



KING AODHAN

01



ZEITGEIST™

THE GEARS OF REVOLUTION





DUCHESS ETHELYN



ZEITGEIST™

THE GEARS OF REVOLUTION





GEOFF MASSARDE



ZEITGEIST™

THE GEARS OF REVOLUTION





HANA "GALE" SOLIOGN



ZEITGEIST™

THE GEARS OF REVOLUTION





PRINCIPAL MINISTER HARKOVER LEE



ZEITGEIST™

THE GEARS OF REVOLUTION





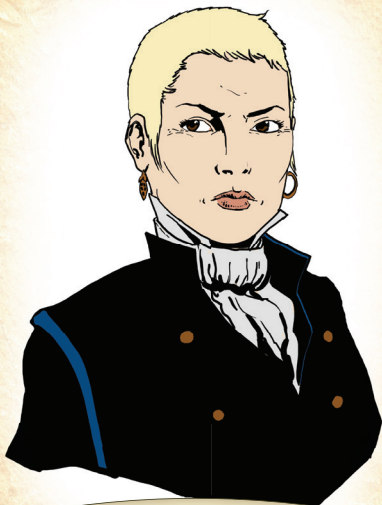
LORCAN KELL



ZEITGEIST™

THE GEARS OF REVOLUTION





LADY INSPECTRESS MARGARET SAXBY





VISCOUNT INSPECTOR NIGEL PRICE-HILL





GOVERNOR ROLAND STANFIELD





ASST. CHIEF INSPECTOR STOVER DELFT



ZEITGEIST™

THE GEARS OF REVOLUTION





ALEXANDER GRAPPA, THE MINDMAKER



ZEITGEIST™

THE GEARS OF REVOLUTION





ASHIMA-SHIMTU



ZEITGEIST™

THE GEARS OF REVOLUTION





ASRABEY VARAL



ZEITGEIST™

THE GEARS OF REVOLUTION





BRACKEN OF HEFFANITA



ZEITGEIST™

THE GEARS OF REVOLUTION





BRIANNE "BREE" KALDECKIS



ZEITGEIST™

THE GEARS OF REVOLUTION





CAIUS BERGERON



ZEITGEIST™

THE GEARS OF REVOLUTION





CARDIFF HENGEGHILL



ZEITGEIST™

THE GEARS OF REVOLUTION





CILLIAN CREED



ZEITGEIST™

THE GEARS OF REVOLUTION





DAMATA GRIENTO



ZEITGEIST™

THE GEARS OF REVOLUTION





EBERARDO



ZEITGEIST™

THE GEARS OF REVOLUTION





EKOSSIGAN



ZEITGEIST™

THE GEARS OF REVOLUTION





GRUNDUN ZUBOV



ZEITGEIST™

THE GEARS OF REVOLUTION





SOVEREIGN HAN JIERRE



ZEITGEIST™

THE GEARS OF REVOLUTION





LIEUTENANT HESSAR MARSEINE



ZEITGEIST™

THE GEARS OF REVOLUTION





HEWARD SECHIM



ZEITGEIST™

THE GEARS OF REVOLUTION





LAURYN CYNEBURG



ZEITGEIST™

THE GEARS OF REVOLUTION





JULIAN LEBRIX



ZEITGEIST™

THE GEARS OF REVOLUTION





KAJA STEWART



ZEITGEIST™

THE GEARS OF REVOLUTION





KASVARINA VARAL



ZEITGEIST™

THE GEARS OF REVOLUTION





KVARTI GORBATIY



ZEITGEIST™

THE GEARS OF REVOLUTION





LEONE QUITAL, THE STEELSHAPER



ZEITGEIST™

THE GEARS OF REVOLUTION





LUC JIERRE



ZEITGEIST™

THE GEARS OF REVOLUTION





LYA JIERRE





MALIA BACCARIN





MISTER MAPPLE





MORGAN CIPPIANO





NATHAN JIERRE





SKYSEER NEVARD SECHIM





NICODEMUS





NICHOLAS DUPIERS



ZEITGEIST™

THE GEARS OF REVOLUTION





NILASA HUME



ZEITGEIST™

THE GEARS OF REVOLUTION





OLVERT BOONE





OTTAVIA SACREDOTE





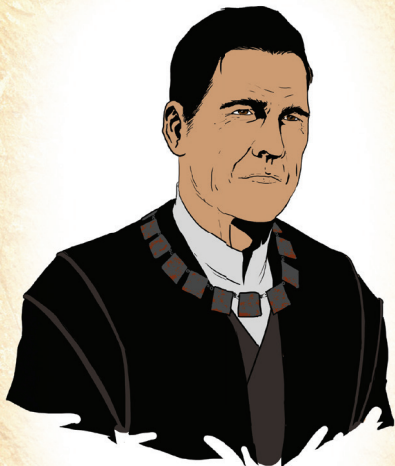
QUENTIN AUGST



ZEITGEIST™

THE GEARS OF REVOLUTION





MAYOR REED MACBANNIN



ZEITGEIST™

THE GEARS OF REVOLUTION





ROCK RACKUS



ZEITGEIST™

THE GEARS OF REVOLUTION





CAPTAIN RUTGER SMITH





SIJHEN





SOKANA RELL





THAMES GRIMSLEY





TINKER ODDCOG, THE GEARBUILDER





VALANDO





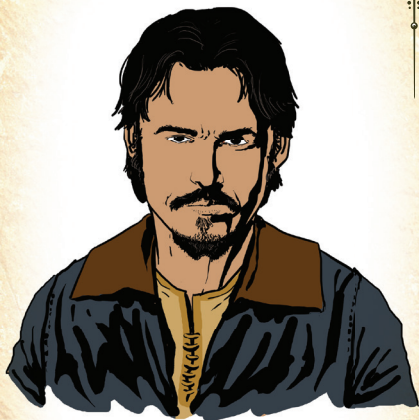
VERZUBAK TANTALOVICH





VLENDAM HEID





DOCTOR WOLFGANG VON RECKLINGHAUSEN





XAMBRIA MEREDITH











ZEITGEIST™

THE GEARS OF REVOLUTION







ZEITGEIST™

THE GEARS OF REVOLUTION







ZEITGEIST™

THE GEARS OF REVOLUTION







ZEITGEIST™

THE GEARS OF REVOLUTION







ZEITGEIST™

THE GEARS OF REVOLUTION























ZEITGEIST™

THE GEARS OF REVOLUTION







ZEITGEIST™

THE GEARS OF REVOLUTION







ZEITGEIST™

THE GEARS OF REVOLUTION

















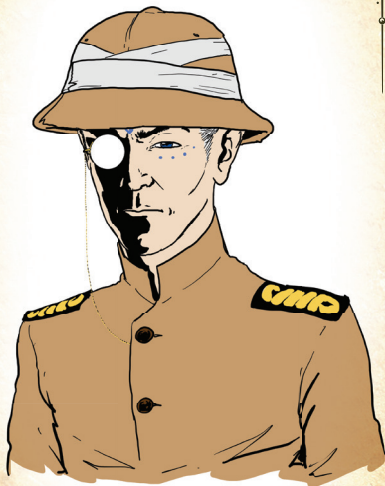














Messenger Wind

Level 6 Uncommon

You cup an invisible orb of winds in your hand. Five golden feathers spin in tiny eddies and currents, and you pluck one from the tiny miniature cyclone, then release the orb. The winds wait until you whisper to the feather and call upon them to deliver your message.

Price: 1,800 gp

Wondrous Item

Property: The wind orb can be carried, or it can be left to float at any location, fairly invisible except to those who know to look for it. Five small golden feathers are attuned to the orb, and any person who has a feather can call upon the wind's power as long as they are within thirty miles of the orb.

