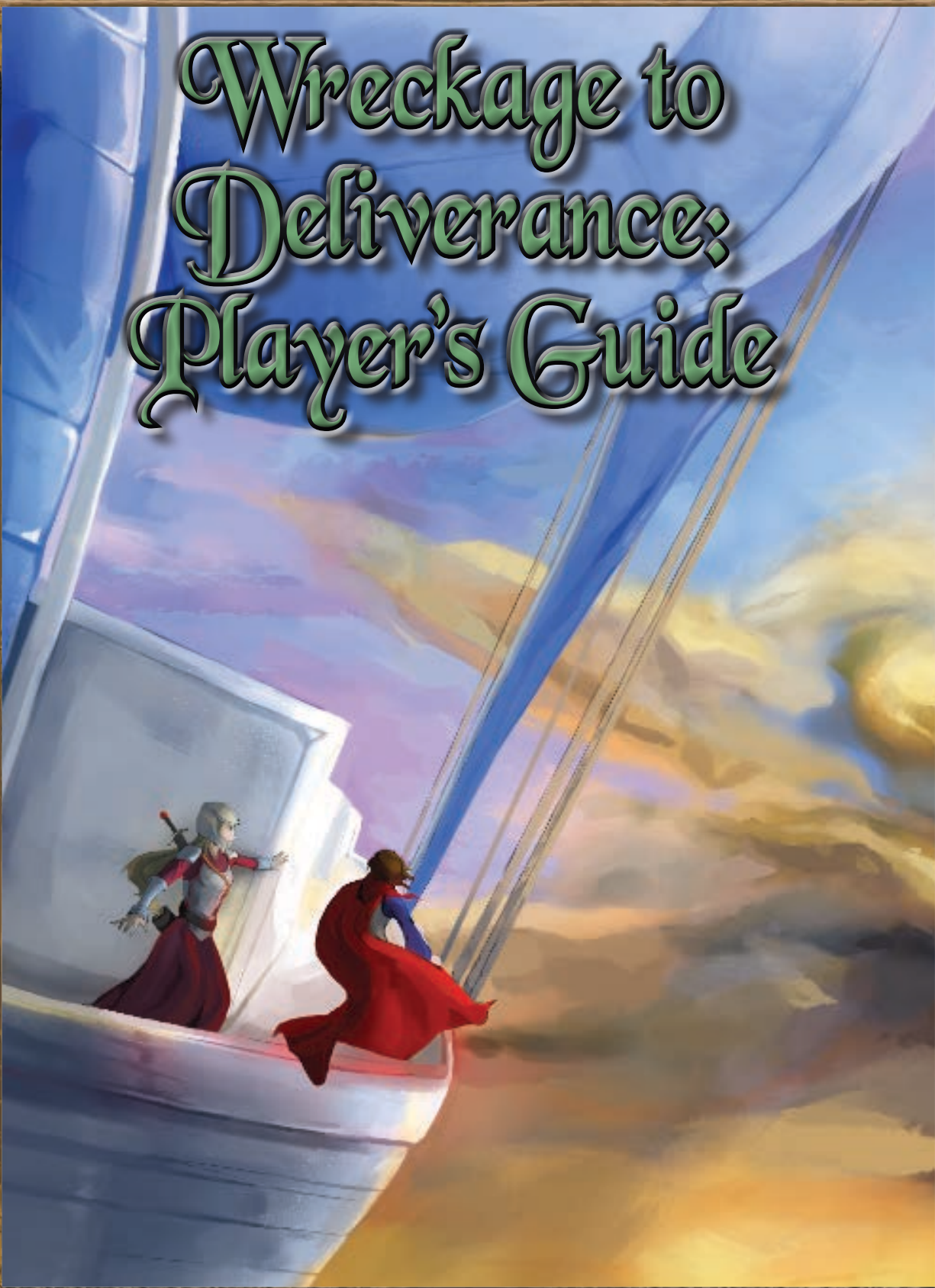


Wreckage to Deliverance: Player's Guide



Wreckage to Deliverance: *Player's Guide* Credits

Author: Derfael Oliveira

Creative Director: Adam Meyers

Interior Art: Matt Marrow, Phill Simpson, Adam Meyers

Cover Art: Wilder Surge

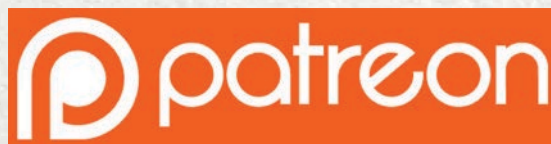
Layout: Adam Meyers

Editing: Johannes Tuber

Cartography: John Stevenson, Adam Meyers, Derfael Oliveira

Special Thanks: Andrew Wrench, Darren Smith, Mervyn Long, Taryn Long

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Chapter 1

Introduction

On the continent of Morago, there is a small portion of the Jeo desert, called the Eventide, a harsh wasteland of black sands and obsidian dunes. Wreckage to Deliverance is an adventure that incorporates a mesh of environmental conditions and combat encounters, so while there will be a variety of desert-based monsters and denizens to fight, the party will also have to cope with the harsh desert terrain as they make their way toward the safety of civilization. Wreckage to Deliverance puts more focus than many other adventures on surviving environmental challenges (such as extreme heat and cold) and resource management (rations and water).

Coming Together

Regardless of any other choices you make when building your character, the campaign starts within a new world settlement, be it the massive metropolis of Andrus or drifting on one of the floating cities (such as Elfwood or The Great Mountain). Furthermore, the adventure presumes that the entire party ends up aboard the falcon-class airship, the Merlin. So whether your individual character is a part of the crew, a traveling merchant, or a hired hand, it is imperative that your character has a reason for being aboard the air vessel. While the adventure begins within a new world settlement, preferably a lawful one, it doesn't stay there very long—characters who have strong ties to the metropolis and don't want to leave are ill suited for the adventure, which sees your PCs traveling throughout the Eventide desert without returning to the original settlement for a significant reason once you leave at the start of the adventure.

Character Tips

You're ready to crash into the adventure, but what kind of character should you play? What is the best choice of character that will fit into Eventide and its themes of savage denizens inhabiting an even more savage environment? Should you make a mage from the University gathering rare material components for spells or research, a scholar from the Artificer's Guild seeking relics from the fallen Kolean empire, a guard hired by one of the ship's officers to protect their vessel during its voyage, or one of the crew who after this last deployment is planning to move on in life to a new career path? The following hints, tips, and suggestions are designed to help you make some of these choices so that your character is best suited to exploring this land and taking on its many challenges. The following suggestions are far from exhaustive, and there are thousands of different character concepts that would work perfectly fine in this type of adventure.

Alignment

This adventure makes no assumption about the PC's alignment. However, selfish or apathetic characters may have a more difficult time getting attached to the story. In addition, a variety of the conflicts presented in the adventure may very well require working together with other party members, as such non-evil PC's are more appropriate for this adventure than evil ones.

Archetypes and Class Options

The adventure presumes that players are utilizing characters built using the {Spheres of Might and {Spheres of Power systems. Characters not playing a spherecaster or practitioner may find themselves disadvantaged in and out of combat. Players who are interested in playing a character who is both a spherecaster and a practitioner should look into using {Champions of the Spheres as a character building resource. Players who are not very well acquainted with either system, or are not comfortable building a character with those systems, should feel free to utilize one of the pregenerated characters found in the back.

New Casting Tradition

Demonology

This arcane casting tradition is determined by scholars to share characteristics of the Blood Magic and Mind casting traditions. Not surprising, the Demonology casting tradition is found almost exclusively among demonologists and evil outsiders.

Classes: Sorcerers and thaumaturges

Casting Ability Modifier: Charisma (or Constitution if higher)

Drawbacks: Draining Casting, Mental Focus

Boons: Fortified Casting

Note: Like the Blood Magic casting tradition, a caster with the Demonology casting tradition must use the blood price alternate pricing method when using rituals.

New Martial Tradition

Janjaweed

A man with a horse and a gun; those who possess this martial tradition generally focus in either mounted combat or with gunmanship.

Bonus Talents: Beastmastery sphere (ride) package

Equipment sphere: Firearm Proficiency

Variable: Janjaweed gain either the Barrage and Sniper spheres, or two talents of their choice from the Beastmastery sphere.

