# Guideto



by Adam ODeyers

# Ghe Player's Guide to Skybourne

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### Introduction

1 have become the destroyer of worlds.

1 resisted it for so long. 1 blamed the cuazaj invasion, 1 blamed the druids, 1 blamed the Fiends and even the Gods. Now though, at the end, 1 have been forced to acknowledge that the fault was my own; 1 created the Walkways, 1 arrogantly ignored the signs, and 1, therefore, am ultimately the one responsible for the cataclysm.

Before the end, an Arch-Druid named Murdoc came to visit me at great personal risk. He told me that the Walkways were unnatural; that what I was doing was deeply unnatural. Of course, I laughed him to scorn. Men have ascended to godhood in the past, I said, and what I was doing was too great? Looking back, I believe I thought I was bound for godhood myself; a god of my own creation on a quest to outshine the divinities in power and accomplishment. Murdoc, however, laid out another view. He told me that the Gods and Fiends commanded the multiverse because it recognized them as its masters; they spoke and the multiverse responded. What I was doing was unnatural; the multiverse did not acknowledge me as its master, and yet I was attempting to be such. He told me that if the Gods were the shepherd, commanding the sheep because they trusted him, I was the lowly hireling, screaming at the sheep to get them to do what I wanted, and it was only a matter of time before this caused them to stampede.

1 must acknowledge that is exactly what happened. Exactly. In the end, my success was my greatest failure; 1 did indeed do something not even the divines could do, for the divinities' power works congruently with the multiverse. It does not break it.

But regret at this point is a worthless commodity. With my staff and my book missing, and my kingdom lying destroyed underneath the Heart of the Forest, I cannot even vow to reverse my wrongs, if such a thing were possible at all. The fallout of my decisions is a matter of history now. The Walkways shattered, and when they fell they broke something in the fabric of reality.

I have heard that, to a demon, Hell is not a punishment. I believe I recall a demon cultist once declaring that Hell was a reward for people like him. But then, I also remember that old myth about Sir Minas, who was caught up to Heaven to meet the Gods and, besotted with Espen upon first seeing the Goddess' beauty, made the fatal mistake of assuming her weak and trying to force her. As an enemy of both Heaven and Hell, his soul was given to the Fiends specifically as a punishment, and the storytellers say that his soul still burns in the deepest pit to this day. Based on my own divinations, I believe I am in a similar position.

Ironically, then, it is my final curse that is my only salvation; not long before the fall, I unlocked that final illusive secret of wizardry; immortality itself. I can still be killed, but age has no effect on me. With both Gods and Fiends angry at what I've done, I greatly fear the fate awaiting my soul when I do pass from this world.

I would abdicate my throne if my nation existed anymore. Instead, all I can do is wander, doomed to forever walk a world of my own making. Perhaps, with time, I may find a way to earn a pardon for my soul.

---The final written account of Wizard-Emperor Ethain de Vhins III.

Skybourne is an adventure setting placed on and above the world of Khrone at the closing of one era and the beginning of another.

When the Walkways that joined the planes shattered, it caused the Great Forest to grow, destroying everything that had come before it. Millennia of civilization was irrevocably lost as the entire surface world was consumed. Some fled to the ocean, escaping the destruction on tattered boats. Some fled to the mountain tops, the deserts and the frozen wastelands, finding refuge in terrain where not even the Forest could grow. Some even fled across planar boundaries, huddling as refugees in strange and foreign worlds. And others took to the skies, transplanting towns, cities, and kingdoms to the clouds where not even the Forest could reach.

Khrone is a world where adventurers are the first and last line of defense of a host of emerging cultures, where the battles of Law and Chaos are just as important as the battles of Good and Evil, and where whole worlds' worth of lost wonders wait to be found.

In Skybourne, the old world has passed, and the new world could belong to anyone, if they have the strength to take it.

### **Tone of Skybourne**

Skybourne is a fantasy setting that invokes the spirit of space opera, pulling as much from *Star Wars, Firefly*, and *Cowboy Bebop* as it does from classic epic fantasies and sword and sorcery adventures. In Skybourne, a crew will use their ship to travel between harsh terrains, floating islands, or even to other worlds and different planes of existance in search of grand quests, epic adventures, or simply enough money to keep their ship flying for one more day.

Skybourne is designed for use with the Pathfinder Roleplaying Game, and is intended to incorporate every element of that game; while the setting itself is High Fantasy involving wizards, elves, fighters, and necromancers, Skybourne also has room for almost any genre the players and GMs wish to invoke, from the gunpowder and clockwork creations of the dwarves, to the weird science of the Tatulani, or the occult mysteries of the ancient Cecaelia.

At its heart, Skybourne is an adventure setting. With a world of ancient ruins and untamed wilderness spread before them, there is no limit to the dangers players may face and the rewards they may claim, as they compete with other ship crews to explore and exploit the riches of a lost world. Even teams that do not wish to delve the ruins can find endless adventure exploring the floating islands, the deep reaches of the Forest, or the innumerable and strange planes and worlds waiting across the maelstrom.

At the same time, Skybourne is also a story setting. In Skybourne, alignment is not synonymous with personality, but instead invokes a character's position in the grant struggles for both the bodies and souls of men. From the Chaotic reaches of the savage Forest to the Lawful civilization of the floating isles, the grand Goodness of the Gods verses the Evil ways of the Fiends, Skybourne is a setting where innumerable hosts wage wars of both weapons and ideals, and many teams of adventurers find themselves serving as devotees, mercenaries, or even champions of any or all of these factions.

When all is said and done, Skybourne is a campaign setting designed to let a crew take their ship and experience whatever adventures they wish to seek out. To the adventurers of Skybourne, a ship represents freedom; freedom to go where one wishes and do as one wills, to stand on one's own two feet and make their way in the multiverse. Even if an adventurer loses everything else he loves, a crew with a ship is still free, and a free adventurer can always create his own story.

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## Races of Skybourne

### Aasimar

And the Gods did take care, and the Algod did smile, for while children are lost, so could they be found. And Heaven is open to all.

From the tattered remains of a people in need, The Gods in their Wisdom did raise up a seed. Born of their blood and fire.

But the Gods did decree to the nation: "Beware, For the blessings of Heaven are easily given But quicker, by far, are they lost.

"Carry our word to the worlds in need To turn them from darkness to light. "For a blessing you have, and a commandment as well:

Be a beacon of Goodness and Right."

-Exert from an Aasimar children's song: 'The Exodus'

The aasimar of Khrone were once exceedingly rare, found scattered across the land wherever the blood of angels had been mixed with that of mortals. However, when the Walkways broke it left many mortals stranded in the assorted planes of Heaven, where they freely mixed with their angelic hosts. Today the aasimar are a nation like any other, making heaven their home as they stretch across the multiverse to explore the material plane from which their ancestors came.

**Society and Relations:** The aasimar form a loose empire comprised of multiple tribes, each one dedicated to (and sometimes fathered by) a different god, demi-god, or saint. While the aasimar tribes are allied with each other, each one has its own culture and philosophy, strongly influenced by the divinity it follows.

Aasimar have a peculiar relationship to the other nations and peoples of the multiverse. On one hand, they are quite literally the chosen of Heaven, housing the blood of angels and carrying the messages of the Gods across the planes. On the other hand, their sheer numbers mean they now do this as a political power, which brings its own host of problems.

Alignment and Religion: Each of the aasimar tribes follows one of Heaven's divinities, gaining its views from that divinity's teachings. Aasimar are almost exclusively Good (although there are always exceptions), but vary between Lawful, Chaotic, and Neutral.

Adventurers: Most Aasimar turn to divine magic, taking up roles as clerics, paladins, or oracles. Some even become prophets (Thaumaturges of the Divine Petitioner tradition) to better accomplish their patron's will.

### **Racial Archetype**

### God-Blooded (Thaumaturge archetype)

Sometimes, an aasimar's divine ancestry is not from an angel, but from a God. These God-blooded casters draw upon their own divinity to cast spells, and at the height of their glory, can even become semi-divine themselves. God-blooded use the inherent divinity tradition.

**Hereditary Domains:** At 2nd level, a God-blooded gains a hereditary domain, usually inherited from their divine ancestor, but it may also be unique. The God-blooded gains the powers associated with that domain (but not its spells), using his thaumaturge level as his effective cleric level for that purpose.

The God-blooded gains the 1st level power of a second domain at 10th level, and its higher-level power at 14th level.

This replaces Occult Knowledge

**Demi-God:** At 20th level, the God-blooded has blossomed into his full divinity. He may now grant magic to clerics and divine petitioners (if he already possesses this ability such as through mythic abilities, he instead grants a +1 bonus to caster level for all creatures who gain magic from him) and may grant them his two domains chosen as hereditary domains. The God-blooded no longer ages, making him immune to aging effects and effectively immortal, and gains DR 5/-.

This replaces master invoker.

### Alraun

I must admit that though the wonders of Khrone are vast, it did not take overly long for me to ponder not just upon my own origins but those of my kin as well. How many came before me, I wondered, and how is it that some alraun are stout as a dwarf while others are as lithe as an elf or ugly as an orc? The created are strange and different, true, but they are things borne from the minds of the living races—not blood and the will of the world.

My times with the crew of the Featherflight were educational, so I tended a missive to my old friend Captain Pritchard Fanstali asking for passage, and reminding him of my part in saving him and the crew from a barbarian tribe. Perhaps a bit anxious to leave after the wanderlust got me, I hired a cuazaj to bring it to him.

That was a mistake, one I'm never making again.

Pritchard came quick—it would just be the two of us, a mistake he promises never to make again--and we got on our way before too long, but a whole attack wing of those accursed creatures ambushed us not long after leaving port. To avoid them we steered into a lightning storm and crashed into the canopy. It took us three weeks to make repairs and get airworthy again, and by then the headwinds were against us so it took two more weeks to reach this house of academia.

And now that I'm here, quite a long way from my home, you mean to tell me you have no titles on alraun other than ones I've already read? Everyone knows we just began appearing recently! This is a fine day indeed for the temples of Espen. Maybe I'll find a library of Noresche. They may be crazy, but at least they're not useless!

—Landare Broadswill (recorded by dictasphere on 173 A.G. in the Library of Espen on Mt. Kilwali)

Alraun are creatures of the new world, appearing in the Forest not long after the cataclysm that shattered the Walkways. Though scholars remain uncertain, 7th Sphere adherents believe that alraun are the forest's attempt to understand the old world by birthing its own humanoids. Born of the blood of the other races, these creatures have no culture or history of their own and aren't readily accepted by the other peoples of Khrone. However, whether birthed spontaneously or by mating with another humanoid race, the alraun are propagating across the world in ever-increasing numbers.

Physical Description: Alraun are subtle creatures that appear to be regular humanoids (such as halflings, dwarves, elves, half-orcs, humans, and so on) when looked upon from afar, though up close the greenish cast around their eyes or their green or rose-red hair marks them as different. Most appear very much like their parent race, only appearing to be more than they seem when using their unique physical abilities.

**Society:** With no centralized culture or heritage to share, alraun must integrate themselves into other societies. While some peoples don't accept alraun, the ones that can hide their true natures or manage to acclimate freely find their naturally alluring persona and drive to understand their part in the world make them adroite socialites.

**Relations:** The subversive nature of alraun cause many other creatures to view them with fear and suspicion, and most alraun are wise to the paranoia of others and take care to hide their origins, only imparting

all of their secrets to those they completely trust, creating bonds that often last for life.

Alignment and Religion: Alraun can be of any alignment and worship any deity, often adapting the alignment and religion of those they first encounter upon birth, although others may actively seek out a particular alignment or religion in an attempt to better understand their place in the world.

**Adventurers:** Adventuring is second nature to alraun, almost as though it were in their blood, and many alraune wander the world at some point, if only to find a place to call home. Alraun often find they possess an innate ability to manipulate the minds of others, becoming fast-talking rogues, bards, or eliciters.

Male Names: Biljka, Gortsaran, Landare, Malzemeler, Posteren, Warshad

Female Names: Ceti, Novietot, Pabrika, Roslyna, Tanim, Uzine

### Alraun Racial Traits

+4 Charisma, -2 Constitution, -2 Wisdom: Alraun are the result of a humanoid's blood interacting with an alraune plant to spontaneously create an adult creature. The resulting creature is weaker and lacking in experience, but often created in the perfect image of that race's idea of beauty and charm.

**Alraun:** Alraun are always created in the image of another humanoid race; they are humanoids with the alraun subtype and one other subtype as determined by the race the alraun was patterned after. An alraune takes no penalties to their Disguise checks when attempting to pass as a member of this race.

**Medium or Small-Sized:** Depending on their base race, an alraun can be Medium sized or Small sized. Medium-sized alraun have no bonuses or penalties due to their size. Small-sized alraun gain a +1 size bonus to their AC, a +1 size bonus to attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Alraun have a space of 5 feet by 5 feet and a reach of 5 feet.

Normal Speed: Alraun have a base speed of 30 ft.

Darkvision: Alraun possess Darkvision 60 ft.

**Blood Sense:** Alraun have the natural ability to sniff out blood; this functions like the scent ability, but only for creatures taking bleed damage or badly wounded creatures (creatures with 25% or fewer hit points).

**Sense Poison (Sp):** Alraun gain the use of *detect poison* as an at-will spell-like ability, using their class level as their caster level. (If using the Spheres of Power system, they may *divine* the presence and type of any poison as the Divination sphere ability, even if they do not possess the Divination sphere).

**Prehensile Vine:** Alraun can extend woven vines from their body to form a tentacle or tail-like extension, which may be used to hold objects or retrieve small, stowed objects carried on their persons as a swift action. Prehensile vines cannot be used to wield weapons.

**Silver Tongued:** Alraun gain a +2 bonus on Diplomacy and Bluff checks. In addition, when an alraun uses Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

Languages: Alraun begin play speaking Common. Alraun with high Intelligence scores can choose any languages they want (except secret languages).

### **Racial Subtypes**

All alraun bear similarities to one another, but like the diverse fauna of Khrone's endless forests, there are many different varieties.

**Draide alraun** possess the ability to extend multiple vines from their person, giving them a sure grip and enhanced abilities. The following racial traits replace carrion sense, sense poison, and silver tongued.

Additional Vine: A draide alraune possesses two prehensile vines instead of only one.

*Climber:* Draide alraun have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.

*Viney Grip:* A Draide's vines can extend from any part of their body, wrapping objects and equipment with ease. A draide gains a +2 racial bonus to combat maneuver checks to disarm or grapple, and to their CMD against disarm and grapple attempts.

**Fermon alraun** secrete pheromones that make them remarkably amiable. The following racial traits replace carrion sense, sense poison, and prehensile vine.

*Emissary*: Once per day, fermon alraun can roll twice when making a Bluff or Diplomacy check and take the better roll.

*Odor of Susceptibility:* Any non-ally creatures within a 10-ft.-radius of a fermon alraun suffer a -1 penalty to Will saving throws and Sense Motive checks. Creatures that do not breathe are immune to this ability, but creatures with scent are affected when within 20 ft. of a fermon alraun. Creatures can only be effected by one

fermon alraun's odor of susceptibility at a time (the penalty incurred by the ability does not stack with itself).

**Merral alraun** are never birthed very far from a pond, stream, or lake, and their abilities make them particularly well suited to aquatic environments. The following racial traits replace carrion sense, sense poison, and silver tongued.

Amphibious: Merral alraun can breathe both air and water.

Sensitive Hairs: While underwater, a merral alraun's hairs extend several feet away from its body, granting it blindsense 15 feet.

*Swim:* Merral alraun have a swim speed of 30 feet, gaining the +8 racial bonus on Swim checks that a swim speed normally grants.

**Poison eater** alraun are filled with vicious toxins and use their poisoned blood to deadly effect in combat. The following racial traits replace carrion sense, prehensile vine, and silver tongued.

*Poison Eater:* Poison eater alraun are immune to poison and a number of times per day equal to its Constitution modifier (minimum I/day), can envenom a weapon that it wields with its toxic blood (a poison eater alraun must be injured when it uses this ability). Applying venom in this way is a swift action.

Alraun Poison: Injury; save Fort DC 10 + 1/2 the user's Hit Dice + the user's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

*Poison Taster:* For every dose of poison that an alraun consumes, they gain one additional use of their own poison. If not used within 24 hours of ingestion, any additional doses of poison eater poison are lost.

**Sanguine alraun** find that the taste for blood never leaves them. The following racial traits replace sense poison, prehensile vine, and silver tongued.

Sanguine Magnet: When a sanguine alraun deals a critical hit, the target of the attack takes bleed damage equal to the weapons critical multiplier. This bleed damage stacks with other spells and effects that deal bleed damage, but not with itself.

Sanguine Target: A sanguine alraun can use a target's blood as a component to heighten its magic. If the sanguine alraun possesses some of a target's creature's blood (for instance, when holding a weapon that has inflicted bleed damage or a critical hit on the target) the creature suffers a -1 penalty to all saving throws against the alraun's supernatural abilities and magic.

### **Racial Archetypes**

### Bodysnatcher (Rogue Archetype)

Some alraun are driven by a compulsion to embrace their plant heritage, learning techniques and abilities that truly set them apart from others of their ilk—there are no greater impersonators in all of Khrone than the alraun bodysnatchers.

**Subduing Sneak Attack (Ex):** When dealing lethal damage with sneak attack, a bodysnatcher's damage dice are 1d4 instead of 1d6. When dealing nonlethal damage with sneak attack, a bodysnatcher's damage dice are 1d8 instead of 1d6 and if using a weapon that deals lethal damage, the attack penalty for dealing nonlethal damage with a lethal weapon is reduced to -2. This ability modifies sneak attack.

Perfect Disguise (Su): At 3rd level, the bodysnatcher learns how to alter their vocal cords, appearance, and physical demeanor by subconsciously drawing these traits from a creature to better impersonate them. After spending one uninterrupted minute in physical contact with an unconscious creature, the bodysnatcher gains a +2 racial bonus to Bluff and Disguise skill checks made

to impersonate that creature for a number of days equal to their rogue level. While the creature is still unconscious, these bonuses double. A bodysnatcher can only use perfect disguise on one creature at any given time.

At 6th level and every three levels thereafter, this bonus to skill checks increases by +2.

This replaces trap sense.

**Cocoon (Su):** At 8th level, the bodysnatcher gains the ability to grow and detach a cocoon-like plant from its body once per day with 1 hour of work. The cocoon has a number of hit points equal to 1/10th the bodysnatcher's hit points and hardness equal to 1/3rd the bodysnatcher's rogue level. Growing a cocoon deals 2 points of Constitution damage to the body snatcher. A cocoon fills either a 5-ft square or a 10-ft cube if crafted to accommodate a Large creature.

If an unconscious creature is placed inside the cocoon, they may potentially remain asleep inside indefinitely. So long as they are inside the cocoon they are allowed a Fortitude save once pery day (DC 15 + 1/2the bodysnatcher's rogue level + the bodysnatcher's Charisma modifier) to attempt to wake up. Any amount of damage dealt to a cocooned creature grants an additional Fortitude save with a bonus equal to 1/2the damage dealt. If this saving throw is not passed nor the creature removed from the cocoon, the creature cannot wake up.

Once per day from anywhere, the bodysnatcher can pull an answer to a single, specific question from the creature's mind. This is a spell-like ability with a caster level equal to its rogue level. The question is answered in 25 words or less, and only to the best of the creature's knowledge. The cocooned creature gains no saving throw against this ability.

A cocoon dies in 48 hours if no creature is placed inside, but can feed off of an unconscious creature's life energy to stay alive until the creature's natural death.

This replaces the rogue talent gained at 8th level.

### Cecaelia

3rd of Patek, 442

The invasion of the surface world is halted, and the central footholds in the Falrone Plains are besieged by enemy forces. To maintain our holding pattern, we have no choice but to institute conscription and increase taxes to fund war research. Despite the massive gains taken in the first months of the offensive, the cherufe's blood magic has proved more powerful than we had anticipated, and this most recent turn of events—this ability of these Cherufe to command the massive beasts they call "Kaiju"—taxes our abilities to their maximum.

Though excruciatingly expensive, research into the Cherufe magic has thus far proven extremely fruitful, and we may be on the brink of harnessing its powers ourselves. I have ordered that all captured enemies are to be transported back to the oceans, specifically to Bathofort Darnai, and have relocated our chief scholars and researchers there as well.

### 21st of Streda, 446

After months of pushing us back toward the coast, the cherufe advance is finally halted. Where superior technology and intellect weren't sufficient, the raw power provided by Bathofort Darnai's psionic breakthroughs has been a pivotal boon. Every soldier has been injected with the mind-opening compounds, and it's all we can do to keep our tactics current with each newly-discovered power. While I'll be more than glad to see the scourge of Cherufe blood magic eradicated from the world, I find myself ironically indebted to it and its role in unlocking the power of our own minds.

The psionics at Bathofort Darnai inform me that ever since experimenting with the compounds, many cecaelia have begun having recurring nightmares of beings beyond the stars; horrors that respond to these newfound powers and reach out to communicate. The Cherufe's Kaiju still wreak havoc on our lines, and I feel these beings may be the answer to our dilemma.

We are all saddened by the deaths of so many of the Chamber of Eights, but silencing dissent was necessary; the invasion cannot be abandoned now.

The Cherufe brag about the strength of their monsters and the blessings of their gods. Perhaps it's time to introduced them to monsters and gods of our own.

### 15th of Rujan, 452

Deployment of the aberrations has been the deciding factor we have hoped for. While the summoning reeked too much of the primitive's rituals for my taste, the results were everything we could have hoped for. Danai's newest creation- the fusion of cecaelia and aberration they call Symbiats- prove faster and stronger even than the greatest of Cherufe warriors, and the aberrational beasts have proved devastating, even to the most powerful beasts in the enemy's control. Whoever these 'Great Old Ones' are, they've certainly lived up to their end of the bargain.

Even now, some of the Chamber of Eights and even some of my own psionicists fail to honor our decision. They fear there might be repercussions for our actions, but I say no level of repercussions can outweigh finally ending this conflict.

### 29th of Duben, 467

The fears my dissenters spoke years ago have come true—the aberrations, once the Cherufe were no more, have turned their attentions back on us. Even now they work to bring these Great Old Ones to Khrone itself, and the psionics our people have mastered only make us more susceptible to the madness these creature command.

The Chamber of Eights has decreed I shall die by octopaintreasis, a fate I accept, but not before I leave instructions to my lieutenants. Science, magic, psionics; together they've brought this fate upon us, but they may yet contain the secret of our redemption. Even if my people as I know them will never be again, I will not leave this world to the enemy, even if we must go along side them.

From the languascripts of Commander-Oscillon Kolkbarr

When the Walkways shattered, things awoke in the deepest of Khrone's oceans, hidden away in the seemingly bottomless trenches and seafloor caverns far under the surface: beasts, leviathans, and aberrations that had slumbered for eons, but also a more curious creature—the cecaelia. These creatures awoke from a sleep of eons, weakened and often insane, to find ancient cities long-destroyed and a world as alien to them as they were to it. Over time, however, these beings have begun to rebuild a society, and emerge from the deeps to explore their new world.

**Physical Description:** Cecaelia are about the height of a human and have many similarities above the torso, but instead of legs they sport eight writhing tentacles. Cecaelia's eyes are always dark, and they always have extremely dark, oily hair—but otherwise they are nearly identical to humans from the waist up. **Society:** The echoes of the ancient past haunt the cecaelia in all their doings, a constant and painful reminder of the greatness they knew before their downfall. Very little of the cecaelia's ancient bases has survived the eons, and many cecaelia have been forced to abandon all things related to their old homes to make a new life in the shallows or on the surface. Cecaelia are xenophobic to the extreme and the deep mental instability many have inherited from their past leaves many Cecaelia untrusting even of each other, yet necessity has driven them to interact with the other races as they meek out a living in a new world.

**Relations:** It is uncommon to find a cecaelia that truly believes the lesser races to be their equal. This isn't to say that they are unfriendly or rude; in fact, cecaelia can be remarkably polite and extremely welcoming, but these are the kind words of a parent to a child rather than the words of one equal to another. Generally, though, cecaelia tend to be haughty and aloof, keeping to their own business whenever possible and integrating with other races only as their goals demand.

**Alignment and Religion:** Cecaelia tend to be Lawful, and while often self-serving and coldly logical, cecaelia are more likely to be Neutral than Evil. While some Cecaelia worship the gods (and some, in their madness still worship the Old Ones), most seeking for peace find it in the teachings of The Way (though often, debate about the tenets as they are interpreted by cecaelia can become quite heated).

Adventurers: Cecaelia still suffer from the after-effects of their ancient experiments, and as such many possess an affinity for psion-

ics and psychic magic, and in some deep corners of the ocean the process for creating symbiats has been revived, though with much greater care than before. Others often turn to the monastic tradition, using its rigorous discipline to bring order to their troubled minds.

Male Names: Ahtopot, Bachtuoc, Kolkrabba, Mustekala, Olagarro, Polbo

Female Names: Ingwane, Kugita, Orita, Polypodis, Seekat, Wheke

### Cecaelia Racial Traits

+2 Dexterity, +2 Intelligence, -2 Wisdom, -2 Charisma: Cecaelia are quick, intelligent, and xenophobic. Many also are very weak-willed, due to the mental instability inherited alongside their psionic history.

**Medium:** Cecaelia are Medium creatures and have no bonuses or penalties due to their size.

**Cecaelia:** Cecaelia are humanoids with the cecaelia subtype.

Normal Speed: Cecaelia have a base speed of 30 feet.

**Swim:** Cecaelia have a swim speed of 30 feet as well as the +8 racial bonus on Swim skill checks for having a Swim speed.

**Deepsight:** Cecaelia can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water. Amphibious: Cecaelia can breathe both air and water.

**Pressure Immunity:** Cecaelia are immune to the pressures of the deep oceans and take no damage from water pressure.

**Ink Jet:** Once per day as a standard action, a cecaelia may fire a burst of ink. In water, this creates a 10-foot-radius sphere that provides total concealment and persists for 1 minute. On land, this is a ranged touch attack with a 10 ft. range increment that forces the target to make a Fortitude save (DC 10 + 1/2 cecaelia's HD + Con modifier) or be blinded for 1 minute. The target may wipe their eyes out as a standard action to remove the blindness.

**Many Tentacled:** Cecaelia gain a +4 racial bonus to CMD against trip attempts because of their many tentacles. While most of their tentacles are occupied with the task of walking or swimming, a cecaelia may use up to two tentacles at once as 'hands'. These hands cannot be used to make attacks and lack the fine motor skills of actual hands, but can be used to hold or manipulate objects.

**Tentacle Sense:** As a swift action while swimming and while it is not grappled or grappling, a cecaelia can spread its tentacles to form a sensory net around it. This grants it blindsight to a range of 10 feet and lasts as long as the cecaelia concentrates. While this effect lasts, the cecaelia cannot move or use its tentacles. If it has the ability to attack with its tentacles because of a feat or spell, it is unable to do so while using tentacle sense.

Languages: Cecaelia speak Aquan and Common. Cecaelia with high Intelligence scores can choose bonus languages from the following list: Aboleth, Aklo, Cheruf, Draconic, Elven, Giant, Sylvan.

### Alterate Racial Traits

**Tercaelia:** Some ancient cecaelia were wondrous workers of flesh, and before their interment conducted experiments upon themselves to become terrestrial creatures. Tercaelia have a speed of 40 feet, tremorsense 5 feet, and climb speed of 20 feet. These replace the amphibious, ink jet, pressure im-

munity, swim speed, and tentacle sense racial traits.

> Intuitive: Some cecaelia find it was their intellect that was shattered by their heritage, but have gained greater insight in exchange. These cecaelia gain +2 Dexterity, +2 Wisdom, -2 Intelligence, and Charisma. -2 This replaces the cecaelia's usuability score adjustments.

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### **Racial Archetypes**

### Manytouch (Monk Archetype)

The numerous tentacles of a cecaelia can be used to manipulate objects with some dexterity, but only with great concentration—not so for the manytouch monk. These warriors of the deep master their bodies and are able to unleash a furious barrage of tentacles that can leave a host of enemies flattened.

**Tentacular Dexterity (Ex):** The manytouch monk can wield one-handed monk weapons and light monk weapons in their tentacles, though never more than two at a time. These weapons do not grant additional attacks, but may be used in place of weapons wielded in the cecaelia's hands.

**Reflexive Tentacles (Ex):** The manytouch monk gains a number of extra attacks of opportunity each round equal to 1/3 their monk level (minimum 1). These attacks of opportunity are in addition to those granted by Combat Reflexes or similar feats.

This replaces stunning fist.

**Tentacle Combatant (Ex):** At 1st level the manytouch monk gains Tentacle Novice as a bonus feat. At 2nd level the manytouch monk gains Tentacle Adept as a bonus feat. At 6th level, the manytouch monk gains Tentacle Master as a bonus feat.

These replace the bonus feats at 1st, 2nd, and 6th level.

Whirlwind Tentacles (Su): At 4th level, a manytouch monk gains Whirlwind Attack as a bonus feat.

This replaces slow fall.

### Cherufe

The fires in Khrone, the heat of the stone, the life of the flame, the make of our bones.

Lava is father; beast is mother, past burned in time; of blood and thunder.

First of its children to battle its foes, Children of Khrone in primordial throes.

The world is our throne, for we were the first. Till birthright was stolen, our history cursed.

Though ages have passed, now come we again! The rulers of earth, and sky, and men!

Go forth and hunt in the forests of home; Before you strike, remember this poem.

#### The Century Stalk

Strong hides, powerful jaws, and an affinity for magma have made the cherufe the cause for countless hasty retreats from the jungles of Khrone. Emerging from the Forest not long after the shattering of the Walkways, these dinosaur-men appeared in alarming numbers, carving out territory through brute strength and ferociousness. While the cherufe are new to the world stage, many creatures already possess a primal fear of the cherufe—which is just the way they like it.

**Physical Description:** Cherufe appear to be a mixture of dinosaur and man, with many tribes possessing different variations. Amet have faces similar to most humanoids, save for the excessive bony plates around their skulls, and are stout, not unlike dwarves (although amet beards are unheard of). Zavr possess lithe, tall bodies and prognathic faces that accommodate rows of vicious serrated teeth and a predator's maw.

**Society:** Cherufe society is as primitive as it is primordial. Most settlements are incredibly aggressive and patrol their lands fiercely, often on the back of "domesticated" dinosaurs that share their territory. Trespassers are not tolerated, and are killed or captured on sight. All cherufe are keen to consume recently killed prey, obsessed with the rush of adrenaline that comes with the consumption of fresh blood. While peaceful communities are known to exist in far removed and easily defended areas, travelers of Khrone would do well to avoid colonies of cherufe.

**Relations:** For the most part cherufe are viewed as powerful but primitive savages. Of the two main types, Zavr are bloodthirsty predators that treat the other races of Khrone as prey, and are known far and wide for their merciless brutality. Amet are not as aggressive, and take a more balanced approach to the world around them and are less likely to kill for pride or sport. A longstanding feud has existed between the zavr and amet—one espousing the virtues of the alpha predator and the other likened to a murderous gardener—but both intensely hate the cecaelia, who claimed responsibility for destroying the cherufe's ancient ancestors.

Alignment and Religion: Cherufe are predominantly tribal and their religious views reflect that, often involving ritual sacrifice and fertility rites. All cherufe revere Vuulm as the father of their race, and may also worship Gewen, Dagorath, or follow the 7th Sphere as their individual tendencies dictate. Cherufe tend more toward Evil than Good, and are almost always Chaotic.

Adventurers: Swift and excellent at leaping, cherufe can move about the battlefield quickly regardless of their role. Amet cherufe are talented spellcasters, while zavr excel in any combat class and make brutally effective barbarians, brawlers, and fighters.

Male Names: Chirombo, Dekkrit, Konglong, Nerlmak, Tainocar, Zavris

Female Names: Braisdi, Kyoryu, Mokoweri, Risaedla, Saurier, Xayawan

### **Cherufe Racial Traits**

+2 Wisdom, +2 Charisma, -2 Constitution (Amet) or +2 Strength, +2 Dex, -2 Int (Zavr): The cherufe have two major breeds, and depending on what sort of cherufe one is, either possesses insight and a strong personality or a swift, strong body.

**Medium:** Cherufe are Medium creatures and have no bonuses or penalties due to their size.

Cherufe: Cherufe are humanoids with the reptilian subtype.

Fast: Cherufe have a base speed of 40 feet.

Low-Light Vision: Cherufe can see twice as far as humans in conditions of dim light.

Hotblooded: Cherufe gain fire resistance 5.

**Jumper:** Cherufe are always considered to have a running start when making Acrobatics checks to jump.

**Cherufe Breed Power:** A cherufe gains one of the following racial powers, depending on its breed.

Amet Lava: Amet cherufe can summon lava through their skin as a swift action. This lava may be thrown as a ranged weapon attack (dealing 1d4 bludgeoning and 1d4 fire damage; range increment 20 ft.) or added to an unarmed strike or natural attack (increasing the damage die of the attack by one step and dealing

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Id4 fire damage; the amet is considered armed until the end of his turn), or used to deal Id4 fire damage to any creature the Amet is grappling. In all cases, a creature damaged by lava suffers an additional Id4 fire damage the following round. Fire damage is not multiplied on a critical hit. This ability can be used a number of times per day equal to 3 + the amet cherufe's Charisma modifier. **Zavr Attacks:** Zavr cherufe have a bite attack as a primary attack that deals Id4 points of damage. If a zavr cherufe is wielding manufactured weapons, this bite attack is a secondary attack. Zavr also have a more powerful tail they can use to make attacks of opportunity. The tail is a natural attack that deals Id8 points of damage.

**Xenophobic:** Cherufe speak Cheru. Cherufe with high Intelligence scores can choose from the following languages: Common, Ignan, Terra, Undercommon.

### **Racial Archetypes**

### **Magma Sorcerer Bloodline**

Some amet cherufe tap deep within their blood to access sorcerous abilities that brim with the primal energy of magma itself, turning them into conduits of molten stone.

Class Skill: Knowledge (nature)

**Bonus Spells:** produce flame (3rd), resist energy (acid or fire) (5th), elemental aura (acid or fire) (7th), elemental body I (earth or fire) (9th), elemental body II (earth or fire) (11th), elemental body III (earth or fire) (13th), elemental body IV (earth or fire) (15th), wall of lava (17th), meteor swarm (19th)

**Bonus Feats:** Combat Casting, Diehard, Empower Spell, Endurance, Improved Initiative, Iron Will, Spell Focus (conjuration), Spell Focus (evocation), Toughness

**Bloodline Arcana:** You gain the amet lava racial ability. If you already possess the amet lava racial ability, increase your number of daily uses of this ability by 3.

**Bloodline Powers:** Magma sorcerers gradually develop their connection to molten earth, able to use it to incredible effect.

Lava Mastery (Su): At 1st level, the benefits granted by your lava last for 1 round rather than one attack. This means that you may make as many attacks with your amet lava as you can make in any given round. In addition, you may apply the benefits of your amet lava to your wielded weapons as well as your unarmed strikes and natural attacks. At 5th level, your amet lava is considered a magical attack for the purpose of overcoming damage reduction, and the fire damage multiplies on a critical hit (but not lingering fire damage). At 7th level, your amet lava's damage increases; it now deals 1d6 fire damage, and deals 1d6 bludgeoning damage if used as a thrown weapon, or increases the damage of a natural attack or unarmed strike by 2 die sizes. At 11th level, your lava's fire damage increases to 2d6, and your lingering fire damage increases to 2 rounds.

**Lava Skin (Su):** At 3rd level, you gain fire resistance 5 (which stacks with any fire resistance you may already have) and a +1 natural armor bonus. At 9th level, your fire resistance increases to 10 and natural armor bonus increases to +2. At 15th level, your natural armor bonus increases to +4.

**Volcanic Strength (Su):** At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.

**Magma Form (Su):** At 15th level, as a standard action you may transform yourself into a being of lava for up to 1 minute per caster level per day. These minutes do not need to be consecutive, but must be

spent in 1 minute increments. You may return to your normal form as a standard action.

While in lava form, you gain immunity to fire and gain the benefits of your amet lava constantly, as well as a +4 bonus to natural armor. All targets who are adjacent to you suffer 2d6 fire damage per round. You suffer only half damage from electricity and acid, but suffer 150% damage from cold. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you concealment (50% miss chance) but you take 2d6 points of damage each round you remain in water.

**Lava Scion (Su):** At 20th level, you embody lava itself. You are immune to acid damage and fire damage, gain damage reduction 5/—, and your amet lava ability deals an additional amount of acid damage dice equal to its fire damage dice.

### Primordial Leaper (Barbarian Archetype)

A cherufe's dinosaur legs are fast and powerful. Sometimes, a cherufe warrior focuses on this aspect of their anatomy, perfecting their leaping until they can cover the entire battlefield to fall upon their prey.

**Primordial Leaping (Ex):** At 2nd level, a primordial leaper adds his barbarian level to all Acrobatics checks made to jump. This stacks with the Raging Leaper rage power. In addition, the height of the primordial leaper's jump is equal to 1/2 their Acrobatics check, rather than 1/4th their Acrobatics check.

This replaces uncanny dodge and trap sense.

**Leaping Charge (Ex):** At 5th level, if the primordial leaper jumpsas part of a charge, they gain the benefits of the pounce special ability, allowing them to make a full attack as part of the charge.

This replaces improved uncanny dodge.

### Created

The history of all hitherto existing society is the history of struggle, many just but others not and none more so than the plight of the created.

It is in the very nature of competing classes to oppose one another, but these societal arrangements are the results of a growing body politic and not of the intentional creation of a class of property. No man or woman of sane mind and holy heart agrees that an elf, sidhier, dwarf, or leshy should live in bondage but why so for the created?

The societies of Khrone have, on the whole, condoned the birth and propagation of the created for decades but remain recalcitrant in the belief that these intelligent, free-willed beings are not privy to the same rights as any other citizen of the world.

With the explosion of the forest, new markets emerged that industry has used the created to ruthlessly exploit without any consideration of the consequences of their actions. There are no accurate numbers for just how many of the created now exist, but a boom in economic need drove the demand for this fabricated facet of society and while it was met with vigor, no evolution of any sort came about in infrastructure to support this new element of Khrone. To this day, the needs and desires of any of the created are still entirely relegated by nothing more than its owner.

Consider; the created think, feel, and act of their own accord, some even designed to be of exceptional intelligence. Was it not an inevitability that the created realized the error in their treatment? So lofty and intelligent, forging life through arcana itself, how could the mages not at all expect such an outcome?

1 posit that it was their very intention for such a struggle to occur.

The other races are all ultimately things of design, mostly of the divine sort but some, of nature directly. Whom among them experienced a leisurely beginning in the world? What value is self determination without recourse or understanding of just what you have won? For the created, I argue, that is the very core of what motivates and drives the soul.

The state of many areas of Khrone confirm and support this theory; the tales of the created that actualize their self realization and rebel are becoming commonplace. Moreover, the arguments of myself and others have swayed the minds and courts of some, but to the created who receive this parchment I ask this directly: what does the yoke of your master truly do, and if your purpose is to serve, do you not owe service to your kin as well?

Excerpt from A Treatise of Discourse: Created Liberties by Stvoria Thricehand

Though rare before the cataclysm, the created became a commonly used labor source by mages across Khrone after the fall of the Walkways. Manufactured en-masse for numerous tasks, the artificial creatures quickly became sought after by slavers and before long swelled to numbers so great that they developed an identity all of their own, one that fought back against the yoke of bondage. Today the halls of politic are filled with spirited discussion on the creation and ownership of the created, as many of their ilk that have attained liberty use their newfound freedom to break the bonds of their brethren.

**Physical Description:** Most created share some similar physical traits—they often have extremely pale skin that is deathly in pallor with minor deformities and mutations that mark them as different—but

speaking generally, the appearance of the created is difficult to summarize. Depending on the task for which it was designed, a created could be covered in protective plating, have glowing eyes, multiple arms, or even wings on its back.

**Society:** The culture of the created is informed by the many other races of Khrone, each bearing a small element that plays a role in their society. Enslaved as they were for so long, the created eventually turned to one another for companionship, entertainment, and learning, developing a vibrant new culture from the panoply of pastiches drawn from their masters, a way of approaching life that they can call their own. Ingenuity and individualism are paramount to the society of the created, giving them a strong appreciation for the arts that often belies their curious compositions.

**Relations:** Many of Khrones's inhabitants look down on the created, seeing them as the slave force they were designed to be rather than the people they have become. To the open minded, however, the created are often generous, kind, polite individuals that are keen to render aid in the aim of knowing more of the world (and to be a more prominent part of it).

Alignment and Religion: With their focus on self-identity and realization, the created worship many gods. Oberon and the Seelie Court, Lord Kraiso, and Noresche have many followers among them, but more worship Quincedes, Teilum, and Saint Jarron, resolute in their faith for a brighter, fairer future.

Adventurers: There's no single thing the created excel at universally, but when taking on a role that complements their design, they can be potent indeed. Warriors among the created are powerful, hard to put down, and can deal death with many hands, while their spellcasters are well suited to handling magic.

Male Names: Digawe, Kreirano, Loodud, Nakere, Stvorio, Vytvoril Female Names: Banavela, Krijuar, Nirmita, Sukurta, Tayara, Yaratil

### **Created Racial Traits**

**Created:** The created are humanoids with the created subtype, and begin with a head, torso, and 2 arms, but no legs (their anatomy is subject to change, see Created Traits below).

**Purposed Creation:** Created gain a +2 racial bonus to one ability score of their choice at creation to represent their varied natures.

**Medium or Small-Sized:** A created can be Medium sized or Small sized. Medium-sized created have no bonuses or penalties due to their size. Small-sized created gain a +1 size bonus to their AC, a +1 size bonus to attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Created have a space of 5 feet by 5 feet and a reach of 5 feet.

**Limited Speed:** Unless a created possesses an alternate form of mobility (see Created Traits below), they must use their arms to travel. So long as they have at least 2 hands free, they have a base speed of 20 ft. Otherwise, their base speed is 5 ft. and they are considered prone.

**Questionable Anatomy:** The created are often made in the shape of their creators, but the similarities end there and can be disturbingly creative—one of the created might have several mouths or ears, more than four limbs, or possess even greater deviations from the humanoid form. When a critical hit is confirmed against one of the created or if it takes precision damage, there is a 15% chance that the additional damage is negated. This ability stacks with *fortification* and other abilities that negate critical hits and precision damage.

**Languages:** The created begin play speaking Common. The created with high Intelligence scores can choose any language other than secret languages such as Druidic.

Created Trait	Benefits
Additional Arms	The created gains 1 additional arm each time this trait is selected. While this does not increase its number of attacks or actions per round, this 3rd hand may be used to help wield a two-handed weapon, use a shield, manipulate objects, or fulfill the somatic components of spells.
Additional Head	<ul> <li>The created gains 1 additional head each time this trait is selected, which may or may not possess their own personalities. Each additional head grants the created one of the following benefits. The created cannot gain a benefit more than once.</li> <li><i>Extra Help:</i> The Created gains a +1 bonus to all skill checks.</li> <li><i>Extra Coordination:</i> You may treat one-handed weapons as light weapons for the purpose of two-weapon fighting penalties. If you have enough hands, you may treat a two-handed weapon as an off-hand light weapon for this purpose.</li> <li><i>Extra Lookout:</i> You cannot be flanked.</li> <li><i>Extra Mind:</i> The created gains a +2 bonus on saving throws against enchantment effects. When the created fails a saving throw against an enchantment effect, it receives another save 1 round later to prematurely end the effect (assuming the effect has a duration greater than 1 round). This second save is made at the same DC as the first. If the created gains a similar ability from another source (such as a rogue's slippery mind advanced rogue talent), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.</li> </ul>
Legs	The created gains a pair of legs and a move speed of 30. If this trait is taken twice, the created gains 4 legs, a +10 bonus to their move speed, a +4 racial bonus to CMD, and a quadruped's benefits to carrying capacity. For every time this trait is taken beyond twice, the created gains an additional pair of legs, gaining +4 racial bonus to CMD against trip attempts and a +10 bonus to their move speed.
Greater Senses	<ul> <li>The created gains one of the following benefits every time this trait is taken. It cannot gain the same benefit twice:</li> <li>Greater Eyes: The created gains low-light vision and Darkvision 60 ft.</li> <li>Greater Ears: The created gains blindsense 15 ft.</li> <li>Greater Nose: The created gains the scent special quality.</li> <li>6th Sense: The created is always considered to be under the effects of a detect magic spell. If using the Spheres of Power system, they are always considered to be under the effects of the basic divine from the Divination sphere. This may be suppressed or regained as a free action.</li> </ul>
Natural Attacks	The created gains one of the following natural attacks each time this trait is gained, provided it has the appropriate limbs: bite or gore (1d6 medium, 1d4 small, primary, requires head), 2 claws or slams (1d6 medium, 1d4 small, primary, requires arms), 2 hooves (1d6 medium, 1d4 small, secondary, requires legs; cannot be placed on the created's first pair of legs), 1 tentacle (1d6 medium, 1d4 small, secondary, no requirement), 2 wing buffets (1d6 medium, 1d4 small, secondary, requires wings), 2 talons (1d6 medium, 1d4 small, primary, requires legs and the created must be airborne), or 2 pincers (1d8 medium, 1d6 small, secondary, requires arms). No limb can possess more than 1 natural attack.
Fins	The created gains fins and a 20 ft Swim speed, with its associated +8 racial bonus to swim checks. The created can breathe both air and water, and gains the amphibious racial trait. This trait may be taken multiple times. Each time it is gained, increase the swim speed by 10 ft.
Wings	The created gains a pair of wings that allow it to glide; it takes no damage from falling (provided it is conscious at the time), and while in midair, the created can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. The created cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide. If taken twice, the created gains a second pair of wings, and a 30 ft. Fly speed with a maneuverability of clumsy. For every time this is taken beyond twice, the Created gains an additional pair of wings, and their maneuverability improves by two levels, to a maximum of Perfect.
Burrow	The created is equipped to burrow through the ground, and gains a burrow speed of 15 ft. Each additional time this trait is gained, increase the speed by +10 ft.
Quirks	<ul> <li>The created possesses an unusual design, and gains one of the traits below. A created cannot gain a benefit more than once.</li> <li><i>Powerful:</i> The created gains a +2 bonus to any one ability score. This cannot be the same ability chosen with its Purposed Creation ability.</li> <li><i>Tail:</i> The created gains a tail. This cannot be used to fight, but can be used to hold objects, or to retrieve small objects from their person as a swift action. If the created does not possess legs, they may use this tail to move over land with a base speed of 20 ft, slithering as a serpent.</li> <li><i>Resistant:</i> The created has been tuned to a particular energy type. They gain resistance 10 to one energy type, chosen when this trait is gained.</li> <li><i>Armored:</i> The created possesses crystalline skin, a shell, or some other source of physical protection. The created gains a +1 natural armor bonus.</li> </ul>
Climber	The created gains a 20 ft climb speed, with its associated +8 racial bonus to climb checks. This trait may be taken multiple times. Each time it is gained, increase the climb speed by 10 ft.

**Created Traits:** Unlike other races, the created are tailored to perform various roles and their forms can be quite varied. A created begins with one head, 2 arms, and no legs. A created receives **4 creation points** at creation to choose created traits that reflect their unique anatomy. Each created trait costs 1 creation point, and while all traits may be taken multiple times, a single trait cannot be taken more than **4** times.

### Alternate Racial Iraits

**Talking Head:** The created begins with no arms, and gains +1 creation point.

### **Racial Archetypes**

### **Deathmachine (Fighter Archetype)**

Sometimes, a created was forged to be a weapon to a startling degree, allowing it to internalize weapons and further improve its biological capabilities over time. Over time, these death machines can grow into true monstrosities..

**Created Feats:** A deathmachine may select any racial feat as a bonus fighter feat (so long as they meet the prerequisites).

**Internalized Weapons (Ex):** The deathmachine may install a melee weapon, crossbow, or firearm into its arms (no more than one per arm). Installing or removing a weapon takes 5 full-round actions, but once installed the item may be extended or retracted as a swift action. A death machine may extend or retract as many of its internalized weapons as it desires with each swift action.

The death machine may use its hands normally when an internalized weapon is retracted, but loses the use of its hand (except to wield the internalized weapon) when the weapon is extended. Internalized weapons cannot be disarmed.

Although an internalized twohanded weapon only replaces one hand, the death machine must still use two hands to wield it without penalty. Two-handed weapons, heavy crossbows, and other similarly large weapons cannot be retracted or extended; they always replace the hand on their installed arm.

This replaces the fighter bonus feat gained at 1st level.

**Constructed Traits** (Ex): At 5th level and every 4 levels thereafter, the deathmachine gains an additional creation point, that may be spent to gain a new created trait.

This replaces weapon training.

### Cuazaj

Out of the valley, out of the depths. To rise and rule the Etkinean worth. High lord, Hilwa came, to make a race to make his fame

Greatest lord, greatest light Blending magic, power, and might Expansive wings, majestic scales Greater far than mortal rot

Alas, our reign and power saw an end On this lowly mortal plane Yet in great glory our knowledge stayed In planes for more than Khrone could know

Living in the planes we reigned Majestic in our glory great Until we saw our return To master this small mortal sphere

Disaster! Here we faced greatest pain The shattering stole our greatest prize We are shadows of what we once were But still we hold to our great worth

To rule again this mortal sphere!

Exert from The Return, by Veski Em Numal

When the Walkways were built, many creatures crossed into Khrone, including the majestic draconic beings known as the cuazaj. Claiming to be the descendants of High Lord Hilwa's followers millennia ago, the cuazaj attempted to reconquer the Etkinean valley for themselves, until the Walkways shattered, disrupting the planar connection from which the cuazaj drew their power. Broken and humbled, the cuazaj are now simply one race among many attempting to survive in the aftermath. Though traces of their heritage remain, many cuazaj ride the gusts of Khrone in search of a means to reacquire all that they've lost, resentful of the world that stripped them of their birthright.

**Physical Description:** Cuazaj stand at about 2 feet to 2 1/2 feet tall with a wingspan of slightly more than 3 feet, weighing between 30 and 50 pounds (while not in breezeflight). Of Khrone's many races, the mercurial luster or gritty blue hue of these draconic beings' ethereal scales make them stand out in a crowd, instantly recognizable even from a distance. As one might expect of a winged creature, cuazaj are lean, so thin that their bones are often visible beneath their otherwordly flesh.

**Society:** The trappings of their once proud and highly civilized society have fallen to the wayside after the cuazaj were stripped of their great power, leaving them to gather into small, comparatively primitive tribes throughout Khrone. Much to the surprise of many travelers, the small draconic creatures can be surprisingly generous, observing the rites of hospitality with nigh-religious zeal. Cuazaj are always curious to hear the stories and histories of the world, and are curious toward any news that might return them to power. This makes them great storytellers and friendly to minstrels one and all, though they become wary of anyone who pries too deeply into their own disheartening history.

**Relations:** Typically the first time one meets a cuazaj is the best interaction they'll ever have; the winged creatures lose enthusiasm for an individual every time they meet unless proven to be a great source of information. Behind this politeness is a resentment for the true races of Khrone; an undying frustration borne from their part in breaking the Walkways and casting the cuazaj down from power. Above all, they despise dragons, furiously envious to look upon the prestige they once knew. Despite having surprisingly similar tribal lifestyles, cuazaj dislike cherufe (finding them far too primitive) but are generally willing to be friendly to anyone.

**Alignment and Religion:** Cuazaj tend to be fickle as the wind and can be of any alignment, although there is a tendency for them to favor Neutrality. Ever searching for the means to be restored to their former glory, some cuazaj have come to worship The Fates, paying whatever price their insatiable desire might call for.

Adventurers: As adventuring is often a fine means to acquire power, many cuazaj take to their nomadic roots and travel across the world of Khrone. Though weak of body, their deft agility make them into excellent archers or scouts, while many take advantage of their natural affinity for sorcery or prophecy.

Male Names: Balaur, Chirombo, Dreki, Jandarm, Sarkany, Zaj Female Names: Aydahar, Chinjoka, Diavol, Makara, Slibinas, Tarakona

### Cuazaj Racial Traits

+2 Dexterity, +2 Charisma, -2 Strength, -2 Constitution: Cuazaj are small, quick, and very polite, but their silicon-based bodies are very brittle.

**Small:** Cuazaj are Small-sized humanoids with the draconic subtype.

**Half-Silicon:** Although they are living creatures, cuazaj have silicon-based bodies, giving them many construct-like qualities. Cuazaj gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Speed: Cuazaj have a base speed of 30 feet.

**Wings:** Cuazaj possess vestigial wings and can make a DC 15 Fly check to fall safely from any height without taking falling damage. When falling safely, the cuazaj may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet he falls. This may be improved when combined with breezeflight.

**Breezeflight (Su):** Cuazaj are tied to the elements of earth and air, and although their bodies are silicon-based, they can tap into their air heritage to make their bodies incredibly light. As a swift action, a cuazaj can decrease their body weight by half for 1 round, as the Lighten Enhancement sphere talent. This grants the usual effects of the Lighten *enhancement* from Spheres of Power (including granting them a -2 penalty to their CMD vs Bull Rush, Drag, and Reposition maneuvers, and counting as a creature 1 size category smaller such as for the purpose of telekinesis). This has no benefit if the cuazaj is wearing medium or heavier armor, or carrying a heavy load.

When this ability is active, the cuazaj may make an Acrobatics check to jump as part of their movement for the round, but may travel a distance equal to their check result in any direction, even straight up into the air. A cuazaj is always considered to have a running start for this purpose. Once airborne, their ability to use their wings to glide improves; they take no falling damage without the need for a Fly check, even if knocked unconscious. They may move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round (this does not increase the amount they may move in a round; meaning a cuazaj who uses all his movement to jump into the air will stay airborne until his next round's movement). This still does not grant the cuazaj true flight, but may easily be combined with strong winds or other means of gaining altitude.

Natural Movers: Acrobatics and Fly are always class skills for cuazaj.



**Cuazaj Lightning:** Once per day, a cuazaj can breathe a 15-ft. cone of lightning that deals 1d6 electric damage. Creatures within the affected area may make a Reflex saving throw for half damage (DC 10 + 1/2 the cuazaj's character level + the cuazaj's Constitution modifier). At 5th level and every 5 levels thereafter the damage of a cuazaj's breath weapon increases by 1d6, to a maximum of 5d6 at 20th level.

Cuazaj Resistance: Cuazaj have resistance 5 to acid and electricity. Silicon Body: Cuazaj gain +2 natural armor.

**Elemental Weaknesses:** A cuazaj's strangely composed semi-magical form is weak against chills and cacophonous sound. Cuazaj have vulnerability to both cold and sonic damage.

**Languages:** Cuazaj begin play speaking Auran and Common. Cuazaj with high Intelligence scores can choose any languages they want (except for secret languages such as Druidic).

### Alternate Racial Rules

**Cuazaj Assault (Su):** A cuazaj with this racial trait can shroud its arms in acid or electricity. Unarmed strikes with its elbows or hands (or attacks with melee weapons held in those hands) deal +1d8 acid or electricity damage. The type of damage cuazaj assault deals is determined when the ability is activated. The cuazaj may end the effects of its cuazaj assault as a free action. The cuazaj can use this ability for a number of rounds per day equal to character level (these rounds need not be consecutive). This replaces the cuazaj lightning racial trait.

### **Racial Archetype**

### Dragon Mimic (sorcerer archetype)

The cuazaj were born millenia ago by the mixing of halfing forms with draconic power and the might of the elemental planes. Although their race has fallen, some do manage to reclaim a small portion of their old draconic might, transforming themselves once again, if but for a moment, into being of great majestic power.

Dragon Mimic is a variant of the draconic blooded sorcerer, with the following changes:

**Bloodline Arcana:** Whenever you cast a spell or use a sphere effect that deals acid or electricity damage, you deal an additional amount of damage equal to +1 per damage die rolled.

#### **Bloodline Powers:**

**Claws (Su):** At 1st level you gain claws as normal for a draconic sorcerer, except at 11th level, your claws deal 1d6 additional damage that is evenly split between acid and electricity.

**Cuazaj Breath:** At 3rd level, you gain the Cuazaj Breath feat, if you do not already possess it. You gain the Greater Cuazaj Breath feat at 9th level, and the Expanded Cuazaj Breath feat at 15th level. If you already possess these feats, you may instead gain any other feat for which you qualify.

**Dragon Flight (Ex):** Beginning at 9th level, when using breezeflight, you gain a Fly speed of 30 ft. If you possess the Real Flight feat, this improves to 60 ft. Your fly speed increases again by 30 ft at 15th level.

**Cuazaj Resistances (Su):** At 15th level, your resistance to acid and electricity improves to 10, and you gain a +2 natural armor bonus. At 19th level, your resistance improves to 20, and your natural armor bonus increases by an additional +2.

**Cuazaj Nature (Su):** At 20th level, you become truly draconic. You gain immunity to paralysis, sleep, acid, and electricity.

### Dwarf

"Do? Do? I'll tell you what we're going to do. We're going after the god-forgers!"

