



STEAM WORLD

The Province Of Derwent

From the creators of DungeonWorld.
A new land of action, intrigue and excitement.

The people of Derwent fled their home to escape a plague that was turning animals into deadly enemies.

They fled into the lands of their sworn enemies the Berenians.

Some of them think its time to go back and see if there's anything left of their home.

They hope the danger is over.

It's not.





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Steamworx is a new area of play in the world's largest PBM adventure game, DungeonWorld.

The Setting

The province of Derwent, the long-established enemy of the 'good' Kingdom of Bereny. A land of corruption, evil and darkness. A land where forgotten 'science' takes the place of familiar magic, where the gods give no power to their half-hearted worshippers and where the pinnacle of glory is to rise to be the ruler of a Faction, to build factories which spew black smoke into the air, to pollute the waters with alchemicals, to twist and mould the mind of 'slave' races to the whims of their tyrannical masters.

Derwent, a land where goodness is seen as weakness. Where you are only on top until somebody stabs you in the back. A land where the rules favour the strong rather than the just.

Derwent, a province torn apart by its own mistakes. Its wild animals driven insane and made into terrible monsters by a mysterious 'plague'. Its fertile lands made bad by sewage and waste. A place abandoned by its own people... Until now.

Derwent. A place of shadowy conspiracies which resist penetration and revelation. A place of awful secrets waiting to be revealed...

The Characters

Characters can choose from all Berenian classes except Dwarves and Elves. (They can still come here, but cannot START here.) Also, eight new Derwentian Classes (four of which are available to free-play positions.)

Costs To Play

Derwent Positions are charged exactly the same way as Bereny Adventuring Positions. £1.00 Base Turn Fee, £0.50 per main character and £0.10 per sub-character. It is possible to play completely for free with a single character, however as soon as you add any additional characters to your position you become liable for the Base Turn Fee and costs for those additional characters (although the original single character still remains free.)

Main Module Links

Derwent is part of DungeonWorld Main Module (5). You can travel between the two lands across the Spirit Mountains, although the journey is long and treacherous. Since Derwent is now being reclaimed with assistance from Bereny, Berenian's are 'welcome' in Derwent. At least for now...



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Derwent features eight new character classes (with more to be added as the module grows.) Only the first four of these are available as 'Free Play' characters. The other four are commercial only.

Lobo (Male Only)

Although it disgusts the gentler sensibilities of Berenians, it is common practice in Derwent to lobotomise male dwarves and then use the mindless (but strong) survivors as powerful slaves and bodyguards. That's what a lobo is. It's an evil practice, but most Derwentians don't mind that at all.

Human Scholars (Male or Female)

These intelligent fellows are highly trained and learned people who are masters in the celestial language 'Starspeak', derived from Old King Matrusso's first studies into the mysterious Tear Of Heaven. Using gemstones and their occult language, they practise a strange and deadly magic all their own. They are also the people who study ancient lore, work in Derwent's libraries and halls of records and keep the Journal Of Times current and accurate.

Human Knight (Male or Female)

Strong, proud experts in the use of martial weapons, Knights are bound by codes of honour which, though strange to the people of Bereny, are law to their own brotherhood. These people form the fighting body of Derwent and often lead small units of 'common fighters' into battle. Any person of note from any of the major families who is good in combat will generally become a knight.

Human Scout (Male or Female)

Quick-Witted, Agile and Clever, scouts are the sneaky forerunners of Derwentian forces, the roguish fellows who bypass traps and snares and the smart spies whose initiative and street-sense keeps them alive on enemy territory or in disguise in an enemy fortress. A jack-of-all-trades Scouts are low on the social scales, but vital to the survival of Derwent.

Human Illusionist (Male or Female)

Almost completely without magical talent, the people of Derwent have turned to other pursuits to simulate the arcane. One such is the illusionist, who uses the mysteries of mirrors and the art of the sleight of hand to practice amazing deception and deceitful tomfoolery of the cleverest kind.

Human Warlock (Male or Female)

Warlocks are trained from birth to be the iron-willed warriors of the Factions. Trained to use weapons which will not function in lesser hands, conditioned to have virtually no free thought other than the line of the Faction in which they serve, these soulless killers are the godless 'crusaders' who enforce the will of their dark masters.

Human Engineer (Male only)

Derwentian's are fascinated by the 'sciences' in two schools of knowledge with which they have built many strange and wonderful devices. The first of these sciences is "Engineering", involves harnessing the power of steam to enable construction and development. Engineers use 'Blueprints' to make useful devices for their masters and cooperate with Clockmakers in larger projects.

