

D&D.

# MAGEPUNK



# 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 planet is huge: it has 4 moons and a ring system.

## The Circle of Druids of the Great Forest

Comprised of humans, elves and half-elves; druids, bards, clerics of nature gods, barbarians, rangers and sorcerers.

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 emergency food, and will trade for them – but the druids really 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 boundaries of the Great Forest are marked by standing stones, inscribed with runes. Airships of the Clan never cross this boundary, as the Druids have cast a spell on it that frees all enslaved elementals as soon as they cross it.

## 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 and retreats 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

never forget an insult and you will pay for your transgression dearly.

They are the people who man the small monastery / shrine at the edge of the Spyre 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.

They have the best heavy infantry and siege engines in the world. They have a competent and skilled – if not massively powerful – magic and healing service, that fights alongside their armies. These concentrate on healing and improving the endurance of the army more than offensive magic and magic items, but when the Empire decides to focus their offensive magic in one place, they are **extremely** effective.

They build immensely tough castles, strongholds and walls, and once they take an area they almost never retreat from it.

## 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 as servants, armies, merchants, assistants and confidants. The Dragons are definitely not above creating more sorcerers and sorcerous bloodlines by any means available.

## The Kingdoms of the Dwarves

Dwarven strongholds and mines are in many 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

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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 ork 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.) But – it did take all of them to do it.

## The Norrheimers

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Tall, uncivilized 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

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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

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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. The very ground is inimical to all life – only the undead can walk there without being constantly ravaged by magic.

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. 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 founded the Clan, he doesn't seem to be wrong either.

He is of the “hard but fair” school of leadership: 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
- Any other mundane equipment, weapons or armour you want.

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 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 house the specific functions / departments of the Clan:

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

## The Clanmark

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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

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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 12 medium sized beings, with 1 pilot and 2 gunners. 4 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 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, supplies, 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.

## Clan factions

The Clan has many different groups within it, reflective of the groups that were recruited through its life. Whilst there are remnants of racial and other prejudice, the loyalty to the Clan tends to reduce this considerably. Outright faction-fighting is seen as disloyalty to the Clan, and so is not accepted either openly or behind the scenes.

Honest rivalry, and trying to out-do another group – well: that just acts as another spur to efficiency in the eyes of the Archmage. Up to a very specific point that is...

## Wyvern-riders

Half-orcs are often shoved to the margins of society by both of their parents, as they are usually the product of at best unwilling encounters between the races. As such they tend to inhabit inhospitable areas, not desired by any other races. The group that was recruited by the Archmage was one such, who had been living in the Dragonreach mountains for many years,

and who had started to domesticate wyverns – or at least train them to be ridden in battle – and were invited to join the Clan.

They are unusual in that they were not victims of a disaster or the losers in a war: the negotiations to join were conducted over time, with no overt pressure for the half-orcs to join... - apart that is from their knowledge of how precarious their lives were. They gained the right to actively recruit new half-orcs to the Clan, and help Special Circumstances in running underground networks, where half-orcs work for the Clan in secret for a few years, before being allowed to join. The Clan also offers a safe haven for the breeding of their wyverns, and their numbers are increasing notably.

## Orks of the Savage Axe

An Ork clan that was caught in a forest fire which killed over half their number. The Clan gave them the usual offer and they took them up on it. Now they form the heart of the Clan's foot-soldiers, and actually had no difficulty giving up their more psychotically violent and stupid ways. Of course, a couple of instant executions for excessive stupidity clears things right up, even for an Ork.

Now, with the benefits of a steady diet and no malnutrition in childhood, strict but fair discipline, structured education and a steady weeding out of the irredeemably stupid, the Orks of the Savage Axe are the shock troops of the Clan. As the Archmage says "sometimes in battle, thinking too much is over-rated. Sometimes you just need to go in there and kill them all. That's where the Savage Axes earn their keep."

