

## U'AMEA, THE IRON ISLAND

Surrounded by massive walls of iron, this ocean city is built on a small valley nestled between the southern Fiamoe Hills and the northern Malosi Hills rich in iron. U'amea has a history of riches, from the seemingly limitless and easy to access iron deposits to the plentiful fishing nets and the beds of the mollusk pearl farms, U'amea is a wealthy city. It routinely trades with ships from all over the island chain, though it sometimes even sees exotic travelers from the far west from the strange land that is sometimes called Barrien, Mukul, or Ira, no one here is sure if it is the same land or several different lands. It's largest trading partner is from the floating city of Tangaloo, a massive barge city that journeys across the oceans and claims to visit strange locations that take months to travel to.

### A (BRIEF) HISTORY

U'amea traces its roots back at least 300 years when a traveler Makani was first washed up on its shores. From here, Makani, and the few other survivors from a shipwreck, began building up a settlement as they waited for rescue from the nearby island of Colial where they are from. A few months later, a small sloop arrived on the island and they were saved.

While they waited for a passing ship, they began exploring their island and had found that the hills were rich in iron deposits, so much so that during the wet months, the hills would appear to bleed from the iron rusting just beneath the soil. Makani had then decided to stay here permanently and begin exporting this valuable good back to Colial and the other island colonies. The rest of those islands had only recently discovered the properties of iron due to how scarce such a resource was.

After a few years, it became quite clear that the iron deposits were limitless and advances in mining techniques continued to develop and many iron-mads, individuals who work and focus their attention towards understanding the properties of iron, began developing new and better ways of forging the material. These same iron-mad individuals soon came upon the idea of using iron for their walls, unfortunately, Makani, one of the original iron-mads, never saw the wall finished, dying just two years before its completion.

Over the next few hundred years, the island grew richer and richer, and the iron-red rust feeds into the ocean, directly feeding a strange orange algae that seem to feed off the rust. This attracted vast quantities of fish and other marine animals who thrive in these waters and this rust even affects the pearls that U'amea gathers. Their pearl beds are renowned for their beautiful dark red and lush pink pearls that fetch high prices from other merchants.

### CURRENT DAY

Nowadays, U'amea is still known for its iron and pearls, but the city leaders are attempting to make U'amea a place of learning and study. The Iron University is still a work in progress, but learned-men and women are being contacted across the islands and entreated to move to the city once the university is finished being built.

## ARRIVING IN THE CITY

Sailing into the Iron Docks, the first sight a visitor sees is the iron walls that wrap around U'amea. These nigh-impenetrable walls are dinged up and covered in rust from the countless years of holding back the angry sea waves, the skin corsairs who haunt the ocean waters, and from numerous assaults against the city from the various nearby islands who hope to take U'amea for their own.

Throughout this city are fish, iron, and pearl markets with merchants all hoping to sell their wares to traders and visitors. Most who live here suffer from the iron-mads and their forges that belch soot and ash into the air, though most of these smiths are restricted to the northern portions of the Iron Barrow. Craftsmen, jewelers, and other artisans all make their home in the pearl district, beautiful statues that combine the natural resources of this island can be found at almost every street corner, though outsiders may notice the distinct lack of wood. What few trees that once claimed this island have long been used and U'amea is forced to import any lumber it needs.

Most buildings on this island are built out of stone and clay with large windows that face the ocean and the constant sea breeze that cools the city off. The well off, like the merchants or nobility, will feature walls of iron throughout their home with etchings of their family's lineage and the great deeds that their family has done. These iron walls are often the focal point of their homes, with pearls embedded next to those who served as part of the city's leaders.

### INHABITANTS

Most who live on this island can be found in U'amea, though there are a few small villages spaced out around the island. Those are typically just made up of farmers. Most who reside in U'amea don't grow their food, but rather are miners, crafters, fishers, pearl divers, or even sailors. Most aren't very wealthy, but there are opportunities for rising the social class ladder to become great merchants or buy yourself a minor noble title.

The nobility are simply the early merchants of this city whose family still resides here, they hold no special bloodline as their king, but were the first merchants of this city. Due to their great lineage, they have taken to assuming their bloodline is special when compared to the everyday workers who toil in the fields of earth and ocean.

### GOVERNMENT

Comprised of nobles and merchants, the government is ruled by the Taitai, a title meaning leader given to those who create and vote on laws. The Taitai is responsible for ensuring the proper running of the city with a special small-council that are voted on to focus their full efforts towards the city. They are often given titles like the Iron Misa who oversees the iron mines, to the Sword Misa responsible for the defense of the city. There are nine of these misa, each overseeing an important part of the city with three of them having the highest authority in U'amea.

**Greater Misa.** Coin, Iron, Sword

**Minor Misa.** Art, Fish, Pearl, Trade, Ship, Water

## DISTRICTS OF U'AMEA

### 1. RUSTED WARD

The original settlement of U'amea before Makani decided to make this a permanent city. The old stone walls from the first settlers can still be spotted though most have been torn down to make way for new buildings. Some in the city are pushing to preserve those original stone walls, though there isn't much left of them.

