. (Requires 2 crew each)

Artwork by Alejandro Lee

OFFICERS & CREW

Each vessel requires people to run it: the officers in charge and the sailors who follow their orders.

TYPES OF OFFICERS

If you'd like to explore running an airship, it needs officers to oversee its operations—officers who fill six different roles. Some roles aboard an airship reflect the need for trained experts to direct a crew's efforts. Other roles focus on keeping the crew's health and morale in order.

The roles are meant to provide a sense of the types of ability checks useful to managing an airship. Of these, though, captain is the only role that must be filled for the ship to function. An airship needs a single person to issue orders and respond to threats, otherwise a ship risks chaos and confusion during a crisis.

Each type of officer is described below, along with the abilities and proficiencies that help a character excel in that role:

Captain. The captain issues orders. The best captains have high Intelligence and Charisma scores, as well as proficiency with air vehicles and the Intimidation and Persuasion skills.

First Mate. This specialist keeps the crew's morale high by providing supervision, encouragement, and discipline. A first mate benefits from a high Charisma score, as well as proficiency with the Intimidation and Persuasion skills.

Bosun. The bosun (or boatswain) provides technical advice to the captain and crew and leads repair and maintenance efforts. A good bosun has a high Strength score, as well as proficiency with boilermaker's supplies, carpenter's tools, smith's tools, or tinker's tools, and the Athletics and Mechanics skills.

Quartermaster. The quartermaster plots the airship's course, relying on knowledge of geographic charts and a study of weather conditions. A reliable quartermaster tends to have a high Wisdom score, as well as proficiency with navigator's tools and the Nature skill.

Surgeon. The airship's surgeon tends to injuries, keeps illnesses from spreading throughout the ship, and oversees sanitation. A capable surgeon benefits from a high Intelligence score, as well as proficiency with physician's kits and the Medicine skill.

Cook. An airship's cook works with the limited ingredients aboard a ship to make meals. A skilled cook keeps the crew's morale in top shape, while a poor one drags down the entire crew's performance. A talented cook has a high Constitution score, as well as proficiency with brewer's supplies and cook's utensils.

CREW MEMBERS

An airship requires a number of able-bodied sailors to crew it, as specified in its stat block. A crew's skill, experience, morale, and health are defined by its quality score.

This score can affect a number of general ship activities, like the crew's ability to notice threats or contend with hazards. A crew starts with a quality score of +4, but that score varies over time, going as low as -10 and as high as +10. It decreases as a crew takes casualties, suffers hardship, or endures poor health. It increases if the crew enjoys high morale, has good health care, and receives fair leadership.

MUTINY

A poorly led or mistreated crew might turn against its officers. Once per day, if a crew's quality score is lower than 0, the captain must make a Charisma (Intimidation or Persuasion) check modified by the crew's quality score.

If the check total is between 1 and 9, the crew's quality score decreases by 1.

If the check total is 0 or lower, the crew mutinies. They become hostile to the officers and might attempt to kill them, imprison them, or throw them overboard. The crew can be cowed into obedience through violence, combat, or offers of treasure or other rewards.

When the GM ends the mutiny, the crew's quality score increases by 1d4.

SHORE LEAVE

Life aboard an airship is a constant wear on the crew. Spending time in port allows the crew to relax and regain its composure.

If a crew's quality score is 3 or lower, the score increases by 1 for each day the crew spends in port or grounded.

AIRSHIPS IN COMBAT

Whether flying to war or thwarting notorious pirates, airships make deadly weapons and dramatic battlefields. This section provides guidance on using airships in combat.

AIRSHIPS AND INITIATIVE

An airship rolls initiative using its Dexterity, and it uses its crew's quality score as a modifier to that roll.

On an airship's turn, the captain decides which of the ship's actions to use.

SPECIAL OFFICER ACTIONS

During an encounter, the captain, first mate, and bosun each have access to two special action options: Take Aim and Full Speed Ahead, both detailed below.

TAKE AIM

As an action, the captain, first mate, or bosun directs the crew's firing, aiding in aiming one of the ship's weapons. Select one of the ship's weapons that is within 10 feet of the officer. It gains advantage on the next attack roll it makes before the end of the ship's next turn.

FULL SPEED AHEAD

As an action while on deck, the captain, first mate, or bosun can exhort the crew to work harder and drive the ship forward faster. Roll a d6 and multiply the result by 5. Apply the total as a bonus to the ship's speed until the end of the ship's next turn. If the ship is already benefiting from this action's bonus, don't add the bonuses together; the higher bonus applies.

CREW IN COMBAT

Managing an airship's entire crew in combat can prove cumbersome, especially as larger ships often host dozens of sailors. Typically the crew is too busy managing the ship to do anything else during combat. Don't worry about tracking their specific positions unless you want to add that complexity. You can assume that the crew is evenly divided among the upper decks of a ship.