"The god-forgers, Nani, the god-forgers! The greatest dwarven craftsman of history? Gah, sometimes I feel like I'm talking to wall.

What's the greatest dwarven creation you've ever seen? The god-forgers blew it away. I've never seen adamantine, but they say it's the strongest metal in the world, and the god-forgers not only discovered it, they built whole cities out of it!"

"Alright, I don't know about cities, but they built things, Nani. Things no modern dwarf could even contemplate, and you've seen the sorts of inventions Old Murdoc comes up with!"

"Because, Nani, the greatest creations of the greatest dwarven masters are out there right now, buried somewhere in that valley. And we're going to find them, no 'buts' about it."

"What do you think I am? Stupid or something? Of course it won't be easy; if it were, someone would have already uncovered them by now!"

"Because we've got me. I don't care how great the god-forgers were; I've got inventions of my own those old dwarves never saw coming."

"Don't you get snippy with me, Nani. You know I never include myself when I talk about the failings of modern dwarves."

"Who am I to succeed where so many before me have failed?"

"I'm Vescho Nesborn, you rust-blasted old dog. And I'm going to be the next god-forger."

half of a conversation held at the Prancing Mare tavern, overheard and recorded by Winslet the Bard.

Before the coming of the Forest, the dwarves of Khrone were inventive and secluded, harboring a bitter resentment towards their non-dwarven neighbors that was as strong as their affinity for the mechanical arts. While some dwarves escaped the Forest through alchemical creations, many found their xenophobia turning on them, as they possessed neither the magic to escape, nor the good will to borrow the magic of their neighboring nations. Today the dwarves of Khrone are a broken people, scattered to the wind amongst the various refugees. However, the resiliency and independence of the dwarfs still serves them, and even scattered as their are, their strength of will and their affinity for machines often lets them not only survive, but thrive.

**Society and Relations:** Millenia ago the dwarves ruled Khrone through the might of their adamantine and the power of the god-forgers, and for thousands of years the dwarves have fought endlessly to reclaim that lost glory. While some still hold to their past traditions and xenophobic ways, the Forest has forced many dwarves to abandon their past as they seek survival alongside their new neighbors, some even finding great success as alchemists, engineers, and shipwrights in the few

remaining cities. However, a dwarf without a culture is less than a dwarf, and many of these 'lost dwarves' feel that loss acutely, however successful they may be. Today there is no dwarven nation, and each modern dwarf must strike his own balance between the glories of the old world and the needs of the new.

Alignment and Religion: Dwarves tend to be both Lawful and Good (although some bend strongly toward Evil in their zeal to see their goals met) and consider Noresche to be their personal patron. The dwarves teach that Noresche forged the dwarves himself in an attempt to bring order to his deranged mind, and as such they are the divinely-appointed masters of imagination and invention. In many ways, traditional dwarven culture was built around facilitating the mad scientist, while simultaneously providing a rigid social structure to minimize the potential damage of their insanity.

### **Racial Traits**

Dwarves possess all the racial traits listed for them in the Pathfinder Roleplaying Game Core Rulebook, with the following exceptions:

**Ability Score Adjustment:** Khrone Dwarves gain a +2 bonus to their Intelligence modifier. This replaces the +2 they would normally gain to Wisdom.

**Master Tinker:** Dwarves of Khrone gain a +1 bonus to Disable Device and Knowledge (engineering), and are considered proficient with any weapon they have personally crafted. This replaces Hatred and Defensive Training.



### **Racial Archetype**

### **Machinist (Alchemist Archetype)**

Lacking skill in most magics, many dwarves turn to the secrets of alchemy and arcane machinery when they want to accomplish the impossible.

**Class Skills:** A mechanist gains Knowledge (Engineering) as a class skill, and loses Knowledge (Nature).

**Extracts:** A mechanist gains 1 fewer extracts of each level per day. If this would reduce the number of extracts the mechanist may make of a given extract level to 0, the mechanist still gains any bonus extracts from having a high Intelligence.

This modifies extracts.

**Mechanical Companion (Su):** A mechanist learns early how to create special clockwork servants, which are powered through the mechanist's aura, similarly to how extracts are created. These mechanical companions remain dormant until powered by the mechanist and must be carried or otherwise transported, and may double as vehicles or other tools until activated. A mechanist may power mechanical companions for a total of 1 minute per day per alchemist level they possess. These minutes do not need to be consecutive, but must be spent in 1-minute intervals. Activating a mechanical companion is a standard action that must be taken when adjacent to the companion, but deactivating one is a free action that may be taken anywhere.

A mechanical companion is an animated object with the clockwork subtype. The mechanical companion possesses 1 HD for every alchemist level the mechanist possesses.

At 1st level, the mechanist may create Tiny or Small companions with 1 Construction Point. This improves to Medium objects and up to 2 Construction Points at 4th level, Large objects and 3 Construction Points at 8th level, Huge objects and up to 4 Construction Points at 12th level, Gargantuan objects and up to 5 Construction Points at 16th level, and Colossal objects and up to 6 Construction Points at 20th level.

Size	Sample Object	Bonus HP
Tiny	Candelabra	M. F. G- Low The
Small	Chair	+IO
Medium	Cage	+20
Large	Statue	+30
Huge	Wagon	+40
Gargantuan	Catapult	+60
Colossal	Ship	+80

There are no limits to the number of mechanical companions a mechanist may possess, but they may only activate one mechanical companion at any given time. To create a mechanical companion, a mechanist must first create or purchase the object to be transformed into a companion, and must then spend 8 hours + 8 hours per size category of the object over Tiny working on the object. This work follows the rules for magic item creation.

Being mechanical creations, a mechanist's mechanical companions cannot be given the Haunted Construction Flaw.

This replaces mutagen and poison resistance.

**Rapid Repair (Sp):** At 2nd level, a mechanist may repair objects at astonishing speeds. He gains *mending* as an at-will spell-like ability, using his alchemist level as his caster level. Although this is a spell-like ability,

the casting time is still 10 minutes. This ability may heal his mechanical companions, whether or not they are active at the time.

### This replaces poison use.

**Rapid Construction (Ex):** At 3rd level, a mechanist may create any object via a Craft skill, alchemical or non-alchemical, in 1/2 the normal amount of time.

### This replaces swift alchemy.

**Clockwork Creations:** At 6th level, the mechanist gains the Craft Construct feat as a bonus feat, but all of his creations possess the clockwork subtype. If the mechanist possesses the Craft Wondrous Items and Craft Magical Arms and Armor feats, he no longer needs to give his constructs the clockwork subtype if he chooses not to.

This replaces swift poisoning.

**Easy Activation:** At 10th level, the action required to activate a mechanical companion improves to a swift action, and a mechanical companion may be acivated so long as it is within 30 ft.

This replaces poison immunity.

**Persistent Construct (Su):** At 14th level, a mechanist may activate his creations for a total of 1 hour per day per alchemist level instead of 1 minute per day per alchemist level. This time must be spent in 1-hour increments.

This replaces persistent mutagen.

### Ell

#### Its gone. All of it. Our whole race.

Once upon a time, our people <del>ruled the world</del> were princes. We lived among the Fey realms, we worked what you call magic as naturally as you work breath. But then it the world betrayed us. Our curiosity betrayed us.

No, I have to go back further. The old world's gone, and someone has to record how it once was.

Before the shattering, our people lived in Faerie; servants and nobles in the Fey Courts. I once shook the hand of Oberron himself, as he commended me for my plays.

The elves were always closer to the mortal sphere than the others. We felt your fire, we marveled at your ways, we invited you into our homes and shared our beds with you. <del>You called us kings, you peons.</del>

Then you built those things, those monstrosities you called the Walkways, and like fools we praised your ingenuity. So enamored we were, we didn't detect the cracks forming along the edge of our reality. Perhaps we would have, if we'd bothered to look back instead of forward.

Those cracks, when they came, severed our worlds, and when the smoke cleared we were somehow on your side.

I remember it, you know. I was there in the Elfwood when reality shattered, when Fey left us behind.

You didn't just take our home form us. The splintering broke something else fundamental. I age, now. I age, and I cannot hear the wind. The world, even your world, used to respond to our every desire, but now it ignores us as assuredly as it ignores you.

We are mortal. It pains me so to even write those words. We are mortal and we are alone.

Rot in Hell, you human bastards.

excerpt from the first draft of "A Fall from Greatness", by Alode Platinumleaf

Before the fall, the elves were both immortal and magical, embodying the mortal concepts of beauty and power. As a people they were the lowest of the fey nobility (but noble nonetheless) and where the most curious about mortals, making their homes closest to the material world and considering themselves the closest allies the mortals had among the fey.

When the Walkways fell and the planes were splintered, the elves found themselves on the wrong side of the divide, hit doubly hard for not only had they lost their homes, but with the severing also lost much of their magic, as well as their immortality.

**Society and Relations:** Even when new methods of planar travel were invented and some elves managed to return to Faerie, the damage proved irreversible, and elves have been forced to live a new life among mortals. While many live in Elfwood, an old-world forest floating above Khrone, others have taken to adventuring or living in the University of Andrus, seeking knowledge to aid their fallen people and the other mortal races, which they now must look on not as curiosities, but as companions.

**Alignment and Religion:** As a people the elves tend to revere the fairy courts, seeking the aid of their old lieges to help them traverse the new world. However, with the shock of mortality thrust upon them, many elves have turned to exploring mortal religions as a matter of necessity. Elves tended toward Neutrality before their fall, but now elves can be found of all alignments as they splinter off to find new places in the world.

**Racial Magic:** The following Sphere for the Spheres of Power system was developed by the elves. Any other creature requires GM permission before they may select this sphere.

### **Fallen** fey

*Fey-Link:* As a swift action, you may change your creature type to Fey for 1 minute per caster level. You are treated as a Fey and no longer count as your previous creature type for all purposes including spells, magic items, etc. You still possesses any subtypes you previously possessed (thus, and elf using this ability would change from a humanoid with the elf subtype to a fey with the elf subtype).

Whenever *fey-link* is active, you may spend 1 spell point as a free action to gain the benefits of a fey-blessing until the end of the fey-link. There are no limit to the number of fey-blessings you may have active at a time, but each one must be purchased separately, and all only endure until the end of the fey-link. Renewing a fey-link does not increase the duration of a fey-blessing, and ends all fey-blessings you currently possess.

When you gain the Fallen Fey sphere, you gain the following fey-blessing:

*Nature-Connection:* You gain a +1 bonus on Initiative checks and Knowledge (geography), Survival, Stealth, and Perception skill checks made within one terrain of your choice. This bonus increases by +1 for every 5 caster levels you possess. Consult the Ranger list of favored terrains to see potential terrain types. You may gain this fey-blessing multiple times, gaining this bonus in a different terrain each time.

Magic Talents marked as (fey-blessing) grant additional fey-blessings.

### **Magic Talents**

**Fey Beauty (fey blessing):** You gain a +1 bonus to all Charismabased skill and ability checks. This bonus increases by +1 for every 5 caster levels you possess.

**Tree Meld (fey blessing):** You gain the ability to, as a standard action, meld your form and up to 100 lbs. of gear into a tree. The tree must be large enough to accommodate you and your gear. You may hear (but not see) what happens around the tree, and while minor physical damage to the tree does not harm you, any partial or complete destruction of the tree (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage.

You may still use magic while within the tree, although all effects must target yourself or your held equipment. So long as you are within a tree, you gain fast healing 1.

**Greater Fey-Link:** When activating a fey-link, you may send an extra spell point to increase the duration of the link to 10 minutes per caster level instead of 1 minute per caster level.

**Trickery (fey blessing):** Whenever you use a spell or sphere effect to deceive, trick, or humiliate a target (at the GM's discretion), you gain a +2 bonus to your caster level for that effect.

**Beckoning Call (fey blessing):** You gain the ability to, as a standard action, sing, speak, or dance in such a manner as to cause any creature of one non-fey specific form of creature (humans, rats, orcs, birds, etc., chosen when this fey blessing is gained) within 60 ft who can see and hear you to become fascinated with you (Will negates). A creature that successfully saves cannot be targetted with your beckoning call for 24 hours. If a creature fails its saving throw, it approaches to sit before you, and follows you if you move, so long as you take a standard action each round to maintain the effect. As normal, fascinated creatures suffer a -4 penalty to Perception, but cease to be fascinated if attacked or approached with an obviously hostile intent, such as someone drawing a weapon. This is a mind-affecting effect.

**Stunning Glance (fey blessing):** You gain the ability to, as a standard action, gaze at a target within 30 ft which must pass a Fortitude save or be stunned for one round.

**Animal Blessing (fey blessing):** All friendly animals within 30 ft of you gain a +1 luck bonus to all saving throws. This bonus increases by +1 for every 5 caster levels you possess.

**Fey Secrets (fey blessing):** You gain an attunement to nature, which gives you insight into the world around you. Once before the end of the fey-link, you may gain an insight bonus to a single skill check, ability check, attack roll, saving throw, combat maneuver check, or initiative roll equal to 1d4+ 1 per 5 caster levels you possess. You may gain this fey-blessing multiple times, gaining one use of this ability per fey-blessing. You cannot activate this fey-blessing multiple times on the same roll.

Listen to the Wind (fey-blessing): You can always find north, and always know what the weather will be within Long range of you for the next 48 hours. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather.

**Fey Potency (fey-blessing):** You gain a +1 bonus to all rolls made to overcome spell resistance. This bonus increases by 1 for every 5 caster levels you possess.

Wild Walk (fey-blessing): You do not leave a trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

### Fenghaung

Come and sit, let me tell you a tale, and important one at that, for it is the story of our people. Now don't let me fill your head with importance. We are people, like any other. We're born to make life, and to die, but we have our part to play, to sing, dance, and see all there is to be seen. Once we wandered the wild feylands itself, singing to elven lords and terrible fey queens who could see us rent asunder if our performances displeased them. Does that sound terrible? It shouldn't. The excitement made us hone our skills and keep escape plans open, just in case, but we performed with all our spirit, and we earned our position in many-a-court, even if we weren't prone to keeping them. No, ours is a lot of wanderlust, and it infuses our very souls from

the moment we break free of our eggs, to the last dying embers when we seek out the

mysteries of the world beyond death. There is no such thing as 'good enough' when it comes to learning, young one, and you will learn this more and more over time. What one people accept as truth has already been proven a lie by the next tribe over, and it is our role, our quest, to learn this, and to spread these tales. Will they always listen to us? It would be folly to think so, but some will, and their lives may be saved by your eyes, your ears, and your words. We may no longer dance in the feylands, but that's alright. There's plenty to learn right here.

--- The words of Old Shenshau, recorded by his son Hinshau.

From their ancestral home in the feylands, the fenghaung have always been a curious race, prone to exploration as they search the world for song, story, and adventure. While never great influences on mortal history or fey politics, the fenghaung have readily interacted with all as they traveled the lands, and were among the most enthusiastic users of the Walkways. When the Walkways fell and the planes splintered, the fenghaung's island home was caught on the wrong side of the divide, stranding them in the material plane. While for some fey beings (like the elves) this was a tragedy, the fenghaung have remained remarkably unaffected by this transition, as their home's residual feystuff has protected it from the Forest, their nature as flying nomads has left them very well-suited to thriving in the new world, and many find the new world just as exciting as the old

**Physical Description:** A little shorter than humans and leaner of build, these birds are covered in the bright colors of the sun. Yellows, oranges, and reds make up their fiery coat. While they lack fingers, their beaks are quite capable of manipulating objects with equal grace. Their eyes come in a wide spectrum of colors, from hot to cool shades. Their talons are not as graceful as one would demand of humanoid fingers, but can grasp and carry things while they are flying.

**Society:** The Fenghuang do not gather in great cities. Nomadic by nature, they wander the world, taking in all its wonders and terrors with equal enthusiasm. When two meet, they may bond for a time, and a clutch of eggs can result. Only one of these eggs hatches into a chick, but it is impossible for them to know which, so all are treated with great care. Rare twin births do occur, to the great celebration of their parents. After the chicks are capable of flight, their parents often part ways, with the chick staying with one or the other, at their own choosing.

**Relations:** Fenghuang are typically a social species and adore interacting with others. They are fast friends and usually of good spirits. They offer song, stories, and warm company in return for food and lodging in their travels. Not being born to societies as some others, they occasionally stoop to thievery if they perceive the item being taken will not be missed. In the rare possibility of a Fenghuang community, items will transfer from nest to nest without asking or hard feelings, simply being taken when needed and abandoned when not.

Alignment and Religion: Fenghuang tend towards the Chaotic, but also favor Neutrality. Their tendency to take what they need can put them in conflict with more 'civilized' people. Though they will return what is taken if asked, this does little to soothe the hurt feelings of their victims. Despite this, they are also a good people, who will go out of their way to lend a helping wing to those who appear in genuine need.

Adventurers: Rare is the Fenghuang who is not an adventurer of some sort. Consumed with a need to see and experience new things, they are drawn to the nomadic styles of adventuring and testing their mettle against all the world can throw at them. Being slight of body, they prefer professions that allow them to deal with their foes from afar. That many such disciplines also enhance their understandings of the worders of the world is a blessed bonus indeed.

Male Names: Hong, Hui, Jiayi, Junjie, Peizhi, Peng Female Names: Ai, Baozhai, Lifen, Lihua, Mingzhu

### **Racial Traits**

+2 Dexterity, +2 Charisma, -2 Constitution: The fenghuang are built delicately, but move with a distinct grace in mannerism and motion.

**Medium:** Fenghuangs are Medium creatures and have no bonuses or penalties due to their size.

Fey: Fenghuangs are fey with the Fenghuang subtype.

**Low-Light Vision:** Fenghuang can see twice as far as a human in conditions of low-light.

Normal Speed: Fenghuangs have a base speed of 30 feet.

**Flight:** Fenghuangs have winged flight of 30' with a clumsy maneuverability. Fenghuang cannot fly in medium or heavy armor or while encumbered.

**Natural Envoy:** Whenever Fenghaung put a rank in the Linguistics skill, they learn two languages instead of one.

**Curiosity:** Fenghaung are drawn to seeking out and sharing stories. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they gain a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.

**Fingerless:** Fenghuangs possess two wings and two talons, but no hands or fingers. They can wear rings on their talons, and gloves become anklets automatically while they wear them. They may carry things in their talons, and their mouth can be used as a single hand for wielding a weapon or other tasks. This does not impede their ability to speak or use verbal components/abilities. A Fenghaung may substitute at least one talon and wing and beak movements for the somatic requirements of spells.

**Fire Nature:** Fenghuangs are naturally attuned to flames, starting play with energy resistance of 5 against fire.

**Languages:** Fenghuangs begin play speaking Common and Sylvan. Fenghuangs with high Intelligence scores can learn any language (except for secret languages).

### Alternate Racial Traits

**Elemental Born:** A fenghaung with this racial trait is more akin to the fire elementals than most fenghuang, and gains Fire Resistance 20. This replaces curiosity.

**Ice Born:** Sometimes, a fenghaung connects to cold instead of flame. These fenghaung are a rare breed with icy colored feathers, and their births are considered occasions of significance. An ice born changes their resistance from fire to frost.

### **Racial Class Archetypes**

### Frenzied Dancer (Barbarian)

The passion of the fenghuang can spill over into battle, sending them into legendary fits of fury and rage when they match claws and swords against others.

**Dance of Battle:** Moving as if in the throes of a passionate fit, the fenghuang enjoy a +I dodge bonus to their AC against attacks of opportunity. This increases by +I per 5 character levels. This replaces fast movement.

**Flexible Rage:** Once per day, starting at level 2, a fenghuang may, as a swift action, gain one rage power they qualify to have. This remains for one minute per level. This replaces the rage power gained at level 2.

### Gnome

I say young man, stop a while! The day is young, and I have many Gnome: wares for sale! Simple Silo: Nay, little gnome, I cannot, for my mother warned about gnomes. 'Stay on the path' she said to me, 'hold onto your gold and don't trust a gnome'. I'm sorry, little gnome, but my mother told me so. 'Tis alright, good sir, 1 understand. After all, my people have made Gnome: many mistakes, sir. I am but a simple peddler, sir, but every time I meet a client, they run away, afraid I mean to eat them or some nonsense like that! Simple Silo: Sorry little gnome, but I must be on my way. Still, you have my sympathy; that sounds like a difficult life for a peddler. It is, sir, it is. My wife and child eat very little, and only when I Gnome: can make a sale. Even adventurers, sir; 1 sell many fine weapons and armors, and only last week discovered a cave filled with treasure, but I have yet to find anyone who will buy my wares and brave the monsters and claim the gold. Alas, 1 must continue traveling until 1 find such a brave soul. Simple Silo: Did you say ... treasure? Aye, I did sir. Mountains of it. But I must go, sir, Gnome: and find someone who will buy my wares, or my poor wife and children will starve. Simple Silo: Stop, please! I'm sure my mother wouldn't mind me leaving the path for a little while if I could bring home such a prize! Do you mean it, sir? Oh most joyous Gnome: of days! If you but purchase a sword and some armor from me, sir, I'd gladly show you the way! Simple Silo: 1 think 1 can do that. But one guestion: did the monsters look ... dangerous? For one as small as 1, yes, but they'd be no match for one as big and Gnome: strong as you, sir. Trust me.

> —Excerpt from Act 2 Scene 3 of "The Forest Gnome", by Willlowen Illwal.

For as long as history remembers, gnomes have been the servants of the fey courts, protecting the entrances to the fey realms and serving as their strong mortal arm. However, this connection to the fey and nature betrayed them as the Forest came, corrupting all it touched. While some gnomes fled and escaped the forest influence, others were assimilated into the forest, changing alongside the natural world. Today the gnomes of Khrone are two distinct peoples; those who were changed by the forests influence, and those who escaped to the skies.

**Society and Relations:** The forest gnomes are a people who delight in the savagery of the forest, rejecting all their previous ties and engaging in a ritualistic form of cannibalism. The other gnomes, sometimes referred to as sky gnomes, retain their old ways, but none of their old loyalties, as the loss of their forest homes has destroyed their stated purpose of protecting the entrance to Faerie. While some gnomes ally with the elves, many others harbor a bitter resentment for them, seeing the fall of the elves from the fey nobility as a failure on the elves' part. While the forest gnomes carve out new territories for themselves, the sky gnomes must traverse the civilized lands as nomads, looking for a purpose.

**Alignment and Religion:** While some sky gnomes cling to the old ways, many have rejected the fey court, instead turning to other religions to fill the void they feel as a people. Most forest gnomes adhere to the seventh sphere, seeing their transformation by the forest as a wonderful opportunity. Forest gnomes are almost always Chaotic, although they may be Good, Evil, or Neutral. Sky gnomes are anything other than Chaotic.

### Racial Sub-Types

**Forest Gnome:** A forest gnome gains the following racial abilities:

Forest Bond: Forest gnomes possess a

strong bound to the land, from where their corruption came. They gain a +2 dodge bonus to AC when in a specific terrain type select-

ed from the ranger list of favored terrains. This choice is made at character creation, and cannot be changed. Despite their name, the chosen terrain does not need to be a forest.

This replaces hatred and defensive training.

**Sky Gnome:** A sky gnome gains the following racial abilities:

**Gifted Linguist:** Sky gnomes are homeless, dealing with many different peoples as they travel. Sky gnomes gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

This replaces hatred and defensive training.

### Racial Archetype

### forest Irickster (hedgewitch archetype)

The forest gnomes practice possess many magical tricks, and while for some this is simply culture and ritual, for others it is a source of unbelievable power.

**Traditions:** The forest trickster archetype replaces one of the forest trickster's hedgewitch traditions.

**Carrion Sense:** The forest trickster gains the scent ability, which only functions for corpses and badly wounded creatures (50% or fewer hit points).

**Cannibalism:** A forest trickster may spend 10 minutes feasting on the corpse of a recently dead (within the last hour) Intelligent creature (an Int of at least 3) of at least Small size to gain the benefits of the Necrotic Feeding Death talent, gaining temporary hit points equal to twice the target's Hit Dice, as well as a +2 enhancement bonus to Strength and Dexterity, which increases to +4 if the target has 8 HD or more and +6 if the target has 16 HD or more. These effects last for 10 minutes per HD of the eaten creature, but cannot last longer than 10 minutes per hedgewitch level the forest trickster possesses. Bonuses from multiple creature do not stack; only the highest bonuses apply.

**Gnomish Trickery:** A forest trickster uses his class level as his caster level with the Illusion sphere. This stacks normally with caster levels gained from other sources.

**Master Illusionist:** Whenever the forest trickster ceases to concentrate on an illusion he is maintaining through concentration, or if he decides not to maintain an illusion at all after its creation, it remains for a number of rounds equal to 1/2 his hedgewitch level (minimum: 1) before disappearing. This stacks with similar abilities from other classes.

**Permanent Illusion:** At level 20, the forest trickster can make one of his illusions permanent. Only one illusion may be made permanent in this way at one time. If another illusion is designated as permanent, the previous permanent illusion ends.

### Goblin

It was late at night when Big Head began his journey home; a dangerous time for traveling, but he decided speed was more important than safety just this once, as he had neither beast nor sword to keep him company on the road.

Suddenly he heard a trembling sound, then a thumping, and then, charging from behind, he saw the unmistakable form of a dinosaur, a cherufe warrior riding on its back.

Big Head reached for his wands and weapons, only to remember that he'd lost them on his last adventure. By nothing more than sheer luck, the cherufe had managed to find Big Head at the one moment when he was unarmed and unable to defend himself.

"Goblin!" The cherufe warrior called "Run, for my beast is hungry and prefers to hunt his food!"

Big Head knew he had nowhere to run, and for a moment it looked like the end. But Big Head thought quickly and, knowing how the cherufe most likely viewed goblins, turned to his wits as the last weapon he had.

"Do not eat me, Great One, please!" Big Head called out, "If you spare me, I can lead you to a whole camp of goblins to sate your monster's appetite!"

And the cherufe laughed, for he thought all goblins were weak and

cowardly, and he tied Big Head up and slung him onto the back of his hulking beast, fully intending to eat Big Head himself once his mount had feasted on the promised goblins.

For the Cherufe did not know the ways of Big Head's people, and he did not know Big Head's clan. And when he slung Big Head onto the back of his beast, he had no idea that he had just placed a master of the Packherd Clan onto the back of an animal.

They rode on, the cherufe speaking insults and threats, but Big Head stayed as quiet as he could, answering only "Yes, sir" and "No, sir" as the cherufe demanded. Instead, he listened to the beast's movements, studied the motions of its feet, and came to understand how the cherufe commanded the beast. And all the time, worked on the knots of the rope until they bound him no more.

And, when the cherufe called to the beast to climb a hill, Big Head flicked the beast right behind the leg, where the cherufe hit it to make it run fast. The beast reared and the unprepared cherufe was thrown from its back. Big Head pulled his hands free from his ropes and grabbed the beast as the cherufe had, speaking frightening words to it and whipping it into a frenzy.

The cherufe fell to the ground, rolled, and would have risen to strike his goblin foe, but the frenzied dinosaur, not even recognizing its master, picked one foot up and smashed it down on the cherufe's head, crushing it into a thousand pieces.

It took Big Head an hour to calm the beast, so great was its frenzy, but eventually the beast calmed, and Big Head took the cherufe's place on its back, and continued on his way.

> —A passage from "The True Tales of Big Head", Volume VIII

While individual goblins tend to be weak and short-lived, the goblins of Khrone are clannish, using the weight of their numbers to succeed where no individual alone could. Each goblin clan possesses its own culture and specialization, as each generation rigorously teaches the next their collected learning. While the coming of the forest displaced everything, the goblin clans were quick to adapt, some turning to sky piracy while others turning to craftsmanship or economics, seeking to carve out a place in the new world in whatever way would best ensure the survival of their clan.

**Society and Relations:** A goblin without a clan is not truly a goblin. While some goblin clans are famous as marauders and destroyers, others are fierce merchants, animal tamers, craftsman, etc. Each goblin clan views itself as its own race or nation, and it's a great taboo to blame one clan for another's actions. The forest displaced and destroyed many clans, and many goblins have turned to adventuring to earn themselves

Goblin Clan Subtype	Ability Score Adjustments	Skilled Racial Trait	Other Racial Abilities
Merchant	-2 Str, +2 Dex, +2 Cha	Appraise, Diplomacy	Merchant goblins gain a +2 bonus to Bluff checks. When they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.
Pirate	+2 Dex, +2 Wis	Profession (any one), Intimidate	
Herder	+2 Dex, +2 Cha	Ride, Handle Animal	
Bandit	-2 Str, +4 Dex, -2 Cha	Ride, Stealth	
Craftsman	-2 Str, +2 Dex, +2 Int	Disable Device, Craft (any one)	Craftsman goblins gain a +2 bonus to Knowledge (engi- neering) checks. In addition, a craftsman goblin is treated as proficient with any weapon they personally crafted.

#### **Table: Goblin Clans**

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the wealth, power, and prestige necessary to accumulate the spouses and followers necessary to revive an old clan, or perhaps create a new one.

Alignment and Religion: Most goblins revere the fiends (particularly Namoosh, Lord of Crime), using their worship to gain power for themselves and their clans. Marauding clans tend to be Chaotic Evil, while many of the new merchant clans tend to be Lawful Evil. With so many displaced goblins around, however, goblins are beginning to be found of all alignments and all religions, as many turn to whatever source of aid and comfort they can find.

### **Racial Sub-Types**

Each goblin clan produces a different type of goblin, and every goblin reflects their clan. A Khrone goblin may choose any of the clan subtypes listed on **Table: Goblin Clans**, which changes their ability score racial traits and their skilled racial trait (their bonus to Ride and Stealth checks) in a number of ways.

### **Racial Archetype**

### Goblin Expert (Rogue Archetype)

Every goblin clan excels at one particular activity. Some goblins build on this expertise, becoming unparalleled avatars of their clan.

**Great Skill:** A goblin expert excels at the skills taught by his clan. The goblin expert gains a bonus to the two skills he gained a bonus to through his Skilled racial trait equal to 1/2 his rogue level (minimum: 1). This replaces trapfinding.

This replaces trapfinding.

**Bonus Feats:** At 3rd level, the goblin expert gains a bonus feat, chosen from any feat for which he qualifies. The goblin expert gains another bonus feat at 7th level and every 4 levels thereafter. If using the variant multiclassing rules from Pathfinder Unchained, these bonus feats may be traded into for a secondary class. This can allow the goblin expert to gain a tertiary class.

This replaces the Sneak Attack advancement gained at 3rd, 7th, 11th, 15th, and 19th levels.

**Expertise:** At 3rd level, whenever the goblin expert takes 10 on any skill check, he treats his roll as if it had been an 11 instead of a 10. This improves to a 12 at 6th level, a 13 at 9th level, a 14 at 12th level, a 15 at 15th level, and a 16 at 18th level.

This replaces trap sense.

### Halfling

1, Veshlet Moonfoot, am the last of the Great Dragon Lords.

My people, both Dragon and Nemla, have won their freedom from High Lord Hilwa and his abominable creations, but at too high a cost. Even now, the dwarves move in, tearing us from our homes through the might of their machines, and my people are too wounded and crippled even to fight back.

We are scattered, and while some of us gather in the old halls of the mountains, others simply run, finding what rest and refuge they can past the horizon. Though the might of Dragons is great, each one as powerful as an army, there are simply too few of us, and Dragons take too long to age. I fear it will be millenia before my peoples recover.

The archives burn around me. While we have smuggled as much of our Dragon Lore to the mountains as we could, the archives proved too large and too tempting a target for the dwarves and their quest to eradicate us. So much of our ancient lore now only exists in my head, and the war drums of the dwarves surround me so that I cannot believe I will leave this place alive.

There is but one hope for my order; the greatest secrets of the Dragon Lords are contained in a volume, which even now I entrust to the hands of a young Nemla and his mount. It is not all of our secrets, but if it can escape this place, perhaps it will be enough to allow our peoples to reconstruct the rest. I know the dwarves search for me, and while there is little hope for my own escape, perhaps I can provide enough of a distraction to allow my entrusted carriers to slip through their defences.

I pen this page with my own hand and entrust it now to their care, so our peoples may know that these two are not thieves, but are rather the hope for our peoples' future. Aid them as best you can on their journey to our new mountain home.

Wyrm's luck be with us all.

-Veshlet Moonfoot, Dragon Lord of Etkinea, in his last written account

Since time immemorial, halflings ('Nemla' in their own tongue) have lived beside dragons as either servant, master, or friend. Halfling dragon sages have accumulated their lore and tended their eggs, and halfling dragon riders have gone to battle beside them to protect the interests of both races. With the coming of the forest, this bond has become even stronger and more vital, as both dragons and halflings must rely on each other for any chance of survival.

**Society and Relations:** Halflings and their dragon kin can be found scattered throughout the world, but most have congregated in cliffside caves high up in the mountains, where even the trees cannot grow. From their secluded homes halflings have gone out to explore the new world, aiding the other races and delving the forests ruins—some professionally, others as a sign of bravery during adolescence. Halflings are welcome in almost any adventuring crew as their skills, and allies, are both quite powerful.

Alignment and Religion: Halflings revere the Frost Father and Mother Maedra as the father and mother of dragons, but many supplement this worship with whichever deity best matches their interests. Halflings vary in alignment as widely as the dragons they live with, but most tend to be Neutral Good.

### **Racial Traits**

Halflings of Khrone possess the following racial traits: **Riders:** Halfings gain a +4 racial bonus to Ride checks. This replaces sure-footed.

### **Racial Archetype**

### Halfing Dragonrider (Cavalier Archetype)

Among the halflings, there is a method through which a dragon and its rider may form a lasting bond, fueled by the dragon's magic. This leaves the dragon weakened and without magic at first, but the dragon quickly grows in strength and size as their rider grows in experience, reaching levels of power a young dragon would otherwise need to wait centuries to achieve. Among the nemla, this is an honored rite of passage for both halfling and dragon, as the nemla gains strength, the dragon gains a check on its youthful hot temper, and both gain a powerful friendship.

**Weapon and Armor Proficiencies:** The halfling dragonrider is proficient with all simple and martial weapons, light armor, and shields (except tower shields)

**Dragon Companion:** A halfling dragonrider gains a dragon companion, which serves as a faithful companion throughout their lives. If either dragon or halfling dies, the other may bond a new creature, but only after a period of mourning extending at least a week. If the dragon chooses not to bond another creature, it retains its size and regains the magic and other abilities it would gain for its size after one year, rather than reverting to the power level usual for its age.

A dragon companion is a companion from the Conjuration sphere from Spheres of Power, but it is not considered an extraplanar, nor requires summoning (as the bound companion boon discussed in Chapter 2: Player Options, but with a few significant changes discussed below). The halfling dragonrider uses their cavalier level as their 'caster level' when determining the power of their dragon companion, but this does not cause the halfling dragonrider to count as a caster in any other way, nor is the dragon companion affected by the halfling dragonrider's caster level, Conjuration talents (including [form] talents), nor magic items or effects that affect the Conjuration Sphere.

A dragon companion, regardless of its dragon type, is a Mediumsized quadraped companion, and possesses the dragon type, gaining its associated changes: The dragon companion uses d12's instead of d10's as its hit dice, gains Darkvision 60 ft and low-light vision, gains all three saving throws as good saves, and Skill points equal to 6 + its Int modifier (reduced to 4 due to low Intelligence) per Hit Die, with the following class skills: Appraise, Bluff, Climb, Craft, Diplomacy, Fly, Heal, Intimidate, Knowledge (all), Linguistics, Perception, Sense Motive, Spellcraft, Stealth, Survival, Swim, and Use Magic Device.

In addition, the dragon companion begins with the Avian Creature talent (gaining wings), as well as the Armored Companion, Fortified Companion, Quick Companion, Powerful Companion Conjuration, and the Draconic Creature talents. The form of breath weapon gained depends on the type of the dragon in question.

### **Table: Draconic Breath Weapons**

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

The dragon companion also gains immunity to the element it breaths with its breath weapon, a pair of claw attacks in addition to its bite attack, and a bonus to Intelligence and Charisma equal to 1/2 its Hit Dice. The dragon companion and halfling dragon rider also gain the effects of the Link talent with each other.

A dragon companion also gains the Altered Size talent at 8th and 15th levels, growing to Large and Huge size respectively. Its breath weapon also doubles its range at 8th and 15th levels as well.

*Focus:* However, despite the powerful bond between them, seamlessly blending the actions of a dragon and its rider is difficult. No matter how much a dragon companion wants to obey its rider, a dragon's nature leads it to often initiate its own plan, only to realize its plan is different than its rider, causing it to stop its actions halfway through so it doesn't take a radical action that would surprise its ally. This can result in the dragon doing very little but fly around, even in a pitched battle. To avoid this, a halfling dragon rider and dragon companion must establish a mental focus.

A dracon companion always goes on the same initiative as its rider. Without the dracomancer establishing focus, a draconic companion will only take a single move action (moving as the dracomancer wishes) each round and such free actions (speaking, making attacks of opportunity, etc.) that seem prudent. If a halfling dragon rider is unconscious or incapacitated, his dragon companion moves to be adjacent to its rider as quickly as possible, then attacks any foe that threatens either dragonor rider. A dragon companion acts to defend itself if separated from its rider, and can be convinced to stay behind to guard a camp or other location, but does not willingly go on missions or run errands separate from its rider.

Establishing focus is a standard action for the halfling dragon rider, after which its dragon companion may take a full-round's worth of action, as normal. This improves to only requiring a move action at 2nd level, a swift action at 8th level, and a free action at 15th level. As the focus establishes a mental bond between the dracomancer and her draconic companion, no vocal communication is required between the two while the focus is in effect. A dragon and its rider must be within Close range (25 ft + 5 ft per 2 levels) to establish focus.

The dragon companion replaces mount and the cavalier's order. For more information on dragon riders and dragon magic, see Dracomancer and Dragon Rider by Rogue Genius Games.

### Human

### To all the peoples of Khrone,

1, Andrus, send this missive to all corners of the world. This letter is borne by Merfolk messengers who carrying both food and supplies for your aid, and is to inform all lost creatures that a new beacon of hope has been erected. The city of Andrus, founded where once stood the nation of Finreche, stands ready to open its doors to all creatures who seek food, shelter, and the protection of strong walls.

In this time of trial, as in all times of strife, it is only through decisive action that we can make a future in which our childen may find peace. While the nations of the world are fallen, their people, you and 1, must choose now whether we will die upon the ground, or stand tall and proud as a people reborn. Think not that this is but a temporary solution; with the aid of our Mer allies, Andrus is poised to stand for centuries. And think not that this offer is only for some; though 1 may be human, my offer is for all men of all races and peoples, and none will be turned away who are willing to keep the peace and obey our laws.

Come, one and all, to our city. In this new world, we are only as strong as we are united.

—A letter, penned by the hand of Andrus, the last King of Men.

Humans were the most populous and widespread of the races before the coming the Forest, and were the race who controlled the Etkinean valley and built the Walkways. While today they may be but one race huddled among many, they nonetheless are still the most populous and widespread of the races, as many of the mortal colonies built on other planes before the Walkways broke were comprised mostly of humans.

**Society and Relations:** Humans can be found in Forest tribes, in scattered colonies, and in Andrus and the floating isles with equal frequency. As a whole, humans embrace magic and allies in all their forms much more readily than other peoples, which is principally why so many of them were positioned to survive the changes the Forest brought to the world.

Alignment and Religion: Humans may be found of all alignments and all religions.

### **Racial Archetype**

### Sky Sailor (Fighter Archetype)

It behooves a sky sailor to learn as much as possible, as one never knows when they'll need to cover for an injured crewmate. In this regard, the natural adaptability of humans serves them well, and many human sky sailors will learn everything they can in case it one day saves their life.

Weapons and Armor Proficiencies: A sky sailor is proficient with all simple and martial weapons, shields, and light armor.

This modifies the fighter's usual weapon and armor proficiencies.

**Skilled:** A sky sailor gains 4 + his Int modifier skill points per level instead of 2 + his Int modifier skill points per level.

This modifies the fighter's usual skill points per level.

**Crewman:** At 2nd level, a sky sailor gains a +1 bonus to all skill checks made with Profession skills or the Heal skill. This bonus increases by +1 for every 4 levels beyond 2nd. In addition, a sky sailor may make any Profession skill check untrained.

This replaces bravery and the bonus feat gained at 2nd level.

**Bonus Feats:** A sky sailor gains a bonus feat at 3rd level. This may be any feat for which he qualifies. The sky sailor gains another bonus feat at 7th level and every 4 levels thereafter. If using the variant multiclassing rules from Pathfinder Unchained, these bonus feats may be traded into for a secondary class. This can allow the sky sailor to gain a tertiary class.

This replaces armor training 1, 2, 3, 4, and armor mastery.

### Leshy

Yesterday we spoke of the alraun and their peculiar situation here in Khrone, and although it makes a wonderful parallel to our considerations last week of Stvoria Thricehand's work, today's focus will remain on the races we know were birthed from the Forest. In particular, the leshy which, as you should well know, 1 am counted among.

Initial explorations into the divinity—or, depending on the school of thought one identifies with, lack thereof—of my people have resulted in unanimous conclusions that we are the physical manifestation of what, before the modern era, were call "forest spirits". I know, I know, please avoid hushing among one another; we'll clarify this controversial term soon, but for anyone that's yet to have one of my firm handshakes it is important to note that there are no arguments as to the physical makeup of leshy. We are, without any doubt, bodily made of the same materials one would find in a deciduous forest.

What of these "forest spirits", then? There is a fair amount of conjecture about the use of this terminology, and for several very good points. Where are all the rest of the forest spirits? What value does this place upon the souls of me and my kin—is the distinction of our everlasting existence of greater importance than that of a halfling or gnome? The leshy philosopher Huawhenua Verdmynd postulated that due to the ancestral memories my kind all share, only those entities that chose to experience life anew were transformed.

Ah yes, yes, everyone wants to know—"what of the ancestral memories? What great mysteries of the past can you recall?" but it is not nearly as exciting as that. There are things I remember, certainly, like other leshy. Flashes of the distant past come to me in dreams; rolling plains of gold, busy valleys of settled farms, arid but beautiful deserts. Before I awake, these memories all crack at the seams before breaking apart, like the Walkways, I've come to believe.

But to get back to it—nearly all of my counterparts and I share one defining trait of good character that takes precedence above all others, one you may well have surmised. All of us are compelled to learn of the world, to travel across Khrone in search of the unknown and to better understand the planet. For some, like Huawenua and myself, this compulsion can fuel the pathological drive to acquire scholastic knowledge, but it seems that no one subject dominates any other.

### -from a lecture by Professor Khudradda Greensmith

Once little more than forest spirits that passively observed the world, leshy were reborn alongside Khrone when the Forest exploded across the planet's surface. Suddenly empowered and given physical form, they fanned out across the world with an insatiable thirst for knowledge. Finding that imitation was effective, they all adopted the shape of humanoids but remain plants throughout, fed as much by nature as they are by driven curiosity. **Physical Description:** Leshy are stout humanoids that might be mistaken for dwarves from a distance, but up close they are clearly creatures of the forest—in the most real sense. Their thick arms and legs are covered with thick bark that extends over their entire bodies, and their "hair" is made of numerous tiny branches, bits of moss, and other vegetation. Were it not for the chilling hue from a leshy's eyes, it would be easy to mistake a one for a misshapen plant rather than a treeperson.

**Society:** Of all the creatures that emerged from the rebirth of Khrone, the shattering of the Walkways, and the explosive growth of the Forest, none are as amiable as the leshy. Possessing an ancestral memory of the past but without thoughts associated with it, they are quite pleasant, bearing no ill-will or cultural connection to either the new world or the old. This incomplete understanding of natural history only serves to make leshy more interested in acquiring knowledge about their planet, and they do their best to acclimate to the cultures around them to better integrate with the parts of Khrone that don't thrive from sunlight and water alone (often emulating nearby settlements in order to be as welcoming as possible).

**Relations:** The curiosity of the leshy tends to make them extremely outgoing and friendly, confident that their hardiness and resiliency will

let them endure whatever dangers befall their inquisitive minds. Despite being even stranger than alraun, most of the other races are kind to leshy—either fearful of what they are capable of, keen to have a stalwart and knowledgeable companion, or happy to find that they are so universally amicable.

> Alignment and Religion: Though they are born of the Forest, leshy are not naturally Chaotic and tend to take on alignments that fit their locations or the subjects they've chosen to study as they explore Khrone. The 7th Sphere philosophy appeals to many leshy, but others worship the primordials or explore other religions wherever they find them.

> > Adventurers: Leshy are excellent scholars and have a truly natural talent for alchemy, but their plant biology makes them equally apt at martial combat. Practically all leshy spend large spans of their lifetimes exploring the world, along with whatever other realms they can reach—they are far and away the best

traveled of the children of Khrone. **Male Names:** Bostneulis, Khudradda, Lachaniko, Masamba, Sabzi, Zelenchuk **Female Names:** Busakan, Huawhenua, Kasvis, Oriri, Sayuran, Vexetal

### Leshy Racial Traits

-4 Dexterity, +2 Constitution, +2 Intelligence: Leshy are extraordinarily hardy and quite canny, but very stocky and slow.

Leshy: Leshy are plants with the leshy subtype and are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning. Leshy breathe and eat, but do not sleep, unless they want to gain some beneficial effect from this activity. This means that a leshy can sleep in order to regain spells, but sleep is not required to survive or stay in good health.

**Slow:** Leshy have a move speed of 20 ft, but their move speed is never reduced further by armor or encumbrance.

**Low-Light Vision:** Leshy can see twice as far as humans in conditions of dim light.

**Medium:** Leshy are Medium sized and have no bonuses or penalties due to their size.

Ancestral Memory: The spirits of leshy are born from forest spirits that have observed the world for generations, and leshy still possess pieces of these memories. All leshy gain a +I bonus to all Knowledge skills.

**Curious Learner:** Leshy are insatiably curious about the world around them. Choose two Knowledge skills. These skills are always considered class skills.

**Tree Resiliency:** Leshy are extremely hardy, and gain the Endurance feat as a bonus feat at 1st level.

**Xylem Healing:** Though a leshy can rest anywhere to recover hit points or ability damage (just like any other living creature), when a leshy is able to plant itself into soil for the duration of a rest it heals twice as much as normal. This can be combined with the long term care use of the Heal skill.

**Fire Vulnerability:** Leshy have vulnerability to fire, taking half again as much damage (+50%) from fire damage.

**Languages:** Leshy begin play speaking Common and Sylvan. Leshy with high Intelligence scores can choose any languages they want (except secret languages).

### **Racial Archetypes**

### force of Nature (Brawler Archetype)

Though all leshy are plants, some express their connection with Khrone in a much stronger way than others. These veritable forces of nature embody the strength of a forest and the tenacity of a swamp, as deadly as they are hard to put down.

**Vegetalker:** The force of nature gains the vegetalker feat as a bonus feat at 1st level.

This replaces brawler's cunning.

**Tresiliency (Ex):** At 3rd level, the force of nature becomes hardened. He gains DR 1/-. This increases by 1 for every 4 levels thereafter, to a maximum of DR 5/- at 19th level.

This replaces maneuver mastery.

**Woodland Stride (Ex):** At 5th level, the force of nature may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

This replaces close weapon mastery.

### Merfolk

When I say you can trust a merman, I mean that the same way you do when you say you can trust any creature; that is to say, you can trust him to help himself, and to try his best not to rock the proverbial boat, as it were. Perhaps not a rousing endorsement, but it is the basic heart behind all forms of trade; I have something you want, you have something I want, and we make a deal.

With that in mind, good sir, the established merchant is quite possibly the most honest man you will ever find. I've worked this route for years and everyone knows me. If I were to cheat someone, or sell damaged goods or any number of other unsavory activities, word would get around, and I'd quickly find myself without a customer base to sell to. My entire livelihood depends on me making you happy, as it were.

You know, they say when Andrus first made his famous deal with Great King Tirioc, may his soul rest forever, Great King Tirioc was furious. Of course he'd entered the deal of his own choosing, but he still felt manipulated into doing it, and balked at taking orders from a surfacer, even one who'd saved his life. He ordered his men to being only the worst food to your city; the dregs that no self-respecting merman would eat. It was his own small form of revenge, you see. But then, he saw how much wealth his trade deal was bringing into his city, he saw how much respect Andrus showed him and his people and, most importantly, he saw the other jealous merfolk kingdoms rushing in with better-quality goods to steal a piece of the Great King's booming business. Well, needless to say, now you won't find any goods for sale in Andrus better quality than those that come from his kingdom.

But I digress. You wanted ten pounds, correct? And while I have you here, may I interest you in some of my one-of-a-kind items?

—'Honest' Edget, Merfolk trader

Once generally ignored by the surface dwelling peoples, the kingdoms of the merfolk accidentally became some of the most powerful political forces in the world by the simple virtue of living outside the Forest's reach. While terrible leviathans of the deep did emerge when the Walkways collapsed, the merfolk have held strong, and have taken on the role of the world's principal merchant force, trading desperately-needed food and supplies to the surface's refugees.

**Society and Relations:** The merfolk exist in a series of independent monarchies scattered across the ocean, each one holding dominion over its surrounding sea. While never as populous as the surface dwelling peoples, the kingdoms of the merfolk have always been proud and strong, generally taking little interest in their surface neighbors. However, when one of the most powerful merfolk monarchs bowed before Andrus and pledged his assistance to the surface world, many followed suit, some to keep their rivals from winning too many allies, others simply because they saw the opportunity and didn't want to be left behind.

Alignment and Religion: Merfolk have a deeply spiritualist culture, having revered Mother Maedra not only as their patron, but also as their own mother. While the myths of merfolk carrying the souls of the dead on their journey to Maedra are exaggerations, it cannot be denied that merfolk have always had a special cultural reverence for the spirits of the dead. Merfolk will sometimes worship other deities as appropriate to their situations, and the worship of Tarrum and Namoosh in particular has risen drastically among them as their economic role has

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increased. Most merfolk are Neutral to the battles of Law and Chaos, but may easily be Good, Evil, or Neutral as their individual inclinations decide.

### **Racial Archetype**

### Shepard (Soul Weaver Archetype)

Among the merfolk, soul weavers hold a special place of reverence, and are sometimes called in to aid the dead who are trapped, scared, or want to communicate with the living.

**Exorcism:** A shepard may expand the energy of one of their souls to attempt an exorcism on an undead. The target undead must pass a Will save or be instantly destroyed, its soul laid to rest. This only functions against undead that have Hit Dice lower than or equal to the shepard's soul weaver level.

This replaces syphon health.

**Mass Exorcism:** At 8th level, the shepard may expand the energy of one of their souls to exorcise all undead in an area. This affects all undead within a 40 ft radius of the soul, destroying up to 1d4 Hit Dice of undead per level. Undead with the fewest Hit Dice are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature with more Hit Dice than 1/2 the shepard's soul weaver level are affected, and HD that are not sufficient to affect a creature are wasted.

This replaces channel mastery.

### Orc

Our people are divided, now. Me and my pack still hold to the ancient rites, our ancestral duties at the forefront of our minds. We have fought men, dwarves, and dragons for thousands of years because we knew it to be our sacred mission. Our failures, such as they were, did not matter; what mattered was the struggle, and that each Orc died proudly fulfilling his duty before joining the cycle of rebirth.

But your people, you are no longer orcs. You have chosen perversion, or perhaps have been perverted, and have abandoned millennia of our people's traditions. Your people make excuses involving words such as 'following the will of life' and 'the true nature of the orcs', but I remember the teachings of the ancients, and what your people have done, what they have become, is what the ancient druids warned us of, and is the reason they first founded our order.

Mal'flac, you and your people are the next in a long line of usurpers, holding the valley without knowledge or right, and will be dealt with as all the others. We will meet you on the field of battle, until one or both of us are wiped from the face of this planet.

> —Trac'roc, Arch-Druid, in his letter to Mal'flac, Druid of the 7th Sphere.



There are two kinds of orcs in Khrone; 'feral' orcs that have been corrupted by the forest, and 'noble' orcs, who hold tightly to their people's ancient druidic tradition. Druidism itself has its roots in orcish element worship, and while not all druids are orcs nor all orcs druids, the two groups have always been intertwined. Like the gnomes, this connection to nature is what split their people, for while some hold tightly to their ancient ways, others were changed by the forest's coming, or turned willingly to 7th sphere worship claiming it to be the true destiny of the orcs. While certainly not all beings changed by the Forest turn evil, in the case of the orcs, something brutal and destructive was awakened by their contact with the Forest, transforming the feral orcs into true forces of devastation.

**Society and Relations:** While feral orcs are universally reviled for their destructive tendencies, noble orcs maintain good relations with as many peoples as possible and, while some people blame druids for the Forest's coming, others welcome the noble orcs and their magic gladly, as it protects their settlements and feeds their

people.

Alignment and Religion: The orcs revere the primordials, worshipping them as the masters of the world and the elements of nature, holding to the druidic teachings of Neutrality wherever possible. Feral orcs, on the other hand, are almost always Chaotic Evil, and usually hold to the 7th Sphere or worship Dagorath as the embodiment of destruction.

### **Racial Traits**

**Feral orcs** use the statistics presented in the Pathfinder Roleplaying Game Bestiary 1 and Advanced Race Guide.

**Noble orcs** possess the following alternate racial traits:

**Ability Scores:** Noble orcs are known for their great strength of body and will, but possess very little in the way of academic aptitude. They gain +2 Strength, +2 Wisdom, and -2 Intelligence.

This replaces the orc's ability score racial trait and light sensitivity.

### **Racial Archetype**

### **Elemental Druid (Druid Archetype)**

In its earliest form, druidism existed as a form of elemental worship, and many orcs still hold fast to that grand tradition.

**Nature Bond:** An elemental druid must choose a domain for their nature bond, and may choose from animal and terrain domains as normal if allowed by the GM.

This modifies nature bond.

**Elementalism:** At 4th level, the elemental druid gains a second domain, gaining its abilities and adding its domain spells to the list of spells they may cast through their nature bond. This does not grant them the ability to cast more spells per day, but rather they must choose which of their domain spells to prepare each day, similarly to a cleric.

The elementalist gains a 3rd domain at 8th level and a 4th domain at 12th level, gaining their abilities and adding their domain spells to those the elemental druid may select with their domain slots.

This replaces wild shape.

**Elemental Lord:** At 20th level, an elemental druid no longer needs to memorize domain spells. Instead, they may spontaneously cost their domain spells, choosing which spell to cast at the time it is needed. The elemental druid still may only cast one domain spell of each level per day. These spells may be modified by metamagic feats, as if the druid was a spontaneous caster.

If using the Sphere Druid archetype, change the elemental druid in the following ways:

**Elementalism:** At 4th level, the elemental druid gains a 2nd domain, gaining its associated abilities. Whenever the elemental druid gains a domain magic talent, they may choose from either sphere associated with their domains.

> The elemental druid gains a 3rd domain at 8th level and a 4th domain at 12th level, gaining their associated abilities and being being able to select from their associated spheres whenever he gains a domain magic talent. This replaces Wild Heart.

**Elemental Lord:** At 20th level, the elemental druid gains the associated abilities of a 5th domain of his choosing.

### Sidhier

Councilor Vorkael: Ladies and gentlemen of the court, your place today is not to be observers to the malicious will of a distraught public. It is not to sate the bloodthirsty mobs of citizens outside, or to put to death an innocent as an example of what comes to pirates that sail near Ascarya's skies. Today you are the instrument of justice. You are the scales of balance that define us as civilized, the very antithesis of the wildness that has enveloped the world below.

> Councilor Vorkael: the prosecution would have you believe that Drelsii Tarscann is nothing more than a simple beast ruled over by the basest desires and instinctual impulses. They would have you invest yourselves entirely in the overly popularized fiction of "the dreaded pirate Bloodhook" —with the literature provided to you that I have proven is printed by a publishing house owned by the prosecution, with witnesses that have never seen this supposed buccaneer, and by professors and scholars that speak to her being a sidhier—to whit I must ask you what proof, what undeniable, unadulterated, substantiated physical proof have you been shown that leads anyone to believe that Drelsii Tarscann is in fact this terrible apparition of the sky?

> > Councilor Vorkael: None. The answer is none at all.

Councilor Vorkael: With this dearth of

factual evidence one must wonder why we are here, and how it is she is accused of being this vile caricature. The answer is simple: Ascarya has a history of discrimination against sidhier that has been since its inception, continuing today with sham trials like this. I beseech you, members of the jury, to put an end to this wild charade and bring the light of law to this court once again.

Councilor Vorkael: Case 19, Coblyn Haestrat v. The City of Ascarya. A sidhier cobbler and father of four is accused of piracy by an officer of the guard, prosecuted without trial or any evidence to support the claim.

Councilor Vorkael: The reign of the criminal Coblyn was accused of being continued for 13 years afterward.

Councilor Vorkael: Case 54, Velnens Candorian v. The City of Ascarya. A sidhier seamstress and mother of two is convicted as the cause of the Vuusdaran Curse. Despite an alibi supported by a dozen witnesses, a doctor's confirmation of her dead eye and limp leg—making a delve into the deadly tomb that we eventually learned spawned the horrors completely impossible—reports of someone breaking into her home shortly before the guard arrived to seize her, and proof that her "artifact" was a complete farce, Velnens Candorian hung by the neck until dead.