Power (Encounter): Minor Action. You call the wind of the orb. It flies 10 mph (20 sq/rd) until it reaches you; it will deliver (at 10 mph) a message you give it to any other feather. Each feather can be used once per encounter. If multiple creatures activate feathers, the first resolves before the second begins.

Messenger Wind

You cup an invisible orb of winds in your hand. Five golden feathers spin in tiny eddies and currents, and you pluck one from the tiny miniature cyclone, then release the orb. The winds wait until you whisper to the feather and call upon them to deliver your message.

Aura moderate transmutation; **CL** 10th

Wondrous Item; **Price** 18,000 gp; **Weight** –

Description

The wind orb can be carried, or it can be left to float at any location, fairly invisible except to those who know to look for it. Five small golden feathers are attuned to the orb, and any person who has a feather can call upon the wind's power as long as they are within thirty miles of the orb to send a message to someone else who holds a feather, similar to whispering wind. The wind will find the person even if you do not know where they are.

Cracked Cauldron

Level 6 Rare

Crude images in relief of skeletons devouring people ring the lip of this cracked, black cauldron. Its handle hangs loosely on its hinge, and could be easily slipped off.

Price: 1,800 gp

Wondrous Item

Property: When you use the cauldron as the focus of a ritual, instead of having the ritual take effect you can store its magic in the handle of the cauldron. You still expend any components used in the ritual.

Power (Daily): Standard Action. The ritual stored in the handle takes effect as if you had just completed the ritual.

Curse: The handle's presence is like screeching nails on a chalkboard to wild animals. While you carry the cauldron handle, fey or natural creatures of animal intelligence (Int 1 or 2) can sense you from 100 ft. away, and they gain a +2 bonus to attack rolls against you.

Cracked Cauldron

Crude images in relief of skeletons devouring people ring the lip of this cracked, black cauldron. Its handle hangs loosely on its hinge, and could be easily slipped off.

Aura moderate necromancy; **CL** 15th

Wondrous Item; Price 18,000 gp; **Weight** 40 lbs.

Description

When you use the cauldron as the focus of a spell, you can store the spell in the handle of the cauldron instead of casting it. You still expend the spell slot and any other components of the spell. Any creature that holds the handle can use it as a spell-completion device to cast the stored spell as a standard action. It must then be recharged.

Curse: The handle's presence is like screeching nails on a chalkboard to wild animals. While you carry the cauldron handle, animals or magical beasts of Intelligence 1 or 2 can sense you from 100 ft. away, and they gain a +2 bonus to attack rolls against you.

Canary in a Coal Mine

Level 3 Rare

From a gold chain dangles a tiny pendant in the shape of a canary, but it turns black as coal in the presence of danger.

Lvl 3 +1 680 gp

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Neck Slot

Property: At the start of each encounter, you get a +5 bonus to all defenses during the surprise round and until the start of your first non-surprise turn.

Power (Daily): Minor Action. You gain a fly speed equal to your speed until the end of your next turn.

Canary in a Coal Mine

From a gold chain dangles a tiny pendant in the shape of a canary, but it turns black as coal in the presence of danger.

Aura faint divination and evocation; **CL** 10th

Slot neck; **Price** 12,000 gp; **Weight** 2 lbs.

Description

During the surprise round and first regular round of combat, you gain a +2 insight bonus to AC. Once per day, the wearer of the necklace may act as though under the effects of a *fly* spell with a 1 round duration.

Construction Requirements

Craft Wondrous Item; creator must be 10th level; *fly*;

Cost 6,000 gp

Experimental Steam Suit

Lvl 8 Rare

Who wants to be the first to strap a steam engine onto your back and wade into battle in a two ton suit of burnished steel?

Wondrous Item, Price: 3,400 gp

Property: Enter or exit the suit with two move actions. Standard action to activate. Grants armor bonus of 10 plus your own armor's enhancement; you are considered proficient in this heavy armor. Lifting capacity quadrupled, but you cannot climb, jump, or swim. +2 item bonus to melee attack and damage rolls.

Whenever an attack hits you, make a save. If you fail three saves, the suit deactivates and must be repaired during an extended rest.

Power (Daily): Standard Action. You spray a primitive flamethrower.

Attack: Close blast 5 (creatures in blast).

Level +3 vs. Reflex.

Hit: 5d6+5 fire damage. **Miss:** Half damage.

Experimental Steam Suit

Who wants to be the first to strap a steam engine onto your back and wade into battle in a two ton suit of burnished steel?

Aura none (pure technology); **CL** —

Wonderous Item; Weight 1,000 lbs; **Price** 35,000 gp

Description

Enter or exit the suit with two move actions.

Standard action to activate. Grants armor bonus of 10 plus your own armor's enhancement; you are considered proficient in this heavy armor. Lifting capacity quadrupled, but you cannot climb, jump, or swim. +2 bonus to melee attack and damage rolls.

Whenever an attack hits you, the suit makes a Fortitude save (DC 18). If it fails three times, it deactivates and must be repaired over the course of 8 hours.

Three times per day as a standard action you can fire a primitive flamethrower mounted in the arm, as either a heightened burning hands or scorching ray (DC 14).

Amulet of the Ancients

Level 8 Rare

This stone amulet is engraved with ancient pictograms depicting a tree surrounded by the primal elements of earth, water, wind, and fire. When you are attacked, the amulet turns briefly to gold.

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Lvl 18 +4 85,000gp

Neck Slot

Property: You gain resist acid, cold, fire, lightning, and thunder equal to the amulet's enhancement bonus.

Power (Encounter): Minor Action. You may make a saving throw.

Power (Daily): Free Action. You and each ally within 5 squares gains resist 5 acid, cold, fire, lightning, and thunder until the end of your next turn.

Lvl 12 or 17: Resist 10.

Lvl 22 or 27: Resist 15.

Amulet of the Ancients

This stone amulet is engraved with ancient pictograms depicting a tree surrounded by the primal elements of earth, water, wind, and fire. When you are attacked, the amulet turns briefly to gold.

Aura faint (minor) or moderate (major or greater) abjuration; **CL** 3rd (minor), 7th (major), or 11th (greater)

Slot neck; **Weight** —; **Price** 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

Description

This amulet continually protects the wearer from elemental damage types—acid, cold, electricity, or fire. Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt. A minor amulet of the Ancients grants 2 points of resistance. A major amulet of the Ancients grants 4 points of resistance. A greater amulet of the Ancients grants 6 points of resistance.

Staff of the Ancients

Lvl 9 Rare

This wooden staff is covered in a spiral of symbols that denote the primal elements of air, earth, fire, and water. When you attack, it turns briefly to gold.

Lvl 9 +2 4,200 gp

Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp

Lvl 29 +6 2,625,000 gp

Lvl 19 +4 105,000 gp

Implement: Staff (or possibly a Totem)

Critical: +1d6 acid, cold, fire, lightning, and thunder damage per plus.

Power (Encounter): *Trigger:* You make an attack roll with a power that deals acid, cold, fire, lightning, or thunder damage. *Effect (Free Action):* You may reroll the attack roll.

Power (Daily): Standard Action. You use an attack power with the acid, cold, fire, lightning, or thunder keyword that an enemy you can see used in the last round. You choose the targets using your own space as the origin, but you use the enemy's attack bonus.

Staff of the Ancients

This wooden staff is covered in a spiral of symbols that denote the primal elements of air, earth, fire, and water. When you attack, it turns briefly to gold.

