



ZEITGEIST™

THE GEARS OF REVOLUTION

PLAYERS' GUIDE

FROM THE
PEN OF RYAN NOCK



A CAMPAIGN ACCESSORY USABLE BY
INTREPID HEROES OF ALL LEVELS

COMPLETELY COMPATIBLE WITH THE
PATHFINDER® ROLE-PLAYING GAME

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INTRODUCTION

STEAM AND SOOT DARKEN THE SKIES ABOVE THE CITY of Flint, and winds sweeping across its majestic harbor blow the choking products of industrial forges into the fey rainforests that dot its knife-toothed mountains. Since the earliest ages when the people of Risur founded this city, they feared the capricious beings that hid in those fog-shrouded peaks, but now as the march of progress and the demands of national defense turn Flint into a garden for artifice and technology, the old faiths and rituals that kept the lurkers of the woods at bay are being abandoned.

The Unseen Court, the Great Hunt, and the many spirits of the land long ago conquered by Risur's kings no longer receive tribute, but they cannot enter these new cities of steam and steel to demand their tithe. The impoverished workers who huddle in factory slums fear monsters of a different breed, shadowy children of this new urban labyrinth. Even their modern religions have no defenses against these fiends.

Times are turning. The skyseers—Risur's folk prophets since their homeland's birth—witness omens in the starry wheels of heaven, and they warn that a new age is nigh. But what they cannot foresee, hidden beyond the steam and soot of the night sky, is the face of this coming era, the spirit of the next age. The zeitgeist.

CONTENTS

This *Player's Guide* contains materials for both players and the GM. The *ZEITGEIST Campaign Guide*, also freely available, has details of all the adventures, and should be read only by the GM.

Section One: Characters offers new backgrounds and equipment for PCs, and guidelines for handling the campaign's industrial age technology with the *PATHFINDER* rules.

Section Two: Setting describes the nations and history of the *ZEITGEIST* adventure path. You can read only the parts of this section that relate to your character, or skip over it entirely.

Section Three: Flint explores the campaign's focal city in detail. All players should have at least a passing familiarity with the city before starting the second adventure.

Section Four: Royal Homeland Constabulary provides an overview of the local offices of the Royal Homeland Constabulary, to which the PCs all belong. It also presents guidelines for common investigative tasks, useful for both DMs and players.

Pronunciation Guide

- ♦ **Risur.** REES-ser (rhymes with “fleecer”). A native is a Risuri (rhymes with “Missouri”).
- ♦ **Crisillyir.** kris-SILL-lee-ur (rhymes with “the sillier”). A native is a Crisillyiri (rhymes with “this ill eerie”).
- ♦ **Danor.** DAN-nor (rhymes with “fan oar”). A native is a Danoran (rhymes with “can foreign”).
- ♦ **Drakr.** DRAHK-kur (rhymes with “locker”). A native is a Drakran.
- ♦ **Elfaivar.** el-FIE-vahr (rhymes with “bell five bar”). A native is an Elfaivaran.
- ♦ **Lanjyr.** LAN-jeer (rhymes with “fan jeer”).
- ♦ **Yerasol.** YAIR-uh-sahl (rhymes with “aerosol”).
- ♦ **Aodhan.** Traditionally, AID-un, like the name Aidan. Foreigners mispronounce it OWD-hahn (rhymes with “loud Ron”).
- ♦ **Srasama.** srah-SAH-muh (rhymes with “the llama”).

WHAT IF I WANT TRADITIONAL FANTASY?

Some gamers are hesitant to introduce any technology more recent than the Renaissance to their fantasy campaigns. While the conflict between technology and traditional magic is a key component of the *ZEITGEIST* adventure path, it is certainly possible for the GM to retool the campaign so arcane and psionic powers fill the role normally played by industry, leaving divine power to represent “tradition.”

Likewise, if you are playing *ZEITGEIST* in a different setting, the GM will have to decide how to adapt the geography, history, and cosmology to fit with that world. For questions like this, and any other help you'd like for your game, we encourage you to post on the EN World messageboards, where the community and the E.N. Publishing staff is always willing to help fellow gamers.

CAMPAIGN PRIMER

A Step Away from Classic Fantasy.

In the **ZEITGEIST** adventure path, your characters serve in the Royal Homeland Constabulary of the nation of Risur, protecting the country and its citizens from foreign threats lurking within its borders. During missions of espionage and assassination, your duty will be to root out hostile spies and pursue international conspiracies. As you learn more of your homeland's own secrets, however, your loyalties may be tested, may even be turned, and you may find that it is you whose hand controls the gears of the turning age.

It is not necessary to read the entire *Player's Guide* in order to play. Anything that matters to your game will be introduced in the course of the adventures. We do suggest all players give this primer a quick read to get the gist of the setting. Then those players who want to sink their teeth into the world can read the full guide to see how **ZEITGEIST** stands apart from the world of traditional **PATHFINDER**. If you're interested in learning more, follow the links to the recommended pages.

Humans and the Great Nations.

Humans rule three of the five great nations of the continent Lanjyr. Their ascendance in the past two thousand years toppled a mighty eladrin empire and has provoked belief in doomsday millennialism among many dwarves. The campaign begins in Risur (page 29), and every PC should have a strong loyalty to the nation, even if the character does not hail from there.

Eladrin, Devas, and the Great Malice.

Long ago elves known as the eladrin built an empire of magical wonders. Then five hundred years ago the death of the eladrin goddess Srasama caused nearly every eladrin woman to perish. Those few who survived were often claimed as trophies by human conquerors, though a handful of free matriarchs head their own family lines in the ruins of the old empire. Those interested in the eladrin should look at their racial abilities (page 5) and read the section on Elfaivar (page 40).

Mortals present at the death of the eladrin goddess have continually reincarnated in the following centuries as devas, as if a sliver of Srasama's divine spark has granted them a semblance of immortality. Those interested in devas should look at their racial abilities (page 5) and read the section on Crisillyir (page 36).

Tieflings, Technology, and Dead Magic.

When the eladrin goddess died, an entire other nation became a dead magic zone, and some in that land were marked by a curse, turning them into tieflings. In the centuries since, however, the tieflings have come to rule that nation, and in the last few decades they have begun a revolution of industry and mighty science almost as powerful as the magic they lack. Those interested in tieflings should read the section on Danor (page 37).

If you are interested in utilizing some of the new revolution's technology for your character, particularly firearms, see the section on Equipment (page 15).

Dwarves, Doomsday, and Nihilism.

The major dwarven nation is bleakly resigned to an imminent doomsday, when ancient horrors will claw free from glaciers and engulf the world in a frigid death. Adherence to duty is so ingrained in their culture, however, that the dwarves continue to toil in their forges even as they prepare for the world's end. Those interested in dwarves should read the section on Drakr (page 39).

Savages, Primitives, and Peace.

Freed from the yoke of toppled dragon tyrants, the youngest of the great nations formed from an alliance of several monstrous races which now live in an uneasy peace as their rulers seek to force the disparate peoples into the modern age. Those interested in half-dragons, gnolls, half-giants, minotaurs, and orcs should read the section on Ber (page 34).

Piety and the Planes.

The heavens possess an undeniable hold on the world's religions, its people, and its very structure. In Risur, skyseers believe that the movements of the night stars foretell the future and direct the fate of the world. More enlightened scholars study distant planes of elemental and temporal power to understand how the flow of their energies affects the fundamental nature of reality. The eladrin people have begun to withdraw into the Dreaming, and the bishops of the high church of the Clergy invoke condemned spirits from the Bleak Gate to frighten sinners into worship.

The Astral Plane, the Elemental Planes, and the Far Realm exist only as postulations, and there are countless other theories on the nature of reality. No one in this world has ever traveled to these planes, and even travel between the known worlds of the night sky is brief, with summoned beings never remaining more than a few minutes.

Those interested in the setting's metaphysics should read the section on The World (page 41).

Heroic Themes.

The **ZEITGEIST** campaign setting presents nine character themes that reinforce the heroic archetypes of the world, such as eschatologists, gunsmiths, and technologists. Each player should choose one Theme for his or her character, preferably one unique to the world of **ZEITGEIST** (page 6).

AN EXCEEDINGLY BRIEF TIMELINE.

- ♦ **-1200 B.O.V. (Before Our Victory):** King Kelland defeats the fey titans and founds Risur, the first mortal nation on the continent of Lanjyr. In the following centuries, other nations rise up throughout Lanjyr.
- ♦ **-1117 B.O.V.:** The demonocracy arises, its monstrous rulers enslaving the primitive nations of the north. Risur keeps it from expanding south, and Elfaivar blocks its eastward growth.
- ♦ **-500 B.O.V.:** Triegenes the fisherman founds the Clergy in what is modern-day Danor, overthrows the demonocracy, then dies and ascends to godhood.
- ♦ **-50 B.O.V.:** The First Victory, a holy war between humans and eladrin, ends with the eladrin losing much territory.
- ♦ **1 A.O.V. (After Our Victory):** The Second Victory begins as an eladrin effort to reclaim lost lands, but ends in their decisive defeat when

the eladrin goddess Srasama manifests physically, and is slain. Danor collapses into chaos as the nation becomes a dead magic zone. The seat of the Clergy moves to Crisillyr, which begins to colonize the devastated lands of Elfaivar. Dwarves seize control of their own nation in Drakr.

- ♦ **300 A.O.V.:** King Boyle of Risur slays the last dragon tyrant of Ber. The nation of Danor, resurgent with industry and technology, begins to contest Risur for control of the lush Yerasol Archipelago.
- ♦ **460 A.O.V.:** King Aodhan is crowned in Risur. He encourages his people to pursue industry so they can fight back against Danor. Meanwhile in Ber, Bruse Le Roye unites tribes of monstrous races into a new nation.
- ♦ **493 A.O.V.:** The Fourth Yerasol War ends, with Risur having lost many islands.
- ♦ **500 A.O.V.:** Present day.





SECTION ONE

Characters

We assume as a baseline that your characters in the **ZEITGEIST** adventure path will work for the Royal Homeland Constabulary, a Risuri organization created by King Aodhan to monitor threats to his nation, both home-grown and from foreign lands.

Every constable must have passed a background check and magical inquisition to prove his or her loyalty to Risur. These precautions allow even foreign-born citizens to serve, giving the constabulary a valuable tool in pursuing investigations overseas. Groups of constables are often assigned to pool their talents to accomplish dangerous and complex tasks, such as rescue missions, surveillance to catch smugglers and traitors, and even espionage or assassination.

In the default version of the adventure path every PC should have a strong devotion to Risur, though PCs can certainly have other affiliations and allegiances that may eventually draw them away. Additionally, over the course of the campaign the PCs will encounter other power groups with their own motivations. One of the themes of the campaign is deciding what one believes in and why, so feel free to nudge your fellow PCs toward one faction or another as the campaign progresses. Remember, though, that games can quickly turn unfun without party unity.

Of course, if your GM chooses, you may begin the campaign affiliated with a different organization, or perhaps as free agents hired by the RHC, much the same way Scotland Yard sought help from Sherlock Holmes. We offer suggestions for such options in the *Campaign Guide*.

SETTING CONSIDERATIONS

Almost every class power and magic item is available for the **ZEITGEIST** campaign setting, unless your GM decides otherwise.

Some character options might be exceedingly rare, even unique—like sentient golems, half-elementals, or monstrous creatures. The nature of the planes of the world makes extraplanar creatures effectively unknown.

Feats, spells, and items that reference materials from other settings or that involve different planes should generally be reskinned. There's no Underdark or drow in **ZEITGEIST**, but perhaps a dark-skinned race of elves lurks in the mountains of the Bleak Gate. Nor is there a Pathfinder Society, but many institutions and private sponsors might sponsor adventurers.

Gods do not make themselves regularly known in this world, and it is impossible to visit the planes where they reside, so it's even possible to doubt whether they exist at all. You can use existing gods or those of the GM's own creation.

Classes.

Risuri natives tend to favor arcane, martial, and nature-oriented classes. Most witches in the region tend to follow fey patrons, since the nature of the planes makes it difficult to contact infernal or far realm patrons. Sorcerers suffer an equal distribution of bloodline, with aberrant and fiendish bloodlines being far rarer than fey or elemental.

Few gods have large followings in Risur, but pockets of foreigners or native converts provide a likely source for divine classes. Druids and rangers are well-known and received, but oracles tend to be more common than clerics, since there aren't established churches to train the pious. More rarely a person with strong philosophical ideals can wield divine power through the gestalt will of those who share his beliefs.

Psionic classes are relatively new and rare, though many cultures have their own variations of people who seem to be able to see through the veil of reality and forsake the limits of their flesh. In particular, eladrin monks are infamous for their unusual fighting techniques, while dwarven philosophers sometimes exhibit all but unknown psionic abilities.

Magic.

Only two types of magic are wholly off-limits: long-duration flight, and long-duration planar travel.

The nature of the elemental planes that feed energy into the world makes it impossible for magic to create permanent flight. Powers that grant flight for never last more than five minutes, though flight with wings is fine, as long as the creature is Medium sized or smaller. There are no flying carpets or airships. Since the reported extinction of dragons, flying creatures do not grow any larger than an eagle or condor.

Likewise, despite theories that suggest it should be possible to travel to distant planets via mighty rituals, all attempts to visit any foreign world never last longer than a few rounds before the traveler is shunted back to

this plane. It is possible to wander into the Dreaming or the Bleak Gate and return, but even these trips are usually only possible when the moon and stars align properly, and getting back can be even more difficult than going in the first place.

Mechanically, this means that no creature can ever leave its home plane for more than five minutes, barring unique circumstances that are beyond the control of player characters. Such options may become available to PCs later in the campaign, but traveling to another world in ZEITGEIST is never as simple as casting a single spell.

Technology.

While the city of Flint sits under a haze of coal soot, its streets illuminated at night by gaslight lanterns and its ferries powered by steam boilers, the majority of Risur remains at roughly a Renaissance level of technology. Soldiers carry alchemical pistols as back-up weapons, and elite fusilier units carry muskets and carbines, but aside from the occasional new rail line splitting the countryside, most citizens of Risur never see any of the new technology that is changing the world around them.

To be clear, though, there are no automobiles, electric lights, or flying vehicles. Most firearms still are muzzle-loaders, and rifles only exist as custom creations of innovative gunsmiths.

RACES

The following two races are new options for player characters.

Deva.

Devas were those people—mostly human—who were present at the defeat of the goddess Srasama. The divine energy released by her death granted them a sliver of immortality, and now whenever they die they reincarnate into a fully-grown adult form, reappearing within a few days somewhere generally three miles from where they died.

A reincarnated deva has vague recollections of her previous life, and often will easily connect with the people and places of her former life if given the chance. But she might just as easily find herself adopting a new life and training in new skills. Even then, though, sometimes she will have flashes of one of her former lives.

Physically, devas resemble their original race, but with unearthly beauty and an uncanny stillness. Their skin is covered in geometric patterns of light and dark. Some of noteworthy power will occasionally manifest insubstantial and wholly decorative wings or extra pairs of arms, though they can conceal these with practice and concentration.

It is rumored that some deva sages have discovered the secret of maintaining their memories and personality upon reincarnation, but that they hide the knowledge since few are worthy of such immortality. Magic to raise the dead is rare, but if used on a deva within a few days of her death it can restore her and prevent reincarnation.

Devas gain the following traits.

+2 Wisdom, -2 Constitution, +2 Other: Devas are insightful, but their bodies tend to be frail. When they reincarnate they usually discover some new knack, represented by a +2 bonus to the player's choice of Strength, Dexterity, Intelligence, or Charisma.

Type: Devas have the humanoid type and the deva subtype.

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

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

Low-Light Vision.

Deathless Calm: Devas gain resistance 5 against negative energy

damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, fear effects, negative energy effects, and spells or spell-like abilities of the necromancy school.

Memory of Past Lifetimes (Sp): Devas can use *guidance* three times a day as a swift action, but they can target only themselves. The caster level is equal to the deva's character level.

Shards of the Past (Ex): A deva gains a +2 bonus on any two skills and these become class skills.

Languages: Devas begin play speaking Common and Primordial. Those with high Intelligence scores can choose from the following: any human language, Abyssal, Aquan, Auran, Celestial, Draconic, Giant, Ignan, Infernal, and Terran.

Eladrin.

The eladrin race branched off from common elves in the ancient past, developing an empire that straddled the real world and the Dreaming. For over a thousand years they had their own rises, falls, and petty squabbles while generally not interacting with the human nations of Lanjyr. Then came the holy wars known as the Victories, which ended with the death of Srasama, the eladrin goddess who represented the three stages of womanhood. Nearly every eladrin woman died in an event known as the Great Malice, which shaped the course of history ever since.

Today most eladrin live in enclaves in the ruins of Elfaivar, hidden in demi-planes that can only be accessed by those with their innate fey magic. These enclaves protect the precious few women left in their race, who are vastly outnumbered by the men even now, since eladrin live for centuries. But a few eladrin wander the world, either outcasts or adventurers who aren't interested in dwelling on the tragedies of the past.

Physically similar to normal elves, the fey origin of the eladrin becomes clear whenever they use magic: their entire eyes glow faintly with the color of their irises. Every eladrin possesses the inherent power to step briefly into the Dreaming, allowing them to bypass enemies and difficult terrain before reappearing in the real world. As such, almost every town guard in the world carries a gold ring in case he needs to apprehend an eladrin and keep him from teleporting away.

+2 Dexterity, +2 Charisma, -2 Constitution: Eladrin are agile and possess strong personalities, but tend to be physically frail.

Type: Eladrin have the fey type. This grants them low-light vision.

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

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

Bolstered Will: Eladrin gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if an eladrin fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the eladrin has a similar ability from another source (such as a rogue's slippery mind class feature), 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.

Eladrin Lore: Eladrin gain a +2 racial bonus on Knowledge (history) and Spellcraft checks.

Fey Step (Su): Once per day, an eladrin can teleport to a space he can see within 30 feet as a move action. This movement does not provoke an attack of opportunity. The eladrin must be able to see the space that it is moving into. The eladrin cannot take other creatures with it when it uses this ability (except for familiars).

CHARACTER THEMES

As introduced in the *PATHFINDER Role-Playing Game ADVANCED PLAYER'S GUIDE*, the trait rules allows for players to take two traits at first level to better immerse their characters into the campaign. In *ZEITGEIST*, as a replacement to using traits, we have constructed a system of theme feats. Each character may select a free theme feat at first level in addition to their regularly available first level feat. These feats are not scaled to normal feats, and may only be selected at first level (characters cannot select additional theme feats later in the campaign). The nine theme feats below provide a quick hook to link your character to the *ZEITGEIST* campaign setting.

- ♦ **Docker.** Bohemian working man artists and performers.
- ♦ **Eschatologist.** Philosopher devoted to the proper endings of things.
- ♦ **Gunsmith.** Designer and wielder of custom firearms.
- ♦ **Martial Scientist.** Educated and analytical warrior.
- ♦ **Skyseer.** Folk prophet who see the future in the stars.
- ♦ **Spirit Medium.** Contact and control spirits of the dead.
- ♦ **Technologist.** Design small contraptions and master complex devices.
- ♦ **Vekeshi Mystic.** Devoted to the philosophy of slow, proper vengeance against those who oppress the weak.
- ♦ **Yerasol Veteran.** Highly regarded naval war hero.

Docker.

Flint's industrial docks—with their unusual conflux of peasant workers, educated engineers, and constantly-arriving refugees from the wars in the border states between Danor and Drakr—have in the past decade given birth to an unorthodox social movement. Graffiti artists brighten soot-cloaked warehouses with colorful murals and boastful self-portraits. Dancers and musicians bolster moods in breezy bars, while amateur philosophers giddy on fey pepper entertain drunken teamsters with humorous moral puzzles that often mock public figures.

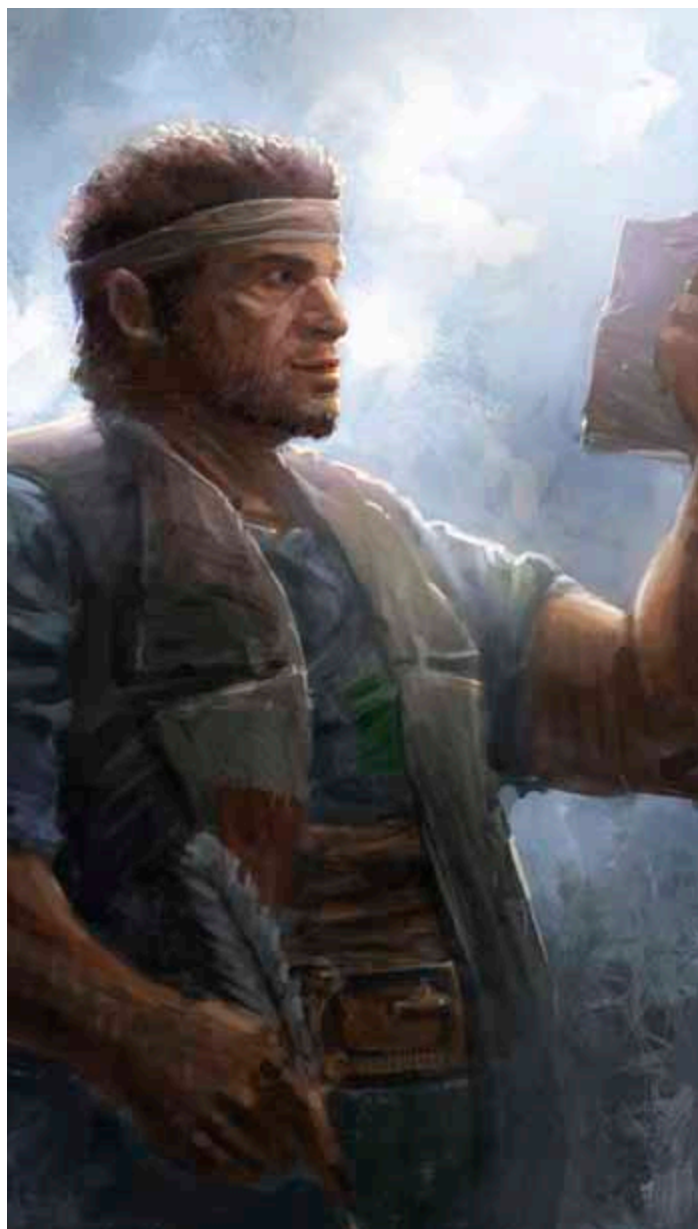
Occasionally these popular artists, called dockers, get it in their heads to start a riot or get a tad too precise with their criticism. The dockers

and the city police have each taken their hits in these confrontations, and tensions grow higher with every accidental death, but for now Roland Stanfield, the city governor of Flint, seems to have a soft spot for these tepid anarchists.

Playing a Docker.

The docker spirit is not limited just to those who perform in public, but extends to anyone who suffers through hard work and low wages, yet can still appreciate intelligent art for its sublime beauty. The worse conditions get for the workers in Flint, though, the more they turn to dockers for relief from their fatigue. When things get heated, every good docker needs to be able to handle himself in a scrap.

Sometimes a docker gets in over his head, and with a little help from sympathetic bar owners or police officers he'll drop out of the scene and find a new safer career. In this way, the docker movement has spread to pockets of the city slums and even out to the surrounding farmlands. One popular song on the docks even tells of a graffiti artist who fled to Crisillyr and is now painting cathedrals with subversive interpretations of the Clergy's doctrines.



GOLD AND TELEPORTATION.

In *ZEITGEIST*, in addition to its value as a precious metal for jewelry and currency, gold can be fashioned into a barrier against teleportation. While characters can teleport freely carrying gold, they cannot teleport through an opening framed in gold. Critical buildings thus often have thin strips of gold set into all their doors and windows; typically, the gold is concealed by additional masonry or some other artistry. Prison cells meant to hold eladrin and others thought to be capable of teleportation are often surrounded by rings of gold.

Similarly, a creature wearing a gold ring—an actual ring, a bracelet, or even a thin thread of gold wire twisted into a circle—cannot teleport or be teleported, so those wary of abduction might wear hidden gold toe rings to stymie would-be kidnappers. The protection can be bypassed by simply removing part of the ring, as worn or carried gold doesn't prevent teleportation unless it forms a full loop. This fact, combined with the potential temptation for thieves, keeps large gold warding circles from common use.

Docker's Jank (Theme Feat)

In a band, every musician has to know his bandmates' parts in case they need someone to pick up the slack.

Benefit: You may select up to four allies to be affected by this feat. Once per combat, each ally may, as a swift action, attempt the aid another action, granting another ally (or yourself) either a +1 bonus on his next attack roll or a +1 bonus to his AC. You can switch your four chosen allies if you spend a few hours training with them. If you choose Docker's Jank as your character's theme feat, the party's Prestige with Flint starts at 2 instead of 1. See "Prestige," page 17.

Special: You can acquire only one theme feat.

More Information.

At higher level, you might take the Notorious Celebrity prestige class (page 24), having gained enough prestige or infamy to affect your foes by reputation alone. One such celebrity is musician and adventurer Rock Rackus, who claims to have explored fiery dungeons, traveled to the moon, and cuckolded a fey king.

Eschatologist.

The Heid Eschatol movement began among the dwarves of Drakr, after the scholar Vlendam Heid published a treatise on the myths of his nation and how they continued to influence modern perceptions. The

book captured the culture's consciousness, particularly a section that used the legend of the Lost Riders to explain the Drakran tradition of defining civilizations and eras by how they end. In the three decades since its publication, Heid's "On the Proper Endings of Things" has given birth to a whole field of academic study devoted to finding the perfect way to end friendships and romances, business relationships, wars, serialized literature, and even one's own life.

Heid's disciples refer to themselves as eschatologists, from the term for the study of the end of the world. Their popularity has only strengthened Drakr's existing obsession with apocalyptic prophecies and doomsaying, and has raised awareness of their beliefs in other nations. The Clergy, however, denies that the dwarven endtimes are near, and its agents take a dim view of Heid's followers.

Playing an Eschatologist.

Dwarves from any nation likely feel some sympathy toward Heid Eschatol, and soldiers who fought in the wars in the border kingdoms between Drakr and Danor often saw enough horrors that when they came home they were comforted by the thought of an orderly judgment day. A handful of apocalyptic cults have sprung up, and increasingly their members are seen less as fringe nuts and more as just another religious sect. Only a few outside of Drakr actually believe in a literal imminent end of the world, with most adherents simply appreciating the comfort they can find by confronting death with reason instead of fear.

Regardless of how a character was drawn to Heid's movement, he is likely to give regular thought to the future, especially to life's thresholds and endings. Every eschatologist regularly updates his will, and pays heed to his companions' desires in the event of their untimely yet unavoidable deaths. A few race toward death, but most are pragmatic and take exceptional precautions to forestall any accidental demise that might ruin their plans.

Icy End of the Earth (Theme Feat)

With the dire knowledge that the world shall end in ice, you do what you can to prevent such fate from befalling your allies. These acts come with a high price, as you find yourself closer to death than most.

Benefit: Once per day you may stabilize a fallen comrade by touching them as a swift action. You can use this power on any creature who has negative hit points, or who has been dead for less than one full round. In order to use this ability, the creature you touch must have a complete body (thus it cannot be used on a decapitated creature, or the target of a *disintegrate* spell).

Once per day, you may summon a temporary zone of cold. This zone manifests in a 10-ft. radius around you, but is stationary. Creatures that start their turn in the zone (including you) take cold damage equal to your level, and while in the zone they cannot heal or gain temporary hit points.

The zone lasts until you dismiss it as a swift action, but if you start your turn outside the zone, its cold still damages you and prevents you from healing for as long as you maintain the effect. You cannot reduce the damage this does to you by any means, but other creatures' resistances and immunities can protect them as normal.

Special: You can acquire only one theme feat.

More Information.

At higher level, you might take the Logos prestige class (page 21), allowing your speech to alter reality. It is said the doomsday philosopher Grandis Komanov, who presides over a cult of frost-bitten, beardless dwarves in the far north, can be harmed by no living creature, since she exists partially at the end of time.



Gunsmith.

Knowledge of fusils—the cylindrical weapons that use explosive alchemical reactions to propel bullets at deadly speeds—has existed for centuries, but these weapons were considered inferior to existing magical attacks, which were more accurate and had less risk of accidental death. Only after the Great Malice did the Danoran military begin to refine and improve fusils. The latest innovations in these weapons, now commonly called “guns,” have led to their spread into Risur and Drakr, where industrial production helps equip armies with firepower on par with a well-trained sorcerer.



Firearms fascinate gunsmiths, who are not content simply to purchase and practice with guns. They tweak and tinker with their own refinements, and whenever two such craftsmen cross paths they bargain and deal for each other's secrets. Especially now that firearms have moved beyond the null magic lands of Danor, seemingly limitless possibilities have opened up for the development of weapons that mix spellcraft and chemistry. Flint's city governor Roland Stanfield is already planning a technological exposition where gunsmiths and other inventors can showcase their creations.

Playing a Gunsmith.

Not all gunsmiths devote their combat training to wielding firearms; some just like to have the weapons for their aesthetic appeal, or to take advantage of the common man's fear of their power. More often, though, gunsmiths practice endlessly to improve their aim, and try to learn as many trick shots as possible to prove the superiority of their chosen killing device. Those with magical training often master rituals to enchant their pistols. One gunsmith, Lerema Kurtz, is said to be able to conjure a cannon from her petticoat pocket.

Many romanticize the deadly purity of guns, or decorate their weapons with baroque inlays and carvings. A few gunsmiths, however, take a bleaker view, rejecting any form of poetry. They just know guns are damned good at killing people, and that life's as good as worthless when a bullet costs less than a mug of beer.

The Man with Two Guns Is God (Theme Feat)

You have discovered the coolest-looking fighting style in the world.

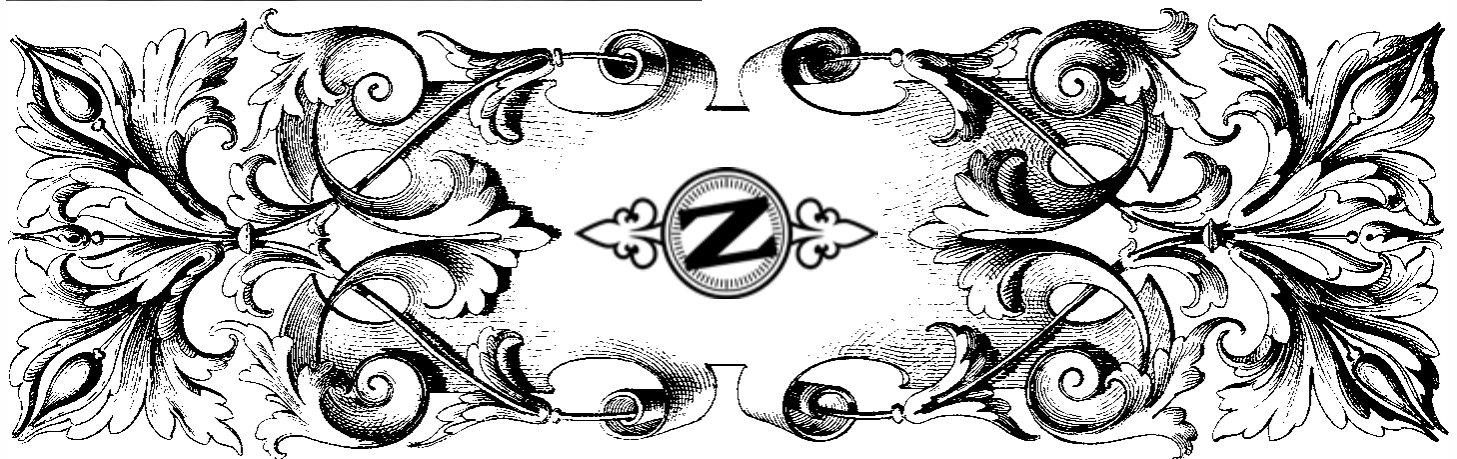
Benefit: You can draw and attack with firearms as if you had the Quick Draw and Two-Weapon Fighting feats. If you attack with a firearm in the same turn you draw it, the attack doesn't provoke attacks of opportunity.

Additionally, you can requisition advanced Drakran weapons like grenades and rifles without increasing the Favor level of the request. (See Requisitioning Equipment, page 18.)

Special: You can acquire only one theme feat.

More Information.

At higher level, you might take the Mad Shootist prestige class (page 22), experimenting with freeze rays, rocket launchers, shrink rays, and the like. Meanwhile, more mundane explosives and ballistics are on sale in the arms markets of Trekhom, the capital city of Drakr, which guards its harbor with cannons so massive they can crack the hull of even an ironclad ship. But not all the clever weapons are designed by dwarves; this autumn Flint will be hosting the Kaybeau Arms Fair, sure to bring in plenty of gun-happy inventors.



Martial Scientist.

In the war academies of Danor, students speak of combat like a science. Their curriculum involves not merely practicing forms and maneuvers, but writing theses about renowned warriors, or crafting and defending theorems regarding the mechanics of swordplay. The normally reserved Danorans honor the graduates of these battle colleges like other nations honor great poets and sculptors. As those warriors have proven the efficacy of their innovative techniques, the sentiment has spread throughout Lanjyr, and other nations have founded similar schools.

Any brute can hurl a spear or hack through a ribcage, but students of the war academies bring reason to the savagery of war. Often rising to high military ranks, these scholars of battle study anatomy and perform autopsies to learn vulnerabilities of the body, learn physical theorems that underlie the most effective angles of attack and defense, and take time to ponder the psychological and sociological considerations of mortal conflict—from the vast scope and human cost of an invasion, down to the emotional resonance and cultural significance of specific sword techniques through history.

