

# Delsya

A community-created local for Tephra: the Steampunk RPG

Off the western coast of Evangless, part of the Qui archipelago, lies the 30 mile-long island of Delsya. Abandoned Evanglessian research compounds, pirate coves, ayodin societies, and gnomish cities can all be explored on this island of adventure!

Delsya was created as community collaboration project and has been released as a free location supplement for Tephra: The Steampunk RPG.

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# Delsya



## Key Locations

- Abandoned Research Compound
- Black Water Cove
- Gnomish City of Dusla
- Selvian Lighthouse
- Ayodin City of Kel'Tor
- Dark Depths Lake

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# Locations

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## Abandoned Research Compound

Built during the Evanglessian Civil War by the Royalists to study the possibility of using Bio-Flux as a way to turn creatures into monsters of war, it was decommissioned when Deylus took the throne.

Yet, despite his orders, the lead scientist on the project, Doctor Thadeaus Monroe, had developed a sick love for creating these abominations. He stayed behind and transformed the compound into his own personal research facility. While the Evanglessian government initially spoke out against his experiments, eventually his machinations produced some truly amazing results. The government lets him continue on two conditions; he is not to cause too much trouble, and he must share any notable finds with the military.

Now many of Monroe's creatures roam the island, making it an extremely dangerous place for the unprepared to wander.

Monroe is assisted in his work by what was one time a gnome from the city of Dusla, a creature that bears little resemblance to his former self in either body or mind due to his extensive use as a lab rat.

## Black Water Cove

Years before Evangless ever created their research facility, pirates, smugglers, and slave traders used the dangerous cove on the western side of the island to gather and hide from patrols in the area, a practice that continues to this day.

In particular, the pirate Randus Slif the Red often uses this cove as a staging ground for his latest schemes, going so far as to cut a small fort into the rocky cliffs that surround the cove.

## Dark Depths Lake

The only notable body of water on Delsya, Dark Depths Lake houses a large creature of unknown origin. Some say it is a creation of the mad doctor Monroe, while others say it has always been there. All that is known is that very few have ever managed to cross the lake alive.

## Dusla

Dusla is a gnomish city on Delsya and its ruling chief, Elder Hinze, has declared the island an independent gnomish nation (although it is not recognized as so by Evangless).

The city itself is built upon the ruins of a civilization that has long since left the island, their massive marble columns and collapsed arches hollowed out to house much of the city's population of 4,000 gnomes. With the gnomes' help, nature has hastened its reclamation of this area; vines and towering oak trees now grow upon, and within, these huge structures.

## Kel'tor

Kel'tor is an ayodin city deep of conflict. While the city has stood strong for over a hundred years, recent interaction between the surface races has increased and split the community into three extremist factions. Each faction is attempting to push the city in the direction they feel is for the best.

A small percent called the industrialists welcome the new civilization and are working with the community to better develop new technology. This attitude has led to trade with the pirates for the latest information regarding equipment and other advances.

Second in strength is a group called the naturalists who desire to stop the influx of change they perceive as corrupting their way of life. This group is willing to attack anyone at any time, pirate or not, but focus on incoming supply shipments that will further the technological development. If reasoned with, they are willing to spare the ship and only destroy the cargo, but it is a one time deal; you show up again with the materials and your life is forfeit.

The largest percentage is the socialites. The socialites are always up for negotiation with the locals and believe that the development of technology should be slow and gradual so as to allow the environment to adapt to the changes. They will not associate or deal with the pirates.

Kel'Tor is home to nearly 16,000 ayodin. Ayodin in this area are mostly black with orange stripes that run the course of their bodies. For the most part, they live peacefully with the inhabitants of the island, although recently it has come to vary based on what group they collaborate with.

## Selvian Lighthouse

The only official Evanglessian facility still operational on the island, the Selvian Lighthouse is one of ten lighthouses strung throughout the Qui Archipelago created to help guide incoming ships safely to Qui. It is has been operated by a Charles Telk and his wife for over 30 years.

# — People —

## Randus Slif the Red

When Slif was young, he started as a low ranking soldier in the Evanglessian Army fighting in the Hurricane Wars. There he gained respect for his onslaught against the ayodins, mixing various styles of swashbuckling with a constant frenzy and blood thirst. He quickly rose in the ranks, and was one of the few enlisted promoted to the officer corps for his bravery in holding one of the eastern Evanglessian cities. By the end of the war he was highly decorated.

However, soon after the Hurricane Wars ended he joined the Militarists in the Evanglessian Civil War. Arrested for war crimes, he was exiled from Evangless for life. He worked with a smuggling crew before gaining enough respect to strike out on the high seas as a pirate with his own ship. These days he seeks vengeance against the Evanglessian government at every turn.

## Chief Elder Hinze

The youngest chief elder to reside in Dusla, Hinze presides over the Elder's council. He is wise beyond his years but prone to drinking heavier than many of the other elders would prefer. Nevertheless, he leads fairly and the capital city of Dusla is all the more prosperous for his guidance.

## Has'na

As leader of the Naturalists, Has'na never participated in the Hurricane Wars, but often dreamed of joining the fray on the eastern side of the continent. He leads many attacks on passing ships that have advanced technology, and rarely negotiates. He was the first to decide that advancement in technology would destroy their land and culture.

## Roguin

A predominate figure in the Socialites, Roguin is extremely diplomatic. He is very calm and calculating, never rushing his decisions (often to the frustration of the other groups). He always tries to stay three moves ahead of any current happenings; in particular, he works at slowing the efforts of the Industrialists and Naturalists. When he is not negotiating the development pace of the nation, he is calculating it.

## Ziema Zaquii

Zaquii is the most active Industrialist of the group. She is constantly trying to find ways to develop technology faster as she honestly believes it is the best way for their city and society to stay relevant. She is very social, and loves nothing more than talking about the latest technology with the locals. She is probably the most seen ayodin on the island, always setting up plans and working out deals.



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