Aura moderate abjuration; **CL** 11th

Slot none; **Weight** 5lbs.; **Price** 40,000 gp

Description

This smooth wooden staff allows use of the following spells:

- Magic missile (1 charge)
- Burning hands (acid, cold, electricity, or fire damage; 1 charge)
- Dimensional anchor (2 charges)

The staff may be used as a weapon, functioning as a +1 quarterstaff. On a successful critical hit, the staff deals an additional 1d6 points of elemental damage. This damage can be acid, cold, electricity, or fire, as chosen by the wielder prior to rolling damage.

Blade of the Ancients

Lvl 7 Rare

This sword is a macahuitl, a shaft of wood that encased saw-toothed obsidian blades long its edge. Within the crystals, energies from countless worlds crackle. When you attack, the wood turns briefly to gold.

Lvl 7 +2 2,600 gp

Lvl 22 +5 325,000 gp

Lvl 12 +3 13,000 gp

Lvl 27 +6 1,625,000 gp

Lvl 17 +4 65,000 gp

Weapon: Greatsword.

Critical: +1d6 acid, cold, fire, lightning, and thunder damage per plus.

Property: You gain a +1 item bonus to attack rolls against non-natural creatures.

Power (Encounter): Standard Action. You create a zone which lasts until the end of the encounter in an Area Burst 1 within 10. Choose acid, cold, fire, lightning, or thunder. Creatures that end their turn in the zone take 5 damage of the appropriate energy type.

Lvl 12 or 17: Area Burst 2 within 20, 10 damage.

Lvl 22 or 27: Area burst 3 within 50, 15 damage.

Blade of the Ancients

This sword is a macahuitl, a shaft of wood that encased saw-toothed obsidian blades long its edge. Within the crystals, energies from countless worlds crackle. When you attack, the wood turns briefly to gold.

Aura moderate conjuration; **CL** 8th

Slot none; **Weight** 8lbs.; **Price** 32,350 gp

Description

An exotic *+1 aberration bane greatsword*, the Blade of the Ancients is capable of summoning forth additional elemental power. On a successful critical hit, the blade deals an additional 1d6 points of elemental damage. This damage can be acid, cold, electricity, or fire, as chosen by the wielder prior to rolling damage.

Golden Icon of Apet

Lvl 10 Rare

This primitive gold medallion has symbols of the planet Apet.

Price: 5,000 gp

Wondrous Item

Property: When you use an action point, once before the end of your next turn you can spend a move action to teleport yourself or a creature you can see 6 squares. Unwilling creatures can make a save to resist.

Golden Icon of Apet

This primitive gold medallion has symbols of the planet Apet.

Minor Artifact

Aura faint transmutation; **CL** 10th

Slot Neck or Held; **Weight** 1lb; **Price** Unique

Description

Once per day, before the end of your next turn you can spend a move action to teleport yourself or a creature you can see up to 30 ft. from its current location. Unwilling creatures can make a Will save (DC 18) to resist).

Wondrous Item

Property: When you use an action point, once before the end of your next turn you can fly your speed as a move action.

While on Axis Island a person holding the icon or wearing it as a necklace gains a jump speed equal to his or her walk speed, and can influence air magic. Most notably, air elementals are drawn to it, and they defend the bearer and obey his or her orders.

Golden Icon of Avilona

Minor Artifact

Aura faint transmutation; **CL** 10th

Slot Neck or Held; **Weight** 1 lb; **Price** Unique

Description

Once per day, before the end of your next turn you can make one 60 ft. fly move as a move action.

While on Axis Island a person holding the Icon or wearing it as a necklace gains a +5 competence bonus to Jump checks, and can influence air magic. The wielder of the icon casts spells with the air descriptor as though they were one caster level higher. Most notably, air elementals are drawn to it, and they defend the bearer and obey his or her orders.

Wondrous Item

Property: When you use an action point, you may become insubstantial until the end of your next turn. This effect ends if you attack.

While on Axis Island a person holding the icon or wearing it as a necklace gains darkvision, and can influence shadow magic. Most notably, shadow creatures are drawn to it, and they defend the bearer and obey his or her orders.

Golden Icon of Nem

Minor Artifact

Aura faint necromancy; **CL** 10th

Slot Neck or Held; **Weight** 1 lb; **Price** Unique

Description

Once per day, you may become incorporeal until the end of your next turn. This effect ends if you attack.

While on Axis Island a person holding or wearing the icon gains darkvision 60 ft. and casts spells with the shadow descriptor as though they were one caster level higher. Shadow elementals

Wondrous Item

Property: When you use an action point, you can create a wall of stone 2 squares high, which fills 3 contiguous squares within 5 squares of you. The wall lasts until the end of your next turn.

While on Axis Island a person holding the icon or wearing it as a necklace gains Resist All 5 while not bloodied, and can influence earth magic. Most notably, earth elementals are drawn to it, and they defend the bearer and obey his or her orders.

Golden Icon of Urim

Minor Artifact

Aura faint necromancy; **CL** 10th

Slot Neck or Held; **Weight** 1 lb; **Price** Unique

Description

Once per day, you may cast a variant of wall of stone that creates up to three 5-foot squares.

While on Axis Island a person holding or wearing the icon gains a +1 natural armor bonus and casts spells with the earth descriptor as though they were one caster level higher. Earth elementals are drawn to the icon, and they defend the bearer and obey his or her orders.

Xambria's Consciousness

As you struggle to pick the lock, Xambria walks into your field of vision, crossing her arms impatiently. "Don't mind me. Take your time." You shift over a bit to give this hallucination room, and she kneels and guides your hand. With a click the lock springs open.

Boon See Adventure Three, *Digging for Lies* for full details.

Starting Concordance 5

Concordance

Host gains a level	+1
Host is trained in Knowledge (History)	+2
Host defeats an Obscurati plot	+1
Host discovers new information about the Ancients	+1
Host aids the Obscurati	-2
Host destroys historical artifacts	-1
Carries a bullwhip	+1
Plunders a tomb or dungeon	+2

Angered Property (Concordance 0 or less): At the start of each combat encounter, make a Will save (DC 10 + PC's level) or Xambria takes control of your body. You can attempt a save to break free each time she takes an 8 hour rest.

Unsatisfied Property (Concordance 4 or less): As above, but Xambria can only attempt once per day, and you can try to break free every 5 minutes.

Normal Property (Concordance 5+): You gains +2 bonus to Acrobatics, Knowledge (Arcana and History), and Disable Device checks. You can use the wizard cantrip *mage hand* at-will.

Satisfied Property (Concordance 12+): Once per day as a free action, you can manifest Xambria's spirit within 50 ft. long enough for her to take a move action, such as to manipulate an object.

Pleased Property (Concordance 16+): The skill bonus increases to +3. Once per day as a standard action you can telekinetically target all enemies within 15 ft. with a trip attempt using your CMB.

Xambria's Consciousness

As you struggle to pick the lock, Xambria walks into your field of vision, crossing her arms impatiently. "Don't mind me. Take your time." You shift over a bit to give this hallucination room, and she kneels and guides your hand. With a click the lock springs open.

Boon: See Adventure Three, *Digging for Lies* for full details.

Starting Concordance 5

Concordance

Host gains a level	+1
Host is trained in History	+2
Host defeats an Obscurati plot	+1
Host discovers new information about the Ancients	+1
Host aids the Obscurati	-2
Host destroys historical artifacts	-1
Carries a bullwhip	+1
Plunders a tomb or dungeon	+2

Angered Property (Concordance 0 or less): Once per encounter, Xambria attacks you: $d20 + \text{PC level}$ vs. Will. On a hit, she gains control of your body. You can make a save to regain control whenever she takes an extended rest.

Unsatisfied Property (Concordance 4 or less): As above, but Xambria can only attempt once per day, and you can save to regain control after any short rest.