CREW CASUALTIES

Slaying an airship's crew reduces the number of actions most ships can take, making the crew a tempting target in combat. In the case of effects that cover an area, such as a contraption or spell, you might track the exact location of the effect and crew to determine how many sailors it affects.

Alternatively, you can roll 1d6 per level of the contraption or spell. The total of the dice is the number of crew members caught in the contraption's or spell's area.

CRASHING A SHIP

If an airship moves into the space occupied by a creature or an object, the ship might crash. An airship avoids crashing if the creature or object is at least two sizes smaller than it.

When an airship crashes, it must immediately make a DC 10 Constitution saving throw. On a failed save, it takes damage to its hull based on the size of the creature or object it crashed into, as shown on the Crash Damage table. It also stops moving if the object or creature is one size smaller than it or larger. Otherwise the airship continues moving and the creature or object collided with moves to the nearest unoccupied space that isn't in the ship's path. At the GM's discretion, an object that is forced

to move but is fixed in place is instead destroyed.

A creature struck by a ship must make a Dexterity saving throw with a DC equal to 10 + the ship's Strength modifier, taking damage based on the airship's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

An airship that crashes due to falling out of the sky takes 1d6 bludgeoning damage to its hull for every 10 feet it fell, to a maximum of 20d6, in addition to taking damage for hitting the ground, which is treated as a Gargantuan object.

CRASH DAMAGE

Size	Bludgeoning Damage
Small	1d6
Medium	1d10
Large	4d10
Huge	8d10
Gargantuan	16d10

AIR TRAVEL

The following rules help adjudicate air travel, specifically voyages of an hour or more.

TRAVEL PACE

Ships travel at a speed given in their stat blocks. Unlike with land travel, ships can't choose to move at a faster pace, though they can choose to go slower.

If a ship's mode of movement takes damage, it might be slowed. For every decrease of 10 feet in speed, reduce the ship's travel pace by 1 mile per hour and 24 miles per day.

ACTIVITY WHILE TRAVELING

The activities available to a ship's crew and passengers are a bit different from the options available to a group traveling by land. A number of activities are restricted to certain officers, unless the GM rules otherwise. For example, a GM might allow a bard to engage in the Raise Morale activity by playing bawdy songs on deck to lift the crew's spirits.

The party's pace has no effect on the activities they can engage in while traveling by airship.

DRAW A MAP

A ship's captain often undertakes this activity, producing a map of the ship's progress and helps the crew get back on course if they get lost. No ability check is required.

RAISE MORALE (FIRST MATE ONLY)

The first mate can manage the crew's time to grant extended breaks, provide instruction, and generally improve the quality of life on the ship. Once every 24 hours, if the crew's quality score is 3 or lower, the first mate can make a DC 15 Charisma (Persuasion) check. On a successful check, the crew's quality score increases by 1.

NAVIGATE (QUARTERMASTER ONLY)

The quartermaster can try to prevent the ship from becoming lost, making a Wisdom (Survival) check when the GM calls for it.

NOTICING THREATS

Use the passive Wisdom (Perception) score of the player characters or the crew to determine whether anyone on the airship notices a hidden threat. The crew has a passive Wisdom (Perception) score equal to 10 + the crew's quality score. The GM might decide that a threat can be noticed only by characters in a specific area of the ship. For example, only characters below deck might have a chance to hear or spot a creature hiding on board.

REPAIR (BOSUN ONLY)

At the end of the day, the ship's bosun can make a Strength check using tools. On a 15 or higher, each damaged component regains hit points equal to 1d6 + the crew's quality score (minimum of 1 hit point). A component other than the hull that had 0 hit points becomes functional again.

STEALTH (CAPTAIN ONLY)

The airship's captain can engage in this activity only if the weather conditions restrict visibility, such as in heavy clouds. The airship makes a Dexterity check with a bonus equal to the crew's quality score to determine if it can hide.

Sandy plains of salt glisten wet like the tears of a thousand settlers who have trodden the muddy roads and grassy trails that snake along the River Akenspe and its more than thousand-mile march across the Disputed. Long islands of stubbornly green trees, for all the world seeming odd rows of broccoli crowns ready to be plucked, chase the river along its course in places where true tears—both mournful and joyous—have been shed by all those who knew the rigors of crossing this land in times past. My eyes bleed no tears now, even at the sting of the wind as it bites my face through the clouds, at once both a statement of the ease of my travel standing along the lower gunwale of the great air-vessel within whose belly I ride, and a further embarrassment of the genetic disposition given my feasting eyes.

In this day and age, man truly has become like a bird with too much seed to follow.

