

# The Steamlands

## The Tower of Hexidos

It's unclear when the tower was built, but it allows the regional power to survey the entire great plains with impunity. Even after the empires of past have fallen, it remains the crown jewel of the Steam Barons.

## The Monstrous Industry

After Titanfall, monsters began to flood from the Monster Tunnels. Most cities South of the Skull River have fallen to monster attacks. Scout teams fight these monsters and bring them to Verat for processing, where their parts are then brought up-river to the Factory Row in the Choking Valley.

## The Parts Must Flow

From an unending stream of monsters has come a million and one different uses for their parts. Used as food, fuel, materials, and alchemical ingredients, the monster parts have become a staple of the region.

## No Room For Mages

Technology changed the perception of the magic user. Instead of bargaining with mages for their miracles, said miracles are now mass-produced via muskets, powder torches, alchemical spices, and chitin tools. Mages are considered obsolete. The Steam Barons oversaw the dismantling of magic schools and the outlawing of spellcasting as a public safety measure.

## Gems

Used interchangeably with gold pieces, gems grow around the hearts of many monsters. They faintly glow in the dark and can be pulverized to make an alchemical spice. Red spice heals 1HP, green spice restores a single use of a "once per rest" perk, and blue spice restores either one sorcery spell or one charge to a spell focus.

## Common Items

### Extra Large Items

2 gp (4 slots) Barrel(40gal)  
1 gp (2 slots) Bedroll  
5 sp (2 slots) 10ft Ladder  
5 cp (2 slots) 10ft Pole  
2 gp (2 slots) Tent  
10 gp (2 slots) Lute

### Large Items

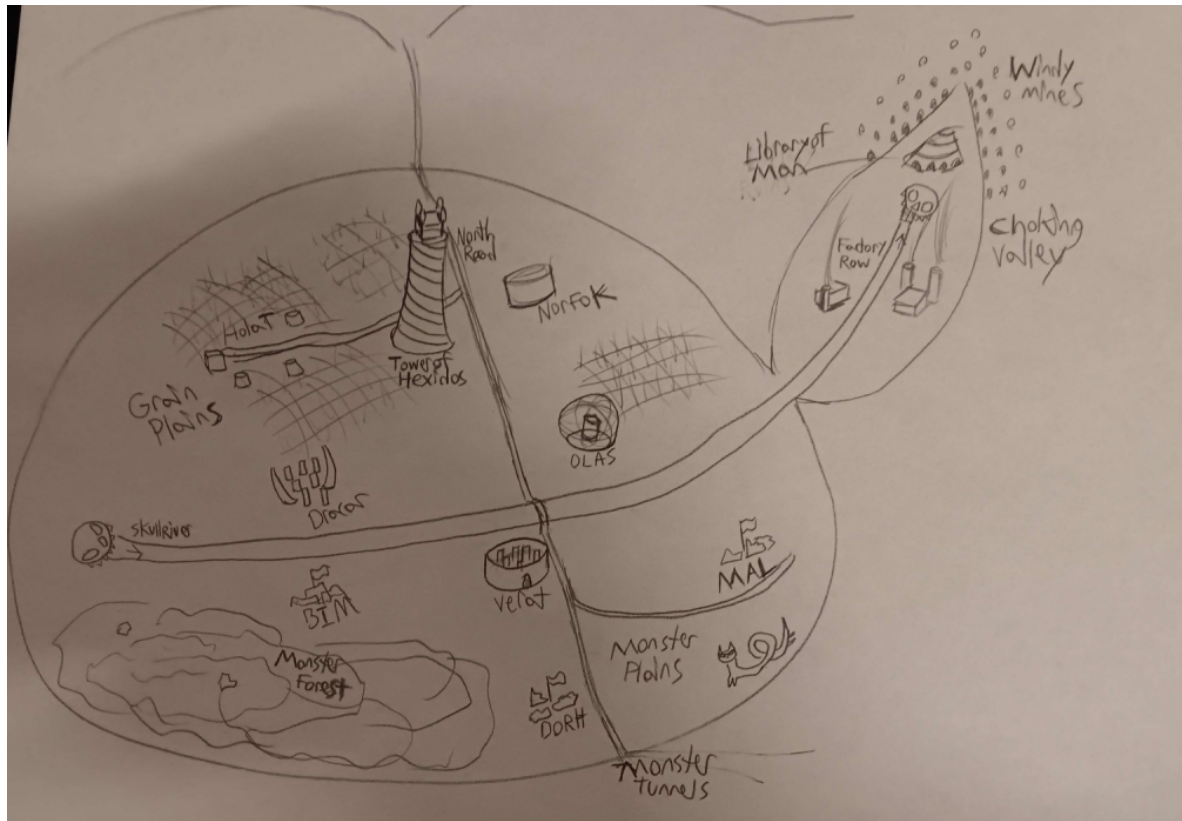
5 gp Healer's Kit  
2 gp Backpack  
1 gp Block and Tackle  
5 sp Common Clothes  
15 gp Fine Clothes  
2 gp Crowbar  
1 gp Rope (50 ft)  
15 gp Book  
2 gp Miner Pick  
1 gp 20 arrows/bolts

