

The Magepunk world

EVERYBODY FIGHTS. NOBODY QUILTS.

—The Book of the Clan, *The Archmage*

The known world

The Magepunk world is one of competing power-blocks, large nations and groups of allies, banding together for self preservation in a harsh and uncaring world.

The Circle of Druids of the Great Forest

Comprised of humans, elves and half-elves; druids, bards, barbarians and rangers.

They are neutral towards the Clan: the Clan really values a lot of the unique magic items that only druids can create – such as goodberries as a long term or emergency food and will trade for them – but the druids do not like the Clans enslavement of elementals.

Any trading is done at neutral locations such as stone circles with any airships or other elemental powered items kept well away. The druids are not really interested in money and so only trade for magic items that they cannot themselves create.

The Conclave of the Faithful

A grouping of good aligned deities churches: clerics, monks and paladins of any race. They have a dispersed set up: usually churches, sanctuaries and cathedrals in most towns and cities, with monasteries in out of the way places and shrines in villages.

They will have a church, cathedral or shrine in most settlements that are not overtly evil, and they are universally trusted by all good and neutral factions for the simple reason that they **always** keep their word.

But you also never, **ever** break your word to them. They are the people who man the small monastery / shrine at the edge of the Spire where the Clan gets their healing from, and they are also only paid in magical items they cannot themselves create.

The Guild

The Guild are suspected of running criminal operations in most population centers, and strongly suspected of running the entire port city of Drayburn: rogues, bards, warlocks and fighters of any race.

The Empire

A very large and strong nation, noted for a strong, well-organised, equipped and led army: fighters and rangers mostly but with some barbarians, wizards, warlocks and sorcerers as auxiliaries. Many different races: if you accept the overlordship of the Empire and pay your taxes you are accepted.

The Dragon Nations

These are small but very powerful nation states centered on families of dragons, broken up by good or evil and dragon colour.

As well as dragons themselves, they are populated by much more numerous dragonborn sorcerers, bards and barbarians.

The Kingdoms of the Dwarves

Dwarven strongholds and mines and in most mountain areas. Mostly fighters, clerics and bards, with some sorcerers and wizards. Usually on good enough terms with the Clan to be considered allies: the Clan will buy a lot of metal and weapons and armour and will sell them magic items and food: they are able to transport food to the often remote Dwarven strongholds much cheaper than anyone else.

They can come into frequent conflict with the Dragon Nations as they often desire the same real estate.

These are Dwarf kingdoms at the height of their powers, not sad, faded remnants. They carve entire mountainsides into statues and works of art: their mines and smithies make the best mundane arms and armour known – and their mages craft enchanted weapons and armour that rival the Clan's.

The Orklands

This is where most of the orcs, goblinoids and monsters have ended up: usually swamp, marsh or desert and any other area not really wanted by anyone else.

This is not a single contiguous political unit or territory: instead it is the name given to any area of wilderness, remote and savage enough to have intelligent monsters in it.

Once every few generations the orc tribes throw up a leader savage and savvy enough to unite the tribes, and they go on a killing rampage. The last time they tried this they were stopped dead by an alliance of the Empire, the Circle, the Conclave, the Kingdoms and the Nations. (this was before the birth of the Clan.)

The Norrheimers

Barbarian raiders from the North: barbarians, bards, fighters, clerics, paladins and sorcerers: humans, orcs, half-orcs and half-elves. They are forced into a raiding way of life due to the hostile climate of their homeland, and they can turn up almost anywhere within a few days march of the sea or navigable rivers.

They will raid and pillage, and carry off everything they can. Many of them also hire out as mercenaries, as it suits their sense of humour to be paid by one group of foreigners to kill another group of foreigners,

The Dark Realm

Rumours persist of an entire subterranean civilization... - but given that interaction seems to solely consist of mutual raids and attacks it is hard to be sure.

Certainly, there is intelligent, malevolent and organised life down there...

The Lichlands

Not much is known about this area – except that something powerful is in there that keeps a perpetual cloud over it at all times, and that they sure don't need the sun to grow their food... - and that almost nothing ever comes back from venturing in there.