Westward still, my wandering orbs spy a herd of longhorns being moved between spikes of civilization on the limitless horizon, so flat and featureless it is for miles at a stretch. Tramping along what can only be the Shiholm Trail, the animals are a rawhide stain barely visible against the backdrop of tanned wilderness that dominates so hereabout. Admittedly, a less inspiring sight than the midnight mammoth's herd of bison the crew alerted us to yestereve, and we verily felt the rumble of their hooves from the air, set into motion as they were by hunting Enesors, that we captured with our gas-fed spotlights, running amongst the bison, spears aloft. (I must admit, that being my first time witnessing the half-man horse breed in action, I was edified to learn from our helmsman that the Enesors rarely used the spears to kill, but instead to prod the mindless herds over a cliff's edge. Said he, "Tis better for the eating, tenderizin' 'em so. Loosens up their pelts, too. Makes a cinch at skinnin' 'em!")

MONSTERS

Despite the rise of technology and widespread settlement, the continent of Northern Ullera holds many pockets of uncharted wilderness where danger lurks. Feral beasts and feral barbarians still control these lands, and most civilized folk stick to the cities. Those who travel into the wild regions are wise to pack firepower and be wary.

All manner of creatures from the world's most popular tabletop role playing game can be found somewhere in the Pure Steam universe. In addition, Pure Steam offers unique monsters to enhance your immersion in the age of steam.

CADAVER CACTUS

A unique breed of ferny cactus, the cadaver cactus is both a pest and a danger; a festering sore on the land, with coloring like that of sickly flesh, and a round misshapen trunk that vaguely resembles a corpse clawing out from the earth in its final death throes.

Dry, Desolate Environments. Cadaver cacti tend to grow in dry gulches, or former river beds, and even in places where sunlight is uncommon (often taking on the color of pallid flesh rather than its characteristic pea green under such conditions). The plant is thought to be a cause of drought-like conditions in some areas as much as it is drawn to them. The plant's thorns are also coated with a paralytic toxin, thus caution must be taken to ensure its removal.

Deadly Trapper. When a creature approaches too near, the cadaver cactus will sense it through the ground—its roots acting like the switch-plate on a catapult—and will launch a corresponding spined tendril (with a thin vine attached) at the target.

Terrifying Anatomy. The oddest characteristic of the cadaver cactus is its tendency to slowly deform and take on some part of the previous creature it preyed on after it has retrieved a kill and dragged it back to its bulb-like trunk for digestion (usually over 2-3 days, during which the prey may still be partly conscious), incorporating that body part into the whole.

CADAVER CACTUS

Medium plant, unaligned

Armor Class 7 (natural armor)

Hit Points 37 (6d8 + 12)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	1 (-5)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses tremorsense 20 ft., passive Perception 6

Languages ---

Challenge 1 (200 XP)

False Appearance. While the cadaver cactus remains motionless, it is indistinguishable from an ordinary cactus.

ACTIONS

Tendril. *Melee Weapon Attack:* +2 to hit, reach 15 ft., one target. *Hit:* 7 (2d6) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 11). While grappling the target with a tendril, a cadaver cactus can't use this attack against other targets, but may use an action to pull the grappled creature 5 feet toward it.

Constrict. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 11 (3d6) bludgeoning and piercing damage plus 2 (1d4) acid damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the cadaver cactus can't constrict another target.





CATERWAUL FISH

A terrifying and oddly-limbed predator, this bathtub-sized freshwater fish is covered in yellow-green scales and bares a strange hollow protuberance on its horrible face.

Aggressive Ambusher. Feared for its tendency to crawl to land and hide in shallow muck, the caterwaul fish prefers to take their prey by surprise only to then employ its startling strength to smother it shallow mud or water after grabbing it.

Deadly Deceiver. The sound factory apparent on its face acts as a complex resonating chamber that the caterwaul fish uses to imitate foreign sounds it picks up through its evolved earbuds. By imitating surrounding wildlife and even humanoids with familiar calls of distress, the fish lures its prey to the water's edge or muddy banks in which it lies in wait.

Camouflage Carapace. Caterwaul fish are sometimes hunted not merely out of hate, but to harvest the tough, mottled carapace they have (worth up to \$100 among tanners or collectors) which is useful for making hooded camouflage raincoats or slickers (that provide a +1 bonus on Stealth checks in wet, swampy, or densely forested areas).

CATERWAUL FISH

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 10 ft., swim 40 ft., burrow 10 ft. (20 ft. in mud)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Deception +2, Stealth +3

Senses blindsight 30 ft., passive Perception 10

Languages ---

Challenge 2 (450 XP)

Amphibious. The caterwaul fish can breathe air and water.

Mimicry. The caterwaul fish can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Mud Camouflage. While remaining completely still while submerged in mud, the caterwaul fish gains advantage on Stealth checks made to hide.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, and the target is grappled (escape DC 13). Until the grapple ends, the caterwaul fish can't bite another target.