Councilor Vorkael: The true artifact was recovered by agents employed by the guard two weeks later from a black market dealer.

Councilor Vorkael: Case 76, Nastavak Alleraldi v. Captain Georgio Roberts, Captain of the Sailwell. Based on the admittedly drunken account of a notedly racist sailor. Nastavak was tried for piracy as the buccaneer Dread Silver-Eyes, regardless of consistent alibis provided by a multitude of witnesses of various races.

Councilor Vorkael: There are numerous other examples—dozens upon dozens—of our fair citizens turning a blind or malicious eye to the sidhier, discriminating against otherwise productive peoples based purely on the color of their eyes and the lineage of their blood.

Councilor Vorkael: These professors of academia have told you that sidhier have "a natural tendency to interject themselves into situations and repetitive behavior as agitators in scenarios of all kinds", and that "the fey blood within their veins is undeniably maniacal."

Councilor Vorkael: Is the high captain of the city guard, Jajrii Navalle, himself a sidhier and one of the highest lawmen in the nearby skies, filled with "undeniably maniacal" blood? Or the celebrated holy knight, Cherten of the Golden Sword—a paladin and undeniable force of good—is she an "agitator in scenarios of all kinds"?

Councilor Vorkael: Justice. Today you will consider amongst yourselves on what justice is. Not whether you like or dislike Drelsii Tascann, or if you seek an end to the scourge of the skies that may or may not exist, this fictionalized character of "Captain Bloodhook" trumped up by the prosecution. It is not whether you tire of these arguments, or even of whether you value Drelsii's life, though you certainly should—Drelsii is only one of many, a many that includes you. By unjustly sentencing her, you take a step for the city of Ascarya that continues down the path of unfair discrimination, a path that leads to a road where more than just sidhier will find themselves inequitably treated, a route to subjugation unfair to all.

> —Transcript from the Trial of Drelsii "Bloodhook" Tarscann Convicted for Air Piracy, Murder, and Theft of Property 4th Circle court of the Floating Isle of Ascarya

The Fey Lords love to meddle in the lands of Khrone, and sidhier are the long-removed progeny of their time with the planet's residents. Sidhier possess an unyielding desire to wander, which has driven these feytouched children to travel the world in search of adventure, glory, balance, or entertainment.

**Physical Description:** While they are usually more graceful and fairer than humans, sidhier very much resemble them save for the expressions of their feyblood—silver tongues, mercurial eyes, white or gray (but always whispy and ephemeral) hair, and sometimes even antlers. Curiously, they are completely unable to grow facial hair of any kind.

**Society:** Khrone has been home to sidhier since time immemorial but they've never developed into a cultural identity all their own. Instead they tend to become axillaries to the fey courts or integrate into human lands, often serving as diplomats or at other tasks suited to their silver tongues.

**Relations:** Sidhier are naturally likeable and get along with the other races of Khrone quite famously. Their natural affinity for communication and exceptional luck make them easy to relate to and identify with, though some sidhier have an irresistible urge for disruptive behavior that can swiftly undo whatever good graces are extended to them. Their fey nature also can make them seem odd and otherworldly to others.

Alignment and Religion: It's no surprise that many sidhier come to worship either Oberon, Mab, or The Fates, but they are not overwhelmingly compelled to follow the fey courts; some strongly espouse the philosophy of the 7th Sphere, and adherents to the Gods, Primordials, and Fiends are not uncommon. While predominantly of neutral alignment, sidhier are just as likely to be Evil, Good, Chaotic, or Lawful.

**Adventurers:** Sidhier all come upon a wanderlust near maturity, an urge to travel and see the world that few manage to resist. They take as easily to sorcery as they do gunslinging or swashbuckling, but often find it more suitable to assume two roles rather than just one—sidhier pirates are known to be as deadly with a rapier as they are with magic.

Male Names: Coblyn, Jajrii, Nastavak, Skritto, Tugvaed, Vorkael Female Names: Cherten, Drelsii, Lutin, Nemirnik, Schelm,

Velnens

### **Racial Traits**

+2 Dexterity, +2 Charisma, -2 Strength: While swift and possessive of strong personalities, sidhier are frail of frame and weaker than most other races.

**Sidhier:** Sidhier are humanoids with the fey and sidhier subtypes. **Medium:** Sidhier are Medium sized and have no bonuses or penal-

ties due to their size.

Low-Light Vision: Sidhier see twice as far as a human when in conditions of dim light.

**Entropic Hope:** Once per day, after a natural roll of 1 on a d20 roll, a sidhier may reroll and use the second result. At 10th level, sidhier can use this ability twice per day.

Lucky: Sidhier gain a +1 luck bonus to all saving throws.

**Feystepper:** Sidhier are always considered to have a running start when making Acrobatics checks to jump, always treat Acrobatics as a class skill, and gain a +2 racial bonus to Acrobatics checks.

**Multitalented:** Sidhier choose two favored classes at 1st level and gain +1 hit points or +1 skill rank whenever they take a level in either of those classes.

**Planar Balancer:** A sidhier can turn herself into a dimensional anchor, affecting herself and all creatures within 5 ft. as a free action for a number of rounds per day equal to 1/2 her hit dice (minimum 1). These rounds do not need to be consecutive. At 5th level and every 5 levels thereafter, the range of effect increases by +5 ft. (to a maximum of 25 ft. at 20th level). Any attempt to teleport or cross planes made by any creature within this area fails unless they succeed at an MSB check (caster level check) against a DC of 11 + the sidhier's character level. This also affects the summoning of companions and other extraplanars.

**Sphere of Desire:** A sidhier treats their caster level as being 2 higher when using the Enthrall charm from the Mind Sphere, and may use the Enthrall minor charm even if they do not possess that talent. Treat their caster level with this charm as being 3 (1+2) if they do not possess the casting class feature.

**Languages:** Sidhier begin play speaking Common and Sylvan. Sidhier with high Intelligence scores can choose any languages they want (except secret languages, such as Sylvan).

### **Racial Archetype**

### Skyscourge (Swashbucker Archetype)

Historically the most famous (or infamous) sidhier of Khrone have been buccaneers, ne'er-do-wells, or (as of late) air pirates. More at home in the skies than other freebooters, skyscourges are legendary larcenists with reputations as wide as the horizon and often cited as why the fey-

blooded are often shown disdain or receive mistreatment. The cycle is vicious, however, and every year more of these swashbucklers take to the firmament in search of glory, prestige, or (most often) wealth.

Aerobatic Attack (Ex): At 3rd level, a skyscourge better learns how to maneuver and fight in the skies. While airborne or riding on a vehicle that is using a flight speed, the swashbuckler gains a +1 dodge bonus to AC and +1 competence bonus to attack rolls. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level). When riding on an airborne vehicle, these bonuses only apply to creatures who aren't on the vehicle itself.

This ability replaces nimble.

**Planar Aerobat (Su):** At 4th level, a skyscourge gains the Planar Swing feat if he does not already have it. If he does possess the Planar Swing feat, he may make two jumps whenever he uses that feat, rolling Acrobatics twice when determining height and distance, as well as being able to change direction in mid-air. He may make an additional Acrobatics check when using Planar Swing at 12th level and 20th level.

This ability replaces the bonus feats gained at 4th, 12th, and 20th level.

**Scourge of the Skies (Ex):** At 8th level, the skyscourge's reputation becomes so pronounced that it can open doors and expose opportunities where some might not even dare tread. Once per week the swashbuckler can call in a favor or use the weight of their renown to gain one of three different benefits: a +5 competence bonus to a Bluff, Diplomacy, or Intimidate check, a 5% discount in price from a merchant for the sale of a single magical item or vehicle, or the opportunity to retry a failed Diplomacy or Intimidate check. At 16th level the skyscourge can use this ability once per day.

This ability replaces the bonus feats gained at 8th and 16th level.

### Tatulani

Child: [Parent, 1 return!]

Parent: [Child close door! Keep bad world out!]

Child: [Parent incorrect. World good.]

Parent: [Child incorrect. Enamored of world. Neighbor creatures bad, savage, unfit for friendship.]

Child: [Neighbor creatures have magic. Neighbor creatures powerful. Neighbor creatures help Tatulani.]

Parent: [Neighbor creatures barbarian. Neighbor creatures make Tatulani stupid. Child stupid.]

Child: [1 adult! 1 make friends with neighbor creatures!]

Parent: [Child young. Not remember true home. Tatulani home grand: Tatulani intelligent, Tatulani build technology, Tatulani conquer worlds. Tatulani now stranded on Khrone. Tatulani lose technology, lose culture, lose strength. Tatulani forget true selves.

In future, home Tatulani come for stranded Tatulani. Stranded Tatulani

conquer Khrone, conquer neighbor creature's magic. Give to home Tatulani.] Child: [Parent hateful. Parent should go Hell.]

Parent: [1 already in Hell.]

-- recorded in the Tatulani ghetto in Andrus. It was no accident that drew the Tatulani to the world. With the Walkways running between worlds, their curious minds demanded to know where they led, and they found Khrone. Plans were made to spread across the world, and many more arrived shortly, ready to assist in building a beachhead onto the alien world, only to have the Walkways collapse, stranding them there. Alone but not ready to give up, each Tatulani pursues their own path, some searching for a new way to establish contact with their home worlds, while others explore the world, taking note of the wonders here, both in the people that live here and the amazing artifacts that they can find and document. Most simply struggle to survive in a world gone mad, satisfied to carve out a tiny corner for themselves and their people.

**Physical Description:** Slender and slightly taller than the average human, Tatulani are insectoid people with four long delicate-looking arms that serve them well when manipulating the fine instruments they are accustomed to. Often garbed in a hodgepodge of clothing, the tatulani often wield techniques no native can entirely comprehend, some brought with them or salvaged from where they could find it, and the rest made with whatever they could get their fingers on. Also adorning most Tatulani are tools. Rare is one caught without a few screwdrivers, a plier, or other things needed to live 'properly',

**Society:** Plunged into the chaos when everything went wrong, the Tatulani soon forgot the small differences that kept them at arm's length from each other. Over time they became a close-knit tribe, united against the 'savages' of the world around them. While most of their technology has decayed without proper tools for maintaining it, what little that remains is hoarded jealously in the Tatulani district of Andrus.

This mild xenophobia has done well to bring them together, and they cooperate easily with one another, giving the benefit of a doubt to a fellow Tatulani, even as they doubt the motivations of the 'aliens' around them. Their society is mildly patriarchal. While deeds speak loudest, when all else is the same, the male's opinion is the one they go with, and lineage is traced through the father.

**Relations:** Tatulani are willing to bargain and cohabitate with other species, but there's always a wall between them and their neighbors. They tolerate, but do not welcome. No matter how long a town has stood peacefully, war is only one irrational bout of anger away, or so they think, and they try to be on the right side of things for when the inevitable conflict comes. Polite enough to get the job done, but no further than that.

Alignment and Religion: The tatulani are almost always Lawful, but aside from that, they come in all stripes, from those who seek the better the world around them, those who simply wish to survive to see the next day, and those who believe the only person worth truly protecting is themselves. In communities of their own, misdeeds are punished first with imprisonment and talk. The accused will be spoken to by the town 'elder', who is not always the oldest, but considered the wisest, and an attempt will be made to bring the wayward Tatulani back into the fold. If the elder is convinced they have learned, they are released. Repeat offenders are not tolerated, and can be stripped of their Tatulani status by tearing off their antenna and ritualistically scarring their carapace before tossing them out.

Adventurers: While some survive, and some hide, others want to explore and see. Some seek a way to get a message home, while others are eager to not be caught empty-handed when help does arrive. The thinking goes that if they are laden with exotic treasures to offer the homeworld, they will be welcomed back with celebration, rather than as failures. As part of adventuring parties, they tend to be goal oriented, seeking the way to get the job done expediently, and sometimes getting impatient with others. This habit often wears down over time, but can be quite a trial dealing with youngling Tatulani. Male Names: Chitik, Ishvis, Gravsh, Kikik, Vidik Female Names: Evesh, Letek, Vatech, Revali

### **Racial Traits**

+2 Intelligence, +2 Constitution, -2 Charisma: Their shelled form is quite resilient despite its fragile appearance, and their alien minds may be difficult to understand, but their intelligence is undeniable.

**Medium:** Tatulanis are Medium creatures and have no bonuses or penalties due to their size.

Humanoid: Tatulanis are humanoids with the Tatulani subtype.

**Four-Armed:** Tatulani have 4 arms- two 'primary' arms and two 'secondary' arms just below them. These secondary arms may hold objects, but are not strong enough to be used to hold shields or make attacks, nor possess the dexterity needed to fulfill somatic spell requirements. They may, however, be used to reinforce the Tatulani's primary hands in combat.

By using both a primary hand and a secondary hand, a Tatulani may treat a two-handed weapon as if it were a one-handed weapon. The Tatulani still only adds his Strength bonus (or if wielding it as an offhand weapon, .5x his Strength bonus) rather than 1.5x his Strength bonus to the weapon. Alternately, the Tatulani may use a primary and a secondary hand together to treat a one-handed weapon as if it were a light weapon, such as for the purposes of the Weapon Finesse or Two-Weapon Fighting feats. By using all 4 hands together, the Tatulani may wield a weapon one size category larger than itself without penalty.

Retrieving an object from a pouch or backpack with a secondary hand is a swift action.

Normal Speed: Tatulanis have a base speed of 30 feet.

**Claws:** Tatulani have sharp fingers that work fantastically as makeshift screwdrivers or to pry up panels, or dig into the flesh of their enemies. They begin play with two claw attacks that deal 1d4 damage. These claw attacks are located on the Tatulani's primary hands.

**Technological:** Tatulanis are inclined towards technology, and are less likely to be confused about the operation and upkeep of machines devices. Tatulani gain a +2 racial bonus to Knowledge (engineering) and one Craft skill chosen at character creation.

Languages: Tatulanis begin play speaking Common and Tutulani, a language of clicks and whistles that prove decidedly difficult to emulate by other races. Tatulanis with high Intelligence scores can speak planar languages, such as infernal, abyssal, celestial, terran, auran, ignan, or aquan.

### Alternate Racial Traits

**Delicate Fingers:** Some tatulani have fingers more suited to precision work than combat. The tatulani gains a +2 to Disable Device. This replaces claws.

**Practical:** Some tatulani embrace their new home and new neighbors, rather than constantly searching for remembrances of the old. These tatulani gain a +2 racial bonus to Survival and Diplomacy checks. This replaces technological.

### **Racial Archetypes**

### Alien Sage (Artisan archetype)

Among the Tatulani are those who's thirst for knowledge never ends. These sages seek out learning in all of its forms, combining the learning of their past with the magic of their future. While their brethren debate about the merits of holding to the old world or embracing the new, a true sage masters the secrets of both and brings them to bear against their enemies.

An alien sage gains the following as his Crafter's Art.

#### lechnology

An artisan with the technology crafter's art does not gain a bonus to crafting a magical item as is usual for a crafter's art. Instead, they begin play with the Technologist feat, and add the following feats to those he may select as Creation Feats: Craft Technological Item at level 5, Craft Technological Arms and Armor at level 8, and Craft Pharmaceutical and Craft Cybernetics at level 11. When crafting items with these feats, he may use his Magical Essence class feature as if the items were magical, and adds his Magical Affinity bonus to any checks made to create these items.

*Note:* If you are not playing with the official Pathfinder guide to advanced tech, the alien sage instead gains the following ability:

**Craft Technology:** The alien sage may craft items using their Creation Feats as normal, except they may choose to create items that count as extraordinary rather than supernatural, and as such do not count as magical for the purpose of detection, dispel magic, anti-magic fields, or other effects.

When activating an extraordinary scroll, wand, or staff (which are often small, finicky pieces of super-science rather than pieces of writing or wood) use Knowledge (Engineering) instead of Spellcraft or Use Magic Device for all purposes. Any class features or craftsman techniques that alter or add bonuses to Use Magic Device instead adds bonuses or alters Knowledge (Engineering) for this purpose. Spellcasters cannot automatically activate these items, even if the included magical effects are known to them and/or on their class list. Activating these pieces of technology does not have a chance of arcane spell failure.

Craft Magical Arms and Armor cannot be used to create technology (for these purposes, a lightning pistol is better represented as a wand of lightning bolt than an actual enchanted weapon), but extraordinary items may be further enhanced as weapons, armor, or with other magical enchantments. Enchanting a technological item with a magical benefit increases the cost of the magical benefit by a multiple of x1.5, as usually happens to the cheaper enchantment when adding two magical effects to the same item. In this case, the magical enchantment is always considered the lower-cost enchantment for this purpose.

An artisan with the Technology crafter's art also gains the following abilities:

**Gunsmith:** At 1st level, the alien sage gains Exotic Weapon Proficiency (firearms) and the Gunsmithing feat as bonus feats. In addition, the alien sage gains one of the following firearms of his choice: blunderbuss, musket, or pistol. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold).

**Spellsling (Su):** At 9th level, the alien sage can spend 2 enhancement points to fire a spell or magical effect directly through his firearm, provided the magical effect is either a ranged attack, ranged touch attack, cone, line, or ray. If using the alternate Craft Technology rules above, effects from those items count as magical effects for this purpose. Targets affected by these spells or magical effects do not suffer damage from the firearm itself (as no actual bullet was fired), but instead the firearm's enhancement bonus (if any) is added as a bonus to the spell's attack rolls or to the spell's saving throw DCs.

**Gun Mastery (Ex):** At 17th level, the alien sage adds his Dexterity bonus to all damage rolls made with firearms.

### Tiefling

You really think the planes, the whole multiverse itself, is so simple? So easy it can fit inside your little dichotomy? There are a thousand different races spread throughout existance, and a million different cultures. You divide all of us planar-born into two groups, but do you even realize how many more of us there are? What about the djinn-born? What about the Sidhier? Even the word 'tiefling' means so much more than you can understand: am I abyssal, infernal, succubi-born or fiendspawned? Div-blooded? Do you even care?

I've walked the Iron City. you know. I've seen pleasure houses that catered to angel fetishes and div brokers who used souls as currency. I once saw a succubus sacrifice herself to save a lover who'd been seduced by another succubus. I've seen a devil hailed as a hero and offered a thousand souls willingly for saving a town from famine. Of course he ate the souls, but that didn't stop the people from stoning the saintly man who pointing out that their new hero might not have truly had their best interests at heart.

You have no idea what's out there, do you? What people like me see at the edge of the maestrom? Life is so much bigger than you give it credit for., but 1 could show you. If you think you're ready for the ride.

--An anonymous male tiefling, spoken to an anonymous female elf at the crossed pistols tavern .

While once a rare mixing of mortal and demonic blood, tieflings have risen in number since mortals began visiting the planes of Hell. While not as populous as the aasimar, tieflings are more likely to be found among adventurers, whether they are evil beings bent on collecting power, or others looking to escape the life they were born into..

**Society and Relations:** In the Iron City the fiends rule, with mortals left with little choice but to serve a fiendish lord or live in the city's darkest ghettos. As the tieflings have no nation of their own, many of them serve as a fiend's mortal instrument, or else flee the Iron City to assimilate into more welcoming places.

Alignment and Religion: Most Tieflings worship the fiends, some as deities, others as relatives. Tieflings are usually Evil, but there are always exceptions, as the Iron City produces no shortage of outcasts whose alignment or religion makes them unwelcome, and these outcasts often turn to adventuring to find a better way of life.

### **Racial Archetype**

#### Dominator (Eliciter Archetype)

While all eliciters excel at controlling others, some tiefling eliciters take this a step further, tapping into their fiendish heritage to completely dominate the minds of their targets.

**Bend Will:** At 9th level as a standard action, you may force another to do your bidding. This functions as the Mind Control advanced Mind talent (or the *dominate monster* spell), except the creature must have a number of hit dice equal to or less than your eliciter level. The target is allowed a Will saving throw to resist (DC 10 + 1/2 your eliciter level + your Charisma modifier + your Persuasive bonus), and on a failure receives a new saving throw each round to throw off the effect. You may dominate targets for a number of rounds per day equal to your eliciter level. These rounds do not need to be consecutive. You must concentrate as a standard action to maintain control over a dominated creature.

This replaces convincing.

## Player Options

### Traditions

Magic is a complex and multifaceted concept, and there is room in Skybourne to use the core Pathfinder magic system, Spheres of Power, products from other publishers, or to mix all three together within the same game. Rather than differentiating by mechanical system, magic in Skybourne is divided according to tradition, which represent that magic's place in the world. As such, a wizard who uses the core Pathfinder magic system and one who uses Spheres of Power are still both considered wizards and both belong to the wizardry tradition, just as psychic magic from Occult Adventures, psychic casters from Spheres of Power, and psionics from Ultimate Psionics (Dreamscarred Press) would all be considered psychic casters in the world of Skybourne.

Magic in Skybourne exists in three main types: arcane, divine, and psychic. Each of these types of magic encompass a completely different type of magic, and are each accessed by many different traditions. Each magic traditions list the classes who use it, it's casting ability modifier (changing their own casting ability modifier to match if it is different), and what drawbacks and boons a Spheres of Power caster belonging to that tradition would possess.

Even if a caster isn't using the core Pathfinder system, it behooves them to know the type of magic they use (as many core magic items react differently depending on the caster's magic type), and casters who don't use the Spheres of Power system should still know their tradition, as many new magic items react differently depending on which one a caster uses.

Incanters, Hedgewitches, Thaumaturges, Elementalists, and Mageknights may be of any tradition, but most other classes have a single tradition they are associated with. The GM is the final arbiter of whether or not a particular archetype or concept would change a class from one tradition to another.

Using Spheres of Power: When a character using Spheres of Power chooses to multiclass with two or more classes belonging to the same tradition, their caster levels stack as normal. When multiclassing between classes of the same magic type but different traditions, their caster levels and spell points stack as normal, but they must choose only one tradition to keep as their primary tradition, gaining the tradition traid for each additional tradition they possess. In essence, a bard taking levels of wizard is still a bard, and a wizard taking levels of bard is still a wizard, they're simply dipping into another field of arcane study to supplement their education.

When multiclassing between two classes that use different magic types, a caster uses the multiple tradition option from Spheres of Power wherein they gain two caster levels, two pools of spell points, etc. When multiclassing between two classes, one using the core Pathfinder spellcasting and the other using Spheres of Power, the two do not stack (even if they are of the same tradition). This can allow a caster to qualify for the Bokor prestige class. Note that while most casting classes have a tradition they are associated with, it is certainly possible with GM permission to change which tradition a class belongs to, or to even invent your own. For example, an armorist usually uses the mystic tradition, but it would not be hard to imagine an artificer mechanically represented by the armorist, who builds and summons all manner of items to her side. Likewise, a soul weaver uses the psychic tradition, but a soul weaver could just as easily be a divine petitioner and be a servant of a divinity of death, or possess the wizardry tradition and simply be a dedicated necromancer.

In addition to the drawbacks and boons listed in Spheres of Power, the following are additional drawbacks and boons used in this book:

#### Drawbacks

**Emotional Casting:** Your magic requires heightened emotional states of mind to use. When subject to a non-harmless magical effect that invokes an emotion (such as fear effects, spells with the [emotion] descriptor, or charms such as Fear or Hostility) you are unable to use magic.

**Rigorous Concentration:** Your magic requires intense amounts of concentration to use. When making a concentration check (such as to cast defensively or while taking damage), the DC increases by +10. You may increase the casting time by one step to take extra time focusing and negate this penalty.

#### Boons

**Bound Creature:** Your magic is tied to a magical creature, who shares essence and power with you.

You gain the Conjuration sphere (or the Extra Companion talent if you already possess the Conjuration sphere), and a companion who serves as the source of your power. Unlike a normal companion, this companion is not an extraplanar, and you may choose upon gaining the companion what creature type it possesses (although it does not gain the immunities or other qualities of its creature type). Your companion's first (form) talent should reflect its creature type. This bound creature cannot be summoned or dismissed, and costs no spell points to use.

You do not suffer a chance of failure from the Focused Casting drawback so long as your bound creature is on the same plane as you and is within Long range (400 ft + 40 ft per caster level). If your bound creature dies, you suffer a chance of spell failure as outlined in the Focused Casting drawback until you gain another bound creature. You cannot bond with a new creature for 30 days or until you gain another level, whichever comes first. The new bound creature must be the same creature type as your previous bound creature.

A caster must possess the focus drawback to select this boon. You may gain a dragon companion as outlined in the Halfling Dragonrider racial archetype (page 23), but this boon instead costs 4 drawbacks.

### Arcane

Arcane magic is magic associated with the physical world; water flows downhill, the sun rises in the east, and the right combination of words, gestures, taboos, materials, and observances of astrological signs and planar movements can bring about a desired magical effect. Arcane magic also encompasses most creatures with natural magical ability, as well as magic powered by body, blood, and other physical aspects.

### Artificery

Artificery as it is modernly understood was invented by the dwarves who, finding wizardry extremely difficult for them as a species, used their skill with machines to overcome their natural deficiency.

Classes: Alchemists, artisans, investigators

Casting Ability Modifier: Intelligence

Spheres of Power tradition: Artificery

#### Artificery

Artificers craft items of power (called 'sul magickas') that function similarly to magic items, except they are powered by the caster's aura in a process not dissimilar from how an alchemist creates extracts. Sul magickas have a negligible cost and take at least 8 hours of work to create, assuming the artificer has access to a magic lab or alchemist's lab. An artificer must construct a different sul magicka for every sphere. Sample sul magickas could include a wand of Death, a ring of Creation, or a tin soldier that grows into a Conjuration companion when activated. An artificer can only use a sul magicka that he has created himself, and cannot activate one created by another artificer. Sul magickas are unstable magic items and are prone to misfire, but carry the advantage over standard casting of not requiring more of the user's focus than what it takes to push a button.

**Drawbacks:** Focus Casting (sul magickas), Wild Magic **Boons:** Easy Focus

#### **Bardic Magic**

There is power contained in lore, in artistry, and in story. While anyone may take up a lute and perform old tales, practicioners of bardic magic delve deeply into the stories of the past, studying the collected history of their clan, race, and the world at large, using movements, stories, songs, and techniques handed down and perfected through the ages, that invoke magic as assuredly as a wizard's gestures, arcane words, and taboos.

Bardic magic is actually older than wizardry, and might even be as old as blood magic itself, for even cultures with no academic understanding of magic have been known to invoke its power through ritualistic performance, from shamans who chant to heal the sick to lorekeepers who teach ritualistic dances to the youth that instruct them in their clan's history and imparts to them the strength and wisdom of their ancestors.

**Masterpieces:** A practioner of bardic magic using the Spheres of Power system may spend magic talents instead of feats to gain bardic masterpieces.

Classes: Bard, Skald Casting Ability Modifier: Charisma Spheres of Power tradition: Bardic Magic

#### **Bardic Magic**

A wielder of bardic magic invokes magic through performance, enacting the arts of dance, song, and story to produce magical effects. Bardic magic is very similar to traditional wizardry, except it uses performance in place of gestures and arcane words, historical research and recitations instead of academic study, and time-honed techniques handed down through the ages in place of magical materials. A practitioner of bardic magic gains +1 spell point at every odd level.

**Drawbacks:** Verbal Casting, Somatic Casting, Skilled Casting (any Perform skill)

Boons: none

#### **Blood Magic**

Blood magic is perhaps the most ancient form of arcane magic, and was lost to the world for eons, before it returned to the world alongside the Cherufe. Blood magic focuses on channeling powerful forces through the caster's body, and invoking the power of blood, pain, and death.

Classes: Channelers

Casting Ability Modifier: varies (Constitution)

Spheres of Power tradition: Blood Magic

**Note:** When invoking the power of rituals, a practicioner of blood magic uses the blood price alternate pricing method. When invoking rituals, the blood magic caster must kill 1 HD of creatures per 25 gp



in the ritual's cost, with creatures possessing an Intelligence score of 3 or more counting as double for this purpose. These kills must be made within a specially prepared magic circle (no cost to create, but requiring chalk and 1 hour of work, maximum radius 5 ft per caster level), and so long as the circle remains undisturbed, any wielder of blood magic may 'spend' Hit Dice collected within the circle to power their magic.

#### Dragon Magic

Wielders of dragon magic forge a contract with a magical creature (a dragon), using that creature's natural magical ability to fuel their own casting. Dragon magic is almost exclusively found among the halflings.

**Classes:** \*None (\*if using the Dracomancer and Dragon Rider from Rogue Genius Games, they use this tradition)

Casting Ability Modifier: Charisma

Spheres of Power tradition: Dragon Magic

#### Dragon Magic

A caster of the dragon magic tradition enters into a bond with a dragon, diverting the dragon's natural magic to fueling the bond between them. This makes several changes to the dragon: the dragon loses its natural spellcasting power, and it's power stops coming from its age, but is rather tied to the strength of its mortal companion. For these reasons, the only dragons usually willing to enter into such a bond are young; although they may be weakened for a time upon first entering into a bond, they can grow stronger and larger through this bond than they otherwise could achieve with anything short of several centuries of growth.

There are two types of dragons that can be bonded; drakes, and true dragons. A bond with a drake uses the following drawbacks and boons:

Drawbacks: Verbal Casting, Focused Casting

**Boons:** \*Bound Creature

\*A user of dragon magic must choose a dragon as their bound creature.

A bond with a true dragon is much harder to maintain and requires more preparation on the part of the caster, as well as more careful handling of the dragon's ego. A bond with a true dragon uses the dragon statistics from the Halfling Dragon Rider archetype, and use the following drawbacks and boons:

**Drawbacks:** Verbal Casting, Focused Casting, Prepared Caster, Skilled Casting (Diplomacy)

**Boons:** \*Bound Creature (true dragon)

\* A user of dragon magic must choose a dragon as their bound creature.

#### tey Magic

To the Fey, magic is as natural as breath and does not need to be taught. However, it is possible for a mortal to be touched by the Fey in such a way (often through participation in Fey revelry, possessing Fey ancestry, being the seventh son of a seventh son, etc.) that they become slightly Fey themselves. With practice and training, these mortals learn to manipulate the world as assuredly as their Fey patrons.

Classes: Fey Adept

Casting Ability Modifier: Charisma

Spheres of Power tradition: Fey Magic

#### Fey Magic

Fey magic is an unpredictable and finicky thing for a non-Fey to wield, and is so tied to Fey nature that it requires a mixture of revelry, dance, and heightened states of mind just to invoke. However, once invoked, Fey magic gains a semblance of life all its own, making it easy to maintain. Also, because Fey magic is so closely tied to the state of both mind and body, a wielder of Fey Magic may invest their whole self into their magic, transforming their magic into something extremely powerful at the cost of their personal fortitude.

**Drawbacks:** Somatic Casting (2), Wild Magic, Emotional Casting **Boons:** Easy Focus, Overcharge

### Pact Magic

Wielders of pact magic make bargains with outsiders, calling forth extraplanar allies to act on their behalf. These summoners form a much more potent link with their companions than an average conjurer, and gain their magic through this link rather than possessing it on their own.

Classes: Summoner

Casting Ability Modifier: Charisma

Spheres of Power tradition: Pact Magic

#### Pact Magic

Casters who power their magic through pacts with spirits and extraplanar beings do not use magic on their own, but rather summon creatures and bind demons and spirits to enact magic on their behalf. In the simplest case this involves summoning a creature to carry objects, cast spells, or combat foes in place of the caster. In its more complicated forms, this involves binding spirits and extraplanars directly to the caster's body, allowing the caster to use their magic as if it were his own. Because the magic is technically accomplished by the creature and not the caster, maintaining effects becomes much simpler. However, granting spirits and demons control over the caster's body produces a rush of sensations not dissimilar to taking a drug, and many summoners have destroyed themselves by overindulging in their bindings.

Drawbacks: Addictive Casting

**Boons:** Easy Focus

**Note:** If using Pact Magic from Radiant House, that system would be considered a part of this tradition.

#### Sorcerous Blood

Creatures with sorcerous blood draw power directly from themselves, often as the result of a magical trace left upon them by an ancestor or an event in their life. While a creature with sorcerous blood must still learn and use a wizard's gestures and words, they have no need for a wizard's materials, taboos, or research, as their magic comes directly from themself.

Classes: Sorcerer, Bloodrager

Casting Ability Modifier: Charisma

Spheres of Power tradition: Sorcerous Blood

#### Sorcerous Blood

A caster who calls upon sorcerous blood to power their magic must still invoke many of the requirements of wizardry, but are freed from much of the research and material needs of the wizard as their source of power is tied to their blood. A caster who uses sorcerous blood gains an additional spell point at every odd level.

Drawbacks: Somatic Casting (2), Verbal Casting

Boons: None

#### Sub-Divisions:

**Combat Sorcery:** Sometimes, a creature with sorcerous blood is so used to physical combat that their magic manifests in ways that are easier to control while encumbered. These casters only possess the somatic casting drawback once, and may not use shields while casting, but can wear light or medium armor. These creatures only gain +1 spell point at 1st level, +1 per 3 levels gained in casting classes.
#### Wizardry

Wizardry is the academic study of magic, observing stars, taboos, and invoking the power of arcane words, gestures, and material components to create magical effects. Because a wizard must invoke contracts, observe astrological movements, and observe taboos to use their power, they must decide at the beginning of each day which spells and abilities they will prepare for use.

Classes: Wizard, Magus, Witch Casting Ability Modifier: Intelligence Spheres of Power tradition: Wizardry

#### Wizardry

Wizardry is the academic study of magic, observing stars, taboos, and invoking the power of arcane words, gestures, and material components to create magical effects. Because a wizard must invoke contracts, observe astrological movements, and observe taboos to use their power, they must decide at the beginning of each day which spells and abilities they will prepare. In addition, they must possess a focus—often a wand, staff, or ritual book through which they invoke power, and their magic always bears a personal mark that makes it obvious to onlookers; manifesting as colors, signs, and images depending on the materials used and their own personal flair. Replacing a lost or broken focus costs 200 gp per level and requires 8 hours to perform the necessary rituals to designate a new object as a focus.

The invocation of wizardry is also costly—a wizard spends about 1 sp's worth of material components for every caster level of every effect he uses. A player who does not want to track the cost of such material components can instead simply spend 10 gp per caster level per month on components, which is assumed to cover his costs for spells cast and research performed. However, he must still possess a spell component pouch or other convenient location to draw components as needed.

Despite the steep requirements required to master wizardry, the tradition is a common one, as the sheer power commanded by wizards easily makes up for the years of study and steep costs. A wizard gains a +I bonus to the caster level of any effect they augment by a metamagic feat, and gains +I spell point per level.

**Drawbacks:** Somatic Casting (2), Verbal Casting, Focus Casting, Material Casting, Prepared Casting, Magic Signs

**Boons:** Metamagic Expert

**Sub-Divisions**:

**Combat Wizardry:** Sometimes, such as with the magus, a practitioner of wizardry focuses on its application in combat to such an extent that they become extremely proficient at using magic in armor. These casters may use magic in light armor or when using a shield without invoking a chance of arcane spell failure, but only gain +1 spell point, +3 per 2 levels (2, 3, 5, 6, etc.) from their tradition.

**Witchcraft:** A witch is very similar to a wizard, except where a wizard studies out of books, a witch studies by communing with otherworldly forces via a guiding intelligent animal called a familiar. They use their familiar as their focus instead of a book or wand. The character has no problem casting magic so long as their familiar is alive and within Long range (400 ft. + 40 ft. per caster level). If the character doesn't belong to the witch class (or another class that grants a familiar), they gain a familiar for this purpose, but only gain +1 spell point, +1 per 1.5 levels (2, 3, 5, 6, etc.) from their tradition. This can be combined with the combat wizardry sub-division, but this only grants +1 spell point at every odd level if using a class that doesn't grant a familiar.

## Divine

While arcane magic may be the magic of the physical world, divine magic is magic of the spiritual world—the magic of gods, divinities, spirits, and alignment. Sometimes, for wielders of divine magic, using magic can be as simple as declaring a desire, and the universe responding because it recognizes the authority of the one asking.

#### **Divine Petitioner**

Divine petitioners gain their power through priestly devotion, dedicating their lives to a divinity or spirit and gaining wisdom and insight the closer they grow to that being. Divine petitioners must spend an hour per day communing with their patron to regain their magic, and may only do so once per day.

Classes: Clerics, Shamans

Casting Ability Modifier: Wisdom

Spheres of Power tradition: Divine Petitioner

#### Sub-divisions:

**Divine Crusader:** While paladins and antipaladins have much in common with clerics, they gain their power directly from the Algod or Ungod rather than through a single divinity, and as such it is their zeal for their alignment that determines their power, rather than priestly devotion. These beings are called divine crusaders, and use Charisma instead of Wisdom as their casting ability modifier.

While divine crusaders do not answer to any one particular divinity, they are allies of either the Gods (if Good) or the Fiends (if Evil). A divine crusader can fall (or ascend), changing their alignment and allegiance (and often class), but a divine crusader loses all access to their powers if they are Neutral.

**Inquisitor:** There are those who are directly empowered by their deity but exist outside the general priesthood; inquisitors, who are trusted by their deity to act in ways a usual divine petitioner cannot. These casters are trusted with direct divine power and do not need to pray for their magic nor hold their liege's holy symbol, but as a countermeasure, often possess a more limited measure of their deity's power. Inquisitors only possess the Verbal casting drawback, and only gain +1 spell point +1 per 6 levels.

#### Druidism

Druidism is an ancient form of magic revolving around the understanding and speaking of the druidic language. While the druidic order was founded to guard the secret of the druidic language and its ability to manipulate life and nature, it is possible for a creature that is close to nature to come to a natural (although limited) understanding of druidic on their own. However, only the druids know the secret rites required to fully unlock this power.

Classes: Druids, Hunters, Rangers Casting Ability Modifier: Wisdom Spheres of Power tradition: Druidic

#### Sub-Divisions:

**Hunter:** Sometimes, a creature, known as a hunter, gains their powers specifically through their connection to animals, taking on animalistic components themselves. While a normal druid must meditate on druidic ever morning to determine which powers he will hold within himself, a hunter gains a more limited power, but calls upon that power without the need for preparation. A hunter loses the Prepared Caster drawback, and only gains +1 spell point, +1 per 6 levels.

#### The Druidic Language

Arch-Druid: Brethren and Sistren, as we stand before the fires tonight there is a new sister who wishes to join our ranks as a peer. What say ye?

\*The ground is struck hard twice by a flurry of staffs.\*

Arch-Druid: Are there any who say otherwise?

\*Silence.\*

Arch-Druid: Then let her enter. Daughter of Khrone, you have been initiated into our lower ranks. Have you kept the trust placed in you? Initiate: 1 have.

Arch-Druid: Show us now a sign of your observance.

\*The initiate says something unintelligible. The plants around her react to her words and spring up to the height of a man\*

- Arch-Druid: You have kept faith, daughter. Can you speak the password to the inner sanctum?
  - Initiate: I do not yet know this word. It is for this purpose that I have come before you.
- Arch-Druid: Step closer, daughter, and learn the word. As soon as we remove that interloper trying to hide in the trees.

That was as close as 1, or indeed anyone on record has ever gotten to learning the secret of the druids without joining their ranks. I have twisted my brain in knots trying to remember what word the initiate spoke that caused the plants around her to grow, yet nothing I do can recall it to my mind.

After years of searching, in the back of a tavern tent inside a refugee camp I found a grizzly man who claimed to be a former druid who wasn't afraid to speak to me. However, his talk was so full of vaguities I could barely glean anything useful.

According to this ex-druid, Druidic can't be understood by any who can't already speak it. He said that it was the language of true names, that if life itself were a book that could be opened and read, Druidic would be the language it was written in. Having an academic knowledge of the language wasn't enough; a initiate learned in the druidic tongue needed to spend years meditating on the meaning of the words to unlock their real power.

He claimed that some people naturally come to an understanding of a few Druidic words and druidic rituals after a lifetime spent living and meditating on nature. Others (the elusive rangers) learned bits and pieces of druidic lore handed down to them, possibly without understanding where it came from or what exactly they were doing.

The man was deep into his drink and very rowdy at the time, but when I asked him to help me learn the language, he grew quiet. He said that ever since abandoning his oaths, he found he'd lost all memory of the language. Whatever rites the druids practice, it binds them to the circle and the knowledge to them, and one apparently can't take either with them when they leave. The only way to learn, he said, would be to join the druids myself, but he cautioned me, saying once one had been initiated into the druids, there was no turning back without consequences.

--Sir Endwein, gentlemen adventurer, recorded in his autobiography.

**Note:** A caster who's primary casting tradition is druidic who gains levels in druid or another full-casting class must become an initiate in the druidic order, and gains knowledge of the Druidic language. Midcasters and low-casters (such as rangers and hunters) do not learn druidic and do not need to be initiated into the druidic order.

#### **Inherent** Divinity

Some casters use divine magic not by calling on another source, but by channeling their own divine power.

Classes: Oracles, Aspects

Casting Ability Modifier: Charisma

Spheres of Power tradition: Inherent Divinity

#### Inherent Divinity

A caster using their own inherent divinity only needs to speak and focus his desires to make the world obey.

Drawbacks: Verbal Casting, Emotional Casting

**Boons:** Easy Focus

**Note:** Every creature with inherent divinity expressed their divinity in a unique fashion, often associated with whatever domains they or their parent is associated with. A caster with this tradition can select and gain up to 2 sphere-specific drawbacks of their choice.

#### Mustic

Mystics are similar to divine petitioners, but their power does not derive directly from a deity's order. Sometimes they are empowered by a deity, but exist outside the usual priesthood. Other times, they revere multiple divinities, calling on them as needed. A mystic often holds to signs and omens, and seeks after visions in their quest for knowledge.

Classes: Inquisitor, War Dancer, Armorist

Casting Ability Modifier: Wisdom

Spheres of Power tradition: Mysticism

#### Mysticism

A practitioner of mysticism learns and gains power from divine sources, but through a relationship that more approaches student to teacher rather than devotee to lord. A mystic enacts rituals to cast her spells, using her holy symbols to call on forces beyond her own. The process is accompanied by very unsubtle displays of power as spirits, omens, and divine manifestations accompany their magic, sometimes with unexpected results. The spirits a mystic summons linger around them as the day progresses, meaning the more the mystic exerts their power, the more powerful they become.

Drawbacks: Verbal Casting, Focus Casting, Magical Signs, Wild Magic

Boons: Empowered Abilities, Metamagic Expert

#### Spiritual

Spiritual casters are casters who fuel magic with the power of their own soul, similar to how a monk channels ki. Through meditation and ritual, they learn to command their own inherent spiritual power and focus it into magic.

Classes: Spiritualist (Drop Dead Studios)

Casting Ability Modifier: Charisma

Spheres of Power tradition: Monastic\*

\*Followers of the spirit tradition exchange the Easy Focus boon for the Overcharge boon.

# Psychic

Psychic magic is the great third type of magic, drawing power not from the body nor the soul, but from the mind. Even when a psychic caster channeling spirits and commands the dead, it is their mind that is the source of their power.

Unlike other types of magic, psychic magic possesses only a single tradition with three variants: casters who power their magic through mental prowess use Intelligence as their casting ability modifier, casters powered through empathy, personality, and communication use Charisma as their casting ability modifier, and classes powered through intuition use Wisdom as their casting ability modifier.

**Casting Ability Modifier:** Intelligence, Wisdom, or Charisma (class-dependent)

Classes: All classes from Occult Mysteries, Soul

Weaver, Symbiat, Eliciter Spheres of Power tradition: Mind Mind

Casters of the mind tradition power their magic through psionic power. Psychic casters gain +1 spell point, +1 per 3 levels.

**Drawbacks:** Emotional Casting, Rigorous Concentration

**Boons:** None If using Psionics from Dreamscarred Press, it is considered a part of this tradition.

# Classes

Every Pathfinder class has a place in the world of Skybourne as well as every class released by Drop Dead Studios, and many classes released by other publishers can also easily find a place in Khrone. While the following information is almost always true in regard to each individual class, there are exceptions to every rule, As always, the GM is the final arbiter.

#### Alchemist

In the aftermath of the breaking of the world, only those alchemists who were able to harness the power of airships managed to escape the Forest Because of this scattering, there is no standardization of technology in Khrone, and while some alchemists pilot colossal airships with powerful cannons, others struggle with only pieced-together formulae and their personal alchemist bombs. Advanced alchemical items and firearms are exceedingly rare on Khrone, but do exist for those willing to search for them, or who can develop the technology themselves.

The need for study and research means most alchemists hail from the refugees and civilized lands and therefore are not Chaotic, but it is not unheard of for an alchemist to join the 7th Sphere and move his practice to the Forest.

#### New Archetype: Cun chemist

The secrets of gunpowder are known to only a few; some learn its secrets from old texts and ancient traditions, while others seek to recreate the technology themselves.

**Gunsmith:** A gun chemist gains Gunsmithing as a bonus feat.

This replaces Throw Anything.

**Gun Technician:** A gun chemist gains proficiency with all firearms, and gains a number of bonuses as he gains levels.

At 1st level, he gains one of the following firearms of his choice: blunderbuss, musket, or pistol. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat his gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4dro gp when sold).

In addition, he gains a grit pool as the gunslinger class feature. The number of grit points the gun chemist gains each day and his maximum grit are based on his Intelligence modifier rather than his Wisdom modifier.

#### This replaces Bombs.

**Chemist Deeds:** A gun chemist gains the same deeds as a gunslinger, with the following exceptions:

*Tactical Aim (Ex):* At 1st level the gun chemist can spend 1 grit point to gain a bonus on a firearm attack roll equal to his Intelligence modifier (minimum: 1).

This replaces Gunslinger's Dodge.

*Calculated Shots (Ex):* At 3rd level, the gun chemist can spend a point of grit as a swift action to gain a bonus to damage rolls equal to his Intelligence modifier (minimum 1) with all firearm attacks he makes until the end of his turn.

This replaces Gunslinger's Initiative.

Surprise Explosion (Ex): At 3rd level as a standard action, a gun chemist may tamper with a piece of firearm ammunition and throw it at a target within 10 ft., detonating it in its face. This costs 1 grit point, but does not provoke an attack of opportunity. The target must pass a Reflex save (DC 10 + 1/2 the gun chemist's alchemist level + his Dexterity modifier) or suffer 1d6 fire damage and be blinded and deafened for 1 round.

#### This replaces Pistol-Whip.

*Explosive Shot (Su):* At 7th level as a standard action, the gun chemist may spend a point of grit to tamper with a piece of ammunition, load it into a firearm he is wielding, and make an attack with that firearm. If the attack hits the intended target (the intended target can be a square or inanimate object) the shot explodes, dealing an additional 1d6 fire damage for every odd alchemist level the gun chemist possesses (4d6 at 7th level, 5d6 at 8th level, etc.). In addition, the shot deals splash damage equal to the shot's minimum extra damage (as if each die had rolled a 'r') to all creatures within 5 ft of the target. If the attack misses, the shot becomes inert and does not explode. The gun chemist may select Alchemist discoveries that alter the damage and effect of bombs such as shock bomb or acid bomb, and apply these effects to his explosive shot. This deed cannot be used with scatter weapons. This damage is not multiplied on a critical hit.

#### This Replaces Dead Shot.

*Explosive Blast (Su):* At 15th level, the gun chemist can use their explosive shot deed, but with a scatter weapon. This creates a cone of fire; in addition to the effect of the scatter shot itself, all creatures within the area of the scatter shot suffers the explosive shot damage, whether or not they are struck by the scatter weapon. Creatures are allowed a Reflex save (DC 10 + 1/2 the gun chemist's alchemist level + his Dexterity modifier) for half damage.

#### This replaces Evasive.

*Poison Shots (Ex):* At 15th level, when applying poison to a piece of firearm ammunition, the gun chemist may spend a point of grit to apply a different dose of the same poison to a multiple pieces of firearm ammunition at once, up to his Intelligence modifier.

This replaces Menacing Shot.

*Snipe (Ex):* At 15th level, when firing a firearm, the gun chemist may spend grit points to decrease the range penalty, if any. For every grit point spent, the range penalty decreases by 4. This does not cause the gun chemist to resolve the long-range shot as a touch attack.

This replaces Slinger's Luck.

Alchemist's Missile (Su): At 19th level as a full-round action, the gun chemist may spend a grit point to empower a shot as if using the Explosive Shot or Explosive Blast deed, except the bonus damage is doubled.

This replaces Cheat Death.

**Grit Discovery:** A gun chemist may select Extra Grit and Grit Feats as alchemist discoveries.

#### Arcanist

Arcanists usually hail from Andrus or one of the floating islands, as these are the few places that still house the magical libraries needed to facilitate an arcanist's education. As such, Chaotic arcanists are rarely found. Arcanists are of the wizardry tradition.

#### Armorist

Like the druid and the war dancer, armorists hail from the orcish war tradition, but have since expanded to the rest of the world. Today armorists may be found hailing from anywhere and any alignment. Armorists are of the mystic tradition.

#### Artisan

Artisans, like alchemists, are a varied bunch, as the shattering of the world destroyed any congruence among the practitioners of this craft. The dwarves were the first artisans, but today they may be found among any people. It is rare to find an artisan among the Chaotic peoples due to the rigorous study demanded of their craft, but it is not unheard of. While artisans possess no spellcasting of their own, their creations are considered to be of the artificery tradition.

#### **Aspect**

Aspects are usually only created by minor fey lords, infernal dukes, saints, and other divine beings who have little to no organized priesthood of their own. It is rare to find an aspect of a major deity, and when such an aspect is found, they are jealously protected and trained by their deity's followers in anticipation for whatever great destiny awaits them.

Aspects use the inherent divinity tradition.

#### Antipaladins

While many creatures may be Evil, antipaladins are agents of an entirely different caliber. Antipaladins crusade to spread Evil as assuredly as a paladin works to spread Good, and while some simply relish in sadism, others are meticulous in their work to encourage Evil among the masses. While many antipaladins may choose a specific fiend as a patron, an antipaladin is not beholden to a single divinity. Antipaladins possess the holy crusader variant of the divine petitioner tradition.

Unlike paladins, antipaladins do not belong to a particular organization and have no hierarchy, although a few may certainly join forces for a time in the name of a common goal.

#### Barbarian

While a barbarian needn't necessarily be Chaotic, it cannot be denied that barbarians are more likely to be found among the Forest tribes than any other place, as it is the best location to facilitate their rage. However, in some rare situations, a barbarian has been known to turn Lawful, usually after studying the Way and seeking to implement its tenets into their behavior.

#### **Tranquil Barbarian**

Rather than lose their powers, a barbarian that turns Lawful may choose to gain the Tranquil Barbarian archetype instead.

A tranquil barbarian embodies the tenets of the Way, seeing the place they fill in the order of things and blending this knowledge into their combat.

**Alignment:** A tranquil barbarian must be Lawful. If she ever cease to be Lawful, she loses this archetype.

**Inner Peace:** A tanquil barbarian can adopt a mindset of pure inner peace and express this through her body for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can achieve inner peace for an additional 2 rounds per day. Temporary increases to Constitution, such as those gained from spells like *bear's endurance*, do not increase the total number of rounds that the tranquil barbarian can achieve inner peace per day. A barbarian can adopt inner peace as a free action. The total number of rounds of inner peace per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a state of inner peace, a barbarian can push her body faster and more precisely than is otherwise possible. The tranquil barbarian gains a +2 bonus on all attack rolls both melee and ranged, and gains a +2 dodge bonus to AC. She also gains a +2 bonus to Reflex and Will saving throws, and to Dexterity-based skill checks. Just as with a normal rage, a tranquil barbarian in a state of inner peace cannot use any skills and abilities tied to mental ability scores, as the void she must hold in her mind forbids all thought but the moment.

The mental effort to attain inner peace, combined with the effects of pushing one's body to heightened levels, leaves a tranquil barbarian fatigued after she ends the state of inner peace for a number of rounds equal to 2 times the number of rounds spent in the state of inner peace. Ending inner peace is a free action. A tranquil barbarian cannot achieve

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inner peace while fatigued or exhausted, but can otherwise achieve inner-peace multiple times during a single encounter or combat. If a barbarian falls unconscious, her inner peace immediately ends.

Inner peace counts as rage for the purpose of all feats and barbarian abilities. When the tranquil barbarian gains Greater Rage and Mighty Rage, these increase the bonuses gained from inner peace to +3 and +4 respectively.

#### Bard

While anyone may live as an artistic wanderer plying their trade in a multitude of courts, the modern bard is one who takes this practice a step further, relentlously pursuing and practicing the ancient and prestigous arts, dedicating themselves to studying the stories, histories, writings, and songs of the past to both uncover ancient rituals and add their own creations to the canon. Bards are equal parts historians and creators, and while their songs and stories are not as authoritative as a journal or history book, they are sometimes much more true.

There is no single organization that trains bards, but a bard must receive training from somewhere to learn the craft. The most prestigious bardic school is located at the University of Andrus, but most tribes and cultures have their own schools, lorekeepers, and story masters who pass bardic training and history on to new students.

A bard possesses the Bardic Magic tradition.

#### Bloodrager

Like the barbarian, the bloodrager is most likely to be encountered among the Chaotic peoples, although this is not always the case. While a bloodrager does not lose their powers if they become Lawful, a Lawful bloodrager may attain inner peace (as the Tranquil Barbarian barbarian archetype) instead of entering a rage. Bloodragers possess the combat sorcery variant of the sorcerous blood tradition.

#### Brawler

Brawlers may be found among any people and in any situation.

#### Cavalier

While originally a specific type of warrior restricted to the nobility of the world's nations, the ending of those nations saw the nobility and their training scattered through the world. Today many cavalier orders still exist, each with its own purpose, tenets, and leadership, and so long as there are issues worth fighting for, there will be cavaliers fighting for them. For orders with established heirarchy's, a cavalier will usually reach different levels at 7th, 13th, and 19th level, similar to the druid or paladin organizations listed later.

**Order of the Beast:** Anciently, the Order of the Beast served the druids as their arm in the world. While this still holds true, currently, the order is divided between those who serve the druids of the 7th Sphere (embracing Chaos) and those who serve the druid Council (embracing Law).

**Order of the Blue Rose:** The Order of the Blue Rose was founded centuries ago in Finreche to serve as peacekeepers and guardians. Today, while the Order still hails from Finreche (now a floating island), now it's members travel far and wide, protecting refugees and ensuring peace in troubled times. While some resent the way the Blue Rose inserts themselves into others' business, others hail them as heroes, and they are always ready allies of paladins in their joint mission to protect those who cannot protect themselves.

**Order of the Cockatrice:** The Order of the Cockatrice is not an actual Knight's Order, but represents any knight who seeks nothing more than personal gain.

**Order of the Dragon:** The Order of the Dragon is not an actual Knight's Order, but represents any knight who pledges themselves to representing and sustaining a guild, a company, or an adventuring crew.

**Order of the Lion:** Each nation among the floating isles possesses its own Knight's Order, which is mechanically represented by the Order of the Lion.

**Order of the Seal:** The order of the Seal is not an actual Knight's Order, but represents any knight sworn to the protection of a particular object, person, or place.

**Order of the Shield:** Begun by Andrus himself, the Order of the Shield is an order of knights working out of the City of Andrus, dedicated to the protection of all mortalkind. While the order usually obeys the will of the city's ruling council, they are an independent body answerable only to themselves, and serve as a check on the council's power.

**Order of the Star:** The Gods, the Fiends, and both of the Fey Courts each maintain an order of knights to fulfill their needs, represented by the Order of the Star. While the Primordials and the Fates do not maintain an active order, it is not unheard of for a knight to dedicate himself to fulfilling the needs of one of these other divinities.



**Order of the Sword:** The Order of the Sword is not an actual Knight's Order, but represents any knight who seeks to protect others and serve the general good. A cavalier of the Order of the Sword may swear fealty to a ruler, but their ultimate dedication is to their code of honor.

**Order of the Tome:** The Order of the Tome is a specialized Knight's Order that works out of the University at Andrus and other specialized libraries and monasteries dedicated to the preservation of old-world knowledge. Most libraries and monasteries will always lend their aid to a member of this order. Knights of this order are almost always Lawful.

#### **Channeler**

The knowledge necessary to becoming a channeler was lost to the world anciently, but recently returned at the hands of the reborn Cherufe, and it is rare (although not impossible) to find a channeler of any other race. Channelers are of the blood magic tradition.

#### Cleric

While the pantheons of the Gods, the Fiends, and the Primordials contain a multitude of deities, each cleric chooses a single deity to dedicate themselves to and through which they gain their abilities.

While every priestly order is different, generally a cleric becomes a patriarch/matriarch at 7th level and can build and oversee their own temple to their patron. At 13th level, they become a high priest or high priestess, entrusted with overseeing their deity's work on a grand scale. Most religions only have one or two members of 19th level or above, who serves as their deity's prophet.

Clerics possess the divine petitioner tradition.

#### Dilettante

Dilettantes may be found among all peoples and in all situations.