Reminder: Characters with the Firearm Proficiency (discipline) talent begin play with one of the following firearms in addition to her starting equipment: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she 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 is worth 4d10 gp when sold).

Favored Enemies and Favored Terrain

The majority of this adventure will take place in desert environments. Vermin are by far the most common creature type encountered, but there are also a random assortment of aberrations, animals, elementals, humanoids, magical beasts, oozes, and undead.

Races

The Skybourne setting is full of an almost countless number of races, few of which are natively found in a single region of Khrona, although the districts in the city of Andrus tend to gather creatures of particular races over others. However, races that are water-dependent such as cecaelia or merfolk should be avoided, as a large portion of the adventure will take place in a desert.

Skills and Feats

Knowledge (geography), Perception, and Survival will likely be the most called on skills within this adventure, so having at least one character in the party invested in each of these skills will be useful. Other skills are no more important to the adventure than any other skill. No single feat stands out as particularly useful for this adventure.

Combat Spheres and Magic Spheres

There are few combat spheres which will be of absolutely no use on this adventure. Although it should be warned that because of the harsh environment of Eventide, the (handle animal) package of the Beastmastery sphere will probably be the least useful. This is mostly because creatures of the animal creature type are not common in the area of Eventide. If your party does not include someone with the Life sphere (from {Spheres of Power}), be sure that someone in your party has healing capabilities such as with the Alchemy sphere. Regarding magic spheres, it will be useful to have talents that: provide energy resistance to cold and fire damage, deal cold or fire damage, provide food, water, and shelter, or grant flight.

Supplemental Content

There are a number of books that can help in running this module. With a large portion of the adventure taking place in a harsh desert environment, there is one supplement that may be described as indispensable for running the campaign module—*Woodfaring Adventures*, and while its contents are not essential to run the adventure, they contain valuable resources to both Players and GMs. Players may find particular use with equipment or feats provided, while GMs may appreciate the codified rules for travelling and exploring the wilderness.

For Game Masters

Every encounter in the module can be found in *Spheres Bestiary: Desert Encounters*, and as such is almost a necessity to run the adventure smoothly. In addition to *Woodfaring Adventures*, GMs may also find using content from *Pathfinder Roleplaying Game: Ultimate Wilderness*, and *Dunes of Desolation* (published by Frog God Games) useful in understanding a desert environment, which may inspire additional adventures or sidequests alongside the module. For GMs who may desire to focus more on the airship navigation of the adventure, *Ships of Skybourne* may be an invaluable asset to fleshing out different airships (and other means of travel). If you as a GM desire to understand a bit more about the Skybourne setting, *Andrus: City of Men* will be a helpful supplement.

For Players

The *Player's Guide to Skybourne* contains the bare minimum that players need to know about the Skybourne setting, and as such is invaluable. When picking equipment, players will find *Pathfinder Roleplaying Game: Ultimate Equipment* to be particularly useful. Alchemists, and others who desire to utilize spontaneous alchemy, will find everything they need to know in *Pathfinder Player Companion: Alchemy Manual*. Players who desire to focus in psychological maneuvers such as demoralization or feinting will find *Ultimate Charisma* (published by Everyman Gaming) to be useful.

Campaign Traits

The campaign traits listed below are designed to help move the story along and mitigate the need for players to explicitly be devoted to a particular action (such as searching for traps). Players participating in this adventure are limited to one campaign trait per character, although multiple characters may choose the same trait. Players using one of the pregenerated characters may replace one of their traits for one of the campaign traits listed below. These traits are written to be used explicitly for this adventure, and are not advised to be used outside the adventure or the Skybourne setting without GM's approval.

Ammo Gatherer (Campaign)

You do your best to ensure that you and your companions maintain a full stock of ammunition. During any encounter where you are present, ammunition (magical and non-magical) that fails to hit its target have a 100% recovery rate (instead of 50%). In addition, crafting non-magical ammunition takes 50% less time.

Cryptwood Survivor (Campaign)

You are familiar with the hazards associated with a cryptwood of a particular region. Choose a type of terrain from the ranger's list of favored terrain. You gain a +1 trait bonus to initiative checks, and a +2 trait bonus to saves made to resist environmental hazards in the chosen terrain. Possessing this trait counts as possessing the favored terrain class feature in the chosen terrain for the purpose of meeting feat prerequisites.

Kolean Researcher (Campaign)*

You are well-studied in the lore of Kolean history and its culture. As long as you move no more than your base speed each round, you gain a free Knowledge check (of the appropriate type) to identify artifacts of the Kolean empire. You gain a +4 trait bonus on any Knowledge checks relating to the Kolean empire, and may attempt said skill checks untrained.

*This trait will see little use in this particular adventure, but may be useful with supplementary content and expansions.

Ration Scavenger (Campaign)

You never know when your next meal will come, and consequently, you hunt and gather while on the move. Once per day, you may attempt a DC 10 Survival check. Succeeding this skill check provides enough food and water for a Medium creature, +1 Medium creature for every 2 that you exceed the DC. You do not suffer penalties to this check in terrain such as deserts where food and especially water is sparse; however, in areas where food and water are effectively nonexistent, you will only find sufficient food and water for yourself (regardless of how high your skill check result is). In addition, you may attempt this check even when moving at speeds greater than half your overland speed.

Shifty (Campaign)

You are light on your feet and keep an eye out for traps or hazards. As long as you move no more than your base speed each round, you gain a free Perception check to notice traps and hazards the first time you are within 10 feet of them, be they mechanical (trip wires, dart throwers, etc.), magical (rune spells, sigils, etc.), or natural (quicksand, pit falls, etc.). If you would at any time already have a similar ability, such as with the See Hazards talent from the Divination sphere, or the Heightened Awareness talent from the Scout sphere, you instead gain a +4 trait bonus to the check. This trait by itself does not give you insight into disabling such traps or hazards.

Skeptic (Campaign)

You are not easily deceived and question everything, determined to find the truth yourself. As long as you move no more than your base speed each round, you gain a free Will save to disbelieve illusions the first time you are within 10 feet of them, be they natural (desert mirage, etc.) or magical (patterns, phantasms, pigments, etc.). In addition, anytime you end your turn within 10 feet of a dominated or enthralled creature, you gain a free Sense Motive check to determine if they are affected by an enchantment (charm) or enchantment (compulsion) effect. If you would at any time already have a similar ability, such as with the Heightened Awareness talent from the Scout sphere, you instead gain a +4 trait bonus to the check.

Skyport Cartographer (Campaign)

You are constantly making notes and sketches, mapping out the places you visit. Each day that you spend within a particular territory, you may attempt a single Craft (maps), Linguistics, or Profession (cartographer) check DC equal to the territory's Exploration DC. Succeeding at the check a number of times equal to the territory CR results in crafting a map or gazetteer of the area, granting a +5 circumstance bonus on future exploration checks in that territory (bonuses from multiple maps or gazetteers do not stack). Documenting an area with this trait does not count against the number of character actions that you may perform. Gazetteers and maps created in this fashion may be sold for a number of gold pieces equal to 10 x the territory's CR. In addition, anytime that you would fail a Knowledge (geography) or Survival check to avoid getting lost, you may reroll the check once and gain a +4 trait bonus.

Triggered (Campaign)

You are well acquainted with the grit of combat, which causes you to respond well to combat readiness at the start of an encounter. As a non-action at the start of a combat encounter you may draw or ready one item (such as a potion, shield, wand, or weapon) per hand or claw (normally 2). Creatures with telekinetic arms or prehensile tails may draw or ready additional items as if a hand or claw. You may utilize this trait even if caught flat-footed or during a surprise round.

Other Traits

Well-Provisioned Adventurer (Equipment)

Select and gain one of the equipment packages found in Pathfinder Player Companion: Adventurer's Armory 2. If you select this trait during character creation, you do not receive any starting gold.

Instead of one of the equipment packages found in the Pathfinder Player Companion: Adventurer's Armory 2, you may select a tradition package if you also possess the relevant martial tradition (for example, the janjaweed tradition package requires the Janjaweed martial tradition). Unlike other equipment packages, tradition packages like these may not be purchased.