Playing a Martial Scientist.

Danor has the greatest concentration of war colleges, but the Banham Academy in Risur's capital Slate has a reputation for elite siege engineers and artilleryists, and the Battalion outside of Flint trains the best wilderness forces in Lanjyr. Smaller local schools mostly serve to provide pensions for retired soldiers turned tutors, but even they have led to noteworthy theses, such as *The Wounding Effectiveness of Stealthy Singular Rapier Contrasted with a Twin Strike of Dual Long Swords*, which provoked a very spirited debate and even a few expulsions when things got heated.

In Drakr, emphasis is given to testing the physiological limits of endurance and surviving in battle with limited resources, as would be likely in a world-ending conflict. The Clergy in Crisillyir add a strong theological and monstrous anatomy component to the students in their military academies. The lone war college in Ber has a vast library of battle songs, which according to a disputed theory will inspire the courage and attack accuracy of soldiers, though most likely it is just meant to keep in check the often wild emotions of its bestial students.

You should work with your GM to determine what your graduate thesis was, unless you left before finishing your education.

Martial Studies (Theme Feat)

Research is important for science and for combat. If you don't know just the right fighting technique, you're pretty sure someone else has published a thesis about it.

Benefit: At 1st level, every martial scientist starts with the *experimental strike* technique, detailed below. Throughout the campaign you will have the ability to learn new techniques from other martial scientists, either by reading their thesis or witnessing their technique in action. After resting for 8 hours, choose any one technique you know. You have access to that technique's ability for the day.

Special: You can acquire only one theme feat.

Experimental Strike (Martial Scientist Technique)

Scientific breakthroughs are born of both careful study and wild experimentation. Your old reliable attack technique has failed, so it's time to try option B.

Benefit: Whenever you miss with all attacks during a full attack action, you may immediately make one additional attack at your highest base attack bonus. You must use this attack for some purpose other than directly attacking an enemy, such as slicing a rope to pin an enemy with a chandelier, or smashing a pipe to spray blinding steam on an enemy.

DESIGNER NOTES MARTIAL SCIENTISTS

If you've ever played *Final Fantasy* games, you might be familiar with the concept of blue mages: characters who learn the techniques of their enemies. The martial scientist follows that conceit, while also promoting the idea that combat in the world of ZEITGEIST is more the work of refined thinkers than berserkers or savages.

This theme offers players the opportunity to acquire numerous small and quirky talents. While not typically useful in a normal fight, they can come in handy in niche situations. If you're the kind of player who likes outwitting enemies or having a deep bag of tricks to draw from, this might be the theme for you.

More Information.

At higher level, you might take the Polyhistor prestige class (page 25), using your deep well of martial knowledge to craft unique fighting techniques in the heat of battle. The legendary Henri Jierre, who founded the *Jierre Sciens d'Arms* martial academy, is said to have never needed more than three sword strokes to defeat any foe.



Skyseer.

Truly ancient lore suggests that once the mortal races were able to travel to the stars with the aid of lost magic, much like demons and angels can be briefly summoned into this world. But for the full length of remembered history, the heavens have been nearly inscrutable. The druids, used to thinking in long terms of seasons, years, and the lifespan of trees, were the first to notice subtle connections between the movements of stars and the affairs of this world. They too were first to learn how to step through the veils that lead to the Dreaming or the Bleak Gate, and without their aid King Kelland could never have defeated the fey titans.

For over a thousand years, the druids would gaze into the sky night after night, awaiting dreams that would grant revelations of the future. These seers, by guiding journeyers and heroes with their visions, averted many catastrophes. When the Second Victory led to Srasama's fall, the skyseers read the signs and helped hundreds of eladrin women flee their homeland so they could avoid genocide.

In the past few centuries, however, the many orders and factions of skyseers in Risur have struggled to divine much of import from the stars. Their visions, never precise or clear to begin with, failed to foresee the rise of Danor's industry, failed to avert scores of natural disasters and man-made tragedies. The people of Risur still go through the motions of skyseer rituals, but the old druids' influence has faded. Few young people today aspire to join their once-prestigious ranks.



Playing a Skyseer.

Those few who study to be skyseers today usually have a close mentor among the druids. Some may have spent countless nights as children staring up at the stars, before one night waking from a vivid, prophetic dream. Apprenticed to an elder skyseer, they learned the names of the stars and planets, their patterns and influence. Though precise visions are rare, it is still indisputable that magic of travel works better under the full moon, and that any ship that sets sail the night when Jiese enters retrograde within the constellation of the Mad Pirate will face great misfortune before it reaches its destination.

Skyseers favor the night, and with a glance at the starry sky can tell time as precisely as any clock. Even in this new age of technology, most Risuri ship's captains won't sail beyond sight of shore without a skyseer aboard. Though their influence has faded somewhat, they still have strong connections with many families, villages, and organizations, and they can easily find a welcome home—as long as they do not begin speaking of prophecies.

Players interested in the skyseer theme should definitely read the sidebar on Planets and Planes (page 43).

Skyseer (Theme Feat)

Having been raised with teachings of the Skyseers, you have access to various abilities relating to heavenly guidance.

Benefit: Immediately prior to a period of extended rest (8 hours minimum) during which the night sky is visible, you may focus your mind on the future and receive a prophetic dream regarding one question. Upon completion of your rest you awaken with insights into the future as though you had cast an augury spell and received a meaningful reply.

In addition, once every combat you may touch an ally and give them insight into future actions. The touched ally chooses one of the following: Attack Roll, Saving Throw, Skill Check or Concentration Check, and then rolls a d20. The next time the ally would roll for the selected action, they may use the previously rolled result or opt to make a new roll. Other abilities that allow re-rolls may not be used in conjunction with this ability. If the action would have multiple rolls (such as iterative attacks), only the first roll is replaced.

Special: You can acquire only one theme feat.

More Information.

At higher level, you might take the Applied Astronomist prestige class (page 19), letting you manifest the powers of the different planets in the night sky. Perhaps you might even discover why the visions of the skyseers have grown so vague these past few decades.



Spirit Medium.

The Danoran industrial revolution has changed the ways of war, giving even the poorest man weapons that can kill the wealthy and well-equipped. Why then should not matters of the soul also move from the purview of the enlightened into the grasp of the common people? So ask spirit mediums, who wish to explain the mysteries of spirits and the afterlife so that men no longer need priests to tell them what awaits beyond death.

Certainly, many mediums are charlatans who prey on the weakness of bereaved aristocrats. But a few have discovered how to contact the dead through a form of psionic meditation called a *séance*. Some will only use their talents to help those who have a sincere need to know the secrets of the dead, and will only train students who share the same worldview, but most mediums reject such insularity as smacking of organized religion, and will gladly wake the dead for a quick chat at the drop of a few coins.

Playing a Spirit Medium.

The ability to speak with the recently departed is of great value to the Royal Homeland Constabulary, which recruits enthusiastically people with useful talents. Compared with the normal life of a medium, criminal investigators seldom have to convey messages between the dead and their living friends and relatives, though such conversations can help elicit otherwise unyielding secrets.

Unfinished Business (Theme Feat)

You possess a deep understanding of spirits and the ties that bind them to the mortal world. With the simplest of actions and words, you can stir the recently deceased into action.

Benefit: Once per day you may use *speak with dead* as a spell-like ability with a caster level equal to your character level. When using the spell in this manner, you must use it in the area where your target died and it must be used within a day of the creature's death. You do not require a complete body as the ability speaks with the spirit and needs no corporeal connection.

Once per combat, as a standard action that provokes attacks of opportunity, you conjure forth a spirit from a *creature* that died within the *last* five minutes and within three miles of your current location. The spirit appears in a space you choose within 25 ft. of you, and performs a standard action of your choice. Any attack it makes count as having the *ghost touch* weapon property.

Special: You can acquire only one theme feat.



More Information.

At higher level, you might take the Urban Empath prestige class (page 27), gaining the power to communicate with the *genius loci* of cities, learning their secrets and calling upon their unique powers. The most famous medium, the halfling Jared Smithee, had a prosperous career giving comfort to the bereaved, until he attended the state funeral of the last Sovereign of Danor. The Danorans tried to arrest him when he claimed to have a message from the deceased, and he remains on the run.



Technologist.

Some people cannot get enough of new technology. Those with talent tinker or create. Those without collect, study, or simply nag every engineer and inventor they meet. Whether dabblers or professionals, often these technology enthusiasts come up with ideas for devices that straddle the line between clever and impractical.

In Danor, academies train technologists in specialized fields, while in Drakr master dwarven craftsmen guide huge stables of apprentices in the massive engineering projects. Crisillyir punishes such tinkering with holy flagellation, as do colonists in Elfaivar, whereas the native eladrin are as unsettled by technology as are the denizens of the Dreaming. A few enterprising technologists in Ber curry favor of the royal court, which responds eagerly to such intellectual pursuits.

Playing a Technologist.

After centuries of reliance upon swords, bows, plate armor, and the occasional arcane evocation, keeping up with the modern pace of developing technology is daunting to many power groups, especially law

enforcement and the military. Such groups might enlist technologists as specialists to explain unfamiliar devices, or to craft specialty weapons or tools. While the Danoran industrial revolution has mass-produced many common tools and weapons, only a few have the knowledge and talent to create custom items.

Technologists tend to gather lots of disposable tools and weapons, so that they always have something handy in an unusual situation. Many make a point to learn a bit of magic or alchemy as well, though every technologist is inspired by a different vision of what technology can provide.

Benefits.

If you choose Technologist as your character's theme, you will have access to certain technological information and resources not readily available to other characters. Additionally, you gain the following power at 1st level.

Disposable Simulacrum (Theme Feat)

You pull out a pre-assembled gadget, tie it to your life force, and animate it so it can recreate one of your fighting techniques.

Benefit: You gain a contraption. When deactivated it weighs 5 lbs. and can fit in a pouch or pocket, but as a standard action, you may activate the contraption and place it in an unoccupied adjacent space, at which point it becomes a Small creature. The contraption has the same AC and saves as you, hit points equal to one-quarter your total, and the construct subtype. It has a speed of 20 ft., but only moves if you direct it.

You can deactivate the contraption as a swift action. If reduced to 0 hit points, the contraption is automatically deactivated and you must spend an hour making repairs before you can activate it again.

Choose a single task that you can normally perform as a standard action, such as attacking with a specific weapon, casting a specific spell, or directing a mount. As long as the contraption is within 30 ft., you can spend a standard action to have the contraption perform the chosen task. Spells cast through the contraption count towards your daily spell limit as though you cast the spell.

Since it is a simulacrum, the contraption does the task as if you were performing the action in its space. It uses your stats, and if making a weapon attack it even functions as if it had your weapon. At the GM's discretion, it can also take closely related minor tasks, like reloading a ranged weapon, but otherwise the contraption can take no other actions on its own.

Special: You can acquire only one theme feat.

More Information.

At higher level, consider the Steamsuit Pilot prestige class (page 26), designing a machine you can wear into battle. Not all technologists are solitary tinkers: the gregarious Risuri industrialist Benedict Pemberton, who made his wealth in mundane factories, is said to have developed an interest in more exotic creations and to be recruiting clever engineers and mages for a secret project.



Vekeshi Mystic.

If fatalism defines the traditional dwarven philosophy, then the cornerstone of eladrin ideology is that living well is the best revenge.

After the goddess Srasama died and nearly all eladrin women perished with her, there was a great drive in Elfaivar to fight until the last man in a short-sighted bid for vengeance. As the rest of the nation whipped itself into a frenzy, however, a composer named Vekesh wrote a song of mourning that contained a simple sentiment: defeat is only tragedy if the defeated allow the story to end there.

While many eladrin could not be stopped from their self-destruction, Vekesh convinced some of his people that a tale that goes from defeat to revenge to death is a shameful tragedy. Revenge distracts one from one's grief, but is ultimately valueless. Instead, he said, a tale of defeat, resilience, and renewal is the best way to thwart their enemies' goals.

The proper form of retribution, then, is to endure, rebuild from weakness, and prosper into strength.

His guidance ensured that in at least a few isolated enclaves, the eladrin race pulled back from the brink of annihilation. In the following decades a loosely codified collection of vekeshi teachings spread throughout Lanjyr. The mantras of Vekesh have helped many cope with loss and find a new path for themselves.

To the general public, though, "vekeshi" is synonymous with murderer and terrorist. While the majority of vekeshi avoid violence when possible, Vekesh believed that taking up arms is sometimes necessary to protect those at their most vulnerable. The deepest secrets of vekeshi mysticism are taught only to a rare few adherents who demonstrate a skill for battle, and the wisdom to know when to use their power.

Playing a Vekeshi Mystic.

Anyone might casually study Vekesh's teachings for a bit of personal guidance, but to be initiated into the mystical side of the philosophy requires painful rituals. Aspirants are taken in the night across the threshold of the Dreaming, where they experience the fall of Srasama through psychic illusions, making them keepers of the shared memory of the Great Malice. Thereafter they are held in a cage for days, along with poisoned food that they must resist, so that the starvation teaches them the importance of patience. Finally, they are burnt until their skin blackens, and then are magically healed to seal in the power of the flames.

If a vekeshi passes these trials, he rests and recovers in luxury as his teachers instruct him in the secrets of the philosophy, and drill into him the necessity of discretion. Upon leaving the Dreaming, vekeshi mystics return to their normal lives, but seek positions of power in military, law enforcement, or the underworld, where they use their authority to punish those who continually threaten people who are simply trying to make a better life for themselves.

Vekeshi mystics seldom gather in large groups, but on certain irregular lunar holidays they slip into the Dreaming for secretive festivals. Only on the rarest occasions will a mystic be called to act openly. Donning an iconic mantle of eladrin armor and a mask that conceals his face, the mystic acts as the surrogate hand of the fallen goddess Srasama, with the sole purpose of meting out punishment against one directly responsible for large-scale suffering.



Hands of Retribution (Theme Feat)

The faint burning outline of a six-armed goddess hovers behind you. As enemies strike your allies, the goddess lashes out in retaliation with blades of fire.

Benefit: Once per combat, anytime an ally within 20 ft. is damaged by an enemy attack you may use this ability as an immediate action to deal damage equal to 2 + half your level to the enemy who made the attack. This damage is half fire and half holy.

For every 4 levels you possess, you may use this ability once more per combat, to a maximum of 6 times per combat at 20th level.

If you choose Vekeshi Mystic as your character's theme, the party's Prestige with the Unseen Court starts at 2 instead of 1. See "Prestige," page 17.

Special: You can acquire only one theme feat.

More Information.

At higher level, you might take the Vekeshi Excoriant prestige class (page 28), to let you yield the power of the dead goddess Srasama. The secrets of your order are not to be shared with other players, but speak to your GM to learn the names and operations of mystics active in Flint and beyond.

Yerasol Veteran.

The islands of the Yerasol Archipelago were perhaps the most verdant, beautiful battleground in history. During two centuries of intermittent warfare, untold thousands of soldiers from Risur and Danor died among the windblown rainforests and flowered beaches of those isles, trying to protect their homelands' exceedingly prosperous plantations. Those who survived—the ones who didn't succumb to aberrant infections, crippling physical injuries, or unyielding mental trauma—often turned their war-time glory into profit or political clout.

Poets of the two nations memorialized the greatest acts of heroism from the Four Yerasol Wars, the last of which ended seven years past. It's an open secret that history is written by the survivors, and many so-called war heroes were merely lucky enough to witness something brave and amazing, and not die in the process so they could take the credit for themselves. A rare few, however, demonstrated genuine heroism and lived to have their tales told by others.

Playing a Yerasol Veteran.

Everyone knows the names of a few veterans who distinguished themselves in battle—not quite famous, but certainly memorable. Every veteran of the isles has a story that made him a celebrity, though many do not enjoy recounting their tales. The fact that everyone likes a war hero doesn't lessen the trauma of having seen friends die.

After two centuries of trial and error, though, Risur and Danor have learned to exploit these heroes of the moment, giving them cushy jobs and helping them reacclimate to civilian life. It doesn't do to have a "hero" become a drunkard and embarrass his nation, after all. The aid and adulation from their nation helps a great many Yerasol veterans become pillars of their communities. Such aid quickly dries up, though, should a hero ever decide to publicly criticize his homeland.



More Information.

At higher level, you might take levels in the Monument of War prestige class (page 23), which lets you give form to your memories of war, calling in gunfire and artillery. You'll also want to become familiar with the naval combat quick-play rules in Appendix Two: Seas of ZEIGEIST, or the full ship combat rules in *Admiral o' the High Seas* (a naval adventures supplement by E.N. Publishing). You too might one day achieve a feat as grand as King Aodhan, who sailed into the harbor of Danor's capital, seized its flagship, and sailed it back to Risur as his prize.

Display of Heroism (Theme Feat)

Seeing an ally in peril, you rush into harm's way and cover his escape.

Benefit: Once per combat you may assist an ally who is imperiled. As a move action, you may move your speed to an ally. This movement doesn't provoke attacks of opportunity. You can lift the ally to his feet if he is prone. If he was dying, your presence stabilizes him and allows him to become disabled instead of unconscious. You and that ally gain a +2 circumstance bonus to AC and saves until the end of your next turn.

If you choose Yerasol Veteran as your character's theme, the party's Prestige with Risur starts at 2 instead of 1. See "Prestige," page 17.

Special: You can acquire only one theme feat.



SALARY, STIPEND, AND REQUISITIONS

As constables of Risur, your characters have a slightly different relationship with treasure than typical *PATHFINDER* adventurers.

Firstly, you're assumed to receive a reasonable salary that covers your normal living expenses, but needs not be tracked in-game.

Additionally, from time to time you will receive an official stipend to fulfill your duties. These will come roughly whenever you gain a level, since more experienced constables are given more challenging tasks. The Constabulary's resources and connections let you use this stipend to requisition the tools you need for your missions. After a mission ends you can trade in items you no longer need, freeing up that portion of your stipend for other tasks.

The RHC, and more broadly the nation of Risur, has access to a vast array of magic items, but you are not its only agents. Also, concerns about theft and corruption mean those who control these resources tend to be conservative in their release. However, as you prove your loyalty you will be entrusted with great wealth, and if deemed worthy you might even be granted access to precious relics held in the Risuri royal vaults.

Powers of Kings and Gods.

As the campaign begins, the concept of people of supreme power (i.e., level 16+) is seen as wholly fanciful. That didn't stop one economic theorist named Solace Petrov from positing that such living immortals would inevitably acquire priceless resources like weapons forged from the essence of whole demi-planes, rituals that harness the collective will of a thousand state mages, and long-forgotten artifacts unearthed by the concerted efforts of an entire nation's adventurers.

Which is to say, if you reach 16th level, you won't be receiving a "stipend" anymore. Rather your resources will be limited by the total wealth and resources of those whom you are defending.

Upgrades, Loot, and Skimming Off the Top.

You can turn in any item you have requisitioned to restore its full value to your stipend. This allows you to keep yourself equipped with the best material available, or at least the best that government bureaucracy thinks you can be trusted with.

When you recover rare magic, treasure, or other valuables, RHC protocols allow you to make use of them for a limited period of time, if you need them. However once they are no longer required, you are expected to hand them over to higher authorities, who will make proper use of them. If desired, you can use your salary or stipend to keep these items long-term, assuming you file the proper paperwork and your request is deemed warranted.

An alternative, of course, is to hold onto items and not report them to the RHC. This is illegal, and would likely be grounds for dismissal. Such pecuniary misdeeds are expected of common police, but the RHC is held to higher standards. If you attempt to sell such an item, you cannot take advantage of the RHC's favorable rates, and must use the normal values (50% of base value). Be careful, though, because prison is not kind to former law officers who turn to crime.

Exceptions and Variants.

If you receive a gift, you can keep it, though the RHC might factor it into how much of a stipend they need to provide for your next mission.

If the GM prefers, you could alter the setting so that permanent magic items are rarer. The PCs in this case would be provided a much smaller

stipend (about one-fourth the suggested amount), which could be used to purchase expendable items and expensive spell components.

Finally, if the GM decides to run a campaign where you are not part of the RHC, or if the party decides to spontaneously become pirates out of frustration with the bureaucracy they have to deal with, you can use traditional treasure parcels. The adventures will provide suggestions for what the PCs find and where.

EQUIPMENT

The new technological revolution has produced new weapons, and some items are unique to the *ZEITGEIST* adventure path.

Explosive Alchemicals.

Early firearms used smoky gunpowder as propellant for its ammunition, but recent alchemical advances have produced firedust. This powdered variant of alchemist's fire produces practically no smoke when used in firearms, has a lower risk of fouling or corroding the weapon's internals, and is hydrophobic, allowing it to burn even after immersion in water.

Many other firearm accelerants exist, including magmite (a granular black substance rendered in alchemical furnaces) and phlogistite (translucent red vapor slime that floats in globules if exposed to open air), but firedust is by far the most widely used. Steam engines use a variant, firegems, which burn slower but longer.

While it is the source of a firearm's deadly power, firedust is relatively harmless as a weapon in its own right, since it burns too fast to cause serious wounds like traditional alchemist fire. If someone ignites a cask full of firedust, though, the resulting explosion could seriously hurt those nearby. The dwarves of Drakr field grenadiers who use hand-held explosives, but constables and even criminals find little use for such indiscriminate destruction in an urban environment.

Example Explosion

A twenty pound cask of firedust, roughly a foot across, might explode in a 5-ft. radius, dealing 2d6 fire damage. A one-ton pallet, enough to fill an entire square, could explode in a 25-ft. radius, dealing 6d6 fire damage. Specifics will vary by circumstances, of course.



Firearms.

Firearms use explosive alchemicals to fire metal ammunition. Reloading involves drawing and tearing open a paper cartridge, which contains firedust and a bullet. The gunman pours firedust down the barrel, then packs in the bullet with a ramrod. The firing hammer of the weapon strikes a firegem set at the back of the barrel, which acts as a percussion cap, producing a spark inside the barrel. A typical firegem percussion cap must be replaced every few dozen shots or else there is a risk the gem will crack and misfire, but the cost is negligible.

Risur produces pistols, carbines, and muskets from a variety of factories in Flint and elsewhere. Drakr possesses somewhat superior firearm technology, and it is possible to import (or custom-make) shotguns, grenades, and rifled versions of normal firearms. Additional innovations such as metal cartridge ammunition are known to exist, but they are the domain of specialized gunsmiths, and as yet cannot be mass-produced.

Firearm rules are available in the *PATHFINDER Role-Playing Game ULTIMATE COMBAT* rulebook. The ZEITGEIST setting uses the rules presented within that volume but assumes firearms function with firedust and paper cartridges as explained above.

Acquiring and paying for firearms uses the “commonplace” rules presented in the *PATHFINDER Role-Playing Game ULTIMATE COMBAT* rulebook. PCs must spend the appropriate gold listed for ammunition, though it is assumed this ammunition consists of firedust and a specially constructed cartridge rather than the black powder/alchemical cartridge listed.

Note that, despite the presence of commonplace firearms, PCs

cannot purchase advanced firearms at any point in the campaign unless advanced firearms are specifically mentioned in an adventure or in a subsequent ZEITGEIST release.

Miscellaneous Gear.

Item	Price	Weight
Fey pepper, week's supply	10 gp	—
Firedust, cask	20 gp	20 lb.
Gentleman's Outfit	30 gp	6 lb.
Goggles	5 gp	1 lb.
Lady's Outfit	30 gp	12 gp
Leaf of Nicodemus, week's supply	1 gp	—
Pocket watch	25 gp	—
Surgeon's kit: bone saw, debriding curette, ether, forceps, morphium, probes, retractors, scalpels, scissors, sutures, syringe	50 gp	2 lb.

Fey Pepper. This rare plant only grows near paths to the Dreaming, and since the fall of the Elfaivar empire five hundred years ago it has been a black market item in most of Lanjyr. When chewed or smoked, the pepper makes the user giddy and upbeat. With a sufficient dosage, the user begins to hallucinate, though many claim these visions are actually glimpses into the Dreaming.

Gentleman's Outfit. This fine outfit includes coat, vest, cane, top hat, and more. Gentlemen *do not* wear goggles.



Goggles. Designed for working in factories or laboratories with searing chemicals or embers, these goggles are atrocious for peripheral vision. While wearing them, you can immediately attempt a Fortitude save (DC 10) when an effect would blind you to ignore the blindness. However, you take a -5 penalty to Perception.

Lady Outfit. This ornate dress has an excess of weight composed of frills, whalebone corseting, multiple layers of fabric, and possibly a small hat with a lace veil. Still no goggles. Definitely no cogs either.

Leaf of Nicodemus. Monks cultivate this herb, which grows best on the islands of the Yerasol Archipelago. When crumbled, rolled, and smoked as a cigarette, the monk's leaf soothes nerves and sharpens perception slightly. It can be addictive if used extensively, but has no social stigma, unlike fey pepper.

Pocket Watch. In addition to telling time, a pocket watch deters the attention of minor fey. Watches will occasionally stop, skip, or run backward in the presence of powerful fey creatures.

Surgeon's Kit. This functions as a healer's kit.

Vehicles.

The Risuri navy, armed with enchanted cannons and guided by skyseers who can control the winds, are arguably the greatest seafaring military in the world. Though Risur is slowly integrating steam engines into its fleet, most of its vessels are still powered by sail.

Not every threat to Risur happens in the streets of Flint, and sometimes the RHC is called upon to act at sea. Your squad of constables will receive access to a ship of your own, and you will be able to acquire enhancements for it as the campaign progresses. You can find our naval quickplay rules online at EN World. If you and your GM want to bring this element to the forefront, you should check out E.N. Publishing's naval adventures rulebook, *Admiral o' the High Seas*.

PRESTIGE

Most fantasy adventurers are "free agents" with no boss but themselves, usually out on the edge of civilization with few allies they can call on in a pinch. In **ZEITGEIST**, though, you and your fellow PCs may want to call in favors from the RHC, the local police, or other power groups. The Prestige mechanic provides a quick guideline of how much clout the party has, whether they're calling in a mage to perform a spell too high-level for them, or trying to get their hands on a rare wand before assaulting a criminal stronghold.

In **ZEITGEIST**, the GM will need to track the party's Prestige with five groups:

- ♦ **Flint.** The citizens of Flint.
- ♦ **Risur.** The RHC, the police, and the greater Risuri government and military.
- ♦ **The Unseen Court.** The lords of the fey who rule in the Dreaming
- ♦ **Criminal.** A criminal group, the identity of which is secret at the start of the campaign.
- ♦ **Philosophical.** An ideological group, the identity of which is secret at the start of the campaign.

As with any rules for social interaction, these are just guidelines, and the GM should use his best judgment when adjudicating them.

Using Prestige.

In addition to acting as a handy track of your notoriety, your Prestige lets you call in favors, usually to acquire special gear or to get help from allies. The higher your Prestige, the easier and faster you can get what you want.

Use the following guidelines to determine the Favor level of what you want. Then compare that rating to your Prestige to see how fast you can get what you want. You can make a Diplomacy or Intimidate check (DC 15 + 3 per level of the favor) to increase the speed of your favor one step, from a week to a day for instance.

If the Favor level is...	Then your favor gets fulfilled in...
Less Than your Prestige	As little time as humanly possible.
Equal to your Prestige	A few hours.
Your Prestige +1	A day.
Your Prestige +2	A week.
Your Prestige +3	A month.
Your Prestige +4	Never.

Calling in a favor represents the party expending resources and good will to find people who are both able and willing to help, so there are limits to how often the party can take advantage of the Prestige system.

The party as a whole can call in one favor per day from a given allied group. For example, a party with Risur Prestige 2 might call on a soldier for back-up (Favor 1) and get someone to show up in a few minutes. The next day they might call for a spell caster to craft some magic items for them (Favor 2), and he'd show up in a few hours. If the next day they requisitioned a flaming sword (Favor 3) to fight a frost monster, it would arrive until the next morning unless the party pulled some strings or yelled a lot (i.e., Diplomacy or Intimidate check).

If the party needs to call in more favors, one PC needs to make a Diplomacy or Intimidate check (DC 15 + 3 per level of the favor + 2 per each previous favor beyond the limit in the same day). For instance, if on day two the party above also needed a squad of four police to stake out a wharf for a night (Rating 3), they would need to make a check (DC 24) to even get the favor, plus also another check (DC 24) to round up the squad in time for that evening.

If they failed the first check they'd have to wait until the next day to call in that favor. If they failed the second check, the squad might be willing, but wouldn't be able to get their schedules together until the next day.

PRESTIGE RATING

The prestige rating represents how well-regarded the party is, either as an ally or enemy. If the party thwarts several criminal plots but anger Flint politicians in the process, the criminals might view them as a significant threat (Prestige 3), even though they're pariahs to the Risuri establishment (Prestige 0).

- ♦ **Rating 0:** Viewed with disdain, as buffoons or pariahs. The group will not take the party seriously.
- ♦ **Rating 1:** The party is relatively unknown to the group.
- ♦ **Rating 2:** The party has done a few noteworthy things, but most group members don't know them or assume they'll do nothing else of note.
- ♦ **Rating 3:** The party has distinguished itself, and most members of the group know about their actions and talents.
- ♦ **Rating 4:** The group pays close attention to the party, either viewing them as a powerful ally or a dangerous enemy.
- ♦ **Rating 5:** The party is one of the top priorities of the group. A lot of resources are devoted to either helping them out or taking them down.
- ♦ **Rating 6:** The party has the ear of the leader of the group (or actually is in charge), or they're viewed as the face of the enemy.

All the above favors would be based on the party's Prestige with Risur, and wouldn't count against the limit if the party wanted to call on favors from the people of Flint. If they wanted some street urchins to tail a suspect for a week (Level 3), and needed a group of technologists to spend a few hours testing the air in various districts for traces of a particular chemical (Level 4), it wouldn't make the police any less likely to help the party out.

The Favor Ratings below are just guidelines. The GM can impose modifiers as he sees fit, or state that certain favors are impossible. For instance, if you call in back-up to a crime scene, and all the officers are killed because you screw up, the police force will be less inclined to send you back-up next time. If you just saved the police chief's life and need a dozen men to track down the assassin, you'll have an easier time of that.

Flint Favors.

Here are some sample help, provided by Flint's citizens.

- ♦ **Level 0.** Urchins to watch a street for you. A secretary to look through documents or handle your paperwork. A carriage-driver to provide you discreet passage around a district.
- ♦ **Level 1.** A ferry-man to give you discreet passage around the city. A craftsman to make a custom non-magic item for you. A minor bureaucrat to bend the rules for your sake. A journalist to run a story.
- ♦ **Level 2.** A docker to create a distraction that will probably get him beaten up or arrested. A journalist to run a false story that could get him in trouble. A major public figure agreeing to talk with you for a few minutes.
- ♦ **Level 3.** A gang of thugs to commit some violent crimes for you. A small group of concerned citizens to rally and protest somewhere. A journalist to print an exposé on a powerful political figure.
- ♦ **Level 4.** A large crowd of protesters to block off a whole building or street. A class of university students to come out and use their skills for the common people. A ship captain to smuggle in something for you.
- ♦ **Level 5.** A politician to take a stand for something that might make him lose his office. A city-wide search for a missing person. A local celebrity to put on a private show.
- ♦ **Level 6.** A city-wide protest. A call for all citizens to take arms against a threat.

Risur Favors.

And here are some examples of help provided by the RHC, the police, or the military.

- ♦ **Level 1.** An officer to provide back-up or investigate a lead for you. One soldier to fight alongside you. (See Allied Stats, page 56.)
- ♦ **Level 2.** Four officers or soldiers. A level 6 ritual caster who can perform several rituals (the PCs pay for any ritual components).
- ♦ **Level 3.** A squad of twelve officers, or a unit of twelve soldiers. A level 10 ritual caster.
- ♦ **Level 4.** A precinct-wide alert for all officers to assist. Four 12-soldier units. A level 12 ritual caster.
- ♦ **Level 5.** A city-wide alert for all officers to assist. A company of one hundred soldiers. A level 14 ritual caster.
- ♦ **Level 6.** Four companies of soldiers. Principal Minister Harkover Lee, who is a level 18 ritual caster.

Unseen Court Favors.

It's always dangerous to ask for help from the fey. Any favor must be repaid in kind, a bargain which can be magically compelled at any moment.

- ♦ **Level 1.** A tiny fey to deliver an item to a specific house without being seen. A dryad to hide someone on the run from the law.
- ♦ **Level 2.** A pixie to kill a person's pet and eat everything but its head. A nymph to lure someone off into the Cloudwood.
- ♦ **Level 3.** A hag to provide an illegal magic item (the PCs pay for the cost). A young treant to sneak into the city and observe a target.
- ♦ **Level 4.** A vekeshi mystic to abduct a factory owner and threaten him.
- ♦ **Level 5.** A fey lord (though not one of the Unseen Court) to meet and provide information.
- ♦ **Level 6.** A member of the Great Hunt to chase down and kill a target in the wilderness.

Taking Time.

As a default, favors like those above can get people to help you for up to half an hour. If you want someone to help you for a few hours, increase the level by 1. If the favor requires working for a day or more, increase the level by 2; and if a week or more, by 3. Particularly with large groups, you'll usually need to factor at least a 1-level increase to give the group time to gather and travel to wherever the party needs them. Even the king needs a few weeks to march an army to war.

Requisitioning Equipment.

Between adventures, there's no need to use the Prestige system. Characters can file the appropriate paperwork and whether it takes a few days or a few weeks, the item they need will arrive before the start of the next adventure.