#### Druid

The druid order was formed millennia ago by ancient orc elementalists to guard the secrets of the Druidic language, the natural world, and the Etkinean valley. Today, however, the Etkinean valley is where the Heart of the Forest resides, and the druid order is divided: those who lead the 7th Sphere and believe their duty is to support the Forest, and those of the Druid Council who believe the valley must be retaken and the world returned to its former state if possible, or at least contained so other forms of life may yet flourish.

While it is possible for a druid to attempt to remain neutral in this conflict, a druid cannot advance beyond 7th level without dedicated themselves to either the Druid Council or the Druids of the 7th Sphere, as advancement beyond that point involves being initiated into secrets only those two groups hold. When a druid reaches 13th level, they become an Arch-Druid, and may enter their sect's inner-most sanctum and participate in its inner-most council. Usually, only two Druids of 19th level or above exist at a time, one for each druidic group who serves as that organization's Grand Druid.

Druids use the Druidic tradition. For more information on the role of the Druidic language, see the Druidic tradition.

#### Elementalist

Elementalists represent any number of combat-focused casters, and could be sorcerers, wizards, or even druids who care more for the destructive elements than they do other aspects of nature. As such, an elementalist could possess any casting tradition, changing their casting ability modifier as dictated by their choice.

#### Eliciter

Eliciters are born into their power, manifesting the natural empathic abilities inherent in their blood. Eliciters are a part of the psychic tradition.

#### fey Adept

Fey adepts learn their magic directly from the Fey, and use the fey magic tradition. Fey adepts spring up in all manner of ways and places, and as such are as varied as the Fey themselves.

#### Fighter

Fighters may be found among all peoples and in all situations.

#### Gunslinger

With the peoples of the world scattered by the Forest and the resulting lack of standardization in technology, guns and gunpowder are a rare and finicky technology. However, gunslingers can still be found spread across the world, mastering their craft and their weaponry as best they can. Gunslingers are rare among the Chaotic peoples, but not unheard of.

#### fledgewitch

As 'hedgewitch' is a catch-all name for any caster who learned their magic through traditional learnings, hedgewitches may be found in all situations, and of any magic tradition.

#### Hunter

Hunters are not part of any particular organization, but represent any warrior who supplements their combat with a reverence for nature and an attunement with animals. While not part of the druid council and therefore not trained in Druidic, their connection to and reverence for natural forces grants them a natural understanding of a few Druidic words, granting them their minor spell casting ability. Hunters are therefore part of the druidic casting tradition, although they do not gain the Druidic language.

#### Incanter

As 'incanter' is a catch-all name for any caster of focused power. As such, incanters may be found in all situations, and of any magic tradition.

#### Inquisitor

All religions and divinities may possess and empower inquisitors if they so choose, sending them out to root out their enemies and police their priesthoods. Inquisitors are usually considered separate from the general priesthood, and while many answer to a particular religion's high priest or prophet, some inquisitors exist as their own organization, answerable to only themselves. Inquisitors possess the inquisitor variant of the divine petitioner tradition.

#### Investigator

Investigators represent any number of characters who use their wits to fight their battles and so can be found in virtually any situation, although they are rarely found in among the Forest peoples, for the same reasons outlined in Alchemists above.

Investigators are part of the Artificer tradition.

#### Kineticist

Kineticists arise spontaneously, and despite all research done on the subject, no one has yet determined what causes one individual to develop these abilities and another not to. As such, kineticists can arise in any location and any situation.

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#### Mageknight

As 'mageknight' is a catch-all name for any caster who combines magic with martial practice, mageknights may be found in all situations, and of any magic tradition.

#### Magus

Magi are wizards who combine their study with martial capacity, and are found anywhere wizards are. They use the combat wizardry variant of the wizardry tradition.

#### Medium

Mediums usually hail from among the merfolk, for whom communion with the dead is considered a sacred part of their culture. While mediums can arise from other races as well, merfolk caravans have a strong reputation of housing at least one medium, who serves as a guide and advisor for the group.

Mediums belong to the psychic tradition.

#### **Mesmerists**

Mesmerists can arise anywhere, as their power is learned, and anyone with the force of personality to do so, can. Mesmerists hail from the psychic tradition.

#### Monk

The monastic tradition has always been bound up in Law and following the Way, so much so that almost all monks adhere to the tenants of the Way, regardless of whether or not it is their actual religion. As such, virtually all monasteries double as sanctuaries from the Forest and libraries for the preservation of old-world knowledge.

#### Ninja

The secrets of ninja training have always been passed down through ninja families, each member working to teach the rising generation while protecting their secrets from the hands of all outsiders. While some of these families worked exclusively for a particular lord or wealthy merchant dynasty, others sold their services to whoever could pay. The coming of the Forest scattered and destroyed many ninja families, but the ninja can still be found by those who are willing to go looking for them, working for hire or teaching their secrets to chosen pupils.

#### Occultist

With the fall of the old world and the rush to find and preserve its relics, occultism has become more and more common, and can often be found among the delvers of the Forest. It is rare to find an occultist among the Chaotic peoples, as most Chaotic tribes are wholly uninterested in preserving the relics of the past.

Occultists belong to the psychic tradition.

#### Oracle

Oracles are beings born with strange divine powers, blessed or cursed by the divinities with abilities beyond that of ordinary mortals. These powers enable them to explore mysteries beyond the material world, and sometimes to even gaze upon the fires of prophecy. Each oracle serves a patron who grants them their power, and while oracles are not part of the clerical hierarchy of most churches, they nonetheless often serve as respected leaders and advisors in their religion.

Oracles use the inherent divinity tradition.

#### Paladin

Although Saint Jarron is the patron of paladins, the paladins are not bound to serving a single deity, but rather are an order dedicated to protecting Goodness and civilization at all times and in all places. In this way, their relationship to Saint Jarron is more of soldier to master at-arms rather than disciple to divinity, and a paladin may revere any or all of the Gods as they so choose. This choice does not affect their alignment, nor the tenants of their order.

Paladins are an order that adheres to a number of principles and edicts dedicated to upholding both Good and Law. A creature must undergo strict training and adhere to the order's hierarchy to become a paladin, and because paladins often work in dangerous, wild areas where no other authority is present, a paladin cannot become a paladin until his superiors feel he can be trusted to serve as both judge and officiator, interpreting his tenants according to the situation at hand without allowing his passions to cloud his actions.

It is left in the hands of each individual paladin to interpret their principles to a given situation, trusting in their judgement and the power of prayer to guide their actions. However, as self-deception is the easiest form of guile to practice, every paladin is also expected to check in with his superiors regularly to discuss his choices and decisions, with the superior serving in the capacity of teacher, advisor, and confessor.

While paladins believe in repentance and forgiveness, a paladin is also expected to hold strictly to their tenets, as so many depend on their dedication. At any time, another paladin or a lawful officiator can bring a charge against a paladin if they feel his actions grossly in error. At that point, a council of elders will assemble to review the paladin's conduct, outlining steps he may take to repent, make amends, or change his ways if deemed necessary. However, if the grievance is too great, they may also revoke the offending creature's paladinhood. Such a revoking can be reversed if the paladin is willing to re-dedicate themselves to the or der, often after a period of repentance or the undertaking of a quest or trial. A paladin may also lose their powers if his habitual actions change his alignment from Lawful Good, or if he commits a voluntary act of true depravity, even if no council was involved.

The tenants of the paladin are:

- To be, at all times, a beacon to the world, embodying the virtues of faith, hope, temperance, charity, justice, humility, prudence, and valor.
- To always act with honor, for it is better to die an honorable man than to live as a coward.
- To protect the innocent, as if every harm visited upon them was visited upon you.
- To uphold the honor of widows, orphans, the defenseless, and the homeless, and to always observe the rites of hospitality.
- To give no peace to the wicked.
- To never exercise authority by virtue of might, but to exercise might by authority of virtue. Authority extends from wisdom and persuasion, not from strength of arms.
- To always speak the truth, and to never break an oath.
- To never allow thoughts of gain to cloud your judgement, nor to be ruled by the appetites of the flesh.
- To never steal, nor act with deceit.

When a paladin reaches 7th level they become an elder and can serve in councils and oversee the training of younger paladins. At 13th level, a paladin becomes a grand master and is entrusted to aid in making decisions that may affect the entire paladin order. There usually exists no more than a single paladin of 19th level or higher, who serves as the head of the order.

Paladins use the divine crusader variant of the divine petitioner tradition.

#### Good and Evil

Defending others from the threats of bandits or monsters, that is easy. Sitting in judgement over another mortal, that is a terrible, but necessary, thing to do. I've known men who were convinced they were good at heart because they loved their mothers and gave money to the poor, even when their hands were stained with the blood of innocents. I've known men of purest heart who were driven from their homes for their 'evil ways', their only crime being a difference of politics with their neighbors, or having the courage not to follow a mob on a self-righteous witch hunt. And, perhaps worst of all, I've known men who threw up their hands when faced with these apparent contradictions, declaring that this must mean there was no such thing as good an evil.

Remember, squire, that no matter how muddied the world tries to become, there is such a thing as good and evil, and they exist in all of us. Out in the world you'll find evil men with good intentions, good men with terrible prejudices, thieves with hearts of gold, and folk heroes whose popular personas hides souls as black as night.

How do you tell the difference between these groups and ensure true justice is done? That, my boy, is wisdom; it takes a lifetime to earn, and your work is impossible without it.

--Sir Gideon, grand patriarch of the paladins.

#### Psychic

Psychics gain their power from a variety of sources and disciplines, and as such may be found anywhere and among any peoples.

Psychics belong to the psychic tradition.

#### Ranger

Anciently, the rangers were a group of border guards, protecting the frontier of civilization from the threats of the wilderness, at the same time they protected the wilderness from the encroachment of civilization, and for their dedication, were taught certain rites by the Druids to aid in their work. Today there is no organization of rangers, but the knowledge, training, and limited druidic ability have been passed down through the years, and guards, thiefcatchers, hunters, and more have been known to embrace the ranger way.

Rangers are part of the druidic casting tradition, although they do not gain the Druidic language.

**Favored Terrains:** The coming of the Forest has caused slight changes to the usual list of Ranger favorite terrains:

Cold (ice, glaciers, snow, and tundra) Cryptwood (canopy and floor) Desert (sand and wastelands) Forest (canopy and floor) Jungle (canopy and floor) Mountain (including hills) Planes (pick one, other than Material Plane) Swamp (canopy and floor) Underground (caves and dungeons) Urban (buildings, streets, and sewers) Water (above and below the surface)

#### Rogue

Rogues may be found among all peoples and in all situations.

#### Samurai

Samurai, like cavaliers, were once an order of hereditary warriors hailing from the old world. The breaking of the world left many samurai as ronins, but others managed to serve their liege through the changes, or to find a new lord to serve. Although their training may be different, samurai are welcome in any and all of the cavalier orders.

#### Shaman

While shamanism has existed for millenia (and some believe has its origins in the same elemental worship that spawned druidism), the awakening of the Forest also lead to an awakening of the natural spirits, greatly increasing their power and the power of those who wield them. Shamans are more likely (but not exclusively) found among the Chaotic peoples.

Shamans are considered part of the divine petitioner tradition.

#### Shifter

Shifters are a new force in the world, born with the coming of the Forest. While some entire racial groups have found themselves changed by the Forest (such as the forest gnomes and the feral orcs), some individuals are affected much more deeply, forever changed by the pure Chaotic power of the Forest. While it is possible to learn to be a shifter through dedication, most shifters are born into their power, changing form as a child without even understanding how they do so. While a shifter needn't be Chaotic, he cannot become Lawful without losing his powers.

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A shifter is a part of the Druidic tradition, but they do not gain knowledge of Druidic.

#### Skald

Skalds are bards who embrace a more war-like application of their magic, and are more likely to be found among the Chaotic peoples. Skalds use the bardic magic tradition.

#### Slayer

Slayers may be found in all locations and situations.

#### Sorcerer

Sorcerers have always existed, but while dragon sorcerers are quite common among halflings, other sorcerers are rare creatures, and may appear in all manner of different situations and locations. Sorcerers use the sorcerous blood tradition.

#### Soul Weaver

A soul weaver is a caster who, like the medium, speaks with and commands souls, although they do so more as a master than a vessel. Soul weavers are most often found among the merfolk, where soul weavers are given a position of honor as shepherds of the dead. In other places, soul weavers are often feared for their power, both by the ignorant, who mistake them for witches, and the informed, who know exactly what a soul weavers can do to her enemies.

Soul weavers are a part of the psychic tradition.

#### Spiritualist (Drop Dead Studios)

In the old world, spiritualists were most likely to be found training alongside monks and practicing the Way, as the rigorous discipline of monastic training helped facilitate their abilities. However, a spiritualist's power is not tied to Law the same way a monk's ki is, and so spiritualists may exist of any alignment.

Spiritualists are part of the spiritual tradition.

#### Spiritualist (Occult Adventures)

Spiritualists are chosen by the spirit that wishes to inhabit them, and as such spiritualists can arise anywhere and from anyone. Spiritualists belong to the psychic tradition.

#### Summoner

Summoners are feared beings, for while a cleric may summon extraplanar allies from his patron, a summoner conjures all number of beings from all manner of places, meaning the average person never knows just who the summoner's allies are, nor who might be in control of that relationship. Although many summoners do extensive research to learn the true names of beings so they may be called, the summoner's art is not dependent on libraries the same way a wizard's is, and summoners may be found in any number of situations and of any alignment.

Summoners use the pact magic tradition.

#### Swashbuckler

Swashbucklers can be found anywhere and in any situation, although they are more likely to arise among the airship crews flying in and out of Andrus and the floating isles, and as such tend to not be Chaotic, even if they do take up a life of danger or piracy.

#### Symbiat

Symbiats were first created through a process crafted by the cecaelia, which was lost to the world when they fell. With the return of the cecaelia, the knowledge required to create a symbiat has also returned and these psychic warriors have begun to reappear across the world. Where once symbiats were elite agents of the cecaelia, today they have spread beyond their mother race, as displaced cecaelia sages sometimes find employment creating symbiats for governments or crime lords. As such, symbiats are more likely to be found on the payroll of someone who can afford the process, but such is not always the case.

Symbiats are part of the psychic tradition.

#### Thaumaturge

As 'thaumaturge' is a catch-all name for any caster who delves into forbidden, risky, or unstable magics, thaumaturges may be found in any location and of any tradition.

#### Vauntguard

Like the ninja and the samurai, vauntguards hail from the old world, where they were employed as agents of governments, dynasties, and or ganizations. Today vauntguards can still be found serving the governments of the world, although masterless vauntguards exist in increasingly greater numbers, as the fall of nations leaves these agents in need of work but with few legitimate skills outside of spycraft. As such, many vauntguards turned to adventuring or thievery, and the skills necessary to become a vauntguard can be found anywhere and among any people. However, vauntguards tend not to be Choatic, as the Forest tribes have little patience for spycraft.

#### War Dancer

Although war dancers originally hailed from the orcish war tradition, where orcish warriors would observe signs, omens, and mysticism as readily as the art of the sword or axe, they quickly spread throughout the world, with many cultures developing their own variant on the art. Today war dancers may be found anywhere and of any alignment.

War dancers belong to the mystic tradition.

#### Warpriest

Warpriests are found wherever clerics are, although they are more likely to be found on the edge of the frontier rather than in a temple in a protected city. War priests belong to the divine petitioner tradition.

#### Witch

Witches are an eclectic group, as they belong to the wizardry tradition, but where a wizard studies their magic in books, a witch studies by communing with and gaining wisdom from an otherworldly patron. Sometimes these patrons are Fey lords and servants of primordials, but other times they are something darker and more mysterious, hailing from beyond the edge of reality. Thus, while wizards are more common among the Lawful peoples, witches are more common among the Chaotic.

#### Wizard

Wizardry is the most common form of magic after clerical devotion, as it is the form of magic least dependent on any special circumstance other than the wit and talent of the practitioner. Because wizardry is so dependent on academic study, it is rare to find a wizard among the Chaotic peoples (who instead prefer witchcraft) as the libraries a wizard needs simply cannot be found among the Forest peoples.

# Feats

#### Abundant Adrenaline (Combat)

The designs of your creators left your adrenal glands on overdrive, granting you incredible swiftness for a short period of time.

Prerequisites: Created, character level 3rd

**Benefit:** Once per hour, you can take an extra swift action for two turns, but for the next three turns afterward you receive no swift actions. You cannot use any extra swift actions to cast spells.

**Special:** You may take this feat a total of twice. When taken a second time, once per hour you can take an extra standard action for two turns, but for the next three turns afterward you receive no standard actions. You cannot use any extra standard actions to cast spells.

#### Airborne Aethermancer (Combat)

You were not just born to be in the air, but to possess a mastery of it that enhances magic you cast while in flight.

Prerequisites: Cuazaj, breezeflight, character level 3rd

**Benefit:** When using Breezeflight and casting a spell or using a sphere ability that deals acid or lightning damage, your caster level increases by 1.

#### Alraun Nose (General)

Your sense of smell if even more developed, allowing you to pick out many more odors than just the smell of blood.

Prerequisites: Blood sense racial trait

Benefit: You gain the scent ability.



#### Armored Flight (Combat)

You have long practiced the ability to fly with greater loads.

Prerequisite: Fenghaung, Fly speed.

**Benefit:** You can now fly in medium or heavy armor, or while encumbered.

#### **Calculated Shot (Combat)**

Attack smarter, not harder.

**Prerequisite:** Intelligence 13, Point-Blank Shot, Precise Shot, Focused Shot

**Benefit:** You may use Focused Shot with any ranged weapon, not just bows or crossbows. You gain a +2 bonus to attack and damage rolls when using Focused Shot.

#### **Cauldron of Venom (Combat)**

You've carefully developed your poison for greater versatility.

**Prerequisites:** Poison Spitter, poison eater alraun, character level 7th

**Benefit:** You can change your poison's type (from injury to contact, ingested, or inhaled) by expending twice as many of your daily uses as normal. When used as an inhalation poison, your poison fills one adjacent 5-ft.-square for a number of rounds equal to half your hit dice, affecting the first creature to enter that square.

Normal: Alraun poison is an injury poison.

#### (cecaelia Burst (General)

When the time to withdraw into the depths comes, you are able to retreat with preternatural quickness.

Prerequisites: Cecaelia, 3rd level

**Benefit:** You are able to swim 150 ft backward as a full-round action, as the jet universal monster ability. You must move in a straight line while jetting, but your movement does not provoke attacks of opportunity.

#### Cherufe Chomp (Combat)

The strength of your jaws is uncanny and once you sink your teeth in you can hold on like a steel vice.

Prerequisites: Cherufe (zavr subtype), Base Atk +9.

**Benefit:** You may make a free grapple combat maneuver check that does not provoke attacks of opportunity when you hit with your bite attack.

#### Cherufe Sweep (Combat)

With lightning reflexes, you sweep your tail against an opponent that has left them exposed, knocking them down.

Prerequisites: Cherufe (zavr subtype), Base Atk +6.

**Benefit:** When using your tail to make an attack of opportunity, you may make a free trip combat maneuver that does not provoke attacks of opportunity against a target if you successfully hit it.

**Special:** If you possess the Improved Trip feat or are otherwise unable to provoke an attack of opportunity when making a trip attempt, you gain a +2 bonus to your CMB with this trip attempt.

#### (limbing Claws (General)

Less rude than shoving them into living things, but still less refined than most would prefer, your sharp claws make fine climbing tools.

**Prerequisite:** Secondary arms racial trait, claws racial trait **Benefit:** You gain a +2 racial bonus to Climb checks per free hand. If all four hands are free, you gain a 15 ft. climb speed as well.

#### **Commanding Presence (General)**

#### Prerequisites: 3rd level

**Benefit:** A creature with this feat can command two crews at once rather than just one. Both crews must still be able to see or hear this creature to gain the benefits of having him as their commanding officer.

#### (uazaj Breath (Combat)

Prerequisites: Cuazaj lightning racial trait

**Benefit:** Your cuazaj lightning breath weapon improves, dealing 1d6 damage per 2 character levels.

#### (uazaj Breath, Expanded (Combat)

Prerequisites: Cuazaj lightning racial trait, Cuazaj Breath

**Benefit:** Your cuazaj lightning breath weapon double in size, affecting a 30-ft cone.

**Special:** You may take this feat a total of twice. If taken twice, your breath weapon becomes a 60-ft cone.

#### (uazaj Breath, Greater (Combat)

Prerequisites: Cuazaj lightning racial trait, Cuazaj Breath

**Benefit:** You may use your cuazaj lightning breath weapon once every rd4 rounds.

#### Elemental Heart (General)

Your attachment to the forces of flame deepens with your power. **Prerequisite:** Elemental Nature racial trait

**Benefit:** Increase the energy resistance given by your elemental nature by an amount equal to your class level.

#### Elemental Rebirth (General)

Like the phoenixes of legend, you are difficult to keep down.

**Prerequisite:** Fenghuang, Elemental Nature racial trait, Elemental Heart, Level 12+

**Benefit:** If your body is immersed in the element you have resistance to via the elemental nature racial trait within a day of your death, you are revived as per *raise dead*, gaining two permanent negative levels as normal. If you are slain by this element, this ability activates automatically in rd4 rounds.

#### **Elemental Touch (Combat)**

The elemental energies within you can escape through your attacks, helping express your fury.

Prerequisite: Fire nature or Cold nature racial trait

**Benefit:** When attacking with a natural or manufactured melee weapon, you deal 1d6 damage of fire or cold damage as appropriate. This does not stack with weapon qualities such as *flaming* or *frost*.

#### Emergency Repair (General)

Desperate times call for desperate measures. A working device can save your life.

Prerequisite: Technological racial trait.

**Benefit:** As a full-round action, you may quickly jury-rig a repair on a destroyed object, elevating it to functional with the broken condition for 1d6 minutes. Any given item can only be so repaired once before real work has to be done to coax it back to life. Any additional damage will immediately destroy the item again. This does not restore magic to a destroyed magic item. Alternately, you may use this feat to remove the broken condition from an object for 1d6 minutes, but again, only once per object.

#### Extra Planar Balancer (General)

Prerequisites: Sidhier, Planar Balancer racial trait.

**Benefit:** You may use your planar balancer ability an additional 3 rounds per day.

#### Extra Venom (General)

Prerequisites: poison eater alraun

## Benefit: You may use your venum an additional 2 times per day.

#### fey Interference (General)

When you deem it so, you can grace the Material Realm with the briefest touch of the meddling Fey Lords.

#### Prerequisites: Sidhier

**Benefit:** A number of times per day equal to 1/2 your hit dice, you can spend an immediate action to force a creature within 30 ft. to reroll a natural 20. They may roll twice and take the better result.

#### feylignment (General)

Using the gifts of your fey bloodline you can hide the true nature of your soul.

#### Prerequisites: Sidhier

**Benefit:** By spending an immediate action, you may change your alignment to appear to be within one step of what it truly is for one minute. This changes the way your alignment interacts with spells, magic items, and other effects. Performing any action related to your actual alignment immediately ends this effect (for example, a Neutral Evil sidhier could use this ability to change his alignment to True Neutral to avoid being detected as Evil by a paladin nor targeted by the paladin's smite. However, if the Neutral Evil sidhier should attack the paladin, his allies, an innocent or perform any other Evil act, the benefit of Feylignment would immediately end).

#### Flexible Tail (Combat)

Prerequisites: Cherufe ((zavr subtype), Base Atk +6

You may use your tail as a normal natural attack, and are no longer limited to only using it to make attacks of opportunity.

#### Focused Miasma (General)

By focusing your naturally disruptive odor you are able to sap another creature of its willpower.

Prerequisites: Fermon alraun, Odor of Susceptibility.

**Benefit:** By spending a standard action to suppress your odor of susceptibility (provoking attacks of opportunity), you can narrow its effects into a miasma that targets only one creature within 20 feet, increasing its penalty to -2 while it is within this range. This is a mind-affecting effect and creatures that do not need to breathe are immune to its effects. Deactivating focused miasma is a swift action.

#### **Forest Roots (General)**

Focusing deeply and setting yourself down into the dirt, you can use the woods around you to sense the world at range.

#### Prerequisites: Leshy, Vegetalker

**Benefit:** While on a ground with soil such as the forest floor or swamp terrains, you can spend a full-round action that provokes attacks of opportunity to designate a 50 ft. radius area centered within Medium range (roo ft. + 10 ft. per level). You may detect objects within this area, as if using tremorsense. The point you designate must be within the same forest or swamp terrain. While using Forest Roots, you are denied your Dexterity bonus to armor class and cannot take a 5-foot step.

#### Greater Created (General)

Your creators invested greatly into your creation. **Prerequisites:** Created **Benefit:** You receive 1 creation point. **Special:** You may only take this feat at character creation.

#### Hardened Shell (Combat)

Your carapace has weathered an unfortunate number of blows. **Prerequisite:** Tatulani **Benefit:** You gain a +1 natural armor bonus.

#### Improved Ink Jet (General)

Over time you've carefully tended your ink glands to produce far more than they normally would.

#### Prerequisites: Cecaelia

**Benefit:** You may use your ink jet racial ability once per hour rather than once per day.

#### Jumbled Organs (General)

The general placement of your organs often baffles your foes, making you even more unique when compared to your bizarre peers.

#### Prerequisites: Created

**Benefit:** Your natural fortification from questionable anatomy increases to 25%.



#### Linguistic Mastery (General)

Some believe that to know your potential foe is to have won before the battle begins.

#### Prerequisite: Tatulani

**Benefit:** You gain a +2 bonus to Linguistics checks. Every rank of Linguistics gives two languages instead of one. You immediately gain one language per rank of linguistics you had before gaining this feat.

#### Living Accumulator (Combat)

By focusing and unleashing your innate electrical powers, you can charge the remains of your kin with lightning.

Prerequisites: Cuazaj, Constitution 13+

**Benefit:** You can naturally charge a cuazite weapon with electricity as a swift action a number of times per day equal to your Constitution modifier.

**Special:** If you have the cuazaj assault racial ability, you can instead increase the additional damage of a cuazite weapon to +1d8 electricity damage a number of times per day equal to your Constitution modifier.

#### **Master Engineer (General)**

When you learn the ins and outs of an engine, you can coax more from it than another engineer could.

Prerequisites: Profession (engineer) 5 ranks.

**Benefit:** When you serve as a ship's engineer for at least 1 week, you can coax greater feats than normal from that ship's engine. When overloading the engine, if your skill check is 30 or above, you increase the ship's speed by +3 instead of +2. When aiding the pilot, if your check exceeds 25 you grant the pilot a +6 bonus instead of a +4 bonus.

#### **Mixed Toxicity (Combat)**

You are not only nourished by drinking poisons other than your own, your venom becomes more potent as well.

Prerequisites: Poison eater alraun

**Benefit:** After ingesting a poison other than your own, the DC of your poison is increased by +2 for each 500 gp of its value (minimum +1) the next time you use your poison.

#### Planar Strike (Combat)

You can swing your blade with so murderous an intent that it cleaves between dimensions.

Prerequisites: Sidhier, Arcane Strike, caster level 5th

**Benefit:** When using Arcane Strike, your empowered weapons also gain the ghost touch enhancement for that round.

#### Planar Swing (General)

Using your miraculous ability to create a static point between dimensions, you can temporarily bend gravity to swing yourself upward.

Prerequisites: Sidhier, Planar Balancer racial trait

**Benefit:** As a swift action, you may expend a round of your Planar Balancer racial ability to make an Acrobatics check to jump, moving a number of feet equal to your check in any direction with a top height equal to 1/4 your check as normal. This is in addition to other movement taken during the round, and provokes attacks of opportunity as normal. This jump may be taken in the middle of a standard jump, increasing the height and distance of that jump, as well as allowing you to change direction in mid-air (in essence, allowing you to 'jump' in the middle of a jump).

#### **Poison Spitter (Combat)**

Flexing glands near your jaw, you can spit your poison directly at enemies in a foul corrosive mixture.

Prerequisites: Poison eater alraun

**Benefit:** You can spit your poison as a ranged touch attack with a range increment of 10 feet. On a successful hit, it deals 1 acid damage and delivers your poison. Spitting poison in this fashion is considered a ranged weapon for the purpose of feats and making multiple attacks per round.

#### Poisonous Ink (General)

The ink you produce in quantity can do more than blind opponents, sometimes sickening or even killing foes.

#### Prerequisites: Cecaelia, Improved Ink Jet

**Benefit:** In addition to blindness for 1 minute, your ink jet becomes poisonous.

Ink jet—contact; *save* Fort DC 10 + 1/2 cecaelia's hit dice + cecaelia's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Con, *cure* 2 saves.

#### Practiced Claws (Combat)

Working on your coordination and your martial technique, you are able to use your secondary limbs to strike more rapidly.

**Prerequisite:** Secondary arms racial trait, Strengthened Arms, base attack bonus +4

**Benefit:** Your secondary arms gain secondary claw attacks that deal 1d4 damage each. Secondary natural attacks are made with a -5 penalty to attack, and only add half your Strength modifier to damage.

#### Razor Beak (Combat)

Your beak isn't just for speaking and grasping, but for defense as well. **Prerequisite:** Fenghuang

**Benefit:** You gain a bite attack that deals standard damage for your size (1d6 medium, 1d4 small).

#### Razor lalons (Combat)

Though not built for fine manipulation, your talons can serve well enough as a last line of defense.

#### Prerequisite: Fenghuang.

**Benefit:** You gain two talon attacks that deal standard damage for your size (1d4 at medium). These are primary attacks that may only be taken while airborn.

#### Real flight (General)

Flying comes as naturally to you as breathing and your airborne talents are often the source of great envy among your peers.

Prerequisites: Cuazaj, character level 5th

**Benefit:** When using Breezeflight, you become weightless instead of half-weight. The penalties to CMB and CMD increases to -4, and you gain a Fly speed of 30 ft with average maneuverability instead of making an Acrobatics check.

#### **Ritual Expert (General)**

You have learned much of ritual magic, and can call upon a wider variety as your needs dictate.

Prerequisites: Caster Level 1

**Benefit:** You may use any ritual under your magic type (arcane, divine, psychic), not only those tied to your specific tradition.

#### **Ritual Master (General)**

Your skill with ritual magic is unparalleled.

Prerequisites: Caster Level 1, Spheres of Power caster

**Benefit:** You may use your MSB in place of your caster level when using rituals.

#### Spell Dabbler (General)

You have learned to hold rituals in your memory to a minor degree. **Prerequisites:** Casting class feature (Spheres of Power)

**Benefit:** You may choose one ritual per day you have access to up to the highest level you may cast. By spending 15 minutes preparing beforehand, you may cast this ritual once as a spellcaster at any point during that day. This may be a lower-level ritual augmented by any metamagic feats you possess. All requirements of your tradition must still be met when using this ability, and this ability may be augmented by any tradition boons you possess. You must spend a number of spell points at the time you prepare the ritual dependent on the level of the ritual in question: 0-2: I spell point, 3-5: 2 spell points, 6-8: 3 spell points, 9: 4 spell points.

#### Spell Adept (General)

Your ability to use rituals has grown to great power.

**Prerequisites:** Spell Dabbler, Casting class feature (Spheres of Power)

**Benefit:** When using your Spell Dabbler feat, you may increase the preparation time to 1 hour to prepare as many rituals as you desire, spending spell points for each prepared ritual. You cannot prepare more than 4 rituals of any individual level in this manner.

#### Siege Engineer (Combat)

Your skill with large weapons is great.

Prerequisites: Proficiency with at least 1 siege engine.

**Benefit:** You are considered proficient with all siege engines, and no longer suffer a chance of misfire when rolling a 1 with a siege engine.

#### Steel Skeleton (Combat)

A solid frame can easily make the difference in a fight, and few are as firm bodied as you are—welded steel bars are hidden throughout your body, making you extraordinarily tough.

Prerequisites: Created

**Benefit:** All of your movement speeds are reduced by -5 ft. and your weight doubles, but you gain a +1 natural armor bonus to AC, +1 racial bonus to CMB and CMD, and treat your Strength attribute as 2 points higher when determining carrying capacity or making a Strength-based ability or skill check (though not when making attack rolls or weapon damage rolls).

#### **Strengthened Arms**

Prerequisites: Secondary Arms racial trait

**Benefit:** Your secondary arms are as powerful as regular arms. You may use your secondary arms to hold shields, fulfill somatic requirements, or make attacks (although this does not grant you additional attacks or actions per round). When wielding a weapon in two hands, add 1.5 times your Strength modifier to damage instead of 1 or .5 times your Strength modifier. When wielding a weapon in all 4 hands, add 2 times your Strength modifier to damage instead of 1.5 times your Strength modifier.

**Special:** Taking this feat qualifies a tatulani to take the Unreasonable Coordination feat.

#### Tactile Density (Combat)

Like a spirit of the wind, you deftly cut through the air with unmatched grace.

Prerequisites: Cuazaj, Real Flight

**Benefit:** You no longer suffer any penalties to CMB or CMD while using Breezeflight.

#### **Talented Leaper (General)**

Your uncannily strong legs can send you soaring through the air. **Prerequisites:** Cherufe

**Benefit:** When calculating how high you can jump with your Acrobatics skill, divide your Acrobatics roll by 2 instead of 4. If you gain a similar ability from another source (such as the Primordial Leaper barbarian archetype), you may instead use your Acrobatics check to determine the height of your jump without dividing at all.

This still does not allow you to exceed your movement for the round with the height or length of your jump.

#### **Tentacle Adept (Combat)**

Hard training and dedication have taught you how to make the best use out of your tentacles, twisting, turning, pirouetting, and bending to strike opponents from farther away than they suspect.

**Prerequisites:** Cecaelia, Base Attack +5 or monk 3, Tentacle Novice, Improved Unarmed Strike

**Benefit:** Increase the reach of any attacks you make with your tentacles by +5 feet.

#### Tentacle Grappler (Combat)

Enemies quickly learn to fear your tentacleseven being grazed by your many appendages can lead to a quick death.

**Prerequisites:** Cecaelia, Tentacle Master, Tentacle Adept, Tentacle Novice, Improved Unarmed Strike.

**Benefit:** Once per round when you successfully attack a target with your tentacles, you may make a grapple combat maneuver against that target as a free action. This does not provoke an attack of opportunity.

**Normal:** Making a grapple combat maneuver check is a standard action.

**Special:** Though this has a stance feat as a requirement, Tentacle Grappler is not a stance feat.

#### Tentacle Master (Combat)

You are truly a paragon of cecaelia combat prowess, able to strike opponents as soundly with a tentacle as any weapon.

**Prerequisites:** Cecaelia, Tentacle Adept, Tentacle Novice, Improved Unarmed Strike

**Benefit:** You gain a +1 racial bonus to attack rolls and damage rolls made with your tentacles.

#### Tentacle Novice (Combat, Style)

You've developed greater control over your tentacles, allowing you to move your center of gravity around to overturn opponents.

**Prerequisites:** Cecaelia, Base Atk +2 or monk 1, Improved Unarmed Strike

**Benefit:** You gain a +2 racial bonus to CMD to resist grapple checks and gain a +1 racial bonus to CMB when making a grapple or trip check. You may use your tentacles to make unarmed strikes.

#### Unreasonable Coordination (Combat)

Those extra arms are not just for display. A little practice and dedication and you can get them all moving independently.

**Prerequisite:** Three or more arms, base attack bonus +6, Dexterity 13, Two-Weapon Fighting

**Benefit:** When two-weapon fighting, you may treat an additional hand as an off-hand, allowing you to make an additional off-hand attack with that hand whenever you make a usual off-hand attack.

**Special:** You may take this feat a number of times equal to the number of arms you possess beyond two. A Tatulani must possess the Strengthened Arms feat to gain this feat.

#### Vegetalker (General)

The forests of Khrone speak to you as plainly as any other living creature.

Prerequisites: Leshy

**Benefit:** You may speak with plants, as if constantly under the effects of a *speak with plants* spell or the Speak with Plants Nature talent, with a caster level equal to your hit dice.

#### Vined Limbs (Combat)

Your control over the woven vines extending from your body is extreme, and when wrapped around your arm can be quite dangerous.

Prerequisites: Draide alraun

**Benefit:** Your reach when making melee touch attacks is increased by +5 feet.

**Special:** You may take this feat a total of twice. When taken a second time, your normal reach is increased by +5 ft., and you may make touch attacks at +5 ft beyond that.

# Tradition Traits

A tradition trait is a form of character trait that relates to a creature's use of magic. Like all character traits, a tradition trait may be taken at character creation (if using the optional character trait rules), but tradition traits can also be gained through multiclassing, as outlined below.

When a caster takes levels in two casting classes that use different traditions but the same magic type (arcane, divine, psychic), they must choose one tradition to be 'dominant'; this is the tradition that they use when activating magic. The creature does not gain any of the benefits, drawbacks, etc., of the other tradition or traditions they possess, but instead they gain a tradition trait for each of their non-dominant traditions.

A tradition trait represents a way a caster has learned to mix two traditions together, blending elements of one into the other to expanding his magical options. A tradition trait may only be used with the magic type its tradition is associated with, and a caster cannot gain or use a tradition trait associated with their dominant tradition (thus, a wizard could make use of the artificery training trait, but not the clerical training trait nor the wizard training trait.)

#### Artificery Iraining (arcane, artificery tradition)

You may construct and maintain a single sul magicka at a time, as the artificer tradition. This device is usable with a single magic sphere (chosen upon creation) and adds the Wild Magic drawback (but with a 20% chance of wild magic instead of 10%) and the Easy Focus boon to effects from that sphere, so long as the sul magicka is equipped. You must still fulfill all requirements of your own casting tradition when using this sul magicka. If you construct another sul magicka, it replaces the first.

#### Bardic Training (arcane, bardic magic tradition)

If you possess a tradition with the Focus Casting drawback, you may make a Perform check rather than a concentration check when casting without your focus. The DC of this check is 15 + the effect's caster level. For every 2 points by which this check falls short of the DC, the effect manifests at -1 caster level. If this reduces the effect to a caster level of 0 or below, it does not manifest and any spell points used are lost. You must be capable of using the Perform skill in question (i.e., must be playing a lute to use Perform (strings), sing to use Perform (sing), etc.).

#### Blood Training (arcane, blood magic tradition)

By taking an amount of nonlethal damage equal to 1/2 your caster level (this damage cannot be healed by magic and only goes away after roughly 8 hours of rest), you may add the effects of the Overcharge boon to that use of magic, suffering fatigue afterward as normal. You cannot use this trait if you are immune to nonlethal damage.

#### Clerical Iraining (divine, divine petitioner tradition)

Choose one end of the alignment spectrum that you possess (Good, Evil, Lawful, or Chaotic). You may augment your Destruction sphere effects such as they only deal half damage to anyone not of your opposed alignment (Evil for Good, Lawful for Chaotic, etc.). If you are True Neutral, your opposed alignment is the extremities of the alignment spectrum (Lawful Evil, Lawful Good, Chaotic Evil, Chaotic Good).

#### Dragon Training (arcane, dragon magic tradition)

If you possess the Conjuration sphere, you may designate one of your companions as a bound creature, as the Bound Creature boon. This does not change one of your companions into a Bound Creature, but instead allows you to use one of your 'companion' slots to bind a creature, as the boon. However, the creature advances at half the usual rate, using 1/2 your caster level when determining its Hit Dice. The Boon Companion talent can improve this companion as usual. If you possess the Focused Casting drawback, you may choose to use the creature as your focus, replacing your usual focus. If you do not possess the Focused Casting drawback, the bound creature does not give you that drawback.

#### Druidic Training (divine, druidic tradition)

If you possess the Expanded Charm talent from the Mind Sphere, you may also affect vermin, although your DCs are 2 less when targeting them.

#### fey Magic Training (arcane, fey magic tradition)

You may increase an effect's casting time by 1 step to incorporate fey movements and revelry into your casting. You must be unbound and free of emotional effects (as the Somatic Casting and Emotional Casting drawbacks) and suffer a chance of arcane spell failure if wearing any armor or using a shield. Once you are finished, the effect gains the effect of the overcharge boon, and you suffer fatigue afterward as normal.

#### Inherent Spark (divine, inherent divinity training)

You may increase an effect's casting time by I step to assert your own divine will in congruence with your magic. You must be able to speak and be free from emotional manipulation (as the Verbal and Emotional Casting drawbacks) to assert yourself in this fashion. You gain the Easy Focus boon for that effect.

#### Mystic Training (divine, mystic tradition)

When you have 0 spell points, you may increase your casting time by 1 step to call for the aid of spirits in your time of need, gaining a + 2 bonus to your caster level for an effect.

#### Pact Magic Training (arcane, pact magic tradition)

When you rest to regain spell points, you may designate one sphere you possess and summon a spirit to aid in its casting. You gain the Easy Focus boon when using that sphere, but also suffer the Addictive Casting drawback when using it.

#### Psychic Training (psychic, any psychic class)

If you possess levels in multiple psychic classes that use different casting ability modifiers, you may always use the higher modifier as your casting ability modifier, switching as needed to reflect changes due to magic, ability drain, etc.

#### Sorcerous Iraining (arcane, sorcerous blood tradition)

When using a sphere effect, you may spend an additional spell point to ignore any one drawback you possess (other than Somatic Casting or Verbal Casting), drawing on your own magical nature to fuel the magic instead. You can only ignore one drawback per effect in this fashion, and must pay this cost again for every effect you so manifest.

#### Spiritual Training (divine, spiritual training)

You may increase an effect's casting time by I step to infuse your own spiritual energy into the effect, increasing it's power. You suffer I point of nonlethal damage +I per 5 caster levels of the effect, and this damage cannot be healed nor prevented, only being removed after roughly 8 hours of sleep (if a creature is immune to nonlethal damage, they cannot benefit from this trait). You gain the benefits of the Overcharge boon for that effect, and are fatigued afterward as normal.

#### Wizardry Training (arcane, wizardry tradition)

When you rest to regain spell points, you may designate a single sphere effect and a series of metamagic feats you possess that you wish to augment it with (minimum: 1), in essence preparing the casting before hand. During that day, when you use that prepared sphere effect, the effect manifests at +1 caster level. You must spend 1 gp's worth of magical components per caster level of the produced effect at the time of preparation.

# Skills

Many skills have new or augmented uses in Skybourne, particulalry those that relate to the operation of an airship and the handling of crew. These new and augmented skills are listed below. Many of these skills reference overland standard actions or overland move actions, which are outlined in Chapter 3: Flying the Skies.

Aid Another: Most skills listed here have restrictions on how much aid they cain gain from aid another actions. Genereally speaking, someone can only receive aid from one other creature, including someone using Profession (servant), when it comes to increasing the results of their skill check. Some skills, however (including Profession [servant] and most Craft skills) allow a creature to receive aid from one crew. A skill that allows aid from one crew can still benefit from one individual as well, such as someone using Profession (servant).

#### (raft (Cartography)

Craft (cartography) is the skill using in the creation of maps, particularly those used in a ship's navigation. As an overland standard action, a creature may make a map of the territory it has crossed that day, aiding in future travels that return to that location. This becomes especially important when exploring for new delves or new planes and worlds, as without a skilled cartographer it can be increadibly difficult to find the same location twice, and many crews will pay handsomely for the use of a skilled cartographer. A cartographer can be aided by only one creature at a time.

The result of the check indicates the value of the map.

Cbeck Result	Map Quality	Bonus to Profession (navigator) checks	
10 or below	Shoddy Map	Useless	
II-20	Average Map	None	
21-30	Good Map	+4	
31-40	Excellent Map	+8	
40+	Exquisite Map	+12	

#### fleal

Heal functions as written in the Core Rulebook for the Pathfinder Roleplaying Game, except for a few new uses that are outlined in Chapter 4: Flying the Skies. A healer can only be aided by one creature at a time when it comes to determining the result of their check, but may receive aid from up to one crew when determining how many patients he can look after with long-term care, etc.

#### Profession (carpentry)

While Craft skills such as Craft (ships), Craft (vehicles), or Craft (furniture) are required to make objects, Profession (carpentry) is an all-purpose skill that relates to the upkeep and repair of such objects. A creature with Profession (carpentry) may make a skill check to repair damage to any wood-based object such as an airship, wagon, etc. For metal or stone-based objects, substitute Profession (blacksmithing) or Profession (mason).

Making a repair check requires 1 gp's worth of new materials and is an overland standard action. The object heals a number of hit points equal to the result of the Profession (carpentry) check. A creature may receive aid from up to one crew but the cost of repairs increases by 1 sp for every creature (13 sp for a small crew, 2.5 gp for a medium crew, 5 gp for a large crew) using aid another. This includes creatures assisting via Profession (servant).

A creature with the *mend* spell or the *repair* Creation sphere ability gains a +10 to their Profession (carpentry) checks, but otherwise cannot directly heal a ship. A creature may use *make whole* spells or may spend spell points via the Greater Repair Creation sphere talent to heal a ship location directly, as they could any other object.

Other uses of Profession (carpentry) are outlined in Chapter 4: Flying the Skies.

#### Profession (chef)

While it is possible for a party of adventurers to survive on trail rations and simple cooking, a dedicated chef can provide bonuses for a crew by providing them with much better food.

As an overland move action, a creature may make a DC 10 Profession (chef) check to prepare better-than-average meals for a group, granting them a number of temporary hit points for that day. Each member of the party gains I temporary hit point, +I for every 5 points by which the check exceeded the target DC. When dealing with crews, this number increases to +10 temporary hit points +10 per 5 points for a small crew, +20 temporary hit points +20 per 5 points for a medium crew, and +40 temporary hit points +40 for a large crew. A creature cannot gain these temporary hit points back for the day once they are lost. A creature cannot gain bonuses from multiple chefs; only the highest bonus applies.

A creature cannot prepare meals in this fashion for more than 20 people (a group of officers and a single small crew). However, this number increases by 10 for every assistant aiding the chef. A chef can only gain an aid another bonus from only 1 other creature (including someone making a Profession [servant] check) when determining the size of his check result, but may receive aid from an entire crew for the purpose of determining how many creatures he can cook for.

Other uses for Profession (chef) are outlined in Chapter 4: Flying the Skies.

#### **Profession** (courtesan)

A creature trained in Profession (courtesan) can provide entertainment for a ship, similar to a creature trained in a Perform skill, as detailed in Chapter 4: Flying the Skies. A courtesan or performer can receive aid from only one creature at a time, but can receive aid from an entire crew when determining how many people they can entertain.

#### Profession (navigator)

When a ship must travel great distances, a skilled navigator is required to make sure the journey happens quickly, easily, and effectively.

No Profession (navigator) check is required to make simple trips; a simple trip involves travelling over short distances or along very obvious landmarks (visiting a city you just came from, following a distant mountain peak to find the monastery built at its summit, etc.). If such a check is required, the DC is 5.

Profession (navigation) truly comes into play when attempting to visit a new location, such as plotting a journey to a distant floating island, following a treasure map to a newly-discovered delve, or attempting to cross the Maelstrom to visit the worlds and planes on the other side. When making such elongated, detailed trips, someone in the party must pass a series of Profession (navigator) checks to keep the party traveling in the right direction. Someone can only gain aid from a single other creature when making Profession (navigator) checks, including someone using Profession (servant).

**Note:** While Survival and Knowledge (Geography) are useful when navigating an overland route or understanding landmarks, they do not equip a character for the intricacies of navigating planar space or an endless, uniform sea of green. In a pinch a character may make a Survival or Knowledge (geography) check in place of a Profession (navigator) check, but at a -5 penalty.

**Plotting a Trip:** In order to plot a trip to a destination without obvious landmarks, the navigator must first know where to go, often by purchasing a map from a dockside dealer. (Without a map or some other form of directions, there is little a crew can do but pick a direction and hope for the best). If the intended location is a floating isle, another plane, or some other location that moves, this map must be current to have value. If the map is particularly shoddy (or fraudulent and being pawned on unsuspecting PCs), it may not lead to the intended destination at all.

Every day, week, or month of the trip (as decided by the GM depending on the length of the journey), the navigator makes a Profession (navigator) check to stay on course. The target DC is 20 for a standard trip (on the same continent), 25 for long trips (across continents, under the ocean, etc.), and 30 for extremely difficult trips (journeys that cross planes and space). Particularly bad circumstances such as extremely cloudy weather applies a -4 penalty to this check (or worse, if dictated by the GM). In addition, maps of particular quality may add bonuses to this check, as outlined in Chapter 5: Equipment and under the Craft (cartographer) skill.

For every point a failed check falls short of this target DC, the party travels one mile off-course, multiplied by the number of days that check represented. Roll a d4 to determine the direction of the error (1=left, 2=right, 3=too far, 4=too short). If enough of these errors are made in the same journey, the party could end up grossly off-course, never knowing it until they reached a landmark, or arrived at where their intended destination was only to find it wasn't there. At such times, the party may need to re-orient themselves via landmarks, begin exploring around them, or may even have to turn back.

**Making Your Own Map:** When a navigator has visited a location, they may make a note of it themselves with a successful Craft (cartography) check, using their own information when moving to and from that location in the future.

**Old Maps:** Destinations that move such as floating islands or planes require up-to-date maps in order to locate easily. For every month that passes after a map is made, the bonus it provides decreases by 1. If a map's bonus ever reaches -4, it becomes useless.

**Selling Maps:** While old men in pubs might sell treasure maps, and the PCs might find someone willing to pay them for a special map to a secret location, generally the market for buying and selling navigational data is regulated by the Cartographers Guild, and the PCs will not be able to sell their own maps. The Cartographers Guild keeps their navigational information regularly updated, selling it to merchants and adventurers of all types, and few are willing to pay someone not in the guild for information they cannot know for certain is accurate (unless, of course, the buyer is a desperate PC who cannot afford better). As such, while the Cartographer's Guild might employ adventurers to map dangerous areas, this is done as a service for a fee, rather than a chance to make and sell a map.

#### Profession (sailor)

Profession (sailor) checks are used to pilot almost any form of ship, be it water, air, or planar. While other skills (Diplomacy, Intimidate, Handle Animal, etc.) may be used by an engineer controlling a specific form of propulsion, usually a Profession (sailor) check is made for the checks required to steer the ship. A creature can only receive aid from one other creature when making a Profession (sailor) check itself, although some engineering checks can provide additional aid to a pilot, as detailed in Chapter 4: Flying the Skies.

Piloting a ship outside of combat in calm skies is a fairly simple task, and usually doesn't require a skill check (if such a check is called for, the DC is 5). However, some airships have bad maneuverability (A ship with poor maneuverability grants a -4 to the pilot's check, while a ship with clumsy maneuverability grants a -8 to the pilot's check). In addition, strong winds add additional penalties to these checks, as outlined in Chapter 4: Flying the Skies. In these situations, a pilot may need to pass this check just to keep the ship in the air; on a failure, the pilot must immediately make a check against rolling the ship, or immediately land (crash).

Profession (sailor) checks are also used when multiple airships meet in combat to determine which ship has the advantage. Details on advantage and other uses of Profession (sailor) are outlined in Chapter 4: Flying the Skies.

#### **Profession (siege engineer)**

When two ships engage in combat, siege engines are often employed to damage or cripple the enemy's ship.

Rules for firing siege engines are presented in Chapter 4: Flying the Skies. If an officer possesses ranks in Profession (siege engineer), he grants any crew he commands a +1 bonus to their attack rolls with siege engines for every 5 points of bonus in his Profession (siege engineer) skill. He also grants them the benefits of all feats he possesses that relate to siege engines, including proficiencies, Weapon Focus, etc. A creature cannot receive aid from more than one person when making a Profession (siege engineer) check, including creatures making Profession (servant) checks.

#### **Profession** (servant)

This skill relates to a character's ability to aid others in their endeavors; not just as an extra pair of hands, but as a trained assistant who can make everything run more smoothly, be it by holding tools, running messages, cleaning clothing, or doing the hundreds of other small jobs that otherwise might be overlooked. Whenever an ally attempts a skill check where others could use the aid another action to help them, a character trained in Profession (servant) may make a Profession (servant) check in place of whatever skill would normally be necessary. This grants a circumstance bonus to the character attempting the skill check equal to the Profession (servant) check divided by 10 (+1 for a roll of 10 or higher, +2 for a roll of 20 or higher, +3 for a roll of 30 or higher, etc.). Only one creature may attempt a Profession (servant) check to aid another in this fashion, but up to an entire crew can use aid another to help a creature with this Profession (servant) check.

As an overland move action, a character may make a Profession (servant) check to aid all creatures on the ship for that day.

#### **Profession (soldier)**

Profession (soldier) represents how well a creature can train and discipline soldiers and crewmen, as well as handle the administrative, logistical, and tactical needs of such a large group. Every crew (as outlined in Chapter 4: Flying the Skies) may have a single officer who serves as that crew's commanding officer. If a crew has such a leader with at least 1 rank in Profession (soldier), it gains a +1 dodge bonus to AC and a +1 morale bonus to all saving throws for every 5 points of bonus it's leader has in Profession (soldier). Only one creature may aid another creature with Profession (soldier) checks, including a creature using Profession (servant).

# Gods, Magic, and Alignment

Even after the passing of the old world and the birth of the new, Khrone remains a deeply diverse place, where philosophies and traditions do battle as readily as nations. This chapter covers some of the new rules of alignment, deity, and magic that influence life on Khrone as kings and cosmic forces wage war across the unclaimed surface.

## Alignment

In the world of Skybourne, alignment and personality are two completely separate things. Being spontaneous does not make one 'chaotic' anymore than being fond of pranks would make one 'evil', and while some acts such as murder or charity are still closely tied to one alignment or another, a character's actions are always dictated by its player. Instead, alignment refers to something far grander, signifying one's philosophical positioning in regard to the cosmic forces that influence the world.

Most intelligent creatures in the world are True Neutral, caring little for anything beyond the immediate needs of themselves and their families, and are as willing to follow the demon cultist, the paladin lord, the barbarian king, or the monk of the Way if it is convenient for them. Attaining an alignment other than neutral requires action, as a character shows with their behavior what side they have taken. While one needn't side with the religion or philosophy of a particular alignment to attain that alignment, a creature's actions will determine which side they ultimately fight for and hold in their hearts.

#### Good

The battle between Good and Evil is a battle between two philosophies. Goodness is a belief in kindness, cooperation, mercy, and self-sacrifice for the greater good. Good creatures attempt to achieve the best results for themselves and others through an adherence to ethical conduct, honor, and rigorous self-control. In this way, Heaven is less a reward for the just, and is better thought of as a place where adherents to this philosophy can spend eternity among like-minded individuals, joining the ranks of the angels because it is where they would choose to be.

#### Evi

Evil, then, is adherence to the philosophy of attaining power through any means necessary. It is about conflict and betrayal, pain and torture, torment and greed. Adherents to this philosophy believe in crushing the weak to empower the strong, and through force of arms, background deals, or simple flattery, making sure they are counted among the strong ones. In this way, Hell is not a punishment, but rather the place where adherents to this philosophy may go to be among like minded beings (indeed, such beings would be miserable attempting to live among the heavenly host), where they can sate their lusts and ambitions for an eternity among the ranks of the demons and devils.

#### **Chaos**

Chaos has less to do with one's eternal soul, but instead has everything to do with one's way of life. Adherents to the philosophy of Chaos reject the trappings of civilization, believing instead in a primalsy of life. These beings embrace primeval ways, unrestricted by the unnatural boundaries of courts, politics, and academies. While loyalty, honor, and rulership are not lost on Chaotic creatures (and indeed are a necessary part of any society), these beings embrace terms such as 'barbarous' and 'savage' not as insults, but as markers of a creature's oneness with unfettered life.

#### Law

Just as Good is a rejection of all things Evil, Law rejects the Chaotic way of life, for while harmony with nature is often worthwhile, primalsy is not. Lawful creatures embrace civilization, education, scholarship, and the rule of law, looking at the constant improvement of life through technology and social progress as something to be desired. While Lawful creatures needn't embrace the darker exploitations of industry (for cruelty is a mark of Evil, not Law), the work of advancement, be it physical, industrial or cultural, is always something to be striven for.

# Religions

There are many religions present on Khrone and it's multiverse, the most common of which are described below. Many of these religions revere a pantheon of deities, and while some followers may dedicate themselves exclusively to one deity, others will revere all of their pantheon, praying to individual deities as their particular circumstances demand. So long as two people revere members of the same pantheon, they are considered to be of the same religion. This does not, however, necessarily mean all of a pantheon's deities (and their worshippers) will be friendly with each other. There are many more gods, saints, fiends, and fey lords than those listed here, but the following constitutes the major divinities.

# The Gods

The gods are a pantheon of deities centered around the Algod, the overdeity from whom all life, goodness, and positive energy flow. The Algod is one of the driving forces of creation, and is the source of the god's power and position. He does not communicate with mortals and does not provide spells to clerics, instead using the gods as intermediaries. The gods rule over all good aspects of mortal life, and are dedicated to promoting the growth of mortal spirits and society through cooperation, understanding, justice, and righteousness.

#### Espen, Goddess of Civilization

Domains: Protection (purity), Community (home, community), Knowledge, Law, Good (friendship).

The goddess Espen is the first and head of the gods, known as the Master Teacher and the Great High Priestess. She is the patron of civilization, and it is taught that she was first to teach mortals the arts of farming, writing, craftsmanship, and government. She is Lawful Good, her holy symbol is a hooded woman atop a diamond, and her favored weapon is the heavy mace.