LYNX, WINGED

This rangy specimen of bobcat has many features—the pointed ears, tawny, speckled fur coat, and jawline whiskers—typical of its kind, though one recognizable feature that stands out above the rest: a pair of magnificently striped and feathered wings!

Mysterious Origins. Stories forever swirl about how the winged lynx went from a tree-dwelling menace to one of the noblest creatures of the sky, but whatever the truth, nothing quite surpasses seeing one in the wild. The most popular legend states that early conservationists saw the decreasing numbers in the common forest lynx (largely by hunting and predation from caterwauls), and either knew of some forgotten tribal ritual that caused the lynx to sprout wings, or that some mad “biotech” genius devised a harmless way of installing the feathered augmentations to save the species. Now, only large eagles and hawks compete with the winged lynx for game; though its mortal enemy remains the caterwaul fish.

Timid Hunters. Less aggressive than its land-bound cousins, winged lynxes can be ferocious fighters if cornered. When hunting, they prefer flying with the wind to gain speed for a charge that results in a pounce attack.

LYNX, WINGED

Small beast, unaligned

Armor Class 13

Hit Points 17 (5d6)

Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages ---

Challenge 1/2 (100 XP)

Flyby. The winged lynx doesn’t provoke opportunity attacks when it flies out of an enemy’s reach.

Keen Smell. The winged lynx has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the winged lynx moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the winged lynx can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.



RAZORBACK, TRUE

The true razorback is an enormous variety of dire boar covered in long sharp quills.

Cinnabar Swine. Swine are big business in Cinnabar in many ways. In an effort to increase yield and create a herd animal resistant to predation, the true razorback, sometimes “porcuswine,” were bred. These behemoths dominate the local meat market, are served in grills (where its exotic meat can fetch prices of up to \$1 per pound), and some skilled riders choose them as battle mounts.

Big Pig. True razorbacks are omnivorous and will eat virtually anything they can fit in their mouths. All true razorbacks are covered in coarse, ruddy quills, but males have a bristly mohawk. A true razorback stands more than 6 feet tall at the shoulder and is 9 to 12 feet long, weighing in between 1,800-2,400 pounds.

Prized Hide. The cured hide from a single razorback can be used to create a spiked wooden shield, a pair of spiked leather gauntlets, and a suit of spiked leather armor.

RAZORBACK, TRUE

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages ---

Challenge 3 (600 XP)

Charge. If the true razorback moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the true razorback takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Quills. If the true razorback is attacked by a melee weapon without reach, or if it is being grappled, the attacker takes 3 (1d6) piercing damage from its razor sharp quills.

ACTIONS

Tusk. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.



REANIMATED CORPSE

This walking corpse wears fine clothing appropriate for a funeral. Its flesh hangs tentatively to its bones, with glazed unfocused eyes and rasps bleating out its gaping maw.

Mad Science. Reanimated Corpses are forced into the vile state by mad scientists who use illegal reagents. They function in many ways as zombies (including most undead traits). Reanimated Corpses are unthinking automatons, and can do little more than follow orders. When left unattended, Reanimated Corpses tend to mill about in search of living creatures to devour, their actions sometimes mimicking what they did in life. Reanimated Corpses attack until destroyed, having no regard for their own safety.

Mindless Soldiers. Although capable of following orders, Reanimated Corpses are more often unleashed into an area with no command other than to feed upon living creatures. As a result, Reanimated Corpses are often encountered in packs, wandering around places the living frequent, looking for victims. Reanimated corpses take the most direct route to any foe, unable to comprehend obstacles, tactics, or dangerous terrain. A reanimated corpse might stumble into a fast-flowing river to reach foes on a far shore, clawing at the surface as it is battered against rocks and destroyed. To reach a foe below it, a reanimated corpse might step out of an open window. Reanimated corpses stumble through roaring infernos, into pools of acid, and across fields littered with caltrops without hesitation. A reanimated corpse can follow simple orders and distinguish friends from foes, but its ability to reason is limited to shambling in whatever direction it is pointed, pummeling any enemy in its path. A reanimated corpse armed with a weapon uses it, but the corpse won't retrieve a dropped weapon or other tool until told to do so.

Living Dead Nature. A reanimated corpse does not register as an undead creature for affects that detect such creatures. Furthermore, a reanimated corpse gains advantage on saving throws and resistance against affects that target or harm undead creatures. A reanimated corpse doesn't require air, food, drink, or sleep.

REANIMATED HUMAN CORPSE

Medium undead, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

Damage Resistance poison

Saving Throws Wisdom +2; Advantage vs. poisoned condition

Senses passive Perception 10

Languages understands all languages it knew in life, but can't speak.