When you want to request something during an adventure, though, you need to call in a favor using your Risur Prestige. Start with a base Favor Rating of 1 for minor magic items, 3 for moderate magic items, and 5 for major magic items. Add 1 if the item you're looking for is higher level than you. Most mundane items like rope and clothes don't need to be requisitioned, but something weird like a wagon with a cannon hidden inside it might count as a minor magic item. This abstraction represents what would realistically be a complex system involving very large quantities of paperwork. Remember that the favor only represents making the item available; you still have to pay for it.

PRESTIGE CLASSES

The following nine prestige classes are tied to the character themes presented above, but they are options, not mandatory. Indeed, as your character becomes familiar with the other traditions active in Risur, he may be drawn to the class of a different theme. At the GM's discretion, a character may qualify for a prestige class of a different theme if he receives special training from an existing member of that class.

APPLIED ASTRONOMIST

The myriad motes shining in the night sky influence the world through subtle magic, and with the proper study that magic can be grasped and harnessed. Skyseers, familiar with sensing the patterns of the stars, can learn to wield this magic in battle, enhancing themselves, conjuring otherworldly destructive forces, or shifting the environment to be more like those of these wandering planes.

The last skyseer who unlocked these powers, Hugo Theroby, died in 493, leaving an unfinished telescope and observatory atop one of the mountains in Flint's Cloudwood. Today the facility is overrun by pixies who exhibit unusual magical abilities.

Hit Die: d8.

Requirements.

To qualify to become an applied astronomist, a character must fulfill all of the following criteria.

- ♦ **Feats:** Skyseer.
- ♦ **Skills:** Knowledge (nature) 7 ranks, Knowledge (planes) 7 ranks

Class Skills.

The applied astronomist's class skills (and the key ability for each skill) are Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Table: *Applied Astronomist*

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+1	Heavenly flare, touching the wheel of heaven
2nd	+1	+1	+1	+1	Space travel, stargazer
3rd	+2	+1	+1	+2	Cataclysmic conjunction

Class Features.

Touching the Wheel of Heaven (Su) Different planes are in ascendance or decline each day, entering or leaving conjunction with various constellations and other celestial phenomena.

After resting for 8 hours, if you were able to spend an hour watching the night sky in the past day, roll 1d8 two times on the following table



to determine which planes you are able to connect to. Reroll duplicates. This connection determines the influences other abilities. The connection lasts for 24 hours.

Table: *Planar Connections (1d8)*

1—Jiese, plane of fire.	5—Urim, plane of earth.
2—Avilona, plane of air.	6—Apet, the distant plane.
3—Av, plane of dreams.	7—Reida, plane of time.
4—Mavisha, plane of water.	8—Nem, plane of ruin.

Heavenly Flare (Su) Three times per day, an applied astronomist can manifest a blast of starlight in a 5-foot-radius burst in any space within 50 feet of you. This blast deals 3d6 points of damage to all creatures in the burst and is affected by the additional effect of one plane of the astronomist's choice that she is connected to. A successful Fortitude save halves the damage and negates the additional effect. The save DC is equal to 10 + half character level + Int, Wis or Cha bonus.

Plane	Additional Effect
Jiese, plane of fire	2d6 fire damage a round for 1d4 rounds.
Avilona, plane of air	Deafened and move at half speed for 1d4 rounds.
Av, plane of dreams	Confused until the end of target's next turn.
Mavisha, plane of water	Repositioned up to 10 feet and 2d4 acid damage a round for 1d4 rounds.
Urim, plane of earth	Knocked prone and unable to teleport for 1d4 rounds.
Apet, the distant plane	Teleport the target up to 30 feet.
Reida, plane of time	Stunned until the end of target's next turn. While stunned, the target is immune to damage, forced movement, and status effects.
Nem, plane of ruin	2d6 negative energy damage a round for 1d4 rounds.

Stargazer (Ex) At 2nd level, an applied astronomist gains darkvision 60 feet and is immune to blindness.

Space Travel (Su) At 2nd level, an applied astronomist gains new movement options or bonuses each day from the two planes she is connected to.

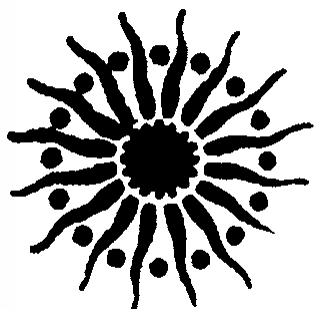
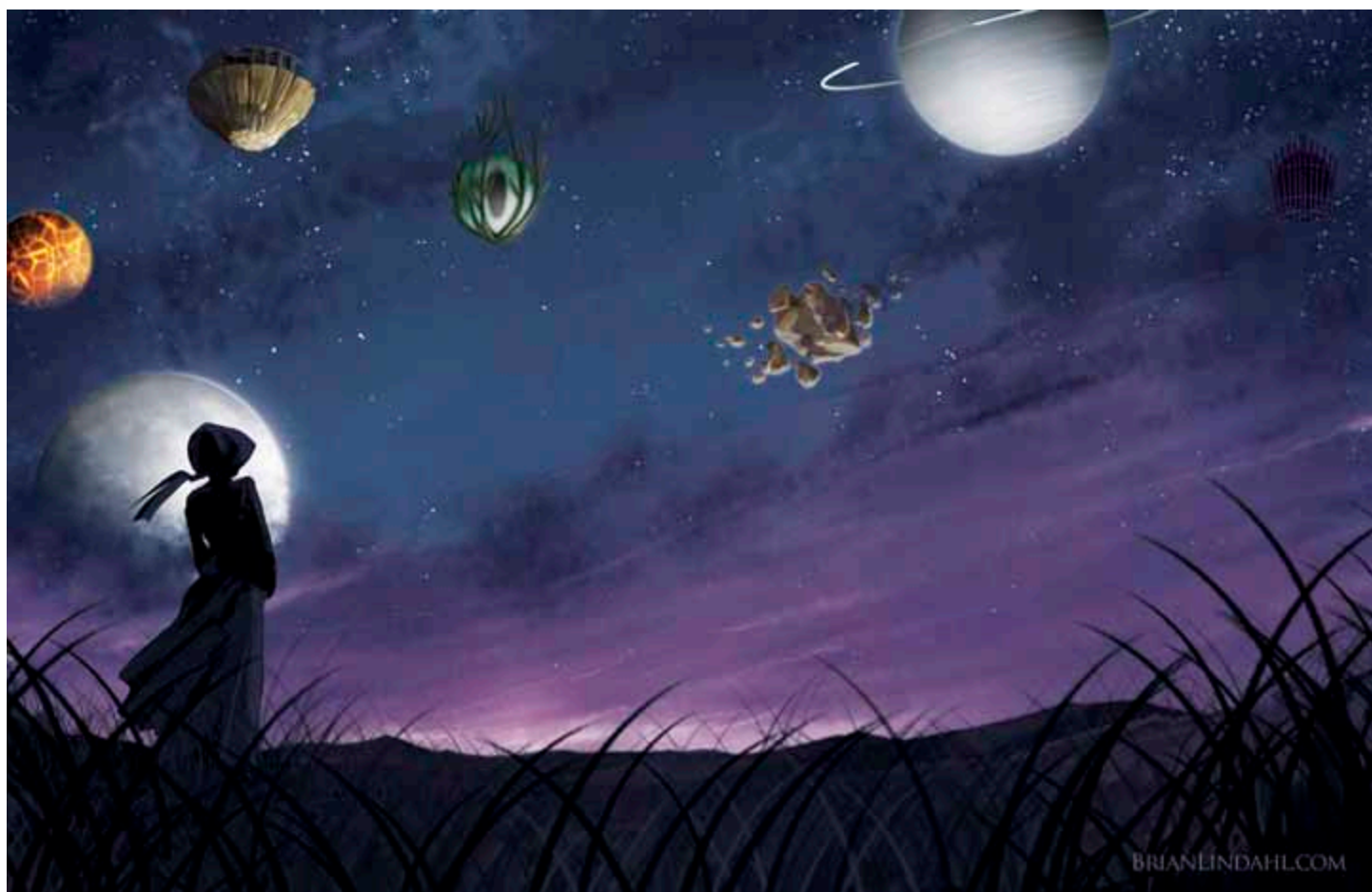
Plane	Movement Option
Jiese, plane of fire	She can take a second 5-foot-step each round as a swift action.
Avilona, plane of air	She gains a fly speed equal to her base land speed, with clumsy maneuverability.
Av, plane of dreams	She gains a climb speed equal to her base land speed.
Mavisha, plane of water	She gains a swim speed equal to her base land speed.
Urim, plane of earth	She ignores the first square of forced movement whenever she'd be moved. She may automatically resist being teleported.
Apet, the distant plane	She can teleport 10 feet as a move action.
Reida, plane of time	+10 foot enhancement bonus to base land speed.
Nem, plane of ruin	She hovers slightly above the ground and seems to pass through small obstacles, allowing her to ignore difficult terrain.

Cataclysmic Conjunction (Su) At 3rd level, an applied astronomist can cause a portion of another plane to temporarily merge with reality. This affects a 15-foot-radius burst within 50 feet of the astronomist. All

Creatures in the burst take 3d10 points of damage. A successful Fortitude save halves this damage. The save DC is equal to 10 + half character level + Int, Wis, or Cha bonus. In addition, the area of the burst takes on the properties of one of the planes that the astronomist is connected to, as listed on the table below. The area reverts to normal after five minutes. An applied astronomist can use this ability once per day.

Plane	Area Effect
Jiese, plane of fire	As a swift action, the astronomist can create an object composed of solid firegem, of any rough shape, up to 15 feet across in any unoccupied space in the area. The object is as durable as wood, but vanishes when the effect ends.
Avilona, plane of air	Area fills with fog (concealment), or winds up to 30 miles per hour (-2 penalty to ranged weapon attacks), or calm air (makes the temperature comfortable and the air breathable).

Av, plane of dreams	Enemies in the area take a -2 penalty to their Will saves. Allies gain a +2 bonus to theirs.
Mavisha, plane of water	Area fills with water to the depth of astronomist's choice, either calm (Swim DC 10) or choppy (DC 20).
Urim, plane of earth	As a swift action, the astronomist can roughly tunnel through up to three 5-ft. cubes of earth or stone in the zone, or extrude an equal amount of stone from a rocky surface.
Apet, the distant plane	Attacks originating inside the area cannot affect targets outside the area, and vice versa. It's possible to step across the threshold and attack, but otherwise the distance is effectively infinite.
Reida, plane of time	Creatures in the area can take an extra swift action each turn.
Nem, plane of ruin	Creatures that start their turn in the area take 2d6 negative energy damage, and unattended objects in the area are exposed to years' worth of decay each round.



A skyseer examines the heavens for answers.

From left to right: Jiese, plane of fire; Av, the moon and plane of dreams; Avilona, plane of air; Mavisha, plane of water;

Urim, plane of earth; Apet and its ring Reida, planes of distance and time; Nem, plane of ruin.

Planet sizes have been greatly exaggerated to reveal details invisible to the unaided eye."

LOGOS

Philosophers practice swaying people's opinions with words, by reshaping how they think about the world. Convince a man that charity is wasting money on people who contribute nothing to society, and he will see a starving child as a beggar. Convince that same man that charity can lift up the poor so they rejoin the workforce, and he'll see the same child as a potential worker or investment. Great heroism and horrid cruelty can occur when a powerful idea holds sway.

Underlying philosophy is the understanding that some if not all truths are relative. And some philosophers—whether they have grown jaded to the constant ebb and flow of ideologies battling for ascendance, or they have come to realize that even their own beliefs are impermanent and their perceptions inherently faulty—can effect changes in the world through speech alone.

It is said that the second-century Drakran philosopher von Copenhoff learned to yield such power after he discovered a book written by William Miller, a philosopher whose teachings were declared heretical by the Clergy. Perhaps the Clergy was wise, for von Copenhoff nearly took control of an entire nation by declaring to people in power one-by-one that they agreed with him.

Hit Die: d8.

Requirements.

To qualify to become a logos, a character must fulfill all of the following criteria.

- ♦ **Feats:** Icy End of the Earth.
- ♦ **Skills:** Diplomacy 7 ranks, Knowledge (history) 7 ranks

Class Skills.

The logos's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Linguistics (Int), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Table: Logos

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+1	Make it so, pathos of the inanimate
2nd	+1	+1	+1	+1	Ethos of the unwilling, inexplicable narration
3rd	+2	+1	+1	+2	Revoke agency

Make It So (Su) Three times per day as a standard action, a logos can declare whether an attack will hit or miss. The logos chooses a creature that can hear him. If that creature makes an attack before the end of his next turn, the logos can choose to have that attack either hit or miss. A creature cannot be targeted by this ability more than once per day.

Pathos of the Inanimate (Su) People can disagree with an argument, but inanimate objects have no power to resist a logos' words. A logos can manipulate unattended objects within 30 feet by speech alone, causing furniture to move, trees to crack, doors to open or close, and even guns to fire on their own. A logos can move tiny things up to 30 feet as a free action, objects as large as a person as a swift action, and those filling up to a 10-ft. square area as a move action. This cannot affect objects that have been given a name, since doing so imbues them with a fragment of willpower.

Ethos of the Unwilling (Su) While some element of consciousness exists beyond the simple gray matter of a mortal's brain, that flesh is itself just an object, as easy to redefine and control as a doorway. Though outright controlling a mind is still a challenge, a 2nd-level logos can easily influence the fringes of a person's ideology. Whenever he hits a creature with an attack or spell that deals damage, that creature takes a -2 penalty to its first attack on its next turn.

Inexplicable Narration (Ex) Until one sees a place, that location could contain anything. A 2nd-level logos can use this uncertainty to his advantage. As a standard action, the logos may Choose an area that he is unaware of the details of, no more than 100 feet across, and Describe that area. If any creature enters that area within the next five minutes, it will match the description permanently. The logos can declare mundane objects or minor elements of terrain, but cannot use this power to cause damage, create creatures, or create objects of any noteworthy value.

Simple changes are almost always possible (e.g., the doors down that hallway are unlocked, and the lever to deactivate any traps is within easy view; or behind this wall is a hidden chamber filled with weapons), but at the GM's discretion more drastic declarations may cause the ability to simply fail (e.g., the hold of this ship is filled with lava; or a note explaining the villain's plans in detail just happens to be sitting on a table waiting for us). A logos can use this ability once per day.

Revoke Agency (Sp) At 3rd level, a logos has mastered the ability to get others to do exactly what he says. Once per day as a full-round action, he can affect a target within 30 feet with *dominate person*. A Will save negates this effect. If the target fails its initial save, it can attempt a new saving throw each round to break the domination. The save DC is equal to 10 + half character level + Int, Wis, or Cha bonus.



MAD SHOOTIST

Guns, feh. Guns are passé. The weapon of the future needs to do more than just shed blood. A firearm can store magical power, firing explosive projectiles, striking with beams of elemental energy, or creating even more unusual effects. You never know what tool you need to win a battle, but soon you will be able to carry them all at once!

Hit Die: d10.

Requirements.

To qualify to become a mad shootist, a character must fulfill all of the following criteria.

- ♦ Feats: Gunsmithing, The Man with Two Guns is God.
- ♦ Skills: Craft (alchemy) 7 ranks, Knowledge (arcana) 7 ranks

Class Skills

The mad shootist's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Knowledge (engineering) (Int), Perception (Wis), and Sleight of Hand (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Table: Mad Shootist

Level	BAB	Fort	Ref	Will	Special
1st	+1	+0	+1	+1	Inventive gunnery, rocket launcher
2nd	+2	+1	+1	+1	Beam shot, mobility shot
3rd	+3	+1	+2	+2	Hyper beam

Inventive Gunnery (Ex) A mad shootist chooses one type of firearm (e.g., pistol, carbine, musket, shotgun, etc.). He has invented a modular arcana-scientific version of that weapon, colloquially known as a blaster. The shootist can load the blaster with normal ammunition, or he can have it fire force blasts. These are identical to normal rounds, except they deal force damage and can be fired limitlessly without requiring reloading. The blaster keeps its normal misfire chance.

It being very volatile, a mad shootist can only have one blaster active at a time. If anyone else touches it, it begins to pulse, and then if the shootist does not regain possession within three rounds, it explodes, dealing 6d8 damage in a 15-foot-radius burst (Reflex DC 15 for half).

If his blaster is destroyed, the mad shootist can spend 1 hour to upgrade another firearm of any type into a new blaster.

Rocket Launcher (Ex) A mad shootist can create up to five rockets per day. Any more destabilize the arcane matrix, causing them all to become inert. He can never have more than five rockets at a time. Rockets have a range increment of 50 feet and deal 5d6 bludgeoning, piercing, and slashing damage in a 20-foot-radius burst (Reflex DC 15 for half). The shootist can load a rocket into his blaster as a standard action.

Beam Shot (Su) At 2nd level, a mad shootist can fire a special beam from his blaster three times per day. Firing this shot is a standard action. Choose from one of the following options.

- ♦ **Freeze Ray:** The attack deals cold damage and roots the target to the spot. The target is entangled and unable to move from its space. A creature flying with wings falls to the ground. The target can break free with a DC 20 Strength check or by taking 10 or more points of fire damage.
- ♦ **Shrink Ray:** The attack deals force damage and affects the target with a *reduce person* effect for one minute.
- ♦ **Wave Beam:** The attack deals an extra weapon die of damage and ignores cover up to five feet thick, although the target still benefits

from total concealment if the mad shootist cannot see it. The wave beam does not damage the cover.

Mobility Shot (Su) At 2nd level, a mad shootist can fire an electrical grapple from his blaster as a move action. The shootist targets a solid anchor point at least 5 feet across within 30 feet. He then fires a grapple beam to that point and can either pull himself to that location and hang, or use it as the anchor point of a swing, potentially letting him travel 60 feet as part of this action. He can keep the grapple shot engaged as long as he wants, but once he release it, it takes 5 minutes to recharge. While the grapple beam is engaged, the shootist cannot fire his blaster.

At the GM's discretion, an Acrobatics check might allow the mad shootist to do other clever things with this shot. However, the beam will not connect with a creature, nor can it be used to pull objects closer to him.

Hyper Beam (Su) At 3rd level, a mad shootist can overload his blaster once per day, gaining immense power for a brief period of time. Activating this ability is a swift action. The first round, the shootist's blasts deals an extra weapon die of damage and ignores up to five feet of cover, like wave beam above. the following round, each blast ignores cover and deals *two* extra weapon dice of damage. The third round, each blast ignores cover and deals *three* extra weapon dice of damage.

At the end of the third turn, the mad shootist can throw his blaster as a free action (range increment 5 ft.), after which the blaster explodes, as detailed in Inventive Gunnery above. If he does not throw it, it simple burns out and functions as a normal (non-blaster) firearm until the shootist can spend 1 hour to fix it.



MONUMENT OF WAR

Risur spins its greatest war veterans into mythic heroes, who come to embody the ideals and hallmarks of its various wars for the citizenry. Some rare veterans become empowered by this public investment in their life stories, and learn to manifest parts of their myth in battle today. At the veteran's invocation, a remembered fusillade of cannons might strike a new foe, or a fallen ally might once again step in the path of a bullet to spare the veteran's life.

These living monuments of war are often haunted by their fallen brethren or by the dishonorable acts they had to perform to survive, which they must now keep secret as the public cheers them as unimpeachable heroes. Yet others just wish to recapture their glory days or to get another shot at the enemies who wronged them and got away.

Hit Die: d10.

Requirements.

To qualify to become a monument of war, a character must fulfill all of the following criteria.

- ♦ **Feats:** Display of Heroism.
- ♦ **Skills:** Diplomacy or Intimidate 7 ranks, Knowledge (history) 7 ranks



Class Skills.

The monument of war's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Table: *Monument of War*

Level	BAB	Fort	Ref	Will	Special
1st	+1	+1	+0	+0	Fearless mien, instant boot camp, shell shock
2nd	+2	+1	+1	+1	Do you want to live forever?, remembrance of the human shield
3rd	+3	+2	+1	+1	Cannon overture

Fearless Mien (Ex) A monument of war and all allies within 30 feet gain a +4 morale bonus on saving throws against fear.

Instant Boot Camp (Su) The monument of war still vividly remembers her time in boot camp—so vividly, in fact, that the memory can manifest and psychically implant itself into her allies. Once per day per class level, a monument of war can instill in her allies the basics of combat training and cooperation. As a standard action, she can allow herself and all allies within 30 feet to either immediately stand up or fall prone. For the next minute, she and her allies become proficient with all simple and martial weapons and gain a +5 competence bonus on Acrobatics, Climb, and Swim checks.

Shell Shock (Su) Three times per day, a monument of war can call upon a powerful memory of being caught in an artillery barrage to conjure psychic manifestations of a cannon strike in her immediate vicinity. This manifestation must be centered on a space no more than 10 feet away, and strikes in a 15-foot-radius burst. Thus the monument must be caught in her own remembered blast, though perhaps cover might shield her.

Targets hit by the attack take 3d10+10 points of damage, and are pushed 5 feet and knocked prone. A successful Reflex save halves the damage and prevents a creature from falling prone. The save DC is equal to 10 + half character level + highest ability modifier. In addition, The area of the blast is filled with dust and smoke, providing concealment until the end of the monument's next turn.

Do You Want to Live Forever? (Su) A monument of war has survived bullet hells where the crossfire should have killed anyone, and that story is so well-known and powerful that it protects her. At 2nd level, when she has no physical cover or concealment, she gains the benefit of cover against non-melee attacks.

Remembrance of the Human Shield (Su) At 2nd level, a monument of war can call upon the psychic memory of a long-dead friend to save an ally from an attack. Once per day when an attack is about to hit her or an ally, the monument of war can conjure the psychic manifestation as an immediate action. The attack hits the manifestation, which is instantly destroyed, but the original target of the attack is unaffected by it.

Cannon Overture (Su) At 3rd level, when the monument of war uses her shell shock ability, on the following two rounds she may as a free action call in additional cannon strikes that don't count against her daily limit. These strikes do *not* need to include the monument in their area of effect. Each one must land at least 30 feet from the center point of any other previous strike.

NOTORIOUS CELEBRITY

They say gods gain power from the devotion of their followers, and kings draw strength from the approval of their subjects. Well you're damned famous, and people spend more time each day thinking about your dramatic and entertaining feats than about stodgy monarchs or absent deities. Why shouldn't your notoriety grant you power and influence?

A handful of notorious celebrities seem to only grow more impressive the more people hear of them. They demand attention, and attract followers (colloquially known as a posse) who do their bidding and share in their supernatural power. To take full advantage of their unique abilities they must make an effort to have an audience wherever they go, and they find it impossible to avoid scrutiny. Perhaps not the best choice for a constable who might need to travel incognito, but sometimes the affection of fans is more useful than the indifference of strangers.

Hit Die: d8.

Requirements.

To qualify to become a notorious celebrity, a character must fulfill all of the following criteria.

- ♦ **Feats:** Docker's Jank, Leadership.

Class Skills.

The notorious celebrity's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Sleight of Hand (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

Table: Notorious Celebrity

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+1	+0	Attention getter, roll with a posse
2nd	+1	+1	+1	+1	Crowd effect, summon audience
3rd	+2	+1	+2	+1	Shock and awe

Attention Getter (Ex) Whenever a notorious celebrity makes a Perform check or successfully uses Intimidate to demoralize an opponent, each enemy aware of him takes a -2 penalty to attack rolls against targets other than the celebrity until the end of his next turn.

Roll With a Posse (Ex) A notorious celebrity adds his class level to his Leadership score for the purposes of attracting followers. The celebrity's followers gain a morale bonus to attack rolls and saving throws equal to the celebrity's class level as long as they have seen him in the last five minutes. A notorious celebrity never takes a penalty on his Leadership score for moving around a lot or for causing the deaths of his previous followers.

Crowd Effect (Ex) At 2nd level, whenever a notorious celebrity has an audience of at least eight non-combatant bystanders, their reactions bolster him. Whenever he reduces an enemy to half its hit point total or to negative hit points, he gains 5 temporary hit points.

Summon Audience (Su) At 2nd level, a notorious celebrity can create illusory bystanders. Once per day as a swift action, the celebrity creates up to eight illusory people in unoccupied squares within 50 feet. These illusions are stationary but immune to damage, and last for five minutes or until dismissed. The celebrity and his allies can move freely through the illusory crowd, but they are difficult terrain against enemies and grant cover against ranged attacks. These audience members count as real onlookers for the purpose of the celebrity's crowd effect and similar abilities.

Shock and Awe (Ex) At 3rd level, a notorious celebrity can combine his attacks with members of his posse, overwhelming his enemies with an intimidating show of force. When the celebrity hits an enemy, all of his followers gain a +2 bonus to attack the same enemy until the start of the celebrity's next turn. If the celebrity and one of his followers hit the same enemy in the same round, that enemy is shaken for 1 round.

POLYHISTOR ELEMENTARY STANCES.

Alert Stance

- ♦ **Warding Strike.** If you are wielding a melee weapon, when a creature enters your reach, you may expend two dice as an immediate action to make a melee attack against that creature.

If you are wielding a ranged weapon, when a creature enters a space within 5 squares of you without cover or concealment from you, you may expend two dice as an immediate action to make a ranged attack against that creature.

Brute Stance

- ♦ **Damage.** When you roll damage dice for an attack, you may expend any number of dice and roll them, adding the result to the damage roll. If you are wielding either a two-handed weapon, or a weapon in both hands, roll d8s instead of d6s.

- ♦ **Forced Movement.** When you hit an enemy with a melee attack, you may expend one die to make a free bull rush, drag, or reposition attempt against the enemy. This provokes attacks of opportunity as normal.

Close Stance

- ♦ **Grab.** When you hit an adjacent enemy with a melee attack, you may spend one die to attempt to grapple with that enemy, even if you don't have a free hand. If you do have a free hand, you do not need to spend a die to grapple them with this ability.

- ♦ **Major Affliction.** When you hit an enemy you have grappled with a melee attack, you may expend two dice and choose one of the following major conditions. The target gains the condition until the end of your next turn. Major conditions include: blinded, dazed, entangled, or sickened.

- ♦ **Minor Affliction.** When you hit with an enemy you have grappled with a melee attack, you may expend one die and choose one of the following minor conditions. The target gains the condition until the end of your next turn. Minor conditions include: deafened, disarmed, prone, or slowed.

Defensive Stance

- ♦ **Guard.** When an enemy hits you or an adjacent ally with an attack, as an immediate action you may spend any number of dice, roll them, and add them to you or your ally's AC against that attack. If you are wielding a shield, you may an extra +2 to the result of these rolled dice.

Evasive Stance

- ♦ **Evade.** When an enemy ends its movement such that it could attack you with a melee attack, you may spend a die as an immediate action to move your speed. This movement provokes attacks of opportunity from other enemies.
- ♦ **Skirmish.** Once on your turn when you make an attack you may spend a die to move your speed. You may use this ability to move in between two attacks as part of a full attack action. this movement provokes attacks of opportunity.

POLYHISTOR

Ballistics is a science. Angle, velocity, force—all these can be calculated and refined for the perfect shot. Medicine is likewise a science. Arteries, ligaments, organs—damage to these in varying intensities cause readily-measured negative consequences to the injured party. Similarly the kinetics of motion, the materials science of armor and weapon, even the nascent study of psychology and sociology all can lend understanding to the complex system that is a battle.

As a polyhistor you are well-learned, versed in an expansive list of sciences, all with a focus on their relation to warfare and combat. Using your diverse knowledge and your keen intellect you can compose at a moment's notice the ideal method of attack for any situation. Admittedly, doing so can be mentally taxing, so you may need to pause and regain your poise in order to track all the factors at play in a battle. Likewise, sometimes an immediate attack is not optimal. Better perhaps to observe a foe's patterns, and to let him leave an opening you can exploit to crush him.

Hit Die: d10.



Requirements.

To qualify to become a polyhistor, a character must fulfill all of the following criteria.

- ♦ Feats: Martial Studies.
- ♦ Skills: Heal 2 ranks, Knowledge (history) 7 ranks, Sense Motive 2 ranks.

Class Skills.

The polyhistor's class skills (and the key ability for each skill) are Bluff (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

Table: Polyhistor

Level	BAB	Fort	Ref	Will	Special
1st	+1	+1	+0	+0	Combat focus, elementary stances
2nd	+2	+1	+1	+1	Decipher technique, perfect aim
3rd	+3	+2	+1	+1	Masterstroke

Combat Focus (Ex) A polyhistor starts each encounter with three martial dice (1d6 each), which he can expend for various effects based on which stance he is in (see below). Whenever he spends a standard action to take a Total Defense, he gains two additional martial dice. The polyhistor can have a maximum of ten dice in his martial pool at any time, and at the end of each encounter, his total resets to three.

Elementary Stances (Ex) A polyhistor has learned five elementary stances that cover nearly every combat technique known to man (see the sidebar on page 24). At the start of his turn as a free action he can switch to any of these stances. Most characters stay in Brute stance unless they need another fighting style.

The stances—Alert, Brute, Close, Defensive, and Evasive—each grant one, two, or three abilities that can be used while the polyhistor maintains the stance (maintaining a stance is not an action).

Decipher Technique (Ex) At 2nd level, a polyhistor can study an enemy that he has hit or that has hit him as a standard action once per day. He immediately learns the enemy's defenses, weaknesses, special abilities and special qualities. Additionally, the polyhistor adds two martial dice to his pool.

Perfect Aim (Ex) At 2nd level, a polyhistor can use his martial dice to increase his accuracy. After making an attack roll, he may expend any number of martial dice and roll them, adding the result to his attack roll. A polyhistor may only use this ability three times per day.

Masterstroke (Ex) At 3rd level, a polyhistor can combine all of his combat knowledge for one spectacular display. Once per day as a swift action, the polyhistor gains seven martial dice which must be used before the start of his next turn, and which do not count toward his dice pool limit. Until the start of his next turn, he can use martial dice for powers from any stance.



STEAMSUIT PILOT

If you can build a quadruped contraption that can fire a gun or channel magical energy, it's merely a matter of scale to produce a larger vehicle, perhaps something someone could wear like a suit of armor. Now, a man would have to be a fool to strap himself into heat-conducting pile of metal powered by an arcane steam boiler, but well, you've invented the damned thing. It'd be *more* foolish to let it go to waste.

Each technologist who tries to design a steamsuit adds his or her own flair and quirks. Sometimes an elf wants a verdigris suit of skin-tight plate armor that merely increases his strength and speed. Sometimes a gnome wants to ride around in a mechanized gorilla the size of a bear and tear through everything in his path. But invariably, these suits are just machines, and any machine, no matter how ingeniously crafted, can break.

Hit Die: d8.

Requirements.

To qualify to become a steamsuit pilot, a character must fulfill all of the following criteria.

- ♦ **Feats:** Disposable Simulacrum.
- ♦ **Skills:** Knowledge (engineering) 7 ranks.

Class Skills.

The steamsuit pilot's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha)

Skill Ranks at Each Level: 4 + Int modifier.

Table: Steamsuit Pilot

Level	BAB	Fort	Ref	Will	Special
1st	+0	+1	+0	+0	Defensive shield, steamsuit
2nd	+1	+1	+1	+1	Power fist, redline rush
3rd	+2	+2	+1	+1	Quick don

Defensive Shield (Su) A steamsuit pilot can enhanced her armor's resilience with charged wards with a limited duration. Three times per day as a swift action, she gains DR 5/- and resist 5 to all energy types until the start of her next turn.

Steamsuit A steamsuit pilot chooses which type of steamsuit she has designed—medium or large. She cannot create a suit that is smaller than herself.

A suit is inert without a pilot, and only a creature the same size as the pilot can fit into her suit. Creatures can enter or exit a suit as a move action. Most suits are designed with masterful locking mechanisms which can be opened either by a key as a swift action, or by a Disable Device check (DC 30) as a standard action. When a creature enters the suit he can lock it as a free action.

Once inside, the pilot's armor bonus becomes +10, and she applies the enhancement bonus of whatever armor or clothing she is wearing. The

suit counts as heavy armor with a +0 maximum Dex bonus to AC. However, since it is powered it incurs no armor check penalty, and requires no armor proficiency to use properly.

The arcane steam engine can be activated or deactivated by the pilot as a free action. When the engine is active the pilot has a magical link to the suit, allowing her to move, perceive, and attack as if the suit were part of her. The suit is typically designed with analogues to whatever weapons she carries, and those weapons have the same enchantments of the weapons they're based on.

Medium suits give the pilot a lifting and carrying capacity as if she had a Strength of 60, and grants her a speed of 40 feet. This effective Strength score does not affect the pilot's skill or ability checks, nor her attack or damage rolls. Large suits have double the lifting ability of medium suits and grant the pilot's melee attacks 10 foot reach, but only grant a speed of 20 feet, and impose a -5 armor check penalty. However, when subject to forced movement Large suits reduce the distance moved by 5 feet. A steamsuit of any size has an arcane spell failure chance of 35%.

Whenever the pilot takes damage while in the suit, she makes a Fortitude save (DC 15). If the pilot fails three saves, the suit is damaged. A damaged suit moves at half speed and imposes a -2 penalty to attack rolls, ability checks, and skill checks. A steamsuit pilot may repair the suit with five minutes of work, removing all damage.

If the pilot is not the suit's original inventor, he takes a -5 penalty to these saves, and if he fails three saves the suit is deactivated rather than damaged. A suit that is deactivated (either by damage or because the pilot turned off the engine) is practically inert, and the pilot's connection that allows him to see his surroundings ends. The pilot is immobilized and is considered blinded and helpless. Effectively the only actions he can take are those that affect himself, or he can exit the suit as a move action.