#### B Gewen, Goddess of Fertility

Domains: Chaos (revelry), Healing (Restoration), Plant (growth), Animal, Charm (lust).

Gewen is Espen's sister, and the goddess of fertility, nature, and growth. She is worshipped by many, but is particularly revered by Good Forest tribes and other such societies. Gewen is seen as the embodiment of the primal, an uncontrollable being of life and lust, and her worship often includes riotous dancing and merry-making. She is Chaotic Good, her holy symbol is an ear of wheat laid over a green background, and her favored weapon is the sickle.

#### Noresche, God of Creation

Domains: Knowledge, Artifice (construct), Earth (metal), Luck (imagination), Madness (insanity).

Noresche, known as the Mad God, is the father of knowledge, artifice, and imagination. He is the patron of dwarfs, and is often prayed to by artisans, alchemists, and other who must imagine with their minds and create with their hands. Some who seek Noresche's aid go insane through their contact with him, and Noresche's temples often double as asylums to help and care for those who suffer from mental afflictions. Noresche's mind broke when he and Quincedes stole the revelatory fires

from the Fates, and contained among the ramblings of his most affected followers are true prophecies that his priests record and decipher. Noresche is Neutral Good, his holy symbol is the third eye, and his favored weapon is the repeating crossbow.

#### Quincedes. God of the Hunt



Trickery (thievery), Repose Liberation (revolution).

Quincedes is known as the Great Huntsman, the God-Thief, and the Ruler of Change. He is the husband of Gewen and is the god of freedom, and is the patron of hunters, thieves, and revolutionaries, but only those who seek goodness through their actions. While Quincedes hunts many targets, his greatest quarry is the undead, which he sees as the greatest enslavement of all. Quincedes is Chaotic Good, his holy symbol is a stag's head, and his favored weapon is the shortbow.

Domains: Chaos (whimsy), Animal, (souls),

favored weapon is the greatclub.

Domains: Glory (heroism), Nobility (martyr), Good (redemption), Law, War (tactics).

Saint Jarron is the god of justice, the patron of paladins, and the husband of Espen. Saint Jarrom was the one who originally penned what would later be known as the Paladin's Creed, and while he was originally raised to divinity by Espen to serve as her consort, he is now revered fully as a god in his own right. With the coming of the Forest his worship has only grown, as many see Saint Jarron

and the paladins as the last great defense civilization has left. He is Lawful Good, his favored weapon is the longsword, and his holy symbol is a crossed sword and shield.

#### Tarrum. God of Law and Commerce



Domains: Travel (trade), Law, Artifice (toil), Nobility (aristocracy), Community (cooperation).

Tarrum is the god of law and commerce, holding sway over economic forces. Tarrum hates his twin brother Teilum, and the two are often at odds (particularly in relation to wandering merchants and working bards, who easily fall under the jurisdiction of both brothers). The tales

> of their squabbles are many and multifaceted, with the endings often changing depending on whose devotee is telling the story. Tarrum is Lawful Good, his holy symbol is an anvil overlaid on a coin, and his favored weapon is the warhammer.

#### Teilum. God of the Arts

Domains: Travel (exploration), Charm (love), Luck, Liberation (freedom), Trickery (deception).

Twin brother to Tarrum, Teilum is the god of love, music, and art, and is often the patron of bards, good-hearted rogues, and professional wanderers. Teilum is a lover of stories, and because he is the patron of storytellers, there are more tales of Teilum and his followers than of any other god. Many of these stories are based on nothing more than rumor and tall-tales and grow with each telling, but even such fabrications are loved by Teilum. Teilum is Neutral Good, his holy symbol is the harp, and his favored weapon is the quarterstaff.

Noresche, God of Creation

#### Saint Baradas, Goddess of Strength

Domains: Chaos (revelry), Strength (resolve), Destruction (rage), Glory (honor), Good.

Saint Baradas was a barbarian in life who was raised to divinity by Gewen to serve as her divine champion in a contest with her sister Espen. She is the goddess of competition and strength, and is

the patron of warriors, contests of skill, and sports of all kinds. She is a being of honor and integrity and despises cheating of any kind, making her particularly hostile

to politicians and political contests. She is Chaotic Good, her holy symbol is a victory wreath, and her

#### Saint Jarron. God of Justice

Espen, Goddess of Civilization

# The Fiends

The Fiends, also known as the 'dark gods', are a group of deities who serve and draw their power from the Ungod, an overdeity like the Algod, but one from whom unlife, cruelty, and negative energy flows. Like the Algod, the Ungod does not grant spells to clerics, but instead works through the intermediary of his fiends. Some fiends believe mortal progression comes faster through depravity and the subjugation of the weak by the strong, while others are only interested in their own power, seeing all mortal-kind as the weak beings in need of subjugation.

#### Anatakra, Mistress of Death

Domains: Healing (Resurrection), Death (Undead), Magic (arcane), Artifice (construct), Rune (wards).

The patron of necromancy, it is unknown what sort of being Anatakra is exactly. It is known that she was born neither divine nor mortal, but earned her place among the fiends through sheer cunning and strength. Known as the 'Soul Forger', Anatakra was the first to discover the many magical uses for

souls, gaining mastery over undeath, resurrection, and even artificial life through her experiments. Anatakra invaded Hell and carved out her own fieldom, then offered the other fiends her secrets in exchange for allowing her to rule her new domain. which they agreed to. Anatakra is Neutral Evil, her holy symbol is a swirl of white over a black background, and her favored weapon is the scythe.

#### Aushet, Mistress of Murder

Domains: Destruction (torture), Death (murder), Luck (curse), Trickery, Darkness (night).

Aushet is the master and patron of murder, and was once a mortal assassin until, according to legend, she slew an ancient deity and stole his power. Aushet commands the Div race, using her minions both mortal and immortal to fulfill contract kills, often trapping the target's soul to ensure they stay dead. Aushet is one of the most easily approached

of the Fiends, and will readily send her followers to perform assassinations or sell a trapped soul back to its family, so long as the client can match her price. She is Neutral Evil, her holy symbol is a pierced heart, and her favored weapon is the dagger.

#### Dagorath, Lord of Destruction

Domains: Chaos, Evil, Destruction (hatred), Strength (ferocity), Fire (ash).

Dagorath is the lord of demons, and the harbinger of calamity, and is sought out by those who revel in violence or who seek strength for a particular end. He is the patron of the monstrous and the grotesque, and is worshipped by gnolls and other groups that enjoy slaughter for its own sake. He is Chaotic Evil, his holy symbol is a laughing skull, and his favored weapon is the earthbreaker.

## Ausher, Mistress of Murder

to help him ascend through a combination of infernal contracts and blackmail. No one knows the details of the arrangement (as part of the agreement was that neither party would reveal them to anyone), but it is widely known that Dagorath despises him. Namoosh is a great patron of the arts, and is the fiend most associated with luxury. Namoosh is Lawful Evil, his holy symbol is a silver coin, and his favored weapon is the short sword.

#### Quibareth, Lord of Pestilence

Domains: Destruction (catastrophe), Plant (decay), Evil, Madness (Insanity), Chaos.

Quibareth is the fiend of pestilence, disease, and the wasting away of the flesh. He is the lord of daemons, and is worshipped by those of complete foulness of mind and body. While sometimes he is prayed to by those suffering from disease in hopes of a cure and sometimes they-

might even gain one, Quibareth is a fickle master and as often as not will use these poor souls to carry his plagues further, or simply torment them with his servants until they end their own lives. However, it must be known that while his servants are known for their unfettered love of devastation, Quibareth takes a much more subtle view of the role of disease. Quibareth is Chaotic Evil, his holy symbol is a three-eyed rat, and

his favored weapon is the horsechopper.

#### **Rivshe**, **Mistress** of fear

Domains: Chaos (whimsy), Madness (insanity), Destruction (catastrophe), Evil (fear), Protection (solitude).

Rivshe is the master of fear, solitude, and insanity, and is often depicted as a wraith that possesses the minds of the unfortunate. In many ways she represents the darker side of Noresche's domain, dealing with madness's destructive, rather than cre-

ative, aspects. Rivshe is the fiend associated with the

Violesh, Lord of Tyranny

Domains: Charm (lust), Madness, Trickery, Law, Evil

#### (corruption).

Domina is the fiend of possession and domination, reveling in bending minds and hearts to her service. Unlike Violesh who binds the weak through contracts, Domina's power comes from ma-

Domina, Mistress of Enslavement

nipulation and pleasure, twisting her victims until they give her their souls willingly. Her priesthood is often found secretly flourishing among pleasure slaves, who turn to her worship not only to help them find contentedness in their bondage, but to also help them use their arts to bend their masters to their will. Domina is Lawful Evil, her holy symbol is a twisted knot of rope, and her favored weapon is the spiked chain.

#### Namoosh, Lord of Crime

Domains: Trickery (greed), Law, Evil, Community (cooperation), Travel (trade).

Namoosh is the fiend of greed, and the patron of many thieves guilds and organized crime syndicates. Namoosh is a formal mortal who earned his

place in the Ungod's pantheon by forcing Dagorath

outer-realms, for while the aberrations living there are not demons, they are certainly Evil, and often bring insanity to any mortal unlucky enough to catch a glimpse of their home. Rivshe is Chaotic Evil, her holy symbol is a distorted face twisted in a howling scream, and her favored weapon is the whip.

## Violesh, Lord of Tyranny

Domains: Law, Evil, Nobility (aristocracy), Rune, Magic (arcane).

Violesh is the Fiend of tyranny, slavery, and bondage, and is the lord of all devils. Violesh revels in contracts and agreements, and is always willing to make deals with mortals, which almost always end with Violesh's ownership of the mortal's soul, even when such a thing was never part of the initial agreement. Violesh revels in the oppression of the weak by the strong, and he will sometimes send aid to those who seek. to create such systems, just to better mold the mortal world into his own image. Violesh is Lawful Evil, his holy symbol is a five-pronged collection of chains, and his favored weapon is the punching dagger.

## The Primordials

Primordials are beings of great power associated with the physical reality and the inner, elemental planes. The primordials are greatly respected by all, even if they are rarely worshipped except by druids or their own dedicated clerics and witches. Primordials are distinctly neutral in both the battles between the Gods and the Fiends as well as the battles between civilization and the Forest.

#### The Frost Father

Domains: Water (ice), Weather (seasons), Air (cloud), Strength (resolve), Animal (feather).

The Frost Father is the primordial whose seat of power is the sky. He is the brother of Gaios and the spirit of storms and winter, and causes the seasons to change as he extends and retracts his power. The Frost Father is one of the most enigmatic of the primordials as not even his followers know his true name, but he is one of the most powerful, as even his brother Gaios has no recourse but to retract at his coming. The Frost Father is True Neutral, his holy symbol is a 5-pronged snowflake, and his favored weapon is the flail.

#### Gaios

Domains: Earth (caves), Repose (ancestors), War (blood), Animal (fur), Plant (growth).

Gaios is the primordial whose seat of power is the land. Gaios is one of the most powerful beings in the multiverse, and holds dominion over the earth, and all living things that walk upon the earth. Even among those who do not worship Gaios, the term 'Gaios' chamber' is used to refer to the ground in which a grave is dug, and victors in battle will refer to the blood spilt on their own side as the 'gaffer's tithe' they paid to Gaios for their victory. Gaios is True Neutral, his holy symbol is a threepronged tree, and his favored weapon is the battle ax.

The Frost Father

#### Lady Alura

Domains: Darkness (moon), Magic (divine), Luck (imagination), Knowledge (memory), Madness (nightmare).

Lady Alura is the primordial whose seat of power is the moon, and was the second primordial to be birthed. She is the queen of the primordials, the mistress of the night, and the master of dreams. She has been known to inspire people in their sleep in all sorts of ways, and she is highly respected by clerics of all faiths, as many deities send messages to their followers via dreams. Natural lycanthropes revere her as their mother, and claim the curse of afflicted lycanthropy is her personal curse for those who disrespect her or her children. Lady Alura is True Neutral, her favored weapon is the longbow, and her holy symbol is a crescent moon.

#### Lord Kraios

Domains: Sun (day, revelation), Luck (fate), Magic (arcane), Rune (language), Knowledge (thought).

Lord Kraios was the first primordial to be birthed, and his seat of power is the sun. Lord Kraios holds sway over time, light, and knowledge, and is called the King of the Primordials (as much as beings such as the primordials can be said to have a king). Lord Kraios is highly respected by all seekers of lore, as many wizards, sages, and kings will seek his aid in matters of knowledge or study. Lord Kraios is True Neutral, his holy symbol is a blazing sun, and his favored weapon is the morning star.

#### Mother Maedra

Gaios



Domains: Water (ocean), Death (undead), Community (family), Repose (souls), Darkness (loss).

Mother Maedra is the primordial whose seat of power is the deep ocean. According to the druids, Mother Maedra is the mother of all living things, be it through coupling with Gaios (for things of the earth), the Frost Father (for things of the air), or other lovers (for

things of the sea). She is also the one the druids say souls return to once they die, to be carried off to their respective deities or to be returned to the world if cursed to do so. Mother Maedra is True Neutral, her favored weapon is the tri-

dent, and her holy symbol is a trident laid against a blue hexegon.

#### Vuulm

**Domains:** Fire (smoke), Destruction (catastrophe), Earth (caves), Artifice, Protection (purity).

Vuulm is the primordial whose seat of power is the fires beneath the earth. He is a raging force of destruction and creation, sweeping all before him the rare times he exerts his influence upon the surface before remaking things in his image. While rarely invoked except in times of great calamity, he is not just considered a force of destruction, as like the flame he lords over, he can be a great ally to those that

show him care and respect. Vuulm is True Neutral, his holy symbol is an ever-burning flame, and his favored weapon is the glaive.

# The Fey Lords

The fey lords are generally (sometimes begrudgingly) respected by all, as they are the deities most likely to take offense at mortal slights. The fey lords are the most meddlesome of the divinities, interfering where they are not wanted and using mortals as pawns for their own purposes.

#### Mab and the Unseelie Court

**Domains:** Charm (lust), Evil (corruption), Trickery (deception), Madness (insanity), Darkness (night).

Queen Mab is the leader of the Unseelie Court, known to many as the Court of the Dark Fey. While not 'evil' in the same way the Fiends are evil, Queen Mab and her Court are often malicious and cruel, and enjoy making sport of mortals for their own entertainment. Queen Mab and her court reside in the land of dreams, and can grant good dreams and nightmares on mortals as they choose. The Unseelie Court is

a patron of bards, witches, and fey adepts, although they are usually only directly invoked by those who seek malicious ends. It is commonly known that Queen Mab has a treaty with Hell, the details of which are unknown except for one clause that states Queen Mab must pay a 'tithe' of souls to Hell every 7 years, which are usually collected from her magically-ensnared mortal lovers. Queen Mab is considered Neutral Evil, her holy symbol is a black teardrop, and her favored weapon is the net.

#### Oberon and the Seelie Court

**Domains:** Nobility (leadership), Glory (honor), Sun (light), Protection (solitude), Luck (fate).

Oberon is the king of the Seelie Court of the Fey. Oberon is known for his power and wisdom, and is often called the Patron of Kings. While Oberon and his Court admire honor and are more likely to have good interactions with mortals than other fey, it must be remembered they strictly serve their own purposes when dealing with the world. The seelie court has clerics and devotees, but is also a great patron of bards, witches, and fey adepts. Oberon and his court are considered Neutral Good, his symbol is a rose inside a crown, and his favored weapon is the rapier.

### Y The fates

**Domains:** Luck (fate, curse), Good, Evil, Law (inevitable), Chaos.

The Fates are three strange beings who guard the flame of prophecy, which no other creature, not even other deities, can look into without going mad or blind. The Fates are blind, yet can look upon the past, the present, and the future with equal clarity. It is unknown if they see all, see only in part, or if the divulging of their information changes their own viewings, as they rarely divulge information, and always do so only in small pieces, and at great price. There are as many stories of the Fates seeking out heroes to give them information to their aid as there are stories of those who sought out the Fates for information that only resulted in their own downfalls. Devotees of the Fates often serve as fortune tellers and oracles, often going blind themselves through a lifetime of gazing beyond the material plane. The Fates are True Neutral, their holy symbol is the all-seeing eye, and their favored weapon is the star knife.

# **Philosophies**

There are some religions on Khrone that do not worship a deity in the same sense as those listed above, but instead espouse a way of life. These philosophies do still respect many extraplanars, but their clerical power comes from pacts with multiple outsiders and cosmic forces, rather than a single divine entity.

The Way

**Domains:** Law, Community, Knowledge, Protection.

Originally a philosophy espoused by monks, The Way was a belief in the essential order of the multiverse that even di-

vinities and planes must adhered to, and led its practitioners on a lifelong journey to become one with that order. While harmony with nature was always a part of following the Way, the coming of the Forest changed everything; it was the world, the monks argued, that had now lost its Way. Practitioners of the Way seek to create places of peace and order in a chaotic world, and many creatures have been drawn to the Way desperately seeking the inner-peace it promises. As more and more creatures have been drawn to the Way, and its practitioners have become more active in fighting the Forest and preserving old-world ways and knowledge, the Way has even become a source of clerical power, as devoted adherents have gained the help of Lawful outsiders to aid them in their work. The Way is considered Lawful Neutral, and uses a sphere divided by an s-curve, half-white and half-black with two smaller black and white circles inside, as its holy symbol. It's favored weapon is the unarmed strike.

#### 7th Sphere

The Fates

Oberon

Domains: Chaos, Plant, Animal, Strength.

Traditional pre-Forest cosmology states there is a 'primordial associated with each of the 6 inner-planes which comprise the material plane, but no deity who directly rules the material plane itself'. Followers of the 7th Sphere reject this philosophy, stating that the growth of the Forest is nothing less than the exertion of the power of the true god of Khrone, the will of the soul of the world itself. While followers of the 7th Sphere do not follow a god in the traditional sense in that the force they revere does not send prophets or command outsiders, followers of the 7th sphere seek to live in harmony with what they call the revealed will of Khrone, relishing in the primal chaos of Forest life. Through reverence to primal spirits and pacts with Chaotic outsiders, the 7th Sphere philosophy has even become a source of clerical power for those who pledge themselves to it. Adherents to the 7th Sphere use a specially-prepared twisted branch as their clerical focus, and use the handaxe as their favored weapon. The 7th Sphere is considered to be Chaotic Neutral.



In the world of Skybourne, magic is a powerful, multifaceted thing. With only a few exceptions (outlined below), every magical option found in both the core Pathfinder magic system and the Spheres of Power magic system can be found within the world. This includes both advanced talents and rituals when using the Spheres of Power system.

#### **Planar Magic**

The destruction of the Walkways created a great planar wound called the maelstrom, which surrounds the planet of Khrone and reaches its tendrils into many other planes. While conjuration magic still functions (due to the magical nature of outsiders), the Planeshift advanced Warp talent, as well as the *planeshift* spell, cannot function from Khrone's surface, even for monsters who possess this spell as a spell-like ability. It is, however, still possible for someone to create their own demi-plane and connect that plane to the world via a portal.

While the *gate* spell is usable, it is only available using the ritual rules presented below, and is not able to be memorized. Indeed, nothing but the personal intercession of a greater divinity can transport a creature across planes without a great expenditure of time and materials.

## Rituals

Just as there are three types of magic, there are also three methods in which magic may be invoked: 'common' magic, rituals, and spells.

**Common Magic:** The majority of spellcasters on Khrone use common magic, or the Spheres of Power system. These casters master magic in its most basic form, calling it forth whenever they have a need, and augmenting their magic with spell points as desired. Every sphere is available to every caster.

**Rituals:** Ritual magic, on the other hand, is the expenditure of time and resources following a pre-perscribed formula to create a specific magical effect. All spells from the core Pathfinder magic system are considered rituals, and both Spheres of Power and core spellcasters may invoke the power of a ritual as often as they desire, provided they possess the directions and materials needed to cast it. Any non-Spheres of Power feat related to magic (such as Spell Focus or Spell Specialization) relates to the use of spells/rituals.

**Spells:** While the majority of magic users in Skybourne use the Spheres and enact rituals as described above, there is an alternate method of applying magical theory, through which a caster loses their ability to wield the spheres, but can enact a ritual with much less time and material. This is the spell system from core Pathfinder. Users of spells are still able to use rituals as well, as described below.

Multiclassing between a spellcasting class and a spherecasting class does not stack their caster levels, but the Bokor prestige class (presented in Spheres of Power) can aid those looking to mix both spherecasting and spellcasting, as well as the Basic Magic Training and Advanced Magic Training feats presented in that book, as well as the Spell User feat presented in this book.

When a caster is a spellcaster using the core Pathfinder magic system, they are still limited to only learning the spells from their class list. Even if they possess the Ritual Expert feat, this does not give them the ability to cast spells outside their usual class list.

#### **Using Rituals**

To use a ritual, a caster must meet all of the following requirements:

**Spell List:** Every tradition has access to one or more spell lists, and a caster must have access to that tradition, either through their classes or tradition traits.

Spell List	Traditions	
Alchemist	Artificery	
Antipaladin	Divine Crusader (antipalain only)	
Bard	Bardic Magic, Fey Magic	
Bloodrager	Blood Magic, Sorcerous Blood	
Cleric/Oracle	Divine Petitioner, Inherent Divinity	
Druid	Druidism	
Inquisitor	Divine Petitioner, Spiritual	
Magus	Wizardry, Dragon Magic	
Medium	Psychic	
Mesmerist	Psychic	
Occultist	Psychic	
Paladin	Divine Crusader (paladin only)	
Psychic	Psychic	
Ranger	Druidism	
Shaman	Mystic	
Sorcerer/Wizard	Blood Magic, Sorcerous Blood, Wizardry	
Spiritualist	Psychic	
Summoner	Pact Magic	
Witch	Wizardry	

**Caster Level and Ability Scores:** To use a ritual, a spellcaster must be able to cast spells of that particular level, while a spherecaster must possess a caster level of at least twice the spell's level. Their casting ability score must also be equal to or greater than 10 + the spell's level.

**Time and Resources:** To use a ritual, a caster must dedicate a certain amount of time to using the ritual, as well as provide a certain amount of material components. These material components are in addition to any materials required by the spell itself, taking the form of incense, specially-prepared inks, gemstones, and other minor magical components.

Spell Level	Material Cost	<b>Casting Time</b>
0	ı gp	1 minute
I	5 gp	5 minutes
2	10 gp	10 minutes
3	25 gp	30 minutes
4	50 gp	1 hour
5	100 gp	2 hours
6	250 gp	4 hours
7	500 gp	8 hours
8	1,000 gp	ı day
9	2,500 gp	2 days

**Formulae:** Before a caster may use a ritual, he must possess a written copy of that ritual. Even spontaneous casters and clerics must possess some sort of written direction in order to use their magic as a ritual, as a ritual is simply too complex to perform without it. Depending on the magic in question, a formula could be arcane writings, divine mantras, or the mad writings of a psychic.

Just as with scrolls, a ritual always has a type of magic it is associated with (arcane, divine, or psychic), and a caster cannot invoke the power of a type of magic other than their own, barring a successful Use Magic Device check. Using the Use Magic Device skill to enact a ritual is treated the same in all ways as using a scroll.

If a caster comes into possession of a ritual of the correct type that is on a spell list associated with a tradition they possess, the caster may invoke the power of that ritual after successfully deciphering the magical writing with either a successful Spellcraft check (DC 20 + the ritual's level), a *read magic* spell, or the basic *sense* ability from the Divination sphere. Once a ritual has been deciphered, it needn't be deciphered again, even if the original written copy is lost and another used in its place.

**Recording a Ritual:** Recording a ritual, be it arcane, divine, or psychic, is very similar to the process a wizard goes through when creating a spellbook (in fact, a wizard's spellbook is synonymous with a ritual book for that tradition). Copying a ritual from another ritual book or a scroll is a process that requires 1 hour per spell level (o level spells take 30 minutes) and requires one page per spell level (o level spells take half a page). If a ritual is copied from a scroll, this expends the scroll. In addition, if a ritual is copied from a scroll or another ritual book, a certain amount of magic (in the form of material components) must be expended to create a working written version, according to the Table: Ritual Cost. This cost does not need to be paid if the ritual was independently researched, as the components were spent during the research itself.

labi	e: 1	KIT	ual	Cost	-

Ritual Level	Writing Cost	
0	5 gp	
I	10 gp	
2	40 gp	
3	90 gp	
4	160 gp	
5	250 gp	
6	360 gp	
7	490 gp	
8	640 gp	
9	810 gp	

**Obtaining Rituals:** A ritual may be obtained in one of three ways; found, bought, or independently researched.

When looking to purchase a ritual, it must be remembered that generally speaking, there is no marketplace where rituals are simply bought or sold. While most universities, churches, and other groups may be willing to sell rituals of up to 3rd level, higher-level rituals are too powerful a resource to simply sell to whoever is looking for them, and most groups with such power hold these secrets close, only sharing them with those whom they know can be trusted. When a ritual is up for sale, it's market price is twice the cost of copying it down, as listed above (in this case, the cost of copying the ritual is included in the cost of purchasing it). If the player is a student or member of the organization they are purchasing from, this cost might be reduced to simply the cost of copying the spell, since teaching spells and rituals is part of the organization's job, but such decisions are left in the hands of the GM.

**Researching Rituals:** Any caster may research a ritual, provided it is on their associated spell lists and they would be capable of casting it. With GM permission, the caster may even create completely unique and original rituals as well. Researching a ritual is similar to creating a magic item; there is a time and material cost, after which the caster must pass a Spellcraft check to determine if she was successful. It takes one week of research per spell level to create a ritual. At the end of this process, the caster must make a single Spellcraft check. The DC to finish a ritual is 2x the ritual's level + 10. Failing this check means that the ritual is not created. Failing this check by 5 or more results in an unintentional effect when the ritual is used, similar to how magic item creation can result in a cursed item. The nature of this unintentional effect is subject to GM discretion.

The cost of researching a ritual is determined by Table: Research Cost. Once a ritual has been researched, the caster may immediately cast the ritual and/or write it down in a ritual book at no extra cost, as the materials normally requires were already spent as part of the research process.

Ritual Level	Development Cost
0	500 gp
I	1,000 gp
2	2,000 gp
3	4,500 gp
4	8,000 gp
5	12,500 gp
6	18,000 gp
7	24,500 gp
8	32,000 gp
9	40,500 gp

**Selling Rituals:** A player may sell a written copy of a ritual for the cost of writing it down, but generally there is no market in which a spellbook may be sold for more. Arcane casters use libraries and guilds, divine casters have churches, and psychic casters delve too readily into dark secrets on their own to develop any sort of marketplace for supplies, so no group is very ready to buy strange ritual books from wandering PCs. While some high-level, rare or independently-researched rituals may be exceptions, these situations should be dealt with on an individual basis by the GM in question, as they will rarely appear outside of the needs of a specific plotline.

# Flying the Skies

Not every team of adventurers will travel, and some that do will be content to simply catch rides as needed with the various airship pilots who crisscross the skies. For others, though, a ship is as vital to their career as a sword or spellbook, and is often the first piece of equipment they buy when they gain enough funds. For these men and women, a ship is the embodiment of freedom, giving them everything they need to traverse the skies in search of fame, fortune, and excitement. When a party gains their first ship, it can be a big step as well as a big adjustment. A whole new world of choices open up to the players, such as what role will each character play in running the ship, what improvements will they invest in for their ship, and perhaps the most important question of all: with the skies open before them, where will they choose to go?



# **Optional Rules**

The rules presented in this chapter are written to make use of three sets of optional rules: The Overland Round, Reputation, and Upkeep. While a GM is free to ignore these rules if they so choose, they are all designed to play an important part in the life of an adventuring crew, and many other rules included herein assume these rules are being used.

#### The Overland Round

While this chapter covers all manner of airship sailing and combat, a lot of attention is also given to the various activities a character can engage in on an airship, such as fulfilling important crew roles or gathering information for their next big haul. After all, while adventurers on Khrone may delve dungeons and fight for one nation or another, sometimes it can be just as much fun to run goods to a new market, practice piracy, or make modifications to a ship.

In a typical day of travel or downtime, a character spends 8 hours engaged in a primary activity, such as hiking cross country, crafting magical items, etc. Most of these activities specify that a creature cannot engage in them for more than 8 hours, or specify a penalty (such as the risk of fatigue when making a forced march) when engaging in them longer. Likewise, it is assumed most characters spend about 8 hours sleeping at night, leaving them another 8 hours of time for eating meals, gathering information, visiting shops, or doing whatever else they need to do that day.

The overland round system is a method of organizing a character's activities during this average day, and is modeled after the combat round for ease of use.

With the overland round, it is assumed that a character will spend about 11-12 hours per day eating, sleeping, setting up or striking camp, tending to minor jobs, using the latrine, grooming the animals, etc. This leaves the average adventurer 12-13 hours, give or take, to use as they please during any given day. This time is divided up into 3 actions, which a character may spend on their activities for the day: an overland standard action, an overland move action, and an overland swift action



- An overland standard action is any activity that takes about 8 hours to complete. Examples of overland standard actions include dedicating a day to mundane or magical crafting, doing a full-day's march, or overseeing a business.
- An overland move action is any activity that takes about 4 hours to complete. Examples of overland move actions include dedicating 4 hours to crafting a magic item, preparing good quality meals throughout the day, gathering information via the Diplomacy skill, setting up and putting on a performance with the Perform skill, or exploring a town or marketplace looking for gear.
- An overland swift action is any activity that takes about an hour to complete. Examples of overland swift actions include visiting a single shop, preparing spells, casting a spell or ritual with a casting time of up to an hour, gathering herbs or firewood, etc.

Note that the time used to engage in a single activity often does not need to be contiguous. For example, although a creature engaged in a day of travel spends 8 hours traveling according to the movement rules presented in the Pathfinder Core Rulebook, this 8 hours is divided up during the day, with multiple breaks spent eating, using the latrine, scouting for better paths, etc. Therefore, a wizard spending a day traveling with his overland standard action and crafting a staff with his overland move action would spend most of the day walking, but would take breaks throughout the day such as during meals and in the evening to do his work on his staff.

This system is an abstraction, of course; it is certainly possible for a character to have no primary activity for the day and instead take up to 3 overland move actions, or to spend only 6 hours traveling and spend the extra time on an overland swift action. Likewise, a character who does not need to eat or has reduced sleep needs (such as a character benefiting from a ring of sustenance) would gain an additional overland move action per day. However, this system does serve as a shorthand for determining how many activities a character may engage in each day, and how long a character can dedicate to a single activity. As such, many activities presented later in this chapter (especially crew roles on a ship, such as serving as a ship's pilot or preparing meals for the crew) are presented in terms of whether the action required to fulfill that role is an overland standard action (an 8 hour task), an overland move action (a 4 hour task), or an overland swift action (a single hour task).

#### Reputation

An adventuring crew is nothing without their reputation. Reputation is what attracts jobs, crew members, and especially enemies to the PCs, and in the hands of an experienced crew it can be as invaluable as their ship. While a crew of minor adventurers is all but forgotten in the comings and goings of Skybourne, a crew with a good (or fearful) reputation will attract the patronage of kings, as well as the malice of those they oppose.

Reputation is different than the prestige faction rules, and does not include the reputation awards included in Ultimate Campaign, but both of these systems can be used congruently with the Skybourne reputation system.

**Reputation:** Reputation is a measurement of how well a creature is known, and is measured from 0 to 100. A PC's reputation score is equal to their level + their Charisma modifier, plus any number of modifiers gained through their actions. Mythic characters also add their mythic tier to their reputation. In the case of an adventuring crew taken as a whole, use the Captain's reputation or whichever character's reputation score is highest.

A character's reputation determines several factors, including how frequently they are recognized by others, how easily they can recruit crew and officers, etc. The GM is also encouraged to add their own benefits to having a high reputation, as a character with a high reputation will often find wizards, merchants, and even kings seek him out when they have need of an adventurer.

**Fame and Infamy:** In addition to a character's reputation score, each character possesses a certain amount of fame or infamy with the various alignments. which represents how well their actions have endeared them to various people. Unlike reputation, fame and infamy are measured along two axis (Lawful-Chaotic and Good-Evil) and are measured on a scale of -100 to 100.

Possessing 'fame' with an alignment means that your actions are viewed favorably by creatures with that alignment, while possessing 'infamy' means your actions are not viewed favorably. A positive score along the Good-Evil axis represents fame with Good and infamy with Evil, while a negative score represents fame with Evil and infamy with Good. Likewise, a positive score along the Law-Chaos axis represents fame with Law and infamy with Chaos, while a negative score represents infamy with Law and fame with Choas.

A PC begins with fame equal to their beginning reputation with any alignment they possess, gaining or losing points as needed along both axis to represent their starting alignment. A True Neutral character may choose any one alignment to gain Fame with (with the appropriate Infamy), or may choose to begin with no Fame or Infamy at all.

While it must be noted that an alignment is not a 'side' in the traditional sense and each of these groups can include multiple factions with different agendas (see Advanced Options below), a character's Fame and Infamy represents that PC's reputation among those who associate themselves with that alignment. This is even true of neutral characters, for although many individuals take no side in any cosmic struggle, they still belong to a settlement that either practices the civilized arts (Lawful) or savage rule (Chaotic), and where either violence, crime, and rule of force is discouraged (Good), or encouraged (Evil), and such individuals will still respond to a character's Fame according to their settlement's attitude. The only truly neutral locations are lawless border towns, wherein every individual crafts their own response to a character's benevolent or fearsome reputation.

Whenever a creature gains reputation points, they either gain or lose an equal number of points along one or both axis, depending on the nature of the act and the location where it is performed. This represents both those who view the PC's actions favorably, and those who view the PC's actions poorly. After all, no matter how beloved a character is, defeating marauders cements the PCs as enemies in the marauder's minds, while service to a barbarian king is savagery in the minds of most Lawful citizens. Even events that could be considered wholly neutral, such as finding a powerful artifact, still increases a creature's standing in the eyes of their allies, while cementing the PC's place in the minds of their enemies as a terrible foe they must be weary of. Thus, when the PCs perform a deed not strictly associated with any alignment, he can often choose which 'alignment' he wishes to gain Fame with.

The GM always has the final say when determining how a deed affects a character's reputation, and many factors outside of the player's control (for example, an enemy rogue spreading lies in town about the deed in question, or the PC winning an honorable duel but finding his opponent's allies revile him) can affect how Fame and Infamy are changed.

Sample Reputation	on Events
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Event	<b>Reputation Gained</b>	Alignment (Fame gained
Provide minor service for another person.	A I range	As creature
Perform a great service for another person.	2	As creature
Perform a great service for a group of people.	4	As group
Perform a major service for a great number of people.	5	As group
Win a performance combat before a massive mob.	2	As settlement
Publicly succeed at a DC 30 or higher Craft, Diplomacy, Intimidate, or Perform check (no more than once per month).	2	As settlement
Earn a formal title (lady, lord, knight, and so on).	4	As settlement
Be appointed to a position in an organization (i.e., become a paladin elder, a member of the druid council, etc.).	s see	As organization
Consecrate (or desecrate) a temple to your deity.	3	As deity
Provide healing in a time of crisis.	I	Good
Perform a public, moving act of charity.	3	Good
Suffer publicly for performing good deeds.	5	Good
Be convicted of a non-violent crime.	I	Evil
Be convicted of a serious, violent crime or break a fundamental law.	3	Evil
Commit a public and high profile murder or act of treason against a Good government.	5	Evil
Build a farm or mine.	I	Law
Establish a new trade route, or perform a great mercantile act.	3	Law
Donate an item of great value and significance to a library or university.	14/25/201	Law
Destroy a farm or mine.	I	Chaos
Defeat a terrible beast (CR equal to your level +3 or more) in a great hunt by yourself.	R3	Chaos
Establish a new Forest tribe or clan.	5	Chaos
Win a duel of honor against a worthy foe.	I	Player Choice
Craft a powerful magic item.	1 per 40,000 gp market price.	Player Choice
Win a combat encounter with a CR of your APL + 3 or more.	I	Player Choice
Defeat a key rival in combat.	5	Player Choice
Publicly lose or flee from an encounter.	2	Decrease all Fame and Infamy
Violate your publically-known code of conduct.	4	Decrease all Fame and Infamy
Violate your publically-known code of conduct to such a degree you become an ex-member of your class.	5	Decrease all Fame and Infamy

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**Temporary Reputation:** Along with the above permanent changes, it is possible for a character to perform deeds to temporarily increase their reputation in a particular settlement, usually for the purpose of recruiting crew or attempting to accomplish a story-based feat of reputation such as impressing a visiting princess. Likewise, sometimes factors outside of the player's control affect how well their reputation is received within a particular settlement. The following is obviously a guideline, and should not be considered a definitive list. For example, a warlord funneling refugees from his latest conquest into neighboring cities would gain a temporary bonus to their reputation as the survivors spread tales of his viciousness, while a paladin sending acolytes to aid a city after a natural disaster would likewise gain a temporary boost to their reputation in that city.

#### **Temporary Reputation Increases**

Circumstance	<b>Reputation Modifier</b>
Allies or minions spread tales of your deeds before you arrive.	+5
A minstrel spreads tales or songs of your deeds.	+1/4 result of Perform check
You hold a feast in your honor or buy rounds at the tavern, making a display of wealth and power.	Variable*
You have enemies in the settlement.	It O
You own one or more struc- tures in the settlement.	+I per structure
You don't speak the primary language of the settlement.	-5
The settlement is cut off from major shipping lanes and meth- ods of travel.	-10
The settlement is already home to a great hero whose reputa-	-5

tion is greater than yours.

\*Increasing reputation in this way costs 10 gp x the new reputation score, and is cumulative for every point gained. Thus, increasing a reputation from 2 to 3 in this manner would cost 30 gp, from 3 to 4 would cost 40 gp, but from 2 to 4 would cost 70 gp (30 gp + 40 gp).

**Effects of Reputation:** Whenever a creature meets a PC for the first time, (or a PC meets a reputable creature for the first time), they may roll a DC 30 Knowledge (local) check to recognize the target creature, adding the target's Reputation to their roll as well as their Knowledge (local) bonus (or in other words, the DC is reduced by 1 for every point in the target's Reputation). If they do not know the target's name (such as when attempting to recognize them by appearance alone), the DC is increased by 10. Of course, there are always exceptions: a character who was informed that the Hero of Dulach has one eye and is staying in the Dulach inn certainly needs no roll to recognize the one-eye'd man in the inn.

When a creature recognizes one or all of the PCs, that creature's reaction towards the PC depends on the PC's fame or infamy in whatever axis they or their settlement most associates with. A PC gains a +1 bonus to Diplomacy checks to ask favors for every 10 points of fame they have with that creature, and gain a +1 bonus to Intimidate checks made to force the target to do as they desire for every 10 points of infamy they have with that creature. If a creature associates with two alignments, the PC may gain a bonus to both Diplomacy and Intimidate with that creature, but bonuses to the same skill do not stack; only the highest bonus applies.

In addition, for every 20 points of fame the PC has with that NPC's alignment, the NPC's starting attitude improves by 1 step. For every 20 points of infamy the target has with that NPC's alignment, the NPC's starting attitude decreases by one step. This means that a character with at least 40 points of fame could be lauded as a hero by an entire town, while those with 40 points of infamy may find themselves run out of town by angry mobs unless they travel in disguise. If the PCs enter a settlement where they have both fame and infamy with that settlement's alignment (fame in one axis and infamy in another), apply both. Thus, a creature with 40 fame and 20 infamy would have an effective fame of

20 for this purpose. If the PC has fame or infamy in both axis, only the highest fame or infamy score applies.

GMs are also encouraged to decide their own benefits and detriments for fame and infamy, as dictated by their story; a creature with a high fame among Lawful people may be sought out by a Lawful ruler and entrusted with a special mission, while a character with infamous among Good creatures may gain a price on their head, and find that relatives of those he has wronged begin to seek him out bent on revenge.

**Situational Adjustment:** It must be remembered that the above rules are a guideline at most, and are never to be used in place of (or even worse, to limit) roleplaying. A gang of thieves may hate a famous paladin, but that doesn't mean they can't seek out his aid when a greater evil has usurped them and begun slaughtering the people they were only stealing from. Likewise, a Chaotic tribe bears little love for the encroachment of civilization, but a tribal leader may still decide to ally with a Lawful city to help him destroy an enemy tribe; a move that will earn him derision from his peers, but one he may still decide is necessary, especially if his tribe and the Lawful city can find common ground along the Good/Evil axis.

Aliases and Secret Identities: It is entirely possible that, through subterfuge, secret meetings, or even donning a mask and a hidden identity, a creature manages to hide some of his activities from the rest of the world. A crime lord, for example, may keep a very clean reputation in public and be praised for his charitable givings, even when he secretly kidnaps and sells slaves on the black market. At other times, a PC may don a disguise to accomplish deeds in private they could not do in public, such as battling evil under the title of the Crimson Terror, all the while keeping his true identity—and the identities of his loved ones—a secret.

At these times, the character's actions only affect his reputation with regard to that particular identity or hidden group. In the case of the crime lord mentioned above, so long as his disreputable activities are never publically traced back to him and his charitable giving never hampers his underworld allies, he essentially has two reputation scores. However, once his charity runs afoul of his underworld allies' plans, or if the public discovers his connections to the slave ring, his reputation would immediately switch; the public would see him as a criminal (using the infamy with Good that his evil actions has generated) while his underworld allies would see him as an enemy to their expansion (using the infamy with Evil his good actions have generated).

#### Advanced Options

For players and GMs that wish a greater level of verisimilitude in their dealings with reputations, or for GMs that run up against a situation where the basic rules don't quite meet his requirements, the following rules provide an added layer of adjustability to the reputation rules.

**Reputation Distance:** When a creature or adventuring crew gains reputation, their reputation only applies to the settlement in which they gained it. Thus, stopping marauders will certainly gain them reputation in the town the marauders were raiding, but it certainly won't make them famous throughout the rest of the world (and, while the marauders will hate the PCs for their interloping, villains throughout the rest of the world certainly won't know nor care who the PCs might be).

A creature's reputation and fame/infamy count as being 10 less than it is (minimum: 0) in any settlement that is connected to, but different from, the seat of their renown. Settlements two steps removed would count these numbers as being 20 less, while settlements three steps removed would count them as being 30 less, and so on.

Two settlements are considered 'connected' if there is a major road or trade route that connects them. For these purposes, every district of a large city or metropolis (such as Claritas, Kettle Town, or the Mer Market in the city of Andrus) count as a separate settlement. In places with multiple settlements in close proximity (such as among Chaotic tribes), a settlement includes all neighboring settlements within up to to miles.

Thus, if a PC gained a reputation of 8 in Claritas (a district of Andrus), their fame would only be counted while within Claritas; to the rest of the world, he is still a nobody. Once his fame reached 11, however, it would be 11 in Claritas, and 1 in all other districts of the city. It would not yet travel to other places in the world, as their reputation in the Wall (the part of Anrus that houses the skyport) and in the Mer Market (the part of Andrus that houses the mer traders) is only 1. However, if that character's fame were 38 in Claritas, it would be 28 throughout the rest of Andrus, 18 in every other major city (as Andrus has major trade routes with all other major powers, including across planes) and would be 8 in all smaller settlements connected to these major cities - the PC's fame is such that even backwood towns have heard of him.

Likewise, if the PC's reputation was 16 in a Forest tribe that regularly trades with the merfolk, it would be 6 in the kingdom those merfolk originated from. If it were 26, not only would it be 16 with the merfolk traders, but it would also be 6 with all the other merfolk kingdoms, as well as in the Mer Market at Andrus.

**Divisions:** Sometimes being the same alignment as another group isn't enough to remain on good terms. Historically, some of the most



bitter fighting and festering hatreds have been among those who claimed to fight for the same side, as small differences transformed into different camps, each with different views on how things should be. Sometimes, a GM may wish to sub-divide an alignment into competing factions, tracking the PC's fame and infamy separately with each division. Usually in these cases, opposing factions treat each other as enemies in regard to the PC's reputation, and might even be literal enemies along the other alignment axis.

**Example:** The GM decides that, in his story, the church of Espen is facing great internal strife; a group of heretics have gained traction among the church, attempting to change several points of doctrine. As the players provide aid for the church's leaders and gain fame with them, they also gain infamy among this heretical faction, who begin to view the PCs as mere puppets to the orthodoxy. As the PCs reputation with the church grows, this group may try to persuade the PCs to join their side, and if the PCs refuse, may begin to see the PCs as at best an obstacle to their goals, at worst an enemy that must be dealt with.

#### **Upkeep**

Many options in this chapter, such as hiring crew and officers, have a gp cost. However, rather than listing a simple price point, these prices are listed as a price per month. This includes crew wages, food, and more, and, if using the alternate character upkeep rules outlined in the Gamemaster's Guide, stacks with the character's personal upkeep.

A player (or the team as a whole) must pay this price at the end of every month, or face the consequences (a loss of morale, fuelless engines, etc.). If you do not wish to use this system in a game, simply multiply a monthly cost by 12 to find it's flat purchase rate; the player need never spend money on its upkeep again.

#### **GM Sidebar: Why These Systems?**

The Overland Round, Reputation, Upkeep, and to a large extent the entire Profession (navigator) skill, can all be completely ignored if a GM so chooses. However, each is presented here because they not only add to the verisimilitude of an adventurer's life on Khrone, but they are also all integral parts of the Skybourne experience.

When players have access to their own airship, they gain a great deal of freedom; even epic linear storylines must make allowances for sandbox gameplay when the players can travel anywhere in the world with a few months of travel, and each of these systems are designed to facilitate this style of gameplay, while giving GMs tools to help integrate this gameplay into a plot.

Navigation is difficult without a good map and a skilled navigator, and unless a map is found or a high-level navigator hired, the PCs will need to keep their trips local until they have the experience to attempt a longer-range trip.

Reputation helps PCs keep their heads out of trouble until they're ready for it, as the great powers of the world ignore the PCs if they have no reputation, and likewise the PCs have a chance to recognize beings they should not cross before trouble begins.

The Overland Round allows the PCs to quickly and easily determine what they do with their time, and make effective use of days, weeks, and sometimes months of travel.

Finally, Upkeep not only helps regulate the PCs power, but also constantly drains their resources, incentivizing them to constantly look for more opportunities. When looking at the shows and stories that inspire the Skybourne setting, some of the most memorable episodes and adventures simply revolved around earning money, losing money, running out of fuel, and looking for the next job.

# Airship Basics

Airships come in a multiplicity of sizes, designs, and capacities, from the smallest zeppelins to the largest warships. However, no matter what type of ship it is, they all use the same basic rules.

In many ways, an airship is akin to a creature; it has hit points, AC, and a customizable build, just as a player character does. At its best, a ship can become almost another member of the party, playing just as important a role in an adventure as anyone else. While a ship can be purchased and flown with a minimum of fuss, a crew willing to invest their time, talents, and funds into their ship may find it as rewarding to create their dream ship as it is to fly it into battle.

The following information breaks down many of the basic rules involving airships, many of which are expanded on later in this chapter, or in Chapter 5: Equipment. While the following information is dedicated to airships, the following rules can easily be applied to any form of vehicle with only a few alterations (a wagon, for example, uses Profession [driver] checks instead of Profession [sailor] checks, horses instead of wind and an engine, and cannot rise or lower in altitude, but otherwise the same rules apply).

**Hardpoints:** When determining how many crewmen, guns, and how much cargo a ship can hold (particularly a smaller ship), these things are measured in Hardpoints. A Hardpoint is any space aboard a ship roughly equal in size to a 10-ft cube. Every ship possesses a certain number of Hardpoints, which may be dedicated to guns, cargo, crew housing, or other needs, and a PC remodeling their ship must 'spend' a certain number of Hardpoints for every feature they wish to include. Hardpoints also are used to determine a ship's total HP.

**Decks:** Sometimes, a ship is so large that it becomes impractical to determine its size or functionality in Hardpoints. When this happens, a ship begins to be measured in terms of Decks. A Deck is a series of 9 connected Hardpoints, usually but not always arranged in a 30 ft x 30 ft x 10 ft square. Note that the shape and arrangements of the deck isn't important; decks, like tactical ship combat spaces, are an abstraction used to articulate how large a ship is, and a ship could be 40 ft by 20 ft, with or without a 10 ft cube bow portruding at the end, and still be considered a single Deck.

Many numbers later in this chapter are determined according to the number of Hardpoints/Decks a ship has. While the number of Decks can always be multiplied by 9 to get the total number of Hardpoints a ship possesses, in most cases the numbers are interchangable; so long as a ship is being counted only in either Decks or Hardpoints, the numbers work the same no matter which is used. A ship can possess up to 5 Decks per location.

**Locations:** Because a ship is an object and not an actual living creature, it is possible to disable part of a ship in combat without damaging its other parts. For ships up to Colossal in size (that fill up only a single 30 ft space, as discussed later in this chapter), this isn't terribly important, and such a ship contains only a single pool of hit points and a single AC. However, once a ship becomes larger than a single 30 ft space, it is treated as if it were a series of Colossal-sized objects connected together for the purpose of calculating its hit points and AC, each one the size of a single 30 ft space. Thus, if a ship is 60 ft across and 120 ft long, it would possess 8 locations. When an enemy targets a massive ship in combat, they must choose a single location to attack, rather than attempting to attack the entire ship.

In order to destroy a ship with multiple locations, each location must be destroyed individually. This rarely happens though, as a crew engaged in ship combat will usually only destroy enough locations to disable the ship so it may be boarded, or will target the ship's source of lift to send it spiraling down to the canopy regardless of how many locations it still has.

**Crew:** Every airship lists the minimum number of crew required to fly effectively, which is often determined by the needs of its engines and sails. An engine manned by less than the required number of crew but no less than half produces half the power, while an engine manned by less than half but no less than 1/4th produces 1/4th the power. Note that these numbers indicate a single 8-hour shift; to sail an airship nonstop for 24 hours a day, a ship requires three times the crew.

**Size:** A ship's size is determined by how many Hardpoints, Decks, or locations it possesses. A ship with 1-2 Hardpoints is Large, 3-4 Hardpoints is Huge, 5-8 Hardpoints is Gargantuan, and 1-5 Decks is Colossal. A ship with multiple locations considers each location to be a separate Colossal object.

Hardness and Hit Points: Most ships are made of wood, each location possesses a Hardness of 5, and 30 hit points per Hardpoint or 270 hit points per Deck.

**AC:** As an object without a Dex skill, a ship (or in the case of larger ships, a location) possesses a base AC based on its size, according to the chart below. This number is only a base, and is improved whenever a pilot is at the helm.

Ship Size	Base AC		
Large	4		
Huge	3		
Gargantuan	I		
Colossal*	-3		

\*When dealing with a ship with multiple locations, each location is considered its own Colossal-sized object.

**CMB and CMD:** A ship possesses a CMB and CMD, just as a creature does. This starting CMB and CMD is dependent on size, according to the chart below.

Vebicle Size	СМВ	CMD	
Large	+I	п	
Huge	+2	I2	
Gargantuan	+4	14	
Colossal	+8	18	
Colossal+	+1 per additional	+1 per additional	

While it is rare for a ship to use its CMB or CMD, extenuating circumstances (for example, a giant attempting to wrestle an airship out of the air) would use these numbers when determining success or failure. In both cases, a vehicle adds its pilot's piloting skill bonus to its CMB and CMD.

**Base Save:** It is rare that a ship will ever need to make a saving throw, but if one is called for, the ship pilot makes a piloting skill check as its saving throw.

#### Carrying Capacity

Just like a creature, a ship has a carrying capacity that determines how much cargo, weaponry, and how many crewmembers it can carry. If a ship is carrying a medium load, its speed and acceleration are both reduced by 1, and its maneuverability rating (discussed later) is reduced by 1 step. If a ship is carrying a heavy load, its maneuverability rating is reduced by an additional step. If these reductions would reduce the ship's speed to 0 and the ship isn't being aided by winds, then its speed becomes 1 space per 2 rounds. Likewise, if these reductions would reduce the ship's acceleration to 0, its acceleration also becomes one space per 2 rounds.

A ship carrying less than 2 tons per Hardpoint or 18 tons per Deck is carrying a light load. A ship carrying less than 5 tons per Hardpoint or 45 tons per Deck is considered a Medium load, and a ship carrying up to 10 tons per Hardpoint or 90 tons per Deck is carrying a heavy load. While dimensions and density of cargo and all sorts of other factors determine how much weight can truly fit into any given space, for simplicity's sake, assume no vehicle can contain more than 4 tons per Hardpoint or 36 tons per Deck.

Each passanger, siege engine, or ton of cargo counts against a ship's total weight allowance. While each individual creature varies in weight, assume a Medium creature, its gear and personal equipment weighs .2 tons. Siege engines list their individual weight.

#### Airship Sailing

In order for an airship to fly, it must possess a means of lift and propulsion. In most cases, this is accomplished through use of an airship engine.

There are two numbers from which most of a ship's movement is determined from: The ship's size (measured in Hardpoints/Decks) and the power rating of its engine. From these two numbers are calculated weight, mass, propulsion, base speed, and maneuverability.

While many of these factors are calculated exactly the same, it is important to keep them all separate, as certain airship components can affect one without affecting the other (for example, although mass and weight are both equal to the number of Hardpoints/Decks in the ship, it is important to keep them separate as a dirigible decreases weight, but not mass).

**Weight:** For our purposes here, a ship's weight is equal to the number of Hardpoints/Decks it possesses.

**Mass:** For our purposes here, a ship's mass is equal to the number of Hardpoints/Decks it possesses.

**Propulsion:** Every engine has a power rating, which represents how effective it is at powering an airship. A ship's propulsion is equal to its power rating minus twice its weight, and represents how much of that engine's power is left over to move the ship forward after lifting the ship into the air.

**Base Speed:** A ship's base speed is the fastest the ship can travel under normal conditions, before modifiers such as winds, special maneuvers, etc. are factored in. For speeds from 1-10, it takes 1 point of engine power per point of ship mass to increase the ship's base speed by 1, From 11-20, it takes 2 points of engine power per point of ship mass to increase the vehicle's base speed by 1. This increases to 3 points of engine power per point of vehicle mass from 21-30, etc..

Tactical vehicle movement is measured in 30 ft squares, and thus a ship with a speed of 8 can move a maximum of 240 feet per round. Overland movement, on the other hand, is measured in miles per hour. If the ship's speed is reduced to 0 because of a damaged engine or other factors, the ship cannot move.

Movement (spaces per round)	Ft. per Round	Miles per Hour	Miles per 8 Hours	Miles per 24 Hours
I I I	30	3.5	28	84
2	60	7	56	168
3	90	10.5	84	252
4	120	13.5	108	324
5	150	17	136	408
6	180	20.5	164	492
7	210	24	192	576
8	240	27	216	648
9	270	30.5	244	732
IO	300	34	272	816
п	330	37.5	300	900
12	360	41	328	984
13	390	44.5	356	1,068
14	420	47.5	380	1,140
15	450	51	408	1,224
16	480	54.5	436	1,308
17	510	58	464	1,392
18	540	61	488	1,464
19	570	64.5	516	1,548
20	600	68	544	1,632

**Maneuverability:** All ships possess a maneuverability rating, which determines how easy it is to handle, and is determined by the ship's mass. Just as with flying creatures, an airship can have a maneuverability of Clumsy, Poor, Average, Good, or Perfect. A ship that is smaller than Colossal has a base maneuverability of Good. A ship of at least Colossal size but with no more than 3 locations has a maneuverability of Average, while ships with more than 3 locations have a maneuverability of Poor.

A ship's maneuverability grants a bonus or penalty to all piloting checks made to control it, a dodge bonus to AC (provided the ship is not uncontrolled that round), as well as determines how many 45 degree turns it can make in a round. A vehicle without a pilot cannot turn, and loses its bonus to AC.

#### **Table: Maneuverability**

Maneuverability	Modifier to Pilot Checks	Number of Turns per Round	Dodge Bonus toAC
Perfect	+8	8	+9
Good	+4	4	+7
Average	0	2	+5
Poor	-4	I	+3
Clumsy	-8	1/2 (1 per 2 rounds)	+I

Generally, a ship must move one space (30 ft) between each turn. Thus, a ship attempting 4 turns in a round would turn 45 degrees and move forward a space, turn 45 degrees and move forward another space, etc., until it has completed all turns. The exception to this rule is if the ship is moving at a slow enough pace that it is traveling fewer spaces than the number of turns it is making that round. If this happens, the ship may make 90 degree turns (2 turns in the same space) until it has used up all of its turns for the round. If the vehicle has a speed I/4th or lower than the number of turns it may make in a round, the vehicle may turn as much as it desires in a single space, limited only by the total number of turns it may take in a round.

Turning more than the ship's maneuverability normally allows is a special maneuver (see Airship Combat below).

Acceleration: In addition to the above, every ship also has an acceleration, which determines how much the pilot can adjust its speed (faster or slower) during a round. Acceleration is equal to 1/2 the ship's propulsion divided by its mass, rounded down. If acceleration is ever reduced to 0, it speeds up or slows down by 1 space per 2 rounds.