### Small Items

1 gp Hammer  
5 gp Steel Mirror  
1 sp Oil Flask  
5 cp Fresh Ration  
5 sp Dry Ration  
2 cp Soap  
5 gp Ink Bottle  
5 sp Flint and Steel  
10 gp Lockpick  
2 sp Waterskin(1/2 gal)  
2 cp Flask  
5 gp Bone Dice Set  
1 gp Flute  
1 sp Twine Ball 200ft

### Tiny Items

5 cp Piton  
5 sp Quill Pen  
1 gp Glass Vial  
1 sp Bell  
5 cp Needle  
5 cp Whistle  
2 gp Locket  
1 gp Scalpal  
2 gp Tweezers  
5 cp Chalk  
5 cp Sulfur Match



## Common Steamlands Gear

### Chain Knife(25GP)

Small Sly, D4 damage. On hit, use additional actions to autohit for more damage. Uses steam.\*

### Musket Pistol(25GP)

Small Ranged, 60ft range, 3d4 DMG, 3 action reload.

### Musket(50GP)

Large Ranged, 60ft range, 3d6 DMG, 3 action reload.

### Power Drill(100GP)

Large martial. On hit, use additional actions to autohit for more damage.

### Auto-crossbow(150GP)

Extra large(2 slots) ranged, 120ft range, Deals D12 damage. Uses steam.\*

### Chainsaw(200GP). Uses steam.\*

Extra large(2 slots) great weapon. On hit, use additional actions to autohit for more damage. Uses steam.\*

### 20 rnds Musket Ammunition(5GP)

Includes musket balls and a horn of blast powder.

\* Uses Steam

Items that use steam consume a single gem to start them up. Once started up, they run for a minute.

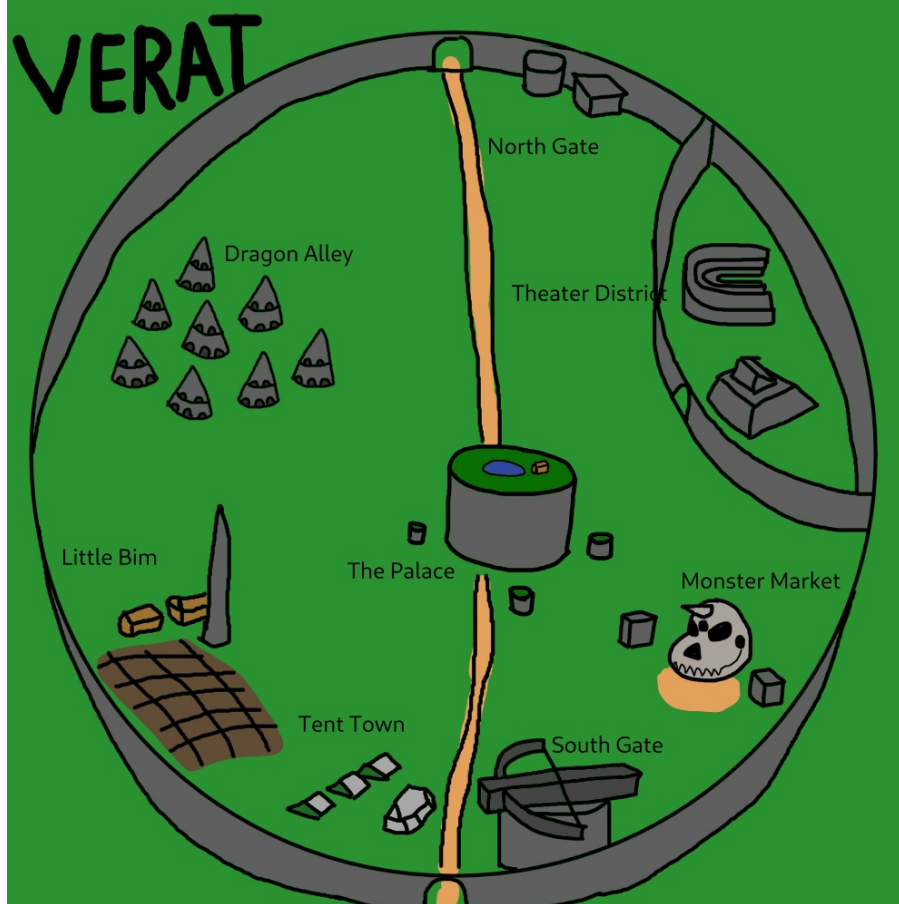
**North Gate Guard Tower**  
Center of law for Verat and location of courthouse, jail, and guard barracks.