Challenge 1/2 (100) XP

Keen Smell. The reanimated corpse has advantage on Wisdom (Perception) checks that rely on smell.

Living Dead Fortitude. If damage reduces the reanimated corpse to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the reanimated corpse drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



Artwork by Rebekah Crowmer

CREATING A REANIMATED CORPSE

PREREQUISITE

The corpse of any aberration, beast, dragon, giant, humanoid or monstrosity may be twisted into a reanimated corpse.

STATISTICS

AC. As base creature, accounting for their modified Dexterity score.

HP. As base creature, accounting for their modified Constitution score.

Ability Scores. The reanimated corpse's Strength increases by 3 if the base Strength was a 12 or lower, its Dexterity score is decreased by 6 (to a minimum of 6), its Constitution score is increased by 2 (to a maximum of 18), and its Intelligence, Wisdom, and Charisma scores become 3, 8, and 5, respectively (unless the base creature's Intelligence, Wisdom, and Charisma scores are lower).

Senses. The reanimated corpse gains darkvision out to a range of 60 feet, unless the base creature had superior darkvision.

Damage Resistance. The reanimated corpse is resistant to poison damage.

Saving Throws. The reanimated corpse gains proficiency with Wisdom saving throws and gains advantage on saving throws made to resist the poisoned condition.

Speed. The reanimated corpse's speed is decreased by 10 feet.

Languages. The reanimated corpse understands all languages it knew in life, but can't speak.

Skills. The reanimated corpse loses all its skill proficiencies.

Alignment. The reanimated corpse's alignment changes to neutral evil.

TRAITS

Keen Smell. The reanimated corpse has advantage on Wisdom (Perception) checks that rely on smell.

Living Dead Fortitude. If damage reduces the reanimated corpse to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the reanimated corpse drops to 1 hit point instead.

Living Dead Nature. A reanimated corpse does not register as an undead creature for affects that detect such creatures. Furthermore, a reanimated corpse gains advantage on saving throws and resistance against affects that target or harm undead creatures. A reanimated corpse doesn't require air, food, drink, or sleep.

Other Traits. The reanimated corpse loses any trait, such as Amphibious, that assumes a living physiology. The reanimated corpse cannot cast spells and loses all spell

slots. At the GM's discretion, traits that would be harmful to undead no longer affect undead.

VARIANT REANIMATED CORPSES

The typical reanimated corpse is a slow-moving abomination that is tough to destroy. Yet this tough abomination is not the only type of reanimated corpse to plague Geir. Each of the following two variant reanimated corpses modifies the base reanimated corpse in a few simple ways.

FAST REANIMATED CORPSE

Unlike the standard, plodding reanimated corpse, a fast reanimated corpse moves with a supernatural quickness.

Speed. The reanimated corpse's walking speed is not reduced. If the base creature had a walking speed less than 30 feet, it becomes 30 feet.

Ability Scores. A fast reanimated corpse does not have a reduction in Dexterity. If the base creature had a Dexterity score later than 10, it becomes 10.

Lunge Tackle. If the fast reanimated corpse moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a Strength saving throw (DC 10 + the reanimated corpse's Strength modifier) or be knocked prone. If the target is prone, the fast reanimated corpse can make one slam attack against it as a bonus action.

PLAGUED REANIMATED CORPSE

These reanimated corpses carry a terrible disease that perpetuates their living dead lineage—those infected by a plagued reanimated corpse's contagion rise as reanimated corpses themselves when they perish.

Damage Immunities. A plagued reanimated corpse is immune to poison damage.

Condition Immunities. A plagued reanimated corpse is immune to the poisoned condition.

Fetid Slam. The plagued reanimated corpse's slam attack is replaced by this attack. On a hit, the target takes an additional 3 (1d6) poison damage and must also make a Constitution saving throw (DC 8 + the reanimated corpse's Constitution modifier) or contract unliving rot disease. The diseased target can't regain hit points, and its hit point maximum decreases by 3 (1d6) for every 24 hours that elapse. If the disease reduces the target's hit point maximum to 0, the target dies, and it rises as a plagued reanimated corpse after 2d6 minutes. The disease lasts until removed.

WONDROUS ARMATURES

In secretive labs away from critical eyes, scientists seek to push the limits of technological creation. Inspired by the need for extraordinary security, or perhaps a longing for companionship, these scientists craft living constructs to do their bidding; wondrous armatures, automatons of immense scientific and technological innovation.

Brain Matter. Armatures stand apart from other living constructs in the nature of their animating force—armature are granted life via a repurposed brain and spinal cord, typically that of a large animal, but in rare and weird cases, that of a freshly deceased humanoid. Death, as well as the process of conditioning an armature, wipes the mind of any memories of its previous life, leaving nothing but a mindless, obedient vessel for subjugation. During its creation, an armature's augmented brain and spinal cord create a sort of "nervous system", in which all of the armature's mechanical faculties and technological equipment are merged.