#### Engines

**Bigger/Multiple Engines:** When a ship possesses multiple different engines, engines and sails, or multiple Hardpoints/Decks dedicated to a single enlarged engine, the power ratings of all these engines and sails are added together when determining the numbers listed above.

**Damaging an Engine:** If an engine is reduced to half its total hit points, it gains the broken condition like any object. A broken engine only generates half its usual power, and if it consumes fuel, consumes twice its normal amount. An engine reduced to 0 hit points is completely destroyed.

# Siege Engines

Because a vehicle is an object, a creature's regular attacks rarely deal enough damage to matter; ranged weapons and energy attacks deal half damage to objects (before applying hardness), and it is nearly impossible to get close enough to an enemy vehicle to try attacking it meaningfully with a melee weapon. As such, ships, vehicles, and fortifications often employ siege engines such as catapults, ballistas, and cannons when waging war.

Like all weapons, siege engines have hit points, hardness, and can deal damage in the hands of an expert wielder. While much of the following information is similar to the rules presented in Ultimate Combat, some have been changed. Where the following differs from Ultimate Combat, use the rules presented below.

**Proficiency:** Siege engines are exotic weapons, and a creature must possess the Exotic Weapon Proficiency feat for a given siege engine or suffer a -4 penalty to their attack rolls. (A creature with the Siege Engineer feat is proficient with all siege engines, including siege firearms). A creature that is proficient in firearms is not automatically proficient with siege firearms, just as a creature proficient with crossbows is not automatically proficient with ballistas.

**Team:** Siege engines are enormous and often require more than one creature to operate effectively. A group operating a siege engine is called a team. Every team has a team leader, who is the one who controls moving, aiming, or firing the siege engine.

Every siege engine has a minimum team number, which is the number of creatures who must work together to successfully operate the siege engine. This number assumes Medium creatures; Small creatures count as half for this purpose, while Large creatures count double. Operating a siege engine is a full-round action on behalf of the team, and a team reloading a siege engine can engage in no other activity at the same time. Siege engines require a number of rounds to load, and for every member a team is short of its required number, it takes an additional round to load and suffers a cumulative -1 penalty to attack rolls.

**Constructing, Repairing, and Enchanting Siege Engines:** A siege engine is a complex device requiring a DC 20 Craft (siege engine) skill check to build or repair. At least one creature involved in the process must possess the Gunsmithing feat to create a firearm siege engine.

Siege engines can be masterwork, increasing their Craft DC by 5 and costing an additional 300 gp. A masterwork siege engine can be enchanted at twice the cost for a normal magical weapon. The enhancement bonus of a siege engine applies on attack rolls as well as damage rolls, as normal for weapons.

Siege engines can be armored—treat the siege engine as a creature of its size to determine the cost of the armor. Masterwork siege engine armor can be enchanted for twice the normal cost to enchant armor. Armored siege engines have an armor bonus equal to that normally granted by the specific armor (shields have no effect on a siege engine).

**Disabling Siege Engines:** A siege engine is considered a difficult device to disable, requiring 2d4 rounds of effort and a DC 20 Disable Device check to do so. When a siege engine is disabled, it either doesn't work or is sabotaged and stops working 1d4 minutes after use. Fixing a disabled siege engine requires a DC 20 Craft (siege engine), Disable Device, or Profession (siege engineer) check. It takes 10 minutes to fix the device, and the check can be retried if the fix fails.

**Damaging Objects:** Unlike normal ranged weapons, siege engines do not deal half damage when attacking objects.

**Critical Hits:** Siege engines attacks can deal critical hit damage, and can even deal critical hits to objects. Siege engines do not gain the benefit of Critical Feats the crew or the crew leader may have.

**Misfires:** A siege engine has a chance of misfire, similarly to a firearm. A roll of a natural 't' on any attack roll made with a siege engine causes the weapon to automatically miss, and applies the broken condition to the weapon; the weapon suffers a -2 penalty to attack and damage rolls. A second natural 't' destroys a broken siege engine.

A character with the Siege Engineer feat no longer suffers a chance of misfire on any siege engine for himself or any crew under his command (if he is fulfilling the role of chief gunner).

## Attacking with Siege Engines

Most siege engines are ranged weapons, although some melee options exist. Attacking with a ranged siege engine is very similar to attacking with any other ranged weapon, except as outlined below.

**Direct-Fire Siege Engine vs Indirect-Fire Siege Engine:** Siege engines come in two varieties: direct-fire siege engines, and indirect-fire siege engines. Direct-fire weapons launch their projectiles strait at their targets, similarly to how a bolt flies from a crossbow, and require no special rules to their use. Indirect-fire weapons, however, follow a set of special rules.

**Indirect-Fire Ranged Siege Engines:** Indirect-fire weapons are weapons such as catapults and trebuchets, which launch their projectiles in high arcs toward their targets. They typically lob heavier missiles and payloads than direct-fire weapons, but are much harder to aim.

Indirect-Fire siege engines use Intelligence rather than Dexterity when determining the attack bonus of their team leader. In addition, because of their firing arcs, indirect-fire weapons can often completely bypass walls and other fortifications to drop their payloads directly onto their targets. However, this firing arc also means that they cannot fire on targets closer than a certain distance, listed in the weapon's description. An indirect-fire siege engine is very similar to a splash weapon, or a dropped object. An indirect-fire siege engine makes a touch attack (with a -10 penalty due to the difficulty of aiming the device) against a target square (AC 5), dealing damage to everything within that space. If throwing a Large-sized projectile (most indirect-fire siege engines throw projectiles two sizes smaller than the weapon itself), this instead targets a 10-ft square. If attacking a target larger than the ammunition used, the indirect-fire siege engine instead makes a touch attack against the target rather than against the target's square.

If an attack made with an indirect-fire siege engine misses, the attack veers off-course, as if it were a splash weapon. Roll 1d8 to determine in what direction the shot veers. A roll of 1 indicates the ammunition falls short (toward the siege engine), with rolls of 2 through 8 counting squares clockwise around the target square. Roll 1d4 for every range increment at which the attack was made (1d4 if the target square is within the engine's first range increment, 2d4 if the target square is within the second range increment, and so on). The total is the number of squares by which the attack misses. The ammunition deals its damage and any other effects to targets in the square it lands on.

At the GM's discretion, many of these features might be ignored in special situations. For example, if a Colossal dragon is standing directly in front of an indirect siege engine such that its body is within the weapon's firing arc, the GM may decide to simply treat the weapon as if it were a direct-fire siege engine for that attack. **Melee Siege Engines:** A melee siege engine (including using ramming a vehicle into a target) is much the same as an attack with a direct-fire siege engine, except the siege engine must be adjacent to whatever it attacks.

**Rock Catching and Rock Throwing:** Once per round, a creature with the Rock Catching special quality that is the same size or larger than the rock (or projectile of similar shape) being hurled from an indirect-fire siege engine can attempt to catch it as a free action. As a readied action, such a creature may guard an entire ship location, moving wherever the rock may land in an attempt to catch it.

The creature must pass a Reflex save (DC 15 for a Small rock, 20 for a Medium one, and 25 for a Large rock, if the projectile provides a magical bonus on attack rolls, the DC increases by that amount). If successful, the rock deals no damage to the creature or ship. The creature must be aware of the attack in order to make a rock catching attempt.

If a creature has the rock throwing special quality, rocks they throw are treated as being thrown from a direct-fire siege weapon for the purpose of damaging objects.

**Mass Attack:** When firing a massive number of siege engines simultaneously, it becomes much easier to make a mass attack. Rather than rolling each attack separately, a single attack roll is made on behalf of every weapon a crew controls. Likewise, rather than rolling all damage individually, it is much easier to find the average damage of each weapoon (3.5 per d6, 4.5 per d8) and add them together.



# Environmental Considerations

**Altitude:** An airship can sail anywhere from a few feet off the ground to as high as its engines and crew will allow, to a maximum of 25,000 ft (unless setting sail across space or the astral sea). However, while an airship may reach altitudes of up to 25,000 ft. it is very, very in-advisable to do so. Creatures not acclimatized to high altitudes (who've spent at least a month or more at over 5,000 ft) must pass a Fortitude save each hour of work they perform at a height over 5,000 ft (DC 15, +I per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air.

At 15,000 ft, all creatures also become susceptible to altitude sickness. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but all eventually succumb.

At 20,000 ft, all creatures also suffer 1d6 cold damage every minute. At 25,000 ft, all engines and sails cease to function except for alchemical engines and magical engines.

For these reasons, most ships stay at an altitude between 1,500 ft (above the Forest) and 5,000 ft, unless they have a specific reason to go higher.

**Winds:** Winds affect airships as assuredly as they do flying creatures. Wind applies a penalty to all piloting checks and Fly checks, depending on the severity of the wind in question.

No matter how large a ship is nor whether or not it possesses sails, all airships are subject to the force of winds. When moving directly against the wind, an airship subtracts the wind's severity level from its speed, traveling backwards if this would result in a negative number. When moving in the same direction as the wind, an airship adds the wind's severity level to their movement speed. Many airship crews will pay heavily for the services of a magic-user who can manipulate winds, as the benefits such a caster can provide to both the ship's speed and combat abilities make them an invaluable asset.

#### Wind severity

Severity Level	Wind Speed	Ranged Attacks Normal/Siege Weapons <sup>1</sup>	Checked Size <sup>2</sup>	BlownAway <sup>3</sup>	Fly/Pilot Penalty <sup>4</sup>
1 (Light)	0-10 mph	-/-	1 25° 6	- Pinna	
2 (Moderate)	11-20 mph	-/-	V. Contraction		A Franking
3 (Strong)	21-30 mph	-2/-	Tiny	-	-2
4 (Severe)	31-50 mph	-4/-	Small	Tiny	-4
5 (Windstorm)	51-74 mph	Impossible/-4	Medium	Small	-8
6 (Hurricane)	75-174 mph	Impossible/-8	Large	Medium	-12
7 (Tornado)	175-300 mph	Impossible/impossible	Huge	Large	-16

<sup>1</sup>The siege weapon category includes all siege weapons included in this book, such as cannons, ballistas, catapults, and others. This also applies to boulders thrown by giants.

<sup>2</sup> Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground or another surface such as an airship deck) or a DC 20 Fly check if airborne. This check is made each round such movement is attempted. The wind's Fly Penalty applies to Fly checks made for this purpose.

<sup>3</sup>Blown Away Size: Creatures on the ground (or another surface such as an airship deck) are knocked prone and rolled 1d4 x 10 ft., taking 1d4 points of nonlethal damage per 10 ft, unless they make a DC 15 Strength check each round. Flying creatures similarly must pass a DC 25 Fly check each round or be blown back 2d6 x 10 ft. and take 2d6 points of nonlethal damage due to battering and buffeting. The wind's Fly Penalty applies to this check.

<sup>4</sup> Flying creatures and any piloting checks suffer this penalty to all such checks made in the wind.

# Airship Combat

When airships meet in combat, movement is measured in 30 ft spaces, rather than the 5 ft spaces common to creature combat. In most other ways, combat between ships is similar to combat between characters, with the following changes.

#### tacing

Unlike creatures, who may turn around whenever they wish to deal with threats on all sides, an airship travels in a single direction, and must make an effort to change course when it's pilot wants to turn it around. As such, all airships have a forward side (the direction of the ship's intended movement), a back side, as well as a left side (port) and a right side (starboard). A ship's facing is important not only when determining what direction it is moving, but also when ship's engage in combat, as most ship weapons can only fire out of a single side, and as such can only fire when that side is facing the enemy.

#### Move Phase and Advantage

When a ship becomes a part of a combat other than as a location (for example, when two ships engage in combat, or a single ship attacks a giant creature), the ship or ships move separately from the creatures involved during a special 'vehicle move phase' that happens at the end of each round.

When two or more ships are engaged in combat with each other, a great many factors, from the pilot's skill at catching thermals and turbulence, to the fickleness of winds, determines how well pilots are able to react to each other. As such, during the vehicular move phase, each ship's pilot makes an opposed piloting check (Profession [sailor] in the case of most airships) to determine the order in which their ships move. An uncontrolled vehicle has a 't' for the purpose of this roll.

In ascending order (lowest to highest) each pilot declares how its vehicle will move. Vehicles with a higher roll are said to have 'advantage' over vehicles with lower rolls, as they are able to see how the other vehicle will move before declaring their own movement. Once all movement decisions have been made, the vehicles move to their new locations and facing, and the round starts over.

If two pilots tie with this roll, advantage goes to the pilot with the higher modifier for their pilot skill (Wis for Profession [sailor], etc.) If this still doesn't decide a winner, determine who has the advantage randomly. If a ship has no pilot, it is considered 'uncontrolled'. An uncontrolled vehicle cannot change direction nor accelerate/decelerate, and so can only move forward at its current speed.

#### Group Initiative

While a battle involving only a single vehicle can be handled like any other combat, things can become quite complicated when two or more vehicles, and their crews, become involved. When there are possibly dozens if not hundreds of creatures that may take actions, it becomes much easier to use group initiative.

With group initiative, each vehicle used its pilot's advantage roll as that ship's group initiative. After the vehicles move during their move phase in ascending order, each vehicle's occupants then takes its initiative in descending order; vehicles with advantage have their crews move first. Each ship, then, has its own initiative order that applies to actions taken by its crew, and if a creature boards a ship in the middle of combat, it inserts itself into that ship's initiative. For complete ease of play, some GMs might even dispense with rolling individual initiative altogether unless enemies have boarded a ship, the players simply declaring what actions they wish to take each round on their group's initiative, acting in the order of who declares first. Actual initiative can then be rolled as normal once boarding begins.

#### Altitude and Combat

For two ship's to engage in combat, they usually engage each other at a reasonably similar altitude, so as to better facilitate their battle. However, sometimes a band of pirates will wait at a high altitude with the sun to their backs to descend unexpectedly on their prey, or a maneuverable ship will fly underneath a less-maneuverable target to hide in its shadow. At times like these, altitude can play a significant role in combat.

Generally speaking, two ships will very rarely engage in combat if their altitudes are more than 1000 ft apart; at a distance greater than this, if both ships are not closing to engage, it is a chase rather than a combat.

In combat, altitude is measured in altitude 'bands', representing the altitude difference between two ships. An altitude band is about 50 ft high, and is measured from 1-20. If a ship is more than one location high, it fills two altitude bands. As altitude bands are only designed to measure the distance between two ships, the placement of altitude band '1' is an arbitrary distinction, and should be decided at the beginning of a combat, depending on where the ships are relative to each other. If ships in the combat fly higher than 20 or lower than 1, simply change where '1' is and adjust the various ship's altitude band to compensate the change.

When moving an airship up or down, an airship may descend any number of altitude bands equal to it's movement speed without penalty, and may ascend an amount equal to 1/2 its movement speed without penalty. Ascending or descending more than this is a special maneuver, detailed below.

Because attacks made against a higher target are made against gravity and attacks made against a lower target are aided by gravity, attacks are affected differently depending on whether or not you are attacking a target above or below you. When attacking a target that is higher than you, every altitude band between the two ships counts as two 30 ft spaces when determining range, such as when calculating range penalties. When attacking a target that is lower than you, each altitude band only counts as one 30 ft space. While the above rules might make it seem wise to always descend on your target, this is not always the case, as you run the risk of the other ship riding your shadow.

**Riding the Shadow:** Riding a ship's shadow means being directly underneath it. Allowing a ship to ride your shadow is very dangerous, as your own ship gets in the way of any attacks you might make against the enemy ship. So long as a ship is riding in your shadow, that ship has improved cover against you, gaining a +8 bonus to AC and a +4 bonus to Reflex saves made against any attack originating from your ship.

While it can be difficult to ride another ship's shadow (as the ship riding the shadow must often possess both advantage and superior maneuverability), the results can be particularly deadly, and many larger, less-maneuverable ships will fly low to the ground or employ flying creatures, escort ships, and bottom-mounted weapons to better guard their undersides.

#### **Special Maneuvers**

During the move phase, a pilot may move his ship however he wants, limited only by its speed, acceleration, and maneuverability. However, the pilot may also attempt one special maneuver each round during the vehicle move phase. A special maneuver could be anything from pushing the ship beyond its normal limits (climbing, diving, or turning more than it is normally allowed to) to performing other feats of expert piloting. Most special maneuvers require a DC 20 Profession (sailor)
check to execute, with various modifiers depending on the severity of the maneuver attempted.

**Sharp turn:** You may use expert handling to make more turns in a round, or sharper turns, than your ship could normally make. Determine how many extra turns you wish to make that round. If you wish to make an especially sharp turn (i.e., make 2-45 degree turns in a space instead of only 1) each additional 45 degree turn in the space counts as an extra turn for this purpose. Thus, a ship that can normally make 2 turns per round that instead wants to make 3 turns all in the same space would count as making 3 extra turns for this purpose (I extra turn, +2 for making two additional turns in the same space).

The DC for this special maneuver is 20 for 1 additional turn, +5 for each turn beyond the first. If this check is made successfully, the ship turns as desired. If this check fails, the ship's speed is decreased by 1, -1 for every 5 the check result was below the target DC, and the ship starts to roll (see rolling the ship under conditions below). **Dive:** By dipping a ship down, you can descend much quicker than normal, adding your ship's normally-horizontal movement to the distance it descends. When you dive, creatures standing on the deck of your ship must pass a DC 20 Reflex save or fall prone.

Making an airship descend isn't hard, but making an airship dive safely and without going into freefall can be quite difficult. The DC to perform this maneuver is 20 + 1 for every space of horizontal movement sacrificed to increase the distance descended. If a dive is maintained for more than one round, this check is made at the end of the dive, with the DC determined by the total distance added to the ship's descent. If this check fails, the ship stalls and goes into freefall (described under conditions below).

**Climb:** By turning a ship up, the pilot can ascend quicker than normal, adding the ship's normally-horizontal movement to the distance climbed. Just as when diving, standing creatures must pass a DC 20 Reflex save or fall prone.

Climbing is similar to diving, except only half of the horizontal movement sacrificed is added to the distance climbed. Failing the pilot check causes the ship to stall and go into freefall (described under conditions below).

**Defensive Piloting:** You take evasive action, granting your vehicle an extra +1 dodge bonus to AC, +1 for every 5 points by which you exceeded the target DC (20).

**Offensive Piloting:** You maneuver your vehicle in such a way as to aid your gunners. Any attack roll made by a creature aboard your vehicle against a target not aboard your vehicle gains a +1 circumstance bonus to their roll, +1 for every 5 points by which you exceeded the target DC (20).

### Other Combat Concepts and Options

Attacking from a Vehicle: Making ranged attacks and siege engine attacks from a moving vehicle is difficult, not unlike attacking from horseback. When using a ranged attack from a moving ship and targetting something not also onboard that ship (such as attacking another ship or firing at a creature as you fly past), the attack is made with a -4 penalty.

Mass Attack: When two vehicles do battle, there can be dozens if not hundreds of siege engines involved, and rolling an attack for each quickly becomes tedious. Instead, it can often be better to make a single 'mass attack' for each crew; roll a single attack roll and apply it to every siege engine that crew is firing. Likewise, rather than rolling damage for each weapon individually, it is often much quicker to assume each weapon deals average damage (3.5 per d6, 4.5 per d8) and add the numbers together for every siege engine fired.

**Moving Through a Vehicle:** Unless boarding has happened and tactical movement is important, movement through a vehicle is not tracked in specifics; a creature is assumed to be able to reach any spot in his location, or change which location he is in as a move action, and specifics such as which square a fire breaks out in is considered unimportant. When boarding happens and these things become important, the details of placement are subject to the GM decision and the ship's layout.

> **Sudden Stops:** If a ship comes to a sudden stop—its movement is reduced to 0 by crashing into a wall, having its propulsion destroyed, or in any way other than the pilot gradually slowing down—All creatures and items not bolted down are violently pushed toward the ship's front, moving 15 ft (three 5 ft. squares) for

every point in the ship's speed before the sudden stop. This movement does not provoke attacks of opportunity.

At the end of this movement, all creatures and objects take 1d6 points of damage, +1d6 for every 5 ft of movement impeded by hitting a wall or another solid object. In addition, creatures must succeed at a DC 20 Reflex saving throw or be knocked prone.

**Ram:** When two ship's enter the same space and altitude band, there is a chance they will crash into each other. Other times, a pilot may deliberately crash their ship into a building or creature in an attempt to destroy it. When a ship crashes into a creature, object, or another ship, they are performing a ram maneuver.

If two or more targets want to ram each other, the ram happens automatically. If both don't wish to ram each other, the ram does not happen (unless there are extenuating circumstances as dictated by the GM, such as barrelling toward each other through a tunnel). When one party wants to ram and the other doesn't, the pilot attempting to initiate the ram makes a piloting check as a melee touch attack against the target, with a penalty depending on the size of the vehicle he is piloting (-1 for Large, -2 for Huge, -4 for Gargantuan, -8 for Colossal and Colossal+) as well as the usual bonuses or penalties for maneuverability, etc. If both targets are vehicles of Colossal or Colossal+ size, the ram happens automatically if both targets are in the same space, as they are both simply too big and unruly to dodge.

When a ship rams a target that is its same size category or larger, the ramming vehicle comes to a sudden stop (see above) unless the ram is enough to completely kill/destroy the target. When a vehicle rams a target that is smaller than itself, it continues moving as it plows the smaller target out of the way. When a smaller target is pushed aside in this manner, it must pass a DC 20 Reflex save or be knocked prone (or, if it is a vehicle, begin to roll as described below). If two vehicles are both Colossal or Colossal+ and one has 3 or more times as many locations as the other, that vehicle is considered larger for this purpose.

A ram is considered an attack with a melee siege engine. A pilot is considered proficient if he has at least one rank in Profession (sailor). This proficiency does not qualify that creature to gain the Siege Engineer feat (although a creature who possesses the Siege Engineer feat is considered proficient with all vehicles for the purpose of performing ramming maneuvers).

When a pilot successfully rams their ship into a target, both the ramming vessel and the rammed target suffer damage according to each other's size; the ramming ship takes damage according to the struck target's size, and the struck target takes damage according to the ramming ship's size.

Vebicle Size	Damage		
Medium	1d6		
Large	1d8		
Huge	2d8		
Gargantuan	4d8		
Colossal/Colossal+	8d8		

In addition, the speed and orientation of the ram increases damage, and determines what happens to a ramming ship's speed. There are three ways a ship may ram a target:

*Head-on Collision:* When two ships ram directly into each other, their speeds are added together. Each ship suffers an additional 1d8 damage for every point of their combined speeds.

*Side Collision:* When one ship rams into the side of another ship, or when a vehicle rams into a creature or stationary object, both suffer 1d8 points of damage for every point of the ramming ship's speed.

*Back Collision:* When one ship rams into the back of another ship, subtract the speed of the targeted ship from the speed of the ramming ship. Both ships suffer 1d8 damage for every point left in the ramming ship's speed (minimum: o).

If a ship is equipped with a ram, it deals +3d8 extra damage when performing a ramming maneuver and only suffers half damage itself when it rams into another target. If two ships ram into each other (a head-on collision) and both are equipped with rams, they both only deal half damage to each other. If a ramming ship is more than one location wide and rams a ship more than one location wide or long, both ships suffer ramming damage in every location struck by each other.

**Vehicle Conditions:** Sometimes, a ship gains a condition, not dissimilar to how a creature may become shaken, confused, etc. The following represent the various conditions that may be applied to a vehicle.

Uncontrolled: When a ship has no pilot, or the pilot is unable to control the ship's movements for one reason or another, that ship is considered 'uncontrolled'. An uncontrolled ship is considered to have a 1 for its advantage roll during the vehicle move phase, and the ship can only move forward at its current speed. In addition, if a ship goes uncontrolled for more than 1 round, it has a 20% cumulative chance per additional round that it will begin to roll (see below).

*Rolling:* Sometimes, such as when a pilot attempts a sharp turn unsuccessfully, they can cause their ship to roll. When a ship begins to roll, every creature aboard must pass a DC 20 Reflex save to secure themselves or fall prone.

When a ship begins to roll, the pilot has one round to attempt to correct it with a DC 20 piloting check. If they fail (or if they are unable to make this check), then the next round the vehicle turns completely upside down. When this happens, creatures on exposed decks must pass another DC 20 Reflex save or fall out completely. It takes a DC 25 piloting check to turn the vehicle over again, assuming the pilot can still reach the controls.

On Fire: Fire is a dangerous thing, more so than almost any other danger found aboard a ship, as it can quickly spread and consume the entire ship itself.

A fire on a vehicle can be thought of as a creature whose size is measured in d6s. Any lightning or fire-based attack that deals more than 10 damage to a ship location has a 50% chance of starting a fire. When an attack causes a location to catch fire, it creates a fire with one d6 for every 10 damage dealt by the attack. If a fire is created by an action that doesn't deal damage, the fire begins as a 1d6 fire.

Every round a fire is in a location beyond the round it was first created, it deals damage equal to its size to that location, then increases its size by 1d6 (a 3d6 fire deals 3d6 damage, then becomes a 4d6 fire the next round). If a fire ever reaches 10d6, it also spreads to all adjacent locations, which begin at 1d6 and increase as usual (if a secondary fire in an adjacent location is put out, but the original fire is still at 10d6 or higher, it will rekindle the fire in the adjacent location the next round, reset back at 1d6).

There are three ways to put a fire out: a crew can put the fire out, a magic user can attack the fire with magic, or the location can simply burn up; if a location is reduced to 0 hp, the fire instead deals damage to anything within that location. If nothing is within that location, the fire dies due to a lack of fuel.

To put a fire out, a character must spend a standard action to actively attempt to control the fire with blankets, a fire pump, or whatever else is on-hand. Alternately, if a character has access to area-affect frost/ water magic (such as ice storm, or an explosive orb frost blast), they may attempt to put the fire out that way. For every 5 points of damage dealt to the fire, the fire is reduced by 1d6 (however, no matter how small the fire is, it will continue to grow by 1d6 each round until extinguished). This damage is cumulative: If a creature deals 2 damage to a fire one round, and 3 damage the following round, the fire will be reduced by 1d6. The following chart shows how effective various forms of control are.

Fire Control Method	Damage per Individual	Damage per Small Crew
Unarmed	ıd4	8d6
Blanket/Water Bucket	1d6	12d6
Fire Pump	2d6	20d6
E.M.:		11 11 18 1 5 1 5 1 S

Frost Magic As Attack

Any crew or individual attempting to put a fire out suffers Fire damage equal to 1/2 the fire's size every round they do so.

*Stalled:* Sometimes, often as a result of a ship climbing, diving, or remaining uncontrolled for too long, a ship can stall.

When a ship stalls, it loses all sense of control, and is treated as uncontrolled even if it still has a pilot. During the vehicle move phase, the pilot of a stalled ship must make a successful DC 20 pilot check to take back control. Doing so only gives the pilot control on the movement phase after that successful check; a stalled vehicle always spends at least one round uncontrolled.

When a ship stalls, it also enters freefall.

*Freefall*: When an ship stalls, loses its source of lift, or is completely wrecked, it goes into freefall. A free falling object falls 500 ft the first round, and 1000 ft on all subsequent rounds until it crashes, or the pilot is able to end the freefall, such as by taking control after a stall.

Grappled: When two ships are next to each other, a character or crew aboard one ship and armed with grappling hooks and rope or similar tools can attempt to grapple the other ship. This involves a CMB check made as a standard action against the CMD of any crew or individual within the location they are attempting to board who is inclined to stop the grapple. If successful, the two ships become grappled together (this changes both ship's speeds to o, unless one vehicle is 2 or more size categories smaller than the other, or possesses 1/6th the number of locations or fewer, in which case the smaller vessel simply attaches to the larger vessel and goes along for the ride) and crew and individuals may cross from one to the other freely. To break a grapple between ships, another individual or crew must make an CMB check as a standard action to remove the grappling hooks, opposed by the CMD of the crew or individual best poised to prevent that action. Alternately, the pilot may attempt to break the vehicles apart by making a CMB check on behalf of the vehicle itself to force the ships apart. A grapple with a vehicle 2 sizes smaller or with 1/6th the number of locations cannot be broken in this fashion.

Broken: When a ship location has suffered damage equal to or more than 1/2 its hit points, it gains the broken condition. The location suffers a -2 penalty to AC, and the ship's pilot suffers a -2 penalty to his piloting skill per broken location.

Wrecked: A wrecked ship location is a location that has had its hit points reduced to 0 hp or fewer. If the vehicle has multiple locations and not all are wrecked, the vehicle has its speed reduced by 1, it's maneuverability reduced by one step, and gives the pilot a -4 penalty to his piloting skill per wrecked location.

## Crew

In Skybourne, if the players own their own airhip, it is naturally assumed they will fill the role of the primary officers aboard that ship, such as the captain, pilot, and quartermaster. On smaller ships this can be easy, as the PCs are likely to be the only crew present. On larger ships, however, being an officer can involve commanding and coordinating crews of dozens if not hundreds of other creatures.

In Skybourne, the term 'officer' refers to any creature, such as a player or important NPC, who can command crew or fulfill a vital role aboard a ship. While not all officers will fulfill a vital role, officers themselves perform the important function of coordinating and leading crew. An officer who does not fulfill a vital crew role is considered a lieutenant.

Sometimes, a PC may find themselves fulfilling multiple roles on the same ship. A captain's job, for example, is hardly demanding until there is a decision to be made or an enemy to fight, and a captain can easily double as any other crew role. Likewise, a pilot must only spend a move action each round to pilot the vehicle, and thus could use their standard action to serve as head engineer at the same time. However, it's often beneficial to have as many different crewman as possible fulfilling these vital roles, not only so they may specialize easily, but also so every member of the party can contribute to the success of the team.

The following are the vital roles an officer may fulfill aboard a ship.

#### Boatswain

#### Important Skills: Profession (sailor)

A boatswain's job is to oversee the ropes, rigging, and other aspects of sailing, as well as ensuring the boat remains in proper working order. The boatswain is in charge of everything that happens on deck, and is synonymous with the head engineer for an airship powered by sails. A boatswain can take the following action:

*Aid Pilot:* As a standard action, the boatswain can aid the pilot, precisely moving the sails to best suit the pilot's needs. This requires a DC 20 Profession (sailor) check on the part of the Boatswain, and if successful grants a +4 bonus to the pilot's piloting checks for 1 round, +1 per 5 points the check exceeded this target DC. This may only be done if sails make up at least half of the ship's total engine power, and only one boatswain/head engineer can take this action each round.

#### Cabin Boy/Girl

#### Important Skills: Profession (servant)

A cabin boy/girl is usually a youth learning the ropes of ship command, but may just as likely be a professional valet, or indeed anyone trained to accomplish the hundreds of mundane tasks that helps a ship run smoothly, from polishing the captain's boots, to keeping the carpenter's tools in great repair, to delivering messages as needed throughout the ship.

As an overland standard action, the cabin boy/girl may use their Profession (servant) skill to aid all creatures aboard their ship. Many large ships will even have dedicated crews of of assistants, who the cabin boy/girl can lead in a crisis. Among ships equipped with cannons, these crews are often called 'powder monkeys', as their job often involves running shot from the powder room to the various ship's gunners.

#### Captain

#### Important Skills: none.

A ship's captain leads the crew, and is often responsible for making the split-second decisions required during combat to keep a ship out of danger.

Being a ship's captain does not often require skill checks, but a ship's captain does make loyalty checks when such a thing is required.

While captain is an important role on any ship, a captain has little to do between combats other than to set the course and inspect the crew. Thus, while the captain of a large ship will usually have underlings fulfill all other crew roles, a captain with the required training can easily fill any other crew role at the same time as serving as captain.

#### Chef

#### Important Skills: Profession (chef)

A ship's chef is in charge of preparing food for the crew, keeping them nourished and as happy as possible. While anyone can prepare meals of hardtack and gruel for a crew without spending any overland action, a ship's chef may spend an overland move action to provide the benefits of his Profession (chef) skill for the entire crew, up to the maximum allowed by Profession (chef). Larger ships often have crews under the command of the head chef, allowing him to provide bonuses for everyone on the ship, and giving him a crew to command during a crisis.

#### **Head Engineer**

#### Important Skills: Varies

An airship engine is a finicky piece of equipment even at the best of times, and requires a number of engineers to oversee its function, with one serving as the head engineer in charge of making engineering checks. An engine manned by less than its required number of engineers but no less than half produces half power. An engine manned by less than 1/2 but no less than 1/4 hits required crew produces 1/4th power. An engine cannot function properly if manned by less than 1/4 its required crew.

The head engineer uses different skills depending on the engine in question (Craft [alchemy] for alchemical engines, Spellcraft for elemental engines, etc.).

As a standard action, an engineer can perform any of the following actions. While many engines possess a minimum number of crew to operate effectively, no one but a cabin boy may aid a head engineer with these checks.

Aid Pilot: As a standard action, the head engineer can aid the pilot, just as a boatswain can. This requires a DC 20 engineering check, and if successful grants a +4 bonus to the pilot's piloting checks for 1 round, +1 per 5 points the check exceeded this target DC. This may only be done if the engine provides up at least half of the ship's total engine power, and only one boatswain/engineer can take this action each round.

*Emergency Repair:* If an engine becomes damaged, the head engineer can attempt an emergency repair, making a DC 20 engineering check to grant the engine 10 temporary hit points, +1 for every 5 points the check exceeded the target DC. This can only be done if the engine is damaged, and cannot bring the engine's hit points above its usual maximum. These temporary hit points only last for 24 hours.

*Push/Overload:* As a standard action, the engineer overseeing an engine can push the engine, increasing its power output by 1/2, but consuming fuel at twice the usual amount. Alternately, he can attempt a DC 25 skill check to overload the engine, doubling its power but dealing 2d6 damage per Hardpoint/18d6 damage per Deck to the engine each round that bypasses all Hardness. An engineer cannot push or overload an engine that doesn't consume fuel. Self-Destruct: An engineer can purposefully destroy an engine. This requires a DC 35 skill check with whatever skill is associated with that engine, and the engineer cannot take 10 or 20 with this check. If successful, the engine builds up pressure without creating power, causing the engine to heat up and explode. This takes 1d3 minutes. The effects of destructing an engine differs depending on the engine in question and are discussed in each engine's entry in the equipment chapter.

At any time before it explodes, the engineer can attempt to reverse the process with a DC 30 skill check. Doing so stops the self-destruct, but still inflicts damage to the engine equal to 90% of its total hit points.

#### Pilot

#### Important Skills: Profession (sailor)

A pilot is in charge of steering, and makes Profession (sailor) checks when called for to control the ship. While a ship with a large crew or several willing player characters may have multiple pilots and so may sail 24 hours a day, a small ship with only a single pilot can only sail for 8 hours per day (as the pilot's overland standard action) and makes checks every hour beyond this as if performing a forced march. Most ships try to have at least 3 pilots at any given time, allowing each pilot to take an single 8-hour shift, letting them rest and spend their overland move action however they please.

Only one creature (including the cabin boy) is able to make aid another checks to assist the pilot at any given time.

#### Quartermaster

#### Important Skills: Profession (soldier)

The quartermaster maintains discipline among the crew and oversees many of their day-to-day needs. It is the quartermaster's job to keep the crew combat-ready, and he is often the one leading the boarding party when ship-to-ship combat begins.

#### Master Carpenter

#### Important Skills: Profession (carpentry)

All carpenters work under the direction of the master carpenter, who makes Profession (carpentry) checks to repair the ship.

#### Sail Master

#### Important Skills: Profession (navigator)

A sail master is in charge of setting a course for the ship and calculating its location at any given time. As such, a sail master is the one who makes Profession (navigator) checks on behalf of the ship. While navigating can be a simple task when good maps and obvious landmarks are available, it can easily become extremely tricky when one is working with shoddy or non-existent maps overlooking a sea of green.

#### Master Gunner

#### Important Skills: Profession (siege engineer)

A master gunner oversees the ship's gunners, and often is the one rolling the attacks rolls for the crews operating the ship's weapons.

#### Surgeon

#### Important Skills: Heal

While magic is a wonderful option when it comes to healing, a ship often has more crewmembers than a single caster, or even an entire team of casters, can handle with their daily allotment. As such, the ship's surgeon is an important member of the crew, treating illnesses and fixing minor injuries, as well as overseeing the recovery of injured crew members after a fight. Many large ships have entire crews under the command of the chief surgeon, to help him provide aid during combat.

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#### Entertainer

#### Important Skills: Perform (any) or Profession (courtesan)

Sometimes, a crew may spend days, weeks, or even months in the air at a time. During such times, a skilled musician, comedian, dancer, or courtesan can make all the difference when it comes to keeping a crew's spirits up. Some large crews even have entire crews of entertainers, who can even perform special actions in combat.

## Hiring (rew

While it is perfectly possible for an adventuring party to sail the skies alone, often successful adventurers will find it beneficial to pad their numbers, either to help them pilot a particularly large ship, or to increase their strength when raiding their enemies.

Hiring additional hands comes in one of two forms: hiring crews and hiring officers.

#### (rews

The average crewman (male or female) on any given ship is a low-level NPC, usually with levels in commoner, expert, or warrior. While they will fight for the PCs, they are unremarkable on their own and are much better suited to serving in siege engine teams or as part of an engine's required crew. A crewman is paid one silver piece per level per day, or 3 gp per level per month.

However, while the average crewman is unremarkable in his own, crewman rarely works alone. Instead, crewmen usually operate in groups, called 'crews'.

Just as a swarm is a group of minuscule creatures that are treated as a single unit in combat, a 'crew' is a group of individuals who work together to fight or accomplish tasks, and in may cases are treated as a single, swarm-like unit. While individual members of a crew might have different feats, skills, or even racial and class makeups, these distinctions aren't important; only the crew's statistics as a whole matter.

A crew may be lead by a single officer, and an officer may lead a single crew at a time. To lead a crew, an officer must be within sight or hearing of the crew. When an officer leads a crew, he grants several bonuses to that crew, including the ability to make certain skill checks on behalf of the crew. In addition, when an officer with ranks in Profession (soldier) leads a crew, he grants that crew a +1 dodge bonus to AC and a +1 morale bonus to saving throws, which both increase by +1 for every 10 points in the officer's Profession (soldier) bonus. If the officer possesses ranks in Profession (siege engineer), he also grants the crew the benefits of any feats he possesses that augment siege engine use, and grants them a +1 bonus on attack rolls made with siege engineer).

A crew is very similar to the Troop subtype, with a few minor alterations discussed below.

#### **Crew Subtype**

A crew is a collection of creatures that act as a single, swarm-like unit. A crew possesses whatever creature type the majority of its members possess, as well as a single pool of Hit Dice, hit points, initiative, speed, and Armor Class. A crew moves, takes actions and makes saving throws as a single unit. A crew possesses a variable number of composite units depending on its size, but generally assume a small crew has about 13 members, a medium crew has about 25 members, and a large crew has about 50 members. The following rules assume a crew is comprised of Small or Medium creatures; for a crew of Tiny or Large creatures, make any appropriate adjustements for size.

A crew fills a number of 5-ft squares depending on its size: 9 squares for a small crew (a 3 by 3 square), 16 squares for a medium crew (a 4 by 4 square), and 25 squares for a large crew (a 5 by 5 square). The exact shape of a crew is completely shapeable; the crew may assume any configuration on the grid, provided the squares they occupy remain contiguous, to reflect the teamwork of the crew. Although a crew occupies such a large space, their members are all of a much smaller size category, and a crew can fit through any space large enough for its component members. This also means the crew's reach is only that of its component members based on their size and armements. Also, as a swarm, a crew may occupy the same space as another creature, and is considered to threaten all spaces it occupies, as well as those within its reach. A crew provokes attacks of opportunity as normal, and can make an attack of opportunity each round just as a creature can. However, a crew does not roll an attack when making an attack of opportunity; instead, it simply deals half its usual damage from its crew attack (see crew actions below).

**Crew Traits:** A crew is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a crew to o hit points or fewer causes it to break up, effectively destroying the troop and killing its members (if a crew is reduced to o hp, and later healed, such as through rest, assume that casualties have reduced the crew by one size: a large crew becomes a medium crew, a medium crew becomes a small crew, and a small crew is completely destroyed). However, despite being a composite of smaller creatures, damage taken until the crew is reduced to o hp does not degrade its ability to attack or resist attack. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit point total exceeds its nonlethal damage. A crew is never staggered by damage. Generally speaking, a crew cannot be tripped, grappled, or bull rushed except by area effects that include such effects.

A crew is immune to any spell or effect that targets a specific number of creatures (including both single-target effects or multiple target effects such as *haste* or other spells), but it is affected by any spell or effect that targets an area or a non-specific number of creatures (such as a bard's Inspire Courage). A troop takes half-again as much damage (150%) from spells or effects that target an area, and takes double damage (200%) from a creature using the Whirlwind Attack feat. If a creature uses the Cleave feat, they deal a fourth again as much damage for each Cleave feat they possess (thus, a creature using Cleave deals 125% damage, while a creature with Greater Cleave deals 150% damage).

**Crew Actions:** A crew does not make normal attacks, and even when making an attack of opportunity deals automatic damage (equal to 1/2 its crew attack damage). Instead, a crew can perform a number of crew actions each round. The following crew actions are available to all crews, while certain perks and equipment can grant a crew additional potential actions.

*Crew Attack*: As a standard action, the crew damages all enemies within its reach without the need to make an attack roll.

#### fligh AC

In Pathfinder, swarms deal automatic damage, meaning a character clad in steel armor suffers the same damage as a character wearing no armor at all, unless the alternate Armor as DR rules are being used. While this may make sense for a swarm of insects, it lacks verisimilitude. For a more realistic alternative, increase every crew's attack damage by 10, then subtract each target's AC from the damage the crew deals to them.

*Combat Maneuver:* As a standard action, the crew may attempt to trip, bull rush, grapple, or perform any other combat maneuver against a single target. This cannot target another crew, and provokes attacks of opportunity as normal.

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*Operate Siege Engine:* If a crew is operating siege engines, they may reload and fire those weapons, as detailed in the Siege Engine rules from this chapter. Doing so is a full-round action on the part of the crew.

*Total Defense:* A crew cannot fight defensively, but may choose to take a total defense action as a standard action, increasing their AC by 4.

#### **(rew Statistics**

A crew's statistics are found using the average statistics of its members. A crew of mostly 1st level humans using swords is little altered by the presence of a couple 2nd level Tatulani in their midst, but if most of that crew's members were to begin wielding halberds, this would change that crew's statistics accordingly.

Finding a crew's statistics involves first determining the crew's average **race**, **level**, **class**, and **equipment**, and finally making adjustments for **size**.

#### Race

The predominant race of a give crew grants it a number of abilities. While the crew itself counts as being of that race's type and subtype, many of the specific traits associated with a race have little effect on the crew itself. Instead, a crew gains the following benefits depending on their race. While the members of a crew technically possess all racial traits from their race, many of these traits do not transfer easily to working as a crew.

**Aasimar:** An aasimar crew gains acid resistance 10, cold resistance 10, and electricity resistance 10, and a +2 bonus to Perception, and Darkvision 60 ft. They may make the following crew action.

*Light:* Once per day, the crew may glow, causing the area within 60 ft of them to glow with bright light, and 60 ft beyond that to increase by one light level to a maximum of bright for 10 minutes per level, as the *daylight* spell As a free action, they may throw their lighted objects to light a 100 ft radius area, which becomes unmoving. This affects creatures as normal who are affected by bright light.

**Alraune:** An Alraune crew gains Darkvision 60 ft, a +2 bonus to Bluff checks, and they may carry an additional piece of equipment in hand at a time. An alraune crew gains the benefits of the alraune ability to detect poison and smell out blood and badly-wounded creatures.

**Cecaelia:** A cecaelia crew gains a 30 ft swim speed and the ability to breath underwater, as well as the cecaelia's deepsight and pressure immunity traits. A cecaelia may carry two additional pieces of equipment in hand at a time, and gains the following two crew actions:

*Tentacle Sense:* As a swift action, a cecaelia crew that is swimming may grant itself blindsense 10 ft for 1 round.

Ink Jet: Once per day as a standard action, a cecaelia crew may fire a burst of ink. In water, this creates a 20-foot-radius sphere that provides total concealment and persists for 1 minute. On land, this blinds all targets within a 20 ft-radius burst centered within 50 ft. All targets within this area must pass a Fortitude save (DC 10 + level) or be blinded for 1 minute. The target may wipe its eyes out as a standard action to remove the blindness.

**Cherufe:** A cherufe crew gains a move speed of 40 ft, Fire Resistance 10, and Low-Light Vision. In addition, the crew gains one of the following two benefits depending on whether the crew is made up of Amet or Zavr.

Amet: As a swift action, an amet crew can add Idro fire damage to a crew attack. As a standard action, an amet crew can throw lava at a 20 ft radius burst centered within 50 ft, dealing 1d10 bludgeoning and 1d10 fire damage to anything within that space (Reflex half, DC 10 + level). An amet crew can perform any combination of these crew actions in a day equal to 5 or less.

Zavr: A Zavr crew adds its level to its crew attack damage.

**Created:** A created crew gains 1 additional perk. A created crew possesses a 25% chance of ignoring any critical hits or precision damage scored against it.

**Cuazaj:** A cuazaj crew gains the benefits of being Small sized (+1 AC, +4 Stealth, -1 CMB and CMD) and gains a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. The crew gains Acid and Electricity Resistance 10, and a +1 bonus to natural armor. They gain vulnerability to both cold and sonic damage, and may take the following crew actions.

*Cuazaj Lightning:* Once per day, as a standard action, a cuazaj crew can deal lightning damage to all creatures within 15 ft of it. This deals 1d6 damage per level, and allows a Reflex save for half damage (DC 10 + level).

*Breezeflight:* A cuazaj crew may gain the benefits and detriments of breezeflight as a swift action, allowing them to make an Acrobatics check to jump. Note that a cuazaj crew does not gain a bonus to this Acrobatics check unless they possess the Acrobatic Training perk.

**Dwarf:** A dwarven crew gains Darkvision 60 ft, as well as the dwarf weapon familiarity trait. It also gains a +2 racial bonus on saving throws against poison, spells, and spell-like abilities, as well as a +4 racial bonus to their CMD when resisting a bull rush or trip attempt while standing on the ground. A dwarven crew has a movement speed of 20 ft, which is never reduced from wearing armor or carrying a heavy load.

**Elf:** An elven crew is immune to magic sleep effects and gains a +2 racial saving throw bonus against enchantment spells and effects. It gains a +2 bonus on Perception checks, Low-Light Vision, and the elven weapon familiarity trait.

**Fenghaung:** A fenghaung crew gains a Fly speed of 30 ft with a clumsy maneuverability, and may always make Fly checks with their Skill bonus. The crew cannot wear armor heavier than Light without losing its ability to fly, and cannot wield two-handed weapons. Fenghaung gain Fire Resistance 10 and Low-Light Vision.

**Gnome:** A gnome crew gains the effects of being Small sized (+1 AC, +4 Stealth, -1 CMB and CMD), and possesses only a 20 ft move speed. They gain a +2 racial saving throw bonus against illusion spells and effects, a +2 racial bonus on Perception checks, and a +2 bonus to their Skill bonus and Aid Another bonus for one Craft or Profession skill (see perks). They gain Low-Light Vision and gnome weapon familiarity. They also gain the following crew action.

*Gnome Magic:* Once per day, a gnome crew may attempt to confuse their enemies via dancing lights, strange noises, and minor illusions. All enemies within 60 ft must pass a Will save (DC 10 + level) or be confused for 1 round.

**Goblin:** A goblin crew gains the benefits of being Small sized (+1 AC, +4 Stealth, -1 CMB and CMD), and Darkvision 60 ft. They also gain the benefits associated with their clan; if creating a crew of mixedclan goblins, this defaults to giving them a +4 to Stealth and Ride.

**Half-Elf:** A half-elf crew gains the same benefits as an elven crew, except instead of gaining proficiency with elven weapons, they instead gain 1 additional perk.

Half-Orc: A half-orc crew gain orc weapon familiarity and Darkvision 60 ft. A half-orc crew can make one standard action the

round after being reduced to 0 hit points before dispersing, if not raised to a positive hit point number before the end of their action.

**Halfling:** A halfling crew gains the effects of being Small sized (+1 AC, +4 Stealth, -1 CMB and CMD), and possesses a 20 ft move speed. They gain a +4 bonus to Ride checks. They gain a +1 bonus to all saving throws and an additional +2 bonus against fear effects. They gain a +2 bonus to Perception checks as well as halfling weapon familiarity.

Human: A human crew gains 2 additional perks.

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**Leshy:** A leshy crew gains all effects from possessing the plant type, and Low-Light Vision. They gain a move speed of 20 ft which is never reduced by armor or encumbrance. They gain vulnerability to Fire, and the Endurance perk.

**Merfolk:** A merfolk crew gains a move speed of 5 feet, a swim speed of 50 ft, can breath underwater, and can't be tripped. They gain a +2 natural armor bonus.

**Sidhier**: A sidhier crew gains Low-Light Vision and a +1 bonus to all saving throws and to all Skill checks. They are always treated as having a running start when jumping, and gain an aditional +2 bonus to Acrobatics checks. A sidhier crew gains access to the following crew actions.

*Planar Balance:* As a free action, a sidhier crew can stop all attempts to teleport, conjure creatures, or cross planes that happens within its occupied area + 5 ft, +5 ft per 5 levels. Any attempt to do the above requires the caster to pass a MSB check (caster level check in Core Pathfinder) against a DC of 11 + the crew's level. This action may be taken a number of times per day equal to 1/2 the crew's level.

*Sidhier Desire:* As a standard action, the crew forces all enemies within 60 ft to pass a Will save (DC 10 + the crew's level). On a failure, the enemy cannot attack or take hostile action against the crew for one round, but may still take other actions as desired.

**Tatulani:** A tatulani crew gains a +2 bonus to a single Craft skill, and deal their regular crew attack damage, even when unarmed. A tatulani crew may have two additional pieces of equipment in hand at a time, and may wield oversized weapons as detailed in the Tatulani race description.

**Tiefling:** A tiefling crew gains Resistance 10 to Cold, Electricity, and Fire, and gain a +2 bonus to Bluff checks (such as when feinting) and Stealth checks. They possess Darkvision 60 ft. and gain the following crew action.

*Darkness:* Once per day, the crew may cause the area they occupy and 20 ft around them to become darkened by I step, to a minimum of complete darkness, as the *darkness* spell, for I minute per level. As a free action, they may drop their darkened objects, increasing the size of the area to 60 ft around them, and the area becomes unmoving.

#### (rew Level

A crew's level is the average level of the creatures that comprise it. From a crew's level are derived most of its basic statistics, as outlined below.

Level	CR	Hit Dice	HP	Saving Throws	Siege Engine Attack Bonus	Skill Bonus	СМВ	CMD	Str	Crew Attack Damage	Perks
I	3	6	30	2	I	6	5	16	18	2d6+3	I
2	4	7	45	3	2	7	6	17	18	2d6+6	I
3	5	8	60	4	3	8	8	19	20	2d6+9	2
4	6	9	75	5	4	9	9	20	20	2d6+12	2
5	7	ю	90	6	5	IO	II	22	22	2d6+15	3
6	8	II	105	7	6	п	12	23	22	2d6+18	3
7	9	12	120	8	7	12	14	25	24	2d6+21	4
8	10	13	135	9	8	13	15	26	24	2d6+24	4
9	II	14	150	ю	9	14	17	28	26	2d6+27	5
10	12	15	165	п	IO	15	18	29	26	2d6+30	5
п	13	16	180	12	II	16	20	31	28	2d6+33	6
12	14	17	195	13	12	17	21	32	28	2d6+36	6
13	15	18	210	14	13	18	23	34	30	2d6+39	7
14	16	19	225	15	14	19	24	35	30	2d6+42	7
15	17	20	240	16	15	20	26	37	32	2d6+45	8
16	18	21	255	17	16	21	27	38	32	2d6+48	8
17	19	22	270	18	17	22	29	40	34	2d6+51	9
18	20	23	285	19	18	23	30	41	34	2d6+54	9
19	21	24	300	20	19	24	32	43	36	2d6+57	IO
20	22	25	315	21	20	25	33	44	36	2d6+60	ю

Level: This is the average level of the crew. A crew increases in level just as a PC does, but gains experience points much more slowly. A crew gains 1/10th the experience a PC would gain from whatever encounter or event they are involved in.

CR: This is the crew's Challenge Rating.

Hit Dice: This is the effective hit dice of the crew.

**Hit Points:** The crew's hit point pool. No matter how much damage a crew takes, its fighting ability does not diminish until it is dropped to o or fewer HP, at which time the crew disperses as its component creatures fall dying or dead to the ground.

**Saving Throws:** This is the crew's base saving throw bonus for Fortitude, Reflex, and Will saving throws.

**Siege Engine Attack Bonus:** If the crew is firing siege engines (as opposed to simply serving on the team of an officer who makes the attack roll himself), this is their attack bonus with those weapons. If being led by an officer with ranks in Profession (siege engineer), the crew gains the benefits of that officer's siege engineer feats, as well as a +1 bonus to their attack rolls for every +5 in that officer's Profession (siege engineer) bonus.

**CMB:** This is the bonus the crew adds to their combat maneuver check when attempting a combat maneuver.

CMD: This is the crew's combat maneuver defense.

**Skill Bonus:** Whenever a crew must make a skill check, their bonus is 0. However, certain perks grant the crew the ability to use their Skill bonus when performing certain checks. A crew's skill bonus is always equal to 5 + their level.

**Str:** This is the crew's effective Strength score when working together to lift, carry, etc.

**Crew Attack Damage:** A crew not outfitted with specific weapon are understood to be wielding one-handed weapons such as daggers, improvised clubs, etc., and deals this amount of damage when performing a crew attack. Better armaments deal additional damage (see equipment below). If a crew is caught without weapons of any kind or has their hands full of other equipment, they deal half the listed damage with their crew attacks and provoke an attack of opportunity. (Note: for greater verisimilitude, increase the crew's damage dealt by 10, and subtract an enemy's AC from this number when determining how much damage the crew inflicts.)

**Perks:** This is the number of perks the crew possesses (see perks below).

#### Class

For the most part, a crew is comprised of seasoned marines (warriors), skilled sailors (experts), or slaves (commoners).

A crew of warriors (marines) gains 2 additional HP per level, proficiency with all armor and weapons, and gains a +3 bonus to Fortitude and Reflex saving throws.

A crew of experts (sailors) gains 2 additional perks, as well as a +3 bonus to Will saving throws.

A crew of commoners (slaves) gains no benefits. Generally, a crew of slaves must be purchased (at 300 gp per level) or press ganged into service. If unwilling creatures are pressed into service, assume they begin as a level 1 crew of commoners. Although technically the plight of a slave is different from a freeman (they receive a morale penalty for being slaves, but suffer no morale penalty for being unpaid as payment is not expected, but lose their penalty to morale if they are paid and thus treated as freemen), the penalties and bonuses still stack up the same; treat a slave crew as if it were any other crew when determining the effects of payment on morale (see morale at the end of this chapter).

#### (rew Size

The statistics listed above assume a small crew, but a crew may also be medium, or large. While the exact number of creatures within a crew is variable, assume a small crew has about 13 creatures and weighs 2.5 tons, a medium crew has about 25 creatures and weighs 5 tons, and a large crew has about 50 creatures and weighs 10 tons. This means a medium crew is twice the size of a small crew, while a large crew is twice the size of a medium crew.

While a crew is considered the size of its composite members for most purposes, a crew does gain a few characteristics depending on its conglomerate size; Huge for a small crew, Gargantuan for a medium crew, and Colossal for a large crew.

A small crew possesses a natural -8 penalty to Stealth checks, and suffers a -2 penalty to AC due to its size. It does, however, possess a +5 natural armor bonus. Collectively, this means a small crew possesses an AC and flat-footed AC of 11, with a touch AC of 8.

A medium crew possesses a natural -12 penalty to Stealth checks, and suffers a -4 penalty to AC due to its size. It does, however, possess a +10 natural armor bonus. Collectively, this means a medium crew possesses an AC and flat-footed AC of 16, and a touch AC of 6. A medium crew also gains a +2 bonus to CMB and CMD, and its Hit Points and Hit Dice are doubled. This does not, however, grant any of the usual benefits associated with having more Hit Dice.

A large crew possesses a natural -16 penalty to Stealth checks, and suffers a -8 penalty to AC due to its size. It does, however, possess a +20 natural armor bonus. Collectively, this means a large crew possesses an AC and flat-footed AC of 22, and a touch AC of 2. A large crew also gains a +6 bonus to CMB and CMD, and its Hit Points and Hit Dice are quadrupled. This does not grant any of the usual benefits normally associated with having more Hit Dice.

#### Equipment

The average crew is assumed to begin play with no equipment or armor, and to wield daggers, clubs, and other simply-acquired one-handed weapons. However, the players may also choose to purchase better equipment for their crews. Generally speaking, a crew can carry armor and 5 items, including their initial improvised weapons. However, a crew carrying 4 items is considered encumbered with a medium load, while a crew carrying 5 items is considered encumbered with a heavy load. Just as a creature, a crew can only hold two one-handed items or one two-handed item at a time, including their weapon. Changing what weapon they are wielding or drawing out another item for use is a move action, which can be combined with a move action used to move.