Janjaweed Tradition Package

The janjaweed tradition package is less standardised than most other packages, but may be tailored to the individual who acquires it. In adventures or campaigns where firearms are nonexistent or very rare, the firearm option is unavailable, and instead the character must choose the masterwork bow option. The janjaweed tradition package includes the following equipment:

Armor: Eventide outfit and either a) hide armor or b) studded leather armor and light wooden shield

Melee Weapons: any 2 simple weapons

Ranged Weapon: Firearm (blunderbuss, musket, or pistol) w/ a full powder horn and 10 firearm bullets or pellets (10 handfuls), or a masterwork bow (composite longbow or composite shortbow) w/ 20 arrows.

Mount: Riding camel or combat trained light horse

Other Gear: Backpack, belt pouch, feed (10 days), filter scarf, flask, flint and steel, mess kit, saddlebags, saddle (military), silk rope (50 ft.), tent, trail rations (10 days), verminbite kit, water-skin x4, whetstone, winter blanket, 5 gp.

Total Weight*: 250 lbs. +/- 8 lbs. based on simple weapon choices (104-112 lbs. +/- 4 lbs. based on simple weapon choices for a Small character). *Does not include mount

Ruin Delver Tradition Package

The ruin delver tradition package is less standardised than most other packages, but may be tailored to the individual who acquires it. The ruin delver tradition package includes the following equipment:

Armor: Cold-weather or hot weather outfit, and masterwork studded leather armor

Primary Melee Weapon: Choose a masterwork weapon from the following list: battle ladder, battle stein, battle wrench, climbing pick, fishing tackle, garrote, grappling hook, iron brush, machete, 10-foot pole, torch, or whip.

Secondary Melee Weapons: Cold iron morning star and silver sickle.

Ranged Weapon: Choose a masterwork weapon from the following list: crossbow (heavy or light) (with 20 bolts), net, or sling (with 20 bullets).

Alchemical Weapons: Acid flask x2, alchemist's fire x2, holy water x2.

Other Gear: Adventurer's sash, backpack, bedroll, belt pouch, candle x2, chalk, climber's kit, compass, everburning torch, grappling hook, hammer, ink, inpen x2, journals x2, magnifying glass, mapmaker's kit, piton x4, silk rope (100 ft.), sunrod x3, tindertwig x4, trail rations (5 days), (traveler's anytool, waterskin x2, 20 gp.

Total Weight: 104 lbs. +/- 6 lbs. based on primary melee and ranged weapon choices (75 lbs. +/- 3 lbs. based on primary melee and ranged weapon choices for a Small character).

Identifying Spherecasters and Practitioners

When using the monster lore aspect of the Knowledge skill, a character may opt to determine the casting and/or martial traditions of the target. Characters utilizing the scout ability of the Scout sphere may choose to learn a casting or martial tradition of the creature in place of a single weakness.



Spherecasters

Prior to attempting the Knowledge check, attempt a free Spellcraft check DC 10. Succeeding at this check will allow you to determine the casting tradition category, as well as the necessary Knowledge skill required to identify the specific casting tradition of the creature (DC is equal to 10 + the challenge rating of the target). Refer to the table below:

Casting Tradition Category (Specific Tradition)*	Knowledge Skill**
Arcane (Apothecary, Artificery, Bardic Magic, Blood Magic, Chomic Traditionalist, Contaminated, Defiler, Demonology, Dragon Magic, Fey Magic, Flame-Blooded, Pact Magic, Sin Wizard, Song Wielder, Shadow Tapper, Sorcerous Blood, Traditional Magic, Water-Magi, Wild-Born, and Wizardry)	Knowledge (arcane)
Divine (Blighter, Bloodletting, Corrupted Apostle, Divine Petitioner, Druidic, Elemental Shaman, Inherent Divinity, Keeper, Mysticism, Nomad Shaman, Runist, Spiritual, Ur-Priest, and Void Priest)	Knowledge (religion)
Natural (Lycanthrope or None)	According to creature type
Psychic (Addled, Battle Lord, Beast Charming, Bonneteur, Cartomancy, Chi Tracer, Dream Casting, Gadgeteer, Hypnotism, Ley-Line Tapper, Material Transmuter, Mind, Monastic, Scion Of The Crown, Strange Mentalist, Sword-Bound, Vitalist, and Wilder)	Knowledge (planes)

**These are merely recommendations on how to categorize specific casting traditions in the Skybourne campaign setting. If a player is using a casting tradition not listed above, GMs should work with them to determine what type of magic their casting tradition uses and why.*

GMs may allow a different Knowledge skill be used for a specific casting tradition. For example, a player may use Knowledge (nature) with Beast Charming, Druidism, or Fey Magic casting traditions; or use Knowledge (psionics) with Hypnotism or Mind casting traditions.*

****Knowledge (psionics) is a new skill introduced in Ultimate Psionics by Dreamscarred Press.*

Practitioners

Characters who wish to determine the martial tradition of a practitioner or champion utilize Knowledge (local), which is detailed below:

Expanded Skill: Knowledge (Local)

Knowledge (Local) (Int) (Trained Only)

You can use this skill to identify combat sphere talents or abilities as soon as they are used, or recall tactics used in historic battles, as well as identifying warriors or generals in those battles or identifying heroes or villains in history and modern times.

Check: You can identify combat sphere abilities and talents used by a combatant. The DC's for Knowledge (local) checks relating to various tasks are summarized below.

Skill DC	Task
5 + target's base attack bonus	Identify a sphere talent or ability being used by something you can see or hear. No action required. No retry.
10 + target's challenge rating	Identify the martial tradition(s) that a creature possesses by witnessing the creature use at least one sphere talent or ability. No action required. No retry.
20 + target's base attack bonus	Determine all combat spheres known by a particular creature by witnessing the creature use at least one sphere talent or ability. No action required. Retry only if subject uses another sphere talent or ability.
15 + variable amount, +2 for every 50 years ago the battle occurred.	Recall important facts about historic battles and tactics used.
20	Recall facts about prominent practitioners (including sphere champions) in the region.

Gear and Magic Items

Below is a collection of items that are available during the adventure, some of which are reprints placed here for the player's convenience.

Adventuring Gear

Adventurer's Sash

Price 20 gp; **Weight** 3 lbs.; **Size** Tiny-sized object

This bandolier holds six pouches along its length and a satchel at the hip. Each pouch has a stiff leather flap that can be secured against jostling with a clasp (requiring a move action to open or close) or left unfastened for easier access. The pouches and satchel contain loops and ties for securing additional equipment.

The sash buckles at the shoulder, and in an emergency can be freed with a sharp tug as a move action.

Filter Scarf

Price 5 gp; **Weight** --; **Size** Tiny-sized object

Made of heavy material, this scarf filters out dust, sand, smoke, and other airborne contaminants. When worn over your nose and mouth, this scarf grants you a +1 resistance bonus on saving throws against inhaled poisons and other airborne effects that require breathing.

Kit, Eventide

Price 95 gp; **Weight*** 63.5 lbs.; **Size** Medium-sized object

This kit includes the following: backpack (2 gp), eventide outfit (50 gp), filter scarf (5 gp), 50-foot hemp rope (1 gp), rations x10 (5 gp), small tent (10 gp), verminbite kit (20 gp), waterskin x2 (2 gp), winter blanket (5 sp)*Eventide kits purchased for Small characters weigh 26.25 lbs., while eventide kits purchased for Large characters weigh 202.5 lbs.

Kit, Mapmaker's

Price 10 gp; **Weight** 2 lbs.; **Size** Tiny-sized object

This small kit contains a simple slate with a grid carved into its surface and a number of differently colored pieces of chalk. If you use this kit to draw a map as you travel, you receive a +2 circumstance bonus on Survival checks to avoid becoming lost.

Kit, Tanner's

Price 10 gp; **Weight** 5 lbs.; **Size** Small-sized object

This kit contains a fleshing knife, a bottle of tanning solution, a small tanning board, and a leather apron. If you use this kit to harvest and tan an animal's hide, you receive a +5 circumstance bonus on Craft checks to create leather items such as belts, boots, cloaks, clothing, gloves, or hide or leather armor. A kit contains enough tanning solution to create a total of 150 pounds of leather items.