Power Fist (Ex) At 2nd level, three times per day as a standard action, a steamsuit pilot can cause her suit to punch foes with the power of a piston. This attack deals 4d10 + Str modifier damage to one target. A Fortitude save halves the damage. If the target fails the Fortitude save, it is pushed 20 feet and knocked prone. The DC is equal to 10 + half character level + Int modifier. After making this attack, the steamsuit pilot takes a -2 penalty on attacks and damage rolls for 1d4 rounds as the pressure in her suit's arm joints return to normal.

Redline Rush (Ex) At 2nd level, three times per day, a steamsuit pilot can overheat her suit's engine to gain a burst of speed. As a move action, she may move up to twice her speed and gains a +5 bonus to all Acrobatics checks during this movement. Her suit then becomes immobile for 1d4 rounds, though she can still attack and defend herself normally.

QuickDon (Su) At 3rd level, As a standard action, a steamsuit pilot can cause her suit to magically collapse into a mechanical object that fits into her palm and weighs only five pounds. As a standard action she can cause this object to transform into her suit, and may have the suit form around her and activate the engine. In addition, the first time the steamsuit pilot dons her suit each day, it grants her 15 temporary hit points.

URBAN EMPATH

Mediums can sense the lingering thoughts of spirits of the dead, but people have for ages referred to cities as having a spirit, a *genius loci*. Especially in a place where so many have died over the years, with the right mindset it becomes possible for a medium to attune to the psychic nature of cities. The city begins to sustain them, speak to them, and protect them.

This close communion with urban environments has its limitations, of course. A medium who devotes himself to speaking with cities can still use his powers in the wilderness, but in a much weakened capacity. In the smog-choked streets of a burgeoning industrial metropolis, though, he has a veritable army at his command.

Hit Die: d8.

Requirements.

To qualify to become a urban empath, a character must fulfill all of the following criteria.

- ♦ **Feats:** Unfinished Business.
- ♦ **Skills:** Diplomacy 7 ranks, Sense Motive 7 ranks.

Class Skills.

The urban empath's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Table: Urban Empath

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+1	Every building a welcoming home, urban bond
2nd	+1	+1	+1	+1	Every window an eye, the city whispers
3rd	+2	+1	+1	+2	The city marches to war

Every Building a Welcoming Home (Su) Three times per day, an urban empath can move through manmade structures as if he were incorporeal until the end of his turn.

Urban Bond (Su) While in an urban environment (defined generally as a bounded area with a population density of at least 1000 people per square mile), an urban empath needs neither food nor drink, and he gains a +2 bonus to Acrobatics, Climb, and Perception checks. These effects generally extend as long as he is within 3 miles of the border of an urban area.

Additionally, three times per day an urban empath can communicate with buildings, roads, or other structures in an urban environment, asking them up to three questions about what they have witnessed or been involved with. This communion functions similar to the *stone tell* spell, but only takes 5 minutes to perform.



Every Window an Eye (Su) At 2nd level, an urban empath gains tremorsense 60 feet when in an urban environment.

The City Whispers (Su) At 2nd level, an urban empath can listen to the spirit of the city to learn what it hears and sees. By spending 5 minutes in contemplation, the empath learns the general state of every publicly accessible location within 3 miles, and can also sense disturbances in private locations if they could be seen or heard from a public area. He can choose a creature or small group that he can identify through some physical means and he learns whether it is in the area and where, unless it entered a private area in which case you learn when it entered. Finally, he gains a perfect and intuitive understanding of all publicly traversable terrain in the area, allowing him to navigate perfectly. In a non-urban setting, this awareness extends 150 feet. The empath may use this ability once per day.

The City Marches to War (Su) At 3rd level, an urban empath can call to the city in times of dire need, causing the walls, streets, and gates to move at his command. As a standard action, the empath causes the terrain in a 40-foot-radius burst within 100 feet of him to rise up and hinder his foes. Enemies in the area take 2d6 damage each round. As a swift action, he can cause up to six 5-ft. cubes of terrain in the area to move up to 30 feet, or to extrude into the area from an existing wall or floor, or to withdraw into an existing wall or floor. This moving terrain can only enter unoccupied spaces, and it is generally composed of whatever the prevailing building materials in the area are. The area lasts for five minutes or until dismissed. The urban empath can use this ability once per day.



VEKESHI EXCORIANT

Only a handful of mystics among the vekeshi learn the rituals of the fallen goddess Srasama. Though she has passed on, a sliver of her power can still be touched by those who maintain sufficient devotion. It's unclear whether the goddess herself grants these adherents what little remains of her power, or if the collective memory of Srasama's death somehow carries its own influence.

These true believers excoriate their skin and use fire to cauterize and scar in symbols sacred to Srasama, commemorating her three forms of Maiden, Mother, and Crone. Excoriants often either find themselves in charge of local cells of vekeshi mystics, or they altogether transcend hierarchies and pursue their own agendas. Every night however they focus their will by reciting the teachings of Vekesh, so that they maintain a purity of purpose to protect the weak and punish those who would abuse them.

Hit Die: d8.

Requirements.

To qualify to become a Vekeshi excoriant, a character must fulfill all of the following criteria.

- ♦ **Feats:** Hands of Retribution.
- ♦ **Skills:** Knowledge (arcana) 7 ranks, Knowledge (history) 7 ranks.

**Class Skills**

The Vekeshi excoriant's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

Table: Vekeshi Excoriant

Level	BAB	Fort	Ref	Will	Special
1st	+0	+1	+0	+1	Dreadnought, threefold presence
2nd	+1	+1	+1	+1	Live for vengeance, triune blessing
3rd	+2	+2	+1	+2	Aspect of Srasama

Dreadnought (Ex) The mystic rites a Vekeshi excoriant have undertaken to connect her to the goddess have strengthened her will to resist worldly temptations. A Vekeshi excoriant gains a +2 sacred bonus on saves against charm, fear, and illusion effects.

Threefold Presence (Su) Three times per day, a Vekeshi excoriant may spend a move action to move to three locations from her initial starting position, as if she were splitting into three versions of herself. At the start of her next turn she must choose one of those locations to remain at, at which point the other two versions of her disappear. Until that time she can take actions as if she was in any of those locations, and she can be affected by others as if she were in any of those locations. Things that would affect multiple versions of the excoriant, such as if an area attack struck two versions of her, only affect her once.

Live for Vengeance (Ex) At 2nd level, a Vekeshi excoriant gains Die Hard as a bonus feat. While at negative hit points, the excoriant gains a +2 sacred bonus on attack rolls.

Triune Blessing (Su) At 2nd level, a Vekeshi excoriant can call upon the three aspects of the goddess Srasama as a swift action once per day to bless herself and her allies. The maiden grants an immediate saving throw against an ongoing effect with a +2 sacred bonus. The mother heals 3d8+5 points of damage. The crone grants a +2 sacred bonus on attack rolls for 1 round. The Vekeshi excoriant can divide the blessings between herself and her allies within 30 feet or apply them to the same person as she desires.

Aspect of Srasama (Su) At 3rd level, once per day, a Vekeshi excoriant can transform herself into a Large fire elemental that resembles the towering, burning image of the fallen goddess Srasama. Treat this as if the excoriant is under the effects of an *elemental body III* spell. Each ally within 30 feet of the excoriant (including herself) gain 5 temporary hit points each round. This effect lasts for one round per character level.



SECTION TWO

Setting Overview

Most of the action of the ZEITGEIST adventure path occurs in Risur, a subtropical nation with ancient ties to the magic of its land, struggling to adapt to a recent revolution of technology and industry. While the nation's historic capital lies in Slate with its antique castle manors and elite gated villas, the fulcrum of its power is slowly shifting to Flint, an industrial powerhouse benefiting greatly from the nation's need these past few decades for more and more advanced weapons and warships.

It was Risur's traditional enemy Danor—bereft of magic after a cataclysm five centuries past—which began the industrial revolution. Their steam-powered ships and deadly cannon fusillades won them many battles, but the artificers of Flint are combining magic and industry in ways impossible for their enemies, and the tiefling oligarchy of Danor seems content with the land it has acquired.

Many of the other great nations, however, fear what Risur can achieve with the marriage of magic and technology, and King Aodhan of Risur worries they might try to disrupt his nation's safety and prosperity.

Elsewhere, the dwarven homeland Drakr preaches of a nihilist doomsday and sells technomantic arms and war machines to warlords and mercenaries across the land. The clergy of theocratic Crisillyir loathe Danor and its tiefling leaders, and they wield piety as a lash to inflame distrust of what they claim is a godless abomination.

Just across a mountain border to Risur's south, the warlike clans of Ber have formed an alliance, which might signal a coming invasion. Even in distant Elfaivar, where a small Risuri colony struggles against settlers from other nations to claim the broken empire's bounty, the natives lash out at these interlopers, unable to forgive a centuries-old grievance still fresh in their long-lived hearts.

RISUR

Every Risuri child knows that before King Kelland, no human nation had ever endured more than a few years in Lanjyr. The mighty nature spirits known today as the fey titans only allowed the elves to walk their domain, and they terrorized all others with beasts and storms and blight. But in 1200 B.O.V. (Before Our Victory), Kelland subdued the lord spirits of field and forest, of marsh and mountain. With their grudging blessings he established Risur.

The people of Risur offered the spirits tithing and tribute, and eventually lulled them to sleep. What were once uncharted wilds of fierce beasts and tiny enclaves of elves became a prosperous civilization of men. In the seventeen centuries since, Risur's rites of rulership have ensured that Kelland's crown only passes to those mighty enough to cow the land's primal spirits should they ever seek to reclaim their domain.

Land and Culture.

Risur is a subtropical country, possessed of vast forests and fertile fields fed by hundreds of rivers and streams which flow from the southern Anthras mountains to the northern shore of the Avery Sea. Temperatures are warm but comfortable year-round, though a rainy season strikes near the end of what the northern nations consider summer.

Even the poorest Risuri can enjoy fresh fruit year-round. Wealthy foreigners cherish Risur's pineapples, limes, bananas, and massive jackfruit, but most prized are its cocoa and sugarcane, and alcohols made of

KINGDOM OF RISUR.



Capital: Slate

Government: Constitutional monarchy and parliamentary federal republic

Head of State: King Aodhan

Official Language: Primordial

Common Races: Human 86%, Elf 6%, Halfling 5%, other 3%.

each. A typical Risuri meal consists mostly of fruit, beans, bread, and fish, with the occasional beef or pork. Factory workers in Flint seldom can afford quality meat, and instead make savory stews by soaking bones and sausages in dark beans. Holiday celebrations often include steaming milk flavored with either chocolate or honey.

Terrain.

Four main landscapes make up Risur. The northern Avery Coast is dominated by a mix of wooded beaches—where mountainous granite domes rise out of the sea and anchor dry lands—and forested swamps, often referred to by the native Elven word *bayou*—where the country's many rivers sweep soil out into broad floodlands.

The Weftlands of Risur are low plains covering most of the western two-thirds of the country, which draw their name from the countless rivers that weave toward the sea like yarn in a cloth. Most towns and farms lie here, though pockets of wild forests and rocky hills create uninhabitable divides between provinces.

The land rises to the south, and in the mid-altitude hills an unusual swamp wriggles across the landscape, known as the High Bayou. Though the hills are uneven, huge numbers of nesting beasts and giant insects have dammed swaths of the land, slowing the rivers that flow out of the mountains and ensuring a steady source for rivers year-round. Few Risuri live here aside from villages of elves who never integrated with the rest of the nation.

Beyond the High Bayou, the rain-carved Anthras Mountains forms a broad border with Ber. Forests cover most of these mountains, though mining in the east has stripped many peaks. Centuries of attacks from Ber have kept many towns from flourishing here, but numerous old forts dot the King's Road, which runs from the richest mining lands, all the way north to the capital.

Flint, City of Industry.

The industrial powerhouse of **Flint** sits nestled among dozens of granite peaks along the eastern stretch of Avery Coast. With a rapidly-growing population of over half a million, slums for factory workers have begun to clump along these steep hills, while builders work to clear large sections of rainforest from within the city limits. Small satellite towns cling to the islands outside Flint's harbor, and many foreign nations and businesses have flocked to the city to gain influence in the past forty years.

The party is based out of the Royal Homeland Constabulary branch in Flint. Extensive details on the city are presented in Section Three, *The City of Flint* (page 45).

Slate, the Historic Capital.

Risur's capital of **Slate** lies on the banks of the Great Delve River, in verdant plains fifty miles from the Avery Sea. It is by far the largest city in the country, with a population of nearly a million people. A half-dozen major highways converge on Slate, including the King's Road. Slate is still the heart of Risur's internal trade and business, though more and more international trade goes through the next-largest city.

For people used to living in the bustle of Flint, the city of Slate appears stately, calm, and perhaps a bit doddering. The Great Delve River, with its steep banks turning it almost into a manmade channel, generally separates the city into the noble west bank and the common east bank.

Six antique castles sit along the inside of a wide bend on the river's west bank, arranged in a pattern originally designed to defend against invasion. Each castle acts as a nexus of a community of elite gated villas, and here live the nobles descended from the many kings and queens

LANGUAGES AND ACCENTS.

If you're interested in giving characters from different nations distinctive accents, here are some guidelines. These suggestions are intended for Anglophones, so if English isn't your native language, just choose whatever sounds best to you.

- Risur speaks **Primordial**, derived from the ancient speech of the original fey titans who ruled the land. Educated people of Risur often speak Common as well. Risuri speakers have English accents (or whatever local variant of English you speak: American, Australian, Canadian, etc.). All PCs gain Primordial as a bonus language.
- The language **Common**, which served a role in Lanjyr similar to Latin in Europe, is spoken in Ber, Crisillyir, and Danor, albeit with some local variations.
- Ber mixes **Draconic**, **Giant**, **Goblin**, and **Common**, with most state business conducted in Common. Berans have a Spanish accent (or Mexican, if that's easier for you).
- Crisillyir speaks **Common** as well as **Dwarven**, with strong Drakran influences. Crisillyiri sound like Eastern Europeans.
- Danor speaks **Common**, but its schools and academies are strict in maintaining the language's purity. Danorans sound like the French.
- Drakr speaks **Dwarven**. Drakrans sound Russian.
- Elfaivar speaks **Elven**, plus the **Common** of their conquerors. Elfaivarans should have a non-European accent: perhaps Iraqi, Indian, or Japanese.
- The fey of the Dreaming speak **Sylvan** amongst themselves, though most of them also speak **Common**. They tend to have a sing-song cadence and earthy pronunciation, a bit like someone reciting *Beowulf* in Old English, though smaller fey like pixies just tend to sound high-pitched.
- The seldom seen races that live under the sea have a language of their own known as **Aquan**, but their affairs almost never interact with people of the surface.
- The language known as **Celestial** has only been found in fragments on truly ancient artifacts, decipherable only by magic. No one can be said to truly understand the language.
- **Abyssal**, the language of the fallen Demonocracy, is practically extinct except for curious scholars, a handful of demented cultists, and the warriors of the Clergy who strive to stamp out the last lingering traces of that unholy empire.

Risur has had throughout history. Today the district resembles an overly-manicured flower garden, more pretty than practical.

Across the shore lie dozens of less affluent neighborhoods surrounding the Grand Weft, a massive square where three highways intersect. Wealthy businesses clump along the Lowland Highway, which leads from the square to docks along the river. The king's residence, Torfield Palace, sits atop a broad grassy hill a mile south of the weft. It is symbolic of the government of Risur that the king lives with the people, and only once he steps down or dies does his family move to the west bank.

Other Cities.

Other prominent Risuri cities include the beleaguered **Shale** on the western coast near the war-racked Yerasol Archipelago, where druids keep wary watch from sandy barrier islands and shipyards assemble the

mightiest sailing vessels in the world; and lumber-rich **Bole** in the Antwalk Thicket southeast of Slate, source of some of the finest food and theater, and host to finely cultivated forest gardens.

Both cities were once capitals of their own smaller nations in ancient times, before joining with Risur, yet they were always connected by water routes. The Great Delve's tributaries start near Bole, and the river only widens and deepens as it passes Slate and eventually pours into the sea near Shale.

A dozen other cities with a hundred thousand or more people dot the coastlines, and a few more flourish along the most traversable rivers, but much of the country's interior is rural.

Transportation.

The numerous rivers across the country hold great potential for trade inland that has not yet been realized. Most trade occurs along the coast, with rivers primarily used to carry lumber downstream to shipyards. Every new king or queen expresses an interest in expanding settlements into the more rural regions, but vast swaths still remain uninhabited.

One development that might change that is the introduction of railroads. Though rail travel is far more prevalent in Danor and Drakr, a few lines have been constructed across Risur, usually traveling perpendicular to the flow of rivers. The most developed line runs from mines in the Anthras Mountains to Flint, helping to feed its hunger for raw industrial materials. Many traditionalists, however, oppose the expansion of the railroad and warn that its churning wheels will anger the native fey.

Race and Religion.

The humans of early Risur outfought or outgrew the native elves, though many elves and half-elves call the land home today. The submen races from what is today Ber—half-dragons, half-giants, half-orcs, minotaurs, and other monstrous peoples—survive in pockets, often as the descendants of slaves taken in old wars, now freed but not accepted. Half-dragons in particular are viewed with suspicion, out of paranoia that they hold a grudge for a Risuri king slaying the last dragon.

Some families of halflings mingle with humans in farming communities, and dwarves similarly in mining towns. Tieflings receive an odd mixture of fear and respect, though common folk tend to believe their influence on the nation is dangerous. Other races are too rare for most people to recognize them, and are generally lumped together with eladrin as being distrusted “fey.”

Risur's main religion is a mix of old human pantheism, elven druidic rites, and reverence for local fey titans who slumber in the earth. Centuries ago many gave worship to the eladrin gods or even archfey who claim to be emissaries of the fey titans, but after the fall of Elfaivar in the Second Victory a cultural shift has taken hold across the whole continent away from fey icons.

For most of Risur's history, their most respected religious leaders were the skyseers, druids who devoted themselves to understanding patterns in the stars. The skyseers offer guidance and occasionally proclaim prophecies to guide kings, lords, and common folks alike. But the skyseers have many sects, and in the past century their prophecies have grown more and more vague. Many still respect them, but they no longer hold the same political power they once did.

Some elements of the millennium-old Clergy faith have taken root in Risur, in particular the Great Man doctrine, which sits well with a people whose first king personally changed the course of history. However, Risuri reject the Clergy's elaborate celestial hierarchy of planar domains and stars, which states the dots in the night sky are actual worlds of their

own. To the Risuri, such belief reduces the prominence of the mortal races, instead placing greatest import on beings from realms no man has ever visited.

Fey and Mortal Realms.

The folk of Risur know that the Dreaming exists, though they might call it the feywild, the green land, the unseen house, the world beyond the looking glass, or the happy hunting grounds. Most Risuri treat it like an unpredictable neighbor. While human kings rule in the material plane and there are clear cities, nations, hierarchies, and borders, the Dreaming follows rules mortals can only struggle to understand.

Once every few years the Unseen Court sends emissaries to collect the tribute that King Kelland promised the fey titans at Risur's founding, typically made in the form of magic items, prize hounds and horses, or more exotic gifts. In one notable event, a cadre of archfey arrived on the summer solstice and demanded one thousand engraved silver moons before sunrise.

The ultimate desires or motives of the Unseen Court are unknown, but so far their requests have never been onerous. When they are not appeased, however, they retaliate by sending agents to seize infants from cribs, drive wild animals into cities, or call forth impossible weather like flashdroughts and hailstorms of frozen toads.

The most famous manifestation of the Dreaming in Risur is the Great Hunt. Every 17 days a mass of mounted fey warriors tromp across the entire length of the nation, avoiding cities and sticking to the uncertain borders of civilization and the wilds. The wind carries the stamping of their steeds' hooves, the melodies of their riding sounds, and the baying of their hounds, but they are only ever seen by the light of the full moon.



Many folk charms are said to ward off the unwanted attentions of the fickle fey. Lines of salt block their crossing, iron and the sound of iron bells drives them away, and red liquid—blood, paint, or muddy clay—distracts their attention. They are unsettled by anything with spinning parts, from wagon wheels to the gears of a clocktower, and often try to break such devices as fervently as a man might chase a mosquito. On the other hand, milk or cheese left outside a home will win a fey's favor. Of course, as a fickle lot, fey do not always follow their own rules.

Fey Titans, Archfey, and the Unseen Court.

The fey titans are five creatures of colossal scale and near god-like power, which in their heyday they could use to reshape terrain or alter weather at will. All the creatures in their domain, from the lowliest bug to the primitive elves who had just learned to craft stone, honored them and catered to their will. When Kelland became the first king of Risur, he challenged the five titans and bested them. Rather than slay them, he made a pact that his people would honor them, but in turn the titans would never attack his nation.

Today, the five fey titans slumber, and on the rare occasion they do awaken, lesser fey quickly seek to appease them to prevent whatever devastation their discontent could cause. For this service, these fey are able to draw upon the power of the titans.

The five titans, known to every child in Risur, are:

- ♦ **She Who Writhes**, a kraken that slumbers on the ocean floor. There are whole societies of merfey and far more alien aquatic life that tap her power to control the water ways. The archfey Beshela, for instance, ensures Risuri ships can travel safely in exchange for regular gifts of appeasement.
- ♦ **Father of Thunder**, a many-horned gazelle-like herd beast that fell asleep and has been coated in a grassy plain. Farmers make offerings to him for good weather, which are gathered by grigs and other field fey, who then herd the various wild animals that the Great Hunt will chase every 17 days.
- ♦ **The Voice of Rot**, a white serpent who controls swamps and dead animals. He is roused from his slumber most often, since there are few mortals who live in his domain and think to leave him offerings.
- ♦ **Ash Wolf**, a white-furred hunter who rests in a forest cave with his pack. He's said to awaken during great forest fires, so woodsmen are encouraged to gather brush and burn it before they go hunting.
- ♦ **Granny Allswell**, a corpulent gremlin who snoozes somewhere in the mountains. Her gremlin offspring harass miners because they don't want the noise of digging to wake her. They likewise hate loud machinery and tend to break it if they can.

Archfey, meanwhile, are simply fey of substantial power, all of them long-lived, most of them humanoid. Some are servants of the fey titans, other simply mighty warriors or mages who have a domain of their own in the Dreaming analogue of Risur.

Then there is the Unseen Court. The Court represents feykind in negotiations with Risur, but their internal politics are nearly impossible for outsiders to fathom, having as much to do with style and emotion as with any tangible effect. The actual members of the Court are, true to their name, never seen except in truly exceptional circumstances, but they have many agents. Some vekeshi mystics claim to speak for the Court, but there is practically no way to confirm or deny this.

Sometimes the archfey serve the Court, but their interests do not always align. The common metaphor Risuri use to understand the affairs of the fey is that the Court are the nobility, and the archfey are wealthy

THE SWORD OF THE BLACK NEEDLES.

Five centuries ago, as Lanjyr was reeling from the fall-out from the Great Malice, the Voice of Rot rose up against Risur and cast a smoky pall across the sun. The king at the time, Dukain, was a mighty, aged wizard who wielded magic through his sword. He traveled to a mountain ridge overlooking the High Bayou, known as the Black Needles, and there he battled the fey titan, which had taken the form of a towering anaconda of smoke and peat.

The king battled the titan high into the Black Needles, and after three days neither side could force the other to surrender. Realizing he could not defeat the titan and thus was unworthy of his crown, Dukain cast aside his sword and abandoned the battle. The titan, in its fey logic, saw that it and the king were equally matched, so when Dukain ceased to fight, so did the titan. Dukain yielded his crown to his chosen successor, the titan returned to its slumber, and Risur was saved.

Scholars fear that should the lost Sword of the Black Needles ever be recovered, it would signal a resumption of battle for the fey titan, and once again threaten the existence of Risur.

land-owners. It's much like politics in the real world, except with more giving men donkey heads and tricking people into falling in love by sniffing poison flowers.

Monarchy and Government.

Risur's current monarch, **King Aodhan**, rules from Torfield Palace in Slate. Now in his seventies, Aodhan was only thirty when the previous king chose him as his successor. Aodhan had distinguished himself in the Third Yerasol War against Danor, performing feats of strength and heroism most men today assume are just tall tales.

Aodhan has always been fascinated by Danor's technology, ever since he lured its first steam-powered warship into a kraken's reef lair, waited for the crew to abandon ship, then beat back the kraken and single-handedly piloted the vessel—still bearing scars of the kraken's tendrils—to the harbor of Flint. (Or at least that's one story of how it happened.) Once he took the crown, Aodhan pushed for industrial investment to keep up with Danor, but regional governors forced him to keep foreign technologies out of Slate. Flint became the next most obvious choice.

King Aodhan's aged wife died four years ago. Though heredity and marriage has little impact on national succession, many wonder whether the king will seek a new bride so late in life. Despite his great strength in his youth, the king grows weaker each year.



KING
AODHAN.

DUCHESS
ETHELYN OF
SHALE.



Many suspect he will name his younger sister **Duchess Ethelyn of Shale** as his replacement, and indeed she has distinguished herself as a leader in the Fourth Yerasol War that ended seven years ago, even though her city nearly fell to Danor. She is rumored to have close ties to the Unseen Court, and acts as Risur's ambassador to its nearest neighboring nation. However, her coronation would be the first in Risur's history that transferred the crown between two blood relatives.

Politics.

Twenty-three governors direct the affairs of Risur's various provinces. Most of these are of noble lineage, descended from one of the nation's previous kings. Noble governance tends to follow family lines, unlike the crown. Each governor sends several representatives to the national Parliament, which handles the details of implementing the king's decrees and can with a supermajority overrule them. Various officers of the court and of Parliament direct specific sub-bureaucracies and agencies to handle affairs involving the nation's commerce, culture, defense, and so on.

Perhaps the most prominent noble these days is the headline catching **Catherine Romana**, a descendant of a previous queen and ally of Duchess Ethelyn. She stridently opposes Danoran-inspired industries, and prefers to counter that new technology with arcane innovations. She is rumored to be planning a major announcement later this year, and has been seen in the company of brilliant researchers from Pardwight and Mitchell University.

CATHERINE
ROMANA.



GOVERNOR
ROLAND
STANFIELD.



One famous exception to the power of the nobility is **Roland Stanfield**, the deva governor of Flint. Five hundred years ago he witnessed the fall of the eladrin goddess Srasama, and in various reincarnations he has called Risur his home ever since. Forbidden by the rites of rulership from pursuing the crown because he is no longer precisely "mortal," Stanfield was long content to govern Flint and its relatively insignificant province of farmers, miners, and fishermen. When King Aodhan decreed Flint would become the seat of Risur's industry, however, the old deva eagerly took to the challenge, claiming he was excited to try something new after so long.

Royal Homeland Constabulary.

With the recent influx of foreign technologies and therefore foreign influence, thirty years ago King Aodhan ordered the formation of a new government agency to protect the traditional identity of the Risuri homeland. Within a decade this mission had morphed into investigating significant threats to the nation, particularly those involving technology. Today the Royal Homeland Constabulary uses a combination of investigators, spies, and warriors to root out, undermine, capture, and if necessary kill any groups who endanger Risur.

Though most activity occurs in Flint, officially the Constabulary's central chamber is based out of Slate and headed by **Viscount Inspector Nigel Price-Hill**, who was a commander in the Fourth Yerasol War. His Lordship's greatest success as director was presiding over the apprehension of a group of Drakran necromancers attempting to animate undead dragons in the Anthras Mountains.

Regardless of where they are based, agents of the RHC have broad jurisdiction throughout the nation, and enjoy mild immunity while overseas when acting in an official, acknowledged capacity.

Extensive details of the Flint branch are detailed in Section Four, Royal Homeland Constabulary (see page 55).

VISCOUNT
INSPECTOR
NIGEL
PRICE-HILL.



History and Place in the World.

Risur paved the way to nationhood, and many others followed the same path. By placating the dominant fey titans of Lanjyr they turned the continent into a land for mortals. The Risuri people have always respected the spirits and the fey they share the land with, but they believe the era of those beings has rightfully passed.

While the northern nations waged holy wars between the Clergy and the Seedism faith of Elfaivar, Risur was preoccupied defending its borders from the sub-men of what is modern Ber. The dragons who terrorized the lands south of the Anthras Mountains feared the progress of civilization, and would often gather armies of savages to raid or assault Risur. It is believed that two centuries ago King Boyle slew the last great dragon of Ber, after which attacks from the south finally faded.

No sooner had Risur found safety to its south than did Danor arise in power to the north. Risur and Danor have warred for nearly two hundred years, mostly using the islands of the Yerasol Archipelago as a proxy battle ground, in a series of four Yerasol Wars. Occasional waves of conquest have lapped over each nation's shores, and today the two countries have more in common than either likes to acknowledge. The current king assumed the throne at the end of the Third Yerasol War, four decades ago, and he presided over the fourth, in which Risur lost much land against the threat of Danor's superior technology.

Leaders of Risur's merchant guilds, its military, and its noble families are grateful for the stability, but fear a resumption of hostilities. They have taken advantage of the new international cordiality in order to catch up with Danor's technological revolution. Whether the next threat comes from Danor or another foe, Risur is arming.

BER

Ber's history is tied to dragons. Until just a few centuries ago, the land was in constant flux, with different dragons battling for supremacy while the mortal races served as their slaves. Tribes of half-dragons, half-giants, gnolls, minotaurs, and orcs ascended to tiny nation states under the banners of their draconic overlords, built cities and strip-mined mountains to gather wealth for these kings, and eventually collapsed into chaos when their rulers fell. Newborn nations conquered each other like a ring of serpents devouring their tails, and whenever a dragon had willpower enough to unite all of Ber, it would inevitably make the mistake of pressing into Risur or Elfaivar, and be slain in retaliation.

Despite the endless turnover of rulers, Ber did manage to establish a few long-lasting cities—Ursaliña, Reo Pedrecoso, and the capital **Seobriga**, among others—and develop a shared culture, often thanks to wandering minotaur bards who were seen as neutral. After the death of the last dragon king Inatch the Hex-Eater two hundred years ago, Ber splintered into racial and tribal factions. Only in the past forty years has a semblance of unity returned to the land.

Le Roye Bruse.

Four decades ago, an orc warlord, Vairday Bruse, declared himself king of Ber after he managed to conquer the three largest cities in the land. Risur expected an imminent invasion, but instead the new king opened diplomatic channels with Danor, asked for help writing a constitution, and arranged for the construction of factories. The wealth from this new industry helped keep tribal warlords cooperative, and the work gave would-be soldiers something to do with their energy.

Dubbed "Le Roye," a Danor diminutive for "the king," Bruse managed to keep peace until his death five years ago, and had the foresight to

KINGDOM OF BER.



Capital: Seobriga

Government: Absolute monarchy

Head of State: Bruse Shantus

Official Language: Common, Draconic, Giant, Goblin

Common Races: Orc 26%, gnoll 18%, goblin 16%, minotaur 10%, kobold 8%, goliath 6%, dragonborn 5%, other 11%.

arrange a peaceful transition of power. He took his cue from Risur, and passed the crown to a respected ally who was not a blood relative; indeed he was a minotaur, not even an orc. The new king kept his predecessor's name in place of the typical "king," and so was crowned **Bruse Shantus**.

Though there are still factions in the Anthras Mountains who refuse to bow to the new monarchy, many old enemies are now clamoring for a share of this new prosperity. Against nearly everyone's predictions, it appears that Ber will endure as a unified nation.

Executores dola Liberta.

One of Vairday Bruses's more contentious programs was to aggressively end the practice of slavery except as a punishment for criminals. He enlisted bureaucrats from Crisillyir to reform the country's legal system and track convicts, and then created a law enforcement group of warriors and priests, the Enforcers of Freedom.

Comprised primarily of women, the *executores dola liberta* are officers of the king, tasked with wandering the country and finding rich or powerful people who abuse their station by forcing others into slavery or slave-like conditions. Such wrongdoers they thrash brutally, dragging them into public locations and pummeling them with royally-empowered fists or staves while proclaiming the person's crimes.

They inflict similar punishments on those who try to quash protests, silence vocal complaints, forbid undesired religious practice, or hoard



**BRUSE
SHANTUS.**

wealth from those they tax rather than providing value for their money. Membership in the Enforcers is strictly monitored, and those few who hypocritically abuse their own authority suffer excruciating public torture, then are executed.

Remnants of the Dragon Kings.

Ber cities tend toward stout, vertical buildings with prominent rooftop perches. Dragons no longer alight these roofs, but they have become part of Ber's romantic conception of its own identity. Many festivals are celebrated on these old draconic perches, and many inventors from Crisillyir come to Ber to study winged flight and test glider designs. Window cleaners can commonly be seen swinging from colorful ropes tethered to high rooftops, singing of lovers meeting to watch the sunset from the top of the city.

In the countryside, the dragon kings left an even more obvious mark: megafauna. Beasts of great hunger and great size, dragons protected herds of elephants, massive cattle, and deer as large as houses, forbidding their enslaved mortals from hunting the creatures. Huge swaths of Ber are still relatively uninhabited because these megafauna and the giant bears and tigers that hunt them pose too great a threat for cities to endure. Even more deadly are the pets that were bred for the dragon tyrants: giant bipedal reptiles known as tyrannosaurs.

Some ranches have managed to domesticate megafauna, which can feed a whole village for days. Wealthy foreigners pay huge amounts for the privilege of serving such a beast at their banquets.

Scars and Loyalists.

The nation bears the scars of many mines. Sadly, the wealth from these mines is mostly lost, hidden away in the lairs of paranoid dragon kings, and booby trapped even after the tyrants' deaths to prevent their recovery.