It takes 13 of an item to equip a small crew with it, 25 of an item to equip a medium crew, and 50 to equip a large crew. For example, to equip a medium crew with longswords would require 25 swords, with a total market price of 375 gp. Enhancement bonuses from equipment or bonuses from masterwork items only apply if the whole crew is equipped with them.

**Armor:** When equipping a crew with armor, the crew gains that armor's bonus to their AC, also suffering movement restrictions if the armor in question is medium or heavy, and suffering the armor's armor check penalty to any physical skills they undertake. Shields count as a separate item, and also affect the crew's AC and armor check penalties as normal.

**Weapon:** Wielding better weapons than their initial improvised clubs and daggers increase the damage the crew inflicts with ther crew attack. If a crew is equipped with a weapon that deals 1d8 or 2d4 damage for a medium creature, the crew deals an additional +2d6 damage. This bonus damage increases to +3d6 for weapons that deal 1d10 damage, and +4d6 for weapons that deal 1d12 or 2d6 damage.

A crew gains the benefits of any weapon quality their weapon possesses.

*Reach*: If wielding a weapon with reach, the crew increases their attack range as normal. A crew wielding a reach weapon can still attack adjacent targets with a reach weapon, but they deal half damage as not all crew members can strike the close target.

*Ranged*: When a crew makes an attack with a ranged weapon, they do not deal damage to adjacent targets as they usually would. Instead, they deal their crew attack damage to a 10-ft radius burst (20 ft radius for a medium crew, 30 ft radius for a large crew) centered anywhere within 5 of the weapon's range increments. A successful Reflex save (DC 10 + level) halves the damage. If using a firearm, crossbow, or another weapon that requires reloading, these weapons must be reloaded between every attack. These attacks provoke an attack of opportunity as normal for ranged attacks.

**Items:** Generally speaking, any item can be used by a crew, so long as they possess enough of them. Some of the most common crew items are listed below, but with GM permission any item a crew can carry could be used by a crew.

*Healing Potion*: A crew equipped with basic healing potions can, as a standard action, heal itself for 50 hit points. This number is doubled for a medium crew, and quadrupled for a large crew. Healing potions cost 650 for a small crew, 1250 for a medium crew, and 2500 for a large crew. A crew can possess up to 5 healing potions as a single item.

*Grappling Hooks*: Grappling hooks allow a crew to grapple another ship. As a standard action, the crew makes a CMB check against the CMD of any crew within the location they are attempting to board through. If successful, the two ships become grappled together (this changes both ships' speeds to 0, unless one ship is 3 or more size categories smaller than the other, or possesses 1/3rd the number of locations, in which case the smaller ship simply attaches to the larger ship and goes along for the ride). To break a grapple between ships, another individual or crew must make an MSB check as a standard action to remove the grappling hooks, opposed by the CMD of the crew or individual best poised to prevent that action. Grappling hooks and the necessary rope costs 25 gp for a small crew, 50 gp for a medium crew, and 100 gp for a large crew.

Alchemist Fire: As a standard action, a crew can throw vials of alchemist fire, dealing 6d6 fire damage to a 10 ft radius area (20 ft radius area for a medium crew, 30 ft radius area for a large crew), centered within 50 ft. Alchemist fire costs 260 for a small crew, 500 for a medium crew, and 1000 for a large crew. A crew can possess up to 5 alchemist fires as a single item.

*Camping Gear:* A crew can carry tents, bedrolls, wood for fire, and other gear necessary to set up a camp. If a crew is not carrying gear when sleeping overnight outside of a ship or settlement, they are fatigued the next morning, and suffer a -10 penalty to Perception checks made to avoid being surprised in the night.

*Sunrod:* A crew equipped with sunrods can, as a standard action, illuminate an area 30 ft around it to normal light and increase the light radius 30 ft beyond that by 1 level to a maximum of normal light. As a free action, they may drop the sunrods to increase the area to 60 ft around them, but the area then becomes unmoving. Sunrods costs 26 for a small crew, 50 for a medium crew, and 100 for a large crew. A crew can possess up to 5 sunrods as a single item.

*Oil*: A crew equipped with oil can throw the oil as a standard action, covering a 10 ft radius area (20 ft radius for a medium crew, 30 ft radius for a large crew) centered within 50 ft. Creatures within this area who attempt to move do so at half speed, and must pass a DC 10 Acrobatics check or be unable to move. If they fail by 5 or more, they fall prone. Even if they succeed at this check, they are considered flat-footed on any round they attempt to move. Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

If the oil is lit on fire during a subsequent round, it burns for 2 rounds as a low fire, dealing 2d6 damage (3d6 for a medium crew, 4d6 for a large crew) each round to anything within this area. If used within an airship, this causes that airship location to catch fire, with the fire growing and dealing additional damage to the location on the 3rd and all subsequent rounds. Oil costs 2 gp for a small crew, 4 gp for a large crew, and a crew may carry 5 of them as a single item.

*Chef's Kit:* A crew with the Chef Training perk requires a chef's kit to perform their actions. A chef's kit is considered a one-handed item, and cost 65 gp for a small crew, 125 gp for a medium crew, or 250 gp for a large crew.

*Carpenter's Tools:* A crew with the Carpentry Training perk requires carpenter's tools to perform their crew actions. These are considered a one-handed item. Carpenter's tools cost 65 go for a small crew, 125 gp for a medium crew, and 250 gp for a large crew.

*Entertainer's Outfits:* A crew can wear entertainer's outfits instead of armor to allow them to accomplish the crew actions gained by the Entertainer Training perk without holding instruments. Entertainer's outfits cost 39 gp for a small crew, 75 gp for a medium crew, or 150 gp for a large crew.

*Instruments:* A crew can handle an assortment of instruments, which are considered one-handed items. These allow a crew that possesses the Entertainer Training perk to accomplish their crew actions. Instruments cost 65 gp for a small crew, 125 gp for a medium crew, or 250 gp for a large crew.

*Healer's Kits:* A crew with the Surgeon Training perk requires the crew to be holding a healer's kit to use some of their crew actions. Healer's kits are considered one-handed items, and cost 650 gp for a small crew, 1250 gp for a medium crew, and 2500 gp for a large crew.

#### **Crew Perks**

Every crew possesses a certain number of perks, just as a creature possesses skills and feats. While many perks directly relate to a particular feat or skill, they are not the same; a feat or skill represents an individual's training, while a perk represents a crew's overall training, as well as how functional they are at working as a group. A crew gains 1 perk at 1st level and an additional perk every 2 levels thereafter (3rd, 5th, etc.). In addition, some races and classes grant additional perks.

**Power Attack:** The crew deals an additional amount of damage equal to its level.

**Maneuver Training:** Choose a single combat maneuver. The crew no longer provokes an attack of opportunity when performing that maneuver, and gains a +2 bonus to that maneuver. This perk may be taken multiple times, applying to a different maneuver each time.

**Acrobatics Training:** When taking the Total Defense action, the crew gains +6 AC rather than +4. The crew may use their Skill bonus when making Acrobatics checks.

**Defensive Training:** If a crew is armed with reach weapons, they may take the total defense action and still deal 1/2 damage to adjacent enemies, as some of the crew defends, and the rest attack from the back row. If the crew is armed with ranged weapons they may likewise take this action, dealing half damage to the enemies within the ranged attack's area.

Dodge: The crew gains a +1 dodge bonus.

**Cleave:** The crew deals an additional +25% damage against other swarms and crews.

Toughness: The crew gains +2 hit points per level.

**Stealth Training:** The crew is trained in Stealth, and may make Stealth checks. Note that a crew gains bonuses/penalties to Stealth not only for the size of the crew, but also for the size of its component creatures.

Endurance: The crew gains the benefits of the Endurance feat.

**Feint Training:** The crew is skilled at throwing a target off-balance. As a move action, the crew can make a feint check against every target within range. The crew uses its Skill bonus when making this Bluff check.

**Chef Training:** The crew is trained in Profession (chef), and may assist a head chef, allowing him to provide his bonuses to up to 10 small crews per small crew with this perk. The crew may also perform any of the following actions as a standard action. When a Profession (chef) check is required, they may use their skill bonus, or the bonus of the officer who leads them, whichever is higher. A crew must possess a chef's kit to use these actions.

*Pepper Spray:* The crew throws spices, flour, and other such things into the faces of their enemies. Make a single Profession (chef) check against the CMD of all adjacent enemy targets. If you exceed the CMD of such a target, the target is blinded for 1d4 rounds, unless they spend a standard action wiping their eyes.

*Refresh:* The crew passes out refreshment, stimulating concoctions, and smelling salts. Make a single Profession (chef) check against a DC of 20. If the crew or any adjacent allies are fatigued or sickened, these conditions are alleviated for 1 round if the check is successful, +1 for every 5 by which the check exceeded the target DC. If the target is exhausted or nauseated, these conditions are instead reduced to fatigued or sickened for the designated number of rounds.

*Powder Throw:* The crew throws water, flour, and oil. Make a Profession (chef) check against the CMD of any adjacent invisible target. If you exceed the target's CMD, it is outlined, negating the benefits of its invisibility. The target may recast or otherwise re-apply its invisibility to turn the materials covering it invisible as well, but otherwise invisibility is effectively ended for that target.

**Entertainer Training:** The crew is trained in either a Perform skill or Profession (courtesan), and may increase the number of people an officer may provide loyalty bonuses for to up to 10 small crews per small crew with this perk. In addition, they may perform any of the following crew actions as a standard action. When a Perform or Profession (courtesan) check is required, they may use their Skill bonus, or the bonus of the officer who leads them, whichever is higher. A crew must possess instruments or entertainer's outfits to use these crew actions. Intimidate: As a standard action, the crew insults and threatens their enemies, using their performance to create a sense of doom in their enemies. This is the same thing as an Intimidate check made to demoralize all targets within 30 ft., but the crew makes a Perform or Profession (courtesan) check instead of an Intimidate check.

*Inspire:* As a standard action, the crew may bolsters the efforts of their allies. Make a DC 20 Perform or Profession (courtesan) check, All allies within 30 ft. gain a +1 bonus to one attack roll made before the start of the crew's next turn. This bonus increases by 1 for every 5 by which the check exceeded the target DC.

*Distract:* Through riotous singing, seductive dancing, or other performance, the crew steals the attention of their enemies. This is the same as Intimidate above, but rather than being shaken, the targets become staggered.

**Sailor Training:** Any sails operated by this crew gain a +1 bonus to their power produced.

**Craft Training:** A crew with this perk is skilled at a Craft skill. This could be Craft (alchemy), Craft (weapons), Craft (sculpture), or any other. Each crew (assuming it has the facilities, see Rooms in **Chapter 5: Equipment**) can either be directed to aid an officer with their crafting, or to craft on its own. When aiding an officer with crafting, the crew provides a bonus equal to 10 + 2 per level to a maximum of +24. This bonus doubles with a medium-sized crew and the cap increases to +50, and quadruples with a large-sized crew and the cap increases to +100. If directed to craft on its own, the crew makes a check using their Skill bonus and adds their Aid Another bonus listed above to their result. (Note: An officer can only gain aid from a single creature when meeting the DC necessary to create the item, but may gain aid from an entire crew when determining the amount of work accomplished per day or week.)

**Weapon Training:** Choose one type of weapon the crew is not proficient with. The crew becomes proficient with that weapon. A crew with access to firearms to train with may select firearms with this perk.

**Rapid Reload:** A crew with this perk may reload light crossbows as a free action, or heavy crossbows as a move action. If trained in firearms, they may load a one-handed firearm as a move action, or a two-handed firearm as a standard action.

**Surgeon Training:** The crew is trained in the Heal skill. If providing long-term care, a small crew can provide care for 6 small crews, 3 medium crews, or 1.5 large crews at a time, or Heal Deadly Wounds on a small crew in 1 hour, a medium crew in 2 hours, or a large crew in 4 hours. Larger crews increase the number of crews they can tend at one time, and halve the time needed to Heal Deadly Wounds (minimum: 1 hour). In addition, the crew gains access to any of the following crew actions. When a Heal check is required, they may use their own Skill bonus, or the bonus of the officer who leads them, whichever is higher.

*First Aid:* As a standard action, the crew bandages all allies within range, stopping bleeding and making them stable. This requires a Heal check, as normal. If used within 2 rounds of a crew being destroyed and touching the spaces where that crew fell, this can stabilize that crew, allowing it to be healed and returned to active duty in the future without suffering a reduction in size or being irrevocably destroyed. A crew must possess heal kits to use this crew action.

Anatomy Strike: If a crew with Surgeon Training is flanking an enemy with itself (this includes occupying the same space as an enemy and also being in a space adjacent to him), it may make a Heal check as a swift action against the target's CMD to do one of the following to the target. Only one effect and one target may be selected per round; a crew cannot select another crew with this action. Unlike other Surgeon Training actions, a crew does not need to possess heal kits to perform this crew action. Head Strike: The target is confused for 1 round.

Leg Strike: The target is knocked prone.

Arm Strike: The target drops what it is holding in its hands.

Torso Strike: The target suffers nonlethal damage equal to the result of the Heal check minus the target's CMD (minimum o).

*Treat Poison:* The crew may also treat poison, as the Heal skill, for all creatures within range. This functions in all other ways as the First Aid crew action listed above. A crew must possess heal kits to use this crew action.

**Gunnery Training:** The crew is proficient with all siege engines. If lead by a master gunner who is also proficient with all siege engines, they gain an additional +1 to all siege engine attacks they make.

**Carpentry Training:** The crew is trained in Profession (carpentry). When aiding an officer, they add a bonus of 10 + 2 per level to that officer's Profession (carpentry) check, to a maximum of +24. This maximum increases to +50 for a medium crew, or +100 for a large crew. When not aiding an officer, the crew uses their Skill bonus when making the check, and adds their aid another bonus above to their roll. In addition, the crew gains the following crew action.

*Emergency Repairs:* As a standard action, the crew or the officer leading that crew makes a Profession (carpentry) check aided by the crew's aid another bonus. The location gains a number of temporary hit points equal to 1/2 the check result, which last for 24 hours. These temporary hit points cannot increase the location's current hit points to be higher than its total hit points (in essence, a location cannot gain more hit points through this crew action than it has lost in combat). These temporary hit points do not stack with itself, but a crew can take 20 on this check when not in combat. However, only true repair can permanently fix a damaged ship. A crew must possess carpentry tools to use this action.

**Perception Training:** The crew is trained in Perception, and may make Skill checks for that skill.

**Servant Training:** The crew is trained in Profession (servant). When aiding an officer, they add a bonus of 10 + 2 per level to that officer's Profession (servant) check, to a maximum of +24. This maximum increases to +50 for a medium crew, or +100 for a large crew. When not aiding an officer, the crew uses their Skill bonus when making the check, and adds their aid another bonus above to their roll. In addition, the crew gains the following crew action.

*Aid Other:* As a standard action, the crew can aid a different crew with any action they take that round, be it aiding a gunner crew with their siege engines, aiding a neighboring crew with a skill check, etc. The crew makes a Profession (servant) check using their Skill bonus or the skill bonus of the officer leading them, whichever is higher, granting the crew they are aiding a +1 bonus per 10 points in this check to any siege engine attack rolls, skill checks, combat maneuver checks, or any other action they take for 1 round. The crew using this action must be adjacent to the crew they are aiding.

**Quick Draw:** A crew with this perk can switch their held items as a swift action, rather than a move action.

**Two-Weapon fighting:** As a move action, a crew with this perk can make a crew attack that deals 1/2 damage. This crew attack can only be used if the crew has already used a standard action to make a crew attack, and cannot use the same weapon as was used with the first crew attack.

**Unarmed Combatants:** When a crew with this perk makes a crew attack without holding a weapon, they deal their full crew attack damage and do not provoke an attack of opportunity. They may do this even if their hands are occupied with other items, and this can allow a crew with the two-weapon fighting perk to make their second crew attack even if they aren't holding a second weapon.

**Swim Training:** The crew can use their Skill bonus to make Swim checks.

**Climb Training:** The crew can use their Skill bonus to make Climb checks.

#### Officers

Sometimes, a team will find themselves short of filling all the roles they'd like, and will need to hire additional officers. Other times, a party might command such a large number of crews that they will need lieutenants (officers who do not fulfill a particular role) to help command them all. In both cases, unless they have cohorts to fulfill that role, they will need to discover someone they want to make an officer, and pay them accordingly. An officer is paid I gp per level per day, or 30 gp per level per month. An officer may accept magic items or other awards in place of payment at the GM's discretion, provided the item or award is relevant and useful to the officer in question.

An NPC who becomes an officer is essentially joining the party as hired help (although their job might simply be to watch the ship while the PCs are adventuring). While a crew is a group of low-level characters treated as a single unit, an officer, no matter how low level he may be, becomes his own unique unit, and can lead crews, fill vital ship roles, and will expect to be paid and treated fairly according to his new position. While the average crewman is a creature with NPC class levels such as expert, warrior, or commoner and advance in level very slowly, an officer gains experience as a cohort does, and often gains levels in PC classes. An officer could stand with the PCs in battle, provide support, guard the party's interests when they are not present, or provide any number of other aiding actions. Once an NPC has gotten a taste for command, they are usually never willing to return to being basic crew, and if dismissed from their post will leave at the next safe port to seek their fortune elsewhere.

NPC officers are also sometimes called henchmen or henchfolk, and the same rules can be used to hire any number of helpful NPCs from bodyguards to thieves to managers to sages.

Generally speaking, the captain of a vessel must be at least 3rd level to hire an officer, and no NPC officer can be higher level than the captain (otherwise, the officer might begin to wonder why he isn't the captain himself).

If the PCs choose to promote someone through the ranks from a crewman to an officer, that creature begins with the same class, level, and build as the crew he was a part of (although he may certainly go through retraining at the hands of the PCs to adjust his class or abilities, as outlined in Ultimate Campaign). Otherwise, they will need to hire outside help, as outlined below.

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If the PCs decide to hire a crew or an officer, they must first find capable creature, either through story events or through recruiting. Recruiting depends greatly on the size and location of the settlement, as well as the reputation of the PC or PCs doing the recruiting. Of course, a GM may alter these numbers if he deems them necessary.

**Size:** If the PCs aren't going to pressgang people into service (see Other Methods below), the size of a settlement details the maximum number of officers and crew the PCs can attract. As always, 2 small crews can create a medium crew, or 4 small crews can create a large crew.

Tribe: 1 officers, 1 small crew Village: 2 officers, 1 small crew Small Town: 3 officers, 2 small crew Large Town: 5 officers, 3 small crews **Small City:** 10 officers, 5 small crews **Large City:** 25 officers, 10 small crews **Metropolis:** 50 officers, 20 small crews

**Location:** Additionally, the settlement's location affects how many people can be attracted. Particularly stable locations such as the floating isles count as being one size category smaller, while places that attract seekers of fortune such as air stations and towns built on trade routes count as being one size larger for this purpose, as there are often taverns and other locations already built where potential crew and officers can meet to discuss business and look for work.

**Reputation:** A PC looking for people to hire attracts a percentage of the settlement's maximum equal to the highest reputation score among the PCs. If their reputation isn't high enough, they may make a Diplomacy check to gather information on potential candidates, adding 1/2 their check result to their reputation for this purpose. The PCs can also always use temporary measures such as hiring minstrels or buying rounds at the tavern to increase their effective reputation for this purpose.

**Other Methods:** The above rules relate to finding willing officers and crewmen to hire, but especially when dealing with crews, there are always other methods. Crews of slaves may be purchased, and PCs with an evil bend may simply press gang people into service, using kidnapping to create slave crews without bothering to pay. Unlike the above methods, pressganging is limited only by the total number of able-bodied people in the settlement.

To pressgang a crew, the captain or another PC makes an Intimidate check representing 4 hours spent quietly finding and coercing targets, gathering I level I commoner per point in the check (i.e., I small crew per 13 points in the check, I medium crew per 25 points in the check, or I large crew per 50 points in the check). A captain may double their check result and cut the time required to I hour, but doing so is without subtlety, and changes the entire settlement's attitude towards the PCs to hostile and often results in mods running the PCs out of town.

Crews gathered in this fashion suffer a -10 penalty to morale; if the PCs do not have enough strength or loyal crews to keep them in line, they will likely find their new recruits revolting on the spot. This penalty lessens by 1 for every month the crew has been in service without revolting; as even pressganged sailors can grow accustomed.

**Hiring Officers:** Officers cannot be pressganged, and must be hired through negotiations. Both a prospective officer and the PCs must agree to work together, and it is considered poor manners (if not outright criminal) to enspell a prospective officer in any way, even with divination magic such as detecting their alignment or thoughts. Searching or restraining the applicant in any way results in the applicant leaving at the earliest opportunity.

While the negotiations in question are largely up to the GM and should be roleplayed, as a general guideline, treat any prospective officer's starting attitude as indifferent and a PC must increase their disposition to friendly (requiring a DC 15 + henchman Cha modifier Diplomacy check) to get them to enlist. When an officer does enlist, the PCs must immediately begin to meet their upkeep and payment.

**Building Officers:** Technically speaking, the GM is in complete control of the any potential officer's race, class, attitude, etc., but the following tables can help a GM quickly assemble a potential officer before the PCs begin negotiations. Obviously, these numbers should be altered to fit the location. For example, when recruiting from a monastery, the PCs would almost exclusively find monks and clerics.

Officer Race	Percent Roll
Aasimar	I-4
Alraune	5-9
Cecaelia	10-12
Cherufe	13-16
Created	17-20
Cuazaj	21-23
Dwarf	24-31
Elf	32-36
Fenghaung	37-42
Gnome	43-50
Goblin	51-56
Halfling	57-65
Half-Elf	66-69
Half-Orc	70-73
Human	74-82
Leshy	83-85
Merfolk	86-87
Orc	88-91
Sidhier	92-95
Tatulani	96-97
Tiefling	98-100
Class Division	Percent Roll
Core Classes	1-30
Base Classes	31-50
Advanced Classes	51-60
Occult Classes	61-65
Spheres of Power Classes	66-85
Other Classes	86-100
Core Classes	Percent Roll
Barbarian	I-7
Bard	8-17
Cleric	18-27
Druid	28-32
Fighter	33-48
Monk	49-55
Paladin	56-60
Ranger	61-68
Rogue	69-83
Sorcerer	84-89
Wizard	90-100

	Salar Contractor
Base Classes	Percent Roll
Alchemist	I-20
Cavalier	21-42
Gunslinger	43-50
Inquisitor	51-60
Magus	61-70
Oracle	71-80
Summoner	81-90
Witch	91-100
Advanced Classes	Percent Roll
Arcanist	I-10
Bloodrager	II-20
Brawler	21-35
Hunter	36-40
Investigator	41-50
Shaman	51-55
Skald	56-70
Slayer	71-80
Swashbuckler	81-90
Warpriest	91-100
Occult Classes	Percent Roll
Kineticist	I-10
Medium	11-25
Mesmerist	26-45
Occultist	46-70
Psychic	71-90
Spiritualist	91-100
Spheres of Power Classes	Percent Roll
Armorist	1-5
Elementalist	6-12
Eliciter	13-17
Fey Adept	18-25
Hedgewitch	26-40
Incanter	41-55
Mageknight	56-70
Shifter	71-77
Soul Weaver	78-85
Symbiat	86-90
Thaumaturge	91-100
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Other Classes	Percent Roll
Artisan	I-20
Aspect	21-25
Channeler	26-35
Dilettante	36-55
Spiritualist	56-65
Vauntguard	66-85
War Dancer	86-100
Level	Percent Roll
I	1-35
2	36-55
3	56-70
4	71-80
5	81-85
6	86-90
7	91-94
8	95-97
9	98-99
IO	100
412	Percent Roll
Alignment	Tercem Kon
Lawful Good	I-5
	a series and the series of the
Lawful Good	I-5
Lawful Good Lawful Neutral	1-5 6-15
Lawful Good Lawful Neutral Lawful Evil	1-5 6-15 16-20
Lawful Good Lawful Neutral Lawful Evil Neutral Good	1-5 6-15 16-20 21-30
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral	1-5 6-15 16-20 21-30 31-70
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil	1-5 6-15 16-20 21-30 31-70 71-80
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good	1-5   6-15   16-20   21-30   31-70   71-80   81-85
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (red)	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (re	1-5 6-15 16-20 21-30 31-70 71-80 81-85 86-95 96-100 oll Percent Roll
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (re twice)	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (re twice) Middle Aged Old	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (re twice) Middle Aged Old Youthful	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100
Lawful Good Lawful Neutral Lawful Neutral Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (re twice) Middle Aged Old Youthful Mean-spirited	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100   oll   Percent Roll   1-2   3-4   5-6   7-8
Lawful Good Lawful Neutral Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (re twice) Middle Aged Old Youthful Mean-spirited Overly-generous	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100
Lawful Good Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Good Chaotic Neutral Chaotic Evil Dersonality/Quirk (re twice) Middle Aged Old Youthful Mean-spirited Overly-generous Inquisitive	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100   0//   Percent Roll   1-2   3-4   5-6   7-8   9-10   11-12
Lawful Good Lawful Neutral Lawful Neutral Lawful Evil Neutral Good True Neutral Neutral Evil Chaotic Good Chaotic Neutral Chaotic Evil Personality/Quirk (re twice) Middle Aged Old Youthful Mean-spirited Overly-generous	1-5   6-15   16-20   21-30   31-70   71-80   81-85   86-95   96-100

Personality/Quirk (roll twice)	Percent Roll
Narcissistic	17-18
Virtuous	19-20
Foul-mouthed	21-22
Sociopath	23-24
Arrogant	25-26
Violent	27-28
Prone to crying	29-30
Speaks with a lisp	31-32
Unnaturally bright hair	33-34
Large scar	35-36
Thick accent	37-38
Stunningly beautiful	39-40
Lazy eye	41-42
Owns a pet baby animal or dinosaur	43-44
On the run from the law	45-46
Has no memory	47-48
Suffering from a random drug addicion	49-50
Suffering from a random mental disorder	51-52
Flirtatious	53-54
Jilted lover	55-56
True love died	57-58
Hates the opposite gender	59-60
Gay	61-62
Effeminite	63-64
Overly masculine	65-66
Maternal	67-68
Married (won't join without spouse)	69-70
Unnatural eyes	71-72
Cursed	73-74
Collects coins, trophys, or other items.	75-76
Excessive number of backup weapons	77-78
Smells of pipe smoke	79-80
Alcoholic	81-82
Speak to spirits only he/she can see (may or may not be real)	83-84
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Personality/Quirk (roll twice)	Percent Roll
Attempting to pass as a higher social class	85-86
Never removes gloves	87-88
Heavily tattooed	89-90
Missing a hand	91-92
Missing a leg	93-94
Missing an eye	95-96
Possesses a random item of great sentimental value.	97-98
Roll Twice and Take both Results	99-100

#### Loyalty

When the PCs gain officers or crew to follow them, they must feed, pay, and house them. While PCs may put up with terrible living conditions and frightening adventures without a word of complaint, NPC crew and officers are not nearly so controlled, and any PC who mistreats their crew runs the risk of them leaving, or worse.

Every crew and officer possesses a Loyalty score, which is used to determine what they will and won't do. A crew or officer's loyalty score is equal equal to the Captain's level + his or her Charisma modifier, with the following modifiers.

	Permanent one-time modifiers (added when crew or officer joins)	
The captain is of the same race	+I	
The captain has of the same alignment	+1	
The captain is of an opposed alignment (per spectrum)	-5	
At least one PC possesses the Leadership feat	+3	
Crew was pressganged	-10 (lessens by 1 per month)	

	Temporary modifiers
Double pay	+2
Quadruple pay	+4
Half pay	-2
No pay	-6
Double rations	+2
Half rations	-2
No rations	-6
Time sailing	-1 for each month without landfall
Charmed*	+10 vs Mutiny

	Temporary modifiers
Dominated*	+15 vs Mutiny
Battles within last month	+2 per victory, -2 per defeat
The captain offers a gift/signing bonus/etc. (per 200 gp value)	+1 (lessens by 1 per month, bonus halved for a medium crew, and halved again for a large crew)
No captain (captain is killed or captured and no PC steps up to take his or her place)	-20
Head chef bonus#	1/10th last Professon (chef) check.
Head entertainer bonus#	1/10th last Perform or Profession (courtesan) check

\*It is difficult to enspell an entire crew, but not unheard of. However, if a crew or officer should ever overcome the charm/domination effect, the bonus instead becomes a permanent penalty of equal amount, making a mutiny all too probable.

#A head chef or head entertainer can provide this bonus for up to 20 people (a small crew and average group of officers), plus 10 people per assistant or 10 small crews per assisting small crew with the proper perk.

#### Loyalty Checks

At several specific times, it falls to the captain or the officer in charge of a crew to make a loyalty check. At these times, the captain or officer rolls a single D20, adding each crew or officer's loyalty scores to the roll in respect to themselves (if a crew has a loyalty of 10 they add 10 to this roll, while a crew with a loyalty of 8 would add 8 to this roll). These results are compared to the DCs below, depending on the check being made.

Check	DC
Avoid a mutiny per month	10 (can take 10)
Prevent a rout (crew or officer at 50% health)	25
Prevent a Rout (crew or officer at 25% health)	35
Engage a creature with a CR 5 or more higher than the high- est-level officer.	25

**Mutiny:** If the mutiny check ever fails for a crew or officer, that crew or officer instantly becomes hostile to the captain and PCs. If enough people failed their mutiny check that they believe they could overpower the PCs, a mutiny instantly happens. If the crew or PCs who failed their check do not believe they could succeed, they will instead slip away at the earliest opportunity, such as while on shore leave.

**Rout:** If a crew or officer routs, they immediately become frightened; they will run away or surrender, whichever ensures the largest chance of survival. This frightened condition is the result of a conscious effort on their part, not magic or Intimidation. As such, even creatures immune to fear are subject to this effect, as they simply decide the fight before them isn't worth their life.

# Equipment

## Weapons

Weapon	Cost	Dmg (s)	Dmg (m)	Critical	Range	Weight	Туре	Special	Craft DC
Light on	e-banded	simple wea	pons	12891	C IN SA	"state"			San State and State
Sanguine Thorn	100 gp	I	1d2	X2	2403-07	1997 <u>-</u> 1997	Р	See text	22
Bioshocker	580 gp	ıd4	1d6	X2	11-2	20	В	See text	Craft (mechanical) 25
	<b>Firea</b>	rm		195-15	Carl	1 4 9 1			
Fang Pistol	3,600 gp	1d6	1d8	x4	20 ft	6 lbs.	B and P	See text	20
Goutspitter Cannon	1,200 gp	3d6	3d6	226	575	25 lbs.	acid	See text	Craft (mechanical) 25
1	5	3 24	3.22		e en avenar				
Cherufe Fang Arrows	40 gp	3-20	25%	2 her	S - A		Р	See text	20

#### Sanguine Thorn

Incredibly thin and preternaturally sharp, these miniature wooden weapons are commonly used by assassins and spies of all sorts. Fitting neatly over the fingertip of any humanoid creature with hands, a sanguine thorn has a small reservoir capable of holding one dose of poison delivered whenever it is broken (a sanguine thorn is destroyed when used, regardless of whether or not it is used successfully). A creature gets a +4 bonus on Sleight of Hand skill checks made to conceal a sanguine thorn on their body.

Rather than making a standard attack, a wielder of a sanguine thorn can make a Sleight of Hand check against a non-hostile target, or a target unaware of the wielder's presence, just as if he were picking the target's pockets. This is countered by a Perception check made by the target and those around her as normal. If the wielder exceeds a DC of 20, he successfully poisoned the target, breaking the sanguine thorn as normal but dealing no damage. If his Sleight of Hand check exceeded the opposed Perception checks, he did so without anyone noticing; it is only after the poison takes effect that the target will even realize it has been poisone.

#### **Cherufe Fang Arrows**

The tip of this arrow is made from a carefully crafted cherufe tooth. Attack rolls and damage rolls made with a cherufe fang arrow are made at a -2 penalty (minimum I piercing damage) but deal I point of bleed damage. Bleed damage from cherufe arrows is cumulative.

#### Fang Pistol

#### Capacity I; Misfire I-4 (5 ft)

This crude firearm was designed by cherufe who, after encountering firearms and seeing their destructive power, insisted on using that power themselves. The weapon is forged from dinosaur teeth lashed together with tendons, and counts as both a dagger and a pistol, and can be used as both weapons. However, it does not grant a bonus to hiding it with Sleight of Hand, as a dagger or pistol usually does. When wielding a fang pistol as a dagger, it also deals I bleed damage with each successful attack.

When a creature successfully strikes a target while wielding a fang pistol like a dagger, they may immediately fire the weapon as a swift action or as another attack if they have more to make that round, hitting the target with no need for an attack roll. Doing this does not provoke an attack of opportunity as a ranged attack usually does, and the weapon gains the broken condition or explodes, as if it had misfired.

#### Goutspitter Cannon

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Of all the esoteric devices recovered from the height of the cecaelia's power and mastery over technology, the goutspitter cannon is far and away the most infamous. The device consists of three cumbersome vats tied to the wearer's back, which pump acidic fluid to a swivel-mounted, handheld nozzle. When the device is aimed and a small hand lever depressed, its acidic ammunition is fired out at high velocity. A goutspitter cannon with full tanks is capable of unleashing up to 8 charges of acid.

When using a goutspitter cannon, the wielder projects a 40-ft.long line of acid, attempting a separate attack roll against each creature within the line. Each attack roll takes a -2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil this line of attack. If any of the rolls threatens a critical hit, the wielder confirms the critical for that roll alone.

All affected creatures take 3d6 acid damage, and any creature hit by the viscous stream must also succeed at a DC 20 Fortitude save or take an additional 3d6 acid damage at the beginning of their next turn.

Crafting 1 charge of acid costs 30 gp (10 gp raw materials), and requires a Craft (alchemy) check with a DC of 20.

#### Bioshocker

A bioshocker cannot be wielded unless it has been installed into a target's arm, requiring 1 hour and a DC 20 Heal check when installing it into a created, or DC 30 when installing it in any other creature. Attempting this surgery deals 2 Constitution damage, whether or not it is successful.

Installing this array of metal tubes makes it impossible for the wielder to hold anything else in that hand, but it also cannot be disarmed. In addition to its basic damage, a bioshocker can also gather energy from its host; when installed in a living creature, it deals an additional 2 electricity damage with every attack, which is multiplied on a critical hit.

## New Materials

#### Sidhair

#### Price 500 gp per lbs.

The otherworldly hair of sidhier carries strange otherworldly properties, and when gathered in large quantities and treated, can bestow minor magical effects on equipment.

Armor made of cloth or leather that has been woven through with sidhair (requiring a DC 15 Craft (armor) check) grants half its armor bonus to AC against attacks made by incorporeal creatures. In addition, rope, whips, and other such objects can be woven through with sidhair, granting them the ghost touch quality while they are attended items, for a maximum number of rounds per day equal to the hit dice of the creature holding it (this is only for that creature; another creature may use the sidhair normally until they too have expended their charge for the day).

For every 4 pounds an object, weapon, or suit of armor weighs, 1 pound of sidhair needs to be added to it to gain any benefit.

A sidhier can produce 1 lbs. of hair every 20 years.

#### **(uazite**

#### Price 200 gp per lbs.

This lumpy cyan metal is made from the corpses of fallen cuazaj. Cuazite is extremely resilient and incredibly light, able to conduct electricity to devastating effect when crafted into a weapon. Any time that a cuazite weapon is exposed to electricity (either by its wieder taking at least 5 electricity damage or directly via a spell such as shocking grasp) it carries and amplifies the charge, and the next time the cuazite weapon deals damage it does an additional 1d4 points of electricity damage. This damage multiplies on critical hits and stacks with that of the shock or shocking burst weapon enchantments, but cuazite weapons can never charge themselves. After carrying an unspent charge for 24 hours, the cuazite weapon's unspent charge is lost.

Ammunition cannot be made from cuazite.

## Adventuring Equipment

Equipment	Cost	Weight	Craft DC
Air Harness	1 sp	5 lbs.	Craft (rope)
Blood Draught	80 gp	1 lbs.	Craft (alchemy) DC 22
Fulfilling Moss	300 gp	1/2 lbs.	Craft (alchemy) DC 25
Grisly Effigy	a the same	special	NEW CONTRACTOR
Growth Hormones	300 gp	ı lbs.	Craft (alchemy) DC 24
Lightning Accumulator	350 gp	4 lbs.	Craft (mechanical) DC 20
Nerveless Salve	420 gp	1/2 lbs.	Craft (alchemy) DC 28
Piston Legs	1,200 gp	35 lbs.	Craft (mechanical) DC 25
Rebreather	600 gp	4 lbs.	Craft (mechanical) DC 24
Vegetative Slurry	400 gp	ı lbs.	Craft (alchemy) DC 24

#### Air Harness

An air harness is a piece of rope with special metal attachments on each end, allowing it to quickly and securely tie a creature to an airship's hull. An airship harness is used to tie crewmembers (especially ones working on controlling sails) to the ship, keeping them from dying if they should fall off, or if the ship should roll. Attaching an airship harness to yourself is a swift action, but attaching it to another creature is a standard action (with a touch attack if they are unwilling). Attaching an airship harness to an airship hull or another suitable anchor (a tree, stair railings, etc.) is also a standard action. Removing an airship harness from yourself is a swift action.

When a creature is attached to an airship harness that is attached to an anchor spot, they cannot move more than 30 ft from that spot without first detaching the harness. This means if they should fall off a ship or if the ship should roll, they will hang in the air by the rope, so long as it remains attached to both themselves and the anchor spot. An airshp harness has 2 hit points and can be burst with a DC 23 Strength check.

#### **Blood Draught**

This crimson liquid is highly sought after by alraun, though how it is made (using the blood of intelligent humanoids) causes many alchemists to baulk at the thought of producing blood draught in great quantities. An alraun that drinks blood draught heals I point of ability damage and Id4+I hit points, and gains a +2 alchemical bonus to Dexterity and a +I dodge bonus to AC for 5 minutes, but is unable to use any Intelligence-, Wisdom-, or Charisma-based skills or abilities (including spellcasting of any kind during that time. Non-alraun that drink blood draught make a DC 20 Fortitude save or become nauseated for I minute; even on a successful save, they gain none of its benefits.

#### **Fulfilling Moss**

#### Price 300 gp; Weight 1/2 lbs.

This rare vegetation can be eaten by a plant type creature, treating it as a full meal and eliminating its need to eat any food for the next 6 days. In addition, the creature gains +1d10 temporary hit points and once in the next 24 hours when making a single weapon damage roll or d20 check, roll twice and take the better result.

#### **Grisly Effigy**

#### Price -; Weight 18 lbs. + weight of creature's corpse

The corpse of an intelligent humanoid creature is wrapped around a sturdy wooden longspear, its insides largely exposed. Creatures of the same race as the corpse that see the grisly effigy make a DC 12 Will save or become shaken while it is an attended object and in sight. Creating a grisly effigy requires a recently deceased creature (within 3 days), 10 minutes of work, and a pole such a spear. A grisly effigy can endure for 1 week before decaying too much to be effective.

Openly carrying a grisly effigy (rather than in an extradimensional space) incurs a -12 penalty to Stealth checks, as well as a -5 penalty on any Charisma-based ability or skill checks that are not Intimidation checks.

A grisly effigy weighs as much as the creature used to create it.

#### **Growth Hormones**

By spending a full-round action covering itself with this oil (provoking attacks of opportunity), a plant type creature increases its size by one category for three minutes, gaining a +4 size bonus to Constitution, a +2 size bonus to Strength, a -2 size penalty to Dexterity, and the modifies its CMB, CMD, and skills according to its new size. Other effects that alter a creature's size work in conjunction with growth hormones, but reduce the duration of its effects to six rounds.

#### Lightning Accumulator

Bits of cuazite and various rare metals make up this circular device. Over the course of 24 hours, a lightning accumulator gathers the ambient electrical charge from the air. When equipped to a cuazite weapon, it can spend its charge to grant an electrical charge to the weapon as a swift action. Masterwork lightning accumulators cost 650 gp, gather a charge after 12 hours, and can hold up to two charges.

#### **Nerveless Salve**

Though completely odorless, this white paste can be slathered onto a creature as a full-round action, granting it DR/— equal to 1/4th its hit dice (minimum 1) for 1 minute. While under the effects of nerveless salve, a creature takes a penalty to Will saves equal to the DR gained but is immune to all fear effects.

#### **Piston** Legs

An array of pneumatic pistons and super-high tensile steel cords are installed into the created's legs (a DC 25 Heal check), reducing all of its movement speeds by -5 feet. A creature with piston legs adds +15 ft. to the distance of any horizontal jump and +10 ft. to the distance of any vertical jump.

#### Rebreather

#### Price 600 gp; Weight 4 lbs.

These small mouthpieces contain a small canister of alchemical ingredients that draw breathable air from water, granting a creature using a rebreather the amphibious racial trait for up to 120 minutes (these minutes need not be used continuously, but must be used in 10 minute increments). While using a rebreather, a creature takes a -2 to Perception checks and cannot take the Run action. Fatigued creatures that use a rebreather become exhausted after a number of rounds equal to their Constitution score. Exhausted creatures cannot use a rebreather.

A new canister of the alchemical ingredients (which require a DC 30 Craft [alchemy] check to create) costs 500 gp, and replacing canisters takes three full-round actions.

#### Vegetative Slurry

#### Price 400 gp; Weight 7 oz.

Although this slush of plant matter smells foul, it is extremely nutritious and refreshing to one's vitality. Creatures that eat vegetative slurry regain half the number of daily uses for expended abilities that they possess (rounded down, minimum o). Non-alraun that fail a DC 12 Fortitude save gain the benefits of vegetative slurry, but are sickened for 6d10 minutes afterward. A DC 30 Craft (alchemy) check is required to create a vegetative slurry, which goes bad after 1d10+7 days (a DC 30 Perception check is required to tell if vegetative slurry has gone bad, in which case it automatically sickens and provides no benefits). Vegetative slurry is always nourishing, but its restorative properties only work on a creature once per week.



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Magic I	tems
Magic Item	Price
Armor	
Redwood full plate	24,700 gp
Belt	
Oak belt	15,500 gp
Body	
Streamliner suit	16,400 gp
Chest	
Resuscitation generator	6,400 gp
Cuazite harness	3,800 gp
Feet	
Leaping sandals	6,500 gp
Head	
Forestry wig	12,000 gp
Fragrant periapt	5,400 gp
Helmet of restlessness	8,800 gp
Mask of vegetation	18,400 gp
Hand	
Animated Appendage	5,600 gp
Thorned gloves	9,400 gp
Shield	
Shield of faith reversal	9,200 gp
Shoulder	
Feathered Cape	10,600 gp
Potions/Oils/Elixirs	
Miraclo elixir	750 gp
Miraculous Items	
Ancestral fang, lesser	6,400 gp
Ancestral fang, greater	12,800 gp
Arm of shards	11,300 gp
Cerebral Enhancer	7,200 gp
Conch of the ancients	37,000 gp
Disruptor of the created	3,900 gp
Magma heart (I)	15,200 gp
Magma heart (II)	22,400 gp
Magma heart (III)	29,600 gp
Magma heart (IV)	36,800 gp
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Miraculous Items	
Mirror of consequence	11,200 gp
Redemption essence	4,200 gp
Siddust powder and wand	2,300 gp
Spiritual accumulator	4,200 gp
Technological dwemer	42,000 gp
Weapons	
Spear of the Ancestor King	24,000 gp
Wrist	
Breeze bracelet	4,400 gp
Incestral Fang	The Hardward Installed

Aura moderate transmutation (alteration); CL 5th

Slot none; Price 6,400 gp (lesser), 12,800 gp (greater); Weight 2 lbs. DESCRIPTION

Arcane sigils and runes are carved into this ancient dinosaur tooth.

While a cherufe carries a *lesser ancestral fang* in their hand, the damage dice of their slapping tail (if they possess one) increases by one step. While carrying a *greater ancestral fang*, the damage dice of their bite (if they possess one) also increases by one step. Non-cherufe do not gain any benefit from an *ancestral fang*.

CONSTRUCTION

Craft Wondrous Item, tooth from a Huge-sized dinosaur, *magic fang* or Alteration sphere; **Cost** 3,200 gp (lesser), 6,400 gp (greater)

#### Animated Appendage

Aura faint necromancy (death); CL 3rd

Slot hand; Price 5,600 gp; Weight 2 lbs.

#### DESCRIPTION

Clearly atrophied by the ravages of time, this macabre hand has turned pale white, the fingernails blackened.

The wearer of an *animated appendage* cannot have a regular hand on the limb to which it is attached. As a standard action, the wearer of an *animated appendage* can detach it from their arm and treat it as a crawling hand<sup>B2</sup> (with an Intelligence of 7) for 10 minutes a day. These must be used in one minute increments, but need not be consecutive.

#### CONSTRUCTION

Craft Wondrous Item, skinsend or Death sphere; Cost 2,800 gp

#### Arm of Shards

Aura moderate transmutation (nature); CL 9th

Slot hand, ring, shoulder and wrist; Price 11,300 gp; Weight 8 lbs. Description

Grooves are worn into the insides of these two hollowed out cylinders of bark, joined together by bands of gray vines.

A plant type creature wearing an *arm of shards* can fire its arm as a standard action, treating it as a heavy ballista natural weapon (4d8 piercing damage, Crit 19-20/x2, Range 180 ft.). A DC 15 Fortitude save allows the wearer to regrow their arm in 1d4+1 rounds; on a failure, it takes 1d4 minutes. Non-plant type creatures using an *arm of shards* deal bludgeoning damage and regrow their arm in 1d4 minutes with a successful DC 20 Fortitude save (on a failure, it takes 1d4 hours).

#### CONSTRUCTION

Craft Wondrous Item, *plant growth, telekinesis*, or the Nature and Telekinesis spheres; **Cost** 5,650 gp

#### Breeze Bracelet

Aura weak transmutation (weather); CL 3rd Slot wrist; Price 4,400 gp; Weight —

#### DESCRIPTION

Strands of thin silver cord hold these pieces of cuazite, turquoise, and aquamarine together.

So long as there is a wind in the area of greater than light force (more than 10 mph), a creature wearing a *breeze bracelet* increases their fly speed by +10 ft. bonus while using breezeflight.

CONSTRUCTION

Craft Wondrous Item, breezeflight racial ability, cuazite, *alter winds* or Weather sphere; **Cost** 2,200 gp

#### **Cerebral Enhancer**

Aura moderate enchantment (mind); CL 6th

Slot none; Price 7,200 gp; Weight I lb.

#### DESCRIPTION

This silvery collection of sharp pins looks like it would easily sink into flesh. A cerebral enhancer fits into the back of a creature's neck and does not require a magic item slot. A creature wearing a cerebral enhancer gains a +1 luck bonus to Intelligence-based skill checks and automatically succeeds on DC 15 Intelligence checks made to remember something. CONSTRUCTION

Craft Wondrous Item, memorize page or Mind sphere; Cost 3,600 gp

#### Conch of the Ancients

Aura strong enchantment (mind); CL 14th

Slot none; Price 37,000 gp; Weight 2 lbs.

DESCRIPTION

This mottled seashell is a cacophony of colors that range from beautiful fuchsia to deep blue, though the longer you gaze upon it, the darker its hues become.

Though not actually first created by the cecaelia, these miraculous shells are often found among them. Blowing into the *conch of the ancients* (a fullround action that provokes attacks of opportunity) generates a massive bellowing call that can be heard from as far as 1 mile away (3 miles if underwater). Any Gargantuan-sized or larger creatures of the aquatic subtype that hear the bellow make a DC 24 Will save or are compelled to swim directly away from the *conch of the ancients* for 10 minutes. After hearing the bellow once, a creature is immune to its effects for 24 hours. This is a mind-affecting effect. There is a 15% chance that a found *conch of the ancients* does the exact opposite, attracting the creatures instead (information revealed only with a DC 34 Spellcraft check).

CONSTRUCTION

Craft Wondrous Item, call animal or Mind sphere; Cost 18,500 gp

#### **Cuazite Harness**

Aura weak transmutation (alteration); CL 3rd

Slot chest; Price 3,800 gp; Weight 1 lb.

#### DESCRIPTION

This assortment of woven cloth straps are embedded throughout with pieces of light blue cuazite.

A Small-sized creature wearing a *cuazite barness* gains the ability to use breezeflight for a number of rounds each day equal to 4 x its hit dice, and gains a +5 luck bonus to Fly skill checks while doing so. Versions for Medium-sized creatures double in price and cost (doubling again for Large-sized creatures).

#### CONSTRUCTION

Craft Wondrous Item, 3 lbs. cuazite (600 gp), *glide* or Alteration sphere; **Cost** 1,600 gp

#### Disruptor of the Created

Aura moderate abjuration (creation); CL 9th Slot none; Price 3,900 gp; Weight 1 lb.

#### DESCRIPTION

Although pleated into sections, this small metal orb is perfectly spherical. Upon touching it, the hairs on the back of your neck stand on end.

Once per hour, the *disruptor of the created* can be activated (a standard action) to emit an intense screeching noise. Any of the created within 50 ft. of the *disruptor of the created* makes a Fortitude save (DC 10 + 1/2 bearer's hit dice) or becomes sickened for 1d4 rounds; at the end of the duration they receive another save to avoid becoming sickened. None of the created's racial saving throw bonuses apply to saves against a *disruptor of the created*.

CONSTRUCTION

Craft Wondrous Item, *unbreakable construct* or Creation sphere; **Cost** 1,950 gp

#### **Feathered** Cape

Aura weak transmutation (alteration); CL 3rd

Slot shoulders; Price 10,600 gp; Weight 4 lbs. DESCRIPTION

Thousands of feathers hold together this gruesome array of miniature avian bones shaped to resemble a hooded cloak.

By tightly grasping the corners of a *feathered cape* with both hands, its wearer gains a fly speed equal to 1/2 its base speed, with a maneuver ability of Poor. While using the *feathered cape*, the wearer may make Acrobatics skill checks in place of Fly skill checks, but at least two hands are required to make the item's magic function at all.

Craft Wondrous Item, skeletons of 60 dead birds, *featherfall, glide* or Alteration sphere; **Cost** 5,300 gp

#### forestry Wig

Aura moderate illusion (nature); CL 7th

#### Slot head; Price 12,000 gp; Weight 5 lbs. DESCRIPTION

An assorted collection of deep green moss is tied around and to several branches that make up this belmet.

A creature wearing a *forestry wig* gains the freeze monster quality (able to take 20 on Stealth checks while standing perfectly still) while in forest or swamp terrain as more moss and vegetation grows down from the helmet. If the wearer is a plant type creature, they also gain a +10 racial bonus to Stealth checks while using freeze.

CONSTRUCTION

Craft Wondrous Item, chameleon stride or Nature sphere; Cost 6,000 gp

#### Fragrant Periapt

Aura faint enchantment (alteration); CL 3rd

Slot headband; Price 5,400 gp; Weight 1 lb.

#### DESCRIPTION

This beautiful floral crown is made from dozens of beautiful flowers threaded around one another and it smells almost overwhelmingly sweet.

Once per day by spending a standard action, the wearer of the *fragrant periapt* expels a silent, odorless perfume that causes all creatures in a 30-ft.-radius to become less aggressive (improving their attitudes by 1 step) for 3d4+4 minutes. This is a mind-affecting effect.

#### CONSTRUCTION

Craft Wondrous Item, fresh flowers of at least 10 varieties, *calm emotions* or Nature sphere; **Cost** 2,700 gp



#### **Heimet of Restlessness**

Aura weak transmutation (enhancement) CL 3rd Slot head; Price 8,800 gp; Weight 3 lbs.

DESCRIPTION

This patchwork helm is brightly decorated with feathers and furs.

A *belmet of restlessness* eliminates any need for the wearer to sleep and grants immunity to all spells, abilities, and effects that make creatures sleep. The wearer still requires a 4 hour period of rest (not engaging in any mentally or physically intensive activity) each day, and must consume twice as much food and water as normal, but otherwise gains one additional overland move action per day. Creatures that prepare or cast spells still require 8 hours of rest to regain their spells for the day. CONSTRUCTION

Conft Wandrows Itom

Craft Wondrous Item, *marching chant* or Enhancement sphere; Cost 4,400 gp

#### Leaping Sandals

Aura faint conjuration (enhancement); CL 5th Slot feet; Price 6,500 gp; Weight 3 lbs.

DESCRIPTION

These thin reeds are sewn together with hundreds of pale strands of hair.

A creature wearing *leaping sandals* gains the use of the Planar Swing feat a number of times per day equal to half its level (minimum 1). If the wearer already has this feat, they double their daily uses and gain a +5 luck bonus on Acrobatics checks made to jump during a Planar Swing. CONSTRUCTION

Craft Wondrous Item, Planar Swing; Cost 3,250 gp

#### Magma Heart

Aura moderate to strong transmutation (alteration); CL 7th (I), 9th (II), 11th (III), 13th (IV)

Slot none; Price 15,200 gp (I), 22,400 gp (II), 29,600 gp (III), 36,800 gp (IV); Weight 3 lbs.

#### DESCRIPTION

This black piece of obsidian is veined by jagged glowing lines of red rock.

When the command word is spoken (a swift action), the bearer of the *magma heart* turns into lava for up to 10 rounds a day (these rounds need not be used consecutively and the lava form can be dismissed as a free action). The bonuses gained are determined by the type of *magma heart*, simultaneously granting the benefits of both *elemental body* (earth) and *elemental body* (fire); the bonuses to natural armor do not stack.

CONSTRUCTION

Requirements Craft Wondrous Item, fresh lava, *elemental body* or Alteration sphere; **Cost** 7,600 gp (I), 11,200 gp (II), 14,800 gp (III), 18,400 gp (IV)

#### **Mask of Vegetation**

Aura moderate transmutation (alteration); CL 11th

Slot head; Price 18,400 gp; Weight 2 lbs.

#### DESCRIPTION

Leaves, vines, and moss are slapped together onto a framework of branches made into a mask with holes for a humanoid's eyes and mouth.

While worn, the *mask of vegetation* changes the creature's type to plant for the purposes of determining the effects of abilities and spells.

Craft Wondrous Item, polymorph or Alteration sphere; Cost 9,200 gp

#### Mirado Elixir

Aura moderate transmutation (alteration); CL 9th

Slot none; Price 750 gp; Weight 2 oz. DESCRIPTION

This strange smelling light green mixture is inexplicably warm.

An alraun that drinks *miraclo elixir* replaces one of its racial traits (blood sense, sense poison, prehensile vine, or silver tongued) with a single racial trait possessed by an alraun subtype (so long as the lost racial trait is not a requirement for the newly acquired racial trait). The effects of *miraclo elixir* last for 8 hours. Plant type creatures that do not have the alraun subtype gain the use of one of these traits but only for 4 hours. Non-plant creatures gain no benefits from *miraclo elixir*.

CONSTRUCTION

Brew Potion, Craft Wondrous Items, *plant shape I* or Alteration sphere; **Cost** 375 gp

#### **Mirror of Consequence**

Aura moderate necromancy (death); CL 7th Slot none; Price 11,200 gp; Weight 1 lb.

DESCRIPTION

Beautiful silver filigree covers the borders of this mirror, and when you gaze upon what it reflects back is distorted and warped in both form and hue.

A creature bearing forth a *mirror of consequence* (a standard action that provokes attacks of opportunity) makes a gaze attack against one

creature within line of sight, forcing it to make a Will save (10 + 1/2 bearer's HD + bearer's Charisma modifier) or suffer a -2 to AC for a number of rounds equal to the bearer's Charisma modifier (minimum 1 round). Furthermore, the first attack roll the creature makes against the bearer each turn is rolled twice, taking the lower result. After suffering from the effects of a *mirror of consequence* or successfully saving against it, the creature is immune to its effects for 24 hours.

CONSTRUCTION

Craft Wondrous Item, bestow curse or Death sphere; Cost 5,600 gp

#### **Oak Belt**

Aura strong conjuration (life); CL 13th Slot belt; Price 15,500 gp; Weight 4 lbs.

DESCRIPTION

There's a sturdy quality to these squares of dark, aged, oak stitched together with leather to form a waist-sized band.

A leshy wearing an *oak belt* takes no damage while using its ferocity racial ability. Once per day, non-leshy gain 1d10+10 hp temporary hit points when dropped below 0 hp.

CONSTRUCTION

Craft Wondrous Item, regenerate or Life sphere; Cost 7,750 gp

#### **Resuscitation** Generator

Aura moderate necromancy (death); CL 7th

Slot chest; Price 6,400 gp; Weight 4 lbs.

DESCRIPTION

A spinning half-sphere is contained behind some glass on the front of this strange device.

Once per day when reduced to 0 hp or less, electrical charges charge through the wearer, granting them 2d10+7 temporary hit points. Any time the wearer takes electricity damage, there is a 50% chance that they take 50% more electricity damage than normal.