Conditioning. Once an armature's construction is complete, its mind is conditioned by its creator through a secretive process that binds the construct to its master's will. Being mindless, armatures do nothing without orders from their creator. They follow instructions explicitly and are incapable of complex strategy or tactics. An armature's creator can command it if the armature is within 60 feet and can see and hear its creator. If uncommanded, an armature usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the armature a simple command to govern its actions in his absence, or can order the armature to obey the commands of another, but the armature's creator can always resume control by commanding the armature to obey him alone. Many organizations that employ armatures commonly bind the construct to the command of a group of individuals, called handlers.

Constructed Nature. An armature doesn't require air, food, drink, or sleep.

LOCUST DRONE

A cheaply made armature, locust drones are made by the dozens. A locust drone resembles a copper grasshopper with a ferrotype camera for a head and a pair of caged fans in place of jumping legs and wings. They are primarily used to establish a perimeter or defensive zone since they can be programmed to utter a recorded warning, take a photo of the intruder, set off an alarm, attack, or return to base. Unarmed civilian models are used by photographers, journalists, and paparazzi as a voice controlled camera. Not a dedicated combat unit, these drones are armed only with pneumatic darts—though the darts can be poisoned if need be. Passenger pigeon brains are often used for the cortex units.

STEAM DRAGON

A genius design born from mad science, the steam dragon came about as an attempt to mimic the legendary creature with revolutionary steam technology. Steam dragons are extremely rare, and few Ullerans are even aware of their existence. Unlike other armatures, steam dragons take on a kind of sentience. Its design is so sophisticated that once activated, it does not obey the commands of any master and pursues its own mysterious goals. The steam dragon emits a stench of burning coal while in operation. Its spikes leave a trail of black smoke, and its eyes are lamps of burning carbide. In addition to metal claws, teeth, and tail, this dragon breathes a cone of superheated steam and the heat radiating from its boiler is sweltering. To create a steam dragon cortex, one would need a remarkably intelligent brain. Exactly what sort of brain remains a secret that its inventors have taken to their graves.

STEEL SQUID

The steel squid is employed to attack enemy ships and submarines. Its locomotion is powered by electricity conducted throughout its body. It is constructed of stainless steel to resist corrosion from water and salt and is usually hung from the sides of warships like a lifeboat so that it can be quickly deployed into or retrieved from the water. It closely resembles a squid with its ten tentacles, beak-like grinder, and ability to produce an ink cloud. Multiple cephalopods are used to create a cortex that can properly coordinate all the limbs. The steel squid is a top secret project, and so far has only been deployed in covert operations. To aid in the deception, the Ulleran Navy has all steel squids in deployment fitted with a rubber skin to hide its mechanical nature.

SUMMIT CITY SENTINEL

This statuesque armature is a large bronze humanoid design created for major Ulleran cities. It is armed with both lethal and nonlethal weapon systems to be employed as needed. A few Sentinels have been equipped with customized weapons for combating elementals or the undead. Its bronze chassis proudly bears the seal of the city and it is a vital tool in law enforcement and civil defense. It has been used to control crowds and capture criminal suspects as well as combating raiders, river pirates, and monstrous threats, but many still remain leery of the construct on social grounds. Suspicious unionizers see the Sentinel as a forerunner of future labor replacements. The armature is limited, however, by the pickled cerebellum used to regulate it. Dog pounds supply the most common candidates due to the perceived loyalty and tractability of

canines, but the armature must still be supervised through all but the simplest of tasks. The Sentinel is often utilized in extremely hazardous situations or toxic environments, such as bomb demolition and disposal that put living creatures are at great risk.

ULLERAN BATTLE SENTRY

The battle sentry is built to carry and fire gatling guns without the need for a normal gun crew. The gatling guns use a feed hopper that can be loaded with rubber bullets for riot control and strike breaking. The blocky armature resembles a giant crab with a large pincer claw on one arm while the other is fitted with a motorized drill or saw. The main guns are affixed to the machine's shoulders. Sentries are typically supervised to keep them from harming the innocent—only madmen and secret societies will deploy a sentry without supervision. Occasionally, a sentry will accompany a military or mercenary squad into the field, or be assigned to a checkpoint or convoy. Civilian versions of this design lack the gatling guns and are used in heavy construction, lumberjacking, and excavation. The cortex of a sentry generally uses a building or burrowing carnivore brain like a beaver, raccoon, badger, or fox.

LOCUST DRONE

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 5 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	6 (-2)	14 (+2)	1 (-5)

Skills Perception +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Camera. As an action, the locust can use its ferrotype camera to take a single still frame photograph. The drone may not take another such photograph until its handler changes the camera's film disk.