They do occasionally mount an attack on neighboring realms, usually consisting of hordes of undead and other creatures marching in, rounding up everything living or of any value and then returning. The Conclave take a dim view of this and are marshaling their forces for a “for once and for all” level attack, and slowly buying the agreement of most of the other factions.



The Clan

IF YOU ARE IN A FIGHT THAT YOU YOURSELVES DID NOT INITIATE THEN YOU ARE PROBABLY GOING TO LOSE. YOU NEVER START A FIGHT WHOSE OUTCOME YOU ARE IN ANY WAY UNCERTAIN OF

—The Book of the Clan, *The Archmage*

The Archmage

The Clan was founded by the Archmage about 100 years ago when he made one specific magical item creation breakthrough; he was able to create a ring of unlimited spell storing and spell conversion. Any magic user can cast spells into it, and what is significant is their spell level.

The ring then allows you to use any of its stored levels to cast a spell you know without it costing you a slot; want to cast a level 9 spell? – just use 9 levels of stored power from the ring.



The Archmage looks exactly like the wizard class picture from the PHB: above all he is sharp – he values intelligence above all, believing you can think your way past any problem. And considering he is over 100 years old and has founded the Clan, he doesn't seem to be wrong either.

He is of the “hard but fair” school of leadership: above all if you try your hardest and tell him truthfully and promptly when things go wrong you will not be in (too much) trouble. He thinks that truly disastrous situations occur when underlings are too scared to tell their chief what has happened and try and cover up or rectify the situation themselves.

If he knows what's happening he can do something about it is one of his favourite sayings – and so far everything you've seen has proven this to be true.

In person he is scarily sharp and perceptive – charming and witty when he wants to be, but also capable of making extremely quick decisions when he needs to. If he is not personally wearing the Archmages Ring, then it is embedded in the chest of a four armed iron golem that is roughly twice the size of any other golem you've ever seen.

Going on missions

When you get sent on missions, you each get to choose:

- any one item from the [common and uncommon list of magic items](#)
- A +1 weapon or +1 set of armour

Every mission gets as standard load-out:

- One bag of holding (fill it with whatever mundane items you see fit)
- Two sets of sending stones
- Two potions of healing (heal 2d4 +2)
- One slave collar (can constrict on the command word from whoever is holding the command gem; casts a geas on the wearer to obey the Clan in general and the command gem owner in particular)

Spyre

The Clan HQ is called Spyre, and consists of a large volcanic caldera at the top of a substantial peak. There is a lake in the middle of it (of course!) and 7 towers around the outside edge, a wall all the way around too, and a single, central archmages tower.

The caldera is about a mile across and has some kind of magic keeping the air breathable and warm. There is a fair amount of intensive farming here, together with fighting practice areas, trees, stables and all the usual outdoor stuff of a large (in effect) castle.

Each function (or department or directorate of the Clan) has a tower and this has led to all outposts of the Clan coming to be called "Towers" irrespective of their actual shape: the magic shop in the Empire's capital city? That's a "tower". The joint venture mithril mine with the Astrakh Dwarf Kingdom? - that's a "tower". It's a small piece of the culture of the Clan that is useful in identifying outsiders.

The Towers all house specific functions / departments of the Clan:

1. Magic – Lanryn – gnome artificer
2. Security – Ugrat – Ork barbarian
3. Supplies – Panver – Halfling sorcerer
4. Transport - Astarran – half-elf ranger
5. Finance -
6. People – Yenwarith – half-elf bard
7. Special circumstances – Tannhauser – human barbarian
8. The Archmages Tower – command.

The Clanmark

The Clanmark is a magical tattoo on your cheek that permanently and visibly displays your allegiance to the Clan.

When it is etched into your soul on your coming of age ceremony and acceptance into the Clan as a full member it is charged with 4HP that you can use at any time to heal yourself. Recharging it can be done at any time, with the following rules:

- You can only charge it in full – not in increments
- Charging it always costs 5HP.

The Clanmark also serves as a minor "tattoo of spell storing"; you can store any wizard spell in it, and the level you can have cast into it corresponds to the wizard's progression table on p113 of the PHB, in the sense that when a wizard is first able to cast a spell of a specific level is the same time that you are able to get spells of that level cast into your Clanmark.