Kit, Verminbite

Price 20 gp; **Weight** .5 lbs.; **Size** Tiny-sized object

This kit contains three pliable suction cups, a constrictor strap, a tiny razor, and several vials of vermin antivenom. When suffering a poison that was delivered by the bite or sting attack of a vermin (or other insectoid creature, such as a ettercap), as a full-round action, you can use this kit to gain a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

Map, Tradewind

Price 30 gp; **Weight** 1 lbs.; **Size** Tiny-sized object

This map provides the locations of the Tradewind territory of the Eventide region, and grants a +5 circumstance bonus to exploration checks.

Outfit, Eventide

Price 50 gp; **Weight**** 10 lbs.; **Size** Medium-sized object

This outfit has flaps which can tear away or clasp toward the primary garb allowing for additional ventilation or warmth as necessary. When modified for cold-weather, the eventide outfit grants a +5 circumstance bonus on saves vs. cold weather and energy resistance 5 vs. nonlethal cold damage (including nonlethal damage dealt from cold weather). When modified for hot-weather, the eventide outfit grants a +5 circumstance bonus on saves vs. hot weather and energy resistance 5 vs. nonlethal fire damage (including nonlethal damage dealt from hot weather). Changing between cold and hot weather modifications is a full-round action. These bonuses do not stack with those granted by the Survival skill.

***Weight figures are for outfits sized to fit Medium characters. Outfits fitted for Small characters weigh half as much, and outfits fitted for Large characters weigh twice as much.*

Alchemical Reagents

Below are a list of alchemical reagents, most of which are from *Pathfinder Player Companion: Alchemy Manual* for spontaneous alchemy, which may also be used as an alternative to the material cost for rituals or the material casting drawback for the relevant sphere.

Alchemical Reagents

Item	Material Casting Sphere	Price
Black powder	Destruction	10 gp
Blood	Blood	3 gp
Brain mold spores	Time	5 gp
Brimstone	War	5 sp
Cold iron	Protection	1 gp
Darkwood	Creation	2 gp
Ginger extract	Alteration	5 sp
Gold	Life	5 gp
Keif	Mind	15 gp
Magnesium	Light	1 gp
Moon dew	Divination	4 gp
Mugwort extract	Fate	2 gp
Myrrh	Enhancement	5 sp
Phosphorus	Warp	2 sp
Pixie Dust	Fallen Fey	15 gp
Quicksilver	Dark	1 gp
Realgar	Nature	3 gp
Salt	Death	5 sp
Saltpeter	Telekinesis	3 gp
Silver	Illusion	1 gp
Spirit of wine	Conjuration	5 sp
Urea	Weather	5 sp

Alchemy and Poisons

The items below are alchemical items or poisons which may be bought, crafted, harvested, and/or sold in the Eventide region. Each item also includes a recipe for games utilizing the spontaneous alchemy variant of the crafting system. Players otherwise craft these items using the crafting rules found in the *Pathfinder Roleplaying Game Core Rulebook* pg 91-93.

Ankheg Acid

Price 20 gp; **Weight** ---

This acid is usually derived from the stomach bile of an ankheg, but alternatively may be crafted with improved acid flask formulae. Due to the nature of its key ingredient, crafting ankheg acid must begin within the hour of harvesting raw ankheg acid or brewing improved acid flask formulae. A flask of ankheg acid can be used like a flask of acid, dealing 2d6 points of acid damage on a direct hit, or 2 points of acid splash damage if within 5 feet of where it hits. Targets who take at least 2 points of acid damage from the initial attack take half the total damage again on the following round.

ALCHEMICAL RECIPE

Recipe (15 brimstone + (1 dose of raw ankheg acid or improved acid flask)) / Distillation

Craft DC 20

Time 1 day

Tools retort

Type alchemical weapon

Giant Scorpion Antivenom

Price 105 gp; **Weight** ---

A single dose of giant scorpion antivenom automatically neutralizes the first exposure of giant scorpion poison and provides a +8 alchemical bonus on saving throws against additional exposure to that poison; this bonus decreases by 1 every hour, until the effect ends after 8 hours.

ALCHEMICAL RECIPE

Recipe (10 Moondew + 5 Magnesium + 5 Silver + (1 dose of raw giant scorpion poison)) / Filtration

Craft DC 13

Time 10 minutes

Tools sieve or filter

Type remedy

Giant Scorpion Poison

Price 210 gp; **Weight** ---

Due to the nature of its key ingredient, crafting this poison must begin within the hour of harvesting raw giant scorpion poison.

Type poison, injury; **Save** Fortitude DC 17

Frequency 1/round for 6 rounds

Initial Effect 1d2 Str; **Cure** 1 save

ALCHEMICAL RECIPE

Recipe (50 Myrrh + 5 Magnesium + (1 dose of raw giant scorpion poison or 35 Realgar + 30 Quicksilver)) / Digestion

Craft DC 18

Time 1 day

Tools heat source

Type poison

Sand Stalker Antivenom

Price 75 gp; **Weight** ---

A single dose of sand stalker antivenom automatically neutralizes the first exposure of a sand stalker poison and provides a +8 alchemical bonus on saving throws against additional exposure to that poison; this bonus decreases by 1 every hour, until the effect ends after 8 hours.

ALCHEMICAL RECIPE

Recipe (10 Moondew + 5 Magnesium + 5 Silver + (1 dose of raw drowsy venom or raw strength venom toxin)) / Filtration

Craft DC 23

Time 10 minutes

Tools sieve or filter

Type remedy

Sand Stalker Drowsy Venom

Price 125 gp; **Weight** ---

Type poison, injury; **Save** Fortitude DC 14

Frequency 1 round

Initial Effect fatigued, exhausted if fatigued, unconscious if exhausted; **Cure** none; **Duration** 1 minute

ALCHEMICAL RECIPE

Recipe (20 Darkwood + 10 Myrrh + 5 Magnesium + (1 dose of raw drowsy venom toxin or 20 Realgar + 40 Quicksilver)) / Congelation

Craft DC 24

Time 10 minutes

Tools alchemist lab

Type poison

Sand Stalker Strength Venom

Price 150 gp; **Weight** ---

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 4 rounds

Initial Effect paralysis and 1 Str; **Cure** 1 save

ALCHEMICAL RECIPE

Recipe (20 Darkwood + 10 Myrrh + 5 Magnesium + (1 dose of raw strength venom toxin or 20 Phosphorus + 20 Realgar + 10 Saltpeter)) / Congelation

Craft DC 28

Time 10 minutes

Tools alchemist lab

Type poison

Tanning Solution

Price 8 gp; **Weight** ---

A single bottle of tanning solution may be used to grant a +2 circumstance bonus on Craft checks to create leather items such as belts, boots, cloaks, clothing, gloves, or hide or leather armor; this bonus does not stack with the bonus granted from a Tanner's Kit. A single bottle contains enough tanning solution to create a total of 150 pounds of leather items.

ALCHEMICAL RECIPE

Recipe (2 Salt + (4 Urea or 2 Brimstone + 1 Magnesium)) / Fermentation

Craft DC 10

Time 1 day

Tools none

Type tool

Harvested Parts and Trophies

Cinder Wolf Pelt

Price 600 gp; **Weight** 5 lbs.

When used in the creation of magic armor enchanted with *fire resistance*, *improved fire resistance*, or *greater fire resistance* special abilities, reduce the creation cost by 15%. If the Survival check fails by 4 or less, the cinder wolf pelt loses all alchemical and magical properties, but may still be used to create leather or hide items as if a common wolf pelt (worth only 10 gp).

HARVEST RECIPE

Survival DC 16

Time 60 minutes

Tools Tanning Kit or Solution

Type Hide

Decrease the time of harvesting by 10 minutes for every 5 that the Survival check surpassed the DC (minimum harvest time: 10 minutes).

Fire Beetle Gland

Price 15 gp; **Weight** 1 lb.

When used in the creation of consumable magic items (such as potions or scrolls) enchanted with Light sphere effects, reduce the creation cost by 5%. If the Heal check fails by 4 or less, the fire beetle gland loses all alchemical and magical properties, but still continues to glow for 1d6 days.