Dictation Machine. It can record up to 5 minutes of sound on a single wax cylinder and play it back. Its handler may replace the wax cylinder to allow up to 5 more minutes of recording.

ACTIONS

Alarm. As an action, the locust can emit an audible alarm that produces the sound of a siren for 10 seconds that can be heard by others within 120 feet.

Dart. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage.

STEAM DRAGON

Huge construct, neutral

Armor Class 17 (natural armor)

Hit Points 276 (24d12 + 120)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	20 (+5)	10 (+0)	10 (+0)	1 (-5)

Damage Resistance fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If the steam dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The steam dragon can use its Boiler Heat Aura. It then makes three attacks: one with its bite and two with its claws.

Nichrome Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage plus 9 (2d8) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage.

Fling. One Medium or smaller object held or creature grappled by the steam dragon is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.

Hit: 17 (2d8 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and the steam dragon can't grapple another target with its tail, but can continue to make tail attacks if the grappled target is Medium or smaller.

Boiler Heat Aura. Each creature that is within 30 feet of the steam dragon must succeed on a DC 19 Constitution saving throw or gain one level of exhaustion. Creatures that are adapted to hot climates automatically succeed on their save.

In addition, all manufactured metal objects in the aura, such as a metal weapon or a suit of heavy or medium metal armor, begin to glow red-hot. Any creature in physical contact with the object takes 9 (2d8) fire damage when the steam dragon activates this aura. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a DC 19 Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.



Breath Weapon (Recharge 5-6). The steam dragon exhales steam in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 66 (12d10) steam damage on a failed save, or half as much damage on a successful one. Steam damage is fire damage that ignores resistance and vulnerability to fire, does not ignite flammable materials, and extinguishes non-magical open flames.

Smoke Cloud (Recharges after a Short or Long Rest). A 40-foot-radius cloud of smoke extends all around the steam dragon if it is above water. The area is heavily obscured for 1 minute, although a significant wind can disperse the cloud.

LEGENDARY ACTIONS

The steam dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The steam dragon regains spent legendary actions at the start of its turn.

Detect. The steam dragon makes a Wisdom (Perception) check.

Tail Attack. The steam dragon makes a tail attack or a fling attack.

Wing Attack (Costs 2 Actions). The steam dragon beats its wings. Each creature within 10 feet of the steam dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The steam dragon can then fly up to half its flying speed.

STEEL SQUID

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 261 (18d20 + 72)

Speed 5 ft., swim 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	4 (-3)	10 (+0)	1 (-5)

Damage Resistance lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 7

Languages understands the languages of its creator but can't speak

Challenge 12 (8,400 XP)

Jet Boosters. The steel squid can Dash as a bonus action.

Lightning Capacitors. When the steel squid takes lightning damage, its next tentacle attack deals and additional 14 (4d6) lightning damage.

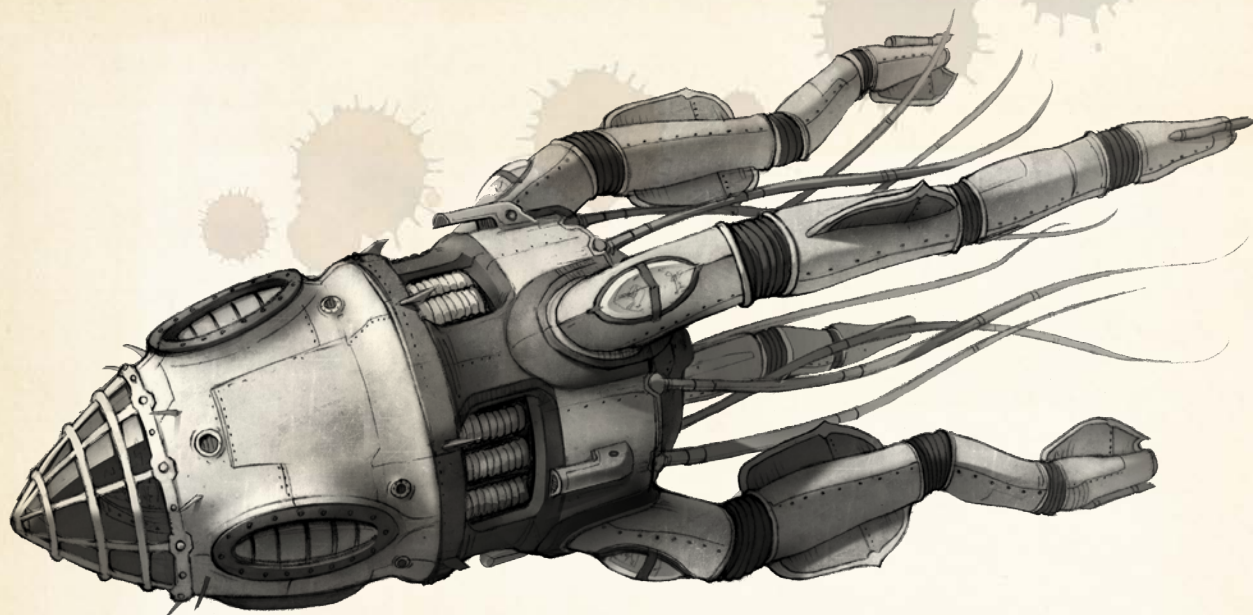
Siege Monster. The steel squid deals double damage to objects and structures.

