

CAMPAIGN SETTING



HUNDERSCAPE THE WORLD OF ADEN





TABLE OF CONTENTS

2 Oracle 95 Ionara: The Kingdom of Ice Kyan: Heart of the Jungle Paladin 95 4 Ranger 96 The Concordance of Le'Ciel 6 Rogue 96 The Rhanate: Domain of the Dust King 155 8 Samurai 97 Urbana: Realm of the Iron Tyrant 8 Sorcerer 98 **Chapter 8: Magic in Aden** 10 Summoner 98 New Spells by Class 11 99 Witch New Spells 13 99 Wizard 14 Chapter 9: **Chapter 3:** 15 100 Technology in Aden Traits, Feats, Skills 15 101 Weapons **Traits** 16 Armor 102 New Feats 17 Special Materials New Uses for Skills 107 18 Vehicle Weapons / Siege Engines 20 Chapter 4: **Vehicles** 22 **The History of Aden** 108 Equipment Timeline 109 24 Alchemical Items and Poisons Manite-Powered Engines 26 **Chapter 5: Life in Aden** 114 New Wondrous Items 29 The Calendar & The Seasons 115 Manite Implants & Golemization 37 The Wildlife of Aden 116 **Piloting Vehicles** 42 117 Agriculture 48 Government 118 **Appendix** 58 Religion & Philosophy 118 Aden Bestiary 62 Major Faiths of Aden 119 Cackler 76 Minor Faiths of Aden 120 Golemoid Creature 84 Industry 121 **Illithix Guardian** Trade and Commerce 122 Naga of Aden 90 Prominent Organizations 123 Nocturnals 90 Chapter 6: Shanker 90 Nations of Eastern Aden 126 Slurgithian 90 Aramyst: The Ruined Kingdom 126 Snow Serpent 91 129 Ursax Carraway: Home of the Faithful 91 132 Wasted High Steppes: Realm of the Lawless 92 The Island Republics of Misland 135 Whisper Fiend 92 Vanora: Empire of the Beasts 138 Nature of the Darkfall 93 Yzeem: The Promise of Hospitality 141 Prominent Corrupted 93 **Chapter 7:** Index 93 Nations of Western Aden 144 93 **Open Game License** Arasteen: The Radiant North 144 94

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See "http://paizo.com/ pathfinderRPG" for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.



147

149

152

158

163

166

168

178

181

187

188

189

191

195

196

198

198

199

203

210

210

210

210

211

213

213

215

215

216

217

218

219

220

220

222

224

Credits Introduction

Chapter 1: Races of Aden

Dwarves Elves Faerkin Ferrans Goreaux Half-Elves Humans Jurak Rapacians Echoes **Illithix Exiles** Bonus Languages Common Aden Names

Chapter 2: Classes

The Arbiter The Entomancer The Fallen The Golemoid The Mechamage The Seer The Steamwright The Thaumaturge The Thunder Scout

Existing Core & Base Classes

Alchemist Barbarian Bard Cavalier Cleric Druid Fighter Gunslinger Inquisitor Magus Monk Ninja



The World of Aden originally created by Shane Lacey Hensley

Written By: Shawn Carman & Rich Wulf Additional Material: Christopher Koch Mechanical Design: Rich Wulf Editing: Shawn Carman, L.E. Hutson, Mathieu Brebouillet

Art Direction: Shawn Carman & Matthew Schenck Brand Design: Daniel Moenster

Graphic Design & Layout: Robert Denton

Concept Artist: Daniel Moenster

Cover Artist: Diego Gisbert Llorens

Cartographer: Paul Meador

Interior Artists: Jacob Cheatham, Edwin David, John Donahue, Jason Engle, Shen Fei, Daniel Moenster, Jeff Porter, Tanyaporn Sangsnit, Savage Mojo, Jeremy Walker, Matt Zeilinger

For Kyoudai Games, LLC Shawn Carman, Creative Direction Rich Wulf, Mechanical Design Ryan Carman, Development Robert Dake, Production Matthew Schenck, Promotion Butch Carman, CFO

Playtesters

Phil Anchill, Anna Bee, John Bradford, Mike Brodu, Eoin Burke, Ryan Carman, Shawn Carman, Jacob Cheatham, Sonja Cowart, Robert Dake, Brennan Greene, John Harrison, Darrick Herring, Dan Hirschman, Jenna Hirschman, Sam Hirschman, Russell Kent, Shawn Killman, Christopher Koch, Kevin Koch, Brian Koester, Michael Lawrence, Chris "C.J." Lesinski, Greg Long, Brit Maxwell, Sarah Maxwell, Paul Meador, Daniel Moenster, Bruno Alves Marques, Matthew Schenck, Rexford Smith, Charles Stuart, and Matthew Tyler.

Introducing...

A goal of Kyoudai Games is to afford new professionals the opportunity to showcase their work. We hope to allow unpublished aspirants to participate in every project. In this book, the following individuals are being published for the first time:

L.E. Hutson: Editing & Proofreading – lehutson.cpa@gmail.com Christopher Koch: Writing (Appendix) – akodorokku@gmail.com Paul Meador: Cartography (Maps of Aden) – paulmeado@gmail. com

Jeremy Walker: Illustrations (Equipment) - jrmywlkr@gmail.com

Kickstarter Supporters

Our most sincere thanks to our supporters from Kickstarter, without whom none of this would be possible!

Heroes of Aden: David Campos, Jr. and Jeremy Kear, the creators of the Misland Republics

Master of the Realm: Bruno Alves Marques, the creator of Le'Ciel

Knights of the Radiant Order: Mike "Otaku Mike" Brodu and D. Özyadin

The Iron Guard: Jere Manninen and Jeff Williamson

The Order of Stone: Daniel Jacobson, Nickolas Moran, and Brian Yoon

The Veiled Council of Yzeem:

Anpu13, Paul Barrett, Eoin Burke, Dace, Chris Dyer, Stephen Honea, the Hooven Family, Jake Lindauer, Kelleigh Mullen, Robert Van Natter, PJ, Dr. David Rodriguez Sanfiorenzo, Jeffrey Shabel, Pouderoux Stephane, Art Tebbel, Sam Wong

Inquisitors of Carraway

Levi Clark, Daniel Engstrom, Matthew Paul Schenck, D.J. Trindle

Merchants of Balaquim

Battlefield Bangkok, Brooks Dorsey, Rob Hobart

Swarm Riders of Kyan

Saul V. Babcock, Deane Beman, Derek Blakely, Martin Blake, Melissa A. Bowers, Michael J. Brost Jr., Blake Burkhead, Bradford T. Cone, Paris Conte, Larry Correia, Rob "Most Likely To Succeed" Dake, Brett Easterbrook, Anthony R. Evans, Paul Fijma, Thomas Goering, William Goodell Jr., Nicholas Jones, Guenther Kronenberg, Jenny Langley, John L. Maki, Kyle McCaffrey, Jon Messenger, David Mullins, Matthew "Thunder Monk" Orwig, Fredrik "Maow" Oskarsson, Print & PDF, M. & H. Pumple, Sir Timothy Ritzema, Ranger Dave Ross, Judson Scott, Burt Silva, sparky1479, Michael G. Townsend

Beast Shamans of Vanora

Sharon & Jake Baker, Keegan Bateman, Reuben Israel Beattie, Fabian Benavente, Ryan Boudwin, Jonathan & Tanya Bowen, Nicholas Brigance, John Buckley, Jon Butler, Travis Carpenter, AJ Carrington, Andrew Clucas, Jean-Marc Comeau, Paul C. Cook, Chris Cowles, John T. Coyne, Andrew Craig, Stephen DarkWhite: PFS Venture-Captain, Peter "PJDanger" Dean, Gauthier Descamps, Kevin DeVormer, Matthew Dive, Mastar Edwin, Rob Fabian, FifthwaveGhost, Gavin Forbes, Geoffrey Ford, Eric G., Travolta the Goat, Jack Gulick, Jim Harris, Chad "Skrymir" Hughes, Hyulf, Ikalios, Jadeite, Jazz, Martin Severin Jensen, Terrence E. Kaden, Scott Kehl, Reto M. Kiefer, Lisa Kellogg, Ed Kowalczewski, Brandon Krouse, Ben Land, ASH LAW, Phillip J. Leco II, Petri Leinonen, John Ling, Donald "Yes" Lovejoy, Kyle A. Lovett, Andrea Martinelli, Luke Martinez, Matthew Mather, Scott Maynard, Randolph R. Metras, Mitchi, Chris Mortika, James "Yes" Moses, Aaron M. Nessim, Richard Nichols, David A. Nolan, Dave Oda, Richard Parker, David Pascoe, Charlie Payne, Richard Percy, Theodore T. Posuniak II, Alex Putnam, Aaron Reimer, James

Renfroe, Paul Ryan, Sadric01, Yuri Salisbury, Michael T. Schell, Oliver Schon, Brynjar Sigurðsson, Snowmansd, Douglas Snyder, Henry Spadoni IV, Benjamin Spaulding, Oliver von Spreckelsen, M. Stehling, Christopher Stevenson, Sloan Summerfelt, Nate Swalve, Andy Tate, Sean Taylor, Josh Thaler, Adam Thomas-Brashier, Chris Thompson, Guy Thompson, Mario Vandaele, Joey Virtue, Simon Ward, Mike Watkins, Christopher Watson, Sandie Wilkinson, Dane Winton

Sanguine Monks

Tommy Acuff, Connor Alexander, Benjamin Allen, Hector Allen, Tim Anderson, Chris Archer, Rik Baker, Timothy Baker, Robert Barr, Patrick Brewer, Ivo Blackrazor, Matthew Broome, Cameron Burgess, Justin Burr, Scott Butcher, Jason Cotton, Jen Creamer, David Cummings, Spenser Cushing, Kevin A. Daignault, Matthew Dashner, Kathryn Day, Kay Day, Michael Destefani, Destructor, Benoit Devost, Jed Donaldson, Kevin Donovan, Da Lone Drau, Wayne Duyvestyn, Bill & Kayleigh Early, Adam Edgeson, Stephen Ellenberg, Trip Elliot, Josh Erickson, Z. Daniel Esgate, Steven J. Fader, Gordon Fancher, Darren Fong, the Fudges, Max Gerry, Bernard Gravel, Thomas A. Grim, Daniel Grota III, Brian Guerrero, Jason Hardy, Lars Hargens, David Harrison, Dave Harter, David J. Helfrich, Colter Hillman, Daniel Hirschman, Bobby Hitt, Dennis Holliday, Kim Hosmer, Imban, Christopher Irvine, Ross A. Isaacs, Bert Isla, Frank Kallal, Alex Kiedrowicz, Stephen Kilpatrick, Alan D. Kohler, Aaron Kotte, Bryant Kumlin, Kenneth Lavender, Jude Law, Hamish Laws, Mike "Doctorfuzion" Leader, Leroy "Falstep" Lee, Maxime Lemaire, Letmun, Steve Lord, A. Lupien, Callum M, Alex Manduley, Seth "Doomx0r" Mason, Josh "Terwyn" Maurer, Brit "Frank" Maxwell, John McCawley, Tom McDermott, Joe Medica, Michael Machado, Adam Meyers, Sebastien Michaux, Francois Michel, Andy Miller, Nate Miller, Michael Moore, Harry Mosley, Charles Myers, Nirven, Cole Nordin, Guillermo Ortega, Ian Parlow, Sameer Patel, Ed Pegg Jr., Michael Pelletier, Albert L. Perrien II, Pascal "Plageman" Pflugfelder, Justin M. Phillips, John Pingo, Rain Pletcher, Quizamil, Petey Ramirez, Joshua Ramsey, Brian Reck, Camrok the Red, William "Bill" Reger, Donny Rhye, Jared Ridinger, Shawn Riley-Rau, Roy of the RooSackGamers, rudolpht, Joshua De Santo, Joao Santos, Nancy M. Sauer, Joe Schafer, Matthew Schellinger II, Allen F. Schell, Jeff Scifert, Joseph Scott, Victory "Doc" Seward, J.T. Sexton, Mark Shadix, Jason Shafer, Vince Shearer, SHH, Emery Shier, Joshua Slane, Matthew Slucas, Aaron Smith, Chris Snyder, Ryan Snyder, Paul Stabile, Matthew Stanton, Florence A. Struempler the Proud Mother, Kenneth Swanson, John Swan, Stephan Szabo, Tetsubo, Chris Thesing, The One Who Pledges +1, Allen Thornton, Tietar, James Tillman, Glenn Townsend, Kat Tyler, The Robbie Wallis, Steven K. Watkins, Timothy J. Watkins, Jason Watson, Troy Wells, Ron Wilhelm, Adam Windsor, Craig Wright, Nigel Wright, Rich Wulf, Yasumoto, David Yellope

Rhanate Outriders

J. Quinn Adams, Amaranthus, Mikael Assarsson, É. Aubin, Chad Bartlett, James M. Bearden, Annette Beatwell, Tom Benton, Chris Bjornson, Cody Black, Blackstar Studios, Joseph Boster, Michael Bower, J. Cartwright, Chris Chambers, Mitchell Christov, Andrew Cicala, Michelle Clark, Seth "Justicar" Corbett, Liz Crissey, Jack Cull, Philippe Deville, Steve Dodge, Michael Doyle, Herman Duyker, Rob Easton, Don "Quixote" Eisele, Veronica Ellis, Mirddin Emris, Scott K. Ernest, Julien Andre Feraud, FIG, Silvio Herrera Gea, Tony D. Giebelstein, Jr., Jim Ginn, Daryl Gubler, Breon Halling, John Haynie, Margon Yah, Travis Heldibridle, Robert H. Hudson Jr., Jay, Matthew Jensen, Edward Jose, BT Kennedy, Keith Knobloch, Sebastion Lender, Stefan, Leonhardt, Stephen Little, Ben Mandall, Marc Margelli, George Marsten, Ryan A. Matthews, Matthew McDonnell, Michael Miller, Quasi Mortuus, Dargon Myrradd, Christopher Robin Negelein, Kenneth Pawlik, Marcell Elo Petersen, Louis Porter Jr., Jeff Prather, Chris Quin, Jordi Rabionet, Ron Ringenbach, Benjamin Rommel, Christopher WJ Reuber, Sindre Sæbø, Jørgen Sætermo, Erich Salvesen, Ben Scarbeau, Dave Scheidecker, Chris Shields, Del Shand, Manuel Siebert, Becky Smith, John Henry Stam, J. Stone, Jennifer & Oliver Swan, TeichDragon, Theo, Rob Townsend, Lucas Twyman, Jude Vais, Will Vesely, Veronica Courage Wakefield, David Walker, Matt "Catapult" Wang, Bronte Wieland, Jeff Wilkes, Calvin Wong, Matt Wood, K. Yeung, Sibel "Epic & Awesome" Yilmaz

Burcham's Brigade

Anthony Antolick, Mark Taormino, Lin Wyeth

Product Identity: The following items are hereby identified as Product Identity, as defined in the <u>Open Game License version 1.0a</u>, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, nations, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Thunderscape: the World of Aden is published by <u>Kyoudai Games, LLC</u> under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. © 2013 Kyoudai Games, LLC

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.



NTRODUCTION

"Here." Alastrina jabbed her finger into the crude diagram that she had drawn in the loose, arid soil. "This point here, just before they emerge from the canyon."

Gudrun grunted. It was a familiar sound, and one that Alastrina had come to appreciate over their years of working together. It usually indicated that he had some astute tactical observation she had not considered. "The Iron Guard will be extremely cautious. The canyons are the most dangerous portions of their journey."

Alastrina smiled. For once, she was ahead of her second-in-command. "This is very near the end of the canyon. No significant attack on the Thunder Train has ever taken place anywhere near the canyon's end. This is a safe zone, as far as the Iron Guard are concerned."

The jurak chuckled. "The Iron Guard consider nothing safe." The massive warrior was from the Wall Mountains, and had fought many battles as a mercenary in the employ of the Urbanan military. He had not fought alongside the Iron Guard, as far as Alastrina knew, but he knew more about the soldiers of Urbana than anyone she had ever met. It was only one of the many reasons he was so valuable to her in battle.

"We do not need them to be negligent in their duties," she pressed. "We only need a slight advantage in terms of their reaction. This is the only option we have at this point. The canyon is necessary to ensure the train cannot turn broadside and bring its full armament to bear on us."

There was a hissing laughter from one of the others. Silak, the rapacian who had been a member of her band for almost six months now, apparently found her comments amusing. "Just because they can't fire ten storm cannons at us doesn't make the two they can fire any less dangerous," he said, his tongue darting out over his scaled lips as he talked, his eyes taking in her entire body as they always did. As far as she understood, the lizard-like rapacians found the concept of human beauty detestable. That Silak did not was only another sign of his dangerously deviant behavior. He disgusted her, but his skill as a warrior was such that she could not cast him aside. At least, not yet. "This isn't the Pride of Mekanus we're attacking," he continued. "It's not some glorified earth-mover. This is the Scourging Eye. If there's a more dangerous target in Aden, I can't think of what it might be."

Alastrina held her tongue. "I am aware of the danger, as I think we all are," she said patiently. "You know as well as I do what they hold on that train. You know we have to get it back, no matter the cost. Or are you content to let it reach Mekanus, and fall into the hands of the Inquisitors of the Eye?"

Even the lizard-man did not laugh at the thought of that. "I wasn't objecting," he said, licking the blade of his knives in a suggestive manner. "Just observing."

"Observe silently," she rebuked. "The men will be anxious enough without you making things worse."

"As you wish."

For a moment, there was nothing more to say. Alastrina closed her eyes, savoring the silence. Exhaustion had set in so long ago that she could scarcely remember a time when she was rested. She longed for the beauty of Arasteen, her homeland. There was little she would not give to return to the majestic city of Sea Reach, to sit in the sacred lighthouse of her order and sip mulled wine while discussing philosophy with her comrades-in-arms. But that life was gone long ago, lost in the moment of the Darkfall. The lighthouse still stood, but there were precious few members of the Radiant Order who could afford inactivity. There were no more quiet discussions, no more debates, no more good-natured sparring in the courtyard. Now there was only war. The war against the endless horde of the nocturnals spawned by the Darkfall and, perhaps more tragically, the war against those who would sacrifice everything, even their fellow men, to defeat the threat. Alastrina opened her eyes and looked to Gudrun. "Can this be done?" she asked quietly, so that the others could not hear.

The jurak was inspecting his blade carefully. "Can the objective be reached? Yes. It will be no simple matter, and a great many of our men will die." He looked up at her. "Is that what you meant?"

The weight settled on her chest. "Yes," she said. "Ready the men."

"Of course."

Alastrina watched him gather the other officers and move to the encampment where their men waited. She was about to lead them into a battle where the vast majority of them would die. The only way she could live with it, the only thing that allowed her to continue, was the certainty that if they failed, ten times their number and more would perish in their place.



Welcome to the world of Aden.

Aden is a vast land, home to ten great nations and a number of proud settlements who owe allegiance to no one. It is a land of astonishing contrasts, steeped in tradition but embracing progressive thought, rich with magic but aggressively pursuing technology, celebrated for peace but constantly on the brink of war. And it is a land that, ten years ago, fell victim to a supernatural cataclysm of unknown origin that utterly devastated everything that had existed for more than one thousand years.

Welcome to the Thunderscape Campaign Setting.

The Lands of Aden

Aden, the name for both the continent and the world in which it is located, is an incredibly vast realm with a diverse landscape. In the far north, all is frozen and empty in the region known as the Ice Wastes, separated from the mainland by a thin channel in which some of the most abundant fishing in the world is found. The northernmost reaches of the mainland are known for their cool climate, which warms steadily as the plains give way to rolling hills and farmland as one proceeds south. In both the east and west, these farmlands dominate the entire span of the continent from north to south, yielding only to the colder reaches in the north and, eventually, dense jungle in the south. The center of the continent is much less forgiving, however, and is dominated by a massive desert in which survival is a constant struggle, and from which the foolish or incautious never emerge successful. Barren and desiccated, the Sundered Desert divides the lands of Aden sharply into two separate realms, each with its own nations, cultures, and traditions.

Mountains abound throughout Aden, from the massive Wall Mountains of the west to the smaller but no less foreboding Charred Peaks, Mother Mountains, Knuckles, and the Alabaster Cliffs. The stones and ore found within the mountains are a vital resource that the people of Aden have depended upon for centuries to fuel not only their need for developing technology but magic as well. Likewise the great lakes and rivers, from Tirrian's Eye in the west to Great Moss Lake in the east, have been the lifeblood of Aden and its people.

The Peoples of Aden

There are a great many races represented in Aden. The most numerous, of course, are humans, who have spread to virtually every corner of the known world, from the frozen wastes of the north to the vast, dark depths of the Skar in the Sundered Desert. Although one of the shorter-lived races, the prolific and ambitious nature of humanity has ensured that they play a major role in the rule of almost every nation in Aden. In addition to humans, the ancient races of the elves and the dwarves have embraced their role in the greater society of Aden, and are found throughout the world despite their much smaller numbers. With lifespans measured in centuries, both races have aided in guiding the world through the Golden Age and the Age of Thunder, only to see their great works imperiled by the horrors of the Darkfall.

Born of the mountains and the earth, the jurak and goreaux peoples have added much to the history of Aden. Great warriors and innovative thinkers, respectively, these races have been instrumental no only to the events of the Age of Thunder, but also in adapting to the terrible state of the world in the aftermath of the Darkfall. Likewise the hardy rapacians and the artificially-created ferrans have emerged from relative obscurity to stand shoulder-to-shoulder with the other races as they struggle for survival.

Ever on the outskirts of society, the races of the faerkin and the half-elves remain enigmatic and misunderstood by many, but in the face of the hardships in the forefront of daily existence, those who know them know that they are warriors and companions. That they have so often chosen to stand apart has not prevented them from embracing a new path since the cataclysm that rocked Aden, and their numbers, while small, are greatly appreciated by all who have benefited from their assistance.

There are many races in Aden that choose to remain apart, for whatever reason. Some, like the naga, the slurgitihans, and the salamanders, have cultural reasons that drive them to hostilities with the other races, forcing them to embrace a path that forever isolates them. Others, like the illthix, are simply too alien to ever truly integrate with the nations of Aden. And still others, like the tragic, cursed Echoes, remain completely hidden from the others, keeping to the shadows and eking out an existence in secret. Regardless of the reasons, there are many in Aden who believe that the time for separatism has passed, and that the only true hope for salvation lies in the complete integration and cooperation of all races, lest all fall to the darkness forever.

The Horror of the Darkfall

Ten years ago, a disaster of completely unprecedented proportions devastated the world of Aden. For reasons that remain beyond the understanding of men, the sun was blotted out for a brief instant. Those few who study the movement of the heavens have, even after ten years, no explanation for why this occurred. All that is known is that during those few moments when Aden was thrown into total darkness, nightmares sprang to life. Some unknown, malevolent force not only cast the whole of Aden into a moment of absolute night, but also gave form to every evil legend, every twisted bogeyman from the public consciousness. In moments, tens of thousands of people died, and countless settlements across the face of the continent perished in flames.

Ten years later, the Darkfall continues to be the most significant event in Aden's history. The creatures spawned by it, known as the nocturnals, are the most persistent threat to Aden's continued existence that history has ever known. Survival is a struggle on a daily basis, and countless horrible villains have arisen from the shadows to curse the world with their very presence. But from this tragedy have risen heroes as well, bold and valiant individuals who seek to lead the people of Aden to victory over this sinister, unknown foe. By blade and by bullet, by sorcery and by steam, the world of Aden continues to fight for its life in the wake of inconceivable tragedy.

For those whom others call heroes, and even for those whom other call villains, the Darkfall is the greatest threat that faces their world. Not only must they try and deal with the seemingly endless threat of the nocturnals themselves, but the nigh-impossible task of identifying and stopping the threat that gave rise to their evil must be dealt with as well.

Wait, Have I Heard of Thunderscape before?

That is entirely possible! Thunderscape first appeared as a computer game in 1995, produced by SSI and based upon a campaign setting created by Shane Hensley. The game was a success, and later that year SSI followed it up with *Entomorph*: *Plague of the Darkfall*. Entomorph was not a sequel to Thunderscape per se, but it was set in the same world, Aden, and introduced the players to entirely different aspects of the setting. Like Thunderscape before it, Entomorph proved quite successful.

The world of Aden experienced much more development in 1996 with the release of three novels. *The Darkfall* by Shane Hensley was the broadest in scope, establishing the struggle of different nations with one another and against the Darkfall as a whole. *The Sentinel* by Dixie Lee McKeone introduced the horrors visited upon the world by the nation of Urbana from the viewpoint of a defector from the Thunder Trains, and took place largely in the Rhanate. Finally, *Indomitable Thunder* by Marc Acres explored the horrors of the Lost Ghetto in Mekanus and the threats facing the innocent people trapped in that miniature realm.

Finally, the owners of Thunderscape licensed its further development to West End Games, who produced two sourcebooks based in the world of Aden for their Masterbook/D6 system line. The World of Aden and Campaign Chronicles were the last two appearances of the Thunderscape brand before SSI was purchased by another company and the license was cancelled. The world of Aden did not appear again for many years. During that time, the developers of this project made periodic attempts to secure the rights to the property, without success. In late 2012, however, Shane Hensley agreed to sell the property to the owners and operators of Kyoudai Games in order to produce the tome you now hold in your hand, a tome that will be the first of many products devoted to the wondrous and haunted world of Aden.

Let's go exploring, friends!





The history of Aden is largely one of nations and civilizations. For the most part, the individual races of the continent have blended together to such a degree that very few cultural institutions remain dependant upon race. Those races that choose to remain apart are typically looked upon with distrust and hostility by the other races, and often for good reason.

The heterogeneous nature of Aden's races has resulted in an oddity in that many

races have, over the course of centuries, lost much of their racial history. The four centuries of warfare that predated the Peace of the Rose resulted in the loss of virtually all written records and accounts that most people depended upon to remember their history. There are exceptions, of course; the dwarves and elves both retain a reasonable amount of information about their homelands and past glories, but the others lack such distinctions.





The dwarves of Aden are an imminently practical people who take tremendous pride in the deeds of their ancestors. The past millennia has seen a gradual decline in their population, something that causes alarm among many dwarven scholars and leaders, but the relatively recent occurrence of the Darkfall has caused such concerns to be shoved aside in the face of a much greater threat. Regardless, the dwarves are one of the least populous races of Aden, for only a portion of their civilization joined the surface world when they first discovered it thousands of years ago. The larger portion of their race rejected the existence of the surface world as heresy and remains deep beneath the earth. Known as the deep dwarves, this branch of the race bears a burning hatred for their surface-dwelling kinsmen and constantly conspires to destroy them and their allies. The dwarves one finds in Aden are prone to melancholy if they contemplate the divided nature of their race for too long, so most refuse to discuss it.

Dwarves are slightly shorter than several other races, but broader than all save perhaps the jurak. They prefer areas of mountainous terrain that allow access to underground regions, but have spread to all parts of Aden in limited numbers. Early on, in the years after the Darkfall, the dwarves tended to exile from their domains those who had been corrupted, causing some others to mistakenly interpret the presence of corrupted dwarves in the world at large as an indicator that the dwarves were, as a race, more prone to corruption. This misconception has since been dispelled in the minds of most.

Dwarven Racial Traits

Dwarves of Aden use the standard rules for dwarves found in Chapter Two of the *Pathfinder Role-playing Game Core Rulebook*.



Of all the civilized races, the elves have the most thorough records of their people's history and traditions. Given the age of such records, this is no mean feat, for the elves were perhaps the first race to truly establish enlightened civilizations in Aden countless thousands of years ago. Never holding the largest of kingdoms, the ancient elven people attempted to remain apart from the Great War that plagued Aden for more than four centuries, but ultimately had no choice but to defend themselves from various foes during that period of constant skirmishing between nascent tribes and nations. Whether or not the elves would have ultimately joined the greater society of Aden is unknown, but their hand was forced by a powerful prophecy from among their greatest and most skilled seers. This prophecy foretold the death of the elven race if they remained apart, or eventual prosperity and eternal stewardship over their homeland, the Sylfanus, if they joined with the 'lesser races'. The philosophical debate that was inspired by this prophecy lasted for more than a century, but eventually the elves chose to embrace a role in the greater world rather than allow their culture and traditions to perish and be forgotten.

Elves are tall and elegant with delicate features that most humans consider beautiful, giving rise to the periodic phenomenon of hybrid elf-human children known as half-elves. Elves are the longest lived of all the mortal races, with a lifespan that can reach up to 600 years. This grants them a degree of patience that most other races lack, and, as a result, the elves are able to fully devote themselves to courses of study that can take decades or even centuries to master. Consequently, a warrior or spellcaster of elven descent is a terrible foe indeed, as many nocturnal enemies have discovered to their fatal dismay. Because of their longevity, however, they tend to view most other races with a certain degree of detachment, avoiding emotional bonds with those they are doomed to see die. This has caused many to consider elves arrogant and stand-offish.

Elven Racial Traits

Elves of Aden use the standard rules for elves found in Chapter Two of the *Pathfinder Role-playing Game Core Rulebook*.

Favored Class Bonuses

Upon gaining a level in their favored class, characters are normally allowed to choose between two favored class bonuses: a bonus hit point or a bonus skill point. Subsequent books for the Pathfinder Roleplaying Game have introduced other options, such as favored class bonuses based on specific class/race combinations.

Given the number of extant character classes and races as well as the number of new character classes introduced in this book, introducing new favored class bonuses for every single race and class combination would be an extremely elaborate affair - and likely one that would create a great deal of repetitive options. Further, this adds the rather curious phenomenon of certain race/class combinations having clearly superior benefits. Though many racial abilities and stat bonuses already steer players toward certain combinations, some may feel that the addition of such bonuses may place an undue amount of emphasis on certain combinations.

This is not to say that class-based favored bonuses are not an excellent idea, however. These add quite a bit of flavor and can reward a player for being loyal to a specific character class. To that end, Thunderscape offers the following optional rules for the use of favored class bonuses for those who wish to use them.

Any previously favored class bonus found in another Pathfinder sourcebook can be used with any race. Though this may seem extreme at first, consider that many of the most powerful favored class bonuses - such as human sorcerer - are already assigned toward races that excelled in those classes. And, theoretically, if a favored bonus is not overpowered in a certain race's hands, it shouldn't be overpowered in another race's hands. This crossover between racial bonuses can also subtly underscore the cosmopolitan nature of Aden's player character races.

Any race using one of the new character classes introduced in this book can feel free to use the following favored class bonuses.

Arbiter

Choose one of the following:

1) You gain 1/6 of a new strategic maneuver. 2) You gain an additional round of shieldwarden's stance per day.

3) Add +1 to your CMD when resisting a disarm or sunder attempt.

Entomancer

Choose one of the following:

1) Add +1 hit point to your verminous servant. 2) Add one spell known from the druid/entomancer spell

list. This spell must be at least one level below the highest spell level you can cast.

3) You gain a +1 bonus on concentration checks.

Fallen

常能最后的最小心的复数考虑 化光电压 建成的建物用度和最多化物。因此能得到最早增加的鲜白色和碱和能能。

Choose one of the following:

1) You gain a +1 bonus to your scourge damage per four levels.

2) You gain 1/2 of an additional use of suffering.

3) You gain a +1 bonus to saves vs. fear.

Golemoid

Choose one of the following:

1) Add 1/4 to the golemoid's steam pool.

2) The save DC of effects generated by your manite implants is improved by 1 per 4 levels.

3) You gain 1/4 of a new manite implant. The type of implant must be at least one level below your most powerful implant.

Mechamage

Choose one of the following:

1) Add +1 hit point to your golem minion.

2) Add one spell from the mechamage/sorcerer/wizard spell list to your spellbook. The spell must be at least one level below the highest spell level you can cast.

3) Your golem minion's loyalty increases by 1/4.

Seer

Choose one of the following:

1) You gain 1/6 of a prophecy.

2) Your fatebender aura's radius increases by 1 foot (round down until it reaches an amount divisible by 5 feet).

3) You gain an additional use of second sight per day.

Steamwright

Choose one of the following:

1) You gain 1/6 of an additional invention (any type, but once chosen, the choice is permanent).

2) You gain a +1 bonus to Knowledge (engineering) checks.

3) The save DC's of your inventions increase by 1/4.

Thaumaturge

Choose one of the following:

1) You gain an additional use per day of your speak with dead ability. (If this is selected before 3rd level, the bonus does not become active until then.)

- 2) You gain 1/6 of a new aspect.
- 3) You gain 1/8 of a new legend.

Thunder Scout

使出现来无法 医原子节 法教育时间的 网络斯特尔 化磷酸盐 化口口 网络斯特德尔 拉里尔 网络克尔斯托尔 化自己的

Choose one of the following:

1) Add +1 hit point to all of your signature vehicles.

- 2) You gain 1/6 of a new scout technique.
- 3) You gain a +1 bonus on all Knowledge (engineering) and Craft (machinery) skill checks on vehicles.



The origins of faerkin are highly questionable, and completely without reliable sources. The elven histories have long held that the fey were once extremely active in the mortal realm, far more so than in the modern era. Dwarven histories corroborate this, although the degree to which the fey were active in their underground kingdoms was limited. The reason for the fey's eventual withdrawal from the mortal realm is unknown, but the oral histories of the High Steppes place numerous "doorways to other worlds" within that nation's forests. Furthermore, it is said that the trickster spirits that came through these doorways enchanted the men and women of the High Steppes and took them as mates, creating a race of mischievous "forever children" that plagued the region. The description, and the ongoing animosity toward the faerkin within the High Steppes, has led to many scholars tentatively accepting this as the origin of the race.

Faerkin are the smallest of the civilized races. They are quite childlike in appearance and often seem childlike in demeanor as well, but those who observe them carefully can note that their behavior is not a result of innocence or naivety, but rather their perception of the world being considerably different from those of other mortal races. It is, presumably, a vestige of their ancestry, and the thing that sets them most apart from other races. Faerkin are typically very fair in appearance with extremely light colored skin and hair that is almost invariably blonde or some other light shade. It is common for them to have bestial-appearing legs, a vestige of their fey origins, although there are some who have legs that appear human. As a people, faerkin also possess some sort of innate talent for arcane magic, and while many fail to capitalize upon this, a handful have become among the most powerful spellcasters in all of Aden's history.

Faerkin Racial Traits

+2 Charisma, +2 Dexterity, -2 Strength: Faerkin are agile and outgoing, but physically frail.

Small: Faerkin are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Faerkin have a base speed of 20 feet.

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

Natural Magic: Faerkin may select a single school of magic. They may add +1 to the DC of all spells they cast from this school. Once chosen, this school cannot be changed.

Arcane Blood: Faerkin gain a +2 racial bonus to all Spellcraft and Use Magic Device skill checks.

Fey Blood: A faerkin's natural fey blood grants them a +2 racial bonus against all enchantment effects.

Fey Brotherhood: Faerkin are closely related to the fey, and are generally viewed as favored cousins. Fey will generally be politely disposed toward a faerkin unless they act aggressively. Hostile fey might spare a faerkin even while attacking his comrades. Faerkin gain a +4 racial bonus on all Diplomacy checks with fey.

Verbal Gymnastics: Faerkin don't generally like to think of themselves as liars, but the fact remains they have a natural talent for stretching the truth. They gain a +2 racial bonus to Bluff checks, and Bluff is always a class skill for them.

Alternate Racial Traits

You may replace the default faerkin racial traits with any of the following racial traits. Faerkin alternate traits all reflect specific type of fey, implying that the faerkin bears a particularly strong resemblance and connection to said type of fey. Fey of that type will recognize the fey as one of their own, increasing the fey brotherhood Diplomacy bonus to +6 but decreasing it to +2 with other types of fey. If more than one alternate racial trait is chosen, the bonus is +6 for all chosen types.

Dryad Blood: Faerkin with dryad blood have a ruddy-brown complexion and have a natural bond with the wilderness. They gain a +2 racial bonus on Survival checks, and Survival is always a class skill for them. These faerkin always succeed on Survival checks to find food and water for themselves in the woods (they must roll normally to find food and water for others). This trait replaces verbal gymnastics.

Gremlin Blood: Faerkin with gremlin blood are incorrigible tricksters. They gain a +2 racial bonus on Stealth and Disable Device checks. This trait replaces arcane blood.

Quickling Blood: Fey with quickling blood are lithe, lean, and agile. Their base speed is increased to 40. This trait replaces natural magic.

Nymph Blood: Fey with nymph blood are extraordinarily beautiful. Their ability score bonuses are replaced with a +4 bonus to Charisma and a -4 penalty to Strength.

Pixie Blood: Faerkin with pixie blood have a small pair of butterfly or dragonfly wings stretching from their shoulder blades. This grants them the ability to fly at a speed of 30 with average maneuverability. However, their wings are unable to bear them aloft for long periods of time. If the faerkin does not end his turn on a solid surface, he will fall. This trait replaces natural magic.





Easily the most wildly diverse of all Aden's races, Ferrans are also the youngest and the only known artificially created race in existence. Ferrans were originally conceived as a race of servants, evolved via magical means from common animals in order to possess just enough intelligence and manual dexterity to fulfill their purpose. The ritual created by an Aramyst mage to accomplish this succeeded beyond all expectations, however, and the Ferrans were inadvertently granted intelligence that made them the equal of any other race as a result. After enduring roughly a century of slavery, the Ferrans revolted against their masters, waging a conflict known as the War of the Beasts, the most devastating internal war in Aramyst's history. Unlearned in the ways of warfare, the Celestial College eventually sued for peace and, in the face of significant sanctions from several of its allied nations, granted full amnesty and freedom to all Ferrans. From that day forward, the Ferran people have spread all across Aden, flourishing in a number of environments as befits their nature.

Ferrans have an almost infinitely variable appearance, with the only commonality being that they are animals highly evolved into an intelligent, bipedal form due to the powerful ritual that created them. Originally, the race was grouped into three broad categories: mammalian, reptilian, and avian. Unfortunately, the War of the Beasts took a terrible toll on the race as a whole, and the magical maladies brought to bear by the Celestial College virtually wiped out the avian species of ferran; the reptiles followed in short order, from a combination of disease and a sluggish reproductive cycle. In modern Aden, only the mammalian ferrans remain; there are occasional throwbacks with the birth of an avian or reptile ferran, but these instances are exceptionally rare. The power of the ritual that created the Ferrans is such that any member of one branch can reproduce with a member of its same branch, although the offspring will resemble only one of its parents.