This part of the city has largely been taken over by the office buildings of the city and an impromptu market square fills the large open area in front of the old buildings during the early morning hours and late at night. During the day it is too hot for many to want to go shopping and the merchants take the opportunity to go back home, sip on brewed tea, and take afternoon rests.

### 2. IRON DOCKS

Warehouses and storage, these buildings are right on the docks and sees a lot of traffic between selling and buying supplies and materials. The docks connected to this wharf are made of iron, though some of the fancier docks are made with wood, though it is more expensive to import the lumber for the docks than it is to simply replace rusted iron docks with more iron.

### 3. DOCK MASTER'S OFFICE

One of the largest buildings in U'amea, this all-iron building is stained red from rust and is where the Coin Misa sets his office. In charge of taxes, the Coin oversees all products that come in and out of U'amea, ensuring that the city receives its proper percentage of all goods that travel through U'amea. Runners and messengers are constantly streaming in and out of this building to the docked ships, to the other misa, and other places all around the city.

### 4. PEARL DISTRICT

The home of artisans and skilled craftsmen, this district is known for its merchants, storefronts, and more. From exotic teas from across the islands to tiny iron statues inlaid with pearls and precious gems, this district has the highest quality of goods to attract any eye.

### 5. FIAMOE HILLS

These green hills to the south of U'amea are so named due to their lack of ore to be mined, several old mine tunnels lead to dead ends when would be miners realized that the hills were empty. Called sleepy, these hills quickly became the farmland that supplements the city's diet of fresh fish, mollusks, and crab.

### 6. IRON BARROW

The largest district of the city, these are the various neighborhoods and small market wards of the middle and lower class of U'amea. Miners and physical laborers make their homes within these streets with the poorest of them forced to live closer and closer to the iron walls that protect the city.

## U'amea

1. Rusted Ward
2. Iron Docks
3. Dock Master's Office
4. Pearl District
5. Fiamoe Hills
6. Iron Barrow
7. Miner's Road
8. Savili Park