## Warforged

The Archmages agents recently found a long-buried vault of warforged and reactivated one of them for evaluation purposes. The constructs were part of the famous Red Cog Brigade, who were thought to have been wiped out in the legendary last stand of Silver Mountain, over a century ago. They all voted to stay and fight to defend the House that had created them, and the courage shown in the last stand is still sung about today.

Now, one member has been brought to fully active status and has gone through the standard training given to all young members of the Clan. The socialisation and long-term interaction with other sapient beings seems to be driving the awakening of true sentience within the warforged. The Archmage is watching the experiment keenly, and seems happy for the first test subject to go through the full clan-mark ritual.

## Halflings

Halflings prize security and routine above all, and so enticing 5 families to join the Clan was not difficult. They had been attempting to set up a new colony some distance away from their main population centre and were no match for the

organised evil they encountered.

Now they happily farm for the Clan, and are masters at intensive agriculture in conjunction with magical assistance. They are not yet at the stage of being able to feed the whole Clan without the importing of any food, but that is the stated aim of Master Harflet, the Halfling spokesman.

They are most likely to pay off their spell-debt through daily, regular work, and they host and cater for most of the celebrations in the Clan.

## Gnomes

Gnomes have been a part of the Clan almost from the outset, and they contribute many arcane and mundane items and artifacts.

Having a secure base to host their workshops, giving them the freedom to research with an almost unlimited budget, has resulted in some amazing advances in mundane and arcane items, weapons, armour, devices and constructs.

## Half elves

The half elves of the Clan are those that did not manage to find communities of their kin in the Great Forest, those who were outcast or lonely amongst their own.

They have a natural affinity for far-ranging and have taken to airship piloting and crewing as if born to it. In this they have a healthy rivalry with the Aarakocra.

## Drow

The drow are a natural target for recruiting by the Clan, due to their perennial internecine conflicts that tend to make entire Houses into exiles. The Clan always prefers to recruit whole groups at once as opposed to individuals (unless the individuals are truly exceptional) and they run an active network in the Underdark to recruit more drow.

## Aarakocra

Another group recruited when being persecuted by orks in their homeland. Natural flyers, they run security and pilot airships.

# Places of Interest

IT'S NOT ENOUGH KNOWING WHAT YOU NEED TO HIT.  
YOU NEED TO KNOW WHERE IT IS FIRST.

—Ugrat, *Head of Security*

## 1 The Bone Reef

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This is the skeleton of a humanoid creature, located at the entrance to the tidal channel that winds through the heart of the Empire.

It is over 1,000 feet tall, and has been where it is for over 10,000 years, and no one has any idea what it is or where it came from. There are many theories – one is that it is a fallen God from the Godwar, another that it is the remains of the first human who stole magic from the Gods.

It lies face up, one hand still clenched around a sword buried point first, straight down into the seabed beneath it.

As it is at the entrance to the tidal channel, a lot of debris gets washed down and caught in the skeleton. To date, nothing whatsoever has damaged it.

## 2 Lathe

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This is the capital of the Empire. It sits at the narrowest part of the tidal race that divides this continent in two.

The tidal race is a deep channel, through which water surges in both directions at different times each day, pulled by the gravity of this world's 4 moons.

At certain times each year, the channel at Ylathe is almost empty, and the bridges look down on a chasm over 500 feet deep. At other times, the channel is filled to within a few feet of the top by water racing by at insane speeds.

## 3 The Lichlords Tower

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The only structure of any note in the Lichlands, a massive tower. Assumed to be the Lichlords Tower.

## 4 The meeting circle

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A stone circle outside the ring of Standing Stones that guards the Great Forest, where the Clan can trade with the Circle of Druids.

## 5 Skaygen

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A town on the Great Wall that defends the Empire from the Orclands.

## 6 Drayburn

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A well known hive of scum and villainy.

## 7 The Overwatch

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The Overwatch is an outpost set up by the Conclave and the Circle to keep watch on the Bone Reef after the Clan told them about the attack of the Dracolich and the ritual being performed on the skull.