Ferran Racial Traits

Players wishing to play a ferran may choose any one of the following racial profiles when making their character.

Ferran Predator Racial Traits

Use the Ferran Predator stat block when creating a Ferran whose appearance and abilities emulate large predators who hunt their prey, such as wolves, lions, and hyena.

+2 Strength, +2 Wisdom, -2 Intelligence: Ferran predators are powerful and possess keen senses, but possess the same limited feral intellect of most ferrans.

Size: Ferran predators are Medium creatures and thus receive no bonuses or penalties due to their size.

Normal Speed: Ferran predators have a base speed of 30 feet.

Bestial Nature: The ferran race is naturally diverse. Ferran predators select three abilities from the Bestial Nature Racial Traits.

Natural Weapons: Ferran predators either possess two claw attacks, dealing 1d4 damage each or a single bite attack, dealing 1d6 damage. Once selected, this choice is permanent. These are primary natural attacks.

Predatory Mobility: Ferran predators may select one of the following movement enhancing abilities at 1st level: 40 foot movement speed, climb speed of 30 ft., or swim speed of 30 ft. Once selected, this choice is permanent.

Bonus Languages by Nation

IN TRACK THEY CAR AND THE WOLLS

In Thunderscape, characters choose their bonus languages (from high Intelligence scores) based on their nation of origin, rather than by their race alone. The languages spoken in Aden are described in more detail in a subsequent chapter, Life in Aden. Characters are automatically fluent in their native language and any racial language that exists for their race. For bonus languages, characters may choose from the following:

Aramyst – Eastern Common (native); Arcadian, Fundamental, Lowland, Planar

Arasteen – Western Common (native); Dwarven, Eastern Common, Elven, Nocturine

Carraway – Eastern Common (native); Arcadian, Lowland, Planar, Western Common

High Steppes – Eastern Common (native); Arcadian, Jurakti, Lowland, Western Common

Ionara – Western Common (native); Eastern Common, Elven, Jurakti

Kyan – Kyall (native); Eastern Common, Lowland, Western Common

Le'Ciel – Western Common (native); Arcadian, Eastern Common, Elven, Planar

Misland Republics – Eastern Common (native); Giant, Kyall, Vanoran, Western Common

Rhanate – Eastern Common (native); Elven, Lowland, Rapacian, Western Common

Urbana – Western Common (native); Dwarven, Eastern Common, Jurakti, Lowland

Vanora – Vanoran (native); Eastern Common, Elven, Western Common

Yzeem – Eastern Common (native); Elven, Rapacian, Western Common

ENABLY REPORT OF BRIDE REPORT

Natural Attacks

• Many of the races introduced in this book possess powerful natural attacks, so it may be helpful to review how these natural attacks work. Primary natural attacks are made using the creature's full base attack bonus. Secondary attacks are made using the creature's base attack bonus -5. A primary natural attack applies the creature's full Strength modifier to damage. A secondary natural attack applies half the creature's Strength modifier to damage. If the creature has only a single primary natural attack, it applies 1-1/2 times the creature's Strength modifier to damage. Unarmed strikes do not count as natural attacks.

Natural attacks are not made using a character's normal base attack progression. Instead, a character may make all of his natural attacks using the appropriate attack bonus during a full attack action. So, for instance, a ferran predator fighter with +6/+1 base attack and one natural bite attack would merely bite once, at +6 base attack. However, a ferran sneak with two natural claw attacks would attack twice at +6 base attack. If making a single attack (as a standard action, a charge, or as an attack of opportunity, for instance), a creature with both natural attacks and a weapon attack (including unarmed strikes) may choose freely from among them.

A character may combine natural attacks with normal attacks (including unarmed strikes) when making a full attack action. When doing so, the creature counts all natural attacks as secondary natural attacks. So a ferran fighter with +6/+1 base attack could attack with his greatsword at +6 and +1 base attack, and then attack with his natural attacks at +1 base attack.

Weapon Finesse may be applied to all natural attacks.

Ferran Brute Racial Traits

Use the Ferran Brute stat block when creating a Ferran whose appearance and abilities emulate massive beasts such as bears, rhinos, or elephants.

+2 Constitution, +2 Wisdom, -2 Intelligence: Ferran brutes are hardy creatures and are powerful with sharp senses, but they are savage and primitive.

Size: Though much larger than humans, Ferran brutes still count as Medium creatures and thus receive no bonuses or penalties due to their size.

Normal Speed: Ferran brutes have a base speed of 30 feet.

Bestial Nature: The ferran race is naturally diverse. Ferran brutes select three abilities from the Bestial Nature Racial Traits.

> large creatures when calculating their Combat Maneuver Bonus, Combat Maneuver Defense, and Intimidation skill checks. They calculate equipment encumbrance and make Strength checks as if their Strength was 2 higher. They receive no attack penalty for using weapons intended for Large creatures. However, limits the on using oversized weapons remains unchanged (a large light weapon becomes a onehanded weapon, a large one-handed weapon becomes а two-handed weapon, and a large two-handed weapon cannot be wielded unless it can also be wielded as a one-handed weapon, such as in the

Massive: Ferran brutes count as

case of a bastard sword or dwarven war axe).

Natural Weapons: Ferran brutes either possess two claw attacks, dealing 1d4 damage each, or a single gore or bite attack, dealing 1d6 damage. Once selected, this choice is permanent. These are primary natural attacks.

Ferran Sneak Racial Traits

Use the Ferran Sneak stat block when creating a Ferran whose appearance and abilities emulate small, clever animals such as foxes, mice, or hares.

+2 Dexterity, +2 Wisdom, -2 Intelligence: Ferran sneaks are quick and agile with keen senses, but savage and slow-witted like most ferrans.

Size: Ferran sneaks are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Bestial Nature: The ferran race is naturally diverse. Ferran sneaks select three abilities from the Bestial Nature Racial Traits.

Heightened Speed: Ferran sneaks have a base speed of 40 feet.

Natural Weapons: Ferran sneaks either possess two claw attacks, dealing 1d3 damage each, or a single bite attack, dealing 1d4 damage. Once selected, this choice is permanent. These are primary natural attacks.

Predatory Mobility: Ferran sneaks may select one of the following movement enhancing abilities at 1st level: burrow speed of 10 ft., climb speed of 30 ft., swim speed of 30 ft., or the ability to move at full speed and run with no penalty to Stealth checks. Once selected, this choice is permanent.

Puissance: Ferran sneaks receive Weapon Finesse as a bonus feat at 1st level.

Bestial Nature Racial Traits

Ferran player characters do not receive alternate racial traits, as the ferran race is already naturally diverse. All ferran characters select three racial traits from the following list:

Feral Cunning: Ferrans with this trait always treat Escape Artist and Stealth as class skills and gain a +2 racial bonus to Stealth checks.

Feral Insight: Ferrans with this trait always treat Perception and Sense Motive as class skills and gain a +2 racial bonus to Perception checks.

Feral Instinct: Ferrans with this trait always treat Survival and Stealth as class skills and gain a +2 racial bonus to Survival checks.

Feral Speech: Ferrans with this trait can communicate with animals of its same general type (a lion ferran can speak to felines, a wolf ferran can speak to canines, a rhinoceros ferran can speak with ungulates, etc.). Such conversation is limited by the Intelligence of the creatures.

Honed: The critical threat range of your natural weapons increases to 19-20/X2.

Hunter's Fury: Ferrans with this trait receive a +2 racial bonus to their first attack roll against any creature they have tracked using the Survival skill within the last hour.

Leathery Hide: Ferrans with this trait gain a +1 natural armor bonus.

Low-Light Vision: Ferrans with this trait can see twice as far as humans in conditions of dim light.

Pack Mentality: Ferrans with this trait gain a +1 racial bonus to attack and damage rolls when flanking. This bonus increases to +2 if flanking with another ferran. (This stacks with the usual +2 bonus to attack rolls when flanking.)

Razor Sharp: Ferrans with this trait increase the damage of their natural attacks by one die type (d3 to d4, d4 to d6, or d6 to d8).

Scent: Ferrans with this trait gain the scent special ability (see Appendix 1, *Pathfinder Core Rulebook*).



As a people, the goreaux developed in the foothills and lowlands of Aden's mountain ranges, where at least part of their time was spent in shallow burrows that never extended as deeply into the earth as the dwarves. Although they take great offense at the suggestion, it seems that early goreaux society was based around scavenging from other races, and this history continues to have an impact on the psychology of the goreaux today. Often intelligent and cunning, goreaux tend toward scholarly and arcane pursuits, perhaps because of their small stature. One omnipresent trait among goreaux is an intense curiosity that leads them to delve deeply into whatever field they choose for their life's work, almost to the point of obsession. Mechamagic in particular is a pursuit that many goreaux embrace, and many of Aden's greatest mechamagical developments have been the result of a dedicated goreaux's work.

Goreaux are physically small creatures, smaller than all other civilized races save for the faerkin, who are their equals in this regard. Their mindset tends to be dour and unpleasant; as an example of this, many goreaux resent the other races for thinking that their larger size and greater physical power gives some advantage over goreaux, and have open disdain for the faerkin, who are somewhat less intelligent than the goreaux. Goreaux



are short with leathery skin and very little hair to speak of. They have occasionally been mistaken by scholars as reptilian in nature because of the texture of their skin and their generally hairless nature, although older male goreaux tend to grow whiskers on their chins. Many scholars believe that the goreaux are a highly advanced offshoot of the goblinoid races, and thus are related to more primitive peoples such as goblins, hobgoblins, and even orcs. The goreaux dispute this idea vehemently, and it is rarely brought up except in the most cloistered discussions.

Goreaux Racial Traits

+4 Intelligence, -2 Strength, -2 Charisma: Goreaux are hardy and possess keen analytical minds, but are physically weak and innately brusque and distant toward others.

Size: Goreaux are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Goreaux have a base speed of 20 feet.

Darkvision: Goreaux can see perfectly in the dark up to 60 feet.

Goblin Kin: Goreaux are distantly related to goblins. They have the goblin subtype

Goreaux Combat Training: Goreaux gain a +4 dodge bonus to AC against monsters of the construct type.

Hardy: Their close association with mechamagic has rendered Goreaux naturally resistant to the Wasting. A goreaux's Manite Threshold is increased by 2.

Keen Mind: Goreaux treat all Knowledge skills as class skills.

Mechamagic Mastery: Goreaux are uniquely talented in the art of mechamagic. Any construct under the goreaux's control gains three hit points, or +1 hit point per hit die, whichever is greater, while it is under the goreaux's control.



Mechamagic Resistance: Goreaux gain a +2 racial bonus on saving throws against any spells or abilities utilized by monsters of the construct type. Any items or constructs under their control gain a +2 on any saving throws against mechamagic or spells that specifically target constructs (such as golemwrack). Neither of these bonuses applies if the construct in question is controlled by another goreaux or the spell in question is cast by another goreaux.

Alternate Racial Traits

You may replace the default goreaux racial traits with any of the following racial traits:

Daylighter: Some goreaux have decided the bright light of surface cities is more to their liking than their traditional warrens. Goreaux with this trait gain low-light vision and a +2 bonus to all Perception checks. This trait replaces darkvision.

Highwayman: Many goreaux eschew a formal education and prefer to use their small stature and innate cleverness to pursue careers as bandits or thieves. Goreaux with this trait have a base 30 foot speed and gain a +2 bonus on Stealth checks. This racial trait replaces mechamagic mastery.

Mountain Folk: Goreaux prefer to live in cavernous warrens deep in the hills or mountains. Goreaux with this racial trait gain a +2 bonus to Climb checks and may make a 5-foot step in difficult terrain due to rock and stone. This racial trait replaces hardy.

Natural Arcanist: Goreaux have great innate magical talent. Goreaux with this trait and an Intelligence of 11 or higher gain the following spell like abilities: 1/day: detect magic, unseen servant, and prestidigitation. The caster level for these effects is equal to the goreaux's level. The DC for these abilities is equal to 10 – the spell's level + goreaux's Intelligence modifier. This racial trait replaces mechamagic mastery.

Serpent Slayer: Goreaux have a natural antipathy for nagas and goblins, giving them more in common with the faerkin than any goreaux will readily admit. Goreaux with this trait gain a + 1bonus on attack rolls against humanoid creatures of the reptilian subtype. This racial trait replaces mechamagic resistance.

Shrewd: Goreaux have a reputation as keen, formidable negotiators. Goreaux with this trait gain a +2 bonus to all Sense Motive and Bluff skill checks. This trait replaces keen mind.



The lives of half-elves are not as difficult as one might imagine, given the more open and heterogeneous nature of Aden's people. Still, there are always those who will use any excuse to condemn others, and life as a half-breed gives plenty of ammunition to such individuals. For this reason, half-elves tend to be nomadic, finding their place for a time and then moving on to find it again elsewhere. While other races may have lost their history or identity, the half-elves have never had such a thing; while most would never admit it, they long for such a thing, and many find service in the name of a nation or other cause to be an acceptable substitute.

The oddity of half-elves is something that has intrigued scholars for many centuries. No other races appear to be able to produce offspring together, no matter how closely related they may seem to be. Half-elves radiate a barely perceptible magical aura that is consistent with traces left behind by a powerful geas, and scholars suspect that somewhere in the forgotten past, there was an arcane origin that gave rise to the existence of the halfelves. At least one powerful citizen of Aramyst was intent on discovering the means of this occurrence prior to the Darkfall, but all research on the subject was lost when Regora burned.

Half-Elven Racial Traits

Half-elves of Aden use the standard rules for half-elves found in Chapter Two of the *Pathfinder Role-playing Game Core Rulebook*.



Humans are both the most populous and the most varied race in Aden. They exist in significant numbers in all nations and often have regional variations in their appearance that are based upon generations of dwelling in a particular climate or environment. Humans of western Aden tend to be of fair skin and hair color. Those of Ionara, Arasteen, and Urbana favor facial hair of varying lengths. Farther south, in Kyan, they eschew such adornments and have skin of a darker hue despite having lived beneath the jungle canopy for countless generations. Moving east, the peoples of the Rhanate and Yzeem tend toward slightly darker skin, similar in many respects to those of Kyan. Vanora and the High Steppes, while separated by geography, appear to have some common ancestral roots, and both have a lighter skin color that is slightly more yellow or olive. Finally, the people of Aramyst and Carraway tend to have light skin that is slightly darker than those of the west, but significantly lighter than the other previously mentioned countries of the east.

Human Racial Traits

Humans of Aden use the standard rules for humans found in Chapter Two of the *Pathfinder Role-playing Game Core Rulebook*.



The mighty jurak, unquestionably the most consistently physically powerful of the mortal races, originally hail from the mountaintops of Aden. It is unknown if the jurak originated in another region and moved to the mountaintops at some later date; while this seems possible due to the documented existence of jurak communities all along the Wall Mountains as well as in the mountains of Vanora and the High Steppes, the fact is that jurak physiology is well suited to the harsh life of mountain dwellers, and thus it is generally dismissed as a possibility. More so than any other race, the jurak have little in the way of written or oral histories, and so the ancient past of their people is lost, presumably forever. It is known that they were the last of the civilized races to abandon their previous, bestial ways, and as a result of that and their sheer physical power, they

still have a reputation for savagery that is not entirely deserved.

The most remarkable quality of the jurak people is their adaptability. During their development in harsh mountain climates, they tended to be enormously powerful individuals with thick fur coats that kept them insulated against the weather. Having descended from the mountains, many jurak have lost their coats, instead baring their thick skin alone. Whether they retain their coats or not, however, juraks tend to have thick manes of

hair around their heads and jawlines. Since joining Aden's greater society, many have chosen to trim this mane so that it appears more like the beards of other races, but some eschew this in favor of a more bestial countenance. Jurak tend to have two large tusks on their lower jaws, which they often bare when feeling angry or hostile. They are typically between six and a half and seven feet tall, although some are smaller or larger. All but the most sedentary and academic individuals retain the muscular builds

of their people, rendering them highly intimidating due to others' perception of their physical power. Bloodlines of the jurak who have abandoned martial pursuits and instead embraced other, more academic occupations have become far slighter in build than their kinsmen, further demonstrating that adaptability is their greatest strength.



Jurak Racial Traits

+2 to One Ability Score: Jurak are an innately diverse and adaptable people, and thus may add a +2 bonus to an ability score of their choice.

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

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

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

Hardy: Jurak are naturally resistant to illness. They gain a +4 racial bonus to saving throws made against disease.

Blood Frenzy: Jurak gain a +2 racial bonus to damage rolls against any enemy who has dealt damage to them within the last 3 rounds.

Orc Blood: Jurak have many common traits with orcs, not the least of which is a similar physical appearance. Some consider the two races distant cousins. Jurak still count as orcs for the purposes of mechanical effects and abilities that specify orcs (such as dwarven hatred). They are also considered to have the orc subtype.

Survivalist: Jurak are adept survivalists, and gain a +2 racial bonus to Survival checks.

Wastelander: Jurak are adept at surviving for long periods without food or water. They can go for six days plus a number of hours equal to double their Constitution score without water before requiring a Constitution check, and must only make a check every two hours. They can go up to six days without food before requiring a Constitution check, and must only make a check every three days afterward. The discomfort they feel from hunger and thirst is a great deal less than it is for other races, granting them a +2 racial bonus to all saving throws which induce hunger or thirst artificially.

Weapon Familiarity: Jurak are proficient with all axes and treat any weapon with the word "jurak" or "orc" in its name as a martial weapon. (Orcish weapons are referred to as

Jurak weapons within the Thunderscape campaign setting.)

Alternate Racial Traits

You may replace the default jurak racial traits with any of the following racial traits:

Throwback: A jurak throwback possesses the raw bestial strength of his primitive ancestors. Juraks with this trait gain a +2 bonus to Strength. Juraks with this ability score bonus may not also apply their +2 ability score bonus toward Strength. This trait replaces blood frenzy and hardy. **Urban**: Jurak with this trait have embraced civilized life. They gain a +2 bonus to Knowledge (local) checks. This trait replaces survivalist.

Steppes Dweller: Jurak with this trait are extremely resistant to the rigors of harsh weather. They gain a +2 racial bonus on all saving throws against weather and environmental effects such as extreme heat and cold. This trait replaces weapon familiarity.

Hexed: Some jurak are placed under a powerful hex by their tribal shamans, to act as a defense against evil magic. Jurak with this trait gain a +2 racial bonus on saving throws against spells and spell-like abilities. This trait replaces blood frenzy.

Rapacians

The rapacian people originated in the more hospitable regions of the Sundered Desert and are uniquely suited to deal with the harsh conditions in those regions. Reptilian in nature, rapacians are often mistaken for cold-blooded beings, but they are warmblooded. Rapacian society did not advance beyond the simple tribal level prior to their dispersion into greater Aden society, but as a race they have proved as adaptable to social situations as they have to environmental ones, and it would be difficult to tell from interacting with the average rapacian that their race lacks the depth and breadth of culture that many other races have enjoyed over the millennia. Some among their ranks have chosen to embrace their ancestral roots, however, and indulge in behaviors that many consider uncivilized at best, and downright animalistic at worst. These individuals are particularly common among the bandit groups of the Rhanate. Behaviors that give rise to unpleasant rumors about the rapacian people include sunning themselves to harden the plates of their natural armor as well as refusing to eat cooked meat; to be fair on this last point, however, it is much more difficult for a rapacian to benefit from all nutrients and vitamins once meat has been cooked.

Rapacians bear a striking resemblance to lizards, with thick, armor-like scales covering their entire bodies and short, sharp teeth filling their wide mouths. They are slightly taller than humans, but typically walk somewhat hunched over to counterbalance the weight of their long tails, leading to the misperception in others that they are slightly shorter. The coloration of their scales varies, but tends toward brown and a few darker shades of green. Black scales are not unheard of, but these are rare and are treated with superstition even among their own kind. A handful of rapacians retain an ancient trait of their people and have functioning venom sacs, with which they can inflict damage upon an opponent either via a bite attack or by spitting the poison very short distances.

As a rule, Aden's intelligent races tend to form a homogenous whole, with creatures of different races intermingling to form a greater national identity. Though rapacians are not completely the exception to this rule, they are more insular and close-knit than Aden's other major races. One thing that sets rapacians apart is that they have no concept of gender identity. Though there are male and female rapacians, they are physically indistinguishable from one another most of the time (even to other rapacians). Once a year, at the beginning of spring, certain rapacians enter their mating season. They are consumed with an intense desire to procreate, and can instinctively distinguish rapacians of the opposite gender. Outside of the mating season, rapacians simply do not regard gender as a matter worthy of their concern.

Rapacian pregnancy lasts for less than a week and the resulting eggs hatch after one month. During this time, the female typically returns to her tribe and deposits her young so that they may be properly cared for by the tribe's Curators. As a result, most rapacians know nothing of their biological parents, though they tend to look upon the Curators that raised them with a similar degree of fondness. Due to biological necessity, rapacians tend to live in tribes within larger settlements. Outsiders are rarely welcomed in these areas, unless they can somehow earn the trust of the tribe and become honorary members (a rarity for those not of rapacian blood). For a rapacian, the entire tribe is family. Rapacians who have no home tribe or who have been away from home for extended periods no longer enter the mating season, perhaps due to an instinctive awareness that their young will not be properly protected. Upon reaching adulthood, each individual is expected to adopt a vocation and use their skills toward the betterment of the tribe. The most respected members of the tribe are the Curators, those who foster and teach the next generation. The Prime Curator of each tribe holds a position of leadership for that tribe.

Even those who venture beyond the confines of a rapacian tribe will always consider themselves members of the tribe and do what they can to support their brethren. A rapacian adventurer, for example, might set aside a small portion of the profits from his exploits to send home to support his family. One's social standing within the tribe depends entirely upon one's loyalty toward the tribe and the value of his contributions toward the group.

Though members of tribes do interact (and frequently mate) with each other, there is an intense rivalry between rapacian tribes. The military exploits, technological accomplishments, and political influence of each tribe is all carefully calculated, creating a distinct pecking order between members of one tribe and another. This behavior tends to add to a rapacian's natural aggressive nature, leading members of different tribes to compete with one another whenever, wherever, and however possible.

Rapacian Racial Traits

+2 Strength, +2 Dexterity: Rapacians are extremely strong and agile creatures.

Reptilian: Rapacians are humanoids with the reptilian subtype.

Size: Rapacians are Medium creatures and thus receive no bonuses or penalties due to their size.

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

Natural Weapons: Rapacians possess a bite attack, dealing 1d6 damage. This is a primary natural attack.

Scaly Hide: Rapacians' tough hides grant them a +1 natural armor bonus.

Alternate Racial Traits

You may replace the default rapacian racial traits with any of the following racial traits:

Warrior-born: Rapacians are natural warriors. Rapacians with this trait receive Martial Weapon proficiency with one weapon as a bonus feat. This trait replaces scaly hide.

Feathered: A rare few rapacians bear brilliant plumage, marking them as the diplomats and speakers of their tribes. Rapacians with this trait gain +2 Charisma instead of +2Dexterity, and gain a +2 racial bonus to Diplomacy skill checks. This trait replaces natural weapons.

Darkvision: Rapacians with this trait can see perfectly in the dark up to 60 feet. This trait replaces low-light vision and scaly hide.

Hunter: Rapacians are naturally talented hunters. Select one enemy type from the ranger's favored enemy list. The rapacian gains a +1 bonus to attack rolls against enemies of the chosen type. This trait replaces scaly hide.

OTHER RACES

-

Aden is a world rife with intelligent beings. The preceding races have all joined together as part of Aden's community, working and fighting together to create a world for themselves as one unified people. They are not alone, however, for there are many races that have chosen, for whatever reason, to remain apart. Among such people are the serpentine Naga, the amphibious Slurgithians, and the fiery Salamanders, just to name a few. While these races mix rarely with outsiders, there are occasions when they take a more direct role. Two examples of such races are included below:



The Echoes are a particularly strange race. Most denizens of Aden are not even aware of their existence - and the Echoes prefer it that way. They are a relatively new race, tracing their origins to the period directly following the Silent One's reign of terror in Carraway. Following that sinister necromancer's reign of terror, many wizards and priests immediately set about attempting to heal the damaged nation through the use of magic. Silas Thrun was one such individual. A talented wizard, he had lost his wife and children during the Silent One's campaign and had gone mad with grief. Upon discovering one of the Silent One's forgotten laboratories, he became obsessed with the idea that he could use the dead necromancer's magic for good.



His original goal was to resurrect those Carrites that had been slain by the Silent One's reign of terror, but his reach exceeded his grasp. What Thrun did accomplish, however, was quite extraordinary. He discovered a heretofore unknown type of spirit dwelling in a dimension closely bordering Aden, drew these spirits to the material plane, and granted them physical form. These creatures manifested as blank slates, but discovered they were able to adopt the appearance and mannerisms of dead humanoids. They were not truly the risen dead. They were merely echoes of the past. And so Thrun named them.

Thrun quickly realized his failure but, to his credit, he also realized the deep responsibility he now had to these innocent creatures. He raised and educated the first generation of Echoes, taught them about the world, and helped them find a place. Realizing that most others would mistake the Echoes for evil spirits, he warned them to hide their true nature, and helped them adapt and find places among society where they would not be noticed. He also helped them devise a secret language, through which they could find and identify one another. The Echoes named this language after their creator, in honor of the great kindness that he showed them in helping them adjust to their new existence.

These strange creatures have survived to this day, though they are few in number. Wise Echoes either live solitary lives or live in nomadic communities of their own kind. They typically only take the forms of those long dead, and move often due to fear that their continued presence will draw too much attention. As a result, the wandering life of an adventurer comes quite easily to an Echo. The people of Aden might be surprised to learn how many of their great heroes (and villains) were secretly members of this strange race. Since the arrival of the Darkfall, the Echoes have found secrecy to be an even more crucial part of their existence. An Echo's strange appearance and abilities have caused more than one innocent to be mistaken for a nocturnal monster and slain on sight.

Echoes are humanoid, and approximately the same size as humans, only slightly shorter. They are immediately identifiable in their natural form due to their ghastly appearance, with slightly translucent skin and pale, almost white tissue. Those few who have ever seen Echoes in their natural form have instinctively mistaken them for nocturnals or at the very least undead, and it is this misconception that has necessitated that the Echoes keep their true nature secret.

Echo Racial Traits

+2 to one ability score: Echo characters receive a +2 racial bonus to one ability score of their choice due to their malleable and varied nature.

Size: Echoes are Medium creatures and thus receive no bonuses or penalties due to their size.

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

Darkvision: Echoes can see perfectly in the dark up to 60 feet.

Languages: All Echoes speak Thrun, the secret language of their kind, in addition to any other languages they know as a result of their nation of origin.

Transient Form: An Echo can use alter self at will as a supernatural ability. While this ability has unlimited duration (until the Echo chooses to release the form), it imposes certain other limitations. First, the Echo can only assume the form of a dead humanoid, and must carry a fetish to access and maintain this form. A fetish is made from part of the dead humanoid (usually a small bone worked into jewelry, a lock of braided hair, or some ashes in a vial).

When using transient form, he becomes a perfect duplicate of said individual, mirroring not only the individual's appearance but personal habits and mannerisms as well. (The Echo possesses none of the subject's memories, skills, or special abilities). This effectively grants the echo a +10 racial bonus to his Disguise check to impersonate the original individual, and negates any penalties for being a different gender, race, age, or size category.

An Echo begins play with one fetish, allowing him to assume the form of a relatively anonymous humanoid of one of Aden's basic races.

This ability does not function when the echo is unconscious.

Alternate Racial Traits

You may replace the default Echo racial traits with any of the following racial traits:

Personable: Some Echoes spend their days in the light and eschew skulking in shadows. Echoes with this racial trait must select a +2 bonus to Charisma as their ability score but also gain a +2 bonus to all Bluff and Diplomacy skill checks. This trait replaces Darkvision.

Diminutive: An Echo with this trait specializes in mimicking smaller creatures. An Echo with this trait gains a +1 racial bonus to Reflex saves and a +2 racial bonus to Acrobatics skill checks. Echoes with this trait may only use Transient Form to assume the form of Small humanoids, and are Small in their natural state. Their speed is reduced to 20 feet. (Small creatures gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.)

Versatile: The varied nature of the Echo sometimes manifests in the form of natural talent rather than physical or mental ability. An echo with this racial trait gains a bonus feat. This trait replaces the echo's +2 bonus to one ability score.

Ilithix Exiles

The ilithix, as generally understood by the people of Aden, are a mindless hostile race of insect humanoids native to the mountains of Kyan, and who have plagued the people of that nation for as long as history can remember. They have no minds of their own, instead serving as drones for the vast, malevolent intelligence of their ancient Brood Mother. The degree to which these beliefs are false would surprise anyone who knew the full truth, but that truth is not one likely to become well known. No one knows for certain, not even the ilithix themselves, but at some point it appears that the Brood Mother inadvertently passed on the quality of her intelligence and free will to one of her queens, who in turn passed it on to a number of warrior drones that promptly fled the hive rather than being slain and reabsorbed into the Brood Mother's mass. These independent warriors, known as ilithix exiles, have little to do with Aden at large but even less to do with their native society. The few who know of their existence regard them as tentative allies at best, for their alien nature makes it difficult for them to interact successfully with other races. Those who do permit the exiles to join them, however, find that they are exceptional and versatile warriors who bring a tremendous number of advantages to bear.

The ilithix are quite obviously insectile in nature. An ilithix's entire exterior is covered in a thick carapace exoskeleton that protects it from normal environmental conditions, largely eliminating the need for any kind of clothing. They possess powerful mandibles which they can use as a weapon, as well as a large, scorpion-like stinger; the latter is often mostly vestigial, although some ilithix have developed it into a powerful weapon. Ilithix exiles also possess beetle-like wings that allow them to fly at a considerable speed. Although ilithix are capable of understanding humanoid languages, they are only able to speak the common variants of Aden's basic language, and then only in a halting, somewhat garbled manner; an ilithix exile may never speak any language other than Kyall, Western Common, and Eastern Common, although they may be able to understand and read others perfectly well.

Ilithix Exile Racial Traits

+4 Dexterity, -4 Charisma: An ilithix exile possesses preternaturally keen reflexes, but separation from the hive has left his sense of identity and confidence permanently fractured.

Size: Ilithix exiles are Medium creatures and thus receive no bonuses or penalties due to their size.

Normal Speed: Ilithix exiles have a base speed of 30 feet.

Darkvision: Ilithix exiles can see perfectly in the dark up to 60 feet.

Flight: Ilithix exiles have a fly speed of 40 feet (poor maneuverability). Ilithix always count the Fly skill as a class skill. Ilithix cannot fly while wearing medium or heavy armor, or while carrying a medium load or greater. Ilithix with class abilities that remove the movement penalties for armor can fly normally while wearing it.

Hive Sense: An ilithix exile can automatically detect the presence and number of other ilithix within 120 feet, and can pinpoint their location with a Perception check (DC 25). Hive sense is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt. A large gathering of ilithix (a dozen or more) can be sensed up to 1 mile away regardless of obstructions.

Insect Mind: Ilithix exiles are immune to sleep and charm effects and gain a +2 racial saving throw bonus against mind-affecting effects.

Pheromonal Communication: Ilithix can wordlessly communicate with other creatures capable of communicating with pheromones.

Stinger: An ilithix exile possesses a stinger that inflicts 1d6 damage. This is a primary natural weapon.

Alternate Racial Traits

You may replace the default ilithix exile racial traits with any of the following racial traits:

Builder: Ilithix exies with this racial trait can excrete a pliable resin that quickly hardens into a sturdy material. While not suitable for weapons or armor, this resin is relatively functional. It can be used as a crude building material or to create simple containers. An ilithix exile can produce up to one cubic foot of resin per character level per day. Excreting one cubic foot of resin requires a full round action. The resin remains flexible and sticky for one minute. At the end of this time, it permanently hardens. Hardened resin has 3 hardness and 8 hit points per inch of thickness. This trait replaces stinger.

Natural Flier: Ilithix exiles with this racial trait have larger wings and

more graceful aerial movement. Their flight maneuverability is good rather than poor and they can fly while wearing any armor with which they are proficient (but not while carrying a medium or heavy load). This trait replaces stinger. **Poison Stinger:** The ilithix exile retains its virulent racial poison, though this generally causes its wings to atrophy. (Stinger: injury; Save: Fortitude DC 10 + 1/2 the ilithix exile's level + its Constitution modifier; Frequency: 1/round for 3 rds.; Effect: 1d2 Dex damage; Cure: 1 save.) This trait replaces flight.

Scent: Though all ilithix exiles possess a heightened ability to detect pheromone scents, some develop this further and possess a keenly developed sense of smell that they rely upon more than their sense of sight. Ilithix exiles with this trait gain the scent special ability (see Appendix 1, *Pathfinder Core Rulebook*). This trait replaces darkvision.

Severed: A handful of ilithix exiles sever their connections to their kind completely and embrace the ways of other mortal races. Ilithix exiles with this trait gain +2 Dexterity, +2 Wisdom, -2 Charisma instead of their normal ability score modifiers. They also gain a +2 racial bonus to all Diplomacy and Sense Motive skill checks. This trait replaces Hive sense and pheromonal communication.

Pheromone Communication

The natural language of ilithix relies on a series of chemical excretions detected by scent, rather than sound. When an ilithix is in another ilithix's presence, this communication is every bit as complex and detailed as spoken language. However, unlike spoken language, pheromone communication lingers in the air for several hours afterward, allowing someone to 'listen in' on a conversation for which they were not present or allowing an ilithix to leave messages for others of his kind.

Unfortunately, the details of such communication fade quickly. Those not present when the pheromones are first created can only pick up very general details such as the presence of danger, food, enemies and the like. A general sense of direction or distance also lingers, allowing pheromones to be used to leave directions to other ilithix. The general emotional tone of the conversation can also be gleaned from lingering pheromones.

Pheromones continue to linger in an area for up to a week. Heavy rain can wash them away in a matter of hours. Scouring the area with other strong odors in an effort to kill the scent will ruin lingering pheromones. A creature capable of pheromone communication can also use its own pheromones to 'overwrite' a lingering message, destroying it instantly.

A ANY ANY COMMANDER INCOMENDATION OF A REAL AND A

BONUS LANGUAGES OUTSIDE THUNDERSCAPE

A character's bonus languages in Thunderscape campaigns are determined by his nation of origin, not his race. However, as these races are designed to potentially be used in campaigns outside of the Thunderscape setting, use the following bonus languages. Some of these races also gain their own racial languages outside of Thunderscape settings, as noted.

Table: Bonus Languages in Non -Thunderscape Campaigns

_		and the second second	11
	Race	Free Languages	Bonus Languages
	Echo	Common	Any*
	Faerkin	Common, Sylvan	Draconic, Dwarven, Elven, Gnome, Goblin
	Ferran	Common, Ferran	Dwarven, Elven, Giant, Sylvan
	Goreaux	Common, Goblin	Any*
	llithix	Common, Ilithix	Giant, Goblin, Orc, Sylvan
	Jurak	Common, Jurakti	Ferran, Giant, Gnoll, Goblin, Orc
	Rapacian	Common, Rapacian	Any*

*with the exception of secret languages, such as Druidic.

	ladie: Age by kace								
Race	Adulthood	Starting Age	Middle Age	Old	Venerable	Maximum Age			
Echo	12 years	+1d10 years	100 years	150 years	200 years	200+2d6 years			
Faerkin	30 years	+3d6 years	90 years	135 years	180 years	180+4d6 years			
Ferran	10 years	+1d4 years	25 years	37 years	50 years	50+1d12 years			
Goreaux	40 years	+2d6 years	200 years	300 years	400 years	400+1d6 years			
llithix Exile	2 years	+1d6 years	15 years	22 years	30 years	30+1d4 years			
Jurak	15 years	+1d6 years	30 years	45 years	60 years	60+2d20 years			
Rapacian	20 years	+1d8 years	50 years	75 years	100 years	100+3d10 years			

Table: Random Height and Weight

- - 0

Race 🥒	Base Height	Base Weight	Modifier	Weight Modifier
Echo, either gender	4ft, 10in	110 lbs	3d6	X5 lbs
Faerkin, female	2ft, 6in	25 lbs	1d8	X1 lbs
Faerkin, male	3ft, 2in	35 lbs	1d12	X1 lbs
Ferran Brute, female	6 ft	200 lbs	3d6	X8 lbs
Ferran Brute, male	6ft, 4in	240 lbs	3d6	X8 lbs
Ferran Predator, female	4ft, 8in	125 lbs	4d6	X5 lbs
Ferran Predator, male	4ft, 4in	110 lbs	4d6	X5 lbs
Ferran Sneak, female	3ft, 2in	35 lbs	2d4	X1 lbs
Ferran Sneak, make	3ft, 4in	40 lbs	2d6	X1 lbs
Goreaux, female	2ft, 8in	30 lbs	1d6	X1 lbs
Goreaux, male	2ft, 6in	25 lbs	1d6	X1 lbs
llithix, Exile	6 ft	250 lbs	1d12	X10 lbs

Table: Random Height and Weight

	10 Mar 1 Mar	P. 1	No. 100.1	0
Race	Base Height	Base Weight	Modifier	Weight Modifier
Jurak, female	4ft, 10in	100 lbs	2d10	X5 lbs
Jurak, male	5ft	110 lbs	2d10	X5 lbs
Rapacian, either gender	5ft, 4in	150 lbs	2d8	X6 lbs



21



The racial cultures of Aden have been fully integrated for more than one thousand years, with some having been dispersed across the face of the Known Lands for much longer than that. As a result, racial naming conventions have largely been subsumed by national traditions. Accordingly, most individuals are named in keeping with the societal norms of the nation in which they are born, or in which their parents were born. Certain racial tropes still exist, of course; the dwarves prefer hard consonants, elves tend toward vowel combinations, and the rapacians favor sibilant names.