ACTIONS

Multiattack. The steel squid can make three tentacle attacks.

Grinder. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.

Hit: 19 (3d8 + 6) slashing damage. If the target is a Huge or smaller vehicle grappled by the steel squid, the steel squid deals triple damage with its grinder attack, instead of double damage for it being an object.



Tentacles. Melee Weapon Attack: +10 to hit, reach 15 ft., one target.
Hit: 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The steel squid has eight tentacles, each of which can grapple one target.

Ink Cloud (Recharges after a Short or Long Rest). A 60-foot-radius cloud of ink extends all around the steel squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

fewer, roll a d6. On a 6, the sentinel goes berserk. On each of its turns while berserk, the sentinel attacks the nearest creature it can see. If no creature is near enough to move to and attack, the sentinel attacks an object, with preference for an object smaller than itself.

SUMMIT CITY SENTINEL

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Projectile Hands. The sentinel can make its slam attack at a range of 20/60. It must spend a bonus action retracting the chain attached to its fist before it can make a ranged slam attack with that fist again. If the sentinel is grappling a creature when it retracts its fist, the creature must succeed on a Strength contest against the sentinel or be pulled up to 20 feet toward the sentinel.

Short Circuit. Whenever the sentinel takes 10 points of lightning damage or more, and its current hit point total is 60 hit points or



Once the sentinel goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The sentinel's handler, if within 60 feet of the berserk sentinel, can try to calm it by speaking firmly and persuasively. The sentinel must be able to hear its handler, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the sentinel ceases being berserk. If it takes lightning damage while still at 60 hit points or fewer, the sentinel might go berserk again.

Steam Driven. Whenever a creature scores a critical hit against the sentinel with a melee attack without reach, the attacking creature is blinded until the end of its next turn, and must make a DC 15 Dexterity saving throw, taking 17 (5d6) steam damage on a failed save, or half as much damage on a successful one. Steam damage is fire damage that ignores resistance and vulnerability to fire, does not ignite flammable materials, and extinguishes non-magical open flames.

ACTIONS

Multiattack. The sentinel can make two slam attacks, or one net launcher attack and one slam attack.

Net Launcher (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 20/60, one target. *Hit:* A Large or smaller creature hit by the net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Dealing 15 slashing damage to the net (AC 14) also frees the creature without harming it, ending the effect and destroying the net.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). The sentinel has two fists, each of which can grapple only one target.



ULLERAN BATTLE SENTRY

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	8 (-1)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Gatling Gun Burstfire (Recharge 4-6). When a battle sentry makes multiattack with its gatling guns, it can instead make this attack if it's available. Instead of making two single-target attacks, the sentry can spray up to two 10-foot-cube areas within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the gatling gun's normal damage.

Hexapod. The battle sentry ignores difficult terrain when it moves and gains advantage on any check or saving throw it makes to resist being pushed or knocked prone.

Short Circuit. Whenever the battle sentry takes 10 points of lightning damage or more, and its current hit point total is 40 hit points or fewer, roll a d6. On a 6, the battle sentry goes berserk. On each of its turns while berserk, the sentry attacks the nearest creature it can see. If no creature is near enough to move to and attack, the sentry attacks an object, with preference for an object smaller than itself. Once the sentry goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The battle sentry's handler, if within 60 feet of the berserk it, can try to calm it by speaking firmly and persuasively. The battle sentry must be able to hear its handler, who must take an action to make a DC 14 Charisma (Persuasion) check. If the check succeeds, the battle sentry ceases being berserk. If it takes lightning damage while still at 40 hit points or fewer, the sentry might go berserk again.

ACTIONS

Multiattack. The battle sentry can make two attacks; either two machine gun attacks, or one drill attack and one pincer attack.

Drill. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, plus 9 (2d8) slashing damage if the target is a construct, object, structure, or vehicle.

Gatling Gun. *Ranged Weapon Attack:* +5 to hit, range 80/240, one target. *Hit:* 12 (4d4 + 2) piercing damage.

Pincers. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 15). Until the grapple ends, the battle sentry can't pincer another target.

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