Along the southern coasts, unincorporated tribes composed primarily of gnolls refuse to join the nation. Bruse Shantus has cheerfully appointed one gnoll as his Minister of Rebellion, and claims this shows his graciousness to his enemies. In truth, the gnolls are simply too numerous to ignore, and they have a violent and messianic faith in the eventual return of their slain dragon tyrant Gradiax, the Steel Lord.

By contrast, the citizens of Ber's cities love to keep trophies of long-dead dragons. In the capital Seobriga, the courthouse has integrated the skeleton of the dead tyrant Widoreva into its décor.

The Panoply.

This young movement consists of a few educated Berans who have proclaimed themselves scholars. Inspired by the new—and comparably

peaceful—cooperation among the many races of Ber, they have begun to found schools throughout their nation. There they educate students in matters of art and culture from around the world, pursuits normally mocked by those who follow the old tribal ways.

A few traveling professors from the Panoply schools have made a splash among the dockers in Flint, and every year more foreign artists and poets attend the parties of wealthy Beran nobles who are eager to appear cultured.

The Ursaliña Bear Games.

The mountain city of Ursaliña hosts a strange tradition, wherein those who wish to act as ambassadors of Ber hold proxy battles using trained short-haired bears, each standing a dozen feet high at the shoulder. A great coliseum, once used for entertaining bloodthirsty dragon tyrants, now hosts these vicious battles, which occur every few months; different days determine the positions of different ambassadorships.

Thousands turn out to watch the games, which are surrounded with grand pomp and much feasting. The fights between the bears are seldom to the death, because each beast is worth a small fortune. One game five years ago, however, witnessed an event so unbelievable that word of it spread throughout Lanjyr.

A minotaur merchant, **Brakken of Heffanita**, was competing to be named Ber's ambassador to Orithea, a tiny war-torn nation between Danor and Drakr, when his dire bear had its throat mangled in the arena. Brakken leapt into the arena and stepped between his bear and its opponent, staring into the other bear's eyes. To the shock of the crowd, the other bear hesitated in its attack, then fled, as if intimidated by a person half its size. Bruse Shantus gladly named Brakken an ambassador.

Perhaps even more unexpected, two years after Brakken began his ambassadorship in Orithea, the country's civil war ended, and it came under the protection of Danor. Today Orithea is part of the rail route along the north Avery Coast, and it is enjoying unprecedented prosperity.

This past year, Brakken competed to become ambassador to Risur, and won without any challengers.

Fear of the Clergy.

Ber has never had any close ties to Clergy religion, for it was insulated by its neighbors. Some eladrin sought refuge in Ber after the Second Victory, and brought with them great distrust of the Clergy. Ber's religions are a disjointed mish-mash of different tribal beliefs, involving hundreds of gods and spirits without any unifying doctrine.

Recently, however, preachers from Crisillyir have begun to visit Ber, and a few have set up missions to spread their faith. Some of these have been met by violence retaliation, including one incident where an Enforcer of Freedom tossed a battered priest into a rowboat and told him

THE TYRANT'S EYE.

In 700 B.O.V., the dragon Yerev controlled a small empire, cowing his enemies with the power of his unblinking third eye. It was said this pale, scarred orb could slay any creature it could see. On a moonless night, an army of thousands rose up against the dragon tyrant and managed to slay the beast, but when he collapsed, his eye remained open, killing any who crossed its path.

Nearby townsfolk carefully surrounded Yerev with all his treasure to appease his spirit, then carted the soil from the nearby hills to bury his corpse, finally blinding his eye. Supposedly the only sign today of Yerev's cairn is a field of lush potato flowers. Only the most foolish or desperate seek the treasure, lest they inadvertently unearth the deadly eye.



BRAKKEN OF
HEFFANITA.

to return home after the man's church abducted several children from a nearby village under the auspices of teaching them.

Ber has seen what the Clergy can do to a nation when they disagree with its faith. Especially since the Bruse became so friendly with Danor—itsself deemed heretical by the church—many in Ber fear that Crisillyir might someday invade in a bid to forcibly convert them.


CRISILLYIR

Crisillyir is ruled by the hierarchs of the Clergy, the religion that freed the nation from demonic rule a millennium ago. Today, Crisillyir is a rich land, its fields bountiful, its coffers full of colonial gold. Centuries of divine rituals have turned its great cities into beacons of enlightenment and magical research, though this prosperity seems to attract attention from supernatural threats. Elaborate aqueducts feed water from the snowcapped Enfantes Mountains throughout the nation; it is said that each column in the aqueduct system is engraved with one chapter from the Clergy's holy book, acting as a massive ward against the ancient evil that still lurks in the land.

In Crisillyir, the power of the church is supreme, but not unquestioned. While the grand summoners conjure forth tortured specters from the Bleak Gate to cow their flocks into piety, collegial arcanists debate conceptions of the cosmos that do not match church dogma. Fat merchant lords pay lip service to the faith, sell weapons and ritual components to eladrin assassins, then purchase indulgences to absolve themselves. And though the inquisitive gold-mantled *geneu credetos* ("spirits of belief," or more commonly "godhands") are tasked with guarding the nation from unholy, fey, and undead influences, criminal organizations nevertheless manage to smuggle in contraband and use resurrections to extort even the dead.

The Clergy.

According to the church's holy text, one thousand years ago a human fisherman named Triegenes from what today is Danor discovered the secret of divinity while lost in a storm at sea. He returned and preached about the divine spark within all mortals, and how by constantly challenging oneself, a person can become like a god. He inspired followers to fight beside him, and together they toppled tyrants, slew legendary monsters, and eventually established a new nation, based upon a hierarchy of divinity, where rank and reward were based solely on merit.



SACRED KINGDOM OF CRISILLYIR.

Capital: Alais Primos

Government: Ecclesiastical
elective monarchy

Heads of State: Prime Cardinal
Tito Banderesso,
Arch Secula
Natalia Degaspere

Official Language: Common

Common Races: Human 85%,
gnome 7%, dwarf
4%, other 4%.

THE HUMBLE HOOK.

When Triegenes passed on from his mortal shell, the prelates of the Clergy cremated his remains in a grand state funeral. As they gathered his ashes to spread across the nation's soil, they found a small harpoon hook—the kind used by some fishers—which somehow had been caught in the living god's body since before he achieved divinity.

The priests crafted the hook into a pendant, and for over a thousand years it has been worn by the hierarchs of the faith, as a reminder that we all have humble origins. Doctrine claimed that it let its wearer learn the history and background of anyone he met, allowing the leader of the faith to deal with overly prideful enemies and heads of state.

In 260 A.O.V., however, it was lost when an eladrin assassin slew that era's hierarch and stole the pendant. Critics of the faith claim that its loss was part of a plan to steer the Clergy away from its original humble core, so that high priests could better profit from their stations.

After his kingdom was established, Triegenes undertook the greatest challenge left in the mortal world: to defeat the demonocracy that oppressed the lands to the east. He confronted the abyssal lords who had taken residence on this world, sacrificed himself to banish them forever, and then left his mortal shell and ascended to godhood.

The Clergy believe in many gods, with no pinnacle godhead, but they preach foremost the teachings of Triegenes, that every man has greatness within him, and he merely needs to be challenged to awaken his potential. And while a thousand years have burdened this original message with a complex celestial bureaucracy, vaguely-interpreted visions of a multiverse of planes, and a strong emphasis on the superior potential of humans above all other races, the simple dogma that anyone can improve their life, and that indeed this is the main *purpose* of life, holds strong appeal. The Clergy is now the most widespread faith in Lanjyr.

Cities.

The capital city **Alais Primos** is dominated by massive temples, sepulchers, and libraries, some so large they straddle the canals that run through the city. Massive and enchanted walls once surrounded it, holding back the eladrin armies, and while the city has long since expanded beyond their boundaries, their magic still defends the heart of the city. Since the Clergy views the godless tieflings of Danor as apostates, industry and technology are forbidden in Alais Primos. Confiscated items are ritually disposed of in a fiery rift of Enzyo Mons in the nearby mountains, symbolically casting back the tools of evil.

The island city of **Sid Minos** is site of the nation's greatest naval yards and its military academies, which train paladins and warpriests to hunt unnatural beasts, as well as fight foreign armies. Tunnels and dungeons riddle the rocky island beneath the city, and undead horrors occasionally emerge from these dark lands, but their source is unknown. Because the hierarchs view Sid Minos as already somewhat tainted, they allow technology onto the island. Off the shore lies the Isle of Odiem, home to the Crypta Hereticarum, where the Clergy stores the most vile cursed beasts and objects that they cannot simply destroy.

An isthmus connects Crisillyir and Elfaivar, and the city of **Vendricce** has grown fat from taxing trade through its gates, including the Avery Coast Railroad that terminates here. A grand arched bridge that once spanned the channel between the two nations was destroyed during the Second Victory, but Danor is funding its repair, hoping to extend the railroad so it can feed through the city and into Elfaivar.

Colonies to the East.

After the eladrin empire fell in the Second Victory, Crisillyir and the other conquering nations established garrisons within the collapsing eladrin nation, and divided the land into several colonies. Despite the great wealth these colonies provide, they are a thorn in Crisillyir's side; intermittent rebellions and acts of terrorism target the colonial governors and their allies in the homeland. At least once a decade, a spree of assassinations strikes, shaking the complacency of the nobility, and frightening the common folk.

The largest colonial city is **Santi Simone**, over the ruins of Elfaivar's original capital Bharata. In an uncharacteristically sympathetic move, the Clergy built a giant memorial to the countless dead eladrin women, interring their bodies in tombs carved into a massive rock that sits along the city's river.

Devas, Angels, and the Dead.

The Second Victory ended with a legendary battle just outside the walls of Alais Primos, where legions of Clergy-blessed warriors faced an army led by the goddess Srasama herself. After hours of battle, Srasama was felled by a thousand cuts, and fire exploded from her body. The warriors nearest to her were annihilated, but those who survived and were close enough to see the death of a god were marked by the experience.

Many of these veterans settled in the lands liberated by the eladrin army's retreat. In the years that followed, whenever one of them died, open flames would flicker for miles around, and somewhere within three days' travel the man or woman would be reborn in the wilderness. No longer quite human, these reincarnated souls took the name *deva*, from an eladrin word for deity.

When a *deva* reincarnates, he recalls language, culture, and enough knowledge to make his way in the world, but usually possesses only vague recollections of his previous life. Acquaintances are unfamiliar, and expert skills like magic, craftsmanship, or swordplay fade, but usually the *deva* quickly slips into the same basic role he held before death.

Where *devas* are rare, one that dies is usually found quickly after reincarnation, and after a period of acclimation he will manage to continue as if nothing had happened at all. In Crisillyir, though, *devas* are common enough that they seldom manage to return to their previous lives. In either case, *devas* still fear death because it means an end to all they are. While a reincarnated *deva* might be able to continue the same mission, he'll never recreate the emotions and memories that made him unique.

Many *devas* find a place in the Clergy, where through special training they can act as vessels for invoked celestial beings. Such angelic visitations never last long, and occasionally result in the death of the vessel, so they are only used in situations where the priesthood feels inadequate to answer questions of guilt or opine on matters of morality.

In a similar way, on certain bleak holy days the priests of the Clergy will reach through the veil into the Bleak Gate and capture uneasy spirits, which they parade in front of crowds of worshippers. Compelled by magic, these undead specters wail about the sins they committed in life that left their souls trapped in "Purgatory." The priests then offer absolution, and destroy the unholy beings.

The Family.

One of the few chinks in the strong face the Clergy presents is a criminal organization known as the Family. Most people only know of them in rumors and hearsay, but it is said that they are behind most of the crime on both sides of the Avery Sea.

Where they have taken root, crime becomes civilized. The Family



seems to respect loyalty and avoids doing violence to innocents, though when they move into a new city they viciously cut out the current criminal element and institute a more refined form of corruption and lawlessness.

DANOR

Guided by a congress of businessmen and scholars, Danor is devoted to endless progress. Old beliefs, especially religion, are cast aside in the face of newer and more profitable ideas. After surviving an apocalyptic collapse five hundred years ago, reason and hard work have created armies more powerful than any in the world, where a common man can wield weapons as mighty as the magic of legendary heroes. After centuries of complacency, the other great nations eye Danor with envy, and with fear.

Following the Second Victory, the social order in old Danor was upended. The Great Malice left the capital of the Clergy bereft of magic. Horrible monsters that spawned in the border regions of wild magic wrought havoc as quivering holy warriors struggled to destroy them without their divine aid. The whole country was cut off from its usual channels of communication, and in a matter of weeks, thousands of priests killed themselves, believing their gods had died, and many more fled in every direction. A once-mighty nation fractured into desperate enclaves, and the old capitol was abandoned as an accursed place.

A major contributor to the region's downfall was that its previous leaders—the hierarchs of the Clergy—had been transformed by the Great Malice into seemingly demonic creatures with horns and barbed tails. People in what today are the Malice Lands refused to let these people

reach the new capital in Crisillyir, believing the old rulers were “from the deep pit of hell,” and thus dubbed them “deeplings” or “tieflings.”

After decades of chaos, a tiefling named Jierre who had once been a priest near the top of the sacred hierarchy gathered the fractious leaders and managed to convince them in the span of a mere five years to reunite under a new vision. If the hands of the gods could no longer reach into Danor, then it would be the hands of mortals that would give them power and safety.

It was magic, after all, and the superstitions and archaic beliefs that were its trappings, that had held back the people of Danor from their potential. Jierre understood that they had a unique opportunity. No foreign nations would bother a land without magic, so the new Danor needed not to worry about invasion. It would decide its own fate, and as long as all were devoted to the ideal of progress, Danor would one day be the strongest nation in the world. Finally, after centuries of insular work and struggle to build a new society, Danor has begun to claim its place in the world.

The House of Jierre.

Common belief attests that Srasama cursed the leaders of the Clergy with infernal horns and jagged tails, sacrificing half her mortal followers in a Great Malice when she realized she could not defeat the armies arrayed against her. When Jierre united Danor's factions, almost all those so accursed joined him, adopting the moniker “tiefling” as a badge of rebellion. Some became decisive merchant leaders, while others took a role in government.

Jierre, for his part, refused to be crowned king, and for his remaining years he served as part of a congress of peers. In the centuries since his death, though, his family—tieflings all—has proven a source of many

WILD AND DEAD MAGIC.

Within Danor's borders, magic quickly seeps away, a consequence of the Great Malice, where the high elf goddess Srasama died five hundred years ago. Magic item powers and enhancement bonuses function normally, subject to GM adjudication, but spell-like abilities and spells cast through the items do not.

A creature's own innate magical powers still function, such as racial spell-like and supernatural abilities. Class-based supernatural abilities function as well, but a character cannot use spell-like abilities or cast spells from his classes unless he has an appropriate magical focus, such as a wizard's bonded item or an associated familiar, to use as a conduit. Most hats, cloaks, periapts, and similar items that enhance mental ability scores are infused with enough energy to act as a focus, but over a period of weeks or months, even their power fades entirely.

Since it is impossible to create magic items in Danor, almost no Danorans study magic. The few mages there either traveled to other nations to study or purchased magic items and spent exorbitantly to import tutors.

Just beyond Danor's borders, in a broad swath hundreds of miles wide, the fabric of magic is damaged but not destroyed. In these places, known as the Malice Lands, whenever a character casts a spell they must make a DC 14 Will save or be affected by a random spellblight (see the “Spellblights” section in Chapter 2 of *PATHFINDER ROLEPLAYING GAME Ultimate Magic*). If you don't have access to the spellblight rules, instead roll an unmodified 1d20 anytime a spell is cast. On a 1, a mishap occurs. A mishap is a random magical event that usually results in the spell backfiring, manifesting as a free-willed monster, or otherwise going dangerously awry.

REPUBLIC OF DANOR.



Capital: Cherage

Government: Constitutional republic

Head of State: Sovereign Han Jierre

Official Language: Common

Common Races: Human 81%, tiefling 17%, other 2%.

great statesmen, scholars, and inventors. Though officially Danor has only a Congress and a Sovereign who is elected every decade, the House of Jierre is effectively Danor's royal family. Where they point, most follow.

The Sovereign today is **Han Jierre**, former president of the nation's oldest and most prestigious academy of war, the *Jierre Sciens d'Arms*. Various relatives and in-laws hold many positions in the government and military. A few have even traveled abroad to study magic and apply Danoran principles of science to explain how it works, rather than relying on traditional beliefs. So far, detailed theories have eluded them, as if magic itself refuses to let itself be understood.

Without a doubt, the House of Jierre rules Danor, but their prominence has not gone uncontested. Periods of riots and protests have plagued the nation, especially in the early days of its industrial revolution, though it certainly helped that, in a realm where few have ever even seen magic, any tiefling can still rebuke a person who attacks him by engulfing him in infernal flame.

Cities and Industry.

Danor's historical capital of **Methia** lies abandoned. Though Danorans reject superstition, even they cannot help but feel uneasy in these ruins. Nothing grows there, wild animals stay out, and even in the height of summer a chill breeze blows under overcast skies.



SOVEREIGN
HAN JIERRE.

The modern capital of **Cherage**, though, is a bustling center of business and trade. Two centuries of practice at industry has moved the pollution-coughing factories and poverty-riddled worker villages outside the city, where deep canals provide the water for mills. After the city was attacked in the Third Yerasol War, the Danoran navy constructed landfill islands off the shore to place massive artillery batteries and look-out stations.

Trains powered by steam crisscross the nation, and the great Avery Coast Railroad runs from mountainous **Beaumont** on the west coast, through Cherage, and on eastward to Drakr, passing through Crisillyir, before finally ending three thousand miles away just across a channel from Elfaivar. Warships armored with iron churn along the nation's coast and among the islands it holds in the Yerasol Archipelago, protecting shipments of food that feed Danor's burgeoning population of industrial workers.

DRAKR

Before the rise of the kingdom of Triegenes, dwarven warlords in Drakr subdued the undead titans of the land, encased them in crystal, and buried them deep beneath the earth. The dwarven warlords made alliances with the demonocracy in the east, trading the lives and souls of their mostly-human subjects for infernal power. Each warlord erected a tower as a symbol of his power, and from these bases they marched unnatural armies to battle for territory and supremacy.

Later Triegenes assailed those towers, toppling each as a stepping stone toward the demonocracy itself. The tyrants fell, and dwarves became an oppressed minority in what had once been their homeland. When the Great Malice shattered the kingdom of Triegenes, several clans of dwarves overthrew the priests who had ruled over them. They prepared for war, intending to recreate new dwarven kingdoms, but the deadly threat from the Malice Lands forced them to band together, even unite with humans to keep newly-birthed abominations at bay.

The dwarven clans and fractured human provinces that survived the collapse of the kingdom of Triegenes created a loose federation that has grown ever more united. Regional governors, mostly human, handle normal farming and trade, while dwarven lords direct grand mining operations and command the nation's army and navy.

FEDERATED DRAKRAN STATES



Capital: Trekhom

Government: Federal parliamentary republic

Head of State: Chancellor Dmitra Takhenov

Official Language: Dwarven

Common Races: Human 67%, dwarf 30%, other 3%.

THE LOST RIDERS.

After most of the dwarven tyrants had fallen to Triegenes, the last five warlords gathered at a fiery tower in the Shawl Mountains to discuss a plan for war. As they camped and planned, one of their archmage servants warned that a winter storm stronger than any in history was approaching. Afraid of being stranded from their battle, the five warlords mounted their various dread steeds and rode forth. But when the storm fell upon them, they lost their direction.

Too cruel and convinced of their invincibility to die, the five continued riding until they vanished forever into the blizzard. For over a millennium the dwarves of Drakr have told tales of the lost riders, continuing to search for the battle that they should have fought and won. Folk tales warn never to offer aid to lost travelers, lest you anger their pride and earn their wrath.

Once again the nation has grown fond of towers, not just as symbols of power but as strongholds against intermittent waves of monstrous incursions from the Malice Lands. Dark magic is not precisely *endorsed*, but it is tolerated as a necessary evil for the nation's defense. Criminals convicted of any great crime vanish into mountain prisons to serve in hellish mines, until the day they are sacrificed to empower a magical ward or weapon.

Metal and Magic.

Unsurprisingly, Drakr has taken easily to alliances with Danor, both military and economic. In particular they helped build and still today defend the Avery Coast railroad, and are in the process of building their own rail lines. Their trains, however, are powered by arcane furnaces that burn blood red yet whose metal skin feels eerily cool to the touch.

Similarly, the Drakran military has embraced firearms, and several companies have become famous for slaying implacable malice beasts which previously would have taken an army to defeat. The finest guns come from Drakr, and many of those are enchanted. Unlike Risur, however, Drakr has not rushed to develop steam warships. They have limited interest in naval matters, and prefer to defend their coasts with forts and cannons, though a few Drakran shipyards do construct iron-clad vessels for Danor.

The capital city of **Trekhom** is a major hub of industrial trade, as well as a nexus for several rail lines. Every day countless tons of refined steel arrives by train from the northern forge city of **Mirsk**, high in the snowy Shawl Mountains. It is said that giants work some of the mines in those frigid mountains, lending their physical might in exchange for enchanted weapons and armor.

Where the Avery Coast railroad crosses the border into the Malice Lands, a steel spire rises five hundred feet above the desolate landscape, guarded by a battalion of soldiers and mages. Its purpose is unclear, but some suspect it is enchanted to drive away malice beasts, or to help mend the tear in the fabric of magic.

The Philosophy of Governance.

Though intellectuals of the rest of the world are quick to disassociate themselves with some of the darker trends in Drakran philosophy—those grounded in the power of the old warlords—many heap great praise on the wise and open deliberations in the nation's parliament.

The old ecumenical tradition of the Clergy survived the Great Malice in the form of schools of philosophy. Often each clan or township would

**VLENDAM
HEID.**



have its own line of local philosophers. Their ideas would influence local leaders and businessmen, who would in turn spread them through the rest of the nation, with the most successful and intriguing philosophers earning their home prestige and profit.

Today the most visible philosophy is Heid Eschatol, which focuses on proper endings to all of life's affairs. Its founder, **Vlendamm Heid**, makes a living speaking to audiences around the world, engaging them with philosophy rather than letting them be passive consumers of ideas from books. But other ideologies still battle in the marketplaces and academies of Drakr, and any successful federal representative has to be a studied philosopher, or else espouse wild teachings that will get him noticed.

ELFAIVAR

Before the Great Malice, the kings of Elfaivar held power to rival all the other nations of Lanjyr. Commanding legions of slave armies from the far east and fielding battalions of fey mages and monsters, the long-lived eladrin monarchs were able to ensure the security and prosperity of the mightiest nation in the world.

Today, only ruins survive.

The Great Malice slew every eladrin woman in the empire and beyond, with only the rarest and most unlikely survivors: women currently polymorphed, on other planes, or who had forsaken the Elfaivaran faith entirely. Within weeks the once-glorious empire, which had been poised to crush the impudent Clergy who had twice launched a holy war against it, descended into chaos. Within decades the population had collapsed to the tiniest sliver of its original number.

A stirring eulogy of the poet Vekesh convinced a few eladrin to seek harmony, to endure, and to prosper—and above all else, to find and free eladrin women from bondage so the race could heal. But for millions of grief-stricken eladrin men, the aftermath of the Great Malice was a time of constant battle.

Those few women who had survived were quickly claimed as property, and anyone who could keep ownership of a wife against a hundred thousand other suitors could command enclaves of desperate followers. Whole cities of despairing men would fight to the death for the chance of winning their lord another wife. Mages laid curses upon swaths of cropland, but some enclaves chose to starve rather than hand over their “queen.” Slavers brought ships of human and elf women who were sorcerously transmuted to pass as eladrin and then sold into servitude, only to be slain when the truth was discovered.

Many eladrin men fled to other lands, seeking wives of other races, but they could sire no children. As attrition whittled down survivors, and too few children were born to keep society alive, ever more wealth and magical relics pooled in the hands of fewer and fewer men. When foreigners from Crisillyir or the distant east tried to claim Elfaivaran land

they were driven back by fearsome eladrin warriors. Trained by constant battles for survival, and possessed of the finest arms and armor of entire cities, each man was match for a hundred normal soldiers.

Eladrin are long-lived, but old age eventually claims even them. Some made pacts with the powers of the Dreaming or other planes, but after two centuries, Elfaivar was practically a ghost nation. It took nearly a century more for Crisillyir and other nations to defeat the few vengeful hold-outs and begin to colonize the empty landscape.

Jungle had reclaimed cities. Mighty magical effects had lost their cohesion, spilling strange enchantments into the land. In some places the material world had blended and merged with the Dreaming. It was in these confusing borderlands that a handful of Vekesh-inspired enclaves survived.

Modern Enclaves.

Early on, the freed women of Vekesh enclaves gained great power, both politically and magically, for they came to embody the hopes of thousands of survivors. New daughters were fiercely guarded and intensely trained so they could defend themselves and someday lead their own enclaves. Despite this, sometimes foreign mercenaries would manage to abduct an eladrin woman, for they became prized status symbols in the rest of Lanjyr.

These abductions led to the first vekeshi retributions, as mystics undertook daring missions to rescue lost women or at least punish those who would steal them. In general, though, the enclaves stay hidden. They'll deploy spies to keep eyes on human activity in nearby lands, and will make bargains with fey to scare off those who get too close, but they realize that they cannot risk antagonizing the human nations.

A rare few eladrin seek to integrate with human society. They wear as much gold as they can, which prevents them from using fey step, in an effort to cut themselves off from their fey heritage. By contrast, some vekeshi mystics also adorn themselves in gold, but only as rituals of self-flagellation, to meditate on their distance from their people's history so they can ponder how best to reclaim their birthright.

EMPIRE OF ELFAIVAR (DEFUNCT).



Capital: Bharata (now Santi Simone)

Government: Feudal monarchy

Official Language: Elven

THE ARSENAL OF DHEBISU.

Eladrin tell a tale of a god who turned against their pantheon and was transformed into a tiger that walked like a man: a rakshasa. As a god, no weapon in the world could harm him, and he ravaged the lands of Elfaivar, drowning villages and tearing entire cities free from the earth with a swipe of his clawed hands.

A warrior named Dhebisu, infamous for her incongruous brilliance as a poet and lewd sense of humor, was called upon to defeat the rakshasa. She befriended the cats of the jungle to learn of the monster's weakness, and consulted with sages to learn when the next meteor shower would occur. That night she sang a mocking tune to lure out the rakshasa.

The beast attacked her, but she pulled a falling star from the sky and wove it into her hair. Thenceforth any weapon she touched became infused with the powers of the heavens. They battled through the night, until finally, the rakshasa tried to slay her with a poisoned arrow. But Dhebisu snatched the bolt and plunged it into the fiend's loins, destroying it so that it could never reincarnate.

The Fallen Goddess.

Srasama was just one of dozens of prominent gods in the Elfaivar pantheon. Traditionally she was the six-armed sculptor who gave form to the raw creation discovered by her husband. She had dominion over the lives of women, and she particularly oversaw rituals of womanhood, marriage, and grief. For these, she would take three different forms of maiden, mother, and crone, but in all she was a fierce defender of the Elfaivar empire.

The famous adventurer Hamyd of the East claimed in the year 72 A.O.V. to have witnessed a conclave of eladrin matriarchs, wherein they performed the ancient rituals of Srasama. According to him, though, they cut short the rituals of the crone, and his guide alleged that this was because the matriarchs had forsworn grief, and so can never age.

THE WORLD

All of the events of the campaign occur on the continent of Lanjyr, aside from a few forays into the coterminous planes of the Dreaming and the Bleak Gate, so we leave it to the GM and players to decide the nature of the world beyond the edges of the map.

Border States and the Malice Lands.

Risur, Ber, Crisillyir, Danor, Drakr, and Elfaivar are the largest and most prominent nations in Lanjyr, but by no means are they the only ones. Some regions on the continental map are marked as "border states." These lands play no noteworthy role in the **ZEITGEIST** campaign, but you should feel free to use them for whatever purpose the GM needs.

Other areas surrounding Danor are called the Malice Lands. When Danor had its magic stripped away during the Great Malice, these lands were at the edge of the effect's radius. The magic there was left fractured and unstable. While Danor was able to restore itself in the relative stability of its dead magic zone, the wild magic of the Malice Lands has led to irregular catastrophes and small cataclysms that tend to wipe out any nation that tries to establish itself there.

Most people in the Malice Lands live in small villages or as nomads in order to avoid the more deadly manifestations of this wild magic. These war-torn lands tend to become havens for criminals who cross into their neighboring countries to pillage and plunder. One noteworthy



exception is the city-state of **Oritheia**, which has managed to prosper in a small pocket of stable, albeit weakened magic.

In general, the border states between Risur and Ber are little more than mountainous tribal lands that refuse to join either larger nation. The border states between Crisillyir and Drakr are fairly autonomous and stable, while the border between Drakr and Danor is near anarchy. North of Drakr, a few minor nations stay out of the politics of greater Lanjyr, while beyond Elfaivar lie powerful protectorates of a distant empire, still recovering from the fall-out of the collapse of Elfaivar centuries ago.

These lands are generally outside the scope of this campaign, which gives the GM an excuse for whatever foreign oddness he wishes to introduce in his own games.

Calendar.

The region generally uses a simple calendar devised over a millennium ago by the skyseers of Risur. This calendar divides the year into four 91-day seasons, each starting on an equinox or solstice. After the 91st of Winter, one extra day is used to celebrate the new year.

The most common celestial rhythm is the cycle of the moon over 29 and a half days. People might say something happened “a month ago,” but individual months are not named. Instead dates are referenced in the format “17 Spring 473 A.O.V.”

In the year 500 A.O.V., the first first-quarter moon of each season occur on 12 Spring, 10 Summer, 9 Autumn, and 7 Winter. Festivals of the Old Faith typically fall on these nights. More colloquially, there are names for each prominent moon phase throughout the year. These terms have fallen out of favor except in poetry, academia, and mysticism.

Lunar Myth.

Some say the moon is made of glass, and they claim they can see stars through it, or perhaps within it. Poets have long noted that the “right side” of the moon (the edge that crests the horizon first) seems to have the shape of a man with his arms extended, while the left side has the image of a woman facing away from the man. This gave rise to a shared myth of the moon.

In this tale, an orphan boy meets a girl whose mother is dying beneath a cypress tree. The girl is taken away to be trained as a mage (or an artist, a princess, or a scholar depending on the version), and the orphan boy joins a band of hunters (or rogues, brigands, or rebels). They cross paths, fall in love through their trials, wed, and become heroes. But he dies, and she lives on to raise their child.

Though different seasons can have more specific names, generally the first quarter moon—when only the “man” is visible—is called Hunter’s moon. The full moon is Lovers’ moon—when both man and woman are present. The third quarter is Maiden’s moon—with the woman alone. And the new moon is Dreamer’s moon.

Much of the nuance of Skyseer prophecy depends on which moon rises first in a season, and which stars if any are in

conjunction with it. The specialized names typically start with the first Hunter’s moon each season; phases before those are just called by the generic terms of “early Lovers, early Maiden, or early Dreamer” moon.

The more flavorful names, in order, are below:

- ♦ **Spring.** Hart moon, Plow moon, Thunder moon, Dreamer’s moon. Stranger’s moon, Forest moon, Mage’s moon, Dancer’s moon. Hero’s moon, High Spring moon, Legend’s moon, Dreamer’s moon.
- ♦ **Summer.** Husband’s moon, Marriage moon, Bride’s moon, Dreamer’s moon. Dragon moon, Honey moon, Kraken moon, Sleeper’s moon. Hero’s moon, High Summer moon, Legend’s moon, Dreamer’s moon.
- ♦ **Autumn.** Serpent moon, Harvest moon, Mother moon, Dreamer’s moon. Martyr’s moon, Pyre moon, Widow moon, Black moon. Hero’s moon, High Autumn moon, Legend’s moon, Dreamer’s moon.
- ♦ **Winter.** Hunger moon, Snow moon, Wolf moon, Dreamer’s moon. Orphan’s moon, Cypress moon, Daughter’s moon, Hope moon. Hunter’s moon, High Winter moon. Maiden’s moon. Dreamer’s moon.

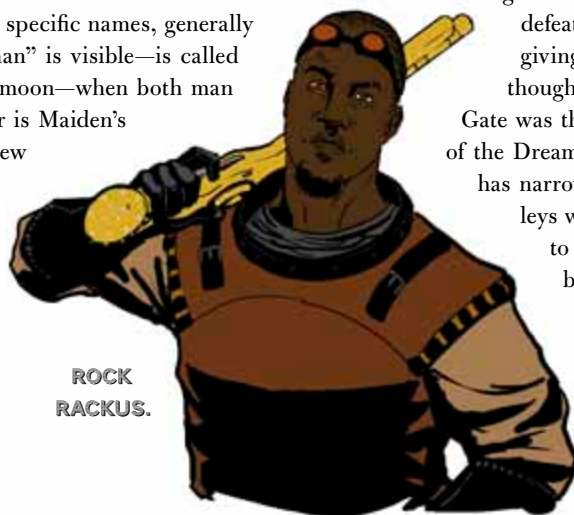
Planes.

Everyone knows that the fey live in the Dreaming, and that spirits of the dead can linger in the Bleak Gate, but most people are unclear on just what they are. They disagree on whether you can physically go to these realms by walking, or if you would need magic, and if you went there just what you’d see.