Normal Property (Concordance 5+): You gains +2 bonus to Acrobatics, Arcana, History, and Thievery checks. You gain the Ritual Caster feat (or a +2 bonus to checks for rituals). You can use the wizard cantrip *mage hand* at-will.

Satisfied Property (Concordance 12+): Once per day as a free action, you can manifest Xambria's spirit within 10 squares long enough for her to take a move action, such as to manipulate an object.

Pleased Property (Concordance 16+): The skill bonus increases to +3. **Power (Daily + Force):** Standard Action. **Attack:** Close Burst 3 (enemies in burst). $1d20 + \text{Level} + 3$ vs. Fortitude. **Hit:** $3d10 + \text{Intelligence, Wisdom, or Charisma modifier}$ force damage and push the target 4 squares. **Miss:** Half damage and push the target 2 squares.

Razorbust Weapon

Pairing Drakran magic and Danoran science, this weapon's blade is edged with hovering, jagged teeth that glint in the light. Upon activation these teeth saw back and forth in a keening blur, liable to sever something vital.

Lvl 12 +3 13,000 gp

Lvl 22 +5 325,000 gp

Lvl 17 +4 65,000 gp

Lvl 27 +6 1,625,000 gp

Uncommon Weapon (axe, heavy blade, light blade, or spear) Critical +1d10 damage per plus.

Power (Encounter): Free Action. *Trigger:* You damage an enemy with this weapon and afterward the target has fewer HP than the weapon's level. (The GM should cue you in to this.) *Effect:* The weapon shrieks as its bladed teeth saw back and forth as a mechanism near the hilt unspools. The target must make a saving throw. On a success, the target loses an extremity of its choice—hand, foot, arm, or leg. On a failure, the attacker chooses which extremity the target loses.

Razorbust Weapon (weapon property)

Pairing Drakran magic and Danoran science, this weapon's blade is edged with hovering, jagged teeth that glint in the light. Upon activation these teeth saw back and forth in a keening blur, liable to sever something vital.

Aura faint (transmutation)

Slot none; **Weight** varies.; **Price** +1 enhancement bonus

Description

When the wielder of a razorbust weapon damages an enemy that has fewer hit points than double the weapon's enhancement modifier (the GM should inform the player when this is the case), the weapon shrieks as its bladed teeth saw back and forth as a mechanism near the hilt unspools. The target must make a fortitude save (DC = damage dealt by the attack). On a success, the target loses an extremity of its choice—hand, foot, arm, or leg. On a failure, the attacker chooses which extremity the target loses. Creatures without extremities are unaffected.

The Wayfarer's Lantern

The eight-faced cap of this lantern depicts symbols of seven planets and the sun. Eight brass arches beneath contain a light that glows without flame, held contained without glass. As the light touches you, reality seems to shift, as if you're in a whole different world.

Minor Artifact, **Aura** faint (all schools); **Weight** 5 lbs.

Description

When you use oil infused with energy from a given plane as fuel, you can manifest effects related to that plane. In the case of the Dreaming or Bleak Gate, you can bring that plane locally coterminous for as long as the oil lasts. Traveling permanently between planes requires additional magic.

See reverse for a list of the planes.

Planes include:

- Vona, the sun
- The Dreaming & the Bleak Gate
- Jiese, plane of fire
- Avilona, plane of air
- Av, plane of dreams
- Mavisha, plane of water
- Urim, plane of earth
- Apet, plane of space
- Reida, plane of time
- Nem, plane of ruin

See Adventure Four, *Always on Time* for full details.

The Wayfarer's Lantern

The eight-faced cap of this lantern depicts symbols of seven planets and the sun. Eight brass arches beneath contain a light that glows without flame, held contained without glass. As the light touches you, reality seems to shift, as if you're in a whole different world.

Rare Wondrous Item

Property: When you use oil infused with energy from a given plane as fuel, you can manifest effects related to that plane. In the case of the Dreaming or Bleak Gate, you can bring that plane locally coterminous for as long as the oil lasts. Traveling permanently between planes requires additional magic.

See reverse for a list of the planes.

Planes include:

- Vona, the sun.
- The Dreaming & the Bleak Gate.
- Jiese, plane of fire.
- Avilona, plane of air.
- Av, plane of dreams.
- Mavisha, plane of water.
- Urim, plane of earth.
- Apet, plane of space.
- Reida, plane of time.
- Nem, plane of ruin.

See Adventure Four, *Always on Time* for full details.

Distinguished Top Hat

This fine top hat even adjusts to match the color of your coat.

Lvl 14 21,000 gp

Uncommon Head Slot Item

Power (Encounter): *Trigger:* You become dazed, stunned, or dominated, or are knocked prone.

Effect (Free Action): You may choose to have the hat fall off. If you do, the condition does not affect you.

Distinguished Top Hat

This fine top hat even adjusts to match the color of your coat.

Aura moderate abjuration; **CL** 10th

Slot Head; **Weight** 2 lbs.; **Price** 15,000 gp

Description

Once per day when you would become dazed, stunned, or dominated, or be knocked prone, you may instead have your hat fall off, and that condition does not affect you.

Coat of the Genteel Butcher

When you pull this coat off Lorcan Kell, a suit of chainmail falls out, as do about a hundred pounds of knives and swords.

Lvl 5 +1 1,000 gp

Lvl 10 +2 5,000 gp

Lvl 15 +3 25,000 gp

Lvl 20 +4 125,000 gp

Lvl 25 +5 625,000 gp

Lvl 30 +6 3,125,000 gp

Common Armor: Any

Property: You may attune this coat to a suit of armor you own. Thereafter, the coat grants the protection, properties, and powers of that armor, but uses the coat's enhancement bonus. The coat can be taken on and off as a move action. You can remove the absorbed armor during a short rest.

Property: You can hide any number of weapons and any amount of ammunition inside this coat. They still count toward your encumbrance, but are not noticeable unless the coat is open, and they can be drawn as easily as a weapon sheathed at your hip.

Coat of the Genteel Butcher

When you pull this coat off Lorcan Kell, a suit of chainmail falls out, as do about a hundred pounds of knives and swords.

Aura faint conjuration; **CL** 4th

Slot Torso; **Weight** 10 lbs.; **Price** 5,000 gp

Description

You may attune this coat to a suit of armor you own. Thereafter, the coat grants the protection, properties, and powers of that armor, but looks and sounds like a fine coat. The coat can be taken on and off as a move action. You can remove the absorbed armor during a short rest.

You can hide any number of weapons and any amount of ammunition inside this coat. They still count toward your encumbrance, but are not noticeable unless the coat is open, and they can be drawn as easily as a weapon sheathed at your hip.

Figurine of Wondrous Power: Mechanical Carriage

It's not exactly horseless, because it's pulled by mechanical horses.

Lvl 11 9,000 gp

Uncommon Wondrous Item

Power (Encounter): *Standard Action.* This two-inch figurine grows to a full-sized armored carriage. Instead of being drawn by horses, though, it is pulled by mechanical horse legs that churn along at up to twenty miles per hour, but only over fairly even terrain. It fits up to six people, plus two atop the “driver’s seat,” but the carriage goes where directed by the figurine’s owner, without actually needing a driver. The owner can see whatever is ahead or slightly to the side of the carriage as long as he holds the figurine, allowing him to steer it. Otherwise, the carriage follows general directions but swerves or stops to avoid hazards.

Figurine of Wondrous Power—Mechanical Carriage

It's not exactly horseless, because it's pulled by mechanical horses.