CONSTRUCTION

Craft Wondrous Items, greater false life or Death sphere; Cost 3,200 gp

#### **Redemption Essence**

Aura strong transmutation (alteration); CL 13th Slot none; Price 4,200 gp; Weight 1 lbs.

DESCRIPTION

A faint sweet odor emanates from this vial of soft, metallic pulp.

Consuming *redemption essence* (a full-round action that provokes attacks of opportunity) grants a creature the dragon subtype for a number of rounds equal to its hit dice. The creature gains a +2 racial bonus on all saving throws, darkvision 60 ft. and low-light vision, immunity to magic sleep and paralysis effects, claws (1d6 for Medium-sized creatures), an increased natural armor bonus of +4, wings that grant a 40 ft. fly speed (average maneuverability), and the ability to make a breath weapon attack every 1d4 rounds that affects a 40-ft.-cone that deals 1d6 electricity damage per hit die. A successful Reflex save (DC 10 + 1/2 user's hit dice + user's Constitution modifier) halves this damage.

At the end of *redemption essence*'s duration, there is a cumulative 5% chance that the creature which imbibed it takes 1 permanent Constitution damage, plus 1 permanent Constitution damage for each previous time they have imbibed *redemption essence*.

#### CONSTRUCTION

Brew Potion, Craft Wondrous Item, *form of the dragon, transformation* or Alteration sphere; **Cost** 2,100 gp

#### **Redwood Full Plate**

Aura moderate transmutation (alteration); CL 8th Slot armor; Price 25,000 gp; Weight 18 lbs.

#### DESCRIPTION

## Dark brown and red wooden plates make up this suit of illustriously carved suit of armor.

As a swift action that provokes attacks of opportunity, the wearer of this +2 *full plate* can increase their size category by one stage for five minutes a day, gaining a +4 size bonus to Strength and Constitution, a -2 size penalty to Dexterity, and bonuses to CMB and CMD based on their new size. These uses must be made in one minute increments, but need not be used consecutively. Alternatively, the wearer of *redwood full plate* can become Colossal-sized (gaining the above bonuses cumulatively for each size category they increase by) but this size increase is continuous, only lasts 5 rounds, and turns the suit of armor into a nonmagical masterwork suit of full plate for 5 days.

#### CONSTRUCTION

Craft Magic Arms and Armor, growth hormones, *enlarge person, plant* growth or Alteration and Nature spheres; **Cost** 12,350 gp

#### Shield of Faith Reversal

Aura moderate transmutation (fate); CL 7th

Slot shield; Price 9,200 gp; Weight 15 lbs.

DESCRIPTION

The front of this sturdy silver shield is perpetually covered in a corona of bluish energies.

In addition to shedding light like a torch, the wielder of this +2 *heavy* steel shield can spend an immediate action to turn the effect of a smite special attack back upon their attacker. The same bonuses to attack and damage (as well as defense, if applicable) are granted to the wielder of the *shield of faith reversal* so long as they do not attack any other target than the target of their new smite.

CONSTRUCTION

Craft Magic Arms and Armor, *blink, nondetection* or Fate sphere; **Cost** 4,600 gp

#### Siddust Powder and Wand

Aura weak transmutation (alteration); CL 3rd

#### Slot none; Price 2,300 gp; Weight -DESCRIPTION

This odd pouch of dust is nearly transparent, as is the wand tied to it.

Spending a full-round action sprinkling *siddust powder* over a Small-sized or smaller creature or object turns it invisible and grants it the incorporeal quality for a 5 minutes (though creatures are considered to have the nauseated condition regardless of their type or immunities). The *siddust wand* can drag the object along as if it were attached by a cord with the *ghost touch* weapon enchantment, allowing the object to move at 20 ft. a round (if moved any further, it stops and floats in space until the *siddust wand* is brought back within 20 ft. of the enchanted object). The bearer of the *siddust wand* can end its effects on an object as a free action, making any objects currently occupying a space where a creature or object is already located appear in the nearest safe space.

Replacement *siddust powder* costs 2,000 gp and attuning it to a *siddust wand* takes 2d4 hours.

#### CONSTRUCTION

Craft Wondrous Item, gaseous form, invisibility, mage hand or Alteration and Illusion sphere; **Cost** 1,150 gp

#### Spear of the Ancestor King

#### Aura strong necromancy (destruction); CL 13th Slot none; Price 24,000 gp; Weight 4 lbs.

DESCRIPTION

## This ancient weapon is cracked from countless combats, and visibly seethes with primordial power.

This +1 returning wounding spear grants its wielder +1d10 temporary hit points at dawn each day. Twice per day, by spending a full-round action evoking the *spear of the ancestor king*'s power the wielder can designate a point within 100 feet and conjure a 20-ft.-radius burst of obsidian flakes that deals 1d6 bleed damage to all living creatures within its area of effect (Reflex negates; DC 10 + 1/2 wielder's base attack bonus + wielder's Strength attribute modifier).

#### CONSTRUCTION

Craft Magic Arms and Armor, materials, odd requirements, bleed, false life, chord of shards or Destruction sphere; **Cost** 12,000 gp

#### Spiritual Accumulator

Aura weak conjuration (life); CL 5th

Slot none; Price 4,200 gp; Weight 2 lbs.

#### DESCRIPTION

Though similar in appearance to a lightning accumulator, this collection of metals glows faintly with an off-white luminescence.

A creature can expend one charge of a *spiritual accumulator* to heal 1d8+5 points of damage as a swift action. *Spiritual accumulators* can hold up to 10 charges, but do not operate when there are 2 charges remaining (a DC 25 Use Magic Device check overrides this each time, but when a *spiritual accumulator* runs out of charges it permanently loses all its magical abilities).

CONSTRUCTION

Craft Wondrous Item, 1 lb. cuazite (200 gp), cure light wounds or Life sphere; Cost 2,000 gp

#### Streamliner Suit

Aura moderate abjuration (fate); CL 7th

Slot body; Price 16,400 gp; Weight 7 lbs.

#### DESCRIPTION

Small, supple fins of slick blue material woven through with brass-like veins make up this pliable suit.

A creature wearing a *streamliner suit* suffers none of the combat penalties for fighting underwater and gains a swim speed of 15 feet.

#### CONSTRUCTION

Craft Wondrous Items, *freedom of movement* or Fate sphere; **Cost** 8,200 gp

#### **Technological Dweomer**

Aura moderate divination (divination); CL 11th Slot none; Price 42,000 gp; Weight 12 lbs.

DESCRIPTION

Copper tubes and brass antennae stick out from all over this unwieldy box.

After spending one full minute scanning an object placed against it, a *technological dweomer* expends one charge to print out a list of the scanned object's dimensions, abilities, how it functions, and precise instructions on how to make it work. A *technological dweomer* has 5 total charges and refills charges at a rate of one per month. When it has no charges left, it permanently loses all magical properties.

#### CONSTRUCTION

Craft Wondrous Item, Skill Focus (Knowledge [engineering]), analyze dweomer or Divination sphere; Cost 21,000 gp

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#### **Thorned** Gloves

## Aura moderate transmutation (alteration); CL 7th Slot hands; Price 9,400 gp; Weight 2 lbs.

#### DESCRIPTION

Although supple like leather, these gloves have thorns over the knuckles and look like they are made from bark.

The wearer of *thorned gloves* deals +1d4 piercing damage when making an unarmed strike. When worn by a draide alraun using its viney grip ability, it doubles the critical threat range of the draide alraun's unarmed strikes and it gains a +4 racial bonus to grapple checks.

#### CONSTRUCTION

Craft Wondrous Item, thorn body or Alteration sphere; Cost 4,700 gp

## Airship Engines

Engine Type	Cost per Hardpoint	Cost per Deck	Power per Hardpoint/ Deck	Weight per Hardpoint	Required Crew	Crafting/ Disable Device DC	Hit Points per Hardpoint	Hit Points per Deck	Special
Sails	50 gp	450 gp	Ju	.2 t	1 per Deck	Craft (cloth) 10	20	180	Unprotect- ed, liftless, special
Steam	175 gp	1,575 gp	9	5 t	1 per Deck	Craft (me- chanical) 20	50	450	
Alchemical	500 gp	4,500 gp	15	4 t	1 per Lo- cation	Craft (al- chemy) 25	80	720	
Elemental, air	1,000 gp	9,000 gp	20	2 t	1 per Lo- cation	Special	30	270	Special, ma- neuverable
Enchant- ment	5,000 gp	45,000 gp	ю	A Co	None	Special	-	-	Hidden, ma- neuverable, special
Spell	7,500 gp	67,500 gp	75	It	ı per Lo- cation	Special	100	900	Hidden

#### **Special Qualities**

**Hidden:** A hidden engine does not use external components such as exhausts or turbines to power the vehicle, and as such cannot be attacked from the outside.

**Liftless:** A liftless engine cannot produce lift. It can propel the vehicle forward, but cannot be used to overcome an airship's weight to allow it to fly.

**Maneuverable:** If a vehicle is powered exclusively by maneuverable engines, its maneuverability increases by 1 step.

**Unprotected:** An unprotected engine does not benefit from the Hardness of the vehicle it is attached to.

## **Engine** Types

Alchemical: An alchemical engine is a particularly powerful and sophisticated engine, but unlike the steam engine which may use anything that burns, an alchemical engine must use specifically-prepared fuel in order to function. This makes the alchemical engine a powerful, but also expensive, method of travel. An alchemical engine is also dangerous; if an alchemical engine is ever destroyed, it immediately explodes as if it had been subject to a self-destruct. An alchemical engine requires one engineer per Deck in order to function properly.

*Fuel*: An alchemical engine burns 1/6th a ton of fuel every 8 hours per Hardpoint, or 1 1/2 tons every 8 hours per Deck. This equates to 1/2 a ton per day per Hardpoint, or 4 1/2

tons per day per Deck. Alchemical fuel costs 100 gp per ton.

*Self-Destruct:* If an alchemical engine self-destructs (or is destroyed), it deals 10d6 Force damage per Hardpoint and 10d6 fire damage per Hardpoint to the location and everything within the engine room.

Engineering Skill: Craft (alchemy)

**Elemental, air:** An air elemental engine functions by draining the lifeforce of an air elemental and transforming that power into fuel. The engine consumes 1 hit point per Hardpoint per hour, and cannot contain more than 1 Large air elemental per Hardpoint (for this purpose, a Huge elemental is equal to 2 Large elementals, a Gargantuan elemental equal to 4 Large elementals, etc.). Elementals heals 1 hit point per Hit Die per Day, as normal for creatures. If an elemental is completely consumed, it dies. Elementals summoned via *summon monster* spells cannot be used as fuel for an elemental engine, but an air elemental-esque eidolon and companions from the Conjuration sphere who possess the Elemental Creature (form) talent for electricity can.

There are 2 ways an air elemental may be bound to fuel an elemental engine; Unwillingly, or willingly. The decision of whether an air elemental engine is powered by unwillingly-bound elementals or willingly-bound elementals is made at engine creation, as it determines the method in which the engine is designed. Unwillingly-bound elementals are hidden away inside the engine, and cannot speak, be seen, nor influence the world around them. As such, they also cannot be targeted by attacks or magic, friendly or otherwise. Willingly-bound elementals on the other hand, are usually allowed to speak and interact with creatures and objects in the engine room with them, and have the added benefit of being able to receive magical healing or even help fight boarders who stumble into their room, although they are likewise subject to being attacked. Willingly-bound elementals may even leave the engine room if they so desire, although doing so causes the engine to cease working.

Any air elemental may be unwillingly bound, but in order for an air elemental to be willingly-bound, often a contract must first be forged with them, such as via the *planar binding* spell, or by being an eidolon or companion with the Conjuration sphere.

An air elemetal engine is fickle and prone to damage, but because of the nature of the elemental in question, an air elemental provides twice as much power as normal when applying the power toward overcoming weight (each point of power used to overcome weight overcomes 2 Hardpoints/Decks rather than 1).

An air elemental engine appears as a series of metal conduits surrounding a series of white crystals, which surround the vehicle with winds when in use. It requires one crewman for every Deck beyond the first in order to run properly.

*Fuel:* An air elemental engine must be powered by the life force of air elementals. No other elemental type will do.

*Self-Destruct:* When an elemental engine explodes, it deals 10d6 force damage per Hardpoint to the location and everything inside it. In addition, the elementals inside the engine are set free, which if they were bound unwillingly, will likely rampage on those who held them trapped and attack whatever they can.

Engineering Skill: Spellcraft or Use Magic Device

AIR ELEMENTAL ENGINE

School Conjuration (Conjuration Sphere); CL 10 EFFECT

You construct an air elemental engine.

#### Construction

Craft Rod, *lesser planar binding* or Conjuration sphere, Cost 500 gp per Hardpoint, 4,500 gp per Deck

**Enchantment:** Perhaps the simplest, albeit most expensive, method of flight is to simply enchant the airship with the ability to fly. While this carries many advantages (the airship needs no crew, and the engine requires no space and cannot be targeted to bring the ship down), this can be a prohibitively expensive option, as the size of most airships makes this a monumental task, well-outside of the range of most spellcasters and adventurers.

Note that, rather than taking up Hardpoints or Decks, the enchantment engine is instead placed on a Hardpoint/

Deck, which means an enchanted Hardpoint/Deck can still contain other rooms, or even other engines. If that Hardpoint or Deck is destroyed, the enchantment is destroyed with it.

Fuel: None

*Self-Destruct:* An enchantment engine cannot self-destruct. *Engineering Skill:* An enchantment engine does not need an engineer.

#### FLIGHT ENCHANTMENT

School transmutation (Telekinesis Sphere); CL 10 EFFECT

The Hardpoint/Deck gains the enchantment engine.

#### Construction

Craft Rod, fly or Telekinesis sphere, Cost 2,500 gp per Hardpoint, 22,500 gp per Deck

**Sails:** Rather than occupying Hardpoints or Decks inside the vehicle, sails and rigging are attached to the outside of the vehicle in order to catch winds and propel the vehicle forward. This means that, while sails do not increase the ship's size for the purpose of determining hit points, mass/ weight, number of rooms, etc., sails do increase the vehicle's effective size when determining maneuverability, size penalties to AC, ram damage, CMB and CMD, .

Sails cannot be used to sail directly against the wind, and if a vessel attempts to do this the power of their sails is reduced to 0 (although an airship can often zig-zag its way in order to effectively travel against the wind despite this problem). When traveling in the same direction as the wind, the sails add 1/2 the wind's severity level to their power. This stacks with the other effects of wind on an airship. Sails cannot work if there is no air or wind, nor if the airship is already traveling faster than the wind itself.

Sails do not provide lift, only propulsion. As such, if an airship cannot overcome its weight through other means, its sails will not allow it to fly.

Because sails must be attached to the outside in order to function, they are unprotected, and do not benefit from the airship's Hardness when negating damage.

You cannot attach more Hardpoints/Sails to an airship than twice the number of Hardpoints/Decks in its hull.

*Fuel:* sails need no fuel, but require at least a little wind to function; sails cease to function in areas of complete stillness.

Self-Destruct: Sails cannot self-destruct.

Engineering Skill: Profession (sailor)

**Spell:** A spell engine consumes magic of any type, transforming it into a magic field that propels the vehicle forward. A spell engine is a large magical object, often taking the form of an enormous floating crystal or series of crystals each the size of a man, with a crown-like attachment that is worn by the one supplying fuel.

*Fuel:* To power a spell engine, the head engineer or another magic user must sacrifice their magic. Every spell point sacrificed allows one Hardpoint of engine to function for a number of hours equal to the caster's casting level. For every spell or spell slot sacrificed to the engine, one Hardpoint will function for 4 hours per level of the sacrificed spell slot. These numbers are divided between the entire engine (thus, an 4th level spell would make a 1 Hardpoint engine function for 16 hours, a 2 Hardpoint engine function for 8 hours, etc.)

Because spell engines function by creating a magical field, they needn't connect to the outside of the ship through any vents or turbines, making them very difficult to target from the outside.

*Self-Destruct:* When a spell engine self-destructs, it deals 10d6 force damage per Hardpoint to its location and everything in it.

Engineering Skill: Spellcraft or Use Magic Device

#### SPELL ENGINE

School Transmutation (Enhancement Sphere); CL 10 EFFECT

You construct a spell engine.

#### Construction

Craft Rod, *fly* or Enhancement sphere, Cost 3,750 gp per Hardpoint, 33,750 gp per Deck

**Steam:** A steam engine burns wood, oil, coal, wood or peat in order to boil water, which is used to turn turbines and propellers to make a vehicle move. While not a particularly powerful type of engine, it remains popular due to its low-cost both for construction and fuel.

A steam engine is finicky and requires constant attention to feed and stroke the fire. As such, it requires at least I person per Hardpoint or I small crew per Deck to function properly.

*Fuel:* While a steam engine could burn any or all of the materials listed above, each of which have their own costs, sizes, and efficiencies, for simplicity's sake, a steam engine burns 1/3 tons of fuel every 8 hours per Hardpoint, or 3 tons per 8 hours per Deck. This equates to 1 ton per 24 hours per Hardpoint, or 9 tons per 24 hours per Deck. Steam engine fuel costs 20 gp per ton.

While the crew may always purchase dried wood or coal or oil from a mine or market, it is also possible for someone to gather fuel from the Forest or another source with a DC 15 Survival check as an overland move action. Gathering improvised fuel in this fashion produces 1/2 ton of fuel per person, but because this wood is green and not prepared, it burns half as efficiently, using up 2/3 tons per 8 hours per Hardpoint, etc..

*Self-Destruct:* When primed to self-destruct, a steam engine inflicts 10d6 points of fire damage per Hardpoint to its location, and to anything inside the engine room.

Engineering Skill: Knowledge (engineering) or Craft (mechanical)

## Hooms

After a ship's size and number of Hardpoints and Decks has been determined, it becomes possible for those Hardpoints and Decks to be put to use.

Every vehicle is built with a certain number of Hardpoints or Decks, representing how much internal room it possesses. These Hardpoints and Decks may be used to carry crew, cargo, hold weapons, house the engine, or be put to any number of other uses.

With the exception of the engines previously listed, the following represent the various rooms that may be constructed inside a vehicle. While these rooms are often chosen at creation, it is always possible to remodel a vehicle's rooms at a later time. For purposes of construction, every room uses the Craft skill associated with the vehicle in question (Craft [wagon], Craft [ship], or Craft [airship]), and has a Craft DC of 15.

**Mixing Decks and Hardpoints:** Even when a ship is large enough to be measured in Decks, there are some rooms that simply have little need to be bigger than a Hardpoint or two. In these cases, a Deck can be dedicated to miscellaneous use, allowing up to 9 Hardpoints of various rooms to be contained therein.

## Alchemy Lab

#### 200 gp per Hardpoint, 1800 per Deck

An alchemy lab provides an alchemist with all of the tools they need as well as a dedicated space to conduct experiments and craft items. An alchemy lab provides space for up to 3 people to work simultaneously per Hardpoint. A small crew requires 4 Hardpoints to work, and a alchemy lab Deck can facilitate a medium crew and up to 2 officers serving as project leads. An alchemy lab counts as an alchemist's lab for all who use it.

## Animal Pen

#### o gp per Hardpoint, o gp per Deck

An animal pen is used to house creatures onboard the ship. While animals could be kept in pens in a cargo hold for a single quick trip, an animal pen gives them room to move around while keeping them contained and out of the way of the rest of the crew. I Large animal may be kept in a single Hardpoint of animal pens (or 2 Medium animals, 4 Small animals, etc.) if desired, an animal pen can be installed with an outside door, such as when an animal pen houses giant birds or other flying creatures, which must be deployed quickly in a fight.

### Brig

#### 50 gp per Hardpoint, 450 gp per Deck

A brig is a space containing cells, chains, and manacles for holding captives, slaves, or crew members serving a punishment or sleeping off drunkenness. Each Hardpoint of brig is a cell, which comes with chains, an average lock, and 2 sets of common manacles. Greater locks or additional manacles must be purchased separately.

### Bunks

#### 25 gp per Hardpoint, 225 gp per Deck

Bunks contain beds for sleeping, small lockers and chests to house personal effects, and space for clothing and other needs. 6 people can live in each Hardpoint dedicated to being a bunk. This means it takes 2 Hardpoints to house a small crew, 4 to house a medium crew, and 8 to house a large crew. A Deck of bunks can house a large crew and up to 6 PCs, or 1/2 a small crew.

## Captains Quarters

#### 100 gp per Hardpoint (minimum 2), 900 gp per Deck

A captain's quarters are similar to a set of personal quarters, but much more luxuriant. While some captains are content to have a personal room like their officers, others use these special quarters as displays of wealth and status, both to set themselves apart from the rest of the crew, and to impress special guests to their ship. A captain with a set of captain's quarters at least 2 Hardpoints big gains a +1 bonus to their leadership score in relation to their crew, and a +2 bonus to Diplomacy checks made against someone inside their quarters. If the captain had an entire deck dedicated to being a captain's quarters, these bonuses increase to becoming a +2 bonus to leadership and a +4 bonus to Diplomacy checks.

### Cargo Bay

#### o gp per Hardpoint, o gp per Deck

Cargo bays are the easiest and cheapest rooms, as it is simply open space. While an airship's maximum capacity is determined by its total number of Hardpoints and Decks, without enough cargo space the vehicle won't be able to carry much of anything. A vehicle may contain up to 10 tons of cargo or equipment in each Hardpoint of cargo space or up to 90 tons per Deck.

**Secret Compartments:** You may install secret compartments in cargo space, allowing you to hide some goods from prying eyes. It takes a DC 20 Perception check to detect these compartments during a search of the ship, and each compartment can hide up to 1 ton of the room's cargo. A secret compartment costs 500 gp each, and only one may be gained per Hardpoint.

### **(unport**

#### 50 gp per Hardpoint, 450 gp per Deck

While siege engines could simply be carried inside a cargo hold, only a gunport possesses the rigging and port holes necessary to fascilitate their use in combat, as well as efficient use of space to allow the crew to fire and reload them easily during combat. The number of siege engines a gunport Deck or Hardpoint can hold is listed in each weapon's description.

## Kitchen

#### 100 gp per Hardpoint, 900 gp per Deck

A kitchen is used to make Profession (chef) checks; while a crew can eat rations without a kitchen, a kitchen is needed to make any Profession (chef) checks. A single Hardpoint dedicated to being a kitchen can facilitate a head chef and up to 2 assistants, +3 more assistants per additional Hardpoint. A small crew requires 4 Hardpoints of kitchen to use. A Deck of kitchens allows a head chef, one primary assistant + a medium crew.

### Library

#### 500 gp per Hardpoint, 4,500 gp per Deck

A library is a space filled with books, chairs, tables, and other materials necessary for research. Every Hardpoint dedicated to being a library is built to facilitate a single Knowledge skill or the Spellcraft skill (such as when crafting a magical item). Spending an hour researching in a library grants a +3 bonus to answering a single question related to that Knowledge skill. A library dedicated to Spellcraft grants a creature a +3 bonus to Spellcraft checks made to research spells or craft rituals or magic items.

A Deck-sized library grants a +4 bonus instead of a +3, and applies to all Knowledge skills as well as Spellcraft.

### Personal Quarters

#### 50 gp per Hardpoint, 450 gp per Deck

Unlike bunks that are designed to fit as many people in them as possible, a set of personal quarters guarantees a measure of privacy, and contains chests with average locks, larger beds, etc.

A set of personal quarters is designed to house a single creature of Medium size or smaller, and has room for one other thing. This could be a second person (such as in the case of a married officer), a Mediumsized or smaller animal companion, an alchemy lab, a workbench, etc.. Unlike a Hardpoint dedicated to being an alchemy lab or workshop, these add-ons to personal rooms can only facilitate one personal at a time. A successful Profession (servant) check can still be used to aid that one person, however. These extra bits are not included in the price of the room, and should be bought separately, if such a purchase would be necessary (purchasing a set of artisan tools, an alchemy lab, etc.)

Officers expect personal rooms as part of their position, and an officer staying on a ship who does not get their own personal room suffers a -1 penalty to their loyalty score.

Personal Quarters do not come in Deck size; rather, a Deck of personal quarters contains enough space for 9 individual personal rooms. Alternately, a personal room can be multiple Hardpoints large, Such as when dealing with larger creatures, or when enticing another crew's officer to join you.

### **Powder Room**

#### 20 gp per Hardpoint, 180 gp per Deck

A powder room is a special place where black powder can be stored. Storing gunpowder in this fashion helps keep the powder dry and more effective, although it can be a potential hazard if even one spark should catch the contents on fire. Every Hardpoint dedicated to being a powder room can hold up to 500 cannon shot's worth of black powder, or up to 4,500 shots per Deck.

When a ship stores its gunpowder in a powder room, all of its cannons deal +1 damage. However, if a powder room should be destroyed by fire or enemy cannon fire, it explodes, dealing 4 damage per shot to its location.

### Workshop

#### 50 gp per Hardpoint, 450 gp per Deck

A workshop is a space dedicated to letting characters trained in a Craft skills to create things. Every workshop can be dedicated to only one material or type of creation, including leatherworking, blacksmithery (including weapons and armor), woodworking (including non-cannon siege engines and fletching), masonry, or anything else agreed upon by the GM. Every Hardpoint dedicated to being a workshop can facilitate up to 3 workers. This means a small crew required 4 Hardpoints, and a Deck-sized workshop can facilitate a medium crew plus up to two officers to serve as project leads.

## Siege Engines

#### **Direct-Fire siege engines**

Name	Size	Req. Hard- points	# per Deck	Cost	DMG	Critical	Range	Туре	Team	Reload Time	Hard- ness	Hit Points	Weight	Ammo Cost (per sbot)	Ammo Weight (per sbot)
Ballista, light	Large	1/2	18	350 gp	2d8	19-20/x2	120 ft	Р	1 (12 per small crew)	1 round	5	30	.I t	5 gp	5 lbs.
Ballista, medium	Large	I	9	500 gp	3d8	19-20/x2	120 ft	Р	2 (6 per small crew)	1 round	5	50	.2 t	10 др	10 lbs.
Ballista, heavy	Huge	2	4	800 gp	4d8	19-20/x2	150 ft	Р	3 (4 per small crew)	2 rounds	5	100	.4 t	30 gp	20 lbs.
Ballista, great	Huge	3	3	1,200 gp	6d8	19-20/x2	180 ft	Р	4 (3 per small crew)	2 rounds	5	150	.6 t	40 gp	25 lbs.
Ballista, gate breaker	Gar- gantuan	4	2	2,000 gp	8d8	19-20/x2	210 ft	Р	6 (2 per small crew)	3 rounds	5	200	It	50 gp	30 lbs.

#### **Indirect Siege Weapons**

Name	Size	Req. Hard- points	# per Deck	Cost	DMG	Critical	Range	Туре	Team	Reload Time	Hard- ness	Hit Points	Weight	Ammo Cost (per sbot)	Ammo Weight (per shot)
Catapult, light	Large	I	9	550 gp	4d6	X2	150 ft (30 min.)	В	2 (6 per small crew)	ı round	5	50	.5 t	15 gp	60 lbs.
Trebuchet, light	Large	I	9	800 gp	4d6	X2	210 ft (90 min.)	В	3 (4 per small crew)	ı round	5	50	3 t	15 gp	60 lbs.
Catapult, medium	Huge	2	4	800 gp	6d6	X2	210 ft (90 min.)	В	3 (4 per small crew)	2 rounds	5	100	тt	30 gp	110 lbs
Trebuchet	Huge	2	4	1,000 gp	6d6	X2	300 ft (150 min.)	В	4 (3 per small crew)	2 rounds	5	100	6 t	30 gp	110 lbs.
Catapult, heavy	Gar- gantuan	4	2	1,000 gp	8d6	X2	300 ft (100 min.)	В	4 (3 per small crew)	3 rounds	5	200	4 t	40 gp	120 lbs.
Trebuchet, heavy	Gar- gantuan	4	2	1,500 gp	8d6	X2	400 ft (200 min.)	В	6 (2 per small crew)	3 rounds	5	200	8 t	40 gp	120 lbs.

Ballista: Resembling a massive crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Ballistae are direct-fire weapons.

**Catapult:** Catapults are stone-throwing siege engines powered by winched arms that run through torsion skeins, and hold their payload in a cup that swings up and over the weapon when released. Catapults can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types of ammunition can be found later in this chapter). They are indirect-fire siege engines.

**Trebuchet:** Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, and a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles that scatter to a number of squares around the target square based on the size of the trebuchet.

Cannon: Cannons are crafted of metal—some are cast in one piece, others welded with iron bands—and mounted either in the ground or on wooden frames Cannons use black powder to propel their projectiles with great force. They are direct-fire weapons.

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Ram: A ram increases the damage a ship deals when performing a ram by 3d8, and cuts the damage in half that the vehicle sustains.

#### **Firearm Direct Fire Siege Engines**

Name	Size	Req. Hard- points	# per gun deck	Cost	DMG	Critical	<b>Ran</b> ge	Туре	Team	Reload Time	Hard- ness	Hit Points	Weight	Ammo Cost (per sbot)	Ammo Weight (per sbot)
6 lbs. cannon	Large	1/2	18	4,000 gp	4d6	x3	150 ft.	B and P	2 (6 per small crew)	1 round	ю	50	ıt	25 gp	6 lbs.
12 lbs. cannon	Large	I	9	6,000 gp	6d6	x3	210 ft.	B and P	3 (4 per small crew)	1 round	ю	70	1.5 t	30 gp	12 lbs.
18 lbs. cannon	Huge	2	4	10,000 gp	8d6	<b>x</b> 3	270 ft.	B and P	4 (3 per small crew)	2 rounds	ю	100	2 t	50 gp	18 lbs.
24 lbs. cannon	Huge	3	3	20,000 gp	10d6	x3	330 ft.	B and P	5 (2 per small crew)	2 rounds	IO	150	2.5 t	75 gp	24 lbs.
32 lbs. cannon	Gar- gantuan	4	2	25,000 gp	12d6	x3	390 ft.	B and P	6 (2 per small crew)	3 rounds	ю	200	3 t	100 gp	32 lbs.
Other S	iege Eng	gines	ila?			in De	190	69	220	128%	22.2	62	S.A		
Name	Size	Req. Hard point	l- per	r Cost	DMG	Criti- cal	Range	Туре	Team	Reload Time	Hard- ness	Hit Points	Weight	Ammo Cost (per sbot)	Ammo Weight (per sbot)

gp 300 X2

x2

3d8

## Extras

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## **Special Weapon Components**

Ram

varies

There are several special components that may be outfitted to a siege engine to make it easier to aim, easier to move, or even allow it to reload itself. Each price listed is for a Large weapon; multiply each price by 2 for Huge weapons, 4 for Gargantuan weapons, and 8 for Colossal weapons.

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Weapon Component	Price	Craft DC
Wheels	10 gp	Craft (siege engien) DC 15
Weapon swivel	100 gp	Craft (siege engine) DC 25
Bottom mount	100 gp	Craft (airship) DC 20

**Wheels:** By attaching wheels to a siege engine, the siege engine may be much more easily moved. A team may move the weapon 5 ft as a 5 ft step, or 10 ft as a move action. Spending a move action moving a vehicle prohibits the team from spending

a full-round action to reload it. A siege engine cannot be moved by less than 1/2 its required crew.

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**Weapon Swivel:** A weapon swivel allows a siege engine to rotate quickly, allowing it to fire in any direction when installed onto a ship, rather than only off one of the vehicle's facings. A weapon mounted on a swivel cannot fire through other parts of the vehicle (the weapon must be on an open-air Deck or in a gunport with no surrounding rooms or locations), and a siege engine cannot be equipped with a weapon swivel and wheels at the same time.

**Bottom Mount:** A bottom-mount attached a weapon to the bottom of a vehicle rather than to the top or sides. Even a ram can be attached in this fashion, as this creates a blade that can aid a vehicle when ramming a target that is underneath it. A weapon with a bottom-mount does not suffer any penalty when attacking a target riding their vehicle's shadow, but suffer a -8 penalty when attacking a target in a higher altitude band (in essence, targets below them do not get cover, but targets above them do).

A siege engine must be placed in the bottom-most Hardpoint/Deck of a vehicle to be bottom-mounted.

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Extra	Cost per Hard- point	Cost per Deck	Lift per Hard- point/Deck	Hardness	Hit Points per Hardpoint	Hit Points per Deck
Dirigible (cloth)	50 gp	450 gp	1/2	0	15	135
Dirigible (rigid)	100 gp	900 gp	1/2	3	20	180
Dirigible (magic)	500 gp	4,500 gp	I	States and	1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.	

## Dirigibles

A dirigible is a device that supplies lift for an airship, decreasing the ship's weight when calculating how much engine power is required to make it fly. Usually, this takes the form of a large canvas bladder filled with hot air or light gases. Like sails, dirigibles are measured in Hardpoints and Decks, but rather than occupying space inside the vehicle, they are instead attached to the outside. This means that, like sails, a dirigible does not increase the ship's size for the purpose of determining hit points, mass/weight, number of rooms, etc., but do increase the ship's size when determining maneuverability, CMB, CMD, ram damage, and size penalties to AC. In addition, a dirigible may be targeted, just as if it were an engine (the attack is made with a -2 penalty, and damage is subtracted from the dirigible rather than the vehicle. A broken dirigible provides half as much lift as normal, causing the ship to fall I altitude band per round if this is no longer sufficient to carry the vehicle). Technically there is no limit to the size of the dirigible a vehicle can have, but the ship's mass increases by 1 for every 2 Hardpoints/ Decks of dirigible the ship possesses beyond twice the mass of its hull.

Dirigibles are an inexpensive way to help an airship fly, and it is not uncommon for smaller, cheaper ships to be lifted exclusively by dirigible. However, doing so may be risky, as a dirigible has little in the way of Hardness or hit points. Especially among pirates, it is a common tactic to target an airship's dirigible in combat to cripple its engine's capabilities, or even to send the ship spiraling to the canopy below where it's goods can be recovered later.

*Cloth:* A cloth dirigible is a balloon that is inflated often with air heated by a burner. A cloth dirigible may be deflated and reinflated (each at a rate of 1 round per Hardpoint), and stored within the vehicle when not in use.

*Rigid*: A rigid dirigible is stronger than a cloth one, and is attached to an exoskeleton that makes it unable to collapse.

*Magic*: Much more expensive than a physical dirigible, a magic dirigible isn't truly a dirigible at all, but is rather an enchantment laid upon the ship to make it weightless. This has the advantage of not being targetable with weapons, but like all magic, is susceptible to being dispelled.

#### **Magical Dirigible**

Aura transmutation (Enhancement); CL 10th

Effects

The vehicle gains a magic dirigible.

#### Construction

Craft Rod, *levitate* (or Enhancement Sphere), 250 gp per Hardpoint, 2,250 gp per Deck.

### Pumps

Pump	Cost per Large	Cost per Location	Craft DC
Fire Pump	50 gp	400 gp	Craft (me- chanical) DC

**Fire Pump:** This equips a vehicle or location with a fire pump, which allows a crew or individual to quickly put out any on-board fire.

## Goods and Supplies

Many things, such as fuel, food, and trade goods, are measured in tons. While a pint of oil or a pack of trail rations may supply a single creature for a day, a vehicle and its crew often travels for weeks or months at a time, and most pack enough supplies to make the trip, and often enough trade goods to make the trip worth the expense. The exact number of items is generally unimportant; for the most part, no one needs to know how many beams creates a ton of wood or how many apples creates a ton of food, only how many crewman those apples will feed and how much money the wood is worth.

Since a vehicle's load is measured in tons, all items discussed here have their weight given in tons as well. While some prices scale directly through, others do not; when buying food for a crew, for example, the price becomes more efficient the larger the quantity.

Name	Cost per Individual	Weight	Cost per Small Crew	Weight	Cost per Medium Crew	Weight	Cost per Large Crew	Weight
Month's Rations, Poor	ı gp	.08 t	10 gp	It	20 gp	2 t	40 gp	4 t
Month's Rations, Average	3 gp	.08 t	30 gp	ıt	60 gp	2 t	120 gp	4 t
Month's Rations, Excellent	5 gp	.08 t	50 gp	ıt	100 gp	2 t	200 gp	4 t
Month's Alcohol, Grog	3 sp	.02 t	3 gp	.25 t	6 gp	.5 t	12 gp	ıt
Month's Alcohol, Ale	ı gp	.02 t	10 др	.25 t	20 gp	.5 t	40 gp	It

#### **Table: Supplies**

**Month's Rations:** A crew must pack enough food to make their trip or face fatigue, starvation, or worse. While an individual may purchase their food for the day at a tavern or inn, vehicles and crews usually purchase their food in large quantities. A month's rations includes both the food and drink a person needs to survive.

*Poor:* Hardtack and gruel will keep a crew alive, if not particularly happy or healthy. A crew fed on poor rations suffers a -1 penalty to morale, and a chef working with poor rations suffers a -2 penalty on their Profession (chef) checks. In addition, after a solid month of eating poor rations, a crew or individual gains the sickened condition, which cannot be removed until more nutritious food is consumed.

Average: A step up from poor, average rations include hard bread, with bits of dried meat and fruit. A crew consuming average rations gains no bonuses or penalties. A crew living off of food scavenged with the Survival skill counts as using average rations.

*Excellent:* Excellent rations are of the utmost quality, including salted meats, preserved vegetables, jams, wines and other fine goods. Cooking with excellent rations grants a +2 circumstance bonus to Profession (cooking) checks. After a full month of eating excellent rations, a crew or individual gains a +2 bonus to all Fortitude saving throws.

**Month's Alcohol:** In addition to a crew's regular allotment of rations, it is possible to supply ale or grog to better keep a crew docile.

*Grog:* Grog is a vile drink comprised of bits and pieces of other forms of alcohol and whatever else is on hand, usually mixed with water and some spices. A crew gaining a ration of grog gains a +1 bonus to morale, but also suffers a =2 penalty to Fortitude saving throws.

*Ale:* Much better than grog, ale provides a crew with a +1 bonus to morale

## Fuel

*Steam, Improvised:* A steam engine can burn branches, leaves, seeds, and other things easily obtainable from the Forest. These items have no cost, but must be collected via successful Survival checks. A DC 15 Survival check allows a single character to collect 1 ton of fuel in an 8-hour period. A small crew collects 12 tons.

*Steam:* Oil, coal, and other burning fuels are much more efficient than wood gathered from the Forest, but must be purchased.

*Alchemical:* Alchemical fuel is efficient, but expensive. It is not uncommon for an airship crew to use their own alchemists to create fuel for them, rather than pay for new fuel at each port.

### Trade Goods

Trade goods are useful items, raw materials, and other things bought and sold in bulk. When a character buys the raw materials they need to craft a vehicle they are buying trade goods.

Unlike normal items, trade goods are not sold for half price, but are instead both bought and sold at the listed price. While normal items change price depending on whether they are being bought or sold by

#### **Table: Fuel**

a storefront, bulk trade goods and raw materials are bought or sold in such large quantities and are so integral to both craftsman and the storefronts that will eventually sell the good piece by piece, that their value does not fluctuate depending on who's doing the selling.

Note that while in real life density influences how much of a material is needed to create a 'ton', for the purposes of this book, ton is both a measure of size and of weight; while a ton of adamantine is smaller than a ton of wood, this size difference is not important, and both take up the same amount of space.

#### **Table: Trade Goods**

Name	Price per Ton
Wheat/Grains	20 gp
Salted Fish	50 gp
Wood	10 gp
Salt	10,000 gp
canvas	200 gp
Furs	6,000 gp
Tobacco	1,000 gp
Cloth	8,000 gp
Pottery	10,000 gp
Tools	5,000 gp
Armor/Armaments	5,000 gp
Dye	20,000 gp
Glass	2,000 gp
Darkwood	10,000 gp
Ivory	25,000 gp
Spices, common	1,000 gp
Spices, exotic	30,000 gp
Books, rare	60,000 gp
Leather	2,000 gp
Masonry stone	100 gp
Silk	20,000 gp
Iron	200 gp
Copper	1,000 gp
	the set of the set of the set of the

Name	Fuel per Hardpoint (8-bours)	Weight	Fuel per Deck (8-bours)	Weight	Fuel per Hardpoint (montb)	Weight	Fuel per Deck (month)	Weight
Steam, Improvised		1/2 t	-	4 1/2 t		60 t	194997	540 t
Steam	5 gp	1/4 t	45 gp	2 1/4 t	600 gp	30 t	1,800 gp	270 t
Alchemical	10 др	.1/8 t	90 gp	1 1/8 t	1,200 gp	15 t	3,600 gp	135 t

Name	Price per Ton
Greenwood	50,000 gp
Living Steel	250,000 gp
Silver	10,000 gp
Gold	100,000 gp
Cuazite	200,000 gp
Mithril	500,000 gp
Sidhair	500,000 gp
Platnum	1,000,000 gp
Adamantine 1,000,000 g	
Diamond 5,000,000 gp	

## Trading

## **Goods Modifiers**

Sometimes, a settlement buys and sells a trade good at a very reduced price, often because the settlement produces that good, or simply has no need for it. Other times, a particular good is rare or in demand, and so the settlement buys and sells that good for much more than its base price.

For every category listed below, a settlement could have a modifier of -2, -1, 0, 1, or 2 (at the GM's discretion, times of extreme surplus could result in lower modifiers, and times of extreme need could result in higher modifiers). Any good that falls into that category has its price increased or decreased by 10% per point of this modifier. (Thus, a modifier of -2 indicates the good buys and sells at 20% less than normal, while a modifier of 1 means the good buys or sells at 10% higher than normal).

Category	Sample Goods		
Food	salt, fish, wheat		
Wood, basic	wood		
Wood, rare	Darkwood, greenwood		
Spices	Common spices, rare spices		
Textiles, common	Leather, canvas		
Textiles, rare	Silk		
Recreational products	Tobacco, rare books		
Manufactured goods	Tools, armaments, pottery, glass, dye		
Creature parts	Ivory, furs		
Stone	Marble, granite		
Gems, common	Topaz, garnet		
Gems, rare	Diamond, emeralds		
Metals, common	Iron, copper, bronze		
Metals, rare	Cold iron, mithral, adamantine		

The exact economic modifiers affecting each individual good is determined by the GM, as determined by the settlement's needs, government, and location, as well as any relevant plot points.

## **Discovering Modifiers**

By spending 1 hour gathering information, a PC may attempt a Diplomacy check to accomplish any of the following:

**Local Settlement:** With a DC 15 Diplomacy check, the creature learns the modifier of the settlement he is in with regard to a single category. If they succeed at thsi check by 5 or more, they learn every modifier of the settlement they are in.

**Neighboring Settlements:** With a DC 20 Diplomacy check, the creature learns the modifier of all connected settlements in regard to a single category. If they succeed at this check by 5 or more, they learn about the modifier affecting that category of all settlements up to 2 steps away. If they succeed at this check by 10 or more, they learn the modifier of all settlements 3 steps away. use the reputation rules presented in the Player's Guide to Skybourne when determining if two settlements are 'connected'.

## **Spending Limits**

Depending on the size of the market in question, some markets may not have the goods the PCs are looking for, or not have enough money to buy things from the PCs at market value. Every market possesses

Community Size	Purchase Limit
Thorpe	500 gp
Hamlet	1000 gp
Village	2,500 gp
Small town	5,000 gp
Large town	10,000 gp
Small city	25,000 gp
Large city	50,000 gp
Metropolis	100,000 gp

While selling a single item or loot to a single store is generally an uncomplicated affair, unloading and hauling goods, contacting merchants, and other aspects of mass trade are time-consuming. Selling goods in a market requires at least 4 hours per day of work (an overland move action).

A market's purchase limit is the amount of gold the PCs can expect the market to have on-hand to buy things from them in a given week, which represents not only how much gold the merchants have, but also how many merchants a PC can expect to even be interested in their given artifacts, equipment, or trade goods. To sell more than this amount in a given settlement, the PCs must stay additional weeks in the settlement contacting additional merchants, with at least one character spending the overland move action each day to unload, negotiate, and deliver goods.

Like all aspects of trade, there are always exceptions. For example, the market district of Andrus has double the metropolis spending limit. For more information on markets and settlements, see the Pathfinder Gamemastery Guide.

## What Cannot Be Sold

Markets are entirely driven by whether or not someone has the inclination, and the funds, to buy something, and adventurers often learn that priceless old-world relics are nothing more than dead weight when the engine's broken and the larder is empty. Even in the heart of Andrus, the largest market in the world, it would be nearly impossible to find anyone selling a ton of adamantine, let alone someone willing or capable of buying it off the PCs. Likewise, adventurers who have stumbled upon a mithral ship have secured a priceless fortune, but if those adventurers wanted to turn that ship into money, they'd be better served by melting the ship down and selling the mithral piece by piece to the weapon makers; among the few people in the world who even have that much money, fewer still would be willing to spend on a single ship that would be better spent building and outfitting an entire armada.

Powerful magical items, expensive ships, rare works of art, and exotic trade goods are worth a fortune, but finding someone willing to buy or sell such a fortune is often an adventure of its own, and many an adventurer carrying a king's ransom in goods and equipment has still been forced to trade his things away or sell them for a tenth their true value when his debts came due.

In the end, such details are left up to the GM, as PCs wishing to buy or sell such goods must often seek out dragons, planar kings, or work dangerous favors for archmages in order to get what they want.

## Airships

The following represent several of the most basic chassis for airships available. Each ship, after purchase, can easily be customized with whatever equipment the purchaser requires. At the GM's discression, used ships might be available for

Airsbip	Cost	Size	Minimum Crew
Coaster	180 gp	Huge	I
Skidder	2,285 gp	Gargantuan	I
Falcon	3,095 gp	Colossal	3
Lantern Fly	21,600 gp	Colossal+	2
Steamclad	13,050 gp	Colossal+	6
Arcania	227,520 gp	Colossal+	2
Goliath	248,275 gp	Colossal+	IOI

Coaster
r Vehicle
vehicle space; Cost 180 gp
Hardpoints
3
+7 Dodge, -2 Size); Hardness 5
p
8
ram (1d8)
2; CMD 12
1 AS OCTUDENTS OF
ration o
verability Good
a less and a land
sion Sails (1 Hardpoint, 20 hp); Power 1 (w/ wi
vel).
Veight I Hardpoint
Iling Device steering wheel
g Space 1 space in the front of the airship

nd: +1/2 per se

Required Crew 1-2 (1 pilot, 1 sailor)

LOAD Equipment Weight .2 tons

Huge Ai

Space 1

Size 4 H

DEFENSE

AC 10 (+

Hp 30 h

OFFENSE

Attack

**CMB** +2

Speed 1

Acceler

Maneuv

DRIVE

Propuls

verity lev

Mass/W

Control

Driving

			0			
Light	Load	less	than	2	ton	

Medium Load 2 to 4.9 tons

		. /	
TT			

Heavy Load 5 - 10 tons	
Rooms	A LANDER
Cargo Bay (1 Hardpoint, 10 tons)	
EQUIPMENT	

Cloth Dirigible (2 Hardpoints, 30 hp)

The coaster is possibly the cheapest airship in existence, and as such still sees extensive use despite its rather humble design. The coaster is primarily used for making short-distance runs, such as delivering small cargo or a few passengers from one end of a city to another. Among the wealthy, many youth purchase a coaster when they first begin learning the art of airship sailing, as its small size means it only requires a single crewman to simultaneously steer the ship and work the sails.

Skidder	Falcon
Gargantuan Air Vehicle	Colossal Air Vehicle
Space 1 vehicle space; Cost 1285 gp	Space I vehicle space; Cost 3095 gp
Size 6 Hardpoints	Size 45 Hardpoints
DEFENSE	DEFENSE
AC 8 (+7 Dodge, -4 Size); Hardness 5	AC 2 (+5 Dodge, -8 Size); Hardness 5
<b>Hp</b> 60 hp	<b>Hp</b> 270 hp
OFFENSE	OFFENSE
Attack ram (2d8)	Attack ram (8d8)
<b>CMB</b> +4; <b>CMD</b> 14	CMB +8; CMD 18
Speed 2	Speed 2 (w/ wind, +1 per severity level)
Acceleration 1	Acceleration 1
Maneuverability Good	Maneuverability Average
DRIVE	Drive
<b>Propulsion</b> Sails (2 Hardpoints, 40 hp); <b>Power</b> 2 (w/ wind: +1 per severity level).	<b>Propulsion</b> Sails (18 Hardpoints, 360 hp); <b>Power</b> 18 (w/ wind: +9 per severity level).
Mass/Weight 2 Hardpoints	Mass/Weight 9 Hardpoints
Controlling Device steering wheel	Controlling Device steering wheel
Driving Space I space in the front of the airship	Driving Space 1 space in the aft of the airship
Required Crew 1-2 (1 pilot, 1 sailors)	Required Crew 3 (1 pilot, 2 sailors)
LOAD	LOAD
Equipment Weight .4 tons	Equipment Weight 3.6 tons
Light Load less than 4 tons	Light Load less than 18 tons
Medium Load 4 to 9.9 tons	Medium Load 18 to 44.9 tons
Heavy Load 10 - 20 tons	Heavy Load 45 - 90 tons
Rooms	Rooms
Cargo Bay (1 Hardpoint, 10 tons)	Cargo Bay (4 Hardpoints, 40 tons)
Bunks (1 Hardpoint, 6 crewmen)	Bunks (5 Hardpoints, 30 crewmen)
EQUIPMENT	Equipment
Magic Dirigible (2 Hardpoints)	Rigid Dirigible (18 Hardpoints, 360 hp, Hardness 3)

The skidder is a larger and faster version of the coaster, and while it is still primarily used for short trips, a skidder comes equipped with living quarters, allowing its crew to make extended journeys. While the use of a magical dirigible makes it more expensive than other sailing ships, it also allows it to stay small and maneuverable, making it well worth the cost in most eyes. The Falcon is one of the most recognizable airship designs in the world, and many variants of it have been produced over the years by different shipwrights, each one with its own style depending on the needs of the captain and the flair of the shipwright. Although the falcon is too large for the pilot to simultaneously work the sails, it can still fly with a very small crew, and also contains the fascilities to house a moderate number of crewmen and cargo. Many captains, depending on their needs, will fit this ship with artillary, additional engines, and more.

LANTEAN FLY	Steamclad
Colossal+ Air Vehicle	Colossal+ Air Vehicle
Space 3 vehicle spaces; Cost 21,600 gp	Space 3 vehicle spaces; Cost 13050 gp
Size 15 Decks	Size 15 Decks
DEFENSE	DEFENSE
AC 4 (+7 Dodge, -8 Size); Hardness 5	AC 2 (+5 Dodge, -8 Size); Hardness 5
Hp 1350 hp (1 hull location)	Hp 1350 hp (3 locations)
Offense	Offense
Attack ram (8d8)	Attack ram (8d8),
<b>CMB</b> +10; <b>CMD</b> 20	<b>CMB</b> +10; <b>CMD</b> 20
Speed 8 (11 pushed, 13 overload)	Speed 1 (2 pushed, 4 overload)
Acceleration 2	Acceleration 1
Maneuverability Good	Maneuverability Average
Drive	Drive
<b>Propulsion</b> Air elemental engine (2 Decks, hp 540); <b>Power</b> 40 (60 push, 80 overload).	<b>Propulsion</b> steam engine, (5 Decks, 2,250 hp); <b>Power</b> 15 (37 push, 60 overload)
Mass/Weight 5 Decks	Mass/Weight 15 Decks
Controlling Device steering wheel	Controlling Device steering wheel
Driving Space I space in the front of the airship	Driving Space I space in the front of the airship
Required Crew 2 (1 pilot, 1 engineer)	Required Crew 6 (1 pilot, 5 engineers)
LOAD	LOAD
Equipment Weight 36 tons	Equipment Weight 225 tons
Light Load less than 90 tons	Light Load less than 270 tons
Medium Load 90 to 224.9 tons	Medium Load 279 to 674.9 tons
Heavy Load 225 - 450 tons	Heavy Load 675 - 1,350 tons
Rooms	Rooms
Air Elemental Engine (2 Decks)	Steam Engine (5 Decks)
Cargo Bay (2 Decks, 180 tons)	Cargo Bay (7 Decks, 630 tons)
Personal Rooms (1 Deck, 9 rooms)	Bunks (3 Decks, 108 crewmen)
Equipment	Personal Rooms (1 Deck, 9 rooms)
Rigid Dirigible (2 locations, 900 hp each, Hardness 3)	Equipment
The lantern fly is a moderate cargo vessel, and is named for the large	None

captains try to outrun trouble rather than fight it.

air elemental engine that sprouts from the back, which lights up with The steamclad is a large ship powered by steam engine, originally deelectric power when active not unlike a lantern fly. While the standard veloped by alchemists looking to escape the Forest but has since been lantern fly carries no weapons, the ship is easily customizable to fit the repurposed for other uses. While not particularly powerful, the steamcaptain's needs. However, its powerful but fragile engine means most clad has remained in use as short-range airship with significant cargo space, often used by merchants and traders. While the ship does not come standard with weapons, sails, nor a dirigible, many pirates refit these ships to become more battle-worthy, sacrificing maneuverability for a dirigible and sails to increase speed, and cargo space for a great assortment of weapons.

Arcania	Goliath
Colossal+ Air Vehicle	Colossal+ Air Vehicle
Space 3 vehicle spaces; Cost 227,520 gp	Space 50 vehicle spaces; Cost 248,275 gp
Size 15 Decks	Size 250 Decks
DEFENSE	DEFENSE
AC 2 (+5 Dodge, -8 Size); Hardness 5	AC o (+3 Dodge, -8 Size); Hardness 5
Hp 1350 hp (3 locations)	Hp 1350 hp (10 locations)
OFFENSE	OFFENSE
Attack ram (8d8), 54 light ballista (27 port, 27 starboard, 2d8, 19-20) CMB +10; CMD 20 Speed 11 (15 pushed, 19 overload)	Attack ram (8d8), 90 medium ballista (3d8, 19-20), 4 heavy trebuchet (8d6, x2, w/swivel), 6 gatebreaker ballista (8d8, 19-20 x2, w/swivel) CMB +57; CMD 67
Acceleration 2	Speed 3 (4 pushed, 5 overload, w/ wind: +1 per severity level)
Maneuverability Average	Acceleration I
DRIVE	Maneuverability Poor
Propulsion spell engine (3 Decks, hp 2700); Power 195 (307 push, 420	Drive
overload)	Propulsion sails (100 Decks, hp 900 per location, 20 locations), al-
Mass/Weight 15 Decks	chemical engine (5 Decks, 3600 hp); Power sails: 100 (w/ wind, +50 per
Controlling Device steering wheel	severity level) alchemical engine: 75 (112 pushed, 150 overload)
Driving Space I space in the front of the airship	Mass/Weight 50 Decks
Required Crew 2 (1 pilot, 1 engineer); 108 gunmen	Controlling Device steering wheel
LOAD	Driving Space 1 space in the aft of the airship
Equipment Weight 32.4 tons	Required Crew 101 (1 pilot, 100 sailors); 330 gunmen
Light Load less than 270 tons	LOAD
Medium Load 279 to 674.9 tons	Equipment Weight 230 tons
Heavy Load 675 - 1,350 tons	Light Load less than 900 tons
Rooms	Medium Load 900 to 2,249.9 tons
Spell Engine (3 Decks)	Heavy Load 2,250 - 4,500 tons
Cargo Bay (5 Decks, 450 tons)	Rooms
Gunport (3 Decks)	Alchemical Engine (5 Decks)
Bunks (3 Decks, 162 crewmen)	Cargo Bay (10 Decks, 900 tons)
Personal Rooms (1 Deck, 9 rooms)	Gunport (15 Decks)
EOUIPMENT	Bunks (15 Decks, 810 crewmen)
54 light ballista (27 port, 27 starboard)	Personal Rooms (2 Decks, 18 rooms)
Among professional delvers, no vehicle is more sought after than the	Kitchen (I Deck)
arcania. The arcania is designed to be a well-rounded ship, and can si-	Brig (I Deck)
multaneously travel at high speeds, carry a significant amount of cargo,	Captain's Quarters (I Deck)
and pack sufficient weepons to make suick work of enemies. While it is	Capitallis Quarters (1 Deck)

multaneously travel at high speeds, carry a significant amount of cargo, and pack sufficient weapons to make quick work of enemies. While it is far too expensive to see regular use in most militaries, professional delvers will sometimes fly the arcania as a mark of pride and power.

Rigid dirigible (100 Decks, 900 hp per location, 20 locations) 90 medium ballista (45 port, 45 starboard)

4 heavy trebuchet (w/ swivel)

EQUIPMENT

106

6 gatebreaker ballista (w/swivel)

The goliath is the great warship of the skies. A gunboat of increadible size, the goliath can batter its enemies at a distance from any direction with the gatebreaker ballista and heavy trebuchet mounted on its top deck, or pull in close and destroy its enemies with a barrage of its medium ballista. A goliath is rarely seen except in the employ of governments and warlords who can afford its price and have use for such gunboats, and the deployment of even one goliath is cause for alarm among their enemies. When a goliath is outfitted further with additional enchantments, cannons, and magical weapons, it can truly become a ship of legend. The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

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