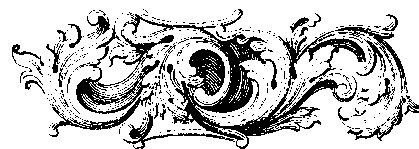
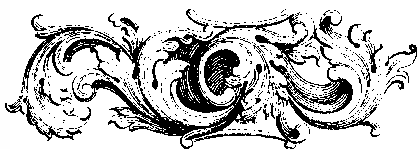
The Clergy states that the Dreaming, which they call the Green Temptress or Hell’s Garden, is where people’s minds go when they sleep, and that the beings called the fey are dreams given flesh by evil magic. Folk religion in Ber proclaims that the moon is a looking glass, and the Dreaming is what we look like reflected in it, while many Drakrans believe it’s a trap between this world and the afterlife, meant to trick people from their just ends.

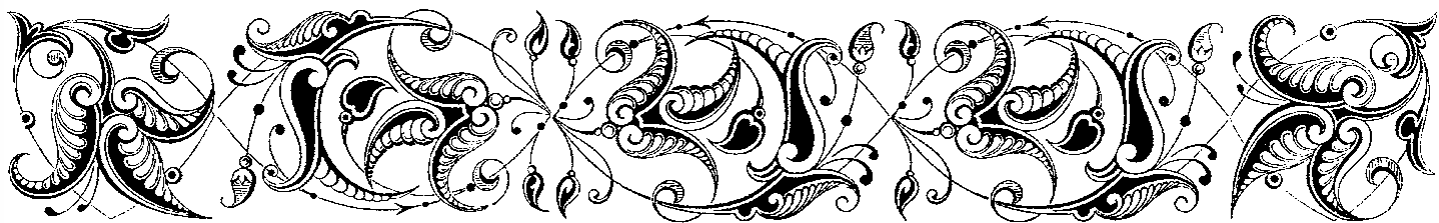
As for the Bleak Gate, common lore of the Clergy calls it Purgatory, and envisions it as a hollow copy of this world lying just underground, a place where the dead pass through on their way to their reward or punishment in the afterlife. The dwarves of Drakr know better, and believe that it is a vision of the distant future, of what the world will look like when everyone has died. Berans believe it lies on the dark side of the moon.

In Risur, folk tales say that once the beings of the Dreaming lived here in our world, and then King Kelland defeated the fey titans and split the world in two, giving the fey and humanity each their own homes, though the titans would exist in each. The Bleak Gate was thought to be a darker, more malevolent part of the Dreaming, a belief reinforced of late. As industry has narrowed the streets of Flint and darkened its alleys with soot, more and more people have begun to speak of disappearances, and of strange black beings that walk in the shadows.



ROCK
RACKUS.





Key Religions.

Four religions dominate the **ZEITGEIST** campaign setting. Unlike typical **PATHFINDER** settings, there is no planar travel, magic to summon extraplanar creatures is exceedingly rare and brief, and only once in recorded history has a god actually physically appeared in the world—and then she was killed. While it's undeniable that powers and forces beyond this world do exist, their shapes cannot be proven, and must be taken on faith.

The Clergy.

Organized religion based in Crisillyir. Every mortal can empower himself, even reach godhood, if he confronts the challenges of the world. Beyond this world exist many planes, each a more perfect manifestation of some aspect of our reality, and they are presided over by powerful gods, angels, and spirits that can be entreated for power.

Guerro.

Folk religion of Ber. Every tribe has its own gods, conquered from the tribes who were not strong enough to stand alone. As the tribes battle,

so do the gods. For now, it seems, the gods are at peace, and so we make peace, but all good things die in battle. A syncretic combination of Clergy and Guerro is enjoying a popular surge in Drakr.

The Old Faith.

Folk religion of Risur. Honor the spirits of the land, and draw power from nature. The stars above trace patterns that predict events on our world, but the only other worlds are the ones we can visit: the Dreaming and the Bleak Gate.

Seedism.

Folk religion of Elfaivar. Our actions are seeds, and will shape the face of the world, though it may take ages. Elves and eladrin have long memories. Before the rise of Man, the gods spoke to us, and we still remember their names and teachings. Srasama, the three-faced mother-warrior-queen, was slain by human treachery, but it is our duty to endure and outgrow this injury. The archfey of the Dreaming were once vassals of the gods, and so we revere and respect them.

PLANETS AND PLANES.

Common lore in Risur claim the heavens are a massive distant dome, and that the planets of the night sky move in reaction to the unseen hand of fate. According to the skyseers, each star is a source of magic, and the planets in particular are the source of key elemental powers.

Each planet and star is conceived of as an empty garden that only comes alive when an outsider enters, and which has no permanent existence. Skyseer myths say ancient men once traveled freely to these worlds, where they could tap directly into powerful magic, but that the stars grew distant. Even today, though, wise men can look skyward and see clues to the course of fate.

The Clergy, by contrast, believe that the heavens are a black sea, and that every star and planet is a physical world, each with its own people and gods. Danoran astronomers, usually loathe to agree with the Clergy, claim that they have seen the surfaces of the planets through their finely-crafted telescopes, though they cannot confirm any civilizations.

Meanwhile, the modern celebrity **Rock Rackus** (pictured on page 42) tells wild tales of using magic to visit these worlds, meet the strange locals, and return with treasure as proof. Skyseers dismiss his claims as a fool being tricked by fey, but Rackus's shows sell out as audiences delight at his bawdy and bold adventures.

Below we list the most prominent objects in the sky, along with the myths and theories associated with each. These myths aren't necessarily consistent with each other.

- ♦ **Vona.** The sun, source of pure arcane force and magical radiance, but too bright to observe the surface. It influences revelations and discoveries.
- ♦ **Av.** This ancient name for the moon comes from a legend about a sleeping queen of the fey, cursed to slumber after her soul was captured

in her reflection on a bottomless pool. Influences nothing, but reflects subtle clues of people's desires.

- ♦ **Jiese.** The plane of fire, home to serpent men whose skin glow like coal. Ancient myths claimed this was a dragon, which chased Avilona. Influences war and strife, as well as notable births.
- ♦ **Avilona.** The plane of air, where desolate islands of rock float amid the clouds, covered in long-abandoned ruins. Ancient myths claimed this world was a titanic eagle, constantly fleeing the ravenous Jiese. Influences weather, notable deaths, and animals.
- ♦ **Mavisha.** The plane of water, home to krakens lurking beneath the waters and leviathans swimming rippling liquid columns that writhe above the sea like the tentacles of a living world. Legend states that a drowned bride long ago cursed sailors to join her in the lightless depths of this endless ocean. Influences the seas, great movements of people, and conflicts within families.
- ♦ **Urim.** The plane of earth, or rather a scattered, shattered belt of relatively tiny shards of metal, which sometimes fall from the sky bearing precious ores and accursed worms. Influences the earth, the rise and fall of fortunes, and random meetings of strangers.
- ♦ **Apet.** The distant plane, said to be a permanent storm of sand and dust on a featureless plane, with the only point of reference being an arc of silver an unknowable distance above. Influences subtle nuances of distance and time, as well as the grand cycle of ages.
- ♦ **Nem.** The plane of ruin, this planet is a myth among the skyseers, who say it sheds no light, and can only be seen as it glides silently through the heavens, devouring stars and leaving nothing but a hole in the night. Influences secrets and the dead.

THE PHILOSOPHY OF WILLIAM MILLER.

While Drakran philosophy is in ascendance today, many older works are still read and discussed throughout Lanjyr. Most popular are the writings of a clerical monk, William Miller, who in the run up to the Great Malice composed a treatise on hypocrisy, suggesting that it is better to admit you are uncertain of your beliefs than to act in contradiction with your stated values. The book, widely recognized as an attack on the Clergy, allegedly drove the monk to flee persecution.

Miller reappeared several years after the Great Malice with a new work of political philosophy that coincided with his effort to found a small nation, Pala, amid the chaos of the Malice Lands. In his multi-chapter book he examined possible social structures, comparing robustness and stability with

various moral values. Early chapters allude to a conclusion that would detail a handful of ideal nations, but today there are no complete copies of the book.

In 18 A.O.V., the reconstituted Clergy branded Miller a heretic, invaded Pala, and sacked its capital. He was brought to Alais Primos, the new seat of the Clergy, where he was tortured in an effort to compel a confession. After he refused to recant, his captors made a pyre of his heretical writings and burned him alive upon it.

Today, Miller's incomplete writings are popular among the bohemian dockers in Flint and followers of the Panoply in Ber. Rumors say that copies of Miller's final chapters are kept in a library vault in Alais Primos, where it shares shelf space with other "heretical" texts.

Dominant Philosophies.

Certain groups promote secular ideologies independent from the metaphysics of religion.

Heid Eschatol.

Developed in Drakr, popular in Risur. It is important to plan for good endings, whether that's for a business venture, a story, a love affair, or your own life.

Panoply.

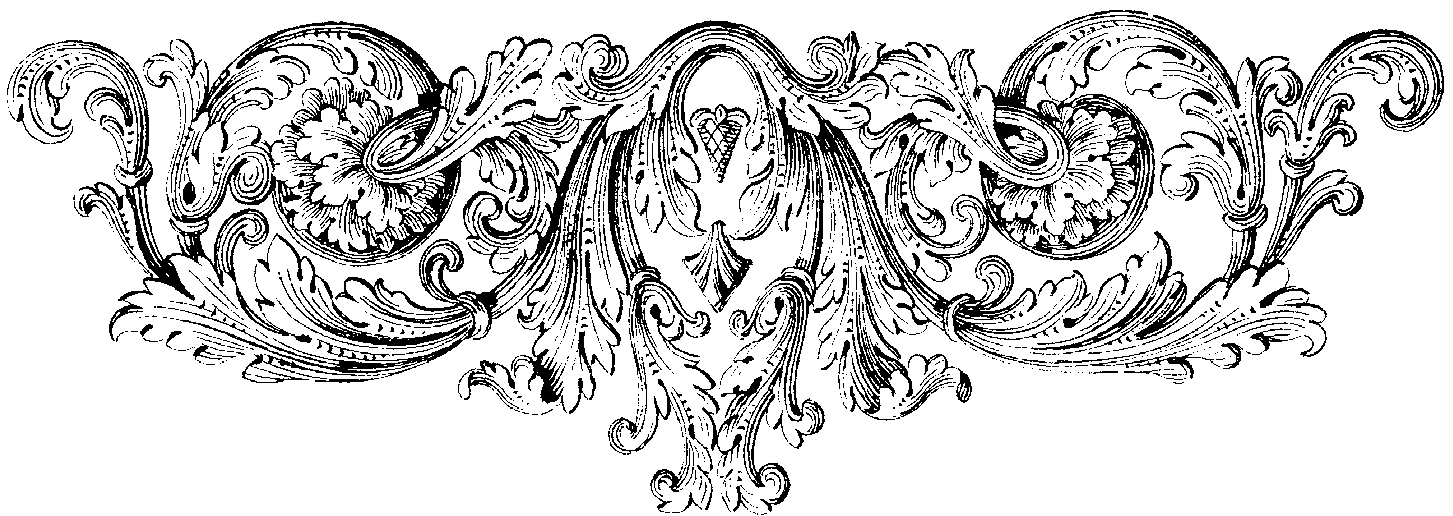
Nascent philosophy from Ber, concerned with examining how and why cultures differ. Followers often feel dissatisfied with the traditions of their homeland, and defend the value of foreign ideas.

Pragati.

Official position of the Jierre ruling party in Danor. Gods are the creation of men who were unable to comprehend the real structure of the world. Those who hold false beliefs, be they in gods, in disproven economic theories, or anything else, are a threat to progress.

Vekesh.

Guiding principle that helped the eladrin survive after the fall of Elfaivar. After a tragedy, the best revenge is to heal and grow stronger than you were before.





SECTION THREE

The City of Flint

The city of Flint is the heart of Risur's industrial revolution, and it is the base of operations for the PCs. Before adventure two, you and your fellow players should have at least passing familiarity with this primer, to prepare you for a murder mystery that will take you from the heights of the city's majestic rainforest mountains to the depths of its criminal underbelly.

DISTRICT OVERVIEW.

The city of Flint has nine districts, each presided over by a district mayor.

- ♦ **Bosum Strand.** Mayor Griffin Stowe.
- ♦ **Central.** Mayor Oncala Putnam.
- ♦ **Cloudwood.** Mayor Doyle Idylls.
- ♦ **The Nettles.** Mayor Reed Macbannin.
- ♦ **North Shore.** Mayor Aaron Choir.
- ♦ **Parity Lake.** Mayor Rosa Gohins.
- ♦ **Pine Island.** Mayor Roger Pepper.
- ♦ **Stray River.** Mayor Chrystine Robinson.
- ♦ **The Ayres.** Effectively independent.

FLINT, IN BRIEF.

Population: 800,000

Head of Government: City Governor Roland Stanfield

Key Districts: The Ayres, Bosum Strand, Central District, the Cloudwood, the Nettles, North Shore, Parity Lake, Pine Island, Stray River.

Prominent Landmarks: Cauldron Hill, Parity Lake, Stanfield Canal.

CITY DISTRICTS

Each district has its own mayor who handles local affairs, all of whom are elected except the mayor of The Nettles, whose additional role as guardian of the cursed Cauldron Hill requires he be appointed by the governor and approved by the king.

Districts also elect representatives to the city council, whose authority is balanced against that of the city governor, Roland Stanfield. Technically the position of governor is elected, but aside from brief periods after the deaths of various incarnations, Stanfield has held the position for nearly five centuries.

Bosum Strand.

Depending on who you ask, the name Bosum Strand comes either from the boatswains who frequented its taverns, or from the harbor's more traditional name, which translated to bosom of the sea. In either case, the docks along the east shore of Flint Bay are the heart of the city's trade, culture, and crime.

Hundreds of warehouses serve Flint's merchant fleet, and dozens of bars, taverns, gambling houses, and brothels serve its dock workers. Craftsmen, artists, and money changers own shops surrounding several scattered public squares throughout the district, and the district's mayor **Griffin Stowe** has strong-armed property owners along major streets to ensure that when the wealthy and influential travel the strand they are not forced to see any of the district's uncouth underbelly.

This is why, of course, the dockers make a point to perform on as many street corners and squares as possible.

The district is currently clearing out tenants and demolishing buildings for a freight rail line. The station is already under construction, and once complete it will speed delivery of raw materials and natural exports. More importantly, it will let Flint share its industrial bounty with the rest of the nation. Unusually, many local druids have been recruited to speak with the spirits of the land and appease them so they will not disrupt the building process.

The Night of the Mirror Moon occurs when the High Winter moon is the fourth full moon of the season. From the moment the moon shines on Flint Harbor, anyone who enters the water while holding a mirror will emerge in the Dreaming analogue of Bosum Strand. There, it is said, the docks are replaced by a glorious beach where all the fey from miles around gather for the wildest party one could ever imagine. Sometimes people fail to get back before the moon sets, while others return with magical powers, a gift or bargain from the fey. The last such Mirror Moon happened seventeen years ago, in 483 A.O.V., and the next will be in two years.

Central.

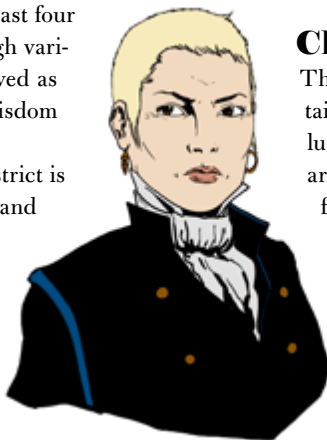
The oldest and most developed district of Flint is home to its main government structures, including the city council, superior court, police headquarters, and the offices of various civil functionaries like tax collectors. Grand party halls, ornate druidic garden temples, and parks filled with monuments to old wars provide recreation and entertainment for the city's nobility and prospering middle class, while the Orange Street commodities market and the prestigious Pardwight University are the dual hearts of Flint's economic and academic cultures.

The district mayor **Oncala Putnam** recently approved construction of a grand subrail station to serve as the hub of a city-wide transportation network. Currently the Central district is often clogged with traffic from the surface rail station, since the proposed tunnel through Humble Hill in the Nettles, meant to provide an easier route to the factories of Parity Lake, has been dogged by sabotage from elements opposed to the industrialization of Risur.

Just off the coast in Flint Bay, the city governor's mansion occupies what was once an island fortress. For the past four hundred years the deva Roland Stanfield has, through various incarnations and with only rare disruption, served as city governor, earning near universal respect for his wisdom and leadership.

Perhaps most importantly for the PCs, Central district is home to the local headquarters of the Royal Homeland Constabulary, headed by **Lady Inspectress Margaret Saxby**. Extensive details of the local branch are presented in Section Four, Royal Homeland Constabulary (page 55).

LADY INSPECTRESS
MARGARET SAXBY.



Subrail Construction.

A major freight and passenger railroad line enters from the south and stops at King's Station, but local light rail routes are being constructed throughout Central District. Most of this route travels underground, thus earning the moniker subrail. One section parallel to the freight line travels aboveground in the same corridor, and a brief stretch of track near Pardwight University rises to the surface by necessity, due to some magical quirks of geography.

Cloudwood.

The eastern outskirts of Flint are dominated by towering mountains, their peaks constantly shrouded in clouds that feed lush rainforests and verdant streams. The steep highlands are sparsely populated, but numerous plantations and small farms fill the flatter terrain near the coast. Few city folk venture out to these lands, believing that here the veil between the real world and the Dreaming is thin. Local myths include countless tales of farmers, travelers, and juvenile miscreants who wander into the foggy woods and suffer wretched fates at the hands of capricious fey.

While most who live in Cloudwood consider it



common courtesy to share a bowl of milk or plates of sliced fruit with unseen nightly visitors, the district's new mayor, **Doyle Idylls**, has forbidden district employees from engaging in the old tradition. Mayor Idylls shares his office with the local police branch, and he recently had salt baked into bricks around its base in order to keep away curious fey. Soon thereafter, the building developed a gopher problem.

Though criminals in Flint tend to make the Nettles their first stop when on the run from the law, those who really need to lay low find the wild rainforests of Cloudwood ideal. The most rural areas of the district are practically independent thorps and hamlets, many of which are sympathetic to desperate outsiders. Until recently they reaped rewards from collaborating with at least three gangs which operated out of the forest, but a new player in the area has somehow managed to get the gangs to call off their attacks.

Somewhere in the high misty mountains hides **Hana "Gale" Soliogn**, an eladrin who fled to Risur after she escaped the rich Danoran family who had kept her as a trophy for over a century. Upon leaving the dead magic zone of Danor, Soliogn discovered an exceedingly rare talent for innately controlling winds and weather, which earned her the name Gale.

She enjoyed a brief celebrity upon arriving in Flint a year ago, but almost immediately withdrew into the wilderness and began recruiting followers among those opposed to the influx of industry. Law enforcement officials believe she's trying to punish Danor by proxy, and in the

THE NAVRAS OPERA HOUSE.

Flint's oldest surviving building is the Navras Opera House in the central district. Navras, an eladrin who fled Elfaivar after the Great Malice, designed the opera house and laid the cornerstone with a brick he had brought from his homeland. He spent nearly two hundred years personally overseeing its construction, and was aided by no less than eight Risuri kings. When he completed the building, incongruously huge for what was at the time just a small river fort city, Navras gave the first performance by singing the dirge of Vekesh. As the audience cheered and wept at his performance, he walked off the stage and disappeared forever.

The acoustic design of the performance hall somehow captures magical power from song, or from the emotional reactions of the audience. Impresarios who coordinate performance almost always hire spellcasting bards to harness this energy and craft a magic item as a memento of the show. In the three hundred years since the Navras Opera House opened, most of these items have found their ways into private collections, but a rare few have become famous, such as the Hurricane Violin, which commemorated the Fable of Seaquen and later banished a sea monster that threatened Flint Harbor in 417 A.O.V.



GALE
SOLIOGN.



past several months hundreds of acts of sabotage on factories and steamships have been linked to her. In one incident, Gale was caught in the act of trying to assassinate a sleeping industrialist, but she managed to fly away and avoid capture.

The Nettles.

A small spur of the mountains of the Cloudwood cuts into the heart of Flint, and for most of the city's history these hills were home to druidic rituals, or simply let romantics witness wondrous vistas of the beaches from on high. Their traditional name came from an old commander of the Flint fort, who saw them as a thorny barrier against attack from the north.

But then in 346 A.O.V. a coven of witches took residence upon a jagged mountain at the range's edge, which ever since has been called Cauldron Hill. For decades they terrorized the city, sending goblins and specters to abduct people for sacrificial rites, then hiding in the veil between this world and the Bleak Gate whenever any tried to assault them.

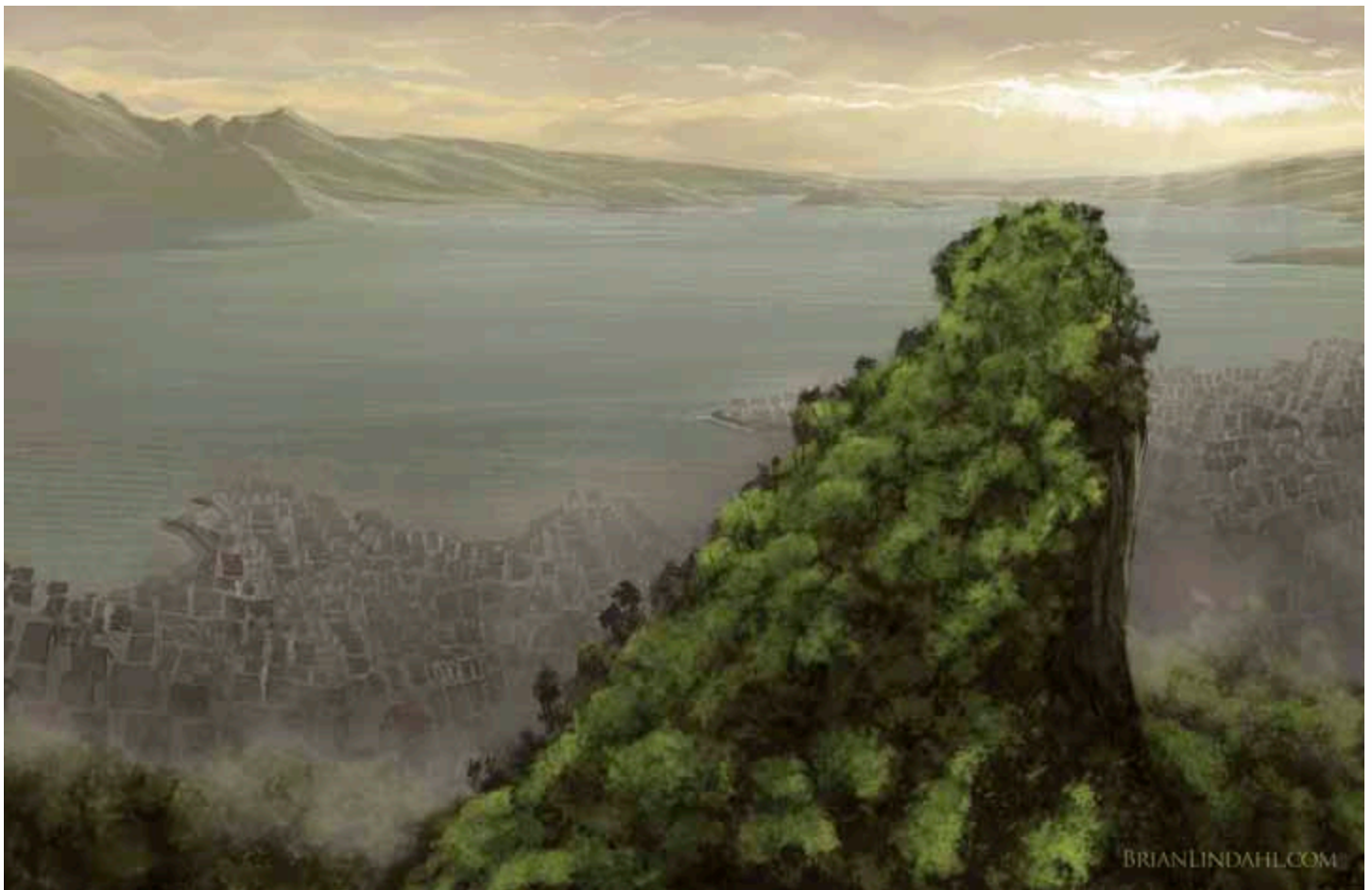
TRAVELING BETWEEN DISTRICTS.

Flint is a sprawling city, and often the party's investigations will take them across it and back in the course of a single day. In general, by making use of carriages it takes a half hour to move from the heart of one district to the heart of an adjacent one. Walking can double this time.

Crossing Flint harbor or reaching one of The Ayres is usually an hour-long affair by sailboat, or half an hour if you know a friendly steamboat captain. Moving through the maze of rookeries in the Nettles can take hours, and it's always faster to just go around than go over. Few paved roads lead to the Cloudwood, which makes carriages unsuitable, and one could spend hours or days roaming the mountains to the east or bayous to the west.

The few completed subrail stations in Central District do provide fairly swift transport, on par with carriages while being cheaper and able to carry more people. Once the full subrail network is completed, it should be possible to move between Central and either Bosum Strand or Stray River in as few as ten minutes. And if ever the route under the Nettles can overcome sabotage, it could shave nearly an hour off the time to go around the troublesome hills.

Eventually the witches were defeated when King Lorcan allied with a Crisillyiri godhand and led an assault during a lunar eclipse. Ever since, the peak of Cauldron Hill has been rife with haunting and spirit activity, and one of the key tasks of the district mayor has been to keep daring fools from ascending the mountain and coming down possessed.



MAYOR
REED
MACBANNIN.



The greatest achievement of the previous district mayor was constructing a highway across Humble Hill to make travel across the city easier, but in the past few decades the district, even the base of Cauldron Hill itself, have grown thick with slum housing, as more and more people flock to Flint hoping to find work in the factories. The broad switchbacks of the highway are cluttered with shacks, often with two or three families sharing the same building. Poorly crafted houses cling to the sides of slopes, and they have become a nightmare for local police to patrol, giving a whole new connotation to the name “The Nettles.”

The current district mayor **Reed Macbannin** has been unable to halt the new arrivals, and he hasn't been helped by the common prejudice that the factory workers are prone to crime, laziness, and general mayhem. Despite this, he has managed to earn passing respect from the people of his district; few are trusted with the stewardship of Cauldron Hill, and he has leveraged his office to get city tax money for the poorest of the poor.

North Shore.

The sun rises through the mists of Cloudwood, banishing the night with pale purple clouds dashed by the golden gleam of dawn. Fresh sea breezes sweep the gloomy haze of soot away from pristine beaches, letting clear daylight fall upon gently crashing waves. The day wanes, and the sky explodes with crimson and vermillion as the sun sets behind the twin peaks of Great Horned Mountain. Night drapes a starry curtain across the world, and still the waves gently lap upon the North Shore.

Home to the most beautiful urban beaches in all of Lanjyr, Flint's North Shore district prides itself on its appearance, despite being so close to the polluted Parity Lake. Demand for beachside property has pushed out all but the wealthiest land-owners, those who can afford to hire druids to pray for favorable winds to keep the smoke at bay, and armies of cleaning crews to scrub their walls and streets when the druids fail.

Of course with wealth comes corruption and temptation. Young girls end up dead in alleys. Criminals stage daring robberies of villas protected by curses. Destitute nobles, dragged down from their towers by the machinations of rivals, stumble into strangely-scented shops they'd never seen before, and find offers they cannot refuse.

The district mayor, **Aaron Choir**, serves the interests of the wealthy, and is petitioning to build a wall between North Shore and Parity Lake to keep out undesirables. Likewise, police violently deter the occasional protest that crops up outside the Danoran consulate, which sits a few blocks inland from the shore. Mayor Choir is careful, though, not to appear too friendly with the unpopular Danorans, no matter how much they pay him in kick-backs.

Parity Lake.

When Flint first began building factories, this inland lake fed by runoff from the Nettles was chosen by the city governor Roland Stanfield. A massive construction project widened and deepened a natural river that ran from the lake to the harbor in Bosum Strand, providing easy transit of manufactured goods out of—and coal or heating oil into—the district. Homes of fishermen on the lake were demolished, while new flophouses and stacked tenements were erected for the waves of people who came from around the country seeking work in the new factories. Wealth poured into the city's coffers, and into the pockets of those canny enough to lease their land here, rather than sell it.

During the Fourth Yerasol War seven years ago, factories in Parity Lake mass-produced firearms, cannons, and other weapons, and a lumber mill transformed logs from the Cloudwood into components for shipyards in Bosum Strand. New factories sprang up to create armor for men and ships, and soon even steam engines were being churned out to retrofit Risur's fleet.

The war effort transformed Parity Lake from a booming collective of new businesses to a crowded, foul-smelling, soot-choked warren, overcrowded with the children of now second-generation factory workers, surrounding a pool that every day more resembles sludge than water. The police manage to keep crime down through heavy-handed measures; the district's mayor **Rosa Gohins** has publicly stated that the safety and stability of the factories are more important than the moral of the factory workers. In the past few months a spate of fires have struck around the district, which authorities suspect to be arson, possibly tied to the fey terrorist known as Gale (see The Cloudwood, above). The fires have precisely targeted individual homes and businesses related to local industrialists, but despite their minimal collateral damage, people in the district fear an inferno if one goes out of control.

More dreaded, however, is a killer known as the **Ragman**, who is said to stalk dark alleys near the canals and drag young men into the sewers. He has been tied to at least six disappearances in the past year, but so far law enforcement have taken few steps to catch him. Strange occult symbols scrawled on the undersides of bridges that cross the canal have provoked suspicions that the Ragman might be retribution from the long dead witches of Cauldron Hill.

Those with more level heads tend to see the Ragman story as a cover for the murders committed by the local guild of thieves, led by strongman **Lorcan Kell**. Kell's guild are most well-known for high-profile abductions and ransoms, while their more mundane crimes often go unreported since three journalists were found decapitated and holding their heads on the bridges over the Stanfield Canal. Many locals allege that the police know perfectly well where to find Kell himself, but are either too corrupt or too scared to go after him.



LORCAN
KELL.

Pine Island.

Though the ground of most of Flint's coast is rocky and hilly, the western coast of the bay has a strange sprawling bayou surrounding dozens of short granite hill-islands. Pine Island takes its name from the aquatic pine trees that anchor the bits of dry land throughout the bayou, though the hills are mostly grassy ranchland. Not as well known or developed as the bustling east coast, this district nevertheless plays a significant role in the city's business.

While Bosum Strand handles industrial and textile trade, Pine Island services hundreds of plantations in its soggy lowlands and small ranches in its western hills. The main docks on Flint Bay are practically a floating city of wooden bridges and stone anchors, which has slowly grown away from the silt of the bayou to better serve deep-water merchant ships. Further inland, complicated streets, connected by ferries and bridges, weave between islands ranging from the size of a single house to a small neighborhood.

Criminals ply the waters of the bayous in shallow boats, often parking ships of smuggled drugs, magic, or women just off shore, then taking circuitous routes through the flooded forests in order to bypass dock authorities. While most dockside businesses are legitimate, deeper in the bayou you can find gambling houses, brothels, and opium dens. Pacts with local fey who are angry with the spinning gears on the other side of the bay help these criminal establishments hide from law enforcement, all for the low price of just a few newborns a year.

Farther west, where there are no longer even the occasional outcroppings of hills, the Battalion academy trains elite soldiers and martial scientists in the ways of war, with an emphasis on wilderness survival and the best techniques of intimidation against an occupying force. The district's mayor, **Roger Pepper**, is a graduate. Many of the Battalion's teachers served in the Yerasol Wars and various skirmishes, and the common fishermen of Pine Island say some of them brought back strange spirits from those distant islands. Recent folk tales tell of pale fish-scaled men who steal fowl and livestock each month during the neap tide.

Stray River.

The cluster of businesses and homes where Stray River empties into the bay is the closest thing to a typical Risuri city one can find in Flint. The Stray River district has well-tended streets, quaint two-story brick houses, and enjoys easy prosperity as the place most visitors to the city stay. The district is also home of some of the oldest mills in Risur, powered by small canals that loop off the main river to avoid disrupting water traffic.

One strange attraction of the district is the Penny Pyre. Originally

it was a small blackened pit, where a mage's accident caused copper to burn as easily as wood, but last far longer. When the effect persisted, it became a fixture of the district's festivals. Various copper sculptures are designed by the districts artisans and placed atop the pit to burn over the course of hours or days. On normal occasions, people will occasionally toss a spare copper coin into the pyre for good luck. The royal mint has tried to end the practice, but the district's mayor, **Chrystine Robinson**, defends the tradition, saying more coins are simply lost in the dirt than tossed in the pyre.

The Ayres.

North of the city lie a clear island chain and several satellite islands. Many of these are merely rocky sandbars with a few trees, but a few larger islands serve as remote villas for the city's wealthiest. Nobles hold many family estates here, though one island is owned by a man new to his money: **Guy Goodson**, who swindled his initial wealth from a dozen naïve villages, and invested early in Flint's industrial boom. Today he owns dozens of factories in Parity Lake, and regularly dines with his noble neighbors, who delight in the small steamboat he uses to visit them.

Since technically The Ayres is considered part of North Shore, it does not have its own district mayor. In practice, law and government officials never bothers the nobles on their islands unless an equally wealthy or powerful individual lodges a complaint.

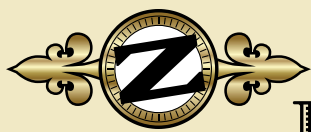
THE MILITARY

The Battalion school of war in the bayous of Pine Island trains hundreds of future officers every year, and works in connection with various district forts throughout the city, as well as naval bases on an island near the mouth of Flint Harbor. Flint still remembers a few naval skirmishes that threatened shipping eight years ago, and so the military maintains a constant watch for possible threats. Normally, though, they will not respond unless a district mayor or the city governor himself calls on them.