Aramyst

Male: Alcaeus, Erasmos, Ermes, Lucius, Marcellus, Otho, Petronius, Sixtus, Trentius, Valerius Female: Agape, Eudocia, Galene, Helena, Lucilla, Marina, Nona, Paulina, Priscilla, Quintina

Arasteen

Male: Arnor, Bjarn, Bram, Erlend, Geitir, Halldor, Hoskuld, Ivar, Knut, Yngvar Female: Aestrid, Berta, Dalla, Gyda, Hallgerd, Ingrid, Kadlin, Melkorka, Oddny, Sigrid

Carraway

Male: Arnost, Belun, Boleslav, Cvetko, Dragomir, Goran, Jaromir, Kanimir, Stojanka, Wasil Female: Anka, Anella, Brana, Dalibora, Ilka, Larisa, Mascha, Mirna, Vesna, Waclawa

High Steppes

Male: Alexi, Batbayar, Boris, Chulun, Danil, Feofil, Ganzorig, Gleb, Sasha, Vladimir Female: Alla, Balorma, Darya, Dominika, Faina, Izolda, Odval, Olga, Vasillisa, Zhanna

Ionara

Male: Attoo, Edvin, Frans, Heino, Ilari, Jalmari, Matti, Nilo, Toumas, Urho Female: Aino, Birgitta, Dagmar, Hannele, Hilja, Ilda, Karina, Noora, Orvokki, Petra

Kyan

Male: Ankar, Badri, Eeshwar, Gagan, Kailash, Nadeesh, Omkar, Rajani, Ujesh, Yatin Female: Aloka, Cauvery, Firaki, Hima, Kalika, Latika, Nahbi, Padma, Roopa, Vamdevi,

Le'Ciel

Male: Alain, Francois, Gaston, Hugues (Hugo), Marcel, Pascal, Serge, Thibault, Yves, Zacharie Female: Adaliz, Clarice, Eleta, Fabienne, Lettie, Madeleine, Lorayne, Roux, Searlait, Zara

Misland Republics

Male: Cooper, Declan, Ethan, Flynn, Lachlan, Liam, Lucas, Max, Orville, Shaune Female: Amelie, Chloe, Ella, Imogen, Matilda, Olivia, Piper, Sienna, Willow, Zoe

Rhanate

Male: Ahmed, Amir, Azha, Barak, Furud, Hamal, Ninos, Omar, Sayid, Vega Female: Afi, Basha'ir, Fa'izah, Haifa, Is'af, Johara, Na'ilah, Rahmah, Salwa, Tahiyat

Urbana

Male: Adelman, Ansel, Berold, Dieterich, Johann, Leupold, Olbrecht, Rhobert, Tilman, Wilhelm Female: Claudia, Femeke, Heidi, Ilsa, Kirstyn, Magdalena, Osanna, Sabine, Ursula, Yrmegard

Vanoran

Male: Haneul, Hikaru, Keung, Kyung, Kyuzo, Musashi, Nori, Ping, Toshiro, Yeong Female: Atsuko, Feng, Hiruko, Hye, Kaori, Li, Mei Xin, Myeong, Setsuko, Ziyi

Yzeem

Male: Amun, Baufra, Bomari, Horus, Isep, Jabari, Odion, Osiris, Seth, Thoth Female: Akila, Bastet, Dalila, Keket, Maibe, Nefertari, Omorose, Ramla, Sakhmet, Zalika





Aden is a diverse and unique world that has a great wealth of aspects and organizations that can best be represented by unique base classes. While it is true that in some cases these might be able to be represented via other means (such as a Thunder Scout being a highly specialized archetype of Cavalier), the truth is that it's much easier to embrace the diversity of the setting by creating new classes that encapsulate everything that is uniquely Aden. Toward that end, this chapter presents not only information on how to use the existing core classes, but also presents nine new classes as well. Those classes are as follows:

....

Arbiter–Highly disciplined, tactical warriors, arbiters are employed by many different nations in Aden to help enforce common law during the deadly era of the Darkfall.

Entomancer – Trained in the deepest recesses of the Crawling Jungle, the entomancers of Kyan are strange, disturbing spellcasters who specialize in magic utilizing insects.

Fallen – Some souls are cursed by the Darkfall to bear a hint of its corruption, but who retain free will and the strength to resist its siren call. Reviled by most, they seek only to survive.

Golemoid – Transformed in the most personal way imaginable by the power of mechamagic, golemoids have sacrificed their bodies and have had portions replaced with powerful steampowered devices. **Mechamage** – The mechamage combines the two great arts of Aden: arcane power and steam technology. Using these two abilities, the mechamage creates and commands powerful servitors that enact his will, as well as commanding significant arcane might of his own!

Seer – The seers of Aden are scattered remnants of a time before the Darkfall, when the gift of prophecy was so exceptionally rare. Blessed or cursed with glimpses into the true nature of the world, the seers are aggressively hunted by the Darkfall's minions.

Steamwright – Eschewing magic for the pure power of technology, steamwrights constantly seek to push forward the boundaries of what man can accomplish with only his own ingenuity.

Thaumaturge – Although the people of Aden have relatively few religions, many believe that the spirits of the dead can be called upon for aid. Thaumaturges are masters of this esoteric art, channeling the spirits of bygone heroes to achieve incredible feats in the present.

Thunder Scout – Once the force that blazed the trails used by the mighty Thunder Trains, the thunder scouts are independent scouts and wanderers who utilize powerful steam-powered vehicles for their own purposes.



The Arbiter

There are those who believe chaos is inevitable. Even before the Darkfall, the wild lands of Aden were a dangerous place. The common man's safety from barbarians, bandits, and monsters sometimes extended no further from Aden's towns and cities than the eye could see.

But to all things, there is balance. The organization known as the Arbiters was born in the ancient nation of Carraway. These extraordinary men and women made it their responsibility to bring law and order to the wild corners of their land. They literally became the sword and shield of the common man, seeking out threats and bringing them to justice. Though feared in battle, these individuals were no mere soldiers. The first arbiters balanced martial strength with keen minds that were well trained and versed in the intricacies of Carraway's legal system.

Before long, the ideal set by Carraway's arbiters was embraced by other nations. Though still most numerous in Carraway, the occurrence of militant judges bringing stability to the wilderness became common throughout Aden.

The arbiters stand against the waves of chaos that threaten Aden on a daily basis. Many times, they stand alone. Each time chaos and disorder threaten the lands, they are prepared to stand against it.

In the eyes of an arbiter, the only thing that is truly inevitable is justice.

Role: The arbiter serves as both a sturdy frontline combatant and a keen investigator. His impeccable skills of analysis and observation allow him to quickly get to the root of any mystery. When he discovers what he seeks, his sword and shield allow him to bring swift and certain justice.

Alignment: Any lawful Hit Die: d12

Class Skills

The arbiter's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per level: 4 + Int modifier

Starting Wealth: 5d6X10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Features

All of the following are class features of the arbiter:

Weapon and Armor Proficiency: An arbiter is proficient with all simple and martial weapons, firearms, light armor, medium armor, heavy armor, and shields (including tower shields and the signature shields of the arbiter – kite shields).

Combat Expertise (Ex): The arbiter gains this feat as a bonus feat at 1st level.

Relentless (Ex): The arbiter is a relentless investigator. He may add his Intelligence modifier as a bonus to all Intimidate, Sense Motive, and Perception skill checks.

Shieldwarden's Stance (Ex): At 2nd level, the arbiter gains the ability to enter a superior defensive stance when taking the total defense action. The arbiter must be wielding a kite shield and a light or one-handed weapon to take advantage of this ability.

Shieldwarden's stance allows the arbiter to make a single attack while taking the total defense action, albeit with a -6 penalty to his attack roll. He may make attacks of opportunity while taking the total defense action with no penalties. Additionally, any enemy who attacks a creature adjacent to the arbiter provokes an attack of opportunity from the arbiter while he is taking the total defense action. These attacks must be performed with a light or one-handed melee weapon.

While taking the total defense action, the arbiter may make an additional number of attacks of opportunity that round equal to the number of allies in adjacent squares. So long as an ally is adjacent to the arbiter at any point between the time total defense is declared and the arbiter's next turn, the arbiter gains an additional attack of opportunity for their presence.

Strategic Maneuvers: At 3rd level, the arbiter begins to learn unique strategies for both offense and defense. These strategies vary by the particular arbiter, as each pursues the cause of justice in his own distinctive manner. At 3rd level and every other level afterward (5th, 7th, 9th, etc.) the arbiter chooses one of the strategic maneuvers described below. He must meet all prerequisites described under the specific maneuver. Unless otherwise noted, an arbiter cannot select a specific maneuver more than once.

The arbiter's potential strategic maneuvers are as follows:

Adept Judgment (Ex): The arbiter may roll all Sense Motive checks twice and keep the better result.

Arbiter's Mettle (Ex): The arbiter possesses a greater ability to resist mental and physical effects. If he makes a successful Fortitude or Will save against an effect that inflicts a reduced effect upon a successful saving throw, he instead suffers no effect.

Boundless Reserves (Ex): The amount of negative hit points the arbiter may accumulate before succumbing to death is increased by his Intelligence.

Cunning Riposte (Ex): The arbiter may add her Intelligence modifier as a bonus on all attack rolls when making attacks of opportunity. This ability applies only when attacking with a one-handed melee weapon.

Deadeye Arbiter (Ex): The arbiter's keen mind, honed mind, and superior mind bonuses apply to damage rolls when wielding a kite shield and a one-handed ranged weapon, and he may gain the benefits of shieldwarden's stance while wielding a kite shield and a one-handed ranged weapon. *Deadeye Master* (Ex): The arbiter does not provoke attacks of opportunity for using a one-handed ranged weapon while wielding a kite shield. He may make attacks of opportunity using a one-handed ranged weapon against enemies within 5 feet (this range is extended by longarm). *Prerequisites*: Deadeye Arbiter, 9th level

Educated (Ex): The arbiter gains Skill Focus as a bonus feat. This feat must be applied toward one of the arbiter's class skills. This ability may be gained multiple times. Each time, the resulting Skill Focus feat applies toward a different skill.

Evasion (Ex): Much like a rogue, the arbiter possesses an extraordinary ability to avoid certain attacks. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the arbiter wields a kite shield. A helpless arbiter does not gain the benefit of evasion.

Force of Will (Ex): The arbiter possesses the ability to gird himself against persistent effects, inevitably shaking them off. When affected by any effect with a duration other than permanent or instantaneous, the arbiter is entitled to a new saving throw each round at the end of his turn. If this save is successful, the effect ends immediately. In the case of spells which already allow such saves (such as hold person or glitterdust) this effect instead grants a +2 circumstance bonus to that saving throw. *Prerequisites*: 7th level.

Improved Arbiter's Mettle (Ex): This ability works like arbiter's mettle, except that it has a lesser effect upon a failed save. Any time the arbiter must make a Fortitude or Will save against an effect that inflicts a reduced effect upon a failed saving throw, he suffers no effect on a successful save and halves the duration of the effect upon a failed saving throw. This ability does not function against any effects with permanent, instantaneous, or no listed duration. Prerequisites: arbiter's mettle, 11th level.

Improved Evasion (Ex): This ability works like evasion, except that while the arbiter still takes no damage on a successful Reflex saving throw against attacks, he also takes only half damage on a failed save. A helpless arbiter does not gain the benefit of improved evasion. *Prerequisites*: evasion, 11th level.

Improved Force of Will (Ex): This ability works like Force of Will, except that the arbiter gains a stacking +2 bonus to his saving throw against a persistent effect each round after the first. *Prerequisites*: 13th level, force of will.

Intellectual (Ex): Select one Knowledge skill. The arbiter is always considered to have ranks in this skill equal to his class level. If the arbiter has previously invested skill points in this skill, he is refunded these skill points to spend as he chooses. This ability may be gained multiple times. Each time, it applies to a different Knowledge skill.

Keen Eyes (Ex): The arbiter may roll all Perception checks twice and keep the better result.

Longarm (Ex): The arbiter's reach with opportunity attacks increases by 5 feet. *Prerequisites*: 7th level

Martial Training (Ex): The arbiter gains one of the following feats as a bonus feat, ignoring the normal prerequisites of these feats: Greater Shield Focus, Power Attack, Shield Focus, Stand Still, Great Expertise*, Expert Prowess*. This ability may be gained multiple times. Each time, it applies to a different feat. Feats marked with an * are new feats introduced in this book.

Readiness (Ex): The arbiter gains a bonus to all initiative checks equal to his Intelligence modifier.

Sage Resistance (Ex): Choose one type of saving throw – Fortitude, Reflex, or Will. The arbiter adds his Intelligence modifier as an insight bonus to all saving throws of this type. This ability may be gained multiple times. Each time, it applies to a different saving throw.

Table: The Arbiter								
Level	Base Attack	<u>Fort</u> Save	<u>Reflex</u> Save	<u>Will</u> Save	Special			
1st	+1	+2	+0	+2	Combat Expertise, Relentless			
2nd	+2	+3	+0	+3	Shieldwar- den's Stance			
3rd	+3	+3	+1	+3	Strategic Maneuvers			
4th	+4	+4	+1	+4	Keen Mind			
5th	+5	+4	+1	+4	Strategic Maneuvers			
6th	+6/+1	+5	+2	+5	Shield Defense			
7th	+7/+2	+5	+2	+5	Strategic Maneuvers			
8th	+8/+3	+6	+2	+6	Honed Mind			
9th	+9/+4	+6	+3	+6	Strategic Maneuvers			
10th	+10/+5	+7	+3	+7				
11th	+11/+6/+1	+7	+3	+7	Strategic Maneuvers			
12th	+12/+7/+2	+8	+4	+8	Bulwark			
13th	+13/+8/+3	+8	+4	+8	Strategic Maneuvers			
14th	+14/+9/+4	+9	+4	+9	Superior Mind			
15th	+15/+10/+5	+9	+5	+9	Strategic Maneuvers			
16th	+16/+11/+6/+1	+10	+5	+10				
17th	+17/+12/+7/+2	+10	+5	+10	Strategic Maneuvers			
18th	+18/+13/+8/+3	+11	+6	+11	Invincible Bulwark			
19th	+19/+14/+9/+4	+11	+6	+11	Strategic Maneuvers			
20th	+20/+15/+10/+5	+12	+6	+12	Ultimate			

Justice

Shield Charge (Ex): The arbiter may make a shield bash with a kite shield as part of a charge attack (the kite shield cannot normally be used to shield bash). This attack deals 1d10 damage plus the normal bonuses for weapon damage and has a X3 critical multiplier. If this attack is successful, the arbiter may make a trip combat maneuver against his target as a free action. This trip attempt does not provoke an attack of opportunity and, if unsuccessful, does not allow the arbiter's opponent to make a trip attempt in return.

Shielded Stance (Ex): The arbiter may not be flanked while wielding a kite shield. *Prerequisites*: 9th level

Steadfast Resistance (Ex): The arbiter gains resistance toward one of the following energy types: fire, acid, cold, or electricity. This resistance is equal to one half the arbiter's class level. This ability may be gained multiple times. Each time, it applies to a different energy type. *Prerequisites*: 9th level.



Table: The Arbiter

Superior Tactics (Ex): The arbiter counts as occupying all adjacent squares for the purposes of determining flanking bonuses for allies and for himself.

Tactical Preparation (Ex): The maximum number of attacks of opportunity that the arbiter may make per round is increased by her Intelligence modifier (minimum 1).

Unbreakable (Ex): The arbiter gains three additional hit points, or one bonus hit point per class level, whichever is greater.

Keen Mind (Ex): At 4th level, the arbiter begins to practice a unique fighting style, utilizing a kite shield purely for defense in one hand and a light or one-handed melee weapon in the other. This style is extremely tactical, relying on observation and split second exploitation of weaknesses in the enemy's defense. When using a kite shield and a light or one-handed melee weapon, the arbiter adds his Intelligence modifier to all damage rolls as well as his Strength modifier.

Shield Defense (Ex): At 6th level, the arbiter learns to better utilize a shield to protect himself, using the shield to both deflect attacks and conceal his true position. The arbiter may choose to apply his shield bonus to AC to his touch AC. This ability may only be used when using a kite shield.

Honed Mind (Ex): At 8th level, the arbiter's ability to strategically utilize his weapon and shield style improves. When using a kite shield and a one-handed melee weapon, the arbiter adds one and a half times his Intelligence modifier to all damage rolls, as well as his normal Strength modifier

Bulwark (Ex): At 12th level, the arbiter can grant any Armor Class bonus to Armor Class granted by his shield to one adjacent ally. This requires a swift action on the arbiter's turn and lasts until the beginning of his next turn – or until the ally is no longer adjacent to him. The arbiter also retains any Armor Class bonus granted by his shield during this time.

Superior Mind (Ex): At 14th level, the arbiter's ability to strategically utilize his weapon and shield style reaches its pinnacle. When using a kite shield and a one-handed melee weapon, the arbiter adds twice his Intelligence modifier to all damage rolls, as well as his normal Strength modifier

Greater Shieldwarden's Stance (Ex): At 16th level, the arbiter gains a +6 dodge bonus to Armor Class (rather than +2) when using his shieldwarden's stance. He suffers only a -2 penalty to attack rolls when he attacks while taking the total defense action. This ability otherwise follows all the normal rules and requirements of the arbiter's shieldwarden's stance ability and replaces the improved shieldwarden's stance ability.

Invincible Bulwark (Ex): At 18th level, the arbiter's bulwark ability, when used, now affects all allies adjacent to the arbiter.

Ultimate Justice (Ex): At 20th level, the arbiter is considered to be in his shieldwarden's stance at all times. He suffers no penalty when making attack rolls while taking the total defense action. He is always entitled to an opportunity attack against those who attack creatures adjacent to him, even if he has already used all of his opportunity attacks for the round.

Arbiters in Aden

Dabot - In another lifetime, Dabot was merely another member of the hive, an ilithix drone in service to the queen. One fateful day he woke with that most terrible of afflictions - personal identity. Dabot had somehow become severed from the hive; his mind was his own. He was bereft of identity and purpose. His former brethren turned on him viciously. Confused and terrified, Dabot fled - but he could not escape the hive forever. As fate would have it, this was just when a party of random Carraway Arbiters arrived. Their leader, Sir Garald, hesitated only a moment before joining the fray. Though he knew nothing about ilithix, he and knew an innocent in peril when he saw one. The attacking ilithix were driven from the field. The Arbiters gave Dabot sanctuary within their order, healing his wounds and helping him find new purpose. As soon as the ilithix had recovered, there was no question what he would do next. He learned the ways of the Arbiters, hoping that one day he might repay the debt that he owed his new brothers and sisters. The Arbiters are now his hive. Justice is his purpose.

Penelope Van Werner - Penelope was born in a small village in the harsh lands of the High Steppes. Life was tough, but her father was proud man who instilled a deep sense of duty and a proud work ethic in his children. When she was sixteen, barbarians raided the family farm. Her father stood alone against three raiders, buying time for Penelope to escape. Desperate for money, Penelope joined a wandering mercenary band. She proved to be naturally talented, taking easily to the art of the axe and shield. Despite her short career, she has already earned quite a reputation for ferocious tenacity as well as honor. Though her services can be bought, she carefully scrutinizes each potential employer, for she would rather serve no one and risk going hungry than serve the same brand of thugs that murdered her father. Some consider her strange code of honor to be oddly hypocritical for a mercenary. Penelope cares little for what others think. She does what she does, not to serve as an example, but because her conscience is the only remnant of her former life.

Falidor Renzil - Sir Renzil, as he insists upon calling himself despite any evidence of official knighthood, lives to prove himself. A goreaux with a chip on his shoulder and something to prove is nothing unique, but he was unfortunate enough to be born with no true gift for magic. What he lacked in arcane power he made up for in raw stubbornness and tenacity. He became a warrior. As a member of a race smaller and weaker than so many residents of Aden, he has learned to rely on his natural cleverness to survive. Seeking the world for new challenges with which to prove himself, he eventually arrived in Ionara. He was charmed by this strange and remote nation, which was surrounded by monsters, snowmads, and natural disasters and yet filled with wealth and natural beauty. Particularly the wealth, but also the beauty. He chose the frozen nation as his home, seeking work as a man-at-arms. Falidor has become a fervant and patriotic defender of his adopted home. All the same, he has found it difficult to find acceptance among the isolationist Ionarans. It matters little. He meets the challenge with the stubborn tenacity for which his people are known. And he will not rest until he has found acceptance as a true champion of the Ice Queen.



The strange art of entomancy was first born deep in the Crawling Jungle. The druids who first founded the nation of Kyan soon learned that they could not conquer the many insects with whom they shared their territory. With effort, however, the Kyanites formed a strange symbiosis with them. Thus the first entomancers were born.

These strange individuals wield a much more focused form of druidic magic. While they do not possess a druid's greater mastery over all nature, their control over things that crawl is absolute.

In time, this unique form of magic made its way out of Kyan into the other nations. Though its practitioners are rare outside of Kyan, the odd entomancer can often find work in a large city, using her magical abilities to bring magical vermin to heel or serving as a spymaster. (After all, with the aid of insects, one's eyes and ears can be literally anywhere.)

And of course, there is always one occupation in which someone who can command such power will always be welcome – that of the adventurer.

Role: The entomancer commands powerful nature magic, particularly in regards to communication and control over insects. This gives him a spell repertoire similar to the druid, albeit a great deal more narrowly focused. An entomancer can command insect minions, from mighty steeds to stinging swarms. While these creatures are not generally as powerful as a druid's companions, they are a great deal more expendable and easily replaced.

Alignment: Any neutral

Hit Die: d8

Alternate Class: Druid

While the entomancer is a unique individual in her own right (and thus a bit too complicated to present as an archetype), the ideas presented in this class build heavily upon the class abilities of a core druid. As such, an entomancer is considered an alternate class of druid, and replaces that class for a given character. Characters cannot combine druid and entomancer class levels.

Under extraordinary circumstances, a druid or entomancer who dedicates a great deal of time and research to reinventing her approach to natural magic may (with the GM's permission) convert all of her existing druid levels to entomancer levels, or vice versa. However, this should be exceedingly rare. No specific rules for this are given, as it should always be decided on a case-by-case basis. If there is any doubt, the GM should forbid this practice.

Class Skills

The entomancer's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography), Knowledge (nature), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

ANY OF ALL AND A

Skill Ranks per level: 4 + Int Modifier.

Starting Wealth: 2d6 X 10 gp (average 70 gp). In addition, each character begins play with an outfit worth 10 gp or less.

"Insects"

An entomancer's unique abilities do not extend merely to creatures technically referred to as insects. Her powers also influence arachnids such as spiders and scorpions, gastropods such as slugs and snails, and myriapods such as centipedes and millipedes. For the sake of brevity, such creatures are referred to as "insects" in this text. Any mechanics that refer to "insects" affect all creatures of the vermin type that fall into these categories.

Class Features

All of the following are class features of the entomancer.

Strategy and state of the state

Weapon and Armor Proficiency: Entomancers are proficient with all simple weapons. Entomancers are proficient with light and medium armor. Like their druidic ancestors, they are prohibited from wearing metal armor. They may wear leather, padded, or hide armor as well as any wooden armor that has been altered by the ironwood spell. They may also wear ilithix resin armor or carapace armor (introduced in this book).

Insect Mastery: At 1st level and at every three levels thereafter, the entomancer unlocks a new facet of his strange abilities. The path this insect mastery might take is unique to each entomancer, with a great deal of potential variation between one individual and another. Masteries are grouped into basic disciplines, each defined by a different sort of insect. While an entomancer is free to acquire abilities from as many masteries as she likes, each of the more powerful masteries in each discipline frequently requires other masteries from the same discipline as a prerequisite. Certain masteries also have level requirements as well. The entomancer may select any masteries for which she meets all prerequisites.

Spells: An entomancer casts divine spells from the druid spell list presented in Chapter 10 of the Pathfinder Core Rulebook. She can cast any spell she knows spontaneously, without prior preparation. To learn or cast a spell, an entomancer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against the entomancer's spells is 10 + the spell level + the entomancer's Wisdom modifier.

An entomancer can only cast a certain number of spells of each level per day, as indicated in Table: Entomancer Spell Progression. An entomancer receives bonus spells per day if she has a high Wisdom score (see Chapter 1, Pathfinder Core Rulebook).

An entomancer knows only a relatively small fraction of the druid's normal spell list. She begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new level, she gains new spells as indicated in Table: Entomancer Spells Known. These new spells can be chosen from the druid spell list, or they can be unusual spells that the entomancer has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered entomancer level thereafter (6th, 8th, 10th, etc.), an entomancer can choose to learn a new spell in place of one she already knows. The sorcerer removes the old spell from her spells known in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and the entomancer may only swap a single spell at any given level. This choice is made at the same time that the entomancer gains new spells known for the level.



	Tab	le: Er	ntomar	icer	
Level	Base Attack	<u>Fort</u> Save	Reflex Save	<u>Will</u> Save	Special
1st	+0	+2	+0	+2	Insect Mastery, Vermin empathy, Verminous Servant (Scout)
2nd	+1	+3	+0	+3	
3rd	+2	+3	+1	+3	Insect Mastery
4th	+3	+4	+1	+4	Verminous Servant (Steed)
5th	+3	+4	+1	+4	Insect Mastery, Verminous Call 1/day
6th	+4	+5	+2	+5	
7th	+5	+5	+2	+5	Insect Mastery, Verminous Servant (swarm)
8th	+6/+1	+6	+2	+6	
9th	+6/+1	+6	+3	+6	Insect Mas- tery, Insect Mastery, Verminous Call 2/day
10th	+7/+2	+7	+3	+7	
11th	+8/+3	+7	+3	+7	Insect Mastery
12th	+9/+4	+8	+4	+8	
13th	+9/+4	+8	+4	+8	Insect Mastery, Verminous Call 3/day
14th	+10/+5	+9	+4	+9	
15th	+11/+6/+1	+9	+5	+9	Insect Mastery
16th	+12/+7/+2	+10	+5	+10	
17th	+12/+7/+2	+10	+5	+10	Insect Mastery, Verminous Call 4/day
18th	+13/+8/+3	+11	+6	+11	
19th	+14/+9/+4	+11	+6	+11	Insect Mastery
20th	+15/+10/+5	+12	+6	+12	Vermin Master

Table: Entom	ancer Spell	Progression
	and the second second second	0

Level	1st	2nd	3rd 🥒	4th	5th	6th	7th	8th	9th
1st	3	-	-	-	-	-	-	-	-
2nd	4	-	-	-	-			-	-
3rd	5	-	-	-	-	-	-	-	-
4th	6	3	-	-	- 1		-		
5th	6	4	-	-	-	-	-	-	-
6th	6	5	3	-	-	- 40	-		-
7th	6	6	4	-	-	-	-	-	-
8th	6	6	5	3			-		-
9th	6	6	6	4	-	-	-	-	-
10th	6	6	6	5	3	-		-	-
11th	6	6	6	6	4	-	-	-	-
12th	6	6	6	6	5	3	-	-	-
13th	6	6	6	6	6	4	-	-	-
14th	6	6	6	6	6	5	3	-	-
15th	6	6	6	6	6	6	4	-	-
16th	6	6	6	6	6	6	5	3	-
17th	6	6	6	6	6	6	6	4	-
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

Table: Entomancer Spells Known

			-	the second se	and the second s			the second se		
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-		-	-	-
3rd	5	4	-	-	-	-	-	-	-	-
4th	6	4	1	-		-		-		-
5th	6	5	3	-	-	-	-	-	-	-
6th	7	5	3	1	-	-	-	-	-	-
7th	7	6	4	3	-	-	-	-	-	-
8th	8	6	4	3	1			-		- 1
9th	8	6	5	4	3	-	-	-	-	-
10th	9	6	5	4	3	1	-	-	-	- 1
11th	9	6	6	5	4	3	-	-	-	-
12th	9	6	6	5	4	3	1	-		-
13th	9	6	6	5	5	4	3	-	-	-
14th	9	6	6	5	5	4	3	1		-
15th	9	6	6	5	5	5	4	3	-	-
16th	9	6	6	5	5	5	4	3	1	
17th	9	6	6	5	5	5	4	4	3	-
18th	9	6	6	5	5	5	4	4	3	1
19th	9	6	6	5	5	5	4	4	4	3
20th	9	6	6	5	5	5	4	4	4	4

31

Orisons: Entomancers can prepare a number of orisons, or 0-level spells, as noted on Table: Entomancer Spells Known. These spells are cast like any other spell, except that they consume no spell slots and may be cast again.

Bonus Languages: Entomancers are closely related to druids and, as such, can learn the bonus languages normally allowed to druids. An entomancer gains Druidic as a free language upon gaining 1st level, and is considered a druid for the purposes of learning it (in other words, druids do not shun the entomancer for knowing their secret language). Entomancers are forbidden to teach this language to anyone but other druids and entomancers.

Vermin Empathy (Ex): An entomancer has the ability to naturally calm and influence insects. Similar to the druid's wild empathy ability, this allows the entomancer to improve a insect's attitude as if making a Diplomacy check. The entomancer rolls 1d20 and adds her Charisma modifier to determine the vermin empathy check result. Non-aggressive insects typically have a starting attitude of indifferent. Predatory or aggressive insects are usually unfriendly. This ability otherwise follows the normal rules and restrictions for the druid's wild empathy ability.

Additionally, any spells from the druid spell list that specifically affect animals also affect insects when the entomancer casts them. The entomancer can surpass a insect's immunity to mindaffecting effects when casting such spells.

Verminous Servant (Ex): All entomancers possess the ability to call upon the services of a verminous servant. Calling forth this servant requires one hour of uninterrupted meditation and can be performed once per day. At the end of this time, the servant appears adjacent to the entomancer, ready to obey her commands.

A verminous servant remains in its master's service until its death, until the entomancer calls upon another servant, or until the entomancer dismisses it as a standard action. When dismissed, a verminous servant immediately vanishes from existence. Verminous servants are creatures of magic, and can be called upon even if no such creatures normally exist in the environment. A verminous servant serves its master with selfless loyalty, obeying its master's commands even at the cost of its own life.

Unlike druid companions, most entomancers have no moral compunctions about issuing commands which are self-destructive to their verminous servants. These artificial creatures exist to serve; so long as their deaths serve a greater purpose, sacrifices are expected. A slain verminous servant's corpse melts away into nothing within moments, returning to the magic that created it.

At 1st level, the entomancer can only call upon a verminous scout. At 4th level, she gains the ability to call upon a verminous steed, and at 7th level she gains the ability to call upon a verminous swarm. The entomancer chooses her servant's form and type when he calls upon it.

Verminous Call (Su): At 5th level, the entomancer gains enhanced ability to summon her verminous servants more quickly and more often. Once per day, she may call upon a verminous servant as a standard action. The servant appears immediately adjacent to the entomancer and may act on the same turn. If the entomancer already has a verminous servant active, that servant is immediately dismissed.

The entomancer gains an additional use of verminous call every four levels thereafter (9th, 13th, and 17th level).

Vermin Master (Su): The entomancer can now use verminous call at will, so long as she has not used it within the last hour. If she wishes to use verminous call more than once per hour, she consumes her daily uses of it normally.

Entomancer Insect Disciplines & Masteries Way of the Spider

Masteries from this discipline focus on the use of poison, stealth, and subterfuge.

Envenomed Heart (Ex): The entomancer no longer risks poisoning herself when applying poison to a weapon. You gain ranks in the Stealth skill equal to your class level and Stealth is always considered a class skill. If you previously had ranks in the Stealth skill, those skill points are immediately refunded.

Poison Resistance (Ex): The entomancer gains a +4 bonus to all saving throws vs. poison and is completely immune to the poison of insects (including poison derived from insects).

Deadly Vermin (Ex): The entomancer's verminous servants gain more potent poison. The DC of all poisons inflicted by the entomancer's verminous servants is increased by 2. This mastery may be chosen multiple times, but no more than once per four levels. *Prerequisites*: 5th level, 1 spider mastery

Lingering Poison (Ex): All poisons inflicted by the entomancer's verminous servants now require two consecutive saves to cure. *Prerequisites*: 7th level, two spider masteries

Poison Mage (Su): All poisons wielded by the entomancer become supernaturally powerful. The DC of all poisons inflicted by the entomancer's weapons or spells is increased by 1. This mastery may be chosen multiple times, but no more than once per three levels. *Prerequisites*: 5th level, 1 spider mastery

Virulent Poison (Ex): The entomancer can suffuse her verminous servants with fatal poisons. When summoning a verminous servant that possesses a poison attack, the entomancer can choose to replace the servant's poison with one that inflicts an equal amount of Constitution damage. All of the poison's other statistics remain the same. *Prerequisites*: 9th level, 2 spider masteries

Venomous (Ex): The entomancer becomes completely immune to poison. Additionally, the entomancer's saliva becomes poisonous. He can deliver this poison as a natural attack or a bite (count as an unarmed) if the entomancer has no natural attacks. He can also apply this poison to a weapon as a move action. Poison saliva - Type: injury; Save: Fortitude DC 10 + 1/2the entomancer's level + the entomancer's Wisdom modifier; Frequency: 1/round for 3 rounds; Effect: 1d2 Strength damage; Cure: 2 consecutive saves. *Prerequisites*: 11th level, 3 spider masteries

Eternal Venom (Ex): Any enemy poisoned by the entomancer or her verminous swarm must roll their saving throw vs. poison twice and take the worse of the two results. *Prerequisites*: 15th level, 4 spider masteries

Way of the Mantis

Masteries from this discipline focus on raw power, aggression, and physical combat.

Claws of the Mantis (Ex): The entomancer can extend long, serrated claws from both forearms as a move action. These claws grant a pair of natural attacks inflicting 1d8 damage each. The entomancer is proficient with these weapons. The claws impose a -4 penalty to any actions requiring delicate manual manipulation (such as Craft skills or Disable Device) and can be retracted once more as a move action. The claws are unnoticeable when withdrawn.

Honed (Ex): The entomancer may select one type of natural attack (such as bite, claws, gore, etc.). She gains a +1 enhancement bonus when using this attack. This mastery may be chosen multiple times, though no more often than once every three levels. This mastery may be applied multiple times to one

attack, stacking with itself to a maximum of +5, or it may be applied to a different natural attack when taken. *Prerequisites*: Must possess a natural attack

Predator's Fury (Ex): The entomancer gains a powerful rend attack. If she hits with two natural attacks in a single turn, she can rend her foe for 1d4 + her Strength modifier damage. *Prerequisites*: 5th level, 1 mantis mastery, must possess two natural attacks

Blood Fury (Ex): The entomancer can inflict grisly wounds upon her foe. Her rend effect now also inflicts 1d8 bleed damage upon her target. *Prerequisites*: 9th level, 2 mantis masteries including predator's fury

Honed Claws (Ex): The entomancer may select one type of natural attack (such as bite, claws, gore, etc.). This natural attack gains a critical threat range of 19-20. This mastery may be chosen multiple times, but applies to a different natural attack type each time. *Prerequisites*: 11th level, 3 mantis masteries, must possess a natural attack

Deadly Claws (Ex): The entomancer may select one type of natural attack (such as bite, claws, gore, etc.). This natural attack's critical multiplier increases by one (from X2 to X3, typically). This mastery may be chosen multiple times, but applies to a different natural attack type each time. *Prerequisites*: 15th level, 4 mantis masteries, must possess a natural attack.

Way of the Beetle

Masteries from this discipline focus on indomitable toughness and defense.

Beetle's Shell (Ex): You gain Heavy Armor Proficiency as a bonus feat.

Iron Carapace (Ex): The entomancer's verminous steeds gain medium armor proficiency and appear wearing barding equivalent to breastplate when summoned. This barding neither interferes with a mount's ability to fly nor imposes any armor check penalties on Fly skill checks. The armor cannot be removed from the steed.

Powerful Steed (Ex): The entomancer's verminous steeds gain an innate +2 bonus to Strength and Constitution. This mastery may be chosen multiple times, though no more often than once every five levels.

Shared Armor (Su): The entomancer gains the ability to share her protective magic with her verminous servants. Any of the entomancer's druid spells that provide a bonus to Armor Class and target only the entomancer also affect the entomancer's verminous servant if it is in touch range when the spell is cast. *Prerequisites*: 5th level, 1 beetle mastery

Indomitable (Su): The entomancer can draw upon her innate powers to heal herself or her verminous servant. She can expend a use of her verminous call ability as a standard action to heal herself or her verminous servant 10 hit points per level. If using this ability on her verminous servant, she must have line of sight to the servant. *Prerequisites*: 9th level, 2 beetle masteries

Steel Carapace (Ex): The entomancer gains damage reduction 2/-. Her verminous servant also receives this damage reduction as long as it is in physical contact with the entomancer. This mastery may be chosen multiple times, increasing the damage reduction by one each time after the first. The total damage reduction gained from this ability cannot exceed 5/-. *Prerequisites*: 11th level, 3 beetle masteries

Way of the Locust

Masteries from this discipline focus on the use of verminous swarms to devastating effect.

Swarmbrother (Ex): The entomancer's innate bond with insects protects her from aggressive vermin. Non-intelligent insects will not attack the entomancer except in self-defense.

Swarms composed of insects will not damage her. Insects created by magical effects or under the direct control of another individual can harm the entomancer normally. (Magical swarms summoned or controlled by one of the entomancer's allies will not harm her unless the ally specifically commands them to.)

Swarm Master (Ex): When the entomancer summons a swarm of insects using summon swarm or insect plague she may direct the movement of all swarms created by the spell with a swift action each turn. *Prerequisite*: Must be able to cast summon swarm or insect plague.

Deadly Swarms (Ex): When the entomancer creates swarms of insects using either her spells or her verminous swarm ability, those swarms inflict an additional 1d6 swarm damage. This mastery may be chosen multiple times, but no more than once every five levels.

Agile Swarms (Ex): Verminous swarms under the entomancer's control no longer provoke attacks of opportunity when entering a creature's square. *Prerequisites*: 5th level, 1 locust mastery.

Swarmborne (Ex): The entomancer can enter a verminous swarm under her control and be carried along with it when it moves (as if the swarm were a mount). An entomancer moving in such a manner can fly or burrow along with the swarm if the swarm has the appropriate movement speed. *Prerequisites*: 9th level, 2 locust masteries.

Swarm Channel (Ex): The entomancer's verminous swarm becomes a powerful conduit for his own magic. The save DC for any of the entomancer's spells is increased by 2 for any creature currently within the space of his verminous swarm. *Prerequisites*: 11th level, 3 locust masteries.

Dual Swarms (Ex): The entomancer may create two verminous swarms rather than one when calling upon a verminous servant. When she does so, each verminous swarm is created as if the entomancer were four levels lower than her actual entomancer level. *Prerequisites*: 15th level, 4 locust masteries.