HARVEST RECIPE

Heal DC 15

Time 10 minutes

Tools Healer's Kit

Type Organ

Hyena Pelt

Price 10 gp; **Weight** 5 lbs.

When used in the creation of a gnoll disguise (or other similar humanoid), the initial Disguise check receives a +2 circumstance bonus. If the Survival check fails by 4 or less, the hyena pelt is harvested, but is in poor condition and worth only 2 gp.

HARVEST RECIPE

Survival DC 16

Time 60 minutes

Tools Tanning Kit or Solution

Type Hide

Decrease the time of harvesting by 10 minutes for every 5 that the Survival check surpassed the DC (minimum harvest time: 10 minutes).

Slithering Pit Pelt

Price 750 gp; **Weight** 5 lbs.

When used in the creation of magic items that produce extradimensional storage (such as a {bag of holding or {handy haversack}), reduce the creation cost by 15%. If the Survival check fails by 4 or less, the slithering pit pelt loses most alchemical and magical properties, but may still be used as 50 gp worth of raw crafting material in the creation of tanglefoot bags (sufficient to craft 3 tanglefoot bags).

HARVEST RECIPE

Survival DC 17

Time 60 minutes

Tools Tanning Kit or Solution

Type Hide

Decrease the time of harvesting by 10 minutes for every 5 that the Survival check surpassed the DC (minimum harvest time: 10 minutes).

Supplies, Merchant

The items listed below are items primarily listed as an expansion of trade goods that are bartered for and by land, air, and sea vessels.

Oil Drum

Price 2.5 gp; **Weight** 8 lbs.; **Size** Tiny-sized object

An oil drum is a clay vessel containing 1 gallon of lantern oil. An oil drum has 3 hit points and a hardness of 2; if an oil drum is broken, the vessel will spill out its contents covering a 5-foot radius. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Pallet, Grog

Price 12 gp; **Weight** 810 lbs.; **Size** Large-sized object

A grog pallet is simply made up of five pony kegs of grog tethered onto a board or grouped in a hemp net, each keg containing roughly 8 gallons of grog. If properly rationed out, a single pallet will provide a small-sized crew with enough grog for 4 months, a medium-sized crew with enough grog for two months, and a large-sized crew with enough grog for a month.

Pallet, Oil

Price 25 gp; **Weight** 80 lbs.; **Size** Large-sized object

An oil drum pallet is simply made up of ten oil drums tethered onto a board or grouped in a hemp net, each clay drum containing 1 gallon. A single pallet will provide a steam-powered Hardpoint with enough fuel for 24 hours. Nine pallets will provide a steam-powered Deck with enough fuel for 24 hours.

Pallet, Potable Water

Price 25 gp; **Weight** 620 lbs.; **Size** Medium-sized object

A potable water pallet is simply a sealed and treated wooden barrel filled with 76 gallons of water. A single pallet will provide enough water for a small-sized crew for 10 days, two pallets will provide enough water for a medium-sized crew for 10 days, and four pallets will provide enough water for a large-sized crew for 10 days. Potable water pallets are normally used when there is an ample amount of space and allowed weight, or if the quartermaster is short on funds.

Duty Station Aboard an Airship

There are many jobs needed on board an airship, and in Wreckage to Deliverance, PCs will be expected to perform some of them. The table below contains just a few of the locations that might be found on an airship, as well as some of the skills that any adventurer might be called upon to use when lending their aid to keeping their airship up and running.

DUTY STATIONS ABOARD THE MERLIN

Location	Action
Armory	Craft (armor, bows, clothing, leather, traps, or weapons); aid Master at Arms Kre-Keith w/ weapon maintenance.
Berthing	Diplomacy, Profession (courtesan), or Sense Motive; Keep an eye on enlisted crew morale (also stay where your stuff is).
Cargo Hold	Craft (baskets, carpentry, cloth, glass, leather, locks, or ships) or Profession (engineer); aid Chief Engineer Tayara w/ ship maintenance.
Crows Nest	Perception or Profession (sailor); stand watch.
Galley	Craft (culinary) or Profession (baker, brewer, butcher, cook, or innkeeper); aid in food preparation.
Medical Bay	Craft (alchemy or cloth), Heal, or Profession (midwife or herbalist); aid Officer Orita w/ sick call.
Mess Decks	Perform (any) or Profession (gambler); entertain the enlisted crew.
Navigation	Craft (calligraphy or paintings), Profession (clerk, librarian, or scribe) or Survival; aid Officer Orita w/ ship navigation.
Topside	Profession (driver or sailor); spend time with Captain Olsen.

Pre-Generated Characters

Spherecasters

Soren

Son and heir to a lich, Soren turned to heroism and adventure as a form of rebellion.

SOREN **CR 1/2**

XP 200

Male human incanter 1

TN Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 8 (1d6+2)

Fort +2, **Ref** +0, **Will** +3

Defensive Abilities Eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5)

OFFENSE

Speed 30 ft.

Melee quarterstaff -1 (1d6-1/x2) or dagger -1 (1d4-1/19-20)

Ranged light crossbow +0 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel negative energy 7/day (DC 14, 1d6 or command undead)

Unrealized Telekinetic (at will)—*mage hand*

MAGIC

Caster Level 1 (2 w/ Conjunction); **MSB** +1, **MSD** 12, **Concentration** +5 (+9 when casting defensively w/ Death sphere)

Tradition Wild-Born (*Boons*: Bound Creature; *Drawbacks*: Focus Casting, Verbal Casting); **CAM** Cha

Spell Points 5

Conjunction Sphere - Talents (form) Magical Companion, Skillful Companion, Transformative

- *summon*, bound succubus, **DC** 15; concentration, 2 minutes with 1 sp

Death Sphere

- *ghost strike*, medium range touch (110 ft.), **DC** 14; apply the effects of one (ghost strike)
- {reanimate, touch; raise one corpse as undead for 1 minute, up to 2 HD, 1 sp

Divination Sphere

- *divine*, medium (150 ft.), **DC** 14; (gain information about magic auras within 110 ft.)
- ◇ **Alternate Divinations**
 - **Conjunction (Divine Unnaturals)**; /divine outsiders and aberrations



- **Death (Divine Undead)**; /divine undead
- *sense*, personal, **DC** 14; (gain a sense for 5 hours)
- ◇ **Read Magic (sense)**; decipher and read magical writings, 1 sp

STATISTICS

Str 8, **Dex** 10, **Con** 14, **Int** 12, **Wis** 12, **Cha** 19

Base Atk +0; **CMB** -1; **CMD** 9; **Psych DC** 12

Feats Command Undead, Selective Channeling; **Traits** Iron-Plated Mind, Unrealized Telekinetic

Skills Bluff +5, Knowledge (planes) +5, Spellcraft +5, Use Magic Device +5; **Background Skills** Lore (lich) +2, Perform (strings) +8

Languages Abyssal, Common

SQ bound companion, sphere specialization (Conjunction)

Carried Gear dagger, light crossbow (w/ 10 bolts), alchemist's fire x2, belt pouch (flint and steel, ink, inkpen), eventide outfit, ritual book, spell component pouch (moondew reagent x1, salt reagent x8, spirit of wine reagent x64), waterskin; **Stowed Gear** backpack (bedroll, crossbow bolts x30, iron pot, mess kit, soap, torches x10, trail rations x5)

SPECIAL ABILITIES

Bound Companion: Soren has bound a succubus to act as a constant companion at his side. While the succubus is still a natural seductress and infiltrator, Soren had her “declawed” of most of her magic during the binding ritual (as a safety precaution). However, such a binding ritual is not without a cost, as Soren must be within 480 feet of the bound succubus or be severely hampered due to the strain of maintaining hold on the fiend. Failing to be within long range of the bound succubus results in requiring a concentration check (DC 20) to produce the desired effect. Should the bound succubus be killed off, it will take 30 days for Soren to rebind a succubus to the material plane.