While few individual soldiers have magical training, the military has acquired over the years a wide variety of enchanted weapons and defenses. Perhaps foremost among these, every soldier stationed in The Nettles district fort is given an amulet to ward them against supernatural influence, should they be called upon to face a reawakening of the eldritch horrors that reigned over Cauldron Hill during the time of the witches.

The local commander of Flint land forces is **Colonel Greg Master-son**, while the naval defenses are overseen by **Rear Admiral Morris Dawkins**.





SECTION FOUR

Royal Homeland Constabulary

The ZEITGEIST adventure path assumes the PCs will begin as agents of the Royal Homeland Constabulary. RHC constables are law enforcement officers tasked with protecting Risur from serious threats, usually in the form of foreign plots, magically equipped criminals, and various supernatural foes everyday police are not capable of handling.

The directorate in Flint generally keeps busy thwarting arms smuggling, industrial espionage, and the sorts of magical and monstrous threats once handled by plucky self-motivated “adventurers.”

First Mission: Launch Party.

It is spring of the year 500 A.O.V. (After Our Victory).

Seven years after the end of the Fourth Yerasol War, the shipyards in Flint have completed the first Risuri warship powered solely by steam engine, not sail. Your monarch, King Aodhan, has come to Flint to witness the official launch of this mighty vessel. Wooden-hulled but with a heart and skin of iron, the Royal Naval Ship *Coaltongue* will act as a deterrent against future aggression from Risur’s enemy across the sea, the nation of Danor.

The Royal Homeland Constabulary has been called upon to provide security, and you have spent the past several weeks working to make sure this event goes off without a hitch: canvassing the docks, performing background checks on the guest list, coordinating with the local police to set up a perimeter around the royal docks, and following various directives of your superiors. Now, as a warm breeze off the sea mingles the scents of elaborate floral decorations with the pervasive coal soot that always hovers over Flint, the king’s carriage approaches, and you spy disgruntled faces amid the cheering crowd.

When you’ve finished the *Player’s Guide*, you can start your mission in ZEITGEIST Adventure One, *Island at the Axis of the World*.



AUTHORITY AND THE LAW

Constables are invested with the authority of the king, and so are granted great leeway in their pursuit of justice and safety. While normal police must acquire warrants before they can search a building, RHC constables are trusted to not abuse their authority, and so can act as swiftly as needed. However, they are required to fill out proper paperwork and give testimony justifying their actions. A constable who uses his power for personal gain—or to harass anyone of political clout without good reason—will find himself penalized, demoted, and possibly even in prison.

Constables are expected to take suspects alive whenever possible. The GM might want to allow PCs to knock enemies unconscious when reducing them to 0 hit points, instead of killing them, without making the character take a penalty to his attack roll to deal nonlethal damage. This can represent special training constables receive. Execution is a likely punishment if a trial deems a suspect to be an enduring threat, though some criminals with political value might be kept under special house arrest, as long as they do not actively pursue plots against Risur.

Every constable has access to binding ropes as well as handcuffs (albeit not quite as advanced as the modern variety). Most handcuffs include gold wire or thread, which can be tied off after the cuffs are closed to prevent creatures from teleporting while wearing them. In special cases, mage-cuffs can be requisitioned.

Mage-Cuffs

Aura faint abjuration; CL 1st

Slot Wrists; **Weight** 2 lbs; **Price** 1,500 gp.

Description

When a person wearing *mage-cuffs* uses any magical power (generally defined as casting a spell or using a supernatural or spell-like ability), the cuffs glow, make a warning whistle sound, and deal 1d6 points of electricity damage to the wearer. A creature reduced to 0 hit points this way is knocked unconscious, not killed.

Construction

Requirements Craft Wondrous Item, *alarm*, *detect magic*, *shocking grasp*;

Cost 1,500 gp

Constables can usually hand over arrested suspects to the police, though the RHC headquarters in Flint does have specially prepared cells to handle more dangerous criminals. These cells are all lined with enchantments similar to those of mage-cuffs, and are surrounded by rings of gold and bricks baked with salt and other warding agents. When needed, even more specialized items can be used, such as chains that can hold incorporeal entities or prevent shapechanging, hoods that block gaze attacks, and sigils to nullify innate energy threats like flaming elementals.



When it comes to interrogations, this is not a modern police force. Characters who choose to be enlightened and use less-violent approaches can often get what they need with less hassle, but threats and actual violence are common tools when trying to make suspects talk, and most superiors won't bat an eye as long as no one is seriously injured or dies.

LOYALTY TO RISUR

The RHC recruits from police, military, universities, and many other sources of talent, occasionally even accepting foreign applicants. In addition to requiring extensive background checks, recruits must undergo a magical inquisition. The king grants each branch's local director the ability to test the loyalty of all who would apply to join the constabulary.

A candidate who agrees to undertake the test opens their mind so the director may sense their true intentions. If they have any ill will to Risur, its people, or its leaders, it will be revealed. More importantly, the candidate must show a devotion to protecting Risur. Risur need not be the primary concern of the applicant—people are expected, after all, to value their family, friends, even careers—but this precaution has kept the RHC from ever having produced a traitor in the thirty years it has been active.

HIERARCHY AND CONSTABLE TEAMS

Approximately 20 constables are active in the Royal Homeland Constabulary's Flint directorate, supported by almost a hundred researchers, office assistants, laboratory technicians, security guards, carriage drivers, and the like.

Leadership.

The Flint branch is run by **Lady Inspectress Margaret Saxby**, a former superstar investigator who cracked many famous cases, became the darling of the public, and earned herself a knighthood. During the Fourth Yerasol War she married a young nobleman, acquiring clout among aristocratic circles. When the then-director of Flint's branch of the RHC lost favor in a scandal, she easily won the appointment to take his place.

Lady Saxby leads her branch with incisive intelligence and an experienced intuition for determining which of her constables should pursue which threats. On the other hand, some complain that her confidence borders on megalomania. On several occasions underlings who have become a bit too popular for her liking have received transfers to less prestigious postings.

While she now nears fifty, Lady Saxby remains quite fit and retains much of youthful beauty. She demands authority wherever she goes, and uses many subtle reminders to let people know who is boss. For example, there is only one (expensive, comfortable) chair in her office: hers.

Units and Oversight.

Saxby's role as director often has her dealing with bureaucrats and nobles, and while she officially is also the Chief Inspector, she leaves most affairs of investigations to Assistant Chief **Inspector Stover Delft**, who oversees four units of constables and coordinates their activities.

A local Flinter in his early 40s, Delft gets squinty and condescending when his authority is questioned, but he can recognize talent and good work. Since his days as a constable himself, Delft served a vital role handling logistics, though in the past few years he's acquired a modicum of

ASSISTANT
CHIEF
INSPECTOR
STOVER
DELFT.



leadership skill. He often expresses pride for three of his old underlings who went on to head spy cells overseas.

Delft chews leaf of Nicodemus, and thinks he looks charming if he grins while sucking the juices. He walks with a cane because a mimic tore a chunk out of his leg fifteen years ago. He has a habit of poking inanimate objects with the cane before he gets too close to them, and spitting on them when he wants to be extra sure.

Some other constables in the Flint branch include.

- ♦ **Carlao**, a human veteran of the Fourth Yerasol War who proudly wears his plate armor even in the city. He's something of a director's pet, and acts as Saxby's trusted aide.
- ♦ **Serena**, a human tinkerer who often crafts gadgets useful for spying and "wet works," but is surprisingly cheery, seeing all female constables as her sisters.
- ♦ **Kaea**, an eladrin evoker widely distrusted by the local fey and druids after she went undercover among the skyseers to expose a vekeshi murderer.
- ♦ **Dima**, a dwarf priest with an unhealthy fondness for paperwork.
- ♦ **Josiah**, a human sniper constantly fiddling with his rifle when he's not on mission seducing people of interest.
- ♦ **Gaethan**, a half-elf ranger whose ability to speak with the dead has made him a bit addled and unreliable, having to carry a notebook to remind himself of his daily affairs.

TORTURE AND THE RULE OF LAW.

This is a topic the group should probably discuss before starting this campaign. Maybe everyone is alright with violent interrogations, but not with outright sadism. Perhaps they'd prefer to have a more heroic tone, where all the "good guys" have to do is pretend that they'll hurt a prisoner to get him to open up. Or the group could desire a more grim take, recognizing the fact that throughout most of history and even today, many in law enforcement believe that hurting someone will get them to talk.

Just make sure to go no farther than any player is willing to deal with. It becomes everyone's responsibility to make sure a social and supposedly "fun" game doesn't make cause friends to be uncomfortable around each other. Personally, we suggest that King Aodhan won't allow his representatives to commit such barbarous acts, and that the modern drives of society have discredited prolonged violence as an interrogation tactic.

SHIPS OF THE RHC

The Flint branch has five vessels at its disposal, since sometimes the constabulary needs to deal with threats at sea or simply pursue investigations in other cities or countries. Usually, though, these ships stay docked, with only maintenance crews aboard. Stats for these ships can be found in Appendix Two: Seas of ZEITGEIST.

***Audacious*, Excise Cutter**

This traditional fore-and-aft rig of a 30-ft. long cutter has a single mast supporting a mainsail and two or more headsails attached to a bowsprit, plus an optional topsail for extra speed. Excise cutters often serve as harbor patrol and law enforcement. Units of constables have used this beloved ship for decades, and this affection manifests by granting all the crew a +1 bonus to saving throws while within sight of the ship as long as it has no damage.

Requesting the *Audacious* is a Rank 1 favor using Risur prestige, modified by the time the ship will be needed. It has no standing crew of its own, so constables must pilot it themselves.

***Inevitable*, Steam Cutter**

Designed to fill the role of sailing excise cutters, steam cutters can more easily travel against the wind, but are louder and must rely on fuel, which somewhat limits their long-distance uses. *Inevitable* has only been in use by the RHC for five years, and its first crew died in a boiler explosion. The ship was salvaged and repaired, and now some unearthly force daunts those who would threaten the vessel. The first attack roll against the ship in each combat takes a -5 penalty, and hostile creatures stepping aboard treat the first square they enter as difficult terrain.

Requesting the *Inevitable* is a Rank 1 favor using Risur prestige, modified by the time the ship will be needed. It has no standing crew of its own, so constables must pilot it themselves.

Below: Constables take a suspect into custody.

***Roscommon*, Fey-Pact Schooner**

The 90-ft. *Roscommon* mounts a three-masted square-topsail rig. Laid down in 417 A.O.V., when it was nearing completion its designer had a druid deliver a replica to a fey circle near the logging town of Roscommon. The model ship delighted the local fey queen Medb, and the next morning when the designer returned to work, the ship's figurehead had been replaced by a beautiful faerie woman carved from living wood. The rigging is somewhat petulant, but can teleport short distances, an incredible power in ship-to-ship combat.

Requesting *Roscommon* and its crew of sixteen is a Rank 3 favor using Risur prestige, modified by the time the ship will be needed.

***Khalundurrin*, Bold Dwarven Steamship**

Risuri forces captured the *Khalundurrin* from the Drakran navy when the ship strayed too close to an ongoing naval battle during the Fourth Yerasol War. Its captain claimed that he tried to avoid the fight, but his ship had changed course when he wasn't looking, like it wanted to get into combat. Arcanists who examined the ship postulate that some manner of spirit might inhabit its steam engine. Crew who serve on it sleep easily and speak of dreams filled with bold imagery like something out of a dwarven opera.

Requesting *Khalundurrin* and its crew of eight is a Rank 3 favor using Risur prestige, modified by the time the ship will be needed.

***Impossible*, Extreme Clipper**

The 250-ft. *Impossible* is built wholly for speed, and is primarily used for missions of immense urgency. Due to the ship's great expense, it is usually only deployed at the command of Lady Saxby or one of her superiors. Its captain, **Rutger Smith**, has never seen combat. He sees himself as a philosopher, not a warrior, and while his crew have great morale, they are the target of mockery from other crews in the RHC and the navy.

Requesting the *Impossible* and its crew of sixty-four is a Rank 4 favor using Risur prestige, modified by the time the ship will be needed.



Royal Homeland Constabulary Office

First Floor

Second Floor

One square equals 5ft.

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HEADQUARTERS

Located in Central District, the Flint branch of the RHC has one primary headquarters building, plus three satellite buildings containing libraries, laboratories, and more supplies and offices. The main headquarters has two floors, plus a basement for captured suspects. The jail has only twice reached capacity in the past thirty years.

Most rooms have gas-lit lamps either along the walls or in recesses in the ceiling.

First Floor.

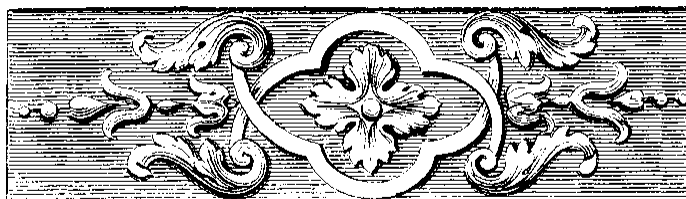
1. **Entrance.** At least two guards are on duty at all times.
2. **Lower Hallway.**
3. **Western Stairwell.**
4. **Eastern Stairwell.**
5. **Interrogation Rooms.**
6. **Quartermaster Office.**
7. **General Supplies.** Door locked. Only quartermaster can access.
8. **Evidence.** Door locked. Requires paperwork to access.
9. **Secretary Pool.**
10. **Guard Room.** Each room typically has another two guards.
11. **Morgue.**

Second Floor.

12. **Inspector's Desks.**
13. **Delft's Office.**
14. **Support Offices.**
15. **Break Room.**
16. **Upper Hallway.**
17. **Saxby's Office.**

Basement.

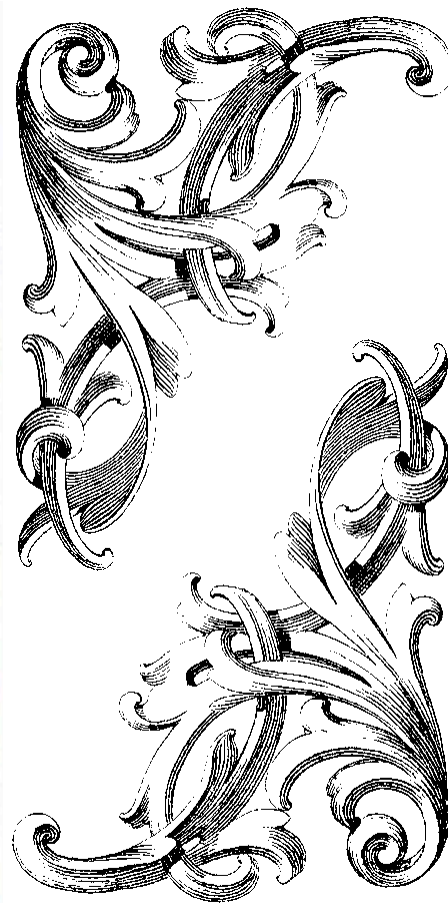
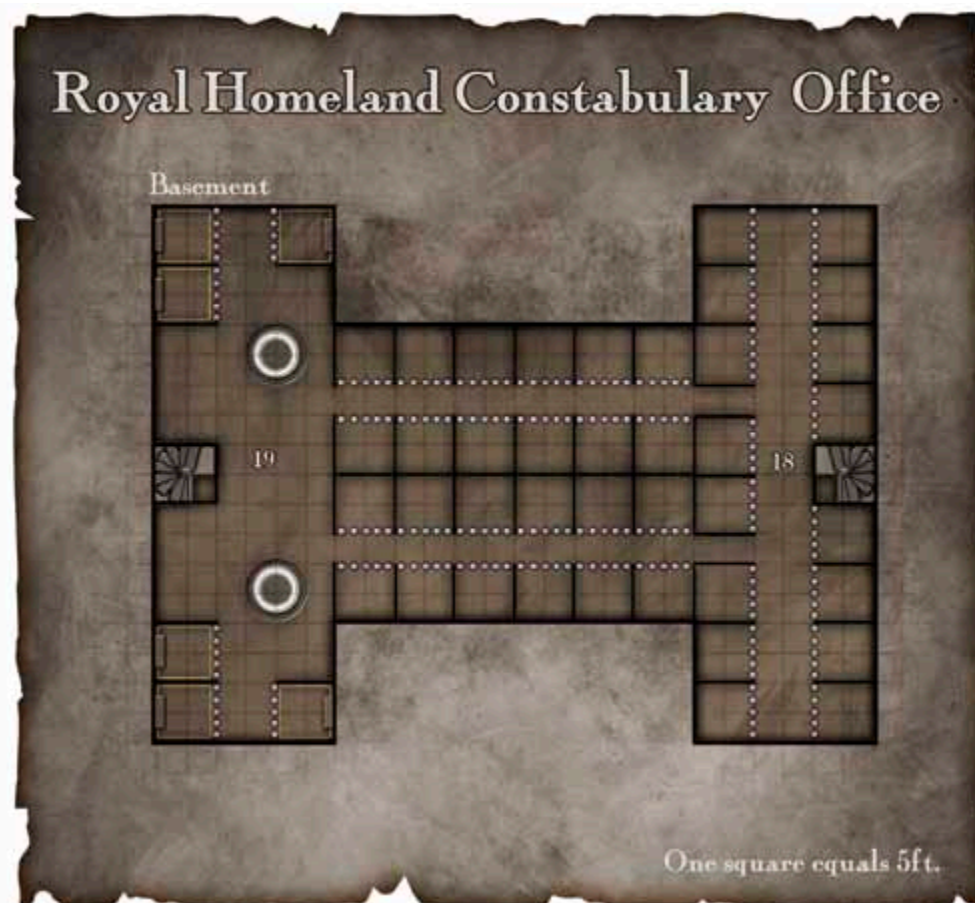
18. **Holding Cells.** At least two guards are on duty at all times.
19. **Magic Cells.** Spellcasters are kept here. The cells are enchanted to function like *mage cuffs*; any attempt to use magical powers sounds an alarm and does 2d6 damage to the prisoner. A golden ward also blocks teleportation and summoning. Two columns glow with pale white light, which grants everyone within 30 feet resistance 10 against all energy types.



BEFORE ADVENTURE TWO

The second **ZEITGEIST** adventure, *The Dying Skyseer*, takes place in the city of Flint, as do parts of other adventures. To help players learn about the city, after the end of Adventure One and before the start of Adventure Two, the GM should ask each player to pick two districts and come up with a contact his or her character has in each district.

This contact could be a friend or family member, a criminal informant, an ex-boyfriend, a merchant whose shop you frequent, a minor noble who owes you a favor, a religious figure, your fey pepper dealer, or many other options. These NPCs help connect the PCs to the city, and will come in handy as they investigate a murder mystery and other threats.



APPENDIX ONE

Allied Stats

Use these stats for allies the party can request with favors via their Risur Prestige. Individual officers are useful for chasing down leads or keeping an eye on a person of interest, and they can fight in a pinch. Soldiers are really only useful if combat is expected. In large numbers, soldiers can operate as units, making use of Aid Another to threaten creatures

much stronger than any individual soldiers. By contrast, though, police officers lack the training necessary for large-scale combat.

See Prestige (page 17) for the Favor Ratings of requesting these allies. Generally we recommend the DM divide control of allies among the players.

Allied Police Officer

CR 1/3

XP 135 each

Male or female human warrior 1

LN Medium humanoid (human)

Init +1; **Senses** Perception -1

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 12 each (1d10+2)

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

Offense

Speed 30 ft.

Melee billy club +1 (1d8)

Ranged pistol +2 (1d8 / ×4)

Statistics

Str 11, **Dex** 13, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 12

Feats Skill Focus (Intimidate)

Skills Intimidate +6, Knowledge (local) +4, Sense Motive +3

Languages Primordial

Gear uniform, badge, billy club, pistol, whistle, hand-cuffs

Allied Soldier

CR 1

XP 400 each

Male or female human fighter 2

LN Medium humanoid (human)

Init +5; **Senses** Perception +1

Defense

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 15 each (1d10+5)

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

Offense

Speed 20 ft.

Melee longsword +5 (1d8 / 19–20)

Ranged musket +3 (1d10 / ×4)

Statistics

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

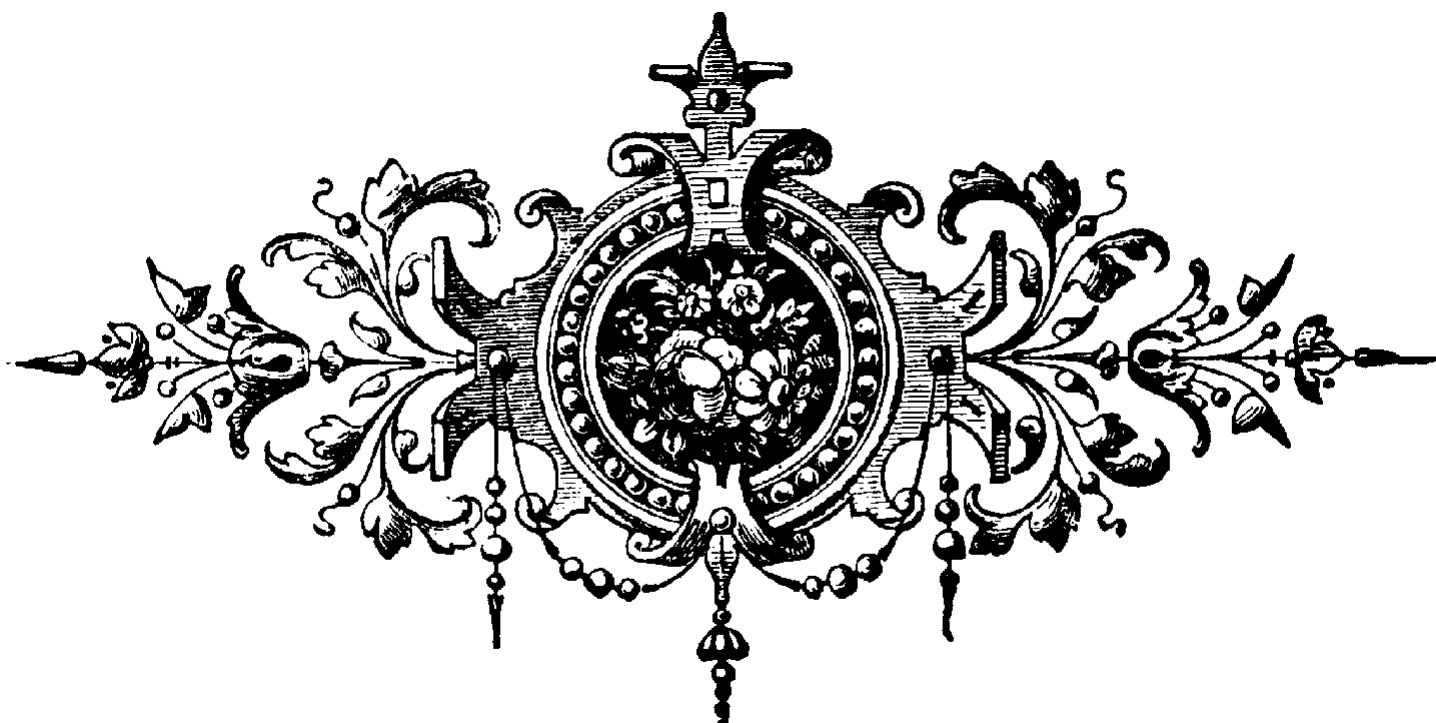
Base Atk +2; **CMB** +4; **CMD** 16

Feats Improved Initiative, Point Blank Shot, Toughness, Weapon Focus (longsword)

Skills Climb +1, Jump +1, Swim +1

Languages Primordial

Gear chainmail, buckler, longsword, musket, one flask alchemist's fire, leaf of Nicodemus



APPENDIX TWO

Seas of Zeitgeist

E.N. Publishing's naval supplement *Admiral o' the High Seas* has a full set of rules for adventures at sea, but herein we present enough rules to handle basic naval combat between two ships. If your group particularly likes ship encounters, your DM can use the additional material in *Admiral o' the High Seas* to spice up nautical engagements.

THE BASICS

When ships are closing for battle, but still too far away to fight hand-to-hand, action occurs in **naval combat**. Time and distance are a little flexible, but rounds are generally somewhere between one minute and five minutes long, during which a ship might travel hundreds or even thousands of feet. Once within range of boarding actions, the game switches to **tactical combat**, which are the normal 6-second rounds.

Officer Roles.

During naval combat, each PC chooses one **officer role**, which lets them contribute to the battle:

- ♦ **Captain** has final authority.
- ♦ **Bosun** directs the crew.
- ♦ **Navigator** aids maneuvers.
- ♦ **Gunner** aids attacks.
- ♦ **Engineer** repairs damage.
- ♦ **Look-Out** warns of danger.

A character can change his role each round, with some restrictions. *A ship cannot benefit from more than six officers at a given time.* Characters might also spend their turn as an **attacker**, using their weapons or spells against an enemy crew; this doesn't count against the six-officer limit.

The Naval Turn.

A naval turn consists of five phases—**maneuvers**, **location**, **terrain**, **bearing**, and **attack**. Some of these phases require the captain of each ship to make a **Command** check (see sidebar) to determine who gets the upper hand. Officers can choose to handle some of these tasks, rolling in the captain's stead, typically with a bonus. Different tactics and maneuvers can grant a bonus in one stage in exchange for a penalty in another.

Wind and the Weather Gage.

Being upwind of an enemy, known as holding the *weather gage* (or windward gage), is of great value in battles between vessels reliant on sails. While this system tries to keep location somewhat abstract, at the start of each encounter, determine the relative positions along the flow of the wind for each ship.

A ship that holds the weather gage against its opponent gains a +2 bonus to Command checks in the Location and Bearing phases. The captain may choose to instead gain a +5 bonus to Command checks for a round, but in so doing he exchanges positions with his foe, granting

THE COMMAND CHECK.

Various actions in naval adventuring call for a Command check, to see how well the captain is directing his crew. For a Command check, a captain rolls 1d20 + his Command score.

A captain's Command score is equal to half his level plus the highest bonus among his Intelligence, Wisdom, and Charisma. So a 6th level character with an 18 Intelligence would have a +7 Command score.

A ship with less than full crew but at least minimum crew imposes a -5 penalty to Command checks. With less crew than minimum, the captain takes a -10 penalty. A ship without a captain treats the result of all Command checks as a -10.

SHIP SAVING THROWS.

Some effects call for a ship saving throw. The ship's captain, who has an ineffable bond with the ship, rolls this save: 1d20 + Charisma modifier versus DC 10.

These saves are usually to determine if a ship can weather some danger, like flooding or fire. Often a result of 20 or higher not only prevents the situation from getting worse, but actually improves circumstances.

PLAYER CHARACTER SKILLS.

These rules are intended for use with both the **PATHFINDER ROLEPLAYING GAME** and **DUNGEONS & DRAGONS 4TH EDITION**, which have different skill lists and rates of skill progression. So when the rules require a skill check, we'll list the **DUNGEONS & DRAGONS** mechanics first, then the **PATHFINDER**.

PATHFINDER characters have the option to take the skill Profession (sailor), which can stand in for many other checks required in seafaring. We think it's a fair trade for a character who picks a comparably less-useful skill like Profession to be able to use it in multiple situations. A character who's good at navigating in the wilderness, as described in the Survival skill, can do decently navigating at sea, but a sailor is specifically trained for this.

them the weather gage the following round.

It is never possible to hold the weather gage against a ship that doesn't rely on sails for movement. If a sailing vessel and a steam vessel engage, being downwind (on the *leeward gage*) is no disadvantage for the steamship, so the sailing ship gains no bonus. However, if the steamship is upwind, the sailing ship's options are limited, so the steamship does gain the bonus for holding the weather gage.

Normally wind is steady during a given naval encounter, but magic might change it, and battles near landforms can mean that in different stages of battle, the wind flows different directions.

Multiple Ships.

If more than two sailing ships engage, resolving weather gage is a bit more complicated. During Location and Bearing phases, each captain rolls normally with no modifier for weather gage. First compare just the two highest results, then apply the bonus for weather gage to whoever is upwind, then let the winner choose the result of his roll. Then compare the next two highest remaining ships, apply weather gage bonus, then resolve. Repeat until all the ships are taken care of.

Initiative.

All ships act simultaneously during a naval round. Damage and negative conditions don't take effect until everyone has acted. The closest thing to initiative is that a ship's look-out can try to determine what maneuver an opposing ship is taking. Whichever ship has a better look-out can react to the other ship, giving it an informational advantage. The maneuvers themselves still occur simultaneously.

Round Phases.

A naval round consists of five phases—**maneuver**, **location**, **terrain**, **bearing**, and **attack**.

Maneuvers.

Each ship's look-out makes a Perception check. The captain of the ship with the lower result has to choose maneuvers first. It is not necessary to choose a maneuver. A captain who wishes to sacrifice the weather gage for a +5 bonus for the turn must choose to do so during this phase.

Basic maneuvers include:

- ♦ **Evasive Maneuvers.** You take a -5 penalty to attack rolls this round and gain a +2 bonus to Defense.
- ♦ **Full Speed Ahead.** You take a -5 penalty to Command checks for Bearing this round and gain a +2 bonus for checks for Location.
- ♦ **Hard About.** You take a -5 penalty to Command checks for Location this round and gain a +2 bonus to checks for Bearing.
- ♦ **Steady Aim.** You are less concerned with dodging than letting your crew line up the perfect shot. You take a -5 penalty to Defense this round and gain a +2 bonus to attack rolls.

Location.

Naval battles occur over various **stages**, each about 500 to 1000 feet across. If both ships intend to fight, start combat with the ships in adjacent stages. If one flees, see Stern Chases below.

Each captain makes a Command check and adds his ship's **speed** rating. The winning captain chooses one of the following options, followed by the losing captain.

A captain whose ship is leeward (downwind) can choose to take a -5 penalty to his Command check this stage. If he succeeds, he can claim the weather gage from the opposing ship, gaining its benefits next turn.

- ♦ **Change Location.** Your ship moves to an adjacent stage.
- ♦ **Hold Position.** If you're content where you are, or if you're being blocked, you can stay put.
- ♦ **Block Enemy.** Choose one ship whose Command check you beat, either in this stage or an adjacent one. If that ship tries to enter or leave the stage you're in, you can choose to prevent its movement.
- ♦ **Approach Enemy.** If you are in the same stage as another ship, and you beat that ship's Command check by 5 or more, you close to short range. If the ship moves to another stage this round, you follow it. In the next round, begin tactical combat with that ship.
- ♦ **Drive Enemy.** If you are in the same stage as another ship, and you beat that ship's Command check by 5 or more, you force that ship to either choose to change location to a stage of your choice, or hold position in the current stage. If it moves, you move to the same stage. If it holds position, its captain takes a -5 penalty to his Command check for this round's Bearing phase.
- ♦ **Pursue Ship.** If there is a ship in a stage adjacent to you, and you beat that ship's Command check by 5 or more, you enter that ship's stage. If it changes location this turn, you can move to the same location.



Terrain.

Most dangers of sea terrain (if any are present) require the captain to make a Command check and add the ship's **maneuverability** rating. Size and stability may help (+2 per size category above Tiny to resist choppy seas) or hinder (an equivalent penalty to avoid sandbars). Basic terrain options include:

- ♦ **Catch Hazard.** Ice, sandbars, kelp, water bubbling with gaseous upwelling, and swarms of marine animals. Make a Command check (sparse hazards DC 15, dense DC 20, and if there are only a handful of safe paths DC 25). Failure means the ship is briefly snagged. Its maximum speed is reduced to 2 during next round. Fail by 5 or more, and the ship is trapped. Until it breaks free it cannot make any Command checks to move. An engineer can free a trapped ship.
- ♦ **Chop.** Choppy seas, whirlpools, or kraken thrashing a vessel. Make a Command check (DC 15+). Failure means each crewman on the maindeck must make a Reflex save (DC 10) to avoid being washed overboard. [[In D&D 4E, they make a Dexterity check (DC 8).]] Failure by 5 or more is as above, plus the ship lists (page 63) from an impact. If the ship is already listing, a further failure by 5 or more capsizes the ship.

Additionally, regardless of the result of the captain's check during the Terrain phase, a ship in chop has its speed and maneuverability ratings reduced by a quarter, or worse in heavy chop.

- ♦ **Visibility.** Fog, darkness, intense rain, or swarms of locusts. Each side rolls twice for Command checks and shipboard attack rolls. Take the worse result.

A ship's look-out can spend his round to make a Perception check during the Terrain phase. If successful, he lets the ship ignore the penalty. Thin fog might be DC 15, thick fog or starlight DC 20, and complete black-out DC 30, though factors like ambient noise and reference points could adjust the DC.

- ♦ **Winds.** High winds typically create chop, and they impose a -2 penalty to attack rolls. Ships that attempt to fire toward a target leeward (downwind) of them take a -5 penalty instead, because the wind tends to rock the ship and point its guns downward, shortening their range.

Low winds halve the speed of wind-powered vessels. Some areas have no winds at all, immobilizing sailing ships unless they can use oars or kedging to move. Unfavorable winds may provide a -2 to -5 penalty to sailing ships' attempts to avoid other terrain hazards. The lee side of a cliff can often endanger a ship because the only winds are those that blow toward the cliff face.

Bearing.

Relative facing determines what weapons a ship can bring to bear, and what weapons it is vulnerable to in a counterattack. This phase determines the best angle a ship is able to get on its opponent over the course of the round. Remember, this phase just determines orientation, not distance.