Way of the Bee

Masteries from this discipline focus upon the power of community and interdependence.

Hive Mind (Su): The entomancer can select a number of allies equal to her level once per day as a standard action. For the next twenty-four hours, she can use spells with a range of touch on these allies at a range of up to 30 feet. This mastery may be chosen multiple times, increasing the range of her hive mind by 30 feet each time it is taken. This mastery may not be chosen more often than once every five levels.

Hive Communication (Su): The entomancer knows the exact location of all allies affected by her hive mind ability (and can thus target them with her spells regardless of stealth or concealment). She can communicate with any of them telepathically. *Prerequisites*: 5th level, 1 bee mastery, hive mind

Hive Sacrifice (Su): The entomancer gains the ability to take the burden of certain conditions upon herself as a standard action. This ability can only apply to allies currently affected by her hive mind ability that suffer any of the following conditions: blinded, confused, dazed, deafened, exhausted, fatigued, nauseated, paralyzed, shaken, sickened, staggered, or stunned. The target is immediately cured of all of these conditions and the entomancer is immediately afflicted by these conditions for the remainder of the original effect's (or effects') duration. This ability may be used three times per day. *Prerequisites*: 9th level, 2 bee masteries, hive mind

Hive Mastery (Su): All allies within range of the entomancer's hive mind ability gain a morale bonus to Will saves equal to half the entomancer's Wisdom modifier (round down). This bonus is lost if the entomancer becomes unconscious. *Prerequisites*: 11th level, 3 bee masteries, hive mind



Verminous Servants

An entomancer's verminous servant gains abilities as indicated on Table: Verminous Servants. It also gains additional abilities depending on its type: scout, swarm, or steed. Despite the fact that these servants are creatures of magic, they are considered creatures of the vermin type while they exist. If the entomancer controlling a verminous servant dies, the servant immediately perishes as well.

Class Level: This is the character's entomancer level. A verminous servant's Hit Dice and abilities increase as the entomancer advances in level. If the entomancer also receives an animal companion from another character class (such as druid or ranger) she may elect to allow those levels to stack with her entomancer level for determining the verminous swarm's statistics and abilities. If she chooses to increase her effective entomancer level in this manner, she is no longer entitled to an animal companion. This does not apply in the other direction – a character with both verminous servant levels and animal companion levels can only combine them towards a verminous servant.

HD: This is the total number of eight-sided (d8) Hit Dice the verminous servant normally possesses, each of which gains a Constitution modifier. As they are not player characters, verminous servants do not receive full hit points for their first Hit Die.

BAB: This is the verminous servant's base attack bonus. A verminous servant's base attack bonus is the same as that of an entomancer of a level equal to the animal's HD. Verminous servants do not gain additional attacks using their natural weapons for a high base attack bonus. Note that swarm verminous servants do not need to make attack rolls at all.

Fort/Ref/Will: These are the verminous servant's base saving throw bonuses. A verminous servant has good Fortitude saves.

Natural Armor Bonus: The number noted here is an improvement to the verminous servant's existing natural armor bonus.

Constitution Bonus: Add this modifier to the verminous servant's Constitution score.

Skills: All verminous servants possess ranks in Climb and Perception equal to their Hit Dice. If they have a flight speed, they also gain ranks in the Fly skill equal to their Hit Dice.

Link (Ex): Unlike animal companions, verminous servants (with the exception of scouts) are unable to learn tricks or follow complex commands. Swarm verminous servants may be commanded to move as a free action (and automatically attack anything in their space). A steed verminous servant counts as a combat-trained mount when ridden by the entomancer that commands it and can be commanded to move or attack as a free action. The verminous servant otherwise behaves as a normal creature (or swarm of creatures). The entomancer gains a +4 circumstance bonus on all vermin empathy and Handle Animal checks regarding a verminous servant.

Vermin Traits: As vermin, all verminous servants possess darkvision with a range of 60 feet. With the exception of scouts, they are also mindless: they have no Intelligence score and are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A verminous servant has no skills or feats besides those granted by its type, though it gains ranks in Perception equal to its Hit Dice. If a verminous servant receives free ranks in a skill (including Perception), that skill is considered a class skill.

Share Spells (Ex): The entomancer may cast a spell with a target of "You" on her verminous servant (as a spell with a range of touch) instead of on herself. An entomancer may cast spells on her verminous servant even if the spells normally do not affect creatures of the servant's type (vermin). Spells cast in this way

2nd 3 +2 +3 +1 +1 +0 +0	Vermin Traits Evasion
3rd 3 +2 +3 +1 +1 +2 +1 4th 4 +3 +4 +1 +1 +2 +1 5th 4 +3 +4 +1 +1 +2 +2	Evasion
4th 4 +3 +4 +1 +1 +2 +1 5th 4 +3 +4 +1 +1 +2 +2	Evasion
5th 4 +3 +4 +1 +1 +2 +2	
6th 5 +3 +4 +1 +1 +4 +2	
7th 5 +3 +4 +1 +1 +4 +3	
8th 6 +4 +5 +2 +2 +4 +3	
9th 6 +4 +5 +2 +2 +6 +4	
10th 7 +5 +5 +2 +2 +6 +4	
11th 7 +5 +5 +2 +2 +6 +5	
12th 8 +6 +6 +2 +2 +8 +5 M	lultiattack
13th 8 +6 +6 +2 +2 +8 +6	
14th 9 +6 +6 +3 +3 +8 +6	
15th 9 +5 +6 +3 +3 +10 +7 Impr	oved Evasion
16th 10 +7 +7 +3 +3 +10 +7	
17th 10 +7 +7 +3 +3 +10 +8	
18th 11 +8 +7 +3 +3 +12 +8	
19th 11 +8 +7 +3 +3 +12 +9	
20th 12 +9 +8 +4 +4 +12 +9	

Table: Verminous Servants
must come from a class that grants a verminous servant or animal companion. This ability does not allow the verminous servant to share abilities that are spells, even if they function like spells.

Evasion (Ex): If a verminous servant is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Multiattack (Ex): A verminous servant gains Multiattack as a bonus feat. If the verminous servant possesses no secondary natural attacks, it instead gains a second attack with one of its natural weapons at a -5 penalty.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a verminous servant takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Verminous Servant Types

Verminous servants fall into three basic types. Scouts are small, intelligent servants that serve as messengers or spies. Swarms are large, stinging clouds of vicious insects that protect the entomancer or distract and devour her foes. Steeds are enormous servants who serve entomancers as loyal mounts. While there are many different types of each servant, each general type also has its own abilities.

Unless stated in their description, the Difficulty Class of all saving throws against verminous servant effects is equal to 10 + 1/2 the servant's Hit Dice + the servant's Constitution modifier.

Verminous Scouts

A scout is a single, Fine-sized vermin. Unlike other verminous servants, scouts possess an Intelligence score of 6, and thus can understand and perform complex commands without the use of the Handle Animal skill. Scouts can understand (but not speak) all languages known by their entomancer. Instead of gaining Hit Dice in the normal manner, verminous scouts are considered to have the entomancer's hit dice and have a hit point total equal to half the entomancer's maximum hit points.

Verminous servants possess ranks in Stealth equal to their Hit Dice. Scouts normally inflict no damage with an attack (though some can inflict poison or other effects with a successful attack roll). A scout can communicate telepathically with its master as long as it is within one mile. As Fine-sized creatures, scouts gain a +8 size bonus to attack rolls, a +8 size bonus to Armor class, a -8 size penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +16 size bonus to Stealth checks. Due to their extremely small size, scouts can use the Stealth skill with even minimal amounts of cover or concealment. Scouts take half damage from all falls and treat any falls as if the fall were 50 feet shorter.

Unless noted otherwise in their descriptions, all scouts have a speed of 20, a climb speed of 20, and the following ability scores: Str 1, Dex 16, Con 10, Int 6, Wis 10, Cha 2.

Crawler: Spiders, scorpions, centipedes, and other small, poisonous insects or arachnids fall into this category. These scouts can deliver poison via a successful sting or bite attack with the following statistics: Type: injury; Save: Fortitude; Frequency: 1/round for 3 founds; Effect: 1d2 Dexterity damage; Cure: 1 save. Crawlers receive a +2 bonus to Constitution.

Flier: Beetles, moths, flies, and other airborne non-stinging creatures fall into this category. These scouts gain a Fly speed of 40 (good) and ranks in the Fly skill equal to their Hit Dice (as well as a +8 size bonus to Fly skill checks for being Fine-sized). Fliers receive a +2 bonus to Dexterity.

Stinger: Wasps, hornets, bees, and other flying creatures that bite or sting fall into this category. These scouts gain a Fly speed of 30 (good) and ranks in the Fly skill equal to their Hit Dice (as well as a +8 size bonus to Fly skill checks for being Fine-sized). These scouts can deliver poison via a successful sting or bite attack with the following statistics: Type: injury; Save: Fortitude; Frequency: 1/round for 3 founds; Effect: 1d2 Dexterity damage; Cure: 1 save. Stingers receive a +2 bonus to Dexterity.

Leaper: Crickets, grasshoppers, fleas and other creatures with prodigious leaping abilities fall into this category. These scouts gain ranks in the Acrobatics skill equal to their Hit Dice, as well as a +10 racial bonus for all Acrobatics checks when jumping. These scouts always make jumps as if from a running start. Leapers receive a +2 bonus to Dexterity.

Creeper: Crawling, non-poisonous insects such as cockroaches and certain spiders fall into this category. These scouts have all their movement speeds increased by 10 feet and gain an additional +4 racial bonus to all Stealth checks. Stingers receive a +2 bonus to Dexterity.

Verminous Steeds

A steed is always a Large-sized insect. Its carapace is molded so that the entomancer can sit upon it as if it were a military saddle. A steed counts as a combat-trained mount as long as it is ridden by its entomancer.

Cockroach: Speed 60 ft.; **AC** +4 natural armor; **Attack** bite 1d8; **Ability Scores** Str 16, Dex 18, Con 14, Int -, Wis 10, Cha 2; **Special Qualities** None.

Cricket: Speed 30 ft..; AC +3 natural armor; Attack bite 1d6; Ability Scores Str 16, Dex 20, Con 14, Int -, Wis 10, Cha 2; Special Qualities Crickets gain ranks in the Acrobatics skill equal to their Hit Dice, as well as a +10 racial bonus for all Acrobatics checks when jumping. Crickets always make jumps as if from a running start.

Hawk Moth: Speed 20 ft., Fly 90 ft. (good).; AC +2 natural armor; Attack bite 1d6; Ability Scores Str 16, Dex 20, Con 14, Int -, Wis 10, Cha 2; Special Qualities Hawk moths receive a +4 racial bonus to all Fly skill checks.

Mantis: Speed 30 ft., Climb 20 ft., AC +4 natural armor; Attack bite 1d8, 2 claws 1d6; Ability Scores Str 20, Dex 16, Con 16, Int -, Wis 10, Cha 2; Special Qualities None.

Spider: Speed 30 ft., Climb 30 ft.; **AC** +3 natural armor; **Attack** bite 1d8; **Ability Scores** Str 18, Dex 14, Con 16, Int -, Wis 10, Cha 2; **Special Qualities** Poison bite - Type: injury; Save: Fortitude; Frequency: 1/round for 3 founds; Effect: 1d2 Strength damage; Cure: 1 save.

Trap-Jaw Ant: Speed 40 ft. Climb 20 ft.; **AC** +4 natural armor; **Attack** bite 1d8; **Ability Scores** Str 18, Dex 14, Con 16, Int -, Wis 10, Cha 2; **Special Qualities** Ants add double their Strength modifier (instead of one and a half times their strength modifier) to the damage from all bite attacks.

Wasp: Speed 20 ft., Fly 50 ft. (average).; AC +3 natural armor; Attack sting 1d8; Ability Scores Str 18, Dex 18, Con 16, Int -, Wis 10, Cha 2; Special Qualities Poison sting - Type: injury; Save: Fortitude; Frequency: 1/round for 3 founds; Effect: 1d2 Dexterity damage; Cure: 1 save.

Water Strider: Speed 40 ft.; AC +4 natural armor; Attack bite 1d6; Ability Scores Str 20, Dex 14, Con 16, Int -, Wis 10, Cha 2; Special Qualities Water striders can move normally across water.



Verminous Swarms

(Many of the following abilities are summarized from the swarm traits described in the *Pathfinder Bestiary*.) A swarm verminous servant is a large cloud of roughly 10,000 Fine-sized insects that function as a single creature. Swarms occupy a square (or a cube, if composed of flying creatures) 10 feet per side (as if it were a Large creature) but with reach of 0 feet. A swarm does not attack in the usual manner – it must move into an opponent's space (provoking an attack of opportunity as normal), and can occupy the same square as a creature of any size. Swarms can move through any space its component creatures can fit through. A swarm gains an +8 size bonus to AC (calculating its AC as per the size of its component insects).

A swarm is not subject to critical hits or flanking and is immune to all weapon damage. A swarm that is reduced to 0 damage is dispersed enough that it no longer functions as a verminous servant, causing the remainder of its component insects to also perish and vanish. Swarms cannot trip, grapple or bull rush an opponent and they cannot grapple opponents. A swarm rendered unconscious by nonlethal damage is harmlessly dispersed until its hit points exceed its nonlethal damage.

A swarm is immune to any spell or effect that targets a specific number of opponents (including single target spells). A swarm takes 50% additional damage from spells or effects that affect an area. Swarms are susceptible to high winds, such as those created by a *gust of wind* spell. These effects treat the swarm as a Finesized creature.

Swarms do not threaten squares, they do not make attacks of opportunity, nor do they attack in the conventional sense. Rather, they deal automatic swarm damage to any creature whose space they occupy at the end of their turn. Swarm attacks are not subject to miss chance due to concealment or cover. This attack is nonmagical by default, and is affected normally by damage reduction. Spells that enhance natural attacks (such as *magic fang*) can allow the swarm damage to overcome certain types of damage reduction normally. A swarm inflicts 1d6 damage, plus an additional 1d6 damage for each 5 Hit Dice it gains (2d6 at 6 HD and 3d6 at 11 HD).

Swarms possess the universal distraction monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that require patience and concentration requires a DC 20 Will save. Additionally, any creature that takes damage from the swarm must make a Fortitude save or be nauseated for 1 round.

Verminous swarms do not gain evasion or improved evasion.

Unless noted otherwise, verminous swarms will not enter water.

Army Ant Swarm: Speed 30 ft., Climb 20 ft., Burrow 10 ft.; Ability Scores Str 1, Dex 14, Con 16, Int -, Wis 10, Cha 2; Special Qualities Creatures who take damage from the army ant swarm take 1d6 bleed damage.

Bee Swarm: Speed 20 ft., Fly 60 ft.; **Ability Scores** Str 1, Dex 14, Con 14, Int -, Wis 10, Cha 2; **Special Qualities** Creatures damaged by the swarm are poisoned. Poison swarm - Type: injury; Save: Fortitude; Frequency: 1/round for 3 founds; Effect: 1d2 Dexterity damage; Cure: 1 save.

Leech Swarm: Speed 20 ft., Swim 30 ft.; Ability Scores Str 1, Dex 14, Con 14, Int -, Wis 10, Cha 2; Special Qualities Creatures who take damage from the leech swarm take 1d4 bleed damage. Leech swarms can enter water and breathe underwater. **Moth Swarm: Speed** 20 ft., Fly 60 ft.; **Ability Scores** Str 1, Dex 18, Con 14, Int -, Wis 10, Cha 2; **Special Qualities** A moth swarm deals damage only to plant life and vegetable matter. The moth swarm blocks vision and grants total concealment to all creatures within its area. An entomancer who is immune to swarm damage can see through the swarm normally.

Spider Swarm: Speed 20 ft., Climb 20 ft.; **Ability Scores** Str 1, Dex 14, Con 18, Int -, Wis 10, Cha 2; **Special Qualities** Creatures damaged by the swarm are poisoned. Poison swarm -Type: injury; Save: Fortitude; Frequency: 1/round for 3 founds; Effect: 1d2 Strength damage; Cure: 1 save.

Entomancers in Aden

Bilkaf - The power of entomancy relies upon the idea that great strength can be found in even the smallest of nature's creatures. As a faerkin growing up in the Crawling Jungle, Biklaf found this concept extremely appealing. She grew up with no true family or friends - but she never needed any. The jungle was her family. The insects were her friends. She greets each new day with wonder and excitement, eager to see what mysteries the world holds for her next. She is an endless source of cheer, humor, and enthusiasm, an odd contrast to the vicious and often unnerving insects who serve her. While she loves her home of Kyan, her innate curiosity leads her ever toward the next horizon. She has fallen in with one band of adventurers after another. If they are kind to her, she gladly uses her magic to protect and support them. If her traveling companions prove themselves to be cruel, she calls vermin to devour their supplies and scare off their horses and she vanishes into the night.

Marcus Sholt - The ilithix exile now known as Marcus Sholt had the good fortune of becoming severed from his tribe while scouting far from his hive. Realizing that his former brethren would consider him an enemy, he immediately fled to the south, soon arriving on the beaches of Yzeem. Unfamiliar with the local customs, he was soon captured by a band of notorious pirates and conscripted into service. The pirates gave him his new name and taught him their language, but they were also cruel. Marcus spent his days in hard labor, and often faced savage punishment for no reason other than his bizarre appearance. During his long imprisonment, Marcus began to realize that his former connection to his hive had bestowed him with a natural talent for entomancy. He practiced his skills in secret, preparing for the day he would make his escape. One fateful day, as the pirate captain prepared to attack a merchant vessel, Marcus slipped his bonds and summoned a swarm of ferocious insects. His verminous minions drove the pirates from their vessel in sheer terror. Soon, only Marcus and his fellow slaves remained. After freeing the others, the ilithix was surprised when they proclaimed him their new captain. Now this unlikely hero leads his loyal crew in an endless crusade across the waves of Yzeem, turning his powerful magic against all who would seek to plunder and enslave the innocent.

Gang Bao – Like most Vanorans, Gang Bao was raised to venerate the Ten Beasts. However, his family taught a broader philosophy, a reverence not merely for these sacred animals but for all aspects of nature. Bao found a special resonance with the spirits of insects. Their tenacity, interdependence, and extreme adaptability inspired him. Bao's father found this fascination strange, but he supported it nonetheless, and was overjoyed when the thoughtful young lad proved to have the gift of magic. Bao is a soft-spoken, devout, and honest young man. His strange powers often earn suspicion or even outright fear from others. He is deeply saddened that others cannot perceive the virtue and beauty of the insect world, and has determined that it is his destiny to venture out into the world and teach others the value of his personal philosophy. Though he is a patient young man, he is often frustrated by the disregard most others hold for the insect world. Yet he perseveres, following the path of adventure in hopes that he might spread his strange enlightenment to the world.

The Fallen

The Darkfall takes many names and many forms, but its most insidious manifestation is in the hearts of normal men and women. By circumstance or by choice, this malevolent intelligence finds root in mortal flesh. These poor creatures are forever changed by the experience, touched by the same twisted power that created the Nocturnals. Some of these creatures are victims of unimaginable dark magic or powerful curses. Some intentionally brokered dark pacts with the Nocturnals and bear their twisted gifts as a mark of their debt. Others had no choice at all, but are the offspring of terrible unions between unnatural creatures and ordinary men. These creatures are known as the Corrupted. They serve the Darkfall obediently, their wills subverted by its malevolent power.

But some do not serve.

They call themselves the fallen.

Much like the paths to corruption, the paths to freedom are equally diverse. Some are freed by excruciating holy rituals. Some overcome the Darkfall's grasp upon their soul through will alone. And some are simply set free with no explanation – their liberty as random and terrifying as was their servitude. The fallen look out for their own, and have formed a loose confederation among themselves. They help one another overcome the darkness within. And, more importantly, they hunt down those who falter – or those who merely pretend to be free of the Darkfall's control – and destroy them without mercy. This hardly spares a fallen from the fear and hatred of his fellow men. To the rest of the world, the fallen are indistinguishable from other corrupted, save by their actions.

But by their actions, they shall be redeemed.

Role: A fallen's powers can vary wildly depending upon its origins and stigma. One thing tends to remain constant – the fallen are masters of destruction. Their power is complemented in various ways by their unearthly heritage, which grants powerful supernatural abilities to these dark heroes.

Alignment: Though the siren's song of the Darkfall constantly tempts a fallen toward evil, these characters can be of any alignment. Some find that actively embracing the cause of good is the only way to banish temptation.

Hit Die: d8

Class Skills

The fallen's class skills are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (Dungeoneering) (Int), Knowledge (Local) (Int), Profession (Wis), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per level: 4 + Int modifier

Starting Wealth: 4d6x10 gp (average 140 gp). In addition, each character begins with an outfit worth 10 gp or less.

Class Features

All of the following are class features of the fallen:

Weapon and Armor Proficiency: A fallen is proficient with all simple weapons and one martial weapon of choice. He is proficient with pistols and holdout firearms. He is also proficient with light armor and shields (except tower shields).

Stigma (Ex): All fallen carry a stigma, a fragment of the Darkfall's power that is as much blessing as curse. As the Darkfall most commonly manifests itself in the form of mortal nightmares, each stigma resembles some legendary monster or primal fear shared by the people of Aden.

The horrific nature of the fallen leads others to shy away from their presence. All fallen suffer a -6 penalty to Diplomacy skill

The Corrupted

While the rules presented here are intended for fallen player character heroes, they can also be quite useful to the GM in the creation of Corrupted NPC villains. After all, the only real difference between a fallen and a Corrupted is whether or not they serve the Darkfall (willingly or unwillingly). The fallen character class can easily be used to create powerful Corrupted NPCs.

CHARACTER WHITE IN THE REAL PROPERTY OF THE REAL PR

Table: The Fallen									
Level	Base Attack	<u>Fort</u> Save	<u>Reflex</u> Save	<u>Will</u> Save	Special				
1st	+0	+2	+0	+2	Fallen Feat, Stigma, Torment				
2nd	+1	+3	+0	+3	Scourge				
3rd	+2	+3	+1	+3	Shadow Sight, Tough- ened (+1)				
4th	+3	+4	+1	+4					
5th	+3	+4	+1	+4	Suffering (5/day)				
6th	+4	+5	+2	+5	Fallen Feat, Conceal Stigma				
7th	+5	+5	+2	+5					
8th	+6/+1	+6	+2	+6	Sufferi <mark>ng</mark> (7/day)				
9th	+6/+1	+6	+3	+6	Toughened (+2)				
10th	+7/+2	+7	+3	+7					
11th	+8/+3	+7	+3	+7	Fallen Feat, Suffering (9/day)				
12th	+9/+4	+8	+4	+8	HIde Stigma				
13th	+9/+4	+8	+4	+8					
14th	+10/+5	+9	+4	+9	Suffering (11/day)				
15th	+11/+6/+1	+9	+5	+9	Toughened (+3)				
16th	+12/+7/+2	+10	+5	+10	Fallen Feat				
17th	+12/+7/+2	+10	+5	+10	Suffering (13/day)				
18th	+13/+8/+3	+11	+6	+11	Veil Stigma				
19th	+14/+9/+4	+11	+6	+11					
20th	+15/+10/+5	+12	+6	+12	Eternal				

checks unless they make an effort to disguise themselves. Less powerful fallen must rely on mundane means to hide their true nature. Making a Disguise check to hide one's stigma poses the same difficulty as disguising oneself as another race (-2 to the check). At the GM's option, certain particularly dramatic stigma (such as drakes or incinerators) may be more difficult if not impossible to disguise.



On a more positive note, an undisguised fallen gains a +6 bonus to all Intimidation skill checks.

For stigma abilities or any other fallen class abilities that allow a saving throw, the DC is equal to $10 + \frac{1}{2}$ the fallen's level + the fallen's Charisma modifier.

Fallen Feats (Ex): At 1st level, and every five levels thereafter, a fallen gains one bonus feat selected from a list specific to his stigma, or any Fallen feat. The fallen must meet all prerequisites for these feats.

Torment (Su): The fallen all suffer some sort of enduring pain, madness, or fear due to their dark legacy. At 1st level, they gain the ability to project this torment onto other beings. As a swift action, a fallen can cast its torment upon one living enemy at a range of up to 60 feet. The enemy gains the tormented condition. This effect marks the foe as vulnerable to other fallen class abilities (such as scourge or certain stigma abilities) and lasts until the beginning of the fallen's next turn.

Upon becoming tormented, an enemy must make a Will save or be shaken for 1 round. If an enemy successfully saves against the shaken effect, he may no longer become shaken from that fallen's torment for twenty-four hours (but is still tormented and vulnerable to other effects that rely upon torment). Torment does not stack with other fear conditions to make a creature frightened or panicked.

Torment may be removed by any effect that removes fear (though enemies who are immune to fear are not also immune to torment).

Some effects last for the duration of the tormented condition. These conditions persist so long as the fallen continues to reapply the condition to an enemy immediately after it expires.

Scourge (Ex): At 2nd level, the fallen gains a damage bonus equal to his Charisma modifier on all melee damage rolls against tormented enemies.



Shadow Sight (Su): At 3rd level, the fallen gains darkvision with a range of 60 feet. If he already possesses darkvision, the range is increased by 60 feet.

Toughened (Ex): The fallen's inhuman state is sometimes advantageous. He gains a +1 natural armor bonus to his Armor Class. This bonus increases to +2 at 9th level and +3 at 15th level.

Suffering (Su): At 5th level, the fallen gains greater understanding of his dark powers. He may choose to inflict torment upon an enemy as a standard action rather than a swift action. This extends the duration of the tormented condition to one round per class level.

When using suffering, the fallen may choose to replace the shaken condition normally inflicted by torment with a more powerful condition that he has learned. Targets receive a Will save to negate this effect, and may make another Will save to negate it at the end of each of their turns. Unlike torment's shaken condition, targets that successfully make their Will save do not become immune to the fallen's sufferings (though he must use this ability again to reapply them).

At 5th and 8th levels, the fallen learns to inflict one of the following conditions: entangled, fatigued, frightened, or nauseated.

At 11th and 14th levels, the fallen adds the following conditions to the list of those that may be learned: blind, dazed, exhausted, or panicked.

At 17th level he may learn the stunned condition.

Suffering may be used five times per day, plus two additional uses at 8th, 11th, 14th, and 17th level. A fallen may only inflict one condition per use of suffering.

Conceal Stigma (Su): At 6th level, the fallen becomes more skilled at hiding his true nature. He no longer suffers a penalty to Disguise checks when attempting to conceal his stigma. Additionally, he may suppress his stigma for short periods of time. As a standard action, the fallen may physically transform himself into a less unnatural form through sheer willpower. For up to ten minutes per level per day, he appears as he would if untouched by the Darkfall, a perfectly normal member of his race. (This ability must be used in 10 minute increments, but these periods need not be consecutive.) He may resume his true form as a move action, or as part of any standard action required to use an ability granted by his stigma.

While in this form, the fallen may not use stigma abilities and loses the benefits of toughened.

Hide Stigma (Ex): At 12th level, the fallen's conceal stigma ability now lasts one hour per level rather than 10 minutes per level. Further, this ability is considered extraordinary rather than supernatural, allowing the fallen to maintain his disguise despite antimagic fields and the like.

Veil Stigma (Su): At 18th level, the fallen may draw upon the Darkfall's powers of misdirection and deception to disguise his true form. As a standard action, the fallen may wrap himself in a supernatural veil once per day. The veil counts as an illusion (figment) effect that allows the fallen to look, smell, and feel as if he were disguised using conceal stigma. This veil shares its duration with hide stigma, though the fallen may dismiss it as a free action.

The veil does not interfere with the fallen's class abilities in any way. Any enemy attacked by the fallen gains an immediate Will save which, if successful, allows that enemy to see the fallen as he truly is. Obvious displays of supernatural power (such as flying around or setting things on fire) may allow others a save as well, at the GM's discretion – otherwise anyone not attacked continues to perceive the fallen in his mortal form until he chooses to discard the veil.

Eternal Torment (Su): At 20th level, the fallen may use his torment ability on any enemy that enters that ability's range as a free action, and may use suffering as a move action.

Fallen Stigmas

A fallen's stigma defines the nature of its dark powers. While each stigma has an associated description, do not be afraid to build upon these with your own ideas. So long as the stigma clearly marks the character as fallen, players should feel free to work with their GM's to design a unique and memorable hero. The Horror stigma is the most common, and is the default stigma for most NPC fallen.

A fallen gains all "Special" stigma abilities at 1st level. All spell-like abilities granted by stigma are cast at a caster level equal to the fallen's class level.

Befouled

The fallen draws his powers from poison and disease. His complexion is gaunt and sickly. His flesh is riddled with discolored sores and constantly oozes unclean fluids.

Bonus Feats: Endurance, Great Fortitude, Improved Great Fortitude, Skill Focus (Craft (Alchemy)), Weapon Focus

Special: *Befouled Health* (Ex): You gain a +2 profane bonus on all saves against poison and disease

Dire Venom (Ex) – Your saliva becomes a potent contact poison, which you may apply to a weapon as a standard action or spit up to 15 feet as a ranged touch attack. This poison inflicts 1d2 Strength damage per round for 4 rounds. Poisoned creatures may make a Fortitude save to negate the damage and end the affliction. This ability is usable a number of times per day equal to your fallen level. This poison immediately loses its potency if the poisoned weapon is wielded by anyone but you.

Poison Use (Ex) - You cannot accidentally poison yourself when applying poison to a weapon.

Putrefy (Su) – Once per day you may enter a body of water (up to one 10 foot cube by level) and release a cloud of putrid filth as a standard action, rendering the water unclean. Anyone who drinks the water is inflicted with blinding sickness (see Afflictions in Appendix 2 of the *Pathfinder Core Rulebook*). You are immune to this disease.

Stigma Abilities

 $\label{eq:2.1} \mbox{ 2nd Level: } \textit{Poisonous Torment (Su)} - \mbox{ Your torment ability inflicts the sickened condition instead of the shaken condition.}$

4th level: *Greater Venom* (Ex) – Your Dire Venom now inflicts 1d3 Strength damage and requires two successful saves to cure.

Unholy Health (Ex) - You are immune to all diseases, including supernatural diseases and diseases which are also curses, such as mummy rot.

7th level: *Venomous Suffering* (Su) – You may now inflict your Dire Venom poison upon an enemy as one the conditions bestowed by your suffering ability. (This version of the poison always inflicts Strength damage.)

Wretched Cloud (Sp) – You may cast stinking cloud as a spell-like ability three times a day. The resulting cloud is always centered on you, and may not be cast at range. You are immune to your own wretched cloud.

10th level: *Deadly Venom* (Ex) – This poison now damages either Strength or Constitution (chosen when the poison is applied). You may now apply Dire Venom to a weapon as a move action.

Unholy Antidote (Ex) - You are immune to all poisons.

13th level: *Endless Venom* (Ex) – Your Dire Venom lasts for a number of doses equal to your Charisma modifier when applied. The poison now inflicts 1d4 ability damage.

Plague Bearer (Ex) – Any time you are exposed to a disease, make a save as if you were not immune. If your save succeeds, you become a carrier for the disease and may spread it to others normally. Every time you would normally save to resist the disease, make a saving throw. If you fail this saving throw, you no longer carry the disease. You may only carry one disease at a

Beyond Thunderscape

While the fallen are closely tied to the mythos of Thunderscape, they can still potentially work quite well in other settings. A fallen could represent a character who has dealt with devils or demons in return for obscene power. A fallen could be the victim of an incurable family curse, or the result of a strange magical experiment. A fallen could even be the descendant of beings from the lower planes, similar in some ways to tieflings. The forms of evil are manifold, and so are the potential origins of the fallen. Like Aden's fallen, these unfortunate creatures may likewise find that the best way to keep dark temptations at bay is to go out into the world and seek redemption, which leads them naturally into roles of adventuring heroes.

time, and may cure yourself by using your Putrefy ability to expel the disease from your body. (The carried disease infects the water

instead of the usual blinding sickness.)

16th level: *Murderous Fog* (Sp) – You may cast cloudkill as a spell-like ability once a day. The resulting cloud is always centered on you, and may not be cast at range.

Versatile Venom (Ex) – Your Dire Venom now damages an ability score of your choice (chosen when the poison is applied).

19th level: *Venomous Grip* (Su) – You may apply Dire Venom to any weapon you wield as a free action.

Behemoth

A behemoth fallen is a creature of raw physical power. Behemoths' bodies hunch from the weight of obscenely overdeveloped muscles corded with dark, pulsing veins. These violent creatures may appear slow and dim-witted, but can often wield their power with terrifying speed and intellect.

Bonus Feats: Great Fortitude, Improved Great Fortitude, Medium Armor Proficiency, Power Attack, Toughness

Special: *Rampaging Fists* (Ex) – You gain the Improved Unarmed Strike feat. Your unarmed attacks inflict 1d10 damage (for a Medium behemoth, or 1d8 for a Small behemoth).

Monstrous Roar (Ex) – Each time you reduce a creature to 0 hit points or less, you may unleash a bloodcurdling roar as a free action. All enemies within 10 feet are immediately affected by your torment.

Stigma Abilities

4th level: *Inhuman Brawn* (Ex): You gain a +2 inherent bonus to your Strength and +2 to your natural armor bonus.

Brutal Torment (Ex): You may forego inflicting the shaken condition when using your torment. When you do so, your unarmed attacks count as magical, cold iron, and silver against your tormented enemy.

7th level: *Merciless Grip* (Ex): You gain a constrict attack, inflicting damage equal to your unarmed damage when making a grapple check (in addition to any other effects, including additional damage). You gain the Improved Grapple feat (or the Greater Grapple feat, if you already have that feat).

Monstrous Stature (Sp): You may cast enlarge person on yourself as a spell-like ability, three times per day.

10th level: *Savage Blows* (Ex): You inflict one and a half times your strength modifier with unarmed attacks.

Brutal Suffering (Su): In lieu of the normal conditions you apply with your suffering ability, you may instead impose a penalty to the target's CMD equal to your Charisma modifier. This penalty applies only against your bull rush, trip, and sunder attacks. This penalty may be resisted in the manner of a normal suffering condition.



13th level: *Inhuman Brawn* (Ex): You gain an additional +2 inherent bonus to your Strength (for a total of +4).

16th level: *Brutal Criticals* (Ex): You now threaten a critical hit on 19-20 with your unarmed attacks.

19th level: *Cruel Torment* (Ex): Your unarmed attacks ignore all damage resistance.

Horror

Of all the fallen, Horrors are the most primal expressions of the Darkfall's power. Their bodies have been wracked and twisted by corruption. No two Horrors are alike; the Darkfall has transformed each one into a uniquely disfigured and horrifying creation. Pain, madness, and fear are integral parts of their beings, and they gladly use these dark gifts against their enemies.

Bonus Feats: Improved Initiative, Alertness, Improved Iron Will, Iron Will, Skill Focus (Intimidate)

Special: Tormented Mind (Ex): The mental anguish you have experienced through the Darkfall makes lesser terrors pale in comparison. You are immune to fear (including magical fear) and gain a +2 profane bonus to all saving throws against mind-affecting effects.

True Terror (Ex): The save DC's against any fear or confusion effects you produce (including your torment and suffering effects) are increased by 1.

Stigma Abilities

4th level: *Shared Pain* (Su): A horror can use torment to inflict grisly retributive wounds upon its enemies. If you are damaged by an enemy currently affected by your torment, that enemy takes damage equal to your Charisma modifier.

7th level: *Infernal Focus* (Ex): Your mind is so inured to madness that you are now immune to any confusion effects.

Play With Madness (Su): You may now inflict confusion upon an enemy as one of the conditions bestowed by your suffering ability.

10th level: *Horrifying Shriek* (Sp): You may cast fear three times per day as a spell-like ability.

Madness Plague (Su): Once per turn as a free action, you may select one enemy within 30 feet who is also within 10 feet of a confused enemy. This enemy must make a Will saving throw (DC equal to that of the original confusion effect) or be confused as well for the same duration.

13th level: *Riot* (Su): Any confused enemy within 60 feet of you gains an attack and damage bonus equal to your Charisma when attacking one of its allies.

Ghastly Wings (Ex): As a standard action, you may grow a pair of tattered, demonic wings from your back. You gain a fly speed of 60 with average maneuverability. You may retract the wings as a standard action.

16th level: *Eternal Madness* (Su): Three times per day, you may use madness plague to spread confusion to all enemies within range rather than to just one.

Nowhere to Run (Su): Any time you inflict the panicked condition upon an enemy, that enemy temporarily ceases to perceive you as an enemy. They will perceive any square adjacent to you as a place of great safety, and will move toward it as quickly as possible. This perception ends either when the panicked condition ends, or after you attack them (though in the latter case, they remain panicked).

19th level: *Hellforged Will* (Ex): You are now immune to all mind-affecting effects.

Armor of Fear (Su): Three times per day, you may use your suffering ability as an immediate action against an enemy who has attacked you in melee. You may only choose the panicked affliction. If the enemy becomes panicked, his attack is immediately canceled.

Incinerator

These terrifying fallen are living manifestations of man's innate fear of fire. This stigma leaves the fallen covered head to toe in horrid burns, and their flesh is painfully warm to the touch. When angered, the fallen's eyes glow like embers and release a putrid smoke. Though these fallen have adjusted to the terrible agony caused by their stigma, they are driven to share their pain with their enemies through the power of cleansing fire.

Bonus Feats: Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Toughness

Special: *Charred Hide* (Ex): Your seared flesh grants resist fire 5 and +1 natural armor.

Firestarter (Su): You may create a burst of sickly green sparks up to 30 feet away as a standard action. These sparks shine as brightly as torches and set combustible objects on fire.

Stigma Abilities

2nd Level: *Kindle* (Su): Instead of inflicting the shaken condition, your torment ability (gained at 2nd level) lowers the target's fire resistance by 5 while tormented. The target receives no save to resist this effect.

Scourging Fire (Su): Your scourge ability (gained at 2nd level) inflicts its extra damage when inflicting either melee or fire damage upon a tormented target. (It does not inflict this damage twice when using fire damage in melee.) When used to increase fire damage, the scourge damage also counts as fire damage.

4th level: *Charred Hide* (Ex): Your fire resistance increases to 10.

Fan the Flames (Su): You may use burning hands as a spelllike ability, a number of times per day equal to your class level.

7th level: *Demonlight* (Sp): You may use pyrotechnics three times per day as a spell-like ability.