Airships

They work very similar to the ones in the Eberron setting: they have enchanted attachment points for enslaved air elementals to grab and hold up the airship, and an enchanted ring that a fire elemental grabs onto to push it. These pusher rings are always at the back, and never around the middle, because they are basically on fire and will set alight anything they touch - and no one will allow that to be wrapped around the middle of a wooden ship!

From your Clan training you know a fair bit about the airships and in fact have been trained on and in them a lot: usually there are two air elemental attachment points for each fire elemental attachment points. When they were first starting to be made by the Clan they did not worry about anything except making them work: so these early models show a bit more of a "steampunk" aesthetic: bare bones ironwork holding the air

elemental attachment points on outriggers sticking out from the sides, and a iron framework holding and enclosing a wooden gondola, with another bunch of ironwork at the back holding the fire elemental attachment ring.

The more modern design covers the whole airship in a shaped wooden skin, which is smooth and mimics wings... - in fact the Clan's gnome artificers have stumbled onto the concept of aerodynamics and are using the wings to generate lift. Currently they are not sure why airships with shaped wings can lift more and go faster, but empirically they know which shapes work best and continue to experiment. As a result a lot of the newer airships look like the flying wing kind of design, just with a honking great ring of fire at the back pushing them.

So all of the classes below can have examples of the original or modern design.

Scouts

2 air elementals and 2 fire elementals; very fast but can only carry 10 medium sized beings, with 1 pilot and 2 gunners. 3 heavy repeating crossbows and one ballista (DMG p255)

Cargo carriers / destroyers

Cargo carriers / destroyers: these are roughly the same size and most of the class can be converted from the cargo carrier / civilian role to the military / destroyer role quite quickly: 6 air elementals and 3 fire elementals: 8 heavy repeating crossbows and 3 ballista. Capacity of 35 medium sized beings with a crew of 7.

Battleships

There are only 2 of these that you know of: 10 air elementals and 4 fire elementals: very strongly built and quite well armoured: capacity of 60 medium sized beings: 16 heavy repeating crossbows and 8 ballista. Crew of 12.

One reason the crew sizes are so small is that everyone who travels in them will be Clan trained on airship related skills: firing the crossbows, repelling boarders, cargo loading, damage control, piloting, navigation and so on. The permanent crew is there as the resident experts and commanders. Also, they do not fly if they do not have enough Clan passengers to man every gun.

The weapons on them are examples of taking RAW or "rules as written" and combining and extrapolating them but not totally hand waving and creating a new magical system: tried that once and it got real old real quick!

The heavy repeating crossbows are basically masterwork items from the Clan gnomes and are "double" - they are 2 bows on top of each other, fired from a two handed grip like a mounted machine gun, with a trigger in the handle of each.

Because they are masterwork items, and they are solidly mounted on the sides of the airships they incur no penalties for their double nature, and so offer a doubled rate of fire for no penalty.

They have an enchantment on them that casts 4 Unseen Servant spells when the weapon is used: 2 of them work on one cross bow each and recock it as soon as it is fired and the other 2 reload the crossbows from the quiver of Ehlonna (DMG p189) kept near the crossbow at all times. The quiver is loaded with mundane bolts in the largest compartment, alchemically enhanced bolts in the middle compartment and full-on enchanted bolts in the smallest.

All of this means that these crossbows can fire 2 shots every single round.

The ballistas work on a similar principle, except that they have 4 unseen servants just to cock the thing and 2 to ferry the ammunition: they can fire 1 shot per round.

All crossbows and ballista are +1 weapons – so that they can all hit magical creatures. 1 crossbow and ballista on each ship is a +3 weapon: this is always the one nearest the pilot and is the one always crewed by a permanent member of the crew.

You also know that the Clan makes extensive use of bags of holding, allowing them to transport a lot of cargo even in the smaller airships, and that each airship has 1 emergency bag of holding which is completely full of emergency gear and supplies, and another full of ammunition, weapons, and armour.

You know that none of the magic on the ship - from piloting the thing to firing the weapons - will work without a Clanmark. When you trained it was on small scale training models that did not have this restriction.