When activated, this two-inch figurine grows to a full-sized armored carriage. Instead of being drawn by horses, though, it is pulled by mechanical horse legs that churn along at up to twenty miles per hour, but only over fairly even terrain. It fits up to six people, plus two atop the “driver’s seat,” but the carriage goes where directed by the figurine’s owner, without actually needing a driver. The owner can see whatever is ahead or slightly to the side of the carriage as long as he holds the figurine, allowing him to steer it. Otherwise, the carriage follows general directions but swerves or stops to avoid hazards.

The Hurricane Violin

Enchanted by the arcane acoustics of the Navras Opera House, this violin has a streak of white passing through its wooden body. A skilled musician can control the wind with a pull of his bow.

Lvl 14 21,000 gp

Rare Wondrous Item

Property: Characters trained to play a violin can use this item as an implement. As an implement, it grants a +3 enhancement bonus to attack rolls and damage rolls. On a critical hit, it deals +3d6 thunder damage.

Property: If a character plays the violin for an hour, he can perform the Control Weather ritual without having to pay its normal cost. This affects weather in a 2-mile radius. His Nature check to determine the weather's duration is modified by Charisma instead of Intelligence. If he stops playing for more than 5 minutes, the effect ends. This power can only be used once per month.

The Hurricane Violin

Enchanted by the arcane acoustics of the Navras Opera House, this violin has a streak of white passing through its wooden body. A skilled musician can control the wind with a pull of his bow.

Aura strong transmutation; **CL** 11th

Wondrous Item; **Weight** 2 lbs.; **Price** 4,000 gp

Description

If a character plays the violin for an hour, he can affect weather as per *control weather*. If he stops playing for more than 5 minutes, the effect ends. This power can only be used once per month.

Badger Gun

Lvl 3 Uncommon

You pull the trigger, and a badger springs forth to attack your foes.

Lvl 3 +1 680 gp

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp

Lvl 28 +6 2,125,000 gp

Weapon: Any firearm.

Critical: +1d6 damage per plus.

Power (Daily): *Trigger:* You hit a target with a ranged attack using this gun. *Effect (Free Action):* A Dreaming badger (q.v.) appears in an unoccupied square adjacent to the target, and the target is grabbed by the badger. The badger has your defenses, and hit points equal to half your bloodied value. If it is destroyed, you lose a healing surge. The badger does not take its own actions. When you use a move action, you may have the badger use a move action as well. You may spend a standard action to have it attack. Its attack bonus is equal to your attack bonus with the badger gun. Apply the weapon's critical property to the badger's attacks.

Badger Gun

You pull the trigger, and a badger springs forth to attack your foes

Aura faint conjuration; **CL** 3rd

Slot none; **Weight** 9lbs.; **Price** 5,000 gp

Description

Despite a deceptively “regular” appearance, this *+1 musket* has unique ties with the realm of the Dreaming. Three times per day, the wielder of the weapon may (as a free action) summon a badger conjured from the Dreaming after hitting a target. The badger appears in an adjacent space and is treated as a summoned creature (per the *summon monster I* spell) under the control of the wielder for 1 minute. See *Bestiary 2* for stats on a badger. Alternatively, use the weasel stats presented within the *Bestiary*.

Nock Gun

Lvl 4 Uncommon

This gun weighs a good thirty pounds. The blast from the seven barrels tears the target to shreds, but also knocks you to the ground.

Lvl 4 +1 840 gp

Lvl 19 +4 105,000 gp

Lvl 9 +2 4,200 gp

Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp

Lvl 29 +6 2,625,000 gp

Weapon: Carbine or Musket.

Critical: +1d12 damage per plus.

Property: This weapon has seven muzzle-loading barrels. When you attack, take a -2 penalty if firing more than one shot. Each extra bullet reduces short range by 1 and long range by 2, but increases damage by 1d6. Make an Endurance check (DC 17 +4 per extra bullet) or drop the weapon and your arm is sore (-2 to attack rolls) until you rest. If you fail by 5 or more, you are knocked prone, and are deafened and dazed until the end of your next turn.

Nock Gun.

The blast from the seven barrels of this heavy gun tears its targets to shreds. Each barrel may be fired individually or all may be fired at once (a single barrel deals 1d4 or 1d6 damage depending on the weapon's size). When all barrels are fired at once, the wielder suffers a -6 penalty to the attack roll, but the shot requires only one attack action instead of seven. After firing all barrels at once, the wielder must make a Fortitude save (DC = damage dealt) or be knocked prone following the attack. If the save is failed by 5 or more, the wielder is dazed and deafened for 1 round.

Two-Handed Firearm

Cost: 10,000 gp

Damage: 7d4 (x4) (S), 7d6 (x4) (M)

Range Increment: 10 ft.

Misfire: 1-4 (10 ft.)

Capacity: 1

Weight: 30 lb.

Type: B and P

Wand of Egal the Shimmering

Level 5 Rare

A foot and a half of simple, pristine gold, this wand is eerily warm to the touch. It bears the profile of an aged man on its handle, his identity unknown.

Lvl 5 +1 1,000 gp

Lvl 20 +4 125,000 gp

Lvl 10 +2 5,000 gp

Lvl 25 +5 625,000 gp

Lvl 15 +3 25,000 gp

Lvl 30 +6 3,125,000 gp

Implement: Wand

Critical: The target is dominated until the end of your next turn.

Property: You cannot teleport or be teleported while this wand is in your possession.

Power (Daily): Free Action. *Trigger:* You hit a target with an attack using this wand. *Effect:* The target is surrounded by arcs of golden energy. It cannot teleport or move to another plane until the end of your next turn.

Wand of Egal the Shimmering

A foot and a half of simple, pristine gold, this wand is eerily warm to the touch. It bears the profile of an aged man on its handle, his identity unknown.

Aura strong abjuration and enchantment; **CL** 11th
Wondrous Item; **Price** 25,000 gp

Description

This wand has 1 charge of *dimensional anchor*, which recharges each day. You cannot teleport or be teleported while this wand is in your possession.

If you use this wand as an additional focus for arcane spellcasting, when a creature you target with a spell rolls a natural 1 on its save, that creature is affected by *dominate monster* for 1 round. The spell's normal effect on that creature is delayed until the domination effect ends.

Detect Planar Energy

The energy drifts to you like a fragrance on a breeze. You spin and locate the strongest source of the smell, then set out.

Level 1; Component Cost 17 gp

Category Divination; **Market Price** 50 gp

Time 10 minutes; **Key Skill** Arcana

Duration 1 hour

Choose a plane you have visited, or otherwise have had contact with. For the ritual's duration you can sense the direction to and intensity of energies from that plane, to a maximum range of one mile. These energies tend to fade after a few hours or days, but it is possible to track creatures native to other planes by following their trails. The ritual can be foiled by strong sources of energy from the same or other planes. For instance, Cauldron Hill in Flint is a powerful beacon of shadow energy, so you would be unable to pinpoint any sort of foreign energy there, not even fey or elemental energy.

Detect Planar Energy

The energy drifts to you like a fragrance on a breeze. You spin and locate the strongest source of the smell, then set out.

School divination; **Level** bard 1, cleric 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Component V,S

Range 1 mile

Duration 1 hour

Saving Throw none; **Spell Resistance** no

Description

Choose a plane you have visited, or otherwise have had contact with. For the spell's duration you can sense the direction to and intensity of energies from that plane, to a maximum range of one mile. These energies tend to fade after a few hours or days, but it is possible to track creatures native to other planes by following their trails. The spell can be foiled by strong sources of energy from the same or other planes.