Combat Gear Soren’s combat gear is described below:

- *Alchemist’s fire:* Soren can throw a flask of alchemist’s fire as a splash weapon with a +0 attack bonus as a ranged touch attack and a range increment of 10 feet. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following the direct hit, the target takes an additional 1d6 fire damage.
- *Ritual book:* Soren carries with him a book containing the following spells in ritual form; 1st—*comprehend languages*, *infernal healing***; oth—*arcane mark*, *prestidigitation* (**: *Inner Sea World Guide*)

Bound Succubus

CE MEDIUM OUTSIDER (DEMON)

Init +1; **Senses** Perception +0

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +1, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d4+3)

MAGIC

Caster Level 1; **MSB** +2, **MSD** 13, **Concentration** +3

Tradition Demonology (*Boons:* Fortified Casting; *Drawbacks:* Draining Casting, Mental Focus); **CAM** Cha

Spell Points 3

Mind Sphere – **Talents** (charm) Enthral; #Drawbacks Tactile Charm

- *charm*, touch, **DC** 11; place a (charm) on a target

- ◇ **Enthral** (charm); turn a target into your friend, DC 25 Sense Motive check to discover enchanted state, Will negates (hostile actions give +5 bonus)
 - *lesser charm* (target’s disposition increases toward you by 1 step to a maximum of friendly for 1 minute)
 - *greater charm* (target’s disposition increases toward you by 1 step to friendly for 1 minute; you may make requests of the target as described by Diplomacy, except asking it to do anything it would not normally do requires an opposed Charisma check)
- ◇ **Suggestion** (charm); plant thought or course of action in target’s mind, Will negates
 - *lesser charm* (simple request)
 - *greater charm* (same as lesser charm but basic request, -2 for basic)

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16; **Psych DC** 12

Feats Extra Magical Talent

Skills Bluff +6, Disguise +6, Stealth +6

Languages Abyssal

SQ evasion, demonology casting tradition, tactile charm, transformative

SPECIAL ABILITIES

Evasion (Ex) The bound succubus has learned to avoid damage from many area-effect attacks. If she succeeds at a successful Reflex saving throw against an attack that would normally deal half damage on a successful save, she instead takes no damage. The bound succubus does not benefit from evasion while wearing medium or heavy armor, or while she is helpless.

Tactile Charm The range of charms used by the bound succubus is reduced from close to touch.

Transformative (Sp) As a standard action the bound succubus may attempt Disguise checks to change her physical appearance.

Soren’s Traits

Defensive Caster: Soren gains a +4 trait bonus to casting defensively with the Death sphere (because of the Iron-Plated Mind trait).

Minor Telekinesis: Soren may cast *mage hand* as a spell-like ability at will (CL 1) (because of the Unrealized Telekinetic trait).

Thanak

Kicked out of the Whitecloud Monastery, Thanak seeks to quench his restlessness with adventure.

THANAK

CR 1/2

XP 200

Male elf elemental 1

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantments

Defensive Abilities Eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing); #Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6-1/18-20) w/ energy blade (+1d6 cold or +2d6 cold w/ 1sp; plus staggered)

Ranged longbow +3 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.

MAGIC

Caster Level 1; **MSB** +1 (+3 when overcoming spell resistance), **MSD** 12, **Concentration** +4

Tradition Monastic (*Boons*: Easy Focus; *Drawbacks*: Somatic Casting x2); **CAM** Cha

Spell Points 4

Destruction Sphere - **Talents** (blast shape) Energy Blade; (blast type) Frost Blast, #Drawbacks Destructive Touch

- *destructive blast*, touch, **DC** 13, 1d6 or 2d6 w/ 1 sp bludgeoning damage
 - ◊ **Ray** (default) (blast shape); melee touch -1
 - ◊ **Frost Blast** (blast type); deal cold damage, targets taken damage need to succeed at Fort save or be staggered 1 round

Life Sphere

- *cure*, touch, 1d8+1, 1 sp, **DC** 13
- *invigorate*, touch, 1 temporary hp, **DC** 13
- *restore*, touch, (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage), 1 sp, **DC** 13

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 17

Base Atk +0; **CMB** -1; **CMD** 12; **Psych DC** 10

Feats Weapon Finesse; **Traits** Practiced Aim, Unorthodox Casting



Skills Acrobatics +7, Bluff +7, Perception +5, Spellcraft +5 (+7 when identifying magical properties), Stealth +7; **Background Skills** Knowledge (history) +2, Lore (whitecloud monastery) +2; **Racial Bonus** +2 Perception

Languages Common, Elven, Orc

Carried Gear longbow (w/ 10 arrows), rapier, eventide outfit, filter scarf, verminbite kit, waterskin x2; **Stowed Gear** backpack (arrows x30, 50-ft. hemp rope, small tent, trail rations x10, winter blanket)

SPECIAL ABILITIES

Combat Gear Thanak's combat gear is described below:

verminbite kit: When someone is suffering poison delivered from a bite or sting attack of a vermin (or other insectoid creature, such as an ettercap), as a full-round action, Thanak can use this kit to grant a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

Thanak's Traits

Practiced Aim: Thanak gains a +1 trait bonus to attack rolls made with the Destruction sphere.

Unorthodox Casting: Thanak uses Charisma instead of Wisdom for his casting ability modifier.

A'Daine

Aidaine lives as an adventurer, until such a time as she can marry, buy, or conquer her way into a throne of her own.

A'DAINE

CR 1/2

XP 200

Female human mageknight 1

NG Medium humanoid (human)

Init +3; **Senses** Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 10 (1d10)

Fort +2, **Ref** +3, **Will** +2; +1 vs. all magic (including spells, spell-like abilities, and sphere effects)

Defensive Abilities Eventide outfit (+5 saves vs. cold weather and energy resistance vs. nonlethal cold 5, or +5 saves vs. hot weather and energy resistance vs. nonlethal fire 5); filter scarf (+1 resistance bonus to saves vs. inhaled poisons and airborne effects that require breathing)

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4/19-20)

Ranged longbow +4 (1d8/x3)

Space 5 ft.; **Reach** 5 ft.

MAGIC

Caster Level 1 (3 with {totems}); **MSB** +1, **MSD** 12, **Concentration** +4

Tradition Battle Lord (*Boons:* Easy Focus; *Drawbacks:* Magical Signs [dead ancestor soldiers appear], Verbal Casting); **CAM** Int

Spell Points 4

Enhancement Sphere - **Talents** (enhance) Energy Enhancement

- *enhance*, close (25 ft.), **DC** 13; concentration or 1 minute w/ 1 sp
 - ◊ **Enhance Equipment;** +1 enhancement bonus to 1 weapon or 50 pieces of ammunition
 - ◊ **Energy Enhancement** (enhance); grant *corrosive*, *flaming*, *frost*, or *shock* weapon special ability



War Sphere

- *totem*, long (440 ft.), **DC** 13; concentration or 3 rounds w/ 1 sp
 - ◊ **Totem Of War;** +2 circumstance bonus to all weapon damage rolls

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 16, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +1; **CMD** 14; **Psych DC** 11

Feats Point-Blank Shot, Precise Shot; **Traits** Allied with the Spirits, Sense of Self-Preservation

Skills Acrobatics +7, Diplomacy +6, Perception +1, Ride +7, Sense Motive +1, Survival +1; **Background Skills** Knowledge (nobility) +7, Perform (dance) +3

Languages Common, Giant, Gnoll, Goblin

Carried Gear dagger, longbow (w/ 10 arrows), scalemail, eventide outfit, filter scarf, belt pouch (flint and steel), verminbite kit, waterskin x2; **Stowed Gear** backpack (arrows x30, {everburning torch, 50-ft. hemp rope, small tent, trail rations x10, winter blanket)

SPECIAL ABILITIES

Combat Gear A'Daine's combat gear is described below:

Verminbite kit: When someone is suffering poison delivered from a bite or sting attack of a vermin (or other insectoid creature, such as an ettercap), as a full-round action, the A'Daine can use this kit to grant a +4 circumstance bonus on the ongoing Fortitude saving throws against that poison. A verminbite kit is exhausted after 10 uses.

Thanak's Traits

Allied with the Spirits: When determining the effects of totem's cast by A'Daine, count her caster level as 2 higher.

Sense of Self-Preservation: A'Daine may always use an immediate action to rally herself, provided she possesses one.