Blister and Burn (Su): You may now set an enemy on fire as one of the conditions inflicted by your suffering ability. Such enemies must make a Reflex save or take 1d6 fire damage. So long as the suffering affects them, they must make a Reflex save on their turn or take an additional 1d6 damage, unless they take action to extinguish themselves (by jumping into water or the like). Spending a full round action rolling on the floor to smother the fire grants a +4 bonus to the Reflex save. (Even if the target douses the flame, he is still affected by the tormented condition.) When used to set an enemy on fire, the fallen does not consume one of his daily uses of suffering.

10th level: *Charred Hide* (Ex): You are now immune to damage caused by any fire created by your own fallen abilities, including environmental fire that was ignited by your abilities.

Hellfire (Sp): You may use fireball three times per day as a spell-like ability. The resulting fire is a sickly green and erupts with a horrifying scream. As a result of its sinister origins, half of this damage does not count as fire damage and is not subject to fire resistance or immunity. Any enemy who fails their save against this effect gains the tormented condition until the end of your next turn.

13th level: *Flame Step* (Su): When using your Hellfire ability, you may choose to teleport to the center of the resulting fireball as a free action. You may now use your hellfire ability a number of times per day equal to your class level.

16th level: *Smoke Wraith* (Su): The flame now burns the mind as well as the body, hiding you from the sight of your enemies. You are invisible to any enemies who are currently tormented and on fire.

19th level: *Infernal Rain* (Sp): Once per day, you may cast *storm of vengeance* as a spell-like ability. All of the damage inflicted by this spell becomes half fire damage (with the other half being the usual acid, electricity, or bludgeoning damage normally inflicted by the spell).

Madcap

Not all pranks are harmless. The Madcap fallen is possessed by a spirit of malicious mischief. This creature constantly fills the fallen's mind with images plucked from its own bizarre and inhuman sense of humor, steering the mortal mind toward madness unless it agrees to play vicious, sometimes fatal tricks upon others. While the Madcap stigma does not twist the flesh like most, its influence is still readily apparent. The Madcap's face is twisted into a rictus grin. His eyes sparkle with comic delight one moment and desperate exhaustion the next. His unstable mental state often leads him to neglect personal hygiene, letting his hair grow ragged and his clothes become unkempt and disheveled. Worst of all, except when consciously trying to be quiet, the Madcap finds it difficult not to fill the silence with a macabre, piercing laughter.

Bonus Feats: Dodge, Fleet, Mobility, Nimble Moves, Skill Focus (Stealth)

Special: *Madcap Talent* (Ex): You gain Disable Device, Perception, and Sleight of Hand as class skills. You gain a bonus equal to your Charisma modifier on all Stealth and Bluff skill checks.

Madcap Stealth (Ex): You suffer no penalties to Stealth skill checks for moving at your full speed.

Stigma Abilities

2nd level: *Sly Torment* (Su): You gain your scourge damage bonus on all damage rolls against flat-footed opponents, as well as on melee damage rolls (you do not gain the bonus twice when attacking a flat-footed opponent in melee). Using torment does not betray your location while hidden or negate invisibility as an attack normally would.

4th level: *Fool Me Once* (Sp): You can use silent image at will as a spell-like ability. If an enemy physically interacts with the illusion, it immediately explodes into a cloud of sparkling dust and sinister laughter. Any enemies within 10 feet of the illusion are immediately affected by your suffering ability (this expends one use of your suffering ability).

Distracting Torment (Su): When using torment, you may choose to inflict a -10 Perception penalty to your target rather than the shaken condition. The target may make a Will save to resist this effect. If failed, this penalty lasts for the duration of the tormented condition.

7th level: *Fool Me Twice* (Su): As a standard action, you can become invisible to all tormented enemies. If you attack an enemy, you become visible to that enemy. Otherwise, you remain invisible for the duration of the tormented condition. After becoming invisible, you may choose to leave an illusion of your corpse where you had been standing as a free action (as if created by your fool me once ability). This illusion persists for a number of rounds equal to your Charisma modifier, or until physically interacted with.

10th level: *Mountebank* (Su): You may teleport up to 30 feet as a move action, vanishing in a burst of smoke and laughter. If you teleport into concealment or behind cover, you may immediately make a Stealth check to hide. Three times per day, if an enemy attacks you and misses by 5 or more, or when one of your illusions or duplicates are destroyed, you may use this ability as an immediate action.

13th level: *Fooled Again* (Sp): You may cast mirror image three times per day as a spell-like ability. If a target strikes one of your images in melee, the image immediately explodes in a puff

of tinkling dust and maniacal giggling. The attacker must make a Will save or be blinded for one round.

16th level: *Shell Game* (Su): You may create an illusionary duplicate as a standard action. This duplicate sounds, smells, and looks exactly like you, but is a figment. You may command it as a free action, allowing it to appear to take any actions you normally can take in a round. If attacked, the duplicate explodes in the same manner as the illusions created by the fool me once ability. You may have one duplicate active at a time.

Madcap Tricks (Su): When using the mountebank ability, you may cause your duplicate to appear to teleport as well, if you wish. When using fool me twice, you may choose to create a burst of smoke and laughter in your location and cause your shell game duplicate to appear to teleport as a free action. This creates the illusion of teleportation while you remain in your location (invisible to all tormented targets).

19th level: Forever the Fool (Su): Three times per day, you may switch places with your shell game duplicate after being attacked as an immediate action, teleporting to one another's position. If you do not have a duplicate, you immediately create one in your location and teleport up to 60 feet away. This teleportation is so quick that your attacker must succeed on a Will save to notice the switch.

Seducer

Nightmares and madness may be the Darkfall's most obvious weapons – but it also uses temptation to accomplish its ends. Among the fallen, the seducer represents this face of evil. These creatures do not bear the hideous scars and disfigurements of their fellow fallen. Quite the opposite, they are most comfortable within society, using their supernatural charm and ethereal beauty to disguise themselves until the time is right to strike.

Bonus Feats: Improved Iron Will, Iron Will, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy)

Special: Unnatural Beauty (Ex): You gain Diplomacy as a class skill. You gain a +6 bonus to Diplomacy skill checks rather than the normal -6 penalty due to your stigma.

Seducer's Torment (Su): You may choose to forego the shaken condition normally inflicted by your torment ability, and may inflict a -2 penalty to Will saves instead (the target still receives a Will save to resist this effect). If used in this manner, torment is subtle enough that it does not reveal you when you are hidden nor is it in any way an obvious, aggressive act.

Parasitic Caress (Su): You may inflict 1d4 strength damage as a touch attack. This is a standard action that provokes an attack of opportunity. The target only takes half of this damage with a successful Will save. This effect automatically inflicts maximum damage against a helpless opponent.

Stigma Abilities

4th level: *Inhuman Beauty* (Ex): You gain a +2 inherent bonus to your Charisma.

Devilish Charm (Sp): You may use charm person three times per day as a spell-like ability. Use of this ability requires eye contact, but is not in any other way immediately obvious and does not reveal you when hidden.

6th level: *Seducer's Guile* (Su): A seducer does not receive the conceal stigma ability, as he has no use for it. Instead, you may change your appearance (as per the disguise self spell) for the same duration.

7th level: *Soporific Suffering* (Su): You may now inflict the unconscious condition upon an enemy as one of the conditions bestowed by your suffering ability. Sleeping enemies awaken immediately upon taking any damage. This is a sleep effect (for the purposes of ultimate guile).



Seducer's Kiss (Su): Your parasitic caress now inflicts double damage against unconscious targets.

10th level: Seducer's Feast (Su): Any time you cause 4 or more Strength damage with your parasitic caress, you gain either a +4 profane bonus to an ability score of your choice or 20 temporary hit points (your choice). Either effect has a maximum duration of twenty-four hours.

12th level: Enhanced Guile (Ex): Seducers do not receive the hide stigma ability, as he has no use for it. Instead, your seducer's guile now lasts for one hour per level and no longer counts as supernatural, allowing you to maintain your disguise in antimagic fields and the like.

13th level: *Devilish Charm* (Sp): This ability now grants charm monster three times per day as a spell-like ability, rather than charm person.

16th level: *Inhuman Beauty* (Ex): You gain an additional +2 inherent bonus to your Charisma (for a total of +4).

18th level: Ultimate Guile (SU): A seducer does not receive the veil stigma ability, as they have no use for it. Instead, they receive a +2 to the Difficulty Class for the saving throws of all of your charm and sleep effects, as long as you are disguised as someone the target trusts.

19th level: Chained Heart (Sp): You may use dominate person three times per day as a spell-like ability.

Fallen in Aden

Iago Vesten - As an Echo, Vesten has spent his entire life in the shadow of hatred and fear. He has relied upon his shapeshifting powers to hide his true nature, stealing bits of other men's lives and scraping by in anonymity. Unfortunately, he soon discovered that his greatest enemies did not walk in the light. He was taken by a group of corrupted cultists. They performed terrible rites upon him, using his blood in dark rituals and infusing his body with the flesh of Nocturnals. When the authorities raided the cult cell, lago made his escape. Unfortunately, he found he was not unchanged by the experience. He could sense the darkness dwelling within him, feeding upon him, ever working to twist him toward the will of the Darkfall. He had become a Fallen. With practice, he found he could use the darkness within to bend the minds of others, wreaking fear and madness in his wake. Iago found a certain black humor in it all. The cultists had sought to break him with this burden - but he had lived his entire life as a creature of dark and twisted magic. And now? Now he had power too. Now he ventures boldly into the world, using his twisted gifts to strike down the Nocturnals and their allies wherever he finds them. Perhaps he is truly doomed and it's only a matter of time before the power of a Fallen corrupts him utterly - but when he falls, he intends to be surrounded by the corpses of those monsters that ruined his life.

Gergith Willamton – Gergith was always small, even for a faerkin. He grew up amid constant bullying and teasing. Always too small, always too weak, Gergith lamented that he would never find a purpose. Unfortunately for him, that purpose came when he was washed off of his father's merchant vessel during a terrible storm. Dragged to the depths, he was embraced by a nightmare. A foul, nightmarish nocturnal embraced him in its many tentacles and burned its mark forever into his soul. When Gergith washed up on the beach, he was no longer the weak and vulnerable creature he had been. His pallid flesh now seethed with poison and disease. The Darkfall had transformed him into one of its own. But the Darkfall had misjudged him. In this weak and oppressed creature, it expected to find a soul thirsty for

vengeance. It expected that, with his newfound power, Gergith would wreak plague and destruction upon the innocent. Instead, Gergith remembered his pains he had endured at the hands of others. He remembered how weak and helpless he felt then – and the last thing he wants now is to spread that misery to others. He has sworn to use his powers – as strange and unholy as they are – for good. The Darkfall may have transformed Gergith into a foul, plague-spewing beast – but he will not let it turn him into a monster.

Coran Sheel - One thing cannot be denied: Coran Sheel is a difficult man to forget. With his handsome smile, his charming wit, and his imposing, muscular figure, this young jurak warrior certainly makes an impression on people. He also happens to be a killer. He has slain six men in the last year - all of them secret members of a large cult of Corrupted. It is a secret Coran shares with no one. For if he told, he would have to tell why. He would have to tell about how he was one of them once, how he thirsted for power and wealth, and how a demon from the depths of the Darkfall seduced him and damned his soul forever. Sheel is a monster. He is unable to feel normal emotion, unable to empathize with others. He uses his Fallen powers to manipulate and control people, to place them in positions that benefit him and cast them aside when they are of no further use. Yet, on some level, a small part of him realizes what he has become - and what his powers have truly cost him. He plays the part of the dashing adventurer, but only because working beside true heroes makes him feel a bit less inhuman. And whenever he stumbles upon one of his former conspirators - he hunts.

The Golemoid

The rise of mechamagic has brought with it numerous advancements. The golemoid ranks among the most incredible, an unnatural fusion of living flesh and magically animated material. They are also controversial, as golemoids are prone to shortened lifespans and inevitable madness due to the enchanted manite in their implants. This unfortunate death sentence is known as the Wasting.

Though the Wasting cannot be cured, it can be resisted. The mechamages who studied the Wasting quickly discovered a strange curve in their data. Those who indulged very lightly in manite implants were the least vulnerable, as was predicted. Most surprisingly, those who indulged heavily in the implants often showed extreme resistance as well. Further research demonstrated a common thread among this latter group – a sense of focus. Most of the longest lived golemoids were mercenaries, soldiers, or other dedicated members of orders who underwent extreme augmentation in defense of their family, comrades, or homeland.

It has been theorized that this heightened sense of purpose, of service to something greater than themselves, is what allows these golemoids to survive so long despite heavy augmentation. Perhaps these warriors exhibit a natural resistance due to a combination of training and inherent physical strength. Perhaps serving a purpose or ideal greater than themselves (even if that ideal is merely the mercenary pursuit of wealth) simply makes them a bit more in tune with the machines with which they have merged.

Role: The golemoid is designed to be extremely selfcontained and versatile, granting mobility, power, and durability. These crack troops can fill a variety of roles, depending on the augmentations they have selected – from long range siege cannons to crack melee juggernauts.

Alignment: Any Hit Die: d10

Class Skills

The golemoid's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Int), Fly (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per level: 4 + Int modifier.

Starting Wealth: 5d6X10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Features

All of the following are class features of the golemoid.

Weapon and Armor Proficiency: A golemoid is proficient with all simple and martial weapons, firearms, light armor, medium armor, and shields (including tower shields).

Steam Reserve (Su): A golemoid is more adept at utilizing manite implants than most, allowing him to generate an intense personal reserve of magical power to facilitate their use. While many implants offer passive effects, some are activated through

Table: The Golemoid

		-	1.01		
Level	Base Attack	<u>Fort</u> Save	<u>Reflex</u> Save	<u>Will</u> Save	Special
1st	+1	+2	+0	+0	Steam Mastery, Steam Reserve, True Golemoid, Implants
2nd	+2	+3	+0	+0	Basic Combat Specialization
3rd	+3	+3	+1	+1	Bonus Feat
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Interchan- gable Parts (minor, basic)
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	Bonus Feat
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	Improved Combat Specialization
10th	+10/+5	+7	+3	+3	
11th	+11/+6/+1	+7	+3	+3	Bonus Feat
12th	+12/+7/+2	+8	+4	+4	
13th	+13/+8/+3	+8	+4	+4	Interchan- gable Parts (advanced)
14th	+14/+9/+4	+9	+4	+4	
15th	+15/+10/+5	+9	+5	+5	Bonus Feat
16th	+16/+11/+6/+1	+10	+5	+5	
17th	+17/+12/+7/+2	+10	+5	+5	Ultimate Combat Specialization
18th	+18/+13/+8/+3	+11	+6	+6	Interchan- gable Parts (Superior)
19th	+19/+14/+9/+4	+11	+6	+6	Bonus Feat
20th	+20/+15/+10/+5	+12	+6	+6	Perfection of Design

the use of steam points. The number of points in a golemoid's steam reserve is equal to his level + his Constitution modifier. A golemoid can regenerate his steam reserve by resting for 8 hours, once per 24 hour period.

Steam Mastery (Su): In addition to using steam points to power his various implants, a golemoid can also spend a steam point to do any of the following:

• Cast detect magic as a spell-like ability, using the golemoid's class level as his caster level. This is a standard action.

• Release a burst of steam from his body as a swift action, granting the golemoid a +2 deflection bonus to Armor Class until the beginning of his next turn.

• Gain a +4 morale bonus to his attack rolls or Strength checks to break inanimate objects, and ignores the first 5 points of hardness when breaking objects. This is a swift action.

• Release a burst of steam from his feet as a free action, allowing him to make any Acrobatics check to jump as if from a running start.

True Golemoid (Ex): The defining characteristic of a golemoid is its unusually high resistance to the Wasting (described in detail elsewhere in this book). At first level, a golemoid's body is already heavily augmented, with at least half of the original body replaced with manite-enhanced steel and stone. Most of these implants are prosthetics, functionally identical to the body parts they replace, though a few have enhanced abilities. For the purposes of all rules regarding the Wasting, the golemoid counts as a "true golemoid." Any implants granted by this class do not count toward the golemoid's Impact (the amount of implants allowed before a creature begins to show advanced symptoms of the Wasting).

Table: Manite Implants

	Table	. Iviaint	c mpa	11.5
Level	Minor	Basic	Advanced	Superior
1st	2	1	0	0
2nd	3	2	0	0
3rd	3	2	0	0
4th	4	3	0	0
5th	4	3	0	0
6th	5	4	1	0
7th	5	4	1	0
8th	6	5	2	0
9th	6	5	2	0
10th	6	6	3	0
11th	6	6	3	0
12th	6	6	4	1
13th	6	6	4	1
14th	6	6	5	2
15th	6	6	5	2
16th	6	6	6	3
17th	6	6	6	3
18th	6	6	6	4
19th	6	6	6	4
20th	6	6	6	5



A golemoid's artificial body grants him an innate +2 bonus on all saving throws against poison and disease. However, even a low level golemoid is immediately recognizable as a heavily augmented being and may face distrust or derision at the hands of those who fear his kind. The Disguise skill can be used to attempt to conceal his artificial nature, though this is as difficult as concealing himself as a member of another race. Obvious use of golemoid abilities will, naturally, ruin any attempt at passing for normal.

Manite implants (Ex): A golemoid receives new manite implants up to his maximum allowance free of cost immediately upon leveling. A golemoid does not need to solicit aid from a mechamage to gain these new implants. Unlike lesser golemoids, a true golemoid either spontaneously develops new implants as his artificial body evolves, or simply learns how to safely use implants that were formerly dormant. A golemoid may elect to receive a less powerful type of implant in place of a more powerful one if he desires.

Any manite implant effect which imposes a saving throw is equal to $10 + \frac{1}{2}$ the golemoid's class level + the golemoid's constitution modifier.

Basic Combat Specialization (Ex): At 2nd level, the golemoid selects one of the following combat specializations:

Steamreaver: A steamreaver golemoid is implanted with a steamreaver energy cell, allowing him to power a steamreaver weapon simply by holding it. He receives a free steamreaver weapon of his choice and Exotic Weapon Proficiency for that weapon. This weapon is considered his specialty weapon. See the Technology chapter of this book or more details on the special abilities associated with these weapons.

Gunner: The golemoid has a powerful integrated firearm mounted in his body. This implant is mechanically identical to a pistol, scattergun, or rifle. This special implanted firearm cannot be disarmed, and can be readied, fired, and reloaded while leaving the hands free. The golemoid reloads his weapons as if he had the Rapid Reload feat for his internal firearm's type, so long as he uses his internal stockpile of ammunition. The golemoid can store up to twice his Constitution in spare ammunition in this stockpile, and can refill this reservoir as a standard action. The golemoid may store any combination of ammunition types, and may choose freely from among them when reloading his weapon.

Magical weapon enhancements and abilities may be added to the golem's integrated firearm as per the normal rules for weapons.

Gunner firearms are mounted in an arm, hip, or shoulder (chosen when the implant is created) and can be drawn or stowed with a move action. While stowed, the artillery system is difficult to detect (+10 to Sleight of Hand checks to conceal the weapons).

A gunner may apply weapon specific feats (such as Weapon Focus and Improved Critical) directly to the gunner's implants. While Weapon Focus (pistol) would also apply to an integrated pistol, Weapon Focus (gunner implants) would not apply to normal pistols - but would continue to apply to the firearm even if the golemoid uses other gunner class abilities to modify the weapon's type. Feats applied toward a gunner's integrated systems may also affect other implants, as noted in their descriptions. If the golem has an identical feat for both a general weapon type (such as pistols) and his gunner implants, the effects do not stack. A gunner can spend a steam point as a swift action to gain a +2 bonus to all ranged attack rolls with his integrated firearm until the start of his next turn.

In addition, the Gunner gains proficiency with all cannons.

Juggernaut: This golemoid's arms, legs, and body are reinforced with powerful metal plates. The juggernaut gains a natural slam attack that inflicts 1d10 damage (for a Medium golemoid, or 1d8 for a Small golemoid). This slam attack applies 1 1/2 times the juggernaut's Strength bonus to damage rolls. Magical weapon enhancements and abilities may be added to the golem's slam attack as if it were a weapon. (Unlike other natural attacks, a juggernaut's slam attack may be used to make multiple attacks per round if the juggernaut's base attack is high enough. If multiple attacks are made in this manner, any of the juggernaut's other natural attacks count as secondary attacks.) A juggernaut can spend two steam points as an immediate action to negate the effects of a sneak attack or five steam points to negate the effects of a critical hit (taking normal damage instead). The juggernaut receives Heavy Armor Proficiency for free.

Bonus Feats: At 3rd level, and every four levels thereafter (7th, 11th, 15th, and19th), the golemoid gains a bonus feat in addition to those gained from normal advancement. These feats must be selected from those listed as Combat Feats or Steam Feats.

Interchangeable Parts (Ex): At 5th level, the golemoid gains the ability to modify and repurpose some of his implants on the fly. Once per day, he may spend an hour shutting down one of his implants and reallocating parts and energy toward a dormant one. At the end of this time, he must spend three steam points. He may then replace a minor or basic implant of his choice with any implant of the same type. (An artificial body part that is replaced continues to be artificial. It merely becomes a "normal" manite prosthetic that does not count toward the golemoid's maximum number of implants.)

At 13th level, the golemoid may replace advanced implants by this same process, for the cost of 6 steam points. At 18th level, he may replace superior implants as well, for the cost of 10 steam points. Only one implant may be replaced per twenty-four hour period.

A golemoid can only use this ability on implants granted by the golemoid class.

Improved Combat Specialization (Ex): At 9th level, the golemoid gains an enhanced version of the weapon system he received at 2nd level.

Steamreaver – When he wields his specialty weapon, the weapon inflicts damage as if it were a size category larger. This increases the weapon to 2d8 (for small steamreaver weapons) or 3d6 (for Medium-size ones).

Gunner – The gunner may transform his integrated firearm as a free action once per turn, but this also removes any ammunition in the weapon. It can effectively become a rifle, pistol, scattergun, or sniper rifle. The weapon retains any enhancements placed upon it when transformed. The gun remains in its transformed state until transformed again. The gunner's advanced tracking system grants him the benefits of the Improved Precise Shot feat when using his integrated firearm.

Juggernaut – The golemoid's slam attack gains grab, allowing him to start a grapple as a free action without provoking an attack of opportunity if he hits with his slam against creatures his size or smaller.

Alternately, the golemoid may pick one of the basic combat specializations available at 2nd level.

Ultimate Combat Specialization (Ex): At 17th level, the golemoid once more gains an enhanced version of the weapon system chosen at 2nd level.

Steamreaver – When the golemoid makes an attack with a steamreaver weapon, he ignores up to 10 points of damage reduction.

Gunner – The gunner may now choose to direct an implanted rifle or scattergun attack against a 20 X 20 foot area within the weapon's first five range increments as a standard action. He need make no attack roll, but any enemies in the area may make a Reflex save for half damage.

Juggernaut – The gains a permanent freedom of movement effect.

The golemoid may only pick one of the three above options if he selected an Improved Combat Specialization at 9th level. If he selected a second Basic Combat Specialization at 9th level, he may instead choose an Improved Combat Specialization for one of his two specializations.

Alternately, a golemoid may choose another Basic Combat Specialization rather than any of the above options.

Perfection of Design (Ex): At 20th level, the golemoid is virtually indistinguishable from a true golem. He becomes immune to critical hits and mind-affecting effects. He may choose to count as either a construct or as his original type – whichever is more beneficial to him - whenever he encounters an effect that specifically targets one or the other type.

Manite Implants by Level

Special Note: While some manite implants grant supernatural abilities, their magical nature only applies to the abilities described in the implant descriptions. A golemoid with a fist cannon, for example, does not lose normal use of his prosthetic hands in an antimagic field.

Both players and GMs alike should consider the descriptions of the various manite implants as mere suggestions. If a player would prefer his steam breath to exude from a grate on his chest, or for his underwater adaptation to be the

result of a retractable domed glass helmet rather than gills – that's fine. As long as the mechanical effects remain the same and do not disrupt play, players and GMs are encouraged to be creative.

Minor Implants

Body Compartment (Ex): The golemoid's body features a small, airtight, lead-lined compartment that can completely conceal a small item (such as a dagger, potion bottle, or grappling hook). This implant can be installed multiple times, either as multiple small compartments, or as a combination of two small compartments into a single compartment capable of concealing a larger item (such as a shortsword, telescope, or tightly coiled rope). Items within these compartments may be drawn with a move action (as if they were a weapon), or as a free action if the user spends a Steam Point.

Chest Spikes (Ex): The golemoid's body features retractable spikes that can be extended or withdrawn as a swift action. These are functionally identical to masterwork armor spikes, and can be enchanted as magical weapons for the usual cost.

Climbing Hooks (Ex): Retractable hooks set into the golemoid's wrists and ankles allow him to climb at twice the normal speed. In a pinch, these can be used as light weapons, inflicting 1d4 slashing damage (for a Medium golemoid, 1d3 damage for Small golemoids). The hooks may be retracted or extended as a free action once per round. *Finger Gun* (Ex): The golemoid has a holdout firearm built into one of his fingers. This does not prevent the golemoid's hand from functioning normally. The finger must be unscrewed and removed to be reloaded (a full round action to remove, reload, and replace). This counts as a concealed weapon, with a +20 bonus to the Sleight of Hand check to hide the weapon. This implant may be chosen multiple times, granting the golemoid multiple finger blasters that may each be used individually.

Feats that apply to a gunner golemoid's implants also apply to a finger gun.

Integrated Scabbard (Ex): This implant adds a (non-concealed) sheath or scabbard to the golemoid, allowing him to securely carry a single weapon or a pair of light weapons. Weapons in integrated scabbards can be drawn as a free action. Alternately, a Gunner golemoid can use this implant to store ammuniction for firearms. It can store up to 50 bullets, which are considered part of the golemoid's internal ammunition stockpile.

Internal Toolkit (Ex): A masterwork tool is incorporated into the golemoid's body. Such devices could be thieves' tools that pop out of the wrist, an arm that transforms into a smith's hammer, an anvil that retracts from the knee with a miniature forge in the torso, or any number of similar items. This tool is completely retractable as a swift action, grants everything needed to practice the associated skill in the field, and, if desired, is undetectable when not in use.

> Iron Grip (Ex): The golemoid can lock his grip around an object as a swift action. This provides a +10 bonus to his Combat Maneuver Defense to keep from being disarmed, and a +10 bonus to any Strength checks to maintain his grip on an item. Further, he does not automatically drop locked items due to falling, fear, or other effects. He can relinquish his grip with another swift action.

Minor Luminescent Implants (Su): Small gems implanted in the golemoid's eyes, wrists, or chest can glow brightly upon command. These gems are as bright as a torch when lit, and can be lit or doused with a free action.

Minor Resistance Generator (Su): The golemoid gains a +1 resistance bonus to one of his saving throws (Fortitude, Reflex, or Will). The user may change the affected saving throw by spending a Steam Point as a standard action. The bonus affects the chosen saving throw until the golemoid spends another Steam Point to change it again.

Momentum Manipulator (Su): A delicate system of internal counterweights can quickly redirect the user's inertia. By spending a Steam Point as a free action, the golemoid can change directions once while performing the charge action.

Nocturnal Vision Enhancement (Su): The golemoid has lowlight vision. If he already possesses low-light vision, the range of that vision is doubled.

Skill Booster (Su): Select one skill when this implant is implanted. The golemoid gains a +2 enhancement bonus to that skill. This implant may be taken multiple times, but affects a different skill each time it is implanted.

Basic Manite Implants

Basic Detachable Sensor (Su): The golemoid can detach a small part of himself (a finger, ear, or eye) and leave it behind. By spending a steam point and concentrating as a standard action, the golemoid can choose to see and hear through this detached part. This leaves his body blind and deaf in the meantime. He can return to normal sight and vision at will, and will do so instantly if his remote part is destroyed. Such remote viewing has a maximum range of one mile. If the detached body part is lost or destroyed, the golemoid can replace it with an hour of work and 25 gp worth of spare parts.

Combat Precognition (Su): The golemoid can greatly enhance his combat acumen against a single opponent. By spending a steam point as a free action on his turn, the golemoid may add his Constitution bonus as an insight bonus to all damage rolls against a single opponent, until the end of his turn.

Empowered Strikes (Su): The golemoid is reinforced with specialized enchantments that allow him to leverage his strength more effectively. He counts as one size larger for all combat maneuvers. This does not affect your combat maneuver bonus, merely the size of creatures you are allowed to perform maneuvers against. This does not stack with other versions of empowered strikes.

Fist Cannon (Su): The golemoid can spend one steam point to launch a rocket propelled fist as a standard action ranged attack. The fist disconnects from his arm, flies up to 100 feet to its target, and makes one unarmed attack, natural claw attack, slam attack, or combat maneuver against a single opponent. This uses the golemoid's bonuses to hit as if he were attacking in melee, and counts as lethal damage if it was not already. This attack or maneuver may utilize any of the golemoid's applicable feats (such as Power Attack or Improved Trip), provokes no attacks of opportunity, and has no penalties for failure (if the fist fails to trip a target, for example, it cannot be tripped in return). The fist cannot perform grapple maneuvers.

The fist flies back to the golemoid after its action and reattaches to his wrist at the end of his turn. If the fist performs a successful disarm, it can fly back to the golemoid with the disarmed weapon. This ability may also be used to perform any other action that could be performed with one hand in a single standard action, such as securing a rope to a hook, opening a door, or picking up an unattended object.

Feats that apply to a gunner golemoid's implants also apply to a fist cannon.

Fortified Flesh (Su): The golemoid's reinforced skin grants him a +1 natural armor class bonus. This stacks with other natural armor bonuses.

Greater Luminescent Implants (Su): These function identically to the minor luminescent implants, except that they radiate bright light in a 60 foot radius. The light can also be focused in a single direction as a swift action, in which case the illumination extends up to a 120 foot cone.

Integrated Armor (Ex): The golemoid can integrate one suit of armor into his body. He must be proficient with the armor. This process causes the golemoid to look even more bulky, mechanical, and inhuman, granting a +4 circumstance bonus to intimidation checks. As the armor is now a part of his being, it is far easier to move around in, reducing all armor check penalties by 3, removing any speed penalties, and allowing the golemoid to sleep in it with no penalty. Integrated armor can be made into magical armor (or have magical abilities added to it) for the usual cost. Integrated armor may not be removed unless this implant is removed (via interchangeable parts, for example).

Manite Buffering System (Su): The golemoid can create a field of mechamagical energy around himself, deflecting small amounts of damage. By spending one steam point as a standard action, he gains temporary hit points equal to 5 + his Constitution modifier. These temporary hit points last for one hour.

Manite Injector (Ex): A small hydraulic injector system is located at the base of the golemoid's neck. As a standard action, he may insert one potion into the injector. If a potion is loaded into the injector, the golemoid may drink the potion as a free action. Only one potion may be loaded into the injector at a time, but this implant may be taken up to three times, allowing three potions to be stored and used separately. Only one potion may be used in this manner per round.

Manite Speed Boost (Su): The golemoid's legs and ankles are reinforced with powerful pistons. He gains a +5 bonus to his base speed. He may spend one Steam Point to gain an additional +10 to his speed for one round, or +20 if he is running or charging.

Manite Tracking System (Su): Advanced sensor systems transform the golemoid into a preternaturally skilled tracker. The golemoid gains the scent special ability, as well as a bonus equal to his Constitution modifier on all Survival skill checks to track.

Personal Defense Aura (Su): The golemoid can radiate intense heat or electricity from his body as a swift action by spending a steam point. This inflicts 1d6 fire or electrical damage per level (maximum 6d6) to any enemy grappling the golemoid.

Steam Breath (Su): The golemoid can spend a steam point to exhale boiling steam from his mouth in a 20 foot cone as a standard action. This steam inflicts 1d6 fire damage per level (maximum 4d6) with a reflex save for half damage.

Steam Reservoir (Ex): The golemoid may spend up to two steam points as a standard action, storing the points in a special reservoir. These steam points remain in the reservoir until they are used, and do not prevent the golemoid from recovering steam normally. This implant may store a maximum of two steam points, but may be chosen multiple times. Each time it is selected, the maximum steam points that may be stored is increased by two.

Threat Analysis Matrix (Su): Special sensory implants grant the user a keen awareness of potentially threatening objects. The golemoid adds half his level to Perception skill checks to locate traps and to Disable Device skill checks (minimum +1). The golemoid can use Disable Device to disarm magical traps.

Utility Arm (Ex): The golemoid has a small, retractable limb in his lower torso. While this limb is far too small to wield weapons effectively, it can hold and manipulate items. This effectively gives the golemoid a free move action per round that may be used to reload, draw, stow, pick up, or put away weapons and items. The arm can also be used to perform delicate actions such as picking locks, cutting ropes, and the like. The arm is undetectable when not in use.

Wall Walker (Su): Due to a series of magical adhesive pads built into his hands, elbows, knees, and feet, the golemoid gains a climb speed equal to his base movement. This ability is activated by spending a steam point as a standard action and lasts up to ten minutes per level.

Advanced Implants

Advanced Detachable Sensor (Su): This implant functions as the basic detachable sensor, except that the sensor has a movement speed of 15 via retractable arachnoid legs. The sensor has a rudimentary intelligence; if the golemoid is not actively controlling it, it will attempt to evade detection or discreetly follow a specified target. The detached sensor can innately detect the range and direction of the golemoid, and will attempt to return to him if he leaves range or fails to give it commands for several hours.

Advanced Resistance Generator (Su): The golemoid gains a luck bonus equal to his Constitution modifier to one of his saving throws (Fortitude, Reflex, or Will). The golemoid may change the affected saving throw by spending a Steam Point as a standard action. The bonus affects the chosen saving throw until the golemoid spends another Steam Point to change it again.

Blazing Thrusters (Su): By spending a steam point as a free action, the golemoid can ignite small thrusters mounted on his back. These thrusters grant the golemoid 120 base movement for a single turn, and allow him to move in any direction (even straight up). If he does not end his turn on a solid surface, he will fall normally at the end of his turn. Any squares the golemoid passes through during this turn are filled with flaming accelerant for 1d4 rounds, igniting flammables and inflicting 2d8 fire damage (Reflex save for half damage) to any creature who enters or ends his turn in a flaming square.

Enhanced Night Vision (Su): The golemoid gains darkvision with a range of 60 feet. If he already possesses darkvision, the range of his darkvision increases by 60 feet when this implant is acquired.

Combustion Breath (Su): The golemoid can spend a steam point to exhale fire from his mouth in a 30 foot cone as a standard action. This inflicts 1d6 fire damage per level (maximum 10d6) with a reflex save for half damage.

Greater Empowered Strikes (Su): The golemoid is reinforced with specialized enchantments that allow him to leverage his strength more effectively. He counts as two sizes larger for all combat maneuvers. This does not affect your combat maneuver bonus, merely the size of creatures that you are allowed to perform maneuvers against. This does not stack with other versions of empowered strikes.

Manite Cannibalizer (Su): This dangerous implant can supply the golemoid with an emergency boost of steam, at the cost of his own life force. As a swift action, the golemoid can activate this implant to add 1d4 steam points to his current steam reserve (though no more than his maximum). Use of this implant inflicts 1d4 Charisma and Intelligence damage to the golemoid.

Manite Girding System (Su): The golemoid can create a field of mechamagical energy around himself, deflecting moderate amounts of damage. By spending a steam point as a standard action, he gains temporary hit points equal to 10 + double his Constitution modifier. These temporary hit points last for one hour.

Reckoning (Su): The golemoid can take advantage of momentary weaknesses in his opponent's defenses due to powerful divination enchantments etched into his artificial nervous system. He may spend a steam point as a free action when rolling to confirm a critical hit to add his Constitution modifier as a bonus to that roll.

Underwater Adaptation (Su): Due to a series of mechanical gills and underwater maneuvering jets, the golemoid can breathe normally underwater and gains a swim speed equal to his base

movement.

Superior Manite Implants

Chest Cannon (Su): The golemoid has a light cannon (see Vehicle Weapons/Siege Engines in the Equipment section) built into his chest. This cannon can be fired by the golemoid as a standard action and uses ammunition normally. The cannon is self-loading, effectively granting the golemoid a free full round action each turn that can only be dedicated toward reloading the cannon. The golemoid can dedicate his own full round actions toward reloading it more quickly, but others cannot contribute. Extra ammunition is stored within a reservoir inside the golemoid's body. The golemoid can load this reservoir with multiple ammunition types, and load from among them at will. Cannon ammunition within the reservoir only contributes one third of its normal weight toward the golemoid's encumbrance. The golemoid can store up to six extra shells within this reservoir, and can reload the reservoir as a standard action if he has access to cannon ammunition.

Feats that apply to a gunner golemoid's implants also apply to a chest cannon.

Enhanced Manite Steam Thrusters (Su): The golemoid can spend a steam point as a swift action to fly, as per the spell, at a caster level equal to his class level. This effect lasts for a number of minutes equal to his class level, but can be extended by spending another steam point when the duration expires.

Environmental Adaptation (Su): The golemoid can spend a steam point as a free action to instantly adapt to any hostile environment (such as the interior of a volcano, a hostile alternate plane, or the vacuum of space) for one hour. This only applies to natural environmental effects (no matter how strange), not area effects caused by spells, artifacts, or the like.

Manite Invulnerability System (Su): The golemoid can create a field of mechamagical energy around himself, deflecting large amounts of damage. By spending one steam point as a standard action, he gains temporary hit points equal to 15 + three times his Constitution modifier. These temporary hit points last for one hour.

Manite Proximity Sensors (Su): The golemoid may spend one steam point as a swift action to activate these powerful sensors, granting him blindsight to a range of 30 feet for a number of rounds equal to his class level.

Spell resistance (Su): The golemoid gains spell resistance equal to 10 +his Constitution modifier + his class level. This spell resistance can be raised or lowered as a swift action.

Steamwrought Frenzy (Su): When activated, this implant causes the golemoid to release a loud, shrill whistle and glow with mechamagical energy for one round. He must spend two steam points as a swift action and, in so doing, he reduces the steam point costs of all activated implants to zero until the beginning of his next turn (he must still spend actions to activate them normally). When the effects of this implant fade, the golemoid becomes fatigued.