**Dragon Alley**  
Conical "man-hives" left over from the dragon age, populated by artisans and engineers due to the fire resistance of the structures.

**Little Bim**  
A farmland founded by the refugees from the ruined city of Bim. An obelisk of Bimros stands as a reminder of their former station.

**Tent Town**  
A place where refugees have gathered from many ruined cities. It's rumored this is where purveyors of forbidden magic hide away, as well as the thieves guild.

**Southern Gate Guard Tower**  
Home to the scouts, a standing army formed to kill monsters venturing from the South and use auto-wagons to drag their valuable carcasses to the monster market. Mounted on the roof is a ballista built to kill giant monsters.



**Theater District**  
A thriving center of commerce home to the amphitheater, the Farm Pearl Inn and Spa, and housing for wealthy business guests. Weapons are forbidden within the district, as is magic. A 200gp credit check is required upon first entry.

**The Palace**  
A cylindrical structure made of soul steel, the palace is layered with indoor gardens and bureaucratic offices. The roof features a paradise garden with the king's private home atop.

**Monster Market**  
Verat's main export of monster parts are processed here with the help of engineers, alchemists, and mages. Value-added goods such as chitin armor and blast powder are sold alongside raw meat.

## Factions

**Palace Bureaucrats:** Wish for status quo monarchy, currently controlling the legitimacy of Verat law and the guards of the North Gate.

**Underground Mages Guild:** Seek to build a library of Exia and legalize magic.

**Little Bim:** Wish to legalize Bimros magic and instate the 7 laws of Bimros as Verat law. They regularly bring aid to tent town.

**Monster Hunters:** Seek a return to the warrior culture of the dragon age. They see industry and technology as inherently virtuous, and wish to make Verat a fearsome power of the Steamlands. They control the scouts of the South Gate.

**Steam Baron Isahu:** Responsible for ensuring monster parts production for the rest of the Steamlands and representing the various business interests of the Steamlands.

**Fey Circle:** Seek to legalize magic, disband factory row in the choking valley. Many refuse to use metal or industrial goods, opting to live in tents.

**Thieves Guild:** Seek to redistribute wealth from the rich to the poor. They protect all manner of criminal and outcast, and share their spoils with tent town.

## Tips for backgrounds

**Charlatan**  
Counterfeit goods are common, as well as bogus alchemical goods and treasure maps.

**Outlander**  
Deep folk occasionally filter in from the monster tunnels, and some people manage to survive in the fields and Monster Forest by earning the favor of nature spirits.

**Entertainer**  
Theater District has a vibrant night life full of actors, artists, musicians, and performers of all kinds.

**Urchin**  
Tent Town has plenty of orphans left over from several waves of refugees.

**Soldier**  
The two biggest armies are the royal guard and the scouts. You may have served in armies of nearby fallen cities.

**Commoner**  
As usual, commoners can be found shoveling. In addition to a farmer's typical manure pile, commoners in the steam land often shovel soot, rubble, and monster guts.

**Thief**  
With a gulf between the wealthy and poor in Verat, there are many opportunities to steal.

**Acolyte**  
See: Religions box above.

**Guild Artisan**  
Dragon Alley is full of industrial processes, as is the Monster Market.

**Scholar**  
The Palace has a small non-magical college to train future bureaucrats and scientists.

**Merchant**  
The Monster Market is a great place of commerce, as is the Theater District.

## Religions

Little Bim has a temple of Bimros with hundreds of followers. Dragon Alley has a temple of Solus with a half a dozen followers. Tent town shelters the remaining faiths: a bookshelf serving as a library of Exia, a small congregation of Raos, some Fey worshippers, and a few priests and priestesses of Coent. There's also a local faith of a dead wind god, Aos.

## Laws of Verat

This over-simplified set of laws is posted in most public spaces as a reminder to those venturing in from afar.

1. No Spellcasting
2. No Thieving
3. No Public Disturbances
4. No Brandishing Weapons
5. Do not interfere with law enforcement or monster hunters