Practitioners

Wendy Vox

Raised as a protector to the throne, she now travels the world trying to hone her skills with the blade so to best a rival in combat.

WENDY VOX

CR 1/2

XP 200

Female human sentinel 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +7

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

hp 14 (1d12+2)

Fort +4, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee greatsword +3 (2d6+3/19-20) or dagger +3 (1d4+2/19-20) or unarmed strike +3 (1d4+2/x2)

Ranged light crossbow +0 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

COMBAT

Martial Tradition Crushing Juggernaut (Brute x2, Equipment x2); **PAM** Wis

Brute Sphere - Talents Greater Brute

- **Greater Brute;** +1 CMB and CMD w/ bull rush, drag, overrun, and reposition
- **shove** +3 touch (move action, move upto 10 ft., deal 2 damage and inflict the battered condition)

Equipment Sphere - Talents Armor Training; (discipline) Knightly Training

- **Armor Training;** gain medium and heavy armor proficiencies
- **Knightly Training** (discipline); proficient with armor (light, medium, and heavy), flail, greatsword, halberd, heavy flail, heavy pick, light pick, lance, longsword, shortsword, and warhammer, and may wield the bastard sword and estoc, but only as two-handed



martial weapons. When performing a charge, you only suffer a -1 penalty to your AC rather than -2

Guardian Sphere - Packages challenge; **Talents** Defend Other, Swift Guardian

- **challenge** (swift (or free w/ martial focus), 3 rounds, target takes -2 att, +2 vs. you)
- **Defend Other;** immediate, move up to half speed and ally gets competence bonus +1 AC, if attack still hits, you may take damage instead

STATISTICS

Str 15, **Dex** 8, **Con** 14, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 12; **Psych DC** 17

Feats Extra Combat Talent, Muscular Reflexes; **Associated Feats** Improved Bull Rush, Improved Drag, Improved Overrun, Improved Reposition, Improved Unarmed Strike; **Traits** Martial Training, Sharp Reflexes

Skills Craft (armor) +5, Diplomacy +5, Heal +7, Intimidate +5, Perception +7, Sense Motive +7; **Background Skills** Knowledge (local) +5, Knowledge (nobility) +5

Languages Common, Giant

SQ guardian's challenge, sentinel's reserve 3/day, wise reflexes

Carried Gear dagger, greatsword, light crossbow (w/ 10 bolts), chainmail, belt pouch (flint and steel, whetstone), signal whistle, waterskin; **Stowed Gear** backpack (bedroll, clay mug, crossbow bolts x20, fishhooks x2, healer's kit, hot weather outfit, sewing needle, string 50-ft., thread 50-ft., rations x10)

SPECIAL ABILITIES

Guardian's Challenge (Ex): Whenever Wendy Vox uses the challenge ability of the Guardian sphere, for the duration of the challenge she gains a +1 bonus to attack and damage rolls against a challenged creature.

Sentinel's Reserve (Ex): Each day, Wendy Vox gains 3 reserve points. She can spend a reserve point as a swift action to gain 5 temporary hit points; these temporary hit points last for 1 minute or until lost, whichever comes first. She regains reserve points after resting for 8 hours, although she may only regain reserve points once every 24 hours.

Wise Reflexes (Ex): Wendy Vox uses her Wisdom modifier in place of her Dexterity when determining her initiative and Reflex save bonus, although this bonus cannot exceed her class level.

Wendy Vox's Traits

Additional Weapon Proficiency: Wendy Vox may choose one other martial weapon proficiency of her choice (because of the Martial Training trait).

Attacks of Opportunity: Wendy Vox may make a total of four attacks of opportunity each round (1 (base) + 2 (Muscular Reflexes feat) +1 (Sharp Reflexes trait)). In addition, Wendy Vox may make attacks of opportunity while flat-footed (because of the Muscular Reflexes feat).

Rem Winner

A retired boxman (lock-breaker) who used to live a safe life, but after a run-in with a mob decided to do his part to make the world a better place.

REM WINNER

CR 1/2

XP 200

Male human technician 1

TN Medium humanoid (human)

Init +2; **Senses** Perception +6 (+7 w/ traps)

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +4

OFFENSE

Speed 30 ft.

Melee rapier +0 (1d6/18-20) or dagger +0 (1d4/19-20)

Ranged hand crossbow +2 (1d4/19-20)

Space 5 ft.; **Reach** 5 ft.



COMBAT

Martial Tradition Thief (Equipment x1, Fencing x2, Scoundrel x1); **PAM** Int

Dual Wielding Sphere - Talents Impossible Reload

- **dual attack** (rapier -2 (1d6/18-20), hand crossbow +0 (1d4/19-20) or rapier -2 (1d6/18-20), dagger -2 (1d4/19-20))
- **Impossible Reload**; may reload without a free hand, one-handed ranged weapons are considered light

Equipment Sphere - Talents (discipline) Rogue Weapon Training

- **Rogue Weapon Training** (discipline); proficient with the blade boot, butterfly knife, garrote, hand crossbow, kukri, rapier, sap, short sword, shortbow, starknife, switchblade knife, sword cane, war razor, and whip

Fencing Sphere - Talents Focusing Feint

- **fatal thrust** (+1d6 precision damage on attacks where target is flanked, flat-footed, or denied Dex)
- **Focusing Feint**; whenever you feint an opponent, you may regain focus as swift action

Scoundrel Sphere

- *marked target* (swift action, +0 melee touch (battered and -1 Perception for 1 round))
- *swift hands* (use Dex instead of Str for dirty trick or steal maneuver; may use Sleight of Hand ranks instead of base attack bonus for dirty trick or steal maneuvers)

Trap Sphere

- *dart*, full-round action (standard action while maintaining focus), ranged attack, 25-ft. line, 1d6; or ranged touch w/o base damage using alchemical item or formulae
- *snares*, full-round action (standard action while maintaining focus), Reflex or trigger; (snare) DC 13

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 16, **Wis** 14, **Cha** 13

Base Atk +0; **CMB** +0 (+3 w/ dirty trick or steal maneuvers); **CMD** 12; **Psych DC** 16

Feats Extra Combat Talent x2; **Associated Feats** Two-Weapon Fighting; **Traits** Artisan, Dirty Fighter

Skills Appraise +7, Climb +4, Disable Device +8 (+9 w/ traps), Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (local) +7, Perception +6 (+7 w/ traps), Sense Motive +6, Sleight of Hand +6, Stealth +6, Use Magic Device +5; **Associated Skills** Bluff +5, Craft (traps) +9; **Background Skills** Knowledge (geography) +7, Lore (thieves' guilds) +7

Languages Common, Draconic, Dwarven, Goblin

SQ gadgets 3/day, invention, trapfinding

Combat Gear caltrops; **Carried Gear** dagger, hand crossbow (improved: speed lever; w/ 10 bolts), rapier, studded leather, belt pouch (chalk x10, flint and steel, mirror), manacles, masterwork thieves tools, trap bag, waterskin; **Stowed Gear** backpack (bedroll, crossbow bolts x20, grappling hook, hot weather outfit, iron pot, mess kit, pitons x10, rations x5, rope 50-ft., soap, torches x10).

SPECIAL ABILITIES

Gadgets (Ex): 3/day, Rem Winner can create a gadget as a standard action (or move w/ martial focus).

Invention: Rem Winner can maintain a single invention at a time. Rem Winner's current invention is an improved hand crossbow, with a speed lever improvement, which allows him to reload his crossbow as a swift action without provoking an attack of opportunity).

Trapfinding: Rem Winner gains a +1 bonus on Perception checks to locate traps and on all Disable Device checks. Rem Winner can use Disable Device to disarm magic traps.

Combat Gear Rem Winner's combat gear is described below:

- *Caltrops:* Rem Winner can spread a bag of caltrops over the ground covering an area 5-ft. square. Any creature moving through the affected area is attacked by the caltrops (base attack bonus +0). Footwear grants a +2 bonus to AC vs. the attack. Creatures hit by the attack take 1 point of damage and have its movement reduced by half.

Rem Winner's Traits

Artisan: Rem Winner gains a +2 trait bonus to any Craft (trap-making) checks he makes (because of the Artisan trait).