Human Clockmaker (Male only)

The second of Derwent's two great 'sciences' is Clockworking. Experts in this field can build amazing creatures, machines and devices which seem to have a life of their own using Construction Charts. They can also cooperate with Engineers on larger projects.



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Derwent is a land of politics and power-struggles, a place where law is only as strong as the family who declare it. In recent years a veneer of “unity in adversity” has disguised a vicious and continued power struggle of powerful Factions. Any character class can be a member of any faction, as all factions court the aid and loyalty of any person of skill or power. Anybody who is not in a faction is a ‘Free Agent’, which is not a title that earns much respect in Derwent, or a “Berenian” which is arguably even worse...

Dreshkar, Masters Of The Factory

House Dreshkar are the presently ruling faction and most powerful house in Derwent. They took the title from House Ossuary before the plague forced everybody to flee and currently hold the reins of power remotely. They own the huge factories where the commoners work, producing the power which runs the city of Derwent. This grip on the source of all power has proven their golden chalice.

Ossuary, Masters Of Trade

House Ossuary are a very strong and influential faction. They are in charge of trade with Kyr (mostly slaves) and with the far Western nation of Kriegmund. Their reputation as “dealmakers” has taken a blow recently, since it is Dreshkar, not Ossuary, who brokered the move to Bereny to escape the plague. Little known is the fact that House Ossuary already have business in Bereny. They own the mysterious “New Day Traders” which do good business along Berenian Roads.

Sanguine, Masters Of Pleasure

House Sanguine are the fourth most powerful House in Derwent after Dreshkar, Ossuary and Lunar. They are in charge of training the Elvish Pleasure Maidens in their craft and also handle most other dubious “pleasure” activities in Derwent.

Lunar, Masters Of Illusion

House Lunar are generally considered to be the third most powerful house in Derwent after Dreshkar and Ossuary. House Lunar are masters of the Derwentian Illusionary Magic and are experts in arcane matters. All House Lunar members are not werewolves, as some people say, but rumours remain that their leaders know the secrets of lycanthropy.

Brass, Masters Of Clockworks

House Brass are not one of the more powerful Houses, but they are influential because so many of their clockwork creations are vital to life in Derwent. While they have never been the most powerful house, their support can make or break another houses bid for primacy. House Lunar are the masters of all things clockwork, with more Clockworkers under their wings than any other faction.

Riven, Masters Of Science

House Riven are one of the weaker Derwentian Houses. Only House Skerrit is weaker than them. Due to this, House Riven enjoy pointing out how weak and pathetic House Skerrit is, and how their willingness to let “commoners” into their inner ranks makes them little more than mongrels. House Riven are the masters of science in Derwent. They handle all the lobotomising and other dark experiments. They have more Engineers in their number than any other faction.

Skerrit, Masters Of The People

House Skerrit is the poorest and weakest of the Derwentian Houses. It is the only house which is not entirely made up of original noble families at its core and the fact that it has some commoners in its higher ranks make it a laughing stock among the other houses. House Skerrit’s main job in Derwent is to liaise with the commoners and negotiate with them where necessary. Skerrit is generally considered to be the most “liberal” of the factions.



Set Up Form

Full Name _____

Madhouse Account No. ____ (If you have this there is no need to fill in your address.)

Address Line 1 _____

Address Line 2 _____

Post Code _____

Telephone Number _____

Email Address _____ @ _____

PAYMENT

All Payments included with signup will be DOUBLED

£ _____ Enclosed

No refunds on special offers payments will ever be available for any reason, in whole or in part. Please do not make any payment unless you understand and accept these terms.

I want to play by EMAIL / SNAIL-MAIL (Circle One) *Note: Free positions are not available by Snail Mail

I Am Signing Up For A FREE-PLAY POSITION / COMMERCIAL POSITION (Circle One)

Character 1/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Faction (Circle One)
 Dreshkar / Ossuary / Sanguine / Brass
 Riven / Skerrit / Bereny / Free-Agent

Character 4/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Faction (Circle One)
 Dreshkar / Ossuary / Sanguine / Brass
 Riven / Skerrit / Bereny / Free-Agent

Character 2/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Faction (Circle One)
 Dreshkar / Ossuary / Sanguine / Brass
 Riven / Skerrit / Bereny / Free-Agent

Character 5/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Faction (Circle One)
 Dreshkar / Ossuary / Sanguine / Brass
 Riven / Skerrit / Bereny / Free-Agent

Character 3/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Faction (Circle One)
 Dreshkar / Ossuary / Sanguine / Brass
 Riven / Skerrit / Bereny / Free-Agent

Character 6/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Faction (Circle One)
 Dreshkar / Ossuary / Sanguine / Brass
 Riven / Skerrit / Bereny / Free-Agent