## 8 The Redoubt

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The Redoubt was originally the forward base from which the Conclave staged the invasion of the Lichlands. Now, after the invasion of the Lichlands it has become a besieged, beleaguered fortress in a seething sea of foul undead. The Druids recently arrived and are helping in the defence.



# The current situation

THE GODKILLER WALKED UPON THE EARTH ONCE  
MORE, AND THE REALMS WILL NEVER BE THE SAME  
AGAIN.

—The Morrigan

## What non-Clan members know

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A week ago the Orklands erupted in an invasion at the exact same moment that a horde of undead burst forth from the Lichlands.

The Orks invaded the Empire mostly – but also sent a column towards the Spyre that took extreme care to stay out of the Great Forest.

The undead seemed to be mainly aiming for the Bone Reef... - and when they reached it they started the unspeakable ritual required to resurrect the Godkiller.

They succeeded in this: the thousand foot tall skeleton arose to fulfill its original purpose.

And every sentient being on the planet knows it because they all had a nosebleed like they'd been punched by a storm giant, and a headache like they been reamed by a mindflayer... - as well as hideous visions of the Lichlord sending the Godkiller to stomp every city into oblivion.

And then every town.

And then every village.

And then everything alive.

And then – it would compel the Gods to walk the mortal realm, and it would try and kill them too.

Every single creature on the planet knew it would come for them, personally and **soon**.

Then... - the unending psychic scream of the Godkillers weight on the world just stopped. No one knows why.

But everyone knows that every single magic item created by the Clan stopped working at the exact same moment.

And everyone also knows that there is an Ork invasion happening – and that uncountable multitudes of undead horrors are springing out of caves and caverns across the known world.

## Background for new players / non-Clan members

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You start in the Refuge. The Refuge is the closest that the Archmage ever allowed outsiders to come to the Clan's central stronghold, and they were there for one reason only: to heal the Archmage and Clan members whenever they needed it. The Archmage knew the value of healing and paid damn well to always have a small community of healers on hand and also made absolutely certain that they were trustworthy allies who had strong reasons to trust him.

The Conclave of the Faithful was more than happy to keep a staff of clerics and paladins – and the occasional ally – there at all times, both because of the pay and also because they firmly believed in keeping such a powerful ally happy.

Physically, the Refuge is about halfway up the side of the Spyre at around 10,000 feet in altitude. It is a large fortress capable of holding many priests, clerics, paladins, monks, servants and commoners. It could easily hold 200 people, and it is impregnable to attack from the ground as the Spyre is – and a lot warmer with more breathable air.

The players that played in the previous MagePunk campaign all had the restrictions detailed above as to classes: anyone joining now does not. You can play any member of the Clan who was left at the Spyre when the big push against the Lichlord happened (as long as you do not take one of the classes forbidden by the Archmage), or if you're a member or ally of the Conclave that was at the Refuge when the Fall happened then any class and race is open.

If you were at the Refuge then you are at the very least closely allied with the Conclave, if not an actual member with seniority.

You are all level 8, and any non-Clan member has 1 magic item up to rare level. (players from the previous campaign take note: this means you have gone up a level and so could – for example – multi-class into a previously forbidden class.)

## The Fall: what you know in-character

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Everyone experienced the massive effects of the awakening of the Godkiller. It was a terrifying moment that is giving everyone on the plane at the time nightmares for years to come.

Even worse though was the sudden **failing of all magic items created by the Clan**.

**Please note:** if you did not play in the previous campaign, you do **NOT** know any of the reasons why magic items failed, or the previous campaign's plot.

No one realised just how pervasive these were: they had crept into every aspect of life: the standard way that the Clan paid its debts was by crafting magic items, and they had become ubiquitous.

In fact, the only reason no one realised that the Clan had monopolized 90% of the market was because they did not abuse their position: they did not raise prices or restrict supply: they just kept churning them out.

Now – suddenly all airships stopped working: every magic ring, weapon, armour, staff, vehicle and trinket that made life easier just stopped.

The magic that made the air breathable and warm in the Spyre has also stopped: it is now what it always was – a peak that is too high, cold and airless to sustain life.