Allied Police Officer

Level 1 Minion Controller

HP 1; see Linked Ally

Initiative +1

AC 13, **Fortitude** 13, **Reflex** 13, **Will** 12

Perception +5

Speed 6

► Linked Ally

If a source deals fewer than 11 damage to the Allied Officer, he is just knocked out. He'll recover at 1 hit point after a short rest. A source that deals 11 damage or more kills the officer.

🔪 **Billy Club** (weapon) ♦ At-Will, Basic

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage. If the target is granting combat advantage, it is knocked prone.

🔫 **Pistol** ♦ At-Will, Basic

Attack: Ranged 10/20 (one creature); +6 vs. AC

Hit: 4 damage, or 8 damage on a crit.

Load standard.

Skills Insight +5, Intimidate +4, Perception +5, Streetwise +4

Str 13 (+1)

Dex 12 (+1)

Wis 10 (+0)

Con 11 (+0)

Int 9 (–1)

Cha 8 (–1)

Alignment Unaligned **Languages** Common

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

Allied Police Officer

CR 1/3

Male or female human warrior 1

XP 135 each

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

Level 5 Minion Soldier

HP 1; see Linked Ally

Initiative +5

AC 21, **Fortitude** 17, **Reflex** 17, **Will** 16

Perception +2

Speed 5

► **Linked Ally**

If a source deals fewer than 13 damage to the Allied Soldier, he is just knocked out. He'll recover at 1 hit point after a short rest. A source that deals 13 damage or more kills the soldier.

⊗ **Short Sword** (weapon) ♦ At-Will, Basic

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 6 damage.

Effect: The allied soldier marks the target.

⊗ **Carbine** ♦ At-Will, Basic

Attack: Ranged 15/30 (one creature); +10 vs. AC

Hit: 6 damage, or 10 damage on a crit.

Load standard.

✓ **Alchemist Fire** ♦ Encounter

Attack: Ranged 5/10 (one creature); +8 vs. Reflex

Hit: Ongoing 5 fire damage (save ends), and each creature adjacent to the target takes 2 fire damage.

Skills Athletics +8, Endurance +7

Equipment chainmail, pack, short sword, carbine, one flask of alchemist fire, leaf of Nicodemus

Allied Soldier

CR 1

Male or female human fighter 2

XP 400 each

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

Nevard Sechim, The Dying Skyseer

CR 4

Male venerable human druid 5

XP 1,200

NG medium humanoid (human)

Init -2; **Senses** perception +8

Defense

AC 8, touch 8, flat-footed 8 (-2 Dex)

hp 21 (5d8-5)

Fort +3 **Ref** -1, **Will** +10; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

Offense

Speed 30 ft.

Melee walking stick+0 (1d6-3)

Special Attacks storm burst (1d6+2 nonlethal damage, 7/day)

Druid Spells Prepared (CL 5th; concentration +9)

3rd—*cure moderate wounds, daylight*

2nd—*gust of wind, lesser restoration* (2)

1st—*calm animals, cure light wounds* (2), *pass without trace*

0—*detect magic, guidance, know direction, virtue*

Statistics

Str 4, **Dex** 6, **Con** 8, **Int** 13, **Wis** 19, **Cha** 16

Base Atk +3; **CMB** 0; **CMD** 8

Feats Improved Skyseer, Iron Will, Skill Focus

(Knowledge [planes]), Skill Focus (Knowledge [nature])

Skills Diplomacy +7, Heal +10, Knowledge (geography) +7,

Knowledge (history) +4, Knowledge (local) +4,

Knowledge (nature) +13, Knowledge (planes) +8,

Knowledge (religion) +4, Perception +8, Sense Motive +5,

Spellcraft +5, Survival +6

SQ nature sense, wild empathy +8, woodland stride,
trackless step

Languages Common, Elven, Giant, Primordial, Sylvan

Special Abilities

Look Skyward (Sp): Nevard may use the insightful touch granted by his Skyseer theme an unlimited number of times per combat.

Bond of Forced Faith: All damage that would be dealt to Nevard is instead divided evenly among the creatures he is bonded to (rounded down, minimum 1 point per creature).

Nevard Sechim, Dying Skyseer

HP 20; **Bloodied** 10

Initiative +3

AC 13, **Fortitude** 7, **Reflex** 13, **Will** 18

Perception +6

Speed 6, forestwalk

Traits

► **Enchanted Age**

The old seer moves with an enchanted vigor.

When under the effects of the Bond of Forced Faith ritual, Nevard gains a +5 bonus to Strength, Dexterity, and Constitution-based checks. All damage that would be dealt to him is instead divided evenly among the creatures he is bonded to (rounded down, minimum 1 point per creature).

Standard Actions

► **Look Skyward** ♦ At-Will

Nevard glances to the stars, and offers a soft word of guidance.

Effect: Nevard chooses an ally within 5 squares. The ally chooses an attack power he knows, rolls 1d20, and marks the result. The next time the ally would make an attack roll for that power during this encounter, he must instead use the rolled result. If the power has multiple targets or attack rolls, only the first roll is replaced.

When the ally uses the rolled result, he can still apply effects and powers to modify the attack roll. For example, a human could still use human perseverance, an elf could still use elven accuracy, a warlord's tactical presence would still grant a bonus if the ally used an action point to use the power, and an avenger would still roll a second die and pick the better of the two results. A given ally can only benefit from this power once per encounter.

Skills Arcana +12, Insight +14, Nature +12, Religion +12

Str 4 (−3) **Dex** 4 (−3) **Wis** 22 (+6)

Con 4 (−3) **Int** 16 (+3) **Cha** 16 (+3)

Alignment Good **Languages** Common, Elven, Giant, Primordial

Dreaming Badger Ally

Small fey animal

Speed 6

Traits

► **Tenacious Bite**

The badger won't let go of you until it's dead. Maybe not even then.

The dreaming badger automatically grabs the target you hit when you used the badger gun's daily power.

The dreaming badger automatically sustains its grab each turn. A creature that is grabbed by the badger takes 5 damage at the start of its turn and is slowed. If the badger is reduced to 0 hit points, the target no longer takes damage, but it is still slowed until it spends a minor action to shake off the badger's corpse, which then disappears back to the Dreaming.

Lvl 11: 10 damage.

Lvl 21: 15 damage.

Standard Actions

⚔ **Badger Bite** ♦ At-Will, Basic

Attack: Melee 1 (one creature); Atk vs. AC (uses your attack bonus)

Hit: 1d8+5 damage and the target is grabbed.

Lvl 11: 2d8+5 damage.

Lvl 21: 3d8+5 damage.



Rock Rackus

Level 6 Ally

HP 55; **Bloodied** 27

Initiative Count 5

AC 19, **Fortitude** 18, **Reflex** 19, **Will** 16

Speed 6

Standard Actions

⚔ **Rapier** ♦ At-Will, Basic

Effect: Melee 1 (one creature); 6 damage.

⚔ **Diamond-Encrusted Piece** ♦ At-Will, Basic

Effect: Ranged 10 (one creature); 6 damage

Load: Standard

Rock Rackus

CR 4

Male human bard (celebrity) 5

XP 1,200

CG Medium humanoid (human)

Init +2; **Senses** Perception +5

Defense

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

hp 39 (5d8+10)

Fort +2, **Ref** +6, **Will** +4

Offense

Speed 30 ft.