Each captain makes a Command check and adds his ship's **maneuverability** rating. The winner chooses one of the following options, based on how much he succeeded by. Generally you want to point your broadside (strongest weapons) at their aft (typically unarmed).

Partial Success (win by 1 to 4). You can point your bow at their bow or broadside. Or your broadside at their broadside. Or your stern at any edge of their ship.

Success (win by 5 to 9). You can point your broadside at their bow or broadside. Or you can point your bow or stern at any edge of their ship.

Critical Success (win by 10+). You can point any edge of your ship at any edge of their ship.

Attack.

Each ship can make one attack, using only the weapons available in the appropriate firing arc. The captain rolls 1d20 + ship's attack bonus vs. enemy ship's Defense. A successful attack causes one **strike**, plus an additional strike for every 5 points by which the attack roll beats the target's Defense. Attacks that do not cause strikes might still hit the target, but fail to damage anything vital. Even blowing holes in the outer hull doesn't do much if you hit above the water line.

If an attack roll is a natural 20, it is a critical hit. The first location hit takes two strikes instead of one.

Attacks at Medium (same stage) range use the full attack bonus. Attacks at Short (just before initiating tactical combat) range gain a +5 bonus. Most ship weapons cannot fire at Long range (adjacent stages), but those that can take a -10 penalty to the attack roll.

For each strike, roll on the table below to determine the location struck. This table is just a guideline, and circumstances of ship design, environment, and tactics might change the odds of hitting a given component.

1d10 Roll	Location
1-2	Hull Integrity
3-4	Propulsion
5-6	Armaments
7-10	Miscellaneous (crew quarters, special ship component, etc.)

Most components are damaged after one strike, broken after a second, and destroyed after a third. If the rolled component is already destroyed, or if the ship doesn't have the listed component, the ship takes 1 point of Hull Integrity damage instead. For instance, strikes to weaponry deal Hull Integrity damage if the ship has no weaponry, or at least no weaponry on the side of the ship struck.

Effects of hits are detailed in Ship Damage below.

Aftermath.

If two or more ships have closed to short range, begin a tactical combat encounter with those vessels. Place the ships on the battle map in an orientation determined during the Bearing phase. The ship that won in the Bearing phase determines the starting distance, from adjacent to 25 ft. apart. If the ships begin adjacent, each ship is immobilized on the first round of the tactical combat, due to the grinding together of the hulls.

If ships end up separated by more than one stage, begin a stern chase.

RAMMING.

If you end the Bearing phase at short range with another ship, and your bow is pointed toward that ship, and you beat that ship's Bearing check this round, you can ram during the Attack phase. Even if your bow faces their bow, you can ram them at a slight angle so that they aren't ramming you back. If your Bearing checks tie, however, both ships ram each other.

Ramming requires an attack roll, using an attack bonus equal to the ship's Defense minus 5.

Relative speed is also a factor in the attack roll. If the rammer attacks point to point, add the two ships' speed ratings together. If the attack is point to tail, determine how much faster the ramming ship is than the target (minimum 0). If the attack is point to side, just take the rammer's speed. Then, for every 5 points of effective speed, add +1 to the attacker's roll.

The results of a strike are the same as with normal shipboard weapons, though unless the ships are vastly different sizes, or if one ship can get above another, rams cannot damage rigging.

The rammed vessel makes an identical attack against the rammer, but uses its Defense minus 10 instead of Defense minus 5.



OFFICER ROLES

Each round, a PC can choose a role and provide one of the listed benefits for the ship. NPCs can also fill officer roles. You can have multiple characters in the same role, except for captain. Remember, *a ship can benefit from a maximum of six officers at a time.*

Most roles let characters add to the captain's Command checks for a specific action. A character must choose whether to aid before the captain rolls, so it is ideal for the officers to decide their tactics at the beginning of the naval round, before they start making rolls.

Captain.

The captain's role is to decide maneuvers and order the rest of the crew. His actions are typically limited to those detailed above in the Round Phases section. The rest of the crew augments his decisions by filling in the details and giving the captain more time to focus on the big picture. It's the difference between the captain giving specific orders ("Set a course at 15 degrees North Northeast at twelve knots") and the captain providing general goals and trusting his crew to carry them out ("Cut them off so we can bring our port guns to bear").

Bosun.

The bosun relays orders to the crew and direct them while working alongside them. Once per round, the navigator can choose one of the following:

- ♦ Roll a Command check in the Location, Terrain, or Bearing phase, adding his Charisma modifier to the captain's Command score. This replaces the captain's normal Command check for that phase.
- ♦ Add his Charisma modifier to a shipboard weapon's attack roll, or to an engineer's check to repair or tweak the vessel.

A bosun with at least 1 rank in Diplomacy, Intimidate, or Profession (sailor) can either add 2, or add 1 + his ability score modifier, whichever is higher. So a bosun with an 8 Charisma who has the right training could add +2, while a high-level bosun with a 22 Charisma and the same training could add +7.

[[In D&D 4E, a bosun trained in Diplomacy or Intimidate gains this benefit.]]

Engineer.

Once per round, the engineer can attempt to repair the hull or a damaged component, or can try to tweak the ship's performance. To do so, first he must have a number of crew at his disposal equal to the ship's Minimum Crew rating. Then he chooses one of the following effects, and makes a Knowledge (architecture and engineering) or Profession (sailor) check.

[[In D&D 4E, the engineer makes an Intelligence check, but decrease the listed DCs by 5.]]

- ♦ **Fight Fire (DC 25).** Put out a fire in one section.
- ♦ **Repair Component (DC 20).** One damaged component is restored to full order. A check that beats DC 25 can repair a disabled component to being just damaged. A check that beats DC 30 can repair a destroyed component to being disabled. If the component is magical, the engineer takes a -5 penalty to this check if he has no ranks in Knowledge (arcana). [[In D&D 4E, he needs to be trained in Arcana.]]
- ♦ **Repair Hull (DC 25).** Repair 1 point of Hull Integrity damage the ship has taken. Each success increases the DC of further repairs by 5, even between encounters. The DC only resets if the ship can undergo proper repairs in a safe harbor.

SHUFFLING CREW.

Certain actions require crew to assist. If the ship has enough men to spare, it might still maintain a Full Crew. Otherwise, the ship will take penalties as if it had Minimum Crew. Sometimes this is a fair trade-off, such as to put out a fire before it spreads.

- ♦ **Right a Listing Ship (DC 25).** Restore a listing ship to be upright.
- ♦ **Slow Sinking (DC 20).** Reduce the rate of the ship's sinking by one step, from immediate to quick to slow to stable.
- ♦ **Give Her All She's Got! (DC 15).** Increase the ship's Maneuverability or Speed rating by 1 for this round, plus an additional 1 for every 10 points by which you beat the DC.

Gunner.

One PC can act as Gunner per firing arc, as long as the battery has sufficient crew. Once per round, the gunner can choose one of the following:

- ♦ Roll for an attack with a shipboard weapon, adding his Intelligence or Dexterity modifier to the normal attack bonus. Similar to with the bosun above, a gunner with at least 1 rank in Perception or Profession (sailor) can either add 2, or add 1 + his ability score modifier, whichever is higher.
- [[In D&D 4E, a gunner trained in Perception gains this benefit.]]
- ♦ Choose the location of the first hit with shipboard weapons, instead of rolling on the hit chart.

Look-Out.

During the Maneuvers phase, the look-out makes a Perception check to determine the order ships choose their maneuvers for the round. Additionally, once per round the look-out can choose one of the following:

- ♦ Make a Perception check to reduce the impact of poor visibility.
- ♦ Roll any necessary Command checks in the Terrain phase, adding his Wisdom modifier to the captain's Command score. This replaces the captain's normal Command check for that phase.
- ♦ Grant a bonus equal to his Wisdom modifier to the ship's Defense against one attack from a vessel he can see.
- ♦ Grant a bonus equal to his Wisdom modifier to the defenses and saves of the crew against attacks coming from a vessel he can see. This bonus applies to personal attacks, not shipboard weapons.
- ♦ Choose one section where the crew takes damage from an enemy's shipboard weapons. Reduce the damage done to each creature in that area by the same bonus as above.

When he would add his Wisdom modifier, a look-out with at least 1 rank in Perception or Profession (sailor) can either add 2, or add 1+ his Wisdom modifier, whichever is higher.

[[In D&D 4E, a look-out trained in Perception gains this benefit.]]

Navigator.

Once per round, the navigator can roll a Command check in the Location or Bearing phase, adding his Dexterity, Intelligence, or Wisdom modifier to the captain's Command score. This replaces the captain's normal Command check for that phase. (Dexterity represents fast piloting as helmsman, while Intelligence or Wisdom fits for plotting courses).

A navigator with at least 1 rank in Knowledge (nature), Profession (sailor), or Survival can either add 2, or add 1+ his ability score modifier, whichever is higher.

[[In D&D 4E, a navigator trained in Nature gains this benefit.]]



Attacker.

Each naval round lasts a minute or more, but sometimes players will want to take actions that can be accomplished in a few seconds. Performing the other officer roles takes the full round, but if a character would prefer to unload a *wand of fireballs* or a quiver of arrows, use these guidelines.

Attacker is an officer role, just like captain or bosun, and a character who's busy doing another officer role doesn't have time to fire off a ranged attack on the.

Ships spend most of their turn hundreds of feet away from each other, and rocking of waves, gusts and vortices of winds, and the great speeds of ships make it difficult to aim ranged attacks accurately. Likewise, most ships that expect combat are enchanted with some sort of eldritch defense or mundane countermeasure that ameliorates magical attacks.

An attacker is usually better off waiting for the right opening and making a single attack, instead of futilely watching arrows fly off course, or fireballs be snuffed by an eldritch aura.

Range and Defenses.

Attacks need to be able to reach 300 ft. if the target is in the same stage, or 800 ft. if the target is in an adjacent stage.

As a first mundane defense, most crew on deck have cover thanks to rigging and railing, while those inside have total cover, or possibly superior cover if there's an open cannon port.

Second, look-outs can help the crew avoid some incoming attacks.

Weapon Attacks.

A character who wants to use traditional ranged attacks can, over the course of a naval round, make one tactical round's worth of attacks. This might represent firing a volley of arrows, or waiting for just the right lull in wind to fire a single deadly shot.

Alternately, the character can make ten rounds worth of attacks, but he takes a penalty equal to the target ship's Maneuverability or Speed, whichever is higher. (These penalties do not apply during tactical combat, since the ships are closer.)

Spells.

When confronted by a ship with an eldritch defense, a character can look for a temporary weakness or fluctuation in the magic. He spends the naval round to make an Knowledge (arcana) check [[or Arcana in D&D 4E]] (DC 10 + half the target ship's level), and if successful can cast one tactical round's worth of spells that bypasses the target ship's eldritch defense.

As above, there's always the option of taking ten tactical rounds' worth of actions, but suffering the full penalties from the target's eldritch defenses, which typically redirect spells harmlessly to a figurehead.

Damaging a Ship.

Realistically, a couple of arrows won't do much to a 100-ft. long ship. Even a rowboat isn't going to sink just because you shot it a dozen times. Likewise, chopping a greataxe into the deck of a ship isn't going to cause it to take on water. However, with a well-aimed attack that deals enough damage, it is possible for a character to deliver a strike to a ship.

First he must hit the ship in a vulnerable spot, which requires an attack roll against an AC equal to the ship's Defense. His attack takes a penalty equal to the target ship's Maneuverability or Speed, whichever is higher. This penalty does not apply during tactical combat, since the ships are closer.

The ship's eldritch defenses might reduce the damage of a magical attack. Then, unless the attack is specially designed to damage objects, halve the damage it deals. Then, if that damage exceeds the ship's Defense score, it causes one strike on a random location. For each multiple the damage is of the target ship's Defense, it inflicts another hit. Energy attacks might give a component the burning condition instead of causing damage right away.

Yes, a low-level *fireball* (dealing an average of 17.5 damage, halved to 8.75) probably won't set a ship's sails on fire. However, if a *disintegrate* spell (dealing an average 77 damage, not halved) manages to hit the right spot on a Gargantuan ship with 30 Defense, it will deal 2 strikes, unless the ship has an eldritch defense.

STERN CHASES

When one ship pursues another and they are out of range of each other's weapons, a chase might take hours.

Simple Pursuit.

Track relative distance as a sort of tug-of-war. Each "round," the captains of the two vessels both make Command checks and add their ships' Speed ratings. Whoever wins gets a success. If the other ship already has a success, the winner instead negates one of his opponent's successes. The pursuit ends when one side or the other gets three successes.

The number of successes either side has determines how close the two ships are at the end of that round, and how long the next round is. For instance, if the pursuer has one success at the end of the round, the two ships are about a mile apart, and the next round will represent about 30 minutes of sailing. If during that round the quarry succeeds, you'd move down one row on the table; the ships would end up about 3 miles apart, and the next round would cover an hour of sailing.

Stern Chase Distances.

Net Successes	Approximate Distance	Next Round Length
Pursuer 3	One stage (i.e., 500 ft.)	1–5 minutes (i.e., naval combat)
Pursuer 2	¼ mile	10 minutes
Pursuer 1	1 mile	30 minutes
Tied	3 miles	1 hour
Quarry 1	10 miles	4 hours
Quarry 2	30 miles	12 hours
Quarry 3	Out of sight	N/A

Chase Results.

If the pursuer gets three successes, he manages to catch up. Start a naval combat with the two ships in adjacent stages. The pursuer gets a +5 bonus to his Command checks during the first turn's Location phase (page 58).

If the quarry gets three successes, it manages to sail beyond sight of the pursuer and gets away.

Based on how far apart the ships are at the start of the chase, one side might begin with successes. For instance, if two ships come around an island and spot each other at a distance of a quarter mile, you can start a chase, but the pursuer would effectively start with two successes.

Decisions Matter.

Of course a good chase needs to have decision points, or else it just comes down to who's faster or luckier.

Where To?

The quarry usually has the benefit of being able to choose where to go. They might head for reinforcements, in which case it's important to determine how far away allies are, and how far the quarry sails per round. Generally you take a ship's speed rating and divide by 2 to get the miles it sails per hour, but this can vary based on factors of wind and currents.

The quarry might choose to head into dangerous terrain, hoping their pursuer gets damaged or stranded (see Terrain and Hazards, page 58). It might head for terrain that offers a lot of hiding places, and the navigator could make a Stealth check opposing the pursuing ship's look-out's Perception check, trying to get out of sight, and perhaps even set up an ambush. Or it might simply try to keep its distance until it can effect repairs and come about for battle.

Crew vs Crew.

Various crew roles can help during a stern chase, much as they would during naval combat. Bosuns can add their Charisma to the captain's Command check. Engineers can roll each round to squeeze a little more speed out of the sails. Look-outs and navigators can help avoid hazardous terrain.

And of course any number of magical options can change things dramatically.





SHIP DAMAGE

Being complex devices, ships do not simply have one pool of hit points. Attacks can damage various components, kill crew, or weaken the hull to the point that the ship is no longer seaworthy. As components are damaged, certain areas might become difficult or blocking terrain. Sufficient hits might even knock holes in walls and floors big enough for creatures to move through, at the GM's discretion.

For most components, a single strike damages it, a second disables, and a third destroys. The rigging of a huge ship technically does take just as many strikes to destroy as a small one, but because larger ships have higher Defenses, it requires more firepower to achieve the same result. Still, with a few lucky shots, a lightly armed ship could take out the sails of a much larger vessel.

Crew Damage.

If the text below says that a strike to a given area causes damage to creatures, those creatures can make a Reflex save (DC 15) to negate the damage. [[In D&D 4E, they make a Dexterity check (DC 15).]]

GMs should use their judgment to determine how large an area should be affected, but remember often these attacks are made with volleys of cannons or deadly supernatural weapons, so it's not unreasonable for half a deck to be at risk for damage.

Conditions.

Various effects can cause the following conditions.

Burning.

Some attacks can add the burning condition either in place of or in addition to normal damage. Each naval round, for each ship section (hull, propulsion, armament, and miscellaneous) that is on fire, make a ship saving throw (captain's Charisma check vs. DC 10). On a success, the fire doesn't cause any significant damage. On a 20 or higher, the fire either burns itself out or is extinguished, but only for that particular section; fires elsewhere continue.

A failed save means that the burning component takes another hit. If you fail a save by 5 or more, roll an additional location to see where the fire spreads.

Simply having the burning condition is not enough to make a part of the ship unusable. Only once a save is failed has the area actually 'caught fire' to the point of being hazardous. In tactical combat, a burning ship should have scattered areas of flames and large swaths concealed by smoke.

Capsized.

A ship that is completely turned over, usually the result of strong waves, is immobilized and starts to sink slowly.

CAMPAIGN TIPS, OR WHAT DO YOU MEAN, THEY BOTH SANK?

Your ship caught fire, but you were too busy performing a boarding action to put it out. Guess what else is flammable? Your enemy's ship, the one you needed to get back home, now that yours has sunk. Nice job breaking it, hero. Do you cling to timbers and paddle for land? Maybe you should have made friends with those locathah instead of chopping them up. Just don't let the sun and isolation drive you mad, okay?

Immobilized.

An immobilized ship automatically fails Command checks. It cannot move or change stages unless physically pushed. Shipboard weapons gain a +5 bonus to hit it.

If some other effect reduces a ship's Speed or Maneuverability to 0, such as damage to propulsion or some special maneuver, it is immobilized.

Listing.

Whenever a ship fails a save to avoid sinking, it has a 25% chance of listing to port, 25% of listing to starboard, and 50% of being stable. A listing ship is immobilized. Attacks might be unable to hit certain components due to the ship's angle.

During tactical combat, a listing ship has one side sloping toward the sea. Any creature that cannot hold onto a railing or other support treats all movement as difficult terrain. A creature that is knocked prone slides 2 squares toward the water.

Sinking.

At regular intervals, a sinking ship must make a ship saving throw to avoid its decks being flooded. A slowly sinking ship rolls every ten minutes. Quickly sinking ships roll every minute, or once per naval round. A ship that is immediately sinking goes under right away during naval combat, or makes a saving throw once per round during tactical combat.

A successful save means the ship is temporarily stable. A roll of 20 or higher means the ship's descent slows one step. If it's only sinking slowly, it stabilizes, and will not sink unless damaged further.

A failed save means the ship goes down about 10 feet, or the depth of one deck. If a deck with open gunports becomes submerged, the ship's sinking accelerates by one step, from slow to quick to immediate.

If a ship has failed any sinking saves, it is immobilized. Once a ship's main deck is submerged, it automatically fails future saves and cannot stabilize.

Hull Integrity.

Strikes that hit in the right spot can reduce a ship's Hull Integrity. Crew in an area at or below the waterline might be injured by this strike, taking 1d6 damage.

If strikes reduce a ship's Hull Integrity to 0 or less, it begins to sink slowly. If it is reduced to -2, it sinks quickly. If reduced to -5, it sinks immediately.

Propulsion.

Whatever it is, there must be something makes a ship move. This can be the rigging on a sailing ship, the engine room on a steam-powered vessel, oars on a rowed boat, bound elementals, or some other odd power

source for magically-propelled vehicles. It can also include rudders, the ship's wheel, propellers, and flippers or wings of a living vessel.

The first strike damages the propulsion, reducing the ship's Maneuverability and Speed by 5 each, to a minimum of 0. Creatures in or near the damaged propulsion component take 2d6 points of damage.

A second strike disables propulsion and immobilizes the ship, and deals a further 2d6 damage to creatures in the area. A third strike destroys the propulsion, often with great collateral damage. Masts collapse, boilers explode with steam, and eldritch engines unleash deadly warping energies. Creatures in exposed areas take 6d6 damage.

Armaments.

When a strike hits armaments, it disables one particular battery and deals 2d6 damage to each creature operating that battery. A second strike destroys the battery, deals another 2d6 damage to creatures in the area, and may, depending on the nature of the battery, cause damage to the ship.

Miscellaneous.

The strike can either hit a component, such as a magical figurehead, a sick bay, or a crow's nest, or just hit an open part of a deck where crew are. When you roll this result, choose any component you're aware of. If you aren't aware of any, the GM may choose one at random.

The first strike to a given area disables any components there—shattering a crow's nest, scattering tools in a sick bay, or knocking a figurehead loose. It also deals 2d6 damage to creatures in the area. A second strike destroys the component and deals another 2d6 damage.

SAMPLE SHIPS

- ♦ **Rowboat.** Suitable for dinghies, canoes, and the like.
- ♦ **Cutter.** A basic sailing vessel. Including the *Audacious*, a famed and beloved excise cutter.
- ♦ **Steam Cutter.** A basic steam-powered vessel. Also the *Inevitable*, a ship whose first crew died in a boiler explosion.
- ♦ **Schooner.** The classic large multi-masted sailing ship. Also *Roscommon*, a schooner blessed by a fey queen.
- ♦ **Steamship.** A sturdy turret-armed patrol boat. Also *Khalundur-rin*, a bold dwarven scout ship.
- ♦ **Frigate.** The iconic warship of the golden age of sail. Also the *Impossible*, an extreme clipper faster than anything on the sea.

Rowboat,

No, it's not glamorous, but sometimes you need stats for a rowboat.

Rowboat	Level 0 Vehicle
Tiny Vehicle	50 gp
Hull Integrity 1	Command —
Defense 8	Full Crew 1
Maneuverability 2	Minimum Crew 1
Speed 0–3 (see below)	Total Complement 6
Design	
Length 15 ft. Beam 5 ft. Six people can travel safely in a rowboat. Up to twelve can squeeze in, but they cannot effectively fight or defend themselves.	
Oar Power	
The rowboat has a speed rating of 1 for every two rowers, to a maximum of 3. Rowers with the Expert Sailor feat count double.	



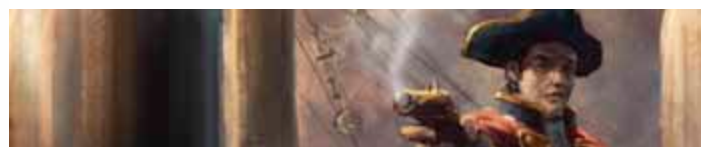


Cutter.

The traditional fore-and-aft rig of a cutter has a single mast supporting a mainsail and two or more headsails attached to a bowsprit. The *Audacious*, an excise cutter used by the Royal Homeland Constabulary to patrol Flint Harbor, uses more advanced rigging and sails.

Cutter	Level 5 Vehicle
Small Vehicle	1,000 gp
Hull Integrity 2	Command —
Defense 10	Full Crew 4
Maneuverability 10	Minimum Crew 1
Speed 6	Total Complement 10
Design	
Length 30 ft. Beam 15 ft. One mast, 40 ft. high.	
Total Cost 1,000 gp	
Hull (base level 2, sails, improved speed x2, Level 5): 1000 gp	

Audacious, Excise Cutter	Level 6 Vehicle
Small Vehicle	2,800 gp
Hull Integrity 2	Command —
Defense 10	Full Crew 4
Maneuverability 10	Minimum Crew 1
Speed 8	Total Complement 10
Design	
Length 30 ft. Beam 15 ft. One mast, 50 ft. high.	
Beloved	
While the ship is in full repair, crew on board gain a +1 bonus to saving throws.	
Armaments	
A pair of forward-facing light cannons.	
Crew: 1. Attack: +2, forward only.	
Total Cost 2,800 gp	
Hull (base level 2, sails, improved speed x3, Level 6): 1,800 gp	
Armaments (tiny, prow, Level 5): 1,000 gp	



Steam Cutter.

Steam cutters can more easily travel against the wind, but are louder and must rely on fuel, which somewhat limits their long-distance uses. The *Inevitable*, the RHC's other harbor patrol ship, is slower than the *Audacious*, but more heavily-armed.

Steam Cutter	Level 5 Vehicle
Small Vehicle	1,000 gp
Hull Integrity 2	Command —
Defense 10	Full Crew 2
Maneuverability 10	Minimum Crew 1
Speed 4	Total Complement 10
Design	
Length 30 ft. Beam 15 ft. Steam engine, single screw. Carries fuel for 500 miles.	
Total Cost 1,000 gp	
Hull (base level 2, engine, improved speed, Level 5): 1000 gp	

Inevitable, Steam Cutter	Level 5 Vehicle
Small Vehicle	2,680 gp
Hull Integrity 2	Command —
Defense 10	Full Crew 2
Maneuverability 10	Minimum Crew 1
Speed 4	Total Complement 10
Design	
Length 30 ft. Beam 15 ft. Steam engine, single screw. Carries fuel for 500 miles.	
Daunting	
The first attack roll against the ship each combat takes a –5 penalty. Hostile creatures entering the ship's space treat the first square they enter as difficult terrain.	
Ramprow	
A steel awl can be lowered into the water to pierce enemy hulls just beneath the surface.	
When your ship rams, prevent the first strike the rammed ship would deal to you.	
Armaments	
A pair of forward-facing light cannons.	
Crew: 1. Attack: +2, forward only.	
Total Cost 2,680 gp	
Hull (base level 2, engine, improved speed, Level 5): 1,000 gp	
Armaments (tiny, prow, Level 5): 1,000 gp	
Ramprow (Level 3): 680 gp	



Schooner.

The schooner is one of the lightest types of vessels used for oceanic voyages. Its nimbleness makes it ideal for blockade-running and surveillance, but if cornered by an actual warship it must rely on the skill-at-arms of its crew, since it cannot mount many weapons. The RHC fields the *Roscommon*, a schooner blessed by a fey queen.

Schooner	Level 10 Vehicle
Large Vehicle	8,400 gp
Hull Integrity 3	Command —
Defense 15	Full Crew 16
Maneuverability 6	Minimum Crew 4
Speed 8	Total Complement 40
<i>Design</i>	
Length 90 ft. Beam 25 ft. Three masts, 70 ft. high. Two decks.	
<i>Armaments</i>	
A small array of light cannons, five to either broadside, more for deterrence than offense.	
Crew: 15. Attack: +7, broadsides only.	
Total Cost 8,400 gp	
Hull (base level 6, sails, improved speed x3, Level 10): 5,000 gp	
Armaments (medium, broadsides, Level 8): 3,400 gp	

Roscommon, Fey-Pact Schooner

Level 10 Vehicle

Large Vehicle

19,240 gp

Hull Integrity 3

Command —

Defense 15

Full Crew 16

Maneuverability 6

Minimum Crew 4

Speed 8

Total Complement 40

Design

Length 90 ft. Beam 25 ft. Three masts, 70 ft. high. Two decks. Beautiful fey woman figurehead.

Beloved but Petulant * Trait

As long as the ship and figurehead are in full repair, the ship completes its journeys in 10% less time than usual, and the crew gets +1 to saving throws. If either is damaged, the benefit goes away.

Armaments

A small array of light cannons, five to either broadside, enchanted for elven precision. The mounting for each is carved from lightning-struck wood, threaded with white streaks.

Crew: 15. Attack: +9, broadsides only. Option to fire shocking ammunition, which only damages enemy crew, not the vessel.

Dryad Figurehead

The beautiful woman blushes when complimented, and sometimes disappears when mistreated. Occasionally trinkets go missing and are found decorating her wooden locks.

The figurehead functions as a flagbearer, redirecting hostile spells originating beyond 50 feet away to herself. She has 50 hit points, and ignores the first 10 points of damage from any attack.

Jaunter

Once per naval round, the captain standing at the head of the ship can ask the favor of the queen's figurehead. If the captain is in good favor with the fey spirit within the figurehead, the ship teleports a short distance. This can grant a +5 bonus to the ship's Maneuverability for the purpose of avoiding obstacles or for the Bearing phase, but only relative to a hostile ship at short range.

In tactical combat, this requires a standard action and can be done once every five minutes. The Roscommon and everyone aboard teleports 50 ft. (10 squares) to an unoccupied space. It maintains the same heading and speed.

Total Cost 19,240 gp

Hull (base level 6, sails, improved speed x3, Level 10): 5,000 gp

Armaments (medium, broadsides, Level 10): 5,000 gp

Shocking ammunition (Level 8): 3,400 gp

Figurehead flagbearer (Level 4): 840 gp

Jaunter fey step (Level 10): 5,000 gp





Steamship.

Early steam-powered vessels took a long time to evolve into the modern iteration of a heavily-armored warships traveling in large fleets, each ship having a differentiated role. This early iron-hulled patrol boat was meant to serve as a workhorse: fast enough to chase down tiny smugglers, sturdy enough to keep larger hostile ships busy until reinforcements can close. It mounts a forward turret of two cannons, giving it decent fire-power without requiring a lot of crew.

The forward turret is accessed by a hatch on its roof. The roof level of the turret has high protective walls. Normally two sailors load and fire the cannons, a third on top passes down ammunition and feeds them targeting information, while three in the lower deck operate the rotational mechanism. The designers thought larger cannons would be infeasible, but crew find the current guns too weak.

A central bridge rises above the main deck. This is topped by the pilot's cabin, which offers a valuable high vantage despite being exposed at that height. Heavy armor protects the cabin, however, and its size makes it difficult to strike intentionally. In the main bridge cabin, the crew can operate safely behind thick iron walls. A hatch in the ceiling can access the pilot's cabin when it's not safe to go outside.

The lower deck serves as berth and hold. Vents lead up from the engine level, allowing fresh air to circulate, and heat to dissipate. And, of

course, the smoke stack rises aft of the pilot's cabin, trailing steam and soot behind the vessel.

The RHC makes use of *Khalundurrin*, a captured Drakran naval steamer. Arcanists who examined the ship postulate that some manner of spirit might inhabit its steam engine. Crew who serve on it sleep easily and speak of dreams filled with bold imagery like something out of a dwarven opera.

Steamship	Level 10 Vehicle
Large Vehicle	8,400 gp
Hull Integrity 3	Command —
Defense 15	Full Crew 8
Maneuverability 6	Minimum Crew 2
Speed 6	Total Complement 25
<i>Design</i>	
Length 85 ft. Beam 25 ft. Steam engine, three decks.	
<i>Armaments</i>	
<i>A pair of heavy cannons in a turret.</i>	
Crew: 15. Attack: +4, forward or broadside.	
<i>Total Cost 8,400 gp</i>	
Hull (base level 6, engine, improved speed x2, Level 10): 5,000 gp	
Armaments (medium, forward turret, Level 8): 3,400 gp	



Khalundurrin, steamship

Level 10 Vehicle

Large Vehicle

19,440 gp

Hull Integrity 3

Command —

Defense 15

Full Crew 8

Maneuverability 6

Minimum Crew 2

Speed 6

Total Complement 25

Design

Length 85 ft. Beam 25 ft. Steam engine, three decks. Runes etched along the hull.

Bold and Aggressive

When the ship is sailing toward a foe, its speed increases by 2 and its captain gains a +2 bonus to Command checks during the Location stage. The ship gets a +2 bonus to Defense against attacks from ships at short range.

Armaments

A pair of heavy cannons in a turret, inscribed with dwarven battle runes.

Crew: 6. Attack: +6, forward or broadside.

Ramprow

Khalundurrin takes 1 fewer strike when it rams.

Ironclad, Tar and Brimstone Sheathing

The crew has cover against attacks made from outside the ship. Whenever a creature within 30 ft. of the hull attacks the underside of the ship, that creature takes 10 fire damage.

Shield Defense

A diamond embedded in the ramprow charges runes etched across the hull. These generate a protective shield, and any spell that originates more than 50 feet away from the ship deals 20 less damage to creatures aboard Khalundurrin.

Total Cost 19,440 gp

Hull (base level 6, engine, improved speed x2, Level 10): 5,000 gp

Armaments (medium, forward turret, Level 10): 5,000 gp

Ramprow (Level 3): 680 gp

Ironclad (defensible, Level 1): 360 gp

Tar and brimstone sheathing (Level 8): 3,400 gp

Shield defense (Level 10): 5,000 gp

Frigate.

Frigates are the most powerful warships of the age of sail, carrying one or more full gundecks, plus additional cannons on the maindeck. They carried hundreds of sailors to be able to load and fire both broadsides while still sailing.

Roughly equivalent in size is the clipper ship, designed purely for speed. The R.N.S. *Impossible* is an extreme clipper, carrying minimal weapons and only deployed when speed is worth the risk of traveling undefended.



Frigate

Level 17 Vehicle

Huge Vehicle

110,000 gp

Hull Integrity 4

Command —

Defense 25

Full Crew 32

Maneuverability 4

Minimum Crew 8

Speed 14

Total Complement 200

Design

Length 170 ft. Beam 35 ft. Three masts, 100 ft. high. Four decks.

Armaments

To each broadside, eleven light cannons on the maindeck and a dozen full cannons on the gundeck. In a chase, the crew moves and turns the cannons on the maindeck to fire forward or aftward.

Crew: 100. Attack: +17 to broadsides, or +14 fore or aft.

Total Cost 110,000 gp

Hull (base level 11, sails, improved speed x5, Level 17): 65,000 gp

Armaments (huge, boards and chasers, Level 16): 45,000 gp

Impossible, extreme clipper

Level 17 Vehicle

Gargantuan Vehicle

234,000 gp

Hull Integrity 4

Command —

Defense 25

Full Crew 64

Maneuverability 4

Minimum Crew 16

Speed 22

Total Complement 120

Design

Length 250 ft. Beam 45 ft. Four masts, 150 ft. high. Three decks.

Armaments

Eleven light cannons on the maindeck to each broadside. Useless against a ship of the same size, but enough to deter small foes.

Crew: 40. Attack: +11 to broadsides, or +8 fore or aft.

Total Cost 110,000 gp

Hull (base level 12, sails, improved speed x8, Level 21): 225,000 gp

Armaments (large, boards and chasers, Level 11): 9,000 gp



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