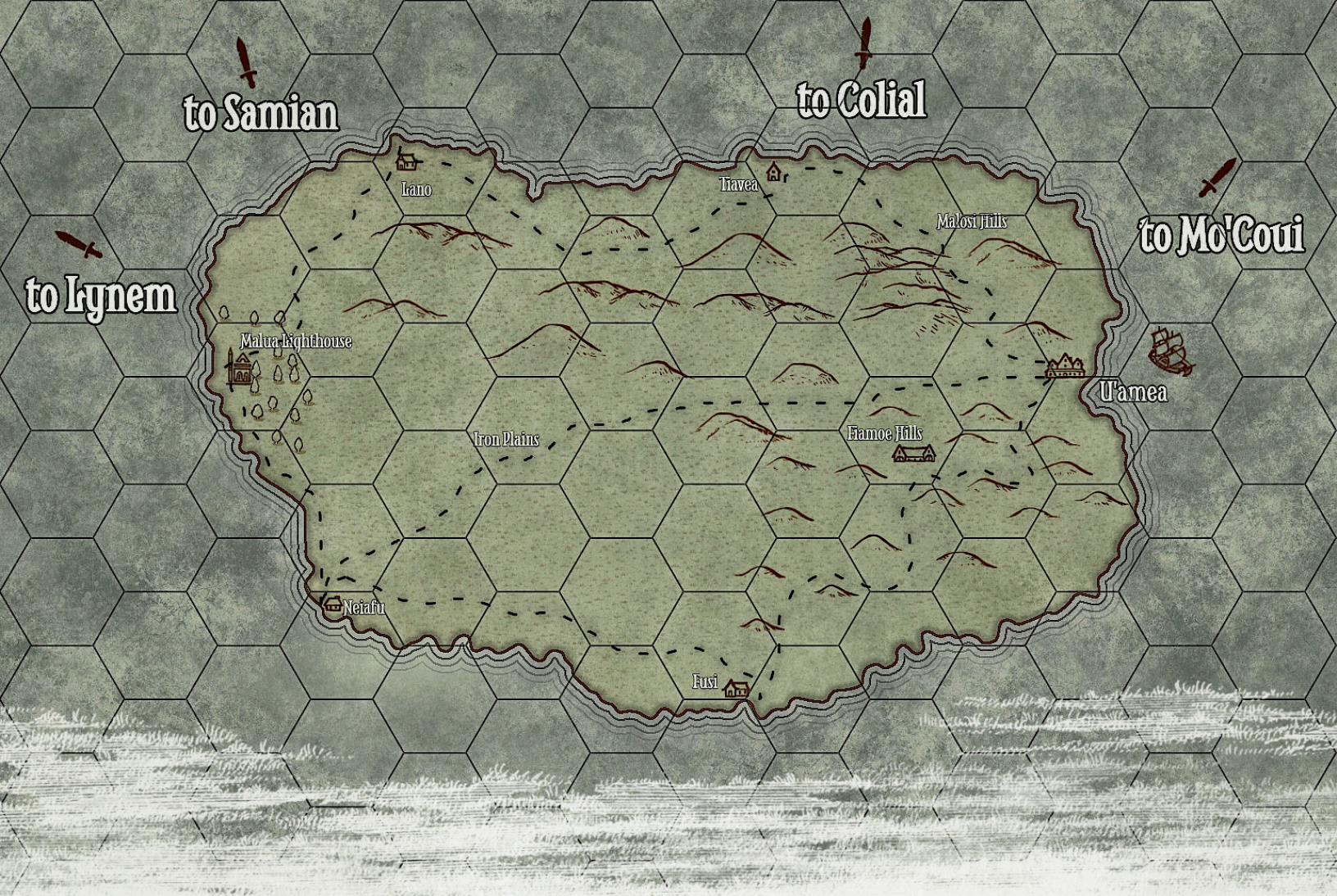
### 7. MINER'S ROAD

**The major road in the Iron Barrow that travels North**

This road is well-trodden and currently being fortified with hard stone for the heavy wagons that bring down the iron ore from the mines to the north. The road leads up to the Malosi Hills and the three dozen iron mines that dot the landscape to the north. There is a small nestle of houses around the Malosi hills, though it's mostly hermits and outcasts as most find life around the mines to be far too dangerous and unpleasant. To arrive in the Malosi Hills and the first few mines take about 30 minutes walking from the city, with the furthest mines a good 2-hour walk. Those mines tend to attract miners from the small village of Tiavea that is on the north side of the island.

### 8. SAVILI PARK

The richest section of the city, this park is so named due to the strong breezes that blow off the sea waves and hits this raised section of the city all day long. Expansive mansions and rich nobles picnic in the park, though anyone is allowed to enter the park. The misa all have residences in this district with many of the powerful merchants trying to find those willing to sell their homes. Property in this district is extremely limited due to the small hill that marks the borders of this district. The higher up the hill you are, the more expensive the homes.



**1 HEX = .5 MILES / 800 METERS**

### **TIAVEA**

A small fishing village in the north of the island. Some miners call this village home as the mines are forced to move further north and west from their original sites.

### **FUSI**

A tiny village first founded by an outcast of Makani's settlement and is made up of subsistence farmers.

### **IRON PLAINS**

A wide plain of hard and scraggly grass. The ground is littered with pebbles of all sizes, some of it contains tiny bits of iron which has stained the grass to be a ruddy-green and yellow color. Not very useful land for farming.

### **LANO**

The house of a hermit, Lano, who is attempting to build a lighthouse from rocks and stones by herself. While the Malua Lighthouse is very useful for those coming in from Lynem, those coming from Samian aren't so lucky and several ships have crashed on the rocks here. Rumors are that Lano lost her husband on a sunk ship.

### **NEIAFU**

This is the original site of the crashed ship that brought Makani to the island. Only a small village resides here.

### **MALUA LIGHTHOUSE**

An iron lighthouse that rises from the few remaining trees on the island. A team of three always man the lighthouse to guide ships away from the hard rocks that surround this portion of the island. The top of the lighthouse is a massive fire that is fueled by great jugs of oil that must be transported over from U'amea.

### **OTHER ISLANDS**

#### **MO'COUI**

A deserted island covered in thick jungles and monsters. There are rumors of old ruins, but nobody knows who left them behind.

#### **COLIAL**

The original home-island of Makani, before Colial could claim ownership, Makani declared independence.

#### **SAMIAN**

An island under the control of Colial and exports fruits, wine, grains, and wheat.

#### **LYNEM**

An island under the control of Colial and exports cotton, wool, lambs, llamas, and mules.

# EQUIPMENT

Due to the location and tropics of this area, certain equipment is more common over others. Most people have never heard of plate armor, but some of the iron-mads have attempted to create custom suits of metal to varying degrees of success.

## CHANGED ARMOR

Armor Name	Cost	Time to Craft
Half Plate	1,000 gp	2 weeks
Ring Mail	100 gp	3 weeks
Chain mail	200 gp	1 month
Plate	2,000 gp	2 months

## NEW WEAPON

Weapon Name	Cost	Weight	Properties
Gastrophetes	75 gp	25 lbs	Ammunition (range 160/640), heavy, reload (1), two-handed, variable damage

## GASTROPHETES

### Martial Ranged Weapon

Also known as the Belly Bow, this crossbow is quite heavy and is designed for launching heavy bolts that slam with great force. To load this weapon, you must use your body weight to push it down and cock your weapon that way, the stronger you are, the more power that can be delivered through this bow.

## NEW WEAPON PROPERTIES

**Reload.** A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

**Variable Damage.** The damage dealt by this weapon is determined by your Strength Score. See the chart below. If this is on a ranged weapon, you still use your Dexterity modifier for the attack roll and damage modifier.

## VARIABLE DAMAGE

Strength Score	Damage Dealt
11	1d6
13	1d8
15	1d10
17	2d6
19	2d8