Melee mw rapier +5 (1d6+1 / 18–20)

Ranged *Diamond Encrusted Piece*+6 (1d8+1/x4)

Special Attacks Bardic Performance (standard action)

(16 rounds/day): Countersong, Distraction, Fascinate
(DC 16), Inspire Competence +2

Bard Spells Known (CL 5th; concentration +9)

2nd (3/day)—*silence* (DC 16), *suggestion* (DC 16), *invisibility*

1st (5/day)—*silent image* (DC 15), *cure light wounds*,
ventriloquism, *hideous laughter*

0 (at will)—*daze* (DC 14), *flare* (DC 14), *dancing lights*,
detect magic, *prestidigitation*, *unwitting ally*

Statistics

Str 12 **Dex** 14, **Con** 13, **Int** 8, **Wis** 10, **Cha** 18

Kvarti Gorbatiy

Level 10 Ally

HP 84; **Bloodied** 42

Initiative Count 8

AC 25, **Fortitude** 22, **Reflex** 23, **Will** 20

Speed 5

Standard Actions

🔪 **Sniper Rifle** ♦ At-Will, Basic

Effect: Ranged 20 (one creature); 10 damage.

Load: Standard

Kvarti Gorbatiy

CR 5

Male dwarf gunslinger 6

XP 1,600

LN Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft., Perception +7

Defense

AC 17, touch 15, flat-footed 12 (+2 armor, +3 Dex, +2 dodge)

hp 53 (6d10+18)

Fort +8, **Ref** +8, **Will** +4

Offense

Speed 20 ft.

Ranged +1 rifle +10/+5 (1d10+4/x4)

Statistics

Str 10 **Dex** 16, **Con** 16, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 19

Feats Far Shot, Gunsmithing, Point Blank Shot, Precise Shot, Rapid Reload (Rifle)

Skills Appraise +1, Diplomacy +4, Disguise +2, Escape Artist +5, Intimidate +5, Knowledge (History) +1, Knowledge (Local) +4, Perception +7, Sense Motive +4, Stealth +7

SQ Deadeye, Deeds, Greed, Grit, Gun Training +3: Rifle, Gunslinger Initiative, Gunslinger's Dodge, Hardy +2, Hatred, Pistol-whip, Quick Clear, Slow and Steady, Stonecunning +2, Utility Shot

Asrabey Varal

CR 15

Male Eladrin fighter 15

XP 38,400

CN Medium humanoid (eladrin)

Init +8; **Senses** low-light vision; Perception +13

Defense

AC 35, touch 16, flat-footed 31 (+12 armor, +2 deflection, +4 Dex, +2 natural, +5 shield)

hp 162 (15d10+75)

Fort +12, **Ref** +9, **Will** +8; +2 vs. charm & compulsion (slippery mind), +4 vs. fear

Defensive Abilities bravery +4

Offense

Speed 30 ft., *fey step*

Melee *Vekeshi Blade* +28/+23/+18 (1d8+14/17–20 plus 1d6 fire)

Special Attacks weapon training (heavy blades +3, light blades +2, thrown +1)

Statistics

Str 22, **Dex** 19, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +21; **CMD** 37

Feats Cleave, Critical Focus, Great Cleave, Greater Vital Strike, Improved Critical (longsword), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Step Up, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +12, Climb +17, Intimidate +12, Knowledge (nature) +6, Perception+13, Sense Motive +6, Swim +17

SQ armor training 4, elven magic, weapon familiarity

Languages Common, Elven

Other Gear *amulet of natural armor +2, belt of physical perfection +4, cloak of smoke, glamered plate, lion shield, slippers of spider climbing*

Fey Step (Su): Once per day, Asrabey can teleport to a space he can see within 30 feet as a move action. This movement does not provoke an attack of opportunity. He cannot take other creatures with it when it uses this ability.

Asrabey Varal

Level 20 Skirmisher

Medium fey humanoid, eladrin

XP 500

HP 186; **Bloodied** 93 **Initiative** +17

AC 34, **Fortitude** 30, **Reflex** 33, **Will** 32 **Perception** +12

Speed 8 Low-light vision

Resist 10 fire

Traits

► **Slippers of Spider Climbing**

Asrabey can walk on horizontal and vertical surfaces at normal speed without needing to make an Athletics check to climb.

Standard Actions

⊗ **Vekeshi Blade** (weapon, fire) ♦ At-Will, Basic

Attack: Melee 2 (one creature); +25 vs. AC

Hit: 2d10+10 fire damage.

↶ **Fire Sweep** (weapon, fire) ♦ Encounter

Attack: Close Burst 2 or Close Blast 3 (creatures in burst/blast); +25 vs. AC

Hit: 1d10+10 fire damage.

✱ **Barrier Slash** (fire) ♦ Encounter

Effect: Asrabey creates a wall 10 of fire until the end of the encounter, starting with a space adjacent to him. Any creature that enters the wall or starts its turn there takes 20 fire damage.

Move Actions

► **Fey Step** (teleportation) ♦ Encounter

Asrabey teleports up to 5 squares.

Minor Actions

► **Cloak of Smoke** ♦ Encounter

Effect: Smoke fills a Close Burst 3, providing total concealment until the start of Asrabey's next turn.

✓ **Lion Shield** (weapon) ♦ Encounter

Attack: Ranged 20 (one creature); +23 vs. Reflex

Hit: 1d10+5 and the target is restrained (Escape DC 25).

Until the target escapes or falls unconscious, it takes 10 damage at the start of its turn.

Effect: Asrabey grants combat advantage. When the target escapes, the shield returns to Asrabey's hand. He can also recall the shield as a free action on his turn.

Effect: As a free action, Asrabey can recall the shield. Until then, reduce his AC by 2.

Skills Acrobatics +21, Arcana +16, Athletics +18,

Endurance +18, Intimidate +18

Str 17 (+13) **Dex** 23 (+16) **Wis** 14 (+12)

Con 17 (+13) **Int** 13 (+11) **Cha** 16 (+13)

Alignment Unaligned **Languages** Common, Elven, Primordial

DOCKER^(4e)

Docker's Jank (1st level). You and ally switch places and your ally uses one of your powers.

Sing Your Praises (5th level). Sing song about you and your team to grant bonus save to allies in close burst 5.

Audience Participation (10th level).

Noncombatants friendly to you deal 5 damage per round to enemies adjacent to them.

DOCKER^(PF)

You may select up to four allies to be affected by this feat. Once per combat, each ally may, as 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.

ESCHATOLOGIST^(4e)

Icy Ends of the Earth (1st level). Create stationary zone of cold that prevents healing and temporary hit points for anyone in it, and for you even if you're outside it. Sustain minor.

It Will All Turn to Dust (5th level). In the zone's aura, creatures can phase through objects less than a thousand years old.

Gaze into the Abyss (10th level). While you are dying, your allies gain +5 to damage rolls.

ESCHATOLOGIST^(PF)

Once per day as a swift action you may stabilize a fallen comrade – any creature who has negative hit points, or who has been dead for less than one full round – by touching them.

Once per day, you may summon a temporary zone of cold 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.

GUNSMITH^(4e)

The Man with Two Guns is God (1st level).

Fire one or two firearms. This doesn't provoke opportunity attacks, and if the target is hit it can't take opportunity actions until the end of your next turn.

Tinker (5th level). Add a weapon enhancement: alchemical launcher, ammunition clip, cover-piercing bullets, sniper scope, or suppressor.

Bling (10th level). Add a second weapon enhancement.

GUNSMITH^(PF)

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.

MARTIAL SCIENTIST^(4e)

Martial Techniques (1st level). You can prepare one martial technique per day. You start with experimental strike, which lets you once per encounter, whenever you miss all targets of an at-will attack on your turn, try something unorthodox like slicing a rope or knocking over a bookshelf.

Martial Mythbuster (5th level). When a creature misses you with an attack, you can use experimental strike as an immediate reaction.

Doctor of Modern Warfare (10th level). Proficient in all weapons, armor, and implements, and you can change your chosen martial scientist technique after a short rest, not just an extended rest.