At the moment of the Fall, all magic items in the Clan stopped working – which means that the door into the Spyre proper is now unlocked and open.

The Refuge and the Spyre too has a large amount of mundane equipment: ropes and pitons, tents, blankets and tarps, weapons and armour, large stores of food and trail rations. It has sparring spaces, cisterns with enough water for a year, firewood and tools. It has an airship dock and a wyvern landing area.

One thing it does **not** have is a working teleportation circle, or a way down to the ground that does not involve magic.

Map of the known world – and the most up to date map of the invading forces progress







## The Rings

A view of the rings over an Ork temple.

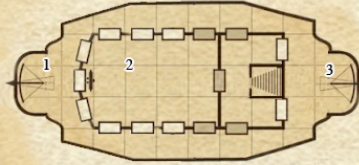
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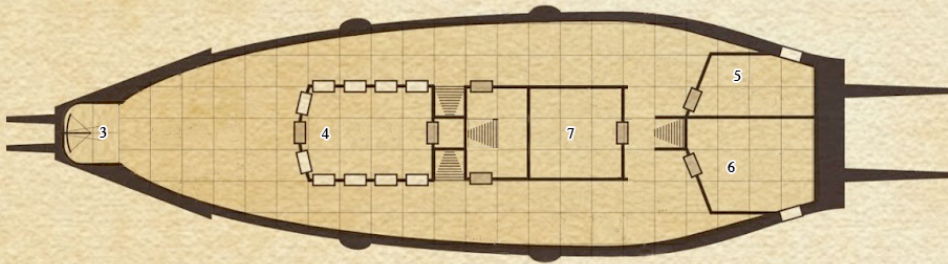
# THE CLAN

## SCOUT CLASS AIRSHIP

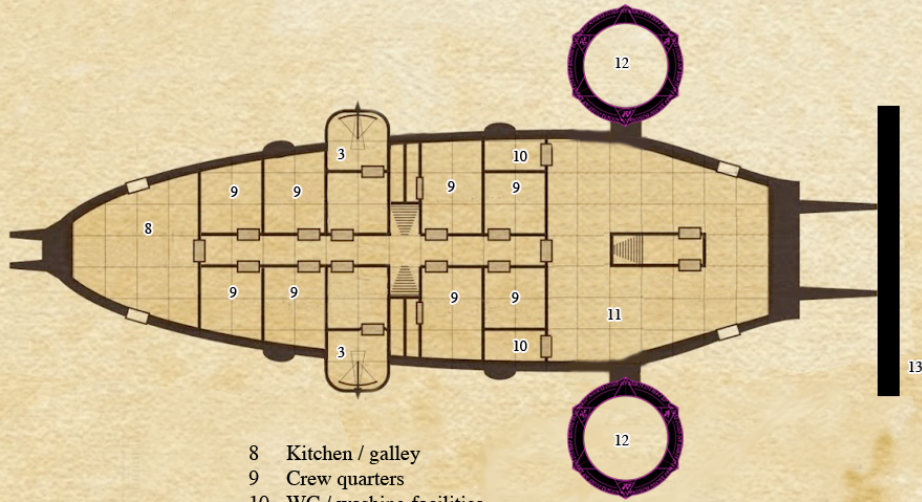
- 1 Ballista
- 2 Bridge
- 3 Heavy crossbow



Flying speed: 60  
 HP: 100 AC: 15 DT: 10  
 Heavy crossbows; 2 shots per turn:  
 +1 weapon: 1d10 piercing, range 100/400  
 Ballista: 1 shot per turn, 3d10 piercing  
 damage, +9 to hit, +3 damage, range 120/480



- 4 Crew lounge / ready room
- 5 Navigators cabin
- 6 Captains cabin
- 7 Deck storage



- 8 Kitchen / galley
- 9 Crew quarters
- 10 WC / washing facilities
- 11 Main hold
- 12 Air elemental rings
- 13 Fire elemental rings



A view of the Refuge, with a Clan wyvern and rider in the foreground.