Dirty Fighter: Rem Winner gains a +1 trait bonus to damage against any foe he is flanking (because of the Dirty Fighter trait).

Fanwena

Fanwena travels the world, allowing the whims of fate and circumstance to dictate her destination while in pursuit of knowledge and other curiosities.

FANWENA

CR 1/2

XP 200

Female elf scholar 1

LG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 shield)

hp 9 (1d6 +3 toughness)

Fort +0, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft.

Melee quarterstaff -1 (1d6-1/x2) or dagger -1 (1d4-1/19-20)

Ranged light crossbow +3 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

COMBAT

Martial Tradition Daring Scholar (Alchemy x2, Equipment x1, Scout x1); **PAM** Int

Alchemy Sphere - Packages formulae; **Talents** (formulae) Grease, Panacea

- *formulae*, **DC** 14; use Craft (alchemy) +8; can prepare up to 3 (formulae)
 - ◇ **Grease** (formulae); standard action, if directly hit, -2 penalty to Acrobatics checks, CMD against disarm and trip attempts, and to Reflex saving throws against fire effects, in splash radius, -1 penalty instead
 - ◇ **Panacea** (formulae); cures deafened, fatigued, shaken, sickened

Equipment Sphere - Talents Staff Mastery

- **Staff Mastery;** wield a quarterstaff as a one-handed weapon, is treated as a trip weapon.

Scout Sphere - Talents Heightened Awareness

- **Heightened Awareness;** move action, detect the presence of magic with a Perception check; free Perception check to notice traps within 10 ft. while you maintain martial focus
- *scout* (swift action, may identify a creature's weaknesses with a Perception check, DC 15 + CR)

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 19, **Wis** 12, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 12; **Psych DC** 15

Feats Toughness; **Associated Feats** Quarterstaff Master; **Traits** Improvised Defense, Student of Philosophy

Skills Appraise +8, Bluff +4, Diplomacy +4, Escape Artist +7, Heal +8 (+10 w/ healer's kit), Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (planes) +8, Perception +5, Sense Motive +5, Survival +5, Use Magic Device +4; **Associated Skills** Craft (alchemy) +8, Stealth +7; **Background Skills** Craft (maps) +8, Lore (colleges) +8

Languages Common, Draconic, Dwarven, Elven, Giant, Goblin

SQ careful packer, medical training

Combat Gear acid (2), alchemist's fire (2), grease (1), holy water (2), panacea (2); **Carried Gear** dagger (2), light crossbow (w/ 10 bolts), quarterstaff, leather armor, belt pouch (blank journals (2), fish hooks (2), flint and steel, ink drying powder, inkpen (2), measuring cord 20-ft., paper sheets (10), sewing needle, signal whistle, string 50-ft., thread 50-ft., whetstone), healer's kit, map case, ink vial (2), waterskin (2); **Stowed Gear** backpack (bedroll, clay mug, cold iron morningstar, cold-weather outfit, crossbow bolts x20, portable alchemist's lab, silver sickle, hot weather outfit, rations x5).

SPECIAL ABILITIES

Careful Packer: Containers on Fanwena's person have their storage space doubled. Fanwena uses her Intelligence score in place of her Strength score when determining her carrying capacity.

Medical Training (Ex): Fanwena may use her Intelligence modifier in place of her Wisdom modifier as her

associated ability score modifier with the Heal skill. In addition, Fanwena may expend one use of a healer's kit and attempt a special DC 15 Heal check on an ally as a standard action that provokes an attack of opportunity; if this check is successful, the ally recovers 1 hit point + 1 for each point by which the she exceeds the DC. Fanwena can only attempt to heal a particular creature with this ability four times per day. Attempting to heal a creature but failing to meet the DC of this ability still counts towards this daily total.

Combat Gear Fanwena's combat gear is described below:

- **Acid:** Fanwena can throw a flask of acid as a splash weapon. Creatures directly hit are dealt 1d6 acid damage. Every creature within 5-ft. of where the acid hits takes 1 point of acid damage from the splash.
- **Alchemist's Fire:** Fanwena can throw alchemist's fire as a splash weapon. Creatures directly hit are dealt 1d6 fire damage. Every creature within 5-ft. of where the flask hits takes 1 point of fire damage from the splash. On the round following the direct hit, the target is dealt an additional 1d6 fire damage, unless the target succeeds at a DC 15 Reflex save as a full-round action to extinguish the flames.
- **Grease:** Fanwena can throw a bottle of grease as a splash weapon. Creatures directly hit with grease take a -2 penalty to Acrobatics checks, CMD against disarm and trip attempts, and to Reflex saving throws against effects that deal fire damage or cause a



creature to catch fire on a failed Reflex save. In addition, any creature affected by the grease must succeed at an Acrobatics check DC 14 or fall prone. The grease remains effective for 4 rounds after use.

- **Holy Water:** Fanwena can throw a flask of blessed water as a splash weapon. Undead or evil outsiders directly hit are dealt 2d4 points of damage. Every undead or evil outsider within 5-ft. of where the water hits take 1 point of damage from the splash.
- **Panacea:** Fanwena may draw and drink this concoction as a move action to remove the deafened, fatigued, shaken, or sickened conditions.

Sidebar: Fanwena's Traits

Improvised Defense: Fanwena gains a +1 shield bonus to AC while wielding an improvised weapon, such as a crossbow bolt, scroll, potion, etc. (because of the Improvised Defense trait).

Student of Philosophy: Fanwena uses her Intelligence modifier instead of her Charisma modifier on Diplomacy checks to persuade others and on Bluff checks to convince others that a lie is true (because of the Student of Philosophy trait).

Appendix A: Skill Challenges

The adventure features a couple of skill challenges, below are some basic rules and terms that Players and GMs should know when running or participating in a skill challenge:

Like combat, skill challenges are cyclical; every character acts in turn in a regular cycle. The amount of time that each cycle of actions takes is determined by the frequency of the skill challenge (if the frequency is listed as standard, each cycle of actions takes 1 round). All characters may take no more than 2 actions each cycle. Skill challenges follow this sequence:

1. When the skill challenge begins, all characters roll initiative.
2. If the skill challenge has the 'surprise start' special quality, a surprise cycle occurs. Determine which characters are aware of the skill challenge. These characters can act during the surprise cycle. If all the characters are aware of the skill challenge, proceed with normal rounds.
3. After the surprise cycle (if any), all characters are ready to begin with the first cycle of the skill challenge.
4. Characters act in initiative order (highest to lowest).
5. When everyone has had a turn, the next cycle begins with the character with the highest initiative, and steps 4 and 5 repeat until the skill challenge ends (either because the characters succeeded or failed).

For the skill challenges in this particular adventure, players should be privy to the following information:

- How many skill challenges are active, and their location.
- The names and type (basic or influence) of each skill challenge.
- The goal or objective of each skill challenge.
- Instead of using a skill, a spellcaster may use magic, making a caster level check in its place (this still costs resources such as spell points or slots as normal).
- Players who explain or roleplay how their character uses a particular skill or sphere ability before making the check may trigger reactions that can positively affect a skill challenge.

For basic skill challenges, players should also be given the following information:

- The primary skills and difficulty (but not DCs)

For influence skill challenges players should also be given the following information:

- The discovery skill used to learn an NPC's primary skills and difficulty (but not DCs).

Skill Challenge Terms

Difficulty: A neutral term used to describe how difficult the check will be to players without giving them the actual DC; The difficulties are as follows: easy, average, challenging, difficult, and very difficult.

Discovery Skill: In an influence skill challenge, the players don't start off immediately knowing the primary skills or difficulty. The discovery skill is used to learn a primary skill and difficulty.

Goal: The overall objective of the skill challenge that the PCs are aiming to complete.

Primary Skills: The recommended skills for a player to use to earn successes.

Secondary Skills: Other skills that a player may use, but usually at higher difficulty.

Successes: Each skill challenge requires a certain number of successes before it inevitably ends in failure.

Time Pressure: The number of rounds the PCs have to complete a skill challenge, or else they automatically fail that specific skill challenge.

Threshold Cycle: At the end of specific rounds or cycles, an event happens that usually makes the skill challenge more difficult.

Appendix B: Map of Khrone





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