Superior Resistance Generator (Su): The golemoid may spend a steam point as an immediate action after making a saving throw, but before the results of that roll are revealed. The generator grants him a luck bonus to his saving throw equal to twice his Constitution modifier. This benefit continues to affect the appropriate saving throw until the end of the golemoid's next turn.

Supreme Empowered Strikes (Su): The golemoid is reinforced with specialized enchantments that allow him to leverage his strength more effectively. He counts as three sizes larger for all combat maneuvers. This does not affect your combat maneuver bonus, merely the size of creatures you are allowed to perform maneuvers against. This does not stack with other versions of empowered strikes.



Volcanic Breath (Su): The golemoid can spend a steam point to exhale superheated gasses from his mouth in a 60 foot cone as a standard action. This molten breath inflicts 1d6 fire damage per level (maximum 15d6) with a Reflex save for half damage. If a target fails this save, he is set on fire. He subsequently takes 1d6 fire damage per round unless he makes a successful Reflex save or takes action to extinguish himself.

Golemoids in Aden

Hesh Dargoh - Many golemoids regret what they have become. They look upon their lives and count the years that their transformation has cost them. They live as empty shells, as robotic as the golem parts that comprise them. Not Hesh - he is bold and gregarious. He loves strong women and beautiful drink - or was that the other way around? It doesn't matter. All that matters is that he was dead. He had been making his living as a mercenary – an easy enough trade for a young tiger ferran – when he was caught on the wrong side of a cannon blast. Dargoh nearly bled out on the battlefield; he had literally been blown to pieces. Staring up at the sky, Dargoh made his peace with the world and prepared for death with no regrets. It was then that a passing mechamage found the dying ferran and quickly plied his talents. When Hesh Dargoh awoke, his shattered body was now bolstered with a system of manite implants. Unlike many other golemoids, Hesh cannot bring himself to grieve for the loss of his normal life. As he sees it, his life was over. This new life? It's a blessing. Every day is a gift. His only regret is that he never caught the mechamage's name. And he'll gladly admit - being a gigantic half-mechanical tiger man is a hell of a lot of fun.

Baelrim Soulcleaver - Baelrim was a happy dwarf, once. He was apprenticed to his father, a wealthy silversmith – or possibly a miller. He had just purchased a fine home overlooking the sea - or perhaps the mountains. He was betrothed to marry Norla, his childhood love. Or was it Marjen? He can't remember. He hates that he can't remember. He hates everything since that terrible day when Aramyst burned. He spent years in an asylum, recovering from wounds both mental and physical. Everything he remembers from before is disjointed and fragmented. No one can help. No one that remembers anything that can help him is still alive. He doesn't know who he is and the worst part is - it doesn't matter. Because that world is gone. All that matters is the anger. All that matters is that the shadows took everything away. All that matters is that the wizards said he was the perfect subject, with nothing to lose. They cast their spells and cut his flesh and worked on him for days. And when the pain faded... he was perfect, a dwarf made of steel and stone and bullets and rage, the perfect weapon to make those nocturnal bastards pay for what they took from him. Whatever it was.

Reval Thraine - When the mercenaries came to Reval's village, they made it sound like such a good idea – steady work, good pay, and a promise of security for Reval's wife and children if he happened to die in the course of service. It seemed like a good contract, certainly better than his current job as a night watchman. He just wishes, in hindsight, that he'd read the contract a little bit more closely – particularly about the part about mandatory mechamagical augmentation for all new employees. By the time he realized his mistake, he'd already signed the contract. The wording was ironclad. He had two choices - go through with the surgery or break his contract and go to prison. Surely being a halfgolem monster wasn't worse than going to jail, right? The jury's still out on that one. His hands don't feel right, like he's always wearing thick gloves and can't quite feel things like he used to. He can't taste food anymore. And the magic... he can feel it, pulsing through his blood. On top of it all, he's been having weird dreams. He dreams of looking in a mirror and finding a pile of rusting metal and rotting flesh looking back. More than once, Reval has considered sending his family a letter claiming he's been killed in battle. It would be easier than letting them see the monster he has become.

The Mechamage

In the history of Aden, perhaps no figure is so simultaneously adored and reviled as the mechamage. When the Darkfall threatened to wipe out all life, it was the mechamages who stepped forth and turned the tide. They revolutionized warfare by making firearms popular, inexpensive, and easily accessible. They changed the world by creating powerful golems to serve as both labor and servants. And they questioned the very boundaries between life and machine with the invention of manite implants.

To a mechamage, such controversy is merely a distraction. To these bold men and women, all that matters is the next grand experiment, the next mystery. They do not question the boundaries between life and death, magic and science, or flesh and machine – because there are no boundaries, only preconceptions. And preconceptions are meant to be shattered by the relentless chisel of intellect.

To a true mechamage, life is nothing more than a series of experiments.

To a true mechamage, death is nothing more than the ultimate truth.

Role: Mechamages are very similar to the wizards from whom they first originated. However, their practice of magic takes a more focused and visceral turn. Some mechamages are consummate scientists, standing apart from the conflict and using their magic to manipulate variables (enemies) from afar to achieve a desired result (defeated enemies). Some consider themselves more akin to an engineer, ready to get their hands dirty in the face of a problem (enemies) and using the proper tools (big angry golems) to resolve complex problems (again, defeated enemies). While these divergent schools of strategy can cause some division among the mechamage community, few can argue that both are extremely effective.

Alignment: Any

Hit Die: d6

Class Skills

The mechamage's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Fly (Dex),Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Knowledge (History) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per level: 2 + Int modifier.

Starting Wealth: 2d6X10 gp (average 70 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Features

All of the following are class features of the mechamage:

Weapon and Armor Proficiency: A mechamage is proficient with all simple weapons, firearms, siege weapons, and vehicle weapons. They are not proficient with any type of armor or a shield. Armor interferes with a mechamage's movements, which can cause his spells with somatic components to fail.

Spells: A mechamage casts arcane spells drawn from the sorcerer/wizard spell list. A mechamage must choose and prepare his spells ahead of time. A mechamage may not learn or prepare any spells from the enchantment, evocation, or illusion schools of magic.

To prepare or cast a spell, a mechamage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against one of the mechamage's spells is equal to 10 + the spell level + the mechamage's Intelligence modifier.

A mechamage can only cast a certain number of spells of each level per day. His daily base allotment is given on Table: the Mechamage. In addition, he receives bonus spells per day if he has a high intelligence score. (See Ability Modifiers and Bonus Spells, *Pathfinder Core Rulebook.*) A mechamage may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the mechamage decides what spells to prepare.

Spellbook: A mechamage must study his spellbook each day to prepare his spells. He cannot prepare any spells not recorded in his spellbook, except read magic, which all mechamages can prepare from memory.

A mechamage begins play with a spellbook containing all 0-level wizard spells (except for those from the enchantment, evocation, and illusion schools) plus three 1st level spells of his choice. The mechamage also selects a number of additional 1st level spells equal to his Intelligence modifier to add to the spellbook. At each new mechamage level, he gains two new spells of any level or levels that he can cast (based upon his new mechamage level) for his spellbook. At any time, a mechamage can also add spells found in other spellbooks (such as those used by wizards). Mechamage spellbooks are functionally identical to wizard spellbooks for the purposes of other classes being able to learn spells from them.

Each time a character gains a new mechamage level, he gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast. He may never learn spells of the enchantment, evocation, or illusion schools in this manner.

A mechamage may add spells from other classes not normally on his spell list (including divine spells) to his spellbook. He needs a sample of the spell (in the form of a scroll, spellbook, or caster willing to aid him in transcribing the scroll). These spells are learned at the same spell level they appear on the original class's spell list. While the mechamage can prepare these spells, he cannot cast them normally. He can only cast these spells to satisfy requirements in magic item creation. He can also use any magic items that require knowledge of a spell he has transcribed in his spell book.

Cantrips: Mechamages can prepare a number of cantrips, or 0-level spells, each day, as noted under "Spells per Day." These spells are cast like any other spell, but are not expended when cast and may be used again. A mechamage may not learn or prepare cantrips from the enchantment, evocation, or illusion schools. In addition to the stated cantrips per day, a mechamage can always cast *everheat rune* at will.

Golem Minion (Ex): The mechamage is a prodigy in the art of golemancy. He receives a golem minion at level 1, despite the fact that he does not yet have the Craft Construct feat. This minion could represent a gift from the mechamage's teacher, a family protector, or a remarkably successful early creation by the mechamage himself. This special construct is much different than a normal golem, and is created using the Golem Minion rules found later in this section.

If the mechamage wishes to replace his golem minion (either because the old one was destroyed or merely because he desires a different one), he must perform a ritual requiring 24 hours of uninterrupted labor, in which he prepares the new golem's body and enchants it with powerful magic. He requires access to appropriate tools and materials worth 200 gp per class level, as well as complete seclusion during this time. At the end of the ritual, the mechamage creates a new golem minion of the appropriate level and any former golem minions become inert.

If the former minion's body is still intact, the mechamage may perform this ritual again to reactivate it as his minion. This requires the same amount of time, but no gold cost.

If a golem minion is destroyed, but most of its body remains intact, the GM may waive up to half of the cost of creating a new golem minion of the same type so long as the old golem minion's remains are recovered.

_	1	aDIC. I	Accila	mage	
Leve	l Base Attack	<u>Fort</u> Save	-	<u>Will</u> Save	Special
1st	+0	+0	+0	+2	Cantrips, Golem Minion, Tinkering, Writs
2nc	+1	+0	+0	+3	Call Minion: Distress
3rd	+1	+1	+1	+3	Craft Magic Arms & Armor
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Bonus Feat
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	Call Minion: Intercede
8th	+4	+2	+2	+6	Improved Tinkering
9th	+4	+3	+3	+6	
10th	ו +5	+3	+3	+7	Bonus Feat
11th	n +5	+3	+3	+7	
12t	n +6/+1	+4	+4	+8	Call Minion: Teleport
13t	n +6/+1	+4	+4	+8	
14t	n +7/+2	+4	+4	+9	
15t	n +7/+2	+5	+5	+9	Bonus Feat
16t	n +8/+3	+5	+5	+10	
17t	n +8/+3	+5	+5	+10	
18t	n +9/+4	+6	+6	+11	Call Minion: Automatic Teleport
19t	n +9/+4	+6	+6	+11	
20tl	n +10/+5	5 +6	+6	+12	

Tinkering (Ex): As early as 1st level, mechamages are skilled at repairing broken constructs and magical items. After spending one uninterrupted hour working on a construct, vehicle, or magic item, the mechamage removes the broken condition (if any) and repairs 1d10 + his Int modifier hit points of damage. He cannot repair broken items with charges or single use magic items.

A mechamage can use tinkering to craft manite implants without use of the Craft Magic Arms and Armor feat. However, the process takes twice the usual amount of time and gold cost in materials. This drawback is negated when he receives Craft Magic Arms and Armor for free at 3rd level.

To tinker, a mechamage must possess a wand infused with manite dust worth at least 25 gp. This wand is not expended by the tinkering process, and can be used as a focus for many of the mechamage's unique spells.

Writs: In addition to his spells, all mechamages are versed in a variety of arcane transcriptions known as writs. A writ is a simple piece of parchment, metal token, or small stone tablet inscribed with powerful magical commands. When a mechamage inserts a writ into his golem minion (usually into the mouth or chest), it alters the golem's abilities and behavior.



Table: Mechamage

	lable: Mechamage Spell Progression									
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	-	-	-	-	-	-	-	-
2nd	4	2	-	-	-	-	-	- 14	-	-
3rd	4	2	1	-	-	-	-	-	-	-
4th	4	3	2	1. - 1	-	-	-	-	-	-
5th	4	3	2	1	-	-	-	-	-	-
6th	4	3	3	2	-		-	-	-	-
7th	4	4	3	2	1	-	-	-	-	-
8th	4	4	3	3	2	-	-	-	-	-
9th	4	4	4	3	2	1	-	-	-	-
10th	4	4	4	3	3	2		-	-	-
11th	4	4	4	4	3	2	1	-	-	-
12th	4	4	4	4	3	3	2	-	-	-
13th	4	4	4	4	4	3	2	1	-	-
14th	4	4	4	4	4	3	3	2	-	-
15th	4	4	4	4	4	4	3	2	1	-
16th	4	4	4	4	4	4	3	3	2	-
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

Table: Mechamage Spell Progression

Preparation is Everything

Unlike a druid or a ranger's companion, a mechamage with time and money to spare can have several golem minions ready to go at once. Only one can be active at a time but this doesn't stop him from having a few inert minions tucked away somewhere should his current minion perish or if he finds that it is unsuited to his current mission. (A corpse golem, for example, would likely make a poor minion if the mechamage wishes to impress a rich noble with delicate sensibilities.)

Keep careful track of the level where the mechamage was when he created his spares. If he wishes to activate them later, he has to have spent at least 200 gp per class level to create them – otherwise, when they are activated, they are activated as if the mechamage was the same level as when he created them. A mechamage can "update" old golem minions that were previously created by spending an hour working on them and paying the difference in cost between his current level and the level at which he created them.

Only dormant golems experience this level stagnation. When a mechamage gains a class level, his golem minion immediately advances to its master's current level (even if it was previously lower). In this way, at least one of the mechamage's minions should stay current – as long as he takes care of it. To use a writ, the mechamage must first learn its magic. This is identical to the process required to learn a spell. The mechamage must study the writ for one hour and then make a Spellcraft check (DC 15 + the minimum level required to learn the writ). If the check succeeds, he may copy the writ into his spellbook. This requires special inks worth 10 gp x the minimum level required to learn the writ. Each writ takes up one page in the mechamage's spellbook.

After learning the writ, the mechamage must create a copy to be inserted into the golem. This requires the same expenditure of gold and time as learning it, but requires no Spellcraft check. Inserting writs requires a ten minute long ritual in which the mechamage inserts new writs into his golem and/or removes old ones. Once this ritual begins, the golem minion is inert, helpless, and immobile until the ritual is complete. The mechamage may remove and replace any number of writs at this time. The number of total writs the golem can carry is limited by its Loyalty. Writs remain active until removed or the golem is destroyed, and writs that have been removed from the golem may be reused at a later time. An inserted writ becomes infused with magical power, and can neither be destroyed nor removed by anyone save the mechamage that inserted it so long as the golem remains active. Writs are not magical items, though they behave in some ways like they are one, meaning that they are not negated when a golem enters an antimagic field (though many of the supernatural or spell-like abilities they grant may be).

A mechamage begins play knowing the Steadfast writ and a number of writs equal to his Intelligence modifier. He learns one new writ automatically each time he gains a mechamage level.

Learning New Writs

GM's with novice mechamages in their party will want to make certain that their characters eventually gain access to better writs as they increase in level. So where do writs come from? A mechamage could potentially encounter writs in a variety of places. If he is a member of a wizard's academy or other magical society, he could simply learn them from his instructors or peers. If he's a more adventurous sort, he might discover them in forgotten tomes or find them scrawled upon ancient treasure. As a special treat, the GM may want to allow the mechamage to salvage runes from enemy golems and other constructs, using the same energy that animated these fallen enemies to empower his loyal minion.

Call Minion (Su): As early as 2nd level, the mechamage develops the ability to call upon his golem minion in time of need. At first, this ability merely allows him to transmit an unspoken distress call when in danger, causing the golem to immediately cease its current activity and make its way toward its master as quickly as it is able.

NO DELLA MERI

At 7th level, the mechamage can call upon the golem minion once per day to intercede against a single attack or spell that specifically targets the mechamage, as an immediate action. The mechamage must be aware of the attack, and the golem minion must be no further away from the mechamage than twice its movement. The golem immediately moves adjacent to the mechamage and becomes the new target of the spell or attack.

At 12th level, the mechamage can call upon the golem to intercede twice a day. Additionally, once per day the golem can teleport to the mechamage's side across any distance (except planar boundaries) in answer to its master's distress call. The golem is no longer limited in how far it can intercede, if it teleports to do so.

At 18th level, the mechamage can call upon the golem to intercede three times a day and it can now teleport to him across interplanar boundaries. Additionally, the mechamage can set a condition under which his distress call is issued automatically – such as when he is rendered helpless or reduced below zero hit points. The golem will then immediately make its way to aid its master, teleporting to him if it still has uses of that ability remaining.

Item Creation (Ex): At 3rd level, the mechamage gains Craft Magic Arms and Armor. He ignores the usual prerequisites of this feat.

A mechamage (and only a mechamage) may use Craft Magic Arms and Armor to create manite implants and convert living beings into golemoids. See the golemoid character class for details regarding this process.

Bonus Feats (Ex): At 5th, 10th, and 15th level, the mechamage gains a bonus feat. This feat must be an item creation feat. He may ignore the usual prerequisites when taking Craft Construct as a bonus feat.

Improved Tinkering (Ex): At 8th level, the mechamage becomes more efficient at creating and recycling magical creations.

If a construct under the mechamage's control (including his golem minion) is destroyed, the mechamage may attempt to salvage its remains. If most of the construct's body is intact and retrievable, the mechamage can use these parts toward building a future construct.

Alternate Class: Wizard

While the mechamage is a unique individual in his own right (and thus a bit too complicated to present as an archetype), the ideas presented in this class build heavily upon the class abilities of the core wizard. As such, mechamage is considered an alternate class of wizard, and replaces that class for a given character. Characters cannot combine wizard and mechamage class levels.

Under extraordinary circumstances, a wizard or mechamage who dedicates a great deal of time and research to reinventing his approach to the arcane may (with the GM's permission) convert all of his existing wizard levels to mechamage levels, or vice versa. However, this should be exceedingly rare. No specific rules are given, as it should always be decided upon by a case-to-case basis. If here is any doubt at all, the GM should forbid this practice.

In the case of the mechamage's golem minion, this completely waives the gold cost of rebuilding the minion so long as the mechamage builds another minion of the same type.

In the case of golems and other creatures created using Craft Construct, the mechamage recovers materials equal to 20% of the construct's original construction cost. These materials can only be put toward creating another construct using the Craft Construct feat. (The mechamage need not have originally built or controlled the destroyed construct.)

Additionally, whenever the mechamage creates a magic item for which he lacks a prerequisite, the DC of creating that item is only increased by 2, rather than 5.

Golem Minions

A golem minion's abilities are determined both by the golem's type and by the level of its mechamage master. The table below determines many of the minion's base statistics. A mechamage may choose any of the four base golem minion types – corpse, doll, metal, or stone. The golem's exact appearance is up to its creator. The magic used to create golem minions interferes with certain other magics, preventing golem minions from using any magical items. Some writs can overcome these limitations.

Class Level: This is the character's mechamage level.

HD: This is the total number of ten-sided (1d10) Hit Dice the construct possesses. Note that as a construct, the minion has no Constitution score and thus receives no bonus hit points due to a high Constitution modifier. And as they are not player characters, golem minions do not get full hit points for their first Hit Die. However, they do get bonus hit points dependent on their type.

BAB: This is the golem minion's base attack bonus. A golem minion's base attack bonus is equal to its hit dice. Golem minions do not normally gain additional attacks for a high base attack bonus (though certain writs can modify this).

Saves: This is the golem minion's base saving throw bonuses. A golem minion has no good saves.

Natural AC Bonus: This is a bonus to the golem minion's existing natural armor bonus. A golem minion may wear armor but gains no benefit from it. Any AC bonuses granted by a golem's type add directly to this bonus.

Loyalty: Writs are magical inscriptions created by mechamages that can increase a golem's abilities in various ways. However, the maximum number of such writs a golem minion can utilize at one time is limited by its Loyalty. Writs may only be inserted or removed by a golem minion's mechamage master. Writs are always active unless stated otherwise.

Construct traits: Due to its artificial nature, a golem minion has a number of significant advantages and disadvantages.

• Golem minions possess no Intelligence score or feats unless granted by special abilities. They possess no skills other than a Perception skill equal to their hit dice (Perception is considered a class skill). When not commanded by their master, golem minions cannot act independently other than to attempt to find their master.

• Golem minions possess no Constitution score. Any DCs or other statistics that rely on a Constitution score treat the golem minion as having a score of 10 (no bonus or penalty).

• Golem minions possess Low-light vision and darkvision with 60 foot range.

• Golem minions are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

• Golem minions are immune to bleed, disease, death effects, necromancy effects, sleep effects, paralysis, poison, and stunning.

• Golem minions cannot heal damage naturally, but can be repaired by magical effects.

• Golem minions are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.

• Golem minions are immune to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

• Golem minions are not at risk of death from massive damage.

• Golem minions are immediately destroyed when reduced to 0 hit points or less.

			ladie: 0	olem willion ba	ase statis	ucs
Class Level	HD	BAB	Saves	Natural AC Bonus	Loyalty	Special
1st	1	+1	+0	+0	3	Construct Traits, Link, Share Spells
2nd	2	+2	+0	+1	3	
3rd	3	+3	+1	+1	4	
4th	3	+3	+1	+2	4	
5th	4	+4	+1	+2	5	Evasion
6th	5	+5	+1	+3	5	
7th	6	+6	+2	+3	6	
8th	6	+6	+2	+4	6	Upgrade
9th	7	+7	+2	+4	7	
10th	8	+8	+2	+5	7	
11th	9	+9	+3	+5	8	
12th	9	+9	+3	+6	8	
13th	10	+10	+3	+6	9	
14th	11	+11	+3	+7	9	
15th	12	+12	+4	+7	10	Upgrade
16th	12	+12	+4	+8	10	Improved Evasion
17th	13	+13	+4	+8	11	
18th	14	+14	+4	+9	11	
19th	15	+15	+5	+9	12	
20th	15	+15	+5	+10	12	

Table: Golem Minion Base Statistics

• Golem minions cannot be raised or resurrected.

• Golem minions gain bonus hit points depending on their size and type. (These bonus hit points are listed under the descriptions of the respective golem minion types.) Any effect that temporarily increases a golem minion's size category also grants 10 temporary hit points.

• Golem minions are proficient with natural weapons only. They are not proficient with armor or shields.

• Golem minions do not breathe, eat, or sleep.

Link (Ex): A golem minion bears a natural link with its mechamage master. While within one mile of the mechamage, it can sense the mechamage's direction and distance from itself. When given no other commands, it will attempt to follow its master and stand by his side. If it is unable to do so, it will simply stand inert and wait for its master to return. Due to these factors, commanding a golem can be a complex affair.

Golem Intelligence and Behavior

The magic that animates a golem minion is powerful, but relatively simple. Therefore, these creatures possess little intelligence. While they will not attempt to harm their masters or intentionally perform commands in destructively ironic ways, they are not imaginative and always follow directions in a direct manner (charging directly toward an enemy if told to attack, etc.). A golem will not even seek to preserve its own existence or defend itself unless its master commands it to do so. A golem minion will always ignore commands that bring obvious harm to its creator. For example, if a mechamage is dominated and forced to command his minion to kill him, the golem will simply ignore the order.

The mechanage receives one command action per turn. This is essentially a free action that may be used to issue one of the following commands:

Attack: The golem will charge if possible and attack the indicated enemy until it is incapacitated.

Kill: The golem will charge, if possible, and attack the indicated enemy until it is dead.

Defend yourself: The golem attacks any enemy that threatens or attacks it.

Return to me: The golem moves adjacent to the mechamage and follows him.

Carry: The golem lifts and carries the indicated object.

Go: The golem moves to a specific spot in range.

Retrieve: The golem picks up the indicated object and returns it to the mechamage.

Protect: The golem follows the indicated creature and attacks any creature that threatens it.

Wait here: The golem stands where indicated until the mechamage returns. He will defend himself only if also instructed to do so.

Destroy: The golem attacks the indicated object until it is destroyed.

Sleep: The golem becomes inert, helpless, and radiates no magic. The mechamage must use this command before adjusting the golem's writs.

The mechamage need not speak to issue commands. He and his golem are in tune enough that he may command the golem mentally across any distance on the same plane. Of course, golems are simpleminded enough that they may have trouble executing complex commands without the mechamage being present. Even "Return to me" can be risky, as the golem may smash through buildings or walk across the bottom of a river rather than use a bridge simply because the route is more direct. If the mechamage is present, the golem minion will act more intelligently, following specific routes to an objective when required. A mechamage may command his golem to perform any combination of the above commands simultaneously as a move action. He may be commanded to perform bull rush or trip combat maneuvers as a move action. A golem will not perform other combat maneuvers unless his writs enable him to do so.

The mechamage may also issue other more complex commands as a move action. As a good rule of thumb, any command that requires more than five words is too complex to issue as a move action. The GM should use his best judgment in determining what the simple, straightforward minion can understand. "Destroy everything in this room," "Kill every goblin you see," or "Follow the road to me" are acceptable commands. "Find a skilled alchemist," "Go to the nearest monastery," or "Negotiate peace with the baron" are not.

If a golem minion has no other commands and has not been ordered to remain where he is, he will attempt to find his way back to his mechamage.

A golem minion can speak and understand any languages its creator knows. Normally, a minion only speaks when spoken to by its master, or to ask its master for clearer orders when it is confused. If given a command, a golem will say the command out loud incessantly until the command is complete. (A golem can be ordered not to do this as part of the original command.)

If a golem minion's master dies, the golem will remain operative for twenty-four hours before becoming inert. (The more powerful and intelligent golem minions will use this time to try to find a way to restore their creator.)

Share Spells (Ex): The mechamage may cast a spell with a target of "You" on his golem minion (as a spell with a range of touch) instead of on himself. A mechamage may cast spells on his golem minion even if the spells normally do not affect constructs. Spells cast in this way must come from the mechamage class. This ability does not allow the golem minion to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If a golem minion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Upgrade (Ex): At 8th level, the golem minion becomes more powerful. The nature of this upgrade is dependent upon the type of golem minion, and is listed under each type's description. Certain writs have additional effects for an upgraded golem, as noted in their descriptions. The golem receives a second upgrade at 15th level.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a golem minion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Golem Minion Types

Corpse Golem

A corpse golem is a terrifying creature, stitched together from the discarded remains of various dead creatures, or perhaps even made entirely of bones. The magic used to create a corpse golem preserves its parts from further decay, but the horrible stench never seems to go away. Due to their horrifying appearance, corpse golems are frequently mistaken for undead. These strange automatons are not powered by negative energy, but by the same elemental magics that animate all constructs. While not evil, a corpse golem's terrifying visage certainly makes a statement – that its master is not to be trifled with. These are the most vicious and aggressive of all the golem minions, capable of inflicting extreme amounts of damage.

An upgraded corpse golem loses its corpselike stench (unless its creator prefers to retain it). These advanced golems are more well-preserved – though even a casual glance can tell that they are not healthy creatures.



Starting Statistics: Size Medium; Speed 30 ft.; AC +0; Attack: 2 slams 1d6; Ability Scores Str 16, Dex 12, Con -, Int -, Wis 11, Cha 1; Bonus hp: 5 (1st level), 5 (2nd level), 5 (3rd level), 5 (4th level). **Special Abilities**: *Powerful Blows* (Ex): The corpse golem inflicts one and a half times its strength modifier and threatens a critical hit on a 19-20 with its slam attack.

8th level upgrade: Attack 2 slams 1d8.

15th level upgrade: Attack 2 slams 1d10. Special Abilities: Improved Powerful Blows (Ex): The corpse golem now threatens a critical hit on 18-20 with its slam attack.

Doll Golem

Unnerving and peculiar, these golems are crafted from stuffed animals, wooden fetishes, humanoid dolls, or other normally small and harmless figures. These golems can sometimes be mistaken for human children, at least until they begin to move. These golems frequently drop to all fours and scuttle along the ground at startling speeds. What they may lack in speed and size, they make up for in sheer tenacity and a willingness to drag their opponents down to their level with underhanded tactics.

While a low level doll golem may look like a simple, crude toy, upgraded doll golems are more likely to resemble rare heirlooms of silk or porcelain.

Note: Doll golems will always attempt to trip their target on a successful attack unless commanded not to do so. (This command may be issued as part of the normal attack command.)

Starting Statistics: Size Small; Speed 40 ft.; AC +1; Attack: 2 slams 1d4 plus trip (the golem trips as a free action, provoking no attack of opportunity; if the attempt fails it cannot be tripped in return); Ability Scores Str 10, Dex 14, Con -, Int -, Wis 11, Cha 1; Bonus hp 5 (1st level), 5 (2nd level). **Special Abilities**: *Low Blow* (Ex): The doll golem trips opponents as if it were one size larger (for the purposes of both calculating its CMB and determining what enemies it can trip) and calculates its CMB for trip maneuvers using its Dexterity rather than its Strength.

8th level upgrade: Attack: 2 slams 1d6. **Special Abilities:** *Improved Low Blow* (Ex): As Low Blow, but the doll golem now trips opponents as if it were two sizes larger.

15th level upgrade: Speed 60 ft., Attack: 2 slams 1d8.

Metal Golem

Crafted of raw iron or gleaming steel, a metal golem is an intimidating sight, to be sure. Some such golems resemble animated suits of heavy armor. Others are more elaborate, with obvious steam fittings and mechanical parts. One thing is certain, these are the most indomitable of all golem minions.

Upgraded metal golems are often reinforced with finer metals, such as gold, silver, mithral, or adamantine.

Starting Statistics: Size Medium; Speed 15 ft.; AC +4; Attack: 2 slams 1d6; Ability Scores Str 14, Dex 10, Con -, Int -, Wis 11, Cha 1; Bonus hp: 5 (1st level), 5 (2nd level), 5 (3rd level), 5 (4th level). **Special Abilities:** DR 1/adamantine (this DR stacks with any other DR granted by writs).

8th level upgrade: Special Abilities: DR 2/adamantine (this DR stacks with any DR granted by writs).

15th level upgrade: Attack: 2 slams 1d8. **Special Abilities:** DR 5/adamantine (this DR stacks with any DR granted by writs).

Rock Golem

If a golem can have a personality, the rock golem could be said to be the proudest of all golems. A rock golem is essentially an animated statue, usually a work art in its own right. The care and precision instilled into its creation shines through in its steadfast loyalty to its creator. While it does not excel in any particular area, no golem is more versatile and adaptable than a rock golem. Upgraded rock golems are often reinforced with marble or other rare stones, and may have precious gems for eyes or in other details.

Starting Statistics: Size Medium; Speed 20 ft.; AC +2; Attack: 2 slams 1d6; Ability Scores Str 14, Dex 12, Con -, Int -, Wis 11, Cha 1; Bonus hp: 5 (1st level), 5 (2nd level), 5 (3rd level), 5 (4th level); +1 Loyalty.

8th level upgrade: +1 Loyalty.

15th level upgrade: Attack: 2 slams 1d8; +1 Loyalty.

Mechamage Writs

The writs inserted into a golem minion directly boost the golem's abilities. A mechamage's class level must be at least equal to the writ's level in order for him to learn and use the writ.

Certain writs allow the mechamage greater command over his golem minion. If a "special command" is listed under a writ, the mechamage may issue that command to the golem as his command action for that turn.

Some writs have "Upgrade" effects. These effects become active when the golem is upgraded at 8th and 15th level.

Level 1 Writs

Capacious (Su)

Description: The golem gains a small extradimensional storage space in its chest.

Benefits: The storage space is functionally identical to a bag of holding. It can hold up to 250 lbs. of material. The golem or mechamage can call an item from the space and into the golem's hands with a move action.

8th Level Upgrade: The space now holds 500 lbs.

15th Level Upgrade: The space now holds 1000 lbs.

Destructive (Ex)

Description: The golem is particularly adept at breaking inanimate objects.

Benefits: The golem gains a +6 bonus to break down doors and deals double damage against inanimate objects (this includes Sunder attacks). The golem does not provoke an attack of opportunity when using sunder.

Special Command: The mechamage can command the golem perform the sunder combat maneuver against a specified opponent.

Durable (Ex)

Description: The golem's body is visibly bulkier.

Benefits: The golem gains 3 hit points or 1 bonus hit point per hit die it possesses (whichever is greater).

8th Level Upgrade: The golem gains 2 bonus hit points per hit die it possesses.

15th Level Upgrade: The golem gains 3 bonus hit points per hit die it possesses.

Heaving (Ex)

Description: The golem can hurl heavy objects large distances.

Benefits: The golem gains the Throw Anything feat and receives a +1 bonus to any attacks with thrown objects.

Servile (Ex)

Description: The golem serves as a capable assistant.

Benefit: The golem grants an additional +1 bonus when performing the aid another action. If the golem is adjacent to the mechamage, it may retrieve the mechamage's stowed items and hand them to him as a move action (commanding it to do so is a free action).

Special Command: The mechamage can command the golem to aid the mechamage or an ally.

Steadfast (Ex)

Description: The golem is difficult to permanently destroy.

Benefits (Su): The golem does not die unless it is reduced to less than -20 hit points. A golem with 0 hit points or less will become inert and helpless, but will become functional again once repaired to 1 hit point or more.

8th Level upgrade: The golem does not die unless it is reduced to negative hit points equal to its total hit points.

15th Level upgrade: The golem does not die unless its body is entirely destroyed. It ceases to take damage when its negative hit point total is equal to twice its maximum hit points.

Steed (Ex)

Description: The golem serves its mechamage as a mount (or serves another rider, at the mechamage's command).

Benefit: The golem's back expands to provide a small saddle or howdah. Any creature of at least one size category smaller than the mechamage may mount the golem as a move action and ride along with it. Riding on the golem provides partial cover. Ride checks are not necessary to remain in the saddle or control the golem in combat.

15th level Upgrade: The golem also develops a hatch that can swing into place and completely enclose the rider. The rider gains full cover while riding the golem.

Swift (Ex)

Description: The golem is built for speed, with powerful legs and a lithe frame.

Benefits: The golem adds 10 to its base speed. It gains another +10 to base speed with each upgrade.

Tactical (Ex)

Description: The golem is skilled at a particular maneuver.

Benefits: Select one combat maneuver. The golem may now make this maneuver. He provokes no attack of opportunity when doing so, and gains a +2 bonus to his Combat Maneuver Bonus when attempting the maneuver.

Special Command: The mechamage can command the golem to use the combat maneuver against a specified opponent.

Special: This writ may be inserted multiple times. Each time, it grants the golem the use of a different combat maneuver.

Talented (Ex)

Description: The golem possesses extraordinary combat savvy.

Benefits: Select one combat feat (other than a weapon or armor proficiency). The golem gains use of this feat. The golem must meet all of the normal prerequisites of this feat.

Special Command: The mechamage can command the golem to use the feat (where applicable).

Level 3 Writs

Agile (Su)

Description: The golem is endowed with extraordinary grace.

Benefits: The golem gains a +2 enhancement bonus to Dexterity and gains the Weapon Finesse feat.

8th Level Upgrade: The enhancement bonus increases to +4. 15th Level Upgrade: The enhancement bonus increases to +6.

Enchanted (Su)

Description: The golem's fists glow faintly with a magical aura when in an aggressive stance.

Benefits: The golem gains a +1 enhancement bonus to its slam attacks (and can overcome magical damage reduction with them).

8th level Upgrade: The golem gains a +2 enhancement bonus to its slam attacks.

15h level Upgrade: The golem gains a +3 enhancement bonus to its slam attacks.

Hardy (Ex)

Description: The golem is empowered by specialized enchantments, allowing it greater resistance against unusual damage types.

Benefits: The golem gains a +4 bonus to one saving throw type (Fortitude, Reflex, or Will), or a +2 bonus to all saving throws.

8th level upgrade: The bonus increases to +6 to a single saving throw type, or a +3 bonus to all saves.

15th level upgrade: The bonus increases to +8 to a single saving throw type, or a +4 bonus to all saves.

Metallic (Ex)

Description: The golem's hands gleam with a silvery metallic sheen.

Benefits: The golem's natural attacks ignore damage resistance as if they were silver and cold iron.

8th level upgrade: The golem's natural attacks ignore damage resistance as if they were adamantine.

Mighty (Su)

Description: The golem is endowed with extraordinary physical strength.

Benefits: The golem gains a +2 enhancement bonus to Strength.

8th level Upgrade: The enhancement bonus increases to +4. 15th Level Upgrade: The enhancement bonus increases to +6.

Reinforced (Ex)

Description: The golem's flesh is reinforced by sturdy plates of steel, crystal, or bone.

Benefits: The golem gains a +1 armor bonus to AC. (This stacks with mage armor.)

8th level Upgrade: The golem gains a +2 armor bonus to AC. 15h level Upgrade: The golem gains a +3 armor bonus to AC.

Warrior (Ex)

Description: The golem prefers weapons to its natural attacks.

Benefits: The golem gains a single simple or martial weapon proficiency (specified when the writ is inserted). This weapon must be a melee weapon. When using a weapon, the golem gains multiple attacks for having a high attack bonus, just as a player character does. It may not combine weapon attacks with its natural attacks. The golem minion can wield a magic weapon if one is provided. If the golem loses its weapon, it will attempt to recover it or find another like it without being commanded to do so.

8th Level Upgrade: The golem may gain an exotic weapon proficiency instead.

Unobtrusive (Su)

Description: The golem is adept at pretending to be an inanimate object, even to supernatural senses.

Benefits: The golem minion is affected by non-detection whenever it is immobile (this is a supernatural ability). The golem minion gains the Disguise skill at a rank equal to its hit dice, with a +6 competence bonus to that skill. (The golem can only use the Disguise skill to pretend to be an inanimate object.) Special Command: The mechamage can command the golem to find an unobtrusive location and conceal itself.



Level 6 Writs

Elemental (Su)

Description: The golem's body is infused with searing elemental energy.

Benefits: Select an energy type when the writ is inserted – cold, fire, acid, or electricity. The golem inflicts 1d6 additional damage of this type with its natural attacks or by touch. This elemental aura may be raised or lowered with a standard action.

8th level Upgrade: The golem gains resistance 20 vs. the selected energy type.

15th Level Upgrade: The golem gains immunity vs. the selected energy type.

Gazing (Su)

Description: The golem has powerful eye beams.

Benefit: The golem can fire two ranged touch attacks from its eyes as a standard action. These have a maximum range of 60 feet and must be directed against the same target. These attacks ignore all damage reduction and inflict 1d6 damage each.

8th Level Upgrade: The eye beams inflict 2d6 damage each.

15th Level Upgrade: The eye beams inflict 3d6 damage each.

Magical (Su)

Description: The golem may use a magical item.

Benefits: The golem may equip a single magic item (other than armor) that occupies a magic item slot, such as a ring of protection or an amulet of mighty fists. The golem gains the normal benefits from this item.

Special Command: The mechamage can command the golem to activate the item (where applicable).

