



THE LORD OF STEAM

The Lord of Steam is relatively young compared to the other Icons, having appeared only at the dawn of the current age. His mechanical creations can be seen trundling about larger cities, and on rare occasions further away from the bastions of civilization.

QUOTE

“Stand back everyone, I’m going to try science!”

USUAL LOCATION

The Caves of Steel, south of Horizon and the Red Wastes, tinkering with both the magical energies and geothermal vents common to the area to power his experiments.

COMMON KNOWLEDGE

Sometimes called the Machinist, he has cobbled together a power base through the creation and use of new sciences, specifically steam powered machines. These contraptions come in all shapes and sizes, from horseless carts carrying wealthy merchants’ wares to tiny spider-shaped spying devices. Under most conditions, the devices are reliable, although it’s not horribly uncommon for them to behave almost as if they had a mind of their own. On rare occasions, they’ll explode or fall apart in quite unexpected fashion.

Though some insist the Lord of Steam must be a dwarf because of his aptitude with all things mechanical, it is more widely accepted that he is in fact a gnome, relying not only on gears and pistons, but also mystical forces that lend their energy to power his widgets. Further evidence to support this is the random malfunctions and motley appearance of the machines.

Aside from utility devices such as powered carts and various tools used for construction and smithing, the

Steam Lord’s endeavors can be seen in more modern sea faring vessels, and perhaps most spectacularly, in great airships that traverse the skies. More war-like designs are common as well, particularly protecting his domain from the demonspawn that claw their way out of the Abyss and roam the Red Wastes.

ADVENTURERS & THE ICON

Working for the Lord of Steam typically means testing out new metal contrivances, which may range from boring to horrifically dangerous, though generally the latter is due to unfortunate happenstance rather than intentional design. He also frequently enlists the aid of adventurers in tracking down artifacts of power to use in experiments, or to clear caves of monsters to make way for mining teams harvesting raw ore and other materials.

More recently his efforts have also been focused on designing and perfecting centaur-like automatons akin to the dwarven Forgeborn. Adventurers that align themselves with the Lord of Steam can look forward to occasional aid from these semi-sentient constructs. Those that choose to work against his efforts can expect to find themselves on the business end of a magical, metal, piston-driven fist.

ALLIES

As the self-appointed father of modern invention, the Steam Lord supports civilization in both the practical and abstract sense, and the Emperor be association. Because of his propensity for using demonspawn as test fodder for his more destructive creations, he is also an unintentional but happy ally to the Great Gold Wyrn.

ENEMIES

The High Druid resents the entirely man-made nature of the Steam Lord’s inventions, especially when they’re caught clanking about her domain. The Orc Lord has also found himself menaced by gear-driven war machines of late, perhaps even by the Steam Lord’s specific design.

HISTORY

Only rising in the current age, the Lord of Steam is nonetheless apparently very long-lived. That is, unless he is in fact more than one person, passing the mantle down generation to generation.

THE TRUE DANGER

While his intentions are largely benevolent, at least in theory, forethought never seems to be a factor in whether or not to produce a giant dangerous machine capable of leveling whole buildings with ease. The Steam Lord cares not if he *should*, only if he *can*. If the wrong person were to convince him to share his secrets and inventions, it could lead to unchecked destruction, perhaps even self-sustaining and unrestrained.