MARTIAL SCIENTIST^(PF)

At 1st level, every martial scientist starts with the experimental strike technique, detailed below. After resting for 8 hours, choose any one technique you know. You have access to that technique's ability for the day.

Experimental Strike. 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.

SKYSEER ^(4e)

Skyseer Vision (1st level). Get vision by looking at the sky before you sleep.

Look Skyward (1st level). Let an ally see how well he'll do if he takes a given course of action in combat.

Follow Yonder Star (5th level). When you spend an action point, enemies miss their opportunity attacks against you and your allies until the end of your next turn.

Handy Intuition (10th level). Once per day, you happen to have a mundane object that a vision guided you to bring along.

SKYSEER ^(PF)

Prior to a period of extended rest during which the night sky is visible, you may focus your mind on the future and receive a prophetic dream regarding one question. 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.

SPIRIT MEDIUM^(4e)

Speak with Spirit (1st level). Ask questions of the recently dead.

Unfinished Business (1st level). Recently dead creature's spirit fights for you.

Psychic History (5th level). See images associated with an object's past.

Ghostly Whisper (10th level). You can communicate via telepathy.

SPIRIT MEDIUM^(PF)

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.

TECHNOLOGIST^(4e)

Disposable Simulacrum (1st level). A small walking contraption can use one of your powers, but you must direct its every move.

Mechanical Pet (5th level). Your contraption behaves like an animal companion.

Second Self (10th level). You can sense through your contraption and use any at-will or encounter powers through it.

TECHNOLOGIST^(PF)

You gain a contraption. As a standard action, you may activate it, at which point it becomes a Small creature with your AC and saves, 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. If it is reduced to 0 hit points, 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 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. It uses your stats, and if making a weapon attack it even functions as if it had your weapon. Spells cast through the contraption count towards your daily spell limit as though you cast the spell.

VEKESHI MYSTIC ^(4e)

Hands of Retribution (1st level). Fire and radiant damage equal to your highest ability score modifier to an enemy you can see who hurts an ally, once per encounter plus once per five levels after first, maximum six per encounter.

Vengeful Gaze of the Goddess (5th level).

Unerringly track target until you take an extended rest.

Patient Revenge (10th level). Can implacably advance on foes, gaining Resist 10 All if you take no hostile actions as you approach them. When an encounter begins against a foe who has antagonized you before, you gain temporary hit points equal to half your bloodied value.

VEKESHI MYSTIC^(PF)

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.

YERASOL VETERAN^(4e)

Display of Herosim (1st level). Move to an injured ally, rouse him, pull him to his feet, and defend him.

Courage Under Fire (5th level). Once per day, gain an action point when an ally drops.

Call of Duty (10th level). Whenever you roll a 1 to 7 on an Initiative check, treat it as an 8.

YERASOL VETERAN^(PF)

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.

Portraits

- 1.** King Aodhan
- 2.** Duchess Ethelyn
- 3.** Geoff Massarde
- 4.** Hana "Gale" Soliogn
- 5.** Principal Minister
Harkover Lee
- 6.** Lorcan Kell
- 7.** Lady Inspectress
Margaret Saxby
- 8.** Viscount Inspector
Nigel Price-Hill
- 9.** Governor Roland
Stanfield
- 10.** Assistant Chief
Inspector Stover Delft
- 11.** Alexander Grappa,
the Mindmaker
- 12.** Ashima-Shimtu
- 13.** Asrabey Varal
- 14.** Brakken of Heffanita
- 15.** Brianne "Bree"
Kaldeckis
- 16.** Caius Bergeron
- 17.** Cardiff Hengehill
- 18.** Cillian Creed
- 19.** Damata Griento
- 20.** Eberardo
- 21.** Ekossigan
- 22.** Grundun Zubov
- 23.** Sovereign Han Jierre
- 24.** Lieutenant Hessar
Marseine
- 25.** Heward Sechim
- 26.** Lauryn Cyneburg
- 27.** Julian LeBrix
- 28.** Kaja Stewart

- | | |
|---|--|
| 29. Kasvarina Varal | 46. Rock Rackus |
| 30. Kvarti Gorbatiy | 47. Captain Rutger Smith |
| 31. Leone Quital,
the Steelshaper | 48. Sijhen |
| 32. Luc Jierre | 49. Sokana Rell |
| 33. Lya Jierre | 50. Thames Grimsley |
| 34. Malia Baccarin | 51. Tinker Oddcog,
the Gearbuilder |
| 35. Mister Mapple | 52. Valando |
| 36. Morgan Cippiano | 53. Verzubak Tantalovich |
| 37. Nathan Jierre | 54. Vlendam Heid |
| 38. Skyseer Nevard
Sechim | 55. Doctor Wolfgang
von Recklinghausen |
| 39. Nicodemus | 56. Xambria Meredith |
| 40. Nicholas Dupiers | 57. Red Herring 1 |
| 41. Nilasa Hume | 58. Red Herring 2 |
| 42. Olivert Boone | 59. Red Herring 3 |
| 43. Ottavia Sacredote | 60. Red Herring 4 |
| 44. Quentin Augst | 61. Red Herring 5 |
| 45. Mayor Reed
Macbannin | 62. Red Herring 6 |

- 63.** Red Herring 7
- 64.** Red Herring 8
- 65.** Red Herring 9
- 66.** Red Herring 10
- 67.** Red Herring 11
- 68.** Red Herring 12
- 69.** Red Herring 13
- 70.** Red Herring 14
- 71.** Red Herring 15
- 72.** Red Herring 16
- 73.** Red Herring 17
- 74.** Red Herring 18
- 75.** Red Herring 19
- 76.** Red Herring 20

Items, Rituals & Spells

- 77.** *Messenger Wind*
- 78.** *Cracked Cauldron*

- 79.** *Canary in a Coalmine Pendant*
- 80.** *Experimental Steam Suit*
- 81.** *Amulet of the Ancients*
- 82.** *Staff of the Ancients*
- 83.** *Blade of the Ancients*
- 84.** *Golden Icon of Apet*
- 85.** *Golden Icon of Avilona*
- 86.** *Golden Icon of Nem*
- 87.** *Golden Icon of Urim*
- 88.** *Xambria's Consciousness^{PF}*
- 89.** *Xambria's Consciousness^{4e}*
- 90.** *Razorbust Weapon*
- 91.** *Wayfarer's Lantern^{PF}*
- 92.** *Wayfarer's Lantern^{4e}*

- 93.** *Distinguished Top Hat*
- 94.** *Coat of the Genteel Butcher*
- 95.** *Figurine of Wondrous Power: Mechanical Carriage*
- 96.** *The Hurricane Violin*
- 97.** *Badger Gun*
- 98.** *Nock Gun*
- 99.** *Wand of Egal the Shimmering*
- 100.** *Detect Planar Energy*
ritual/spell

Stat Blocks

- 101.** Allied Officer
- 102.** Allied Soldier
- 103.** Skyseer Nevard^{PF}
- 104.** Skyseer Nevard^{te}
- 105.** Gun Badger
- 106.** Rock Rackus

- 107.** Kvarti Gorbatiy
- 108.** Asrabey Varal^{PF}
- 109.** Asrabey Varal^{te}

Theme Cards

- 110.** Docker
power/theme feat
- 111.** Eschatologist
power/theme feat
- 112.** Gunsmith
power/theme feat
- 113.** Martial Scientist
power/theme feat
- 114.** Skyseer
power/theme feat
- 115.** Spirit Medium
power/theme feat
- 116.** Technologist
power/theme feat
- 117.** Vekeshi Mystic
power/theme feat
- 118.** Yerasol Veteran
power/theme feat