Special: This writ may be inserted multiple times. Each writ of this kind allows the golem to equip another magical item, though he is still limited to one item per slot.

Proxy (Ex)

Description: The golem recognizes a surrogate master.

Benefits: The mechamage may name a willing target that the golem can see. This individual can now command the golem as if he were also its master. The golem, in turn, can sense this individual as if he were its master, and like its true master, the golem will refuse to harm this individual even if commanded to do so. The new master cannot use call minion or other mechamage abilities on the golem. When the original master's commands conflict with the surrogate master's, the golem obeys its original master without hesitation.

Quaking (Ex)

Description: The golem can direct a powerful attack against the ground with its fists or feet.

Benefit: The golem attacks the ground as a full round action. All creatures entirely within the area adjacent to the golem must make a Reflex save (DC 10 + the golem's Str modifier + ½ the golem's hit dice) or be knocked prone.

Special Command: The mechamage can command the golem to use the quaking attack.

8th Level Upgrade: If the ground is composed of material with hardness of 5 or less it becomes difficult terrain following the attack.

15th Level Upgrade: The ground becomes difficult terrain following the attack, regardless of hardness.

Slayer (Ex)

Description: The golem is filled with extreme hatred for a specific type of enemy.

Benefits: Select a creature type from the ranger's favored enemy table when the writ is inserted. The golem gains a +2 bonus on Perception rolls, attack rolls, and damage rolls against the specified enemy type. The golem will immediately attack any enemies of this type and fight to the death as if commanded to do so.

Special Commands: The mechamage can command the golem not to attack its favored enemy.

8th Level Upgrade: The bonus becomes +3.

15th Level Upgrade: The bonus becomes +4.

Level 9 Writs

Gigantic (Ex)

Description: The golem is larger than usual.

Benefits: You may increase or decrease the golem's size by one category (determined when the writ is inserted). Increasing from Small to Medium grants +4 Strength and -2 Dexterity. Increasing from Medium to Large grants +8 Strength, -2 Dexterity, and +2 natural armor. Its natural attacks also increase in damage. (See the Pathfinder Bestiary for examples of damage increasing by size or use one of the following progressions. Progression One: 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6. Progression Two: 1d10, 2d8, 3d8, 4d8, 6d8.)

Special: Remember that all golems gain 10 bonus hit points per size category increase.

Impervious (Ex)

Description: The golem's flesh is extraordinarily tough, deflecting mundane weapons.

Benefits: The golem gains DR 3/adamantine.

15th Level Upgrade: The golem gains DR 5/adamantine.

Potent (Ex)

Description: The golem's fists are enlarged and reinforced with powerful enchantments.

Benefits: The damage of the golem's slam attack is improved as if the golem had increased a size category.

(See the *Pathfinder Bestiary* for examples of damage increasing by size or use one of the following progressions. Progression One: 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6. Progression Two: 1d10, 2d8, 3d8, 4d8, 6d8.)

Sentinel (Ex)

Description: The golem is a patient, vigilant observer.

Benefits: The golem cannot be flanked or caught flat-footed and retains its Dex bonus to armor class against invisible opponents; the mechamage shares this protection while he is adjacent to the golem.

Level 12 Writs

Devastating (Ex)

Description: The golem's speed and power allow it to execute powerful charges.

Benefits: When making a charge attack, the golem may roll the damage dice of its slam or weapon twice before adding bonuses from strength, enhancement bonuses, elemental aura, or other damage bonuses.

15th Level Upgrade: The golem may roll the damage dice of its slam or weapon three times.

Fortified (Ex)

Description: The golem's joints are reinforced and its flesh is seamless, leaving no weaknesses.

Benefits: The golem has a 50% chance to negate any critical hits or sneak attacks it suffers, instead taking normal damage. The golem also becomes immune to disintegration.

15th level Upgrade: The golem becomes immune to critical hits and sneak attacks.

Resonant (Su)

Description: The golem's construction makes it especially receptive to its master's enchantments.

Benefits: The duration of any spell cast upon the golem by its mechamage is automatically doubled, as if affected by the Extend Spell feat. If the spell is already affected by Extend Spell, the duration is tripled.

Level 15 Writs

Defiant (Ex)

Description: The golem's enchantments are laced with a complex manite weave, fouling or dispelling hostile enchantments.

Benefits: The golem gains spell resistance equal to 12 + its hit dice. This spell resistance can be raised or lowered with a standard action, and does not apply against spells cast by the golem's mechamage master.

Special Command: The mechamage can command his golem to lower his magic resistance or immunity.

Special: At level 20, this writ confers complete magic immunity upon the golem (except against spells cast by its master). This immunity can be raised or lowered with a standard action.

Versatile (Ex)

Description: The golem can adjust itself to its master's needs quickly and efficiently.

Benefits: The process required to remove and reinsert writs in the golem requires only a full round action, rather than an hour, so long as this writ is already inserted in the golem when the process begins. This writ occupies two of the golem's power slots, and cannot be removed from the golem unless the writs are replaced in the usual manner (taking a full hour).

Level 18 Writs

Mechamage (Su)

Description: The golem can cast spells on its master's behalf.

Benefits: The mechamage can transfer any number of prepared spells to his golem minion as a standard action. These spells must have been prepared using spell slots gained from the mechamage class. The golem may not hold more total spell levels than its hit dice. The golem will not cast the spells unless commanded. The characteristics of all transferred spells function according to the mechamage's ability scores and level. If a spell requires material components or foci, the golem must have these available to cast the spell. The mechamage may not recover any spell slots used to prepare transferred spells until the golem either casts them or is destroyed.

Special Command: The mechamage can command the golem to cast any spell it is currently retaining.

Level 20 Writs

Phylactery (Ex)

Description: The golem resonates with special enchantments, allowing it to capture its master's soul should he die.

Benefits: If the golem's mechamage dies while on the same plane as the golem, his soul is immediately transferred to the golem. This process is similar to magic jar, except that it cannot be dispelled, no receptacle is required, and the golem's consciousness remains intact – it is simply suppressed by the mechamage while it possesses the golem's body. The mechamage may use his skills, spells, and class abilities normally while in the golem's body. He cannot use call minion on himself, nor can he remove or insert writs into the golem. He counts as a construct while possessing the golem's body. He retains use of all of his golem minion's writs.

The mechamage may remain in his golem minion's body as long as he desires. If his original body is returned to life, his soul immediately transfers to it and the golem regains control of its own body.

Mechamages in Aden

Philibus Von Germinix – Money's what it's all about. That's what most people don't understand. Sure, Philibus had a great deal of magical talent from the very start, but he would have been just another hedge mage if his wealthy family hadn't arranged for him to be trained by the most prestigious mechamages in Urbana. But Germinix was not content to remain in his father's shadow forever. The young goreaux soon struck out on his own, forming a lucrative merchant trading consortium. Then last year it all fell apart. He bet everything on a caravan trading an array of rare and expensive spices (and perhaps a little contraband) between Yzeem and Urbana. He spared no expense protecting his investment, including guarding the main caravan personally with his golem minion. It all came to nothing when the Nocturnals attacked. It was all he could do to escape with his life. His wagons were burned. His employees were slaughtered. And most importantly to Philibus Von Germinix - his great wealth was lost. But Philibus refuses to give up. He refuses to crawl back to his family for charity. As long as he has his magic, his intellect, and his loyal golem, he knows that opportunity will come again - even if he must live the distasteful, impoverished life of an adventurer until that opportunity presents itself.

David Rosencarth – There was a time when the Celestial College was the most respected gathering of wizards, scholars, and abstract thinkers in the known world. David Rosencarth was proud to call himself a student of that august body when his natural talents drew the attention of a college wizard passing through his home town. Unfortunately, his joy was to be shortlived. Not long after arriving at the college, the Darkfall came. Aramyst burned. The College was destroyed. David was forced to fight for his life, guiding a small group of survivors into the wasteland that had once been their home. In the years since, this humble mage has become a guardian of a broken land. Again and again, he ventures into burning Aramyst, sometimes with no one other than his stone golem guardian at his side, searching desperately for any refugees. Among the refugees, he is called "Professor" for the College robes he still wears. Though he was merely a first year student when the college was destroyed, he doesn't have the heart to correct them. Hope, after all, is one of the few things the people of Aramyst have left.

Vixa Shan - Vixa Shan strikes a most peculiar figure in the ports of Yzeem - a diminutive rabbit ferran who rides about the city on the shoulders of Anchor, a massive golem. When asked how she got the golem, she likes to reply that she stole it. It isn't too far from the truth. Vixa began her adventuring career at an early age, a child cutpurse prowling the streets of Balaquim. One desperate night, she made the unfortunate mistake of stealing an Urbanan mechamage's spellbook. Though it didn't take long for the mage to catch her, he was impressed by Vixa's guile and bravado. As fate would have it, the mage was in town on a mission to steal the plans for a new engine cooling system from a rival engineer. He hired the young ferran to aid him in his mission and - to insure her silence - he took her with him back to Urbana to serve as his apprentice. She returned home years later, now a powerful mechamage in her own right. Her unique blend of cunning guile and arcane power make her a force to be reckoned with even in the wild port city.





There was a time when the holy order known as the seers stood among the most revered and beloved figures in Aden. Those born with the gift of prophecy were quickly adopted by the order (who, due to being prophets, were extremely good at finding such individuals) and given both a formal education and a moderate level of military training. This continent-wide order dedicated themselves to protecting the future of Aden against all evils, and helped usher in a golden age of peace.

Their unique ability to predict the future naturally led others to look to the seers for guidance. While it would have been easy for the seers to profit (no pun intended) from their talents, they instead chose to use their gifts for the benefit of all. They became counselors, spiritual advisors, philosophers, and religious leaders. This level of humility only led the people of Aden to love them all the more.

And so it came as a shock to everyone when the seer order was destroyed. The Darkfall rose from the collective nightmares of mankind and, within a single night, assassinated every known seer. This tragedy struck the people of Aden to their core. If even the seers were vulnerable to the Darkfall, what chance would they have? Had they been wrong to rely upon the seers all this time?

To put things simply – why didn't the seers see this coming?

In point of fact, they did – but not soon enough. Those seers who recognized the warnings also recognized that the Darkfall had moved subtly, carefully, making certain that those whose vision could not be clouded were moved into secluded positions, removed from positions of influence within the order. If the remaining seers wished to survive there was only one thing they could do - run. They were forced to flee and bide their time until they knew how to truly fight their mysterious enemy. The seers allowed the world to think they were extinct, and the Darkfall encouraged its minions to perpetuate the ruse. Isolated from those they were meant to guide, the seers were no longer a threat. In the meantime, the Nocturnals continue to hunt the surviving seers, killing them without mercy whenever they can.

Though they are few in number, the seers continue their hidden war against the Darkfall. They live in hidden cells, rarely contacting one another, constantly aware that their mysterious power to glimpse the future has earned them the most powerful enemy in all of Aden. This realization has forced them to be careful, to prepare for anything, and to always watch their backs. They have been transformed from an intellectual order of philosophers into a hardened secret society of grim survivors.

These days, it seems a seer doesn't survive long in Aden unless he keeps his eyes open.

Role: The seer is a tough, self-reliant character, but her true strength lies in numbers. It is somewhat ironic that an individual who grants such powerful guidance to others has such tremendous difficulty trusting strangers. When the rare seer dares to step forth from seclusion and join an adventuring party, her ability to buff her allies and weaken her enemies becomes swiftly apparent.

Alignment: Any

Hit Die: d8

Class Skills

The seer's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

		1.1							
Level	Base Attack	<u>Fort</u> Save	<u>Reflex</u> Save	<u>Will</u> Save	1st	2nd	3rd	4th	Special
1st	+0	+2	+2	+2	-	-	-	-	Aura Reading, Second Sight
2nd	+1	+3	+3	+3	-	-	-	-	Fatebender Aura
3rd	+2	+3	+3	+3	-	-	-	-	Minor Prophecy
4th	+3	+4	+4	+4	0	-	-	-	Farsight
5th	+3	+4	+4	+4	1	-	-	-	Minor Prophecy
6th	+4	+5	+5	+5	1	-	-	-	Uncanny Dodge
7th	+5	+5	+5	+5	1	0	-	-	Minor Prophecy
8th	+6/+1	+6	+6	+6	1	1	-	-	Greater Farsight
9th	+6/+1	+6	+6	+6	2	1	-	-	Major Prophecy
10th	+7/+2	+7	+7	+7	2	1	0	-	Epiphany
11th	+8/+3	+7	+7	+7	2	1	1	-	Major Prophecy
12th	+9/+4	+8	+8	+8	2	2	1	-	Improved Uncanny Dodge
13th	+9/+4	+8	+8	+8	3	2	1	0	Master Prophecy
14th	+10/+5	+9	+9	+9	3	2	1	1	Epiphany
15th	+11/+6/+1	+9	+9	+9	3	2	2	1	Master Prophecy
16th	+12/+7/+2	+10	+10	+10	3	3	2	1	
17th	+12/+7/+2	+10	+10	+10	4	3	2	1	Master Prophecy
18th	+13/+8/+3	+11	+11	+11	4	3	2	2	Epiphany
19th	+14/+9/+4	+11	+11	+11	4	3	3	2	Master Prophecy
20th	+15/+10/+5	+12	+12	+12	4	4	3	2	Visionary
12th 13th 14th 15th 16th 17th 18th 19th	+9/+4 +9/+4 +10/+5 +11/+6/+1 +12/+7/+2 +12/+7/+2 +13/+8/+3 +14/+9/+4	+8 +9 +9 +10 +10 +11 +11	+8 +9 +9 +10 +10 +11 +11	+8 +9 +9 +10 +10 +11 +11	2 3 3 3 4 4 4 4	2 2 2 3 3 3 3 3 3 3	1 1 2 2 2 2 2 3	- 0 1 1 1 1 2 2	Improved Uncanny Dodge Master Prophecy Epiphany Master Prophecy Master Prophecy Epiphany Master Prophecy



v

Skill Ranks per level: 4 + Int modifier.

Starting Wealth: 3d6x10 gp (average 105 gp). In addition, each character begins with an outfit worth 10 gp or less.

Class Features

All of the following are class features of the seer:

Weapon and Armor Proficiency: A seer is proficient with all simple weapons, pistols, holdout firearms, and a single exotic, martial or firearm weapon of choice. She is also proficient with light armor, medium armor, and shields (except tower shields).

Aura Reading (Ex): The seer is an innately perceptive individual and a keen judge of character. She gains a +2 bonus to all Perception and Sense Motive skill checks.

Second Sight (Ex): The gift of second sight is the seer's defining ability. The second sight allows a seer to glimpse visions of the future, though this gift is frequently difficult to control. Once per twenty-four hour period, the seer may meditate for one hour in an attempt to glimpse visions of the future. The seer receives a series of abstract premonitions about possible future challenges. This grants her a number of uses of second sight equal to her Wisdom modifier plus double her class level.

The seer may use her second sight to empower a number of her prophetic gifts. However, all seers possess the basic ability to use their second sight to grant minor bonuses to a variety of actions. She may grant a +1 insight bonus to any skill roll, attack roll, or saving throw that she witnesses, applied as an immediate action. This bonus increases to +2 at 5th level, +3 at 10th level, and +4 at 15th level. The seer must declare use of this ability after the roll is made, but before the results are revealed.

Fatebender Aura (Su): At 2nd level the seer gains the ability to perceive the forces of probability in her immediate vicinity. She learns how to manipulate these forces in subtle, almost imperceptible ways. A slight gesture or act of will on her part can send these forces rippling around her, aiding her allies and thwarting her foes.

The seer's fatebender aura can be activated as a standard action and extends in a thirty foot radius surrounding the seer. (Activating an aura becomes a move action at 8th level and a swift action at 14th level.) Though the seer possesses the ability to project any of the basic fatebender auras, only one aura may be in effect at a time; activating a new one automatically negates the previous one. A particular fatebender aura remains in effect until the seer activates another one or until she is rendered unconscious or otherwise helpless. A fatebender may cancel any aura she has in effect as a free action.

Auras that affect enemies and allow a save have a Difficulty Class equal to 10 + the seer's Wisdom modifier $+ \frac{1}{2}$ the seer's level. An enemy that successfully saves against a seer's fatebender aura effect cannot be affected by that effect again unless he leaves the aura and reenters it.

At 2nd level, the seer can project any of the following fatebender auras:

Aura of Alacrity: All allies within the aura when combat begins gain a +2 luck bonus to initiative checks.

Aura of Weakness: All enemies within the aura inflict 2 less physical damage on all attacks until they successfully damage the seer or leave the aura.

Aura of Swiftness: All allies within the aura at the beginning of their turn gain a +5 bonus to speed until the beginning of their next turn.

Aura of Mystic Might: All allies within the aura gain a +2 bonus to all spell penetration checks.

Aura of Defense: All allies within the aura gain a +1 dodge bonus to Armor Class.

A Rare and Unique Snowflake

You may notice in reading this book that the seers are not exactly the most stable organization in Aden. Hunted nearly to extinction, hiding in the shadows, with only a handful remaining – they may seem like an odd choice for a player character class.

Quite the contrary – the seers and the special vendetta that the Darkfall carries against them inevitably force them into a central role in the future of Aden. Player characters are not ordinary individuals (though they may begin their lives that way); they are extraordinary – men and women destined to be heroes. With this in mind, one will find it only natural that a seer should step forth from seclusion to join such a party.

Of course, this should never be done carelessly. A seer player character should always have some sort of cover story to explain who she is. Most simply pretend to be traveling pilgrims. The seers have been hunted so completely that their magical abilities are no longer easily recognized by the average person. Once the party gains the seer's trust, perhaps she will share her secret with them, and enlist their aid in discovering why the Darkfall hunts her order.

The GM is within his rights to impose any limits he feels are rational. While a seer or even two joining a party might be within the bounds of reason for an adventuring party, he could well decide to veto an entire party of seers for being far too unlikely. (Or go the other way, declaring that members of the party are the only survivors of a cell nearly wiped out by nocturnals, and base the entire campaign around it.)

Likewise, a character that multi-classes into seer should always be considered carefully. It's not difficult to explain – the character's gift of prophecy simply manifested late in life. It should always be a major event in the story of the campaign, however. Seers have a way of finding other seers – and so does the Darkfall. A newly minted seer should have to contend with both of these forces not long after discovering his new powers.

NAMES OF A DESCRIPTION OF A DESCRIPTIONO

Aura of Lethargy: Enemies who enter or begin their turn within the aura must make a Will save against the aura's effects. If affected, they cannot charge or run while they remain within the aura.

Aura of Treachery: Enemies who enter or begin their turn within the aura must make a Reflex save against the aura's effects. If affected, the seer and her allies may count them as allies for the purposes of determining flanking bonuses.

Prophecies (Su): At 3rd level and every odd-numbered level after, the seer unlocks another aspect of her prophetic gifts. Most of these prophecies permanently add new effects to her second sight and fatebender aura. A seer may not select the same prophecy multiple times unless noted. Any prophecy that grants a new aura follows the usual rules regarding auras (range, only one in effect at a time, etc.).

At first, she may only select minor prophecies. Beginning at 9th level, she may select either major or minor prophecies. Beginning at 15th level, she may select master, major, or minor prophecies.

Farsight (Su): At 4th level, the seer can draw upon her second sight to recycle her magical abilities. As a full round action, she can recall any one spell that she had prepared and cast that day. The spell is prepared again, as if it had never been cast. Use of this ability consumes a number of uses of second sight equal to the spell's level.



Uncanny Dodge (Ex): Starting at 6th level, a seer's uncanny knowledge of the future makes her extremely difficult to catch unaware. She cannot be caught flatfooted and retains her dodge bonus to Armor Class against invisible opponents (though she loses it if immobilized, or if against opponents who successfully feint against her). If a seer has uncanny dodge from another class, she automatically gains Improved Uncanny Dodge (see below).

Greater Farsight (Su): At 8th level, the seer may now use her farsight ability to instantly prepare any spell on the seer spell list, so long as her total number of spells prepared does not exceed her daily spell slots. When using this ability to prepare a spell that she has not already prepared and cast that day, this ability consumes a number of uses of second sight equal to triple the spell's caster level.

Epiphany (Ex): At 10th and 14th level, the seer may elect to learn a new prophecy in place of one she already knows. In this manner, she may replace minor prophecies with major ones. At 18th level she may replace a minor or major prophecy with a master prophecy.

Improved Uncanny Dodge (Ex): At 11th level, the seer's superhuman reflexes increase. She can no longer be flanked. She cannot be sneak attacked except by a rogue at least four levels higher than she is. If the seer already has uncanny dodge from another class, the levels from all classes that grant uncanny dodge stack to determine the minimum required level of a rogue attempting to flank her.

Spells: Beginning at 4th level, the seer gains the ability to cast a small number of divine spells. These are drawn from the seer spell list later in this section. A seer must choose and prepare her spells in advance. To prepare or cast a spell, seer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against one of the seer's spells is equal to 10 + the spell level + the seer's Wisdom modifier.

The seer is limited in the number of spells she can cast per day (see Table: The Seer). The seer receives bonus spells for having a sufficiently high Wisdom. (See *Pathfinder Core Rulebook* – Table, Ability Modifiers and Bonus Spells.) When the table above indicates that the seer would receive zero spells of a given level, she receives only her bonus spells for high Wisdom.

A seer must spend an hour each day meditating upon the future to gain her allotment of spells. This may be done at the same time the seer meditates to renew her second sight. A seer may prepare any spell on the seer spell list, provided she is capable of casting spells of that level, but she must choose which spells she wishes to prepare during her meditation.

Until 3rd level, a seer has no caster level. At 4th level and higher, her caster level is equal to her seer level -3.

Seers do not need to provide a divine focus to cast spells that list divine focus (DF) as part of the components.

Visionary: At 20th level, the seer becomes a true master of prophecy. Divination spells that allow a random chance of success (such as augury, divination, and commune) are always successful. The seer may always act in any surprise round. In combats where there is no surprise round, the seer receives a surprise round in which only he may act.

Minor Prophecies

Aura of divination (new aura) – All allies within the aura cast divination spells with a caster level equal to their current caster level + the seer's Wisdom modifier. The Difficulty Class of all saving throws against divination spells cast by affected allies is increased by 2.

Aura of Healing (new aura) - The seer's presence strengthens healing energies within the aura. Any healing effects are increased by the seer's Wisdom modifier when healing allies. Any healing effects that affect enemies are reduced by the same amount. (This effect does not apply to regeneration or fast healing.)

Aura of peace (new aura) – The seer projects an aura of calm and tranquility, discouraging hostility in friend and foe. Any creatures within the aura that make an attack roll during a surprise round must roll twice and choose the worse result. This aura automatically deactivates after the surprise round ends, or when the first normal round of a combat begins.

Aura of watchfulness (new aura) – As one might expect, surprising someone who can see the future is a difficult endeavor. When this aura is in effect, allies may add the seer's Wisdom modifier as a bonus to their Perception checks and Reflex saving throws against traps.

Entwined Fates – The seer may activate a second fatebender aura without deactivating her current aura. Having multiple auras in effect is very taxing, and consumes one use of second sight per round. When the seer has no uses of second sight remaining, the most recently activated aura deactivates.

Improved aura of defense – The seer's aura of defense now grants a dodge bonus to armor class equal to the seer's class level divided by three (round down, minimum +1).

Improved aura of mystic might – Any allies affected by the seer's aura of mystic might also gain a bonus to concentration checks equal to twice the seer's class level.

Improved aura of swiftness – As a free action, the seer may expend one use of her second sight to increase the speed of any ally currently affected by her aura of swiftness. This ally gains an additional +10 bonus to speed on his turn.

Improved second sight – The seer's second sight is particularly potent when used to affect the outcome of a battle. Whenever the seer uses second sight to grant a bonus to an attack roll, he may instead spend two uses of second sight to increase the damage roll associated with that attack by the same amount.

Mark of destiny – When using second sight to grant a saving throw, skill check, or attack roll bonus, the seer may instead expend three uses of his second sight. Every saving throw, skill check, or attack roll that the target makes for the next three rounds receives the second sight bonus. This effect immediately ends as soon as the target fails a saving throw, skill check, or attack roll.

Moment of truth – The seer can create a distraction at exactly the right moment, disrupting an enemy's concentration. Whenever an ally provokes an attack of opportunity from an enemy, the seer may spend two uses of his second sight to cancel that attack. Both the enemy and ally must currently be in range of the seer's fatebender aura.

Rejuvenating Strike – The seer's second sight becomes empowered with healing magic. Any time she grants an attack bonus with her second sight and that attack is successful, the attacker heals a number of hit points equal to the seer's wisdom modifier.

Major Prophecies

Fate's Whisper – The seer now instinctively knows whether or not applying her second sight to an attack roll, skill check, or saving throw will cause the roll to succeed or fail.

Forewarned is forearmed – The seer may spend four uses of her second sight as a standard action on her action during a surprise round to grant one ally the ability to take a full round action on his turn, as if it were a normal combat round. The affected ally must be able to act in the surprise round and be within range of the seer's fatebender aura. (Obviously the seer must not be surprised in order to use this ability.)

Improved aura of alacrity – As a free action during her turn, the seer may empower her aura of alacrity to grant haste to all affected allies (up to the maximum allowed by haste) until the beginning of her next turn. Using this ability consumes one use of second sight. This haste takes effect as if cast at the seer's class level.

Improved aura of lethargy – As a free action during her turn, the seer may empower her aura of lethargy to impose a slow effect on all affected enemies. This effect is identical to the spell, cast at the seer's class level. Enemies who fail their save continue to be slowed until they start their turn outside the aura, until they successfully damage the seer, or until the seer ends the effect. The seer must spend one use of her second sight for each turn she wishes to maintain the effect.

Improved aura of watchfulness – If the seer and her allies are surprised while aura of watchfulness is active, she may spend five uses of her second sight as an immediate action to allow herself or an ally to act in the surprise round. If an ally is chosen, he must be affected by her aura of watchfulness.

Improved aura of weakness – As a free action during her turn, the seer may empower her aura of weakness. All affected enemies have their physical damage reduced by the seer's Wisdom modifier (minimum 1) until they successfully damage the seer or leave the aura.

Improved fatebender – The seer's fatebender auras now have a radius of 60 feet.

Moment of triumph – The seer may spend one use of her second sight as a free action when an ally rolls to confirm a critical hit to add her Wisdom modifier as an insight bonus to that roll.

Master Prophecies

Aura of pain (new aura) – Any enemies who enter or begin their turn within the seer's aura of pain take damage equal to 1d6 + the seer's wisdom damage. This damage ignores all damage resistance.

Improved aura of treachery - As a free action during her turn, the seer may empower her aura of lethargy to impede her

True Foresight

At the GM's option, he can occasionally use the seer's second sight ability to bestow more flavorful and specific visions of the future. While these prophecies should always be vague and cryptic, they should never be useless. These visions should always offer some hint regarding a difficult encounter that is very likely to occur within the next twenty-four hours. If the party is preparing to enter a red dragon's lair, for example, the vision might propose a riddle that suggests a less dangerous approach. Prophecies should never simply give information away or block the plot entirely until their riddles are solved – they should merely present an optional route for a clever party to seize upon. These riddles should not entirely replace the seer's second sight bonuses, but should consume at least two of them, depending on how useful the hint is.

The GM should take care not to overuse this option, lest the visions seem less unique and special or the seer feel "cheated" out of her floating insight bonuses. For GMs who simply love riddles and wish to use them often, they might wish to present it as an option – before revealing the riddle, simply ask the player whether her seer character would prefer the riddle or the bonuses.

The GM can also occasionally cause the seer's second sight to activate spontaneously, warning of long term threats (and presenting hooks for longer adventures). While this sort of thing is somewhat expected in a party including a seer, be careful to use it sparingly, as a plot device such as this can quickly degrade from an exotic and intriguing mystery to a dull cliché.

HER DESCRIPTION OF A REAL PROPERTY AND A REAL PROPE

enemies. All enemies affected by the aura now consider the entire area to be difficult terrain, and have the DC of all Fly skill checks increased by 20. This effect ends for an enemy when it leaves the area or successfully damages the seer. The seer must spend two uses of her second sight for each turn she wishes to maintain the effect.

Master fatebender – The seer's fatebender aura now affects all enemies and allies that have line of sight to the seer (ignoring partial cover), as well as those within the usual range.

Moment of Salvation – As an immediate action, the seer may spend five uses of second sight to cancel a critical hit before it is confirmed. The critical hit becomes a normal hit.

The Perfect Moment – Once per day, the seer may spend five uses of second sight as an immediate action to declare a single skill check, saving throw, or attack roll a natural 20. This ability must be used before the roll is made.

Seer Spell List

* Indicates a new spell introduced in this book

1st Level: augury, bend fate*, command, comprehend languages, consecrate, cure light wounds, desecrate, detect chaos/evil/good/law, detect thoughts, detect undead, divine favor, divine warning*, identify, locate object, magic vestment, owl's wisdom, protection from arrows, protection from chaos/evil/good/ law, see invisibility, timely maneuver*, true strike, undetectable alignment. Other sources: see alignment (UC).

2nd Level: arcane sight, calm emotions, clairaudience/ clairvoyance, cure moderate wounds, delay poison, divination, fate retroactive*, find traps, magic circle against chaos/evil/ good/law, Psychometry*, remove fear, resist energy, restoration, lesser, shield other, status, tongues, zone of truth. Other sources: blood biography (APG), grace (APG), surmount affliction (UM).



Oracles and Seers

What's the difference between an oracle (from the *Advanced Player's Guide*) and a seer? Merely glancing at the names, one would think they are quite similar. So, how are they different?

The mechanical differences are obvious. An oracle is a pure caster with a full complement of spells, similar to a cleric with a sorcerer's spontaneous casting style. A seer has relatively few spells and focuses more on party buffs, something like a cross between a paladin and a bard.

Thematically, they are quite different as well. An oracle is an individual who has been chosen by some nebulous and distant higher power (or by the gods, in non-Aden campaigns) to act as its agent in the mortal world. Oracles could come from all walks of life, and happen upon their powers seemingly by random chance. Seers, in contrast, are members of a hidden order of prophets. In Aden, their innate ability to perceive the future marks them as enemies of the Darkfall, and forces them to develop a more advanced skillset than most other divine classes.

If using seers in non-Aden campaigns, there could be a great deal more thematic overlap between the two classes (just as there is between oracles and clerics). Perhaps a seer is a member of a reclusive brotherhood of prophets. Perhaps he's a unique hermit whose gifts of foresight have driven him to avoid humanity. Any archetypal holy man living on the edge of society would be a very good fit for the seer character class. Or the GM may even wish to dispose of the "outsider" angle altogether and explain the seer's skill set in other ways – such as a highly educated noble priest or a member of some militarized holy sect.

3rd Level: arcane eye, bestow curse, commune, create food and water, cure serious wounds, detect scrying, discern lies, dispel magic, invisibility purge, locate creature, protection from energy, remove curse, retribution*, scrying, speak with dead, weapon of destiny*. Other sources: borrow fortune (APG), tongues, communal (UC).

4th Level: arcane sight, greater, break enchantment, cure critical wounds, death ward, prying eyes, restoration, scrying, greater, sending, telepathic bond, time loop*, timely attack*, true seeing, vision. Other sources: symbol of scrying (UM)

Seers in Non-Aden Campaigns: In campaign settings where clerics always serve deities or philosophies, seers follow similar rules. Instead of receiving one martial weapon proficiency, the seer is proficient in her deity's favored weapon. The seer's second sight aura is no longer automatically visible to all alignment detection spells, but instead radiates an aura dependent on her deity's alignment (identical to the cleric's aura ability).

Seers in Aden

Xien Wei Fong - Wei Fong was the daughter of a humble Vanoran merchant. Her life was relatively dull and uneventful; it seemed certain that she was destined to an arranged marriage and an unexciting life. Then the nightmares began and there was the sense she was being hunted. She had an undeniable feeling of impending doom, that she would bring death to her father and neighbors unless she fled home at once. She obeyed – but not quickly enough. A hideous beast cornered her in the alley behind her father's shop. It might have slain her, too, if not for the timely arrival of a mysterious warrior. The man introduced himself as Wayan, one of the few remaining members of the Seer Order. He explained that Wei Fong was a Seer as well, blessed with the terrible gift of foresight. Because of that gift, the Darkfall would now hunt her till the end of her days. Because of that gift – Aden needed her. With a heavy heart, she abandoned her home and joined Wayan on his quest to rejoin the Seer order.

Malachai Michaels - If the Seers were so wise, why didn't they see the Darkfall coming? Malachai laughs every time he hears that old chestnut. Idiots! The Seers did see it coming, or at least he did. And he's sure others did. But no one listened. And when it did come, he was alone, far from help and far from home. But he was not unprepared. When the assassins came, they found Michaels armed and waiting with a band of jurak mercenaries. Now, he plans to find out what went wrong. Why didn't the other Seers listen? Why were the ones who saw the Darkfall coming sidelined into positions of unimportance where they could be easily picked off? And is there anyone else left? For the time being, he hides who he is, pretending to be a humble itinerant priest from Carraway. He takes odd jobs with bands of adventurers, partially to find the money he needs to survive, but mostly as part of his constant search for other Seers - or for allies, at the very least. He will have his answers yet.

Kroshus Vale – He still remembers that terrible night when the Nocturnals came. He was just a boy then, an apprentice to his father who was an elder member of the Seer order and leader of their rapacian tribe. As the creatures tore through their bodyguards, Vale had his first true prophetic vision. "If you do not run, you will die." He felt momentarily overwhelmed by the absolute, inevitable truth of it. He hesitated for a long moment, unwilling to leave his father and comrades behind. Then, unable to deny the power of his own vision, he fled. Since that night, Kroshus has hated himself. In his heart, he knows there is nothing he could have done to save his father or his tribe. It matters little, in the end. He allowed others to die in his place and he hates himself for it. All that is left for him now is to make certain that their sacrifice is not in vain, and that whatever sinister plans the Darkfall holds for his world, that he does his part to fight it.

The Steamwright

Aden may be a land of powerful magic, but magic is not the only power that exists. In recent generations, the power of technology has increased exponentially. While part of this can be attributed toward mechamagic serving as a catalyst for certain breakthroughs, the genius of Aden's many scientists and engineers should not be underestimated.

The world marches ever into the future, and the steamwrights lead the charge. These brave men and women shine the light of knowledge into all corners of the world. Their discoveries are often dangerous. Their experiments sometimes lead them into the heart of peril. And their accomplishments earn them no end of enemies eager to steal their discoveries and exploit them to their own ends.

The steamwrights do not let such challenges daunt them in their search for truth. A true engineer, however, prepares for everything. And if you do happen to invent a steam-driven pneumatic turret system, is there any real sense in charging into danger without it?

Role: The steamwright is a natural explorer, and as such is a natural fit for any adventuring party. While the other party members may venture into the deep to fight evil or gather treasure, the steamwright may consider it merely to be a specimen hunt or a grand experiment. Her great skill at crafting items both mundane and extraordinary can be a great benefit to her allies. Her unmatched ability at using her inventions to wreak havoc will wreak fear among her enemies.

Alignment: Any Hit Die: d8

Class Skills

The steamwright's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Sleight of Hand (Dex).

Skill Ranks per level: 4 + Int modifier

Starting Wealth: 3d6x10 gp (average 105 gp). In addition, each character begins with an outfit worth 10 gp or less.

Class Features

All of the following are class features of the steamwright:

Weapon and Armor Proficiency: A steamwright is proficient with all simple weapons and firearms. She also gains proficiency with any weapon with the steamwright trait (the auger, gearspanner, and rocbar all possess this trait and are introduced elsewhere in this book). The steamwright is proficient with all siege weapons and vehicle weapons. She is also proficient with light armor and shields (except tower shields).

Invention (Ex): The steamwright is a master inventor, dabbling at the very bleeding edge of Aden's advanced technology. As a result of her advanced skill, she is capable of building and maintaining a number of extremely potent high-tech inventions. Unfortunately, these prototypes are inherently unstable and personalized to a particular user. As a result, a steamwright's inventions do not function in the hands of anyone else, not even another steamwright.

A steamwright can only maintain a certain number of active inventions at one time, indicated by her maximum number of invention slots on [Table: The Steamwright]. These inventions are selected from the steamwright inventions list later in this section. A steamwright may build any inventions for which she currently meets the level requirement, up to her maximum allotment. A steamwright may build multiple versions of the same invention, but these count as separate inventions and must be modified separately. Lost or destroyed inventions do not count toward the steamwright's maximum (though any lost inventions immediately cease to function if the steamwright creates new ones).

If the steamwright does not spend at least an hour each day maintaining her inventions, they become inert and useless. During a maintenance period, the steamwright may disassemble any of her current inventions and assemble new ones so long as her total collection of active inventions does not exceed her maximum allotment. This process requires one hour and a relatively quiet place where she can work uninterrupted. She requires an engineer's kit and some tools (the toolkit incorporated into any steamwright weapon will do) to perform maintenance or assembly. Any parts and materials used to create and maintain the steamwright's inventions are drawn from the engineer's kit, cannibalized from other inventions, or simply improvised from random mundane items of little to no value.

Any saving throws against invention-related effects are made against a Difficulty Class equal to $10 + \frac{1}{2}$ the steamwright's level + the steamwright's Intelligence modifier.

The steamwright can build three types of inventions – primary inventions, secondary inventions, and mods.

Primary Inventions: These inventions are a steamwright's personal specialty. A primary invention slot can only ever be used to create a specific invention, chosen by the steamwright when she first gains that slot. If disassembled, a steamwright can only refill that invention slot with the same invention (though she may make other choices in its assembly, such as a Belcher

Table: The Streamwright										
Level	Base Attack	<u>Fort</u> Save	<u>Reflex</u> Save	<u>Will</u> Save	Primary	Secondary	Mods	Special		
1st	+0	+0	+0	+2	1	1	3	Engineering, Firepower 1d8		
2nd	+1	+0	+0	+3	1	2	3	Handy, Jury-Rig		
3rd	+2	+1	+1	+3	2	2	5	Booby Trap, Masterworking		
4th	+3	+1	+1	+4	2	2	5	Firepower 2d8, Upgrade		
5th	+3	+1	+1	+4	2	3	5	Technical Tap		
6th	+4	+2	+2	+5	2	3	7	Handy		
7th	+5	+2	+2	+5	3	3	7	Firepower 3d8, Improved Inventions		
8th	+6/+1	+2	+2	+6	3	4	7	Upgrade		
9th	+6/+1	+3	+3	+6	3	4	9	Overload		
10th	+7/+2	+3	+3	+7	3	4	9	Firepower 4d8, Handy		
11th	+8/+3	+3	+3	+7	4	5	9	Greater Jury-Rig		
12th	+9/+4	+4	+4	+8	4	5	11	Overload, Upgrade		
13th	+9/+4	+4	+4	+8	4	5	11	Firepower 5d8, Superior Inventions		
14th	+10/+5	+4	+4	+9	4	6	11	Handy		
15th	+11/+6/+1	+5	+5	+9	5	6	13	Overload		
16th	+12/+7/+2	+5	+5	+10	5	6	13	Firepower 6d8, Upgrade		
17th	+12/+7/+2	+5	+5	+10	5	7	13	Reinvention		
18th	+13/+8/+3	+6	+6	+11	5	7	15	Handy, Overload		
19th	+14/+9/+4	+6	+6	+11	6	7	15	Firepower 7d8		
20th	+15/+10/+5	+6	+6	+12	6	8	15	Magnum Opus, Upgrade		

Table: The Streamwright



"Super Science"

The steamwright's personal inventions are notoriously unstable. Even when they do function in the hands of another, they rarely do so for long. Many scholars have theorized why this is the case. Wizards and mechamages, in particular, are quick to point out that such a relationship between man and machine suggests that what the steamwrights do is not science at all – but merely an extremely specialized form of magic.

The steamwrights, of course, scoff at any suggestions that their creations represent anything other than pure technological know-how. If their inventions do not function for other users, well, that's hardly the steamwright's failing, is it? Their prototypes are simply innovations not quite ready for the bumbling hands of the general public. And for some selfish steamwrights – that isn't exactly a problem they're intent on fixing.

And for scheming steamwrights who dream of selling off their inventions and then skipping town before they cease to function due to lack of maintenance – keep in mind that while steamwrights are exceptional individuals, they are not entirely rare. Wise merchants know better than to invest in a prototype that its owner cannot easily replicate – or even explain.

CONTRACTOR OF THE OWNER OWNER

that inflicts cold damage instead of fire damage). A steamwright may dedicate multiple slots to the same invention if she wants to carry more than one. A primary invention can be fitted with any number of mods, and these mods can be added, removed, or changed when the steamwright maintains her inventions each day. It is highly recommended that a steamwright's first primary invention be a weaponized invention, so that the steamwright can take advantage of his firepower class ability.

Secondary Inventions: These inventions are improvised lesser works, though they are extremely impressive by Aden's normal technological standards. A secondary invention can only be fitted with one mod. A steamwright can use his secondary invention slots to create whatever inventions he likes, so long as he meets their prerequisites, changing his arsenal of gadgets daily to suit his current needs.

Mods: These inventions are actually customized modifications to primary or secondary inventions. A steamwright may divide her allotment of mods between her current inventions any way she likes (though secondary inventions may only have one mod). An invention's applicable mods are listed in its description, though a handful of general mods applicable to many inventions are also included later in this section. Mods with the (primary) descriptor can only be applied to primary inventions.

Engineering (Ex): A steamwright's mastery of technology extends not only to her personal inventions, but to all manner of lesser creations as well. She adds ½ her class level to all Knowledge (Engineering) skill checks, and to Disable Device skill checks.

Firepower: A number of steamwright inventions can inflict additional damage dice when used. These dice increase relative to the steamwright's level. These dice are referred to as "firepower." Firepower begins at 1d8 and increases by 1d8 every three levels. The steamwright can apply these damage dice when using one of her inventions to inflict damage in combat. She need not apply all of her firepower dice at once; she may distribute them between inventions within the same round. Any unspent firepower dice at the end of the round are wasted. Firepower damage is always the same type of damage inflicted by the invention. The steamwright must declare her intention to add firepower dice before the invention is used or the attack roll is made (so with a missed attack, the firepower dice are wasted). If using an invention with an area attack, these damage dice may be applied to a single target or divided among targets within the area as the steamwright chooses. The steamwright may even apply these firepower dice to remotely operated inventions (such as the turret or decoy module) so long as she can see the invention's target.

The steamwright may only apply firepower dice once per round, unless an invention mod states otherwise.

Firepower damage dice are not multiplied by a critical hit or feats such as Vital Strike.

Handy (Ex): Each steamwright is something of a jack-of-all trades. At 2nd level, she can choose one type of Craft or Profession skill. She can use her current total Knowledge (Engineering) bonus in place of her bonus with that skill. She is also refunded any skill points previously spent on the selected skill, to be redistributed as she pleases. She is always considered skilled in the chosen skill. Any time the steamwright uses this skill to repair an object the repairs take half the normal amount of time and material cost. Every four levels after 2nd, the steamwright may choose an additional Craft or Profession skill to be affected in this manner.

Booby Trap (Ex): Under normal circumstances, an invention that is utilized by anyone other than the steamwright simply fails to function. At 3rd level, she gains the ability to booby trap her inventions. As a swift action, the steamwright can trap any invention she has created by touch. If anyone other than the steamwright attempts to use the invention or intentionally move it more than ten feet, it immediately inflicts damage equal to the steamwright's firepower upon them and is destroyed. (This damage may be fire or electricity damage, chosen by the steamwright when the device is trapped.) The trap can be detected by anyone searching for traps with a Perception check (DC equal to 20 + the steamwright's level.) The steamwright may remove the trap by touch with another swift action.

Jury-Rig (Ex): At 2nd level, the steamwright no longer suffers any penalties for using improvised tools with Craft skill checks, and can use improvised tools to assemble her inventions, though she still requires an engineering kit or reasonable source of materials (such as metal scrap or broken machinery) to build her inventions.

Masterworking (Ex): At 3rd level, the steamwright becomes a true master of lesser technologies. When crafting mundane items using any Craft skill, she uses the item's gp value as its sp value when determining her progress. (Essentially, divide the amount of time required to craft the item by 10.

Additionally, the steamwright may use her talents to perfect existing mundane items, transforming them into masterwork versions. The process is identical to crafting a masterwork item of the same type, except the cost in time and materials is calculated using only the masterwork component. (Effectively crafting a 300 gp item for a weapon, 150 gp item for armor, or a 50 gp item for a tool, for example.) This process does not create an item - it merely upgrades an existing item to masterwork quality.

Upgrade (Ex): At 4th level, the steamwright unlocks a breakthrough in one of her existing technological creations. She may select one of her primary inventions. This invention gains a permanent mod that does not count against the steamwright's maximum mod slots. Once selected, this mod cannot be changed. (So, for instance, a steamwright may choose to permanently apply the Quick Reload mod to her thundershot.) The steamwright gains an additional upgrade at 8th, 12th, 16th, and 20th level. Multiple upgrades may be applied to the same primary invention, or to other primary inventions, at the steamwright's discretion.

Technical Tap (Ex): At 5th level, the steamwright is skilled at making improvised repairs to machinery. As a standard action the steamwright may strike an object, construct, or machine within melee range with a steamwright weapon (this inflicts no damage). The target immediately gains temporary hit points equal to the steamwright's firepower for one minute. If an item was broken or destroyed, these temporary hit points may allow it to function normally if they return it above these thresholds. (An item is normally broken if reduced to less than half its hit points or destroyed if reduced below zero hit points.) A destroyed item may only be affected by this ability once before it is permanently destroyed. A construct may only be affected by this ability once a day.

The steamwright may also use this ability against unattended objects, enemy constructs, and machines. This allows him to inflict additional damage equal to her firepower against all such targets when making a melee attack against them as a standard action. She only gains this bonus damage when wielding a steamwright weapon. (A steamwright using the power tool invention vs. a construct in this manner can potentially apply her firepower twice, once for technical tap and once for her standard firepower damage.)

Improved Inventions (Ex): Beginning at 7th level, the steamwright can now apply up to two mods to a secondary invention.

Overload (Ex): At 9th level, the steamwright gains the ability to infuse an invention with energy, increasing its power but also

overloading its systems. As a move action, the steamwright can overload one invention she can touch. This immediately grants the device a free mod and allows it to inflict an additional 1d8 firepower damage once per turn. This effect lasts for a number of rounds equal to the steamwright's Intelligence modifier. At the end of this time, the device explodes and is destroyed, inflicting damage equal to the steamwright's firepower to any creatures in a five foot burst. Affected targets may make a Reflex save for half damage. (This damage may be fire or electricity damage, chosen by the steamwright when the device is overloaded.) The steamwright may use this ability once per day, and gains an additional use per day at 12th, 15th, and 18th level.

Greater Jury-Rig (Ex): At 11th level, the steamwright no longer requires an engineering kit or reasonable source of materials to construct her inventions. She can construct them out of virtually any materials, though it takes her twice as long when crafting her inventions in such a manner.

Superior Inventions (Ex): Beginning at 13th level, the steamwright can now apply up to three mods to a secondary invention.

Reinvention (Ex): At 17th level, the steamwright can quickly adjust her existing inventions to suit her current needs. She may disassemble one of her secondary inventions and assemble another invention in that slot as a standard action. The new invention receives a number of mods equal to the number of mods that had been added to the disassembled invention. The steamwright may use this ability a number of times per day equal to her Intelligence modifier.

Magnum Opus (Ex): At 20th level, the steamwright reaches the pinnacle of technological achievement. She may select a single primary invention when she gains this ability. She may place as many mods as she desires on this invention, up to her maximum, and gains an additional two free mod slots that may only be applied to this invention. Any Upgrades or bonus mod slots previously applied to this invention may be reapplied to other inventions. If the steamwright's invention is destroyed, this ability applies to its replacement.

Steamwright Inventions

The following inventions may be assembled and used by any steamwrights who meet their level requirement, up to their normal allotment of inventions. Keep in mind that while a particular invention may not have a level requirement, its mods might.

Like any objects, inventions can potentially be lost or destroyed, though most are designed to be relatively sturdy. Unless stated otherwise, inventions are masterwork items with 20 hit points and 10 hardness. Weaponized inventions that make ranged or melee attacks may be enchanted as per the usual rules for crafting magical weapons.

An invention's "Type" describes whether it requires the steamwright to have one or two hands free to hold and operate it. An invention without this descriptor is simply worn on the body and does not need to be held. Unless they are also enchanted as magical items, inventions never occupy magic item slots – an invention that is described as a 'belt' may be worn along with a magical belt or another invention belt. Use of an invention does not provoke an attack of opportunity unless the invention's activity requires some other action that normally provokes such an attack (such as making a ranged attack).

An invention's "Action" describes the action required to activate it. If the invention is activated as an "attack" it can be used with any of the normal attacks granted by the steamwright's base attack bonus. An invention may note that its use counts as a ranged attack, indicating that using the item provokes an attack of opportunity. If an invention has "(draw)" listed as part of its action, then that invention need not already be in hand when used. It can be drawn from the steamwright's

> inventory and immediately used as part of the same action, so long as

the steamwright has enough hands free to use it. Unless noted in their description, an invention in hand can be stowed as a move action that draws an attack of opportunity or dropped as a free action.

An invention's "Uses Per Day" determines how frequently the invention can be activated for its duration. Inventions with a permanent duration do not have uses per day. An invention's uses per day are replenished when the steamwright performs daily maintenance on her inventions.

An invention's "duration" determines the maximum amount of time it can be active per use. If the invention's duration runs out and it has uses per day remaining, the steamwright need only activate the invention again. An invention with a permanent duration only remains permanent so long as the invention is used. (An automatic translator, for example, grants its benefits only while worn.)

If the steamwright possesses a utility belt or ready harness, she can ready an invention for use with a move action as if it were a weapon (including drawing the invention as part of a regular move if her base attack bonus is +1 or higher). A steamwright may use the Quick Draw feat to draw weapons from a utility belt or ready harness.

Weaponized Inventions

The first primary invention that any adventuring steamwright constructs is usually a weaponized invention. If a weaponized invention is functionally identical to another weapon, any feats, effects, or abilities that apply when using that weapon apply when using the invention – Rapid Reload (rifle), for example, still applies to a Thundershot rifle. All weaponized inventions count as weapons for the purposes of drawing and stowing them (allowing you to use Quick Draw to draw them, or to draw them as part of a charge, for instance).

Belcher

The steamwright can wield a massive pump gun connected to a backpack fueled by mysterious alchemical substances, allowing him to project waves of energized material.

Level Requirement: none

Type: 1-handed

Action: standard

Uses Per Day: 3 + Intelligence modifier

Duration: instantaneous

Weight: 10 lbs.

Description: When first assembled, the steamwright must determine whether her belcher inflicts fire, acid, cold, or electricity damage. The steamwright may unleash the belcher's power to project a 15-foot cone of energy. All targets within the cone take 2d4 + Intelligence modifier damage, but they may make Reflex saves for half damage. Using the belcher does not provoke an attack of opportunity.

Mods:

Concentrated (primary): The belcher inflicts 1d4 additional damage per three levels of the steamwright. Level Requirement: 3rd

Dissolver: The belcher inflicts double damage against objects and 1-1/2 times damage against constructs. The belcher must inflict acid damage for this mod to function.

Flaming Accelerant: Targets who fail their save catch on fire, taking 1d6 damage per round until they make their Reflex save or extinguish the fire (see Catching on Fire, Chapter Thirteen, *Pathfinder Core Rulebook*). The belcher must inflict fire damage for this mod to function. Level Requirement: 5th *Freeze Ray*: Targets who fail their Reflex save must make an additional Fortitude save or be staggered for one round. The belcher must inflict cold damage for this mod to function. Level Requirement: 7th

Mixed Fuel: The steamwright may select two damage types when assembling the belcher. The resulting invention can project either type of energy damage – or a mix of half of each type – as the steamwright desires.

Projectile: The belcher's range is extended by 5 feet per every five levels of the steamwright. Level Requirement: 5th

Thundercrasher: The belcher's save DC is increased by 2 for enemies composed at least partially of metal, wearing metal armor, or wielding metal weapons. The belcher must inflict electrical damage for this mod to function. Level Requirement: 6th.

Decoy Module

The steamwright has assembled a compact clockwork construct capable of distracting the enemy and protecting a small area.

Level Requirement: none

Type: 1-handed

Action: standard (draw)

Uses Per Day: 3 + Intelligence modifier

Duration: 10 minutes or until retrieved

Weight: 5 lbs.

Description: This compact sphere can be hurled into an unoccupied square up to thirty feet away. Upon landing in the chosen square, it immediately unfolds into an immobile construct covered with whirling blades. While not particularly adept at combat, this construct occupies its square and threatens surrounding enemies.

The decoy module functions as a Small allied construct. It has an AC equal to 10 + 5 (armor bonus) + 1 (size bonus) + the Steamwright's Intelligence modifier (deflection bonus). It has hit points equal to the steamwright's level. Its saving throws are equal to the steamwright's base saves. If the steamwright has enhanced vision, such as low-light or darkvision, the decoy module also has these abilities. If the decoy module is destroyed, it may not be used again that day.

The module may not attack normally, but it can perform attacks of opportunity and counts as an ally for the purposes of determining flanking. It attacks using the steamwright's base attack bonus + Intelligence modifier + 1 (size bonus), and inflicts 1d6 slashing damage. The decoy's attacks threaten a critical hit on a natural attack roll of 19-20 and inflict X2 damage on a successful critical.

The decoy module remains active for its duration after deployed, at which time it deactivates. If the steamwright is adjacent to the decoy module, she can deactivate it and stow it in her inventory as a standard action.

Mods:

Ambulatory (primary): The steamwright can command the decoy to move up to 30 feet as a move action.

Armored: The decoy module gains an additional +4 armor bonus to its AC.

Extended Blades: The decoy module's reach is increased by 5 feet. Level Requirement: 5th level

Golembane: The weapon counts as adamantine for the purposes of overcoming damage reduction. Level Requirement: 9th level.

Improved Blades: The decoy module's attacks gain a damage bonus equal to the steamwright's Intelligence modifier.

Plated: The weapon counts as cold iron or silver for the purposes of overcoming damage reduction.

Resilient: If the decoy module is destroyed, it merely deactivates. The steamwright can use it again so long as there are parts remaining, and she spends at least ten minutes performing maintenance on its remains.

Grenade Cannon

The steamwright has assembled a massive explosive projector, capable of launching devastating projectiles short distances.

Level Requirement: none

Type: 2-handed

Action: standard

Uses Per Day: 3 + Intelligence modifier

Duration: instantaneous (special)

Weight: 7 lbs.

Description: The grenade cannon can lob a grenade up to 60 feet away as a standard action that provokes attacks of opportunity. The projectile immediately explodes in a 10-foot area, inflicting 1d10 + the steamwright's Intelligence modifier damage. This damage is considered to be half piercing damage and half fire damage. All affected targets may make a Reflex save for half damage.

Any square targeted by the grenade launcher continues to burn for 1 round. All targets in this affected area take 1d6 fire damage and combustibles are ignited.

Mods:

Cluster Bomb: The grenade cannon can fire multiple bombs at the same target as a full round action. While this does not increase their damage, the explosive burst increases by 5 feet for each additional grenade fired and consumes an equal number of uses per day. The steamwright may fire a maximum number of grenades in one burst equal to her Intelligence modifier. Level Requirement: 10th

Destructive (primary): The grenade launcher inflicts 1d10 additional damage per four levels of the steamwright. Level Requirement: 4th

Incendiary: The grenade cannon now inflicts pure fire damage. Targets who fail their save catch on fire, taking 1d6 damage per round until they make their Reflex save or extinguish the fire (see Catching on Fire, Chapter Thirteen, *Pathfinder Core Rulebook*). Level Requirement: 7th

Micronized: The grenade cannon may now be wielded in one hand and weighs only 4 lbs.

Mortar: The grenade cannon can be fired in an extended arc. So long as there are no obstructions within 100 feet above the steamwright, its projectiles may be directed at any target in visual range. Level Requirement: 9th

Proximity Mines: The grenade cannon's projectiles do not explode immediately. They remain where they are launched until moved, damaged, or something moves within their blast radius.

Timed Explosives: The grenade cannon's projectiles do not explode immediately. The steamwright may delay their explosion by any amount of time, from one round to a maximum of one hour, determined when the explosive is launched. The grenades immediately explode if moved or damaged. Level Requirement: 8th

Power Tool

The steamwright wields an enhanced tool, enhanced to tear through the enemy via whirling blades, powerful vibrations, or other applications of literally cutting-edge science.

Level Requirement: none

Type: As per weapon Action: melee attack Uses Per Day: inapplicable Duration: permanent Weight: As per weapon Description: This invent

Description: This invention is functionally identical to any melee weapon with the steamwright trait, except that, as a weaponized invention, it can inflict firepower damage. For users other than the steamwright, this invention still functions as a masterwork weapon.

Mods:

Adjustable: The steamwright can transform this weapon into any other steamwright weapon as a standard action. It retains any mods or magical item abilities when transformed, and remains in its new form until transformed again.

Deadly (primary): The steamwright may apply firepower damage twice per round, so long as at least one of those times is when using this invention. She may not apply firepower more often than once each time an invention is used. Level Requirement: 9th

Plated: The weapon counts as cold iron or silver for the purposes of overcoming damage reduction.

Golembane: The weapon counts as adamantine for the purposes of overcoming damage reduction. Level Requirement: 9th level.

Thundershot

The steamwright has created a firearm empowered by advanced technology, surpassing any other weapon of its kind.

Level Requirement: none

Type: 2-handed or as per weapon (see Mods)

Action: ranged attack

Uses Per Day: 3 + Intelligence modifier

Duration: instantaneous

Weight: 5 lbs. or as per weapon (see Mods)

Description: This invention is functionally identical to a masterwork rifle. Like any invention, it can potentially inflict firepower damage when wielded by the steamwright. For users other than the steamwright, this invention still functions as a masterwork weapon. The thundershot uses normal firearm ammunition for a weapon of its type. The thundershot only expends the invention's uses per day if the steamwright intends to add firepower to its resulting damage roll. This intention must be declared before the weapon is fired.

Mods:

Custom Stock: The thundershot is functionally identical to a holdout, pistol, scattergun or sniper rifle instead of a rifle. Level Requirement: 3rd level

Deadly (primary): The steamwright may apply firepower damage twice per round, so long as at least one of those times is when using this invention. She may not apply firepower more often than once each time an invention is used. Level Requirement: 9th

Elemental Shot: Half of the thundershot's damage is considered to be acid, cold, fire, or electrical damage (chosen by the steamwright when this mod is applied).

Quick Reload: The thundershot reloads as if you possessed the Rapid Reload feat for its current weapon type. The effects of that feat do not stack with this mod.

Range Enhancer: The thundershot can inflict firepower damage on enemies an additional range increment away per five levels of the steamwright. Level Requirement: 5th



Magic and Technology

While many of a steamwright's inventions produce extraordinary effects – they are not magical. However, her inventions are masterwork items, and like any masterwork item, they can be enchanted. The most obvious application is in the case of weapons – such as the thundershot or power tool.

Enhancements granted by magic and technology do not stack. However, they do overlap. For example, an 8th level steamwright pays her wizard friend to enchant her thundershot, transforming it into a +1 flaming thundershot. If the steamwright later adds three enhanced mods to her invention (which would normally grant a +3 enhancement bonus) her thundershot will function as a +3 flaming thundershot.

If an enchanted invention is disassembled, its magical properties are lost. Therefore, a steamwright is best advised to reserve such a potent investment for her primary inventions.

NA ANA MANANA MANANA

Turret

The steamwright has assembled an automated firearm platform that responds to her commands.

Level Requirement: none

Type: 1-handed

Action: Standard (to deploy or dismantle) or swift (to command), (draw)

Uses Per Day: 3 + Intelligence modifier

Duration: 10 minutes or until retrieved

Weight: 10 lbs.

Description: The steamwright can deploy a turret from her inventory as a standard action. Once deployed, the turret functions as a small allied construct that appears in any square adjacent to the steamwright. The turret has an AC equal to 10 + 3(armor bonus) + 1 (size bonus) + the Steamwright's Intelligence modifier (deflection bonus) and hit points equal to half the steamwright's maximum hit points. Its saving throws are equal to the steamwright's base saves. If the turret is destroyed, it may not be used again that day.

The turret possesses a ranged attack with a range increment of 60 feet. It attacks using the steamwright's base attack bonus + Intelligence modifier. The attack deals 1d8 + Intelligence modifier bludgeoning/piercing damage. The turret's attacks threaten a critical hit on a natural attack roll of 20 and inflict X2 damage on a successful critical. The turret's target must be visible to both the turret and the steamwright. If the steamwright has enhanced vision, such as low-light or darkvision, the turret also has these abilities.

Once deployed, the turret is immobile. Once per turn, the steamwright may direct the turret's fire (this is normally a swift action, barring certain mods), causing it to make a single attack against one enemy in range. If the turret is not commanded, it will make a single attack against the nearest enemy who has attacked the steamwright or her allies at the end of the steamwright's turn. If there are no obvious targets, the turret does nothing. A steamwright with multiple turrets can only command one turret per swift action. If she has multiple turrets deployed simultaneously, she may use a move or standard action to command each of them.

If the steamwright is adjacent to the turret, she can deactivate it and stow it in her inventory as a standard action.

Mods:

Full Auto (primary): If the steamwright commands the turret as a move or standard action, it may make two ranged attacks instead of one. The turret receives a -2 penalty to all attacks when commanded in this manner. Level Requirement: 9th level

Accurate: The turret does not suffer the normal penalties for making ranged attacks against opponents engaged in melee.

Armored: The turret gains an additional +4 armor bonus to its AC.

Incendiary: The turret's damage counts as fire damage.

Javelin: The turret is compressed into a tight, sharpened metal shaft when inactive. As a standard action, the steamwright can throw the turret (as a javelin). If thrown at an empty square, the turret deploys in that square. If thrown at an enemy, the steamwright makes a ranged attack as if the turret were a javelin. (Weapon enchantments on the turret apply when using it as a javelin.) The turret then deploys in any square adjacent to the enemy. Level Requirement: 5th level

Mobile: The turret is equipped with large, all-terrain treads. The steamwright can command the turret to move up to 10 feet in any direction instead of attacking.

Resilient: If the turret is destroyed, it merely deactivates. The steamwright can use it again so long as there are parts remaining, and she spends at least ten minutes performing maintenance on its remains.

Sentry (primary): The turret attacks autonomously. Each round, it attacks the nearest living creature in range other than the steamwright. When assembling this mod, the steamwright can also create any number of simple tokens which the turret can detect. Any creature that carries one of these tokens is ignored as a target. If the steamwright has multiple turret inventions, she may only apply this mod to one turret for every five levels she has attained Level Requirement: 6th level.

Shielded: The turret takes half damage from all area of effect effects.

Vigilant: The turret can detect invisible opponents and attack them without penalty. Level Requirement: 8th level.

Other Inventions

While some of these inventions have obvious combat applications, they do not count toward the steamwright's required weaponized invention.

Aegis

This powerful shield protects the steamwright while allowing her to use her many inventions.

Level Requirement: none

Type: 1-handed (special)

Action: swift

Uses Per Day: 3 + Intelligence modifier

Duration: 1 round

Weight: 15 lbs.

Description: This invention is functionally identical to a heavy shield. However, this special shield allows the steamwright to use items or weapons in her off hand as if the aegis were a buckler. This function does not require uses per day, and is a permanent feature of the aegis.

The steamwright may activate the aegis as a swift action, creating a field of shimmering energy around herself. This increases her shield bonus to AC by +2 until the beginning of her next turn. When the field is active, the steamwright's shield bonus to AC also applies against incorporeal creatures.

Mods:

Fortified (primary): The aegis grants the steamwright a +4 equipment bonus to her CMD vs. trip, bull rush, drag, and pull maneuvers.

Illuminated: The shield projects light in a 60 foot cone. The shield can be doused or lit as a free action.

Mounting: The shield has a small interior socket, allowing it to accommodate a small item (such as a light weapon or a 1-handed invention). The steamwright may shift an item from her shield hand to the socket, or back, as a free action once per turn, even allowing him to instantly exchange an item in her hand with an item in the socket.

Audiograph

This simple device allows the steamwright to record and reproduce sound.

Level Requirement: 3rd

Type: 1-handed

Action: swift (to begin recording) or standard (to begin replay)

Uses Per Day: 3 + Intelligence modifier

Duration: 1 hour

Weight: 1 lb.

Description: The steamwright can activate or deactivate the audiograph as a swift action. Once activated, it records all sounds in the immediate area for one hour, or until deactivated. The steamwright can also use the audiograph to replay any sound it has recorded as a standard action. The invention continues to play back the recording until destroyed or deactivated by the steamwright as a free action. Recordings cannot utter verbal components, use command words, activate magical effects, or reproduce any extraordinary or supernatural sonic effects. The audiograph can retain a maximum of one hour of various sounds. The steamwright can delete any previously recorded sounds to record new ones.

Any creature who hears the recording is entitled to a Will save to deduce that the sound is not natural. Treat this affect as if it were an illusion (figment).

Mods:

Recorder: The audiograph can transfer a recording onto a more permanent medium during playback or during initial recording. This requires a small metal disc, such as a coin. The disk permanently records up to one hour of audio information, which can be replayed at a later time if the disk is reinserted into any audiograph. Disks can be permanently erased by inserting them into the audiograph and erasing them as a full round action, or by directly exposing them to extreme cold or heat.

Parabolic: The audiograph can be directed to record any location the steamwright can see as if she was present, so long as she has line of sight. The steamwright can hear what is transpiring in the targeted location while the audiograph is recording.

Ventriloquist (primary): The audiograph can project its playback to a specific location, causing the sound to seemingly emulate from any location chosen by the steamwright. This effect has a range of up to 100 feet. Level Requirement: 4th

Automatic Translator

This high-tech earpiece instantly translates a variety of languages.

Level Requirement: none

Action: none Uses Per Day: inapplicable Duration: permanent Weight: 1 lb. **Description**: The automatic translator consists of a small metal box or amulet worn about the throat. When worn, this invention grants the steamwright a complete understanding of a single spoken language. This language is chosen when the translator is built, though it can be changed during the invention's daily maintenance.

Mods:

Polyglot: The translator grants understanding of an additional language, chosen when this mod is applied. This mod may be applied to the translator multiple times.

Scanner: The headset includes an eyepiece that allows it to translate written text as well as spoken word. The eyepiece also displays symbols in response to the steamwright's spoken commands, allowing him to write in the chosen language. Level Requirement: 3rd

Universal Translator (primary): When wearing the translator, the steamwright gains a circumstance bonus on all Linguistics skill checks equal to her level. This allows her to make Linguistics skill checks as if trained, allowing her to attempt to understand any spoken language. This effect is not infallible - when encountering any unfamiliar language, the steamwright may make a DC 20 Linguistics skill check to comprehend the basic meaning of the message. Likewise, she may make a DC 20 Linguistics check to attempt to communicate in that language. If the check fails, the listener may make a DC 5 Wisdom check to avoid drawing a false conclusion and completely misunderstanding what is heard.

Balance Inhibitor

This metal box lined with amplifying horns projects a cone of subsonic energy, disrupting its targets' sense of balance.

Level Requirement: 5th

Type: 2-handed

Action: Standard (draw)

Uses Per Day: 3 + Intelligence modifier

Duration: 2 rounds

Weight: 4 lbs.

Description: When activated, this invention generates a 30foot cone of invisible energy that lasts two rounds. All living creatures in the cone when the device is activated, or who end their turn in the cone, must make a Will save or fall prone. Even if this save is successful, the cone halves the movement speed of all living creatures in its area.

The affected cone moves relative to the device if the steamwright carries it. The steamwright may redirect the cone as a swift action on her turn. If the steamwright drops or stows the invention, the effect ceases. If she carefully places the invention on the ground as a move action (provoking an attack of opportunity), the effect continues for the duration.

Mods:

Extended Projection (primary): The inhibitor's cone is extended by 10-feet per every five levels of the steamwright.

Radial: The inhibitor projects its effect in a burst with a radius equal to half the cone length, rather than in a cone. The steamwright is immune to the invention's effects as long as she carries the invention.



Beacon Tracker

This small device dispenses miniature beacons no larger than a pea, allowing the steamwright to track their bearer at a distance.

Level Requirement: 3rd

Type: 1-handed

Action: standard (draw)

Uses Per Day: 3 + Intelligence modifier

Duration: 1 hour

Weight: 1 lb.

Description: The beacon tracker resembles a palm-sized pistol that fires extremely small, adhesive metal disks. The steamwright may use the beacon tracker to fire a beacon disk at a target within 60 feet. She must make a ranged touch attack (or a melee touch attack if the target is within reach) if the target is unwilling. If successful, the beacon adheres itself to the target. The beacon tracker is a subtle device by design - if the steamwright is observed, he may attempt a Sleight of Hand check vs. the Perception check of any observers to place the beacon without being noticed.

If the steamwright is unobserved, the target (or anyone specifically examining them) may a Perception check vs. DC 20 to notice the beacon. Once noticed, a beacon may be removed as a move action. Beacons have 1 hit point and are easily destroyed.

The steamwright may calibrate the device as a standard action, allowing him to discern the general distance and direction of all her currently active beacons relative to her current position. The tracker's ability to detect a beacon is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt. The maximum range of detection is one mile. Only dispensing beacons consumes the invention's uses per day - using the beacon to track beacons can be done even if the invention has no more uses per day remaining.

Mods:

Injector (primary): When this mod is applied, the steamwright may use the tracker as a beacon injector. When used in this manner, she must make a normal attack roll (not a touch attack) to apply a beacon disk to her target. If successful, this inflicts one point of damage (the steamwright may apply her firepower normally if desired). Applying a beacon in this manner cannot be done without the target noticing (though they may not realize what the steamwright has done). The beacon disk enters the target's body and cannot be removed while active unless the target willingly spends 1 minute and inflicts the steamwright's firepower in damage upon itself with a piercing or slashing weapon. Level Requirement: 12th

Subtle: The DC of the Perception check to notice the steamwright's beacon is equal to the steamwright's ranged or melee touch attack result, if that result is higher than 20.

Tenacious: The beacons are difficult to remove or destroy. Removing a beacon requires a Strength check vs. a Difficulty Class equal to $10 + \frac{1}{2}$ the steamwright's level + the steamwright's Intelligence modifier. Beacons have 20 hit points and 20 hardness. Level Requirement: 7th

Breathing Mask

This pressurized helmet allows the steamwright to breathe normally in hostile environments.

Level Requirement: 4th

Action: swift (to activate) Uses Per Day: 3 + Intelligence modifier Duration: 1 hour Weight: 2 lbs. **Description:** When activated, this metal breathing filter draws oxygen from water, allowing the steamwright to breathe normally underwater. The mask can be worn about the neck and drawn over the face when needed, though it will then require a free hand to activate.

Air Supply: The mask grants the steamwright a continuous supply of oxygen, allowing her to survive in a vacuum or hostile atmosphere. This mod offers immunity to normal inhaled gases and poisons, but not to magical effects. Level Requirement: 8th

Improved Filter (primary): The mask grants the steamwright immunity to all inhaled gases and poisons, including spells such as cloudkill and sinking cloud. Level Requirement: 10th

Dematerializer

This amazing device tears a hole in space and time, allowing the steamwright to traverse distances instantaneously.

Level Requirement: 8th

Type: 1-handed

Action: move (draw)

Uses Per Day: 1

Duration: instantaneous

Weight: 1 lb.

Description: The dematerializer allows the steamwright to teleport short distances. This effect is identical to a dimension door, though the steamwright can only teleport herself and the range is only 100 feet. Unlike dimension door, use of this invention does not end the steamwright's turn. This invention is usable once per day.

Mods:

Transporter (primary): The steamwright can teleport an additional Medium-sized or smaller creature (as per the usual rules for dimension door and teleport) each time this mod is added to the dematerializer. This mod may be added to the dematerializer multiple times. When using the invention to teleport anyone other than himself, it requires a standard action. Level Requirement: 10th

Long Range (primary): The invention can produce an effect identical to teleport rather than dimension door, overriding the invention's normal range limit. The steamwright may still only teleport herself, unless she applies the transporter mod. When using the invention in this manner, it requires a standard action. Level Requirement: 12th

Entangler Sphere Launcher

The steamwright can launch a small sphere that immediately releases a web of tightly wound steel tendrils, snaring nearby enemies.

Level Requirement: 4th

Type: 1-handed

Action: standard (ranged attack, draw)

Uses Per Day: 3 + Intelligence modifier

Duration: 3 rounds

Weight: 1 lb.

Description: The entangler sphere launcher resembles a small crossbow or pistol, capable of launching small metal spheres. The steamwright can launch a sphere up to 60 feet or drop one at her feet, where it immediately unravels into flailing tendrils, filling a 10 foot radius. Dropping a sphere does not count as a ranged attack. The affected area becomes difficult terrain for the duration. All creatures in the affected area, or who end their turn in the area, must make a Reflex save or become entangled. Entangled creatures may attempt to break free with a Strength check or make an Escape Artist check as a move action. The DC for this check is equal to the save DC of this invention.
The steamwright is unaffected by the entangle and difficult terrain effects of her own spheres. If the invention is in hand, she can command an active entangler sphere to deactivate as a standard action

Mods:

Parabolic: The entangler sphere launcher can fire its spheres an additional 30 feet per every three levels of the steamwright.

Rooted: The tendrils also seek to fasten themselves to the ground. If the surface of the affected area is composed of stone or any softer material, the tendrils root themselves, anchoring any entangled creature's movement.

Selective (primary): When this mod is applied, the steamwright may select one creature per five levels. These creatures are unaffected by her entangler spheres. Level Requirement: 5th

Foil Helmet

This special headgear protects the steamwright's mind from intrusion via a special blend of metallic alloys.

Level Requirement: 4th

Action: standard

Uses Per Day: 3 + Intelligence modifier

Duration: 1 hour

Weight: 1 lb.

Description: This invention can be anything from an actual helmet to a simple metal-lined cap or headband worn beneath other headgear. The foil helmet grants the steamwright a +2 circumstance bonus to all saving throws against mind-affecting effects when used, as well as immunity to sleep and charm effects.

Mods:

Deceptive: When activated, the foil helmet also confers an effect identical to nondetection. Level Requirement: 3rd

Iron Mind (primary): The foil helmet can now grant the steamwright immunity to mind-affecting effects. When used in this manner the duration is 10 minutes, rather than an hour. Level Requirement: 9th

Superior Protection: The bonus provided by the foil helmet increases to +4.

Grappleshot

The steamwright can fire a grappling hook from a pressurized cylinder on her wrist – and then winch herself to its location with incredible speed.

Level Requirement: none

Type: 1-handed

Action: Standard (ranged attack) - to fire; move - to winch

Uses Per Day: 3 + Intelligence modifier

Duration: instantaneous

Weight: 2 lbs.

Description: The steamwright can fire her grappleshot as a ranged attack, as per the normal rules for using a grappling hook (usually an attack roll vs. AC 5 if there are ample places for the hook to find purchase). She can target any square up to 60 feet away. The grappleshot can be winched as a move action, rewinding the rope and reloading the hook. If the grappleshot is winched while set into an object, the steamwright immediately moves into the original targeted square. The grappleshot must be winched before it can be used again.

If the grappleshot's hook is lost or its rope is cut, the invention cannot be used again that day unless the steamwright can provide a replacement rope or grappling hook and spends one minute repairing the invention.

Mods:

Adhesive: The grappleshot adheres itself to its target through powerful suction. Grapples against inanimate objects and structures always succeed. Grapples against living creatures (using the graplasso mod) require a touch attack rather than the normal attack roll, but inflict no damage. Winching a living target grants the steamwright a +2 circumstance bonus to her drag combat maneuver. The steamwright can disengage an adhesive grapple as a standard action.

Grapplasso (primary): The steamwright may use the grappleshot to make a ranged attack against an enemy. If her attack roll is successful, the hook inflicts 1d4 + the steamwright's Intelligence modifier piercing damage. If this attack does at least one point of damage, the hook sets itself into the target. If the steamwright winches the grapple when set into a target the steamwright's size or smaller, the steamwright must make a drag combat maneuver using her level + Intelligence modifier as her Combat Maneuver Bonus. If successful, the target is immediately dragged into a square adjacent to the steamwright. If this roll fails, or if the steamwright winches the