

# PIPES AND PISTONS

A Backstory Cards Setting Grid for use with your favorite RPG  
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*Terra Aveyon. A floating city built on archaic technology that has much to offer and even more to see. Explore the back alleys and access tubes that make up this Steampunk urban fantasy setting.*

Terra Aveyon is a flying city, and in many ways, behaves as a nation all to itself. Wealthy traders politick and gamble as if they were gods, leathery pilots and their transient crews are in and out of the sky docks constantly, the Green Gloves somehow keep the place flying, while looking for a leg up by dabbling in something darker. It is a city full of mysteries, intrigue, and danger that will inevitably discover you, even if you don't seek them out of your own accord.

## INSPIRATIONS

Steampunk is an aesthetic that you can layer on top of most any genre. Pipes and Pistons is written with mystery stories in mind. Check out Jared Axelrod's *Fables of the Flying City*, Scott Westerfeld's "Leviathan" Trilogy, Cherie Priest's "The Clockwork Century" series, the *Steampunk* short story collections, eds. Ann & Jeff Vandermeer and the music of Abney Park for inspiration.

## INDIVIDUALS

- 1 Gov. Rachel Dellacraw**  
As a political "lifer," she rules Terra Aveyon with certainty and poise. If you stop to think about it, there have been suspiciously few challenges to her rule. But it's probably better not to think about it.
- 2 Chief Inspector Remy LeBlank**  
A metallically modified hardliner for the law, Inspector LeBlank works tirelessly to keep the peace in Terra Aveyon. Some say that he'll work himself to death. Others say he already has. The truth is as uncertain as the physics that keep the city flying.
- 3 "Fortitude" Finlee**  
An old pilot and a survivor of countless raids, "Fortitude" Finlee is one of the quietest and also possibly the most influential board member of Local Zéro. Often found at Festering Grubs, nursing a glass of "Jet Fuel," Finlee is surprisingly approachable and is a great listener.

## GROUPS

- 1 The Green Gloves**  
By day, they are the city's unmentionables. They are the lowest class of workers, doing the most thankless, dangerous jobs. By night, they are also perhaps the city's most dangerous cult, arguably better connected than the Governor herself... but connected to whom or to what?
- 2 Local Zéro, the Pilot's Union**  
In a flying city, airships, planes, and other such conveyances are critical to daily life. The Pilot's Union works to ensure their members get the fairest wages possible. It sure is a pity that most people simply don't qualify to become members.
- 3 Les Constables Automata**  
One very decent thing about having metal-flesh automata as a police force, they can't be bribed, and so they drag in the well-heeled as often as they do the derelicts. So at least there's that.

## PLACES

- 1 Festering Grubs, the worst pub in the city**  
Not the place you'd think to grab a bite (you'd be right), much less a reasonable place to find a drink and a partner for whatever half-cocked endeavor you're looking to take on (you'd be wrong). Festering Grubs isn't much by itself, but the clientele makes all the difference.
- 2 Aveyon's Entrails**  
Deep beneath the surface, past the sewers, past the steam pipes and the conduits that bristle with power that keep the city flying lie Aveyon's Entrails, where the dark markets are rumored to have anything one might be looking to find. Then you'll just have to find your way out.
- 3 The Local Constabulary**  
It's probably accurate to say that everyone ends up here at least once during his or her time on Terra Aveyon. Considering that the transient population occasionally includes some of the richest people in the city, it's not such a bad place to end up if it comes to that.

## EVENTS

- 1 The Last Governor's Ball**  
To be fair, it was in fact *supposed to be* the party that ended all parties, but what went down that night was definitely not what was meant by the cliché. It's a shame that the Grand Prosperity Hall hasn't been usable since.
- 2 The Most Recent Raid on Terra Aveyon**  
As a center of trade, Terra Aveyon is remarkably rich and attracts attention accordingly. The raids that occur are happily infrequent, but are still a facet of life in the Flying City. The last one however, got a lot of Volunteers killed and has people wondering about the city's ability to defend itself against the inevitable next one.
- 3 In the Wrong Place at the Wrong Time**  
Les Constables Automata dragged the PCs in as part of a dragnet. Maybe they caught you with something you shouldn't have had, maybe you got out clean. *When selected, talk about something that was confiscated, or how being delayed by the Constabulary affected something else.*



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	<b>INDIVIDUAL</b>	<b>GROUP</b>	<b>PLACE</b>	<b>EVENT</b>
<b>1</b>	<i>Governor Rachel Dellacraw</i>	<i>The Green Gloves</i>	<i>Festering Grubs, the worst pub in the city</i>	<i>The Last Governor's Ball</i>
<b>2</b>	<i>Chief Inspector Remy LeBlank</i>	<i>Local Zéro, the Pilot's Union</i>	<i>Aveyon's Entrails</i>	<i>The Most Recent Raid on Terra Aveyon</i>
<b>3</b>	<i>"Fortitude" Finlee</i>	<i>Les Constables Automata</i>	<i>The Local Constabulary</i>	<i>In the Wrong Place at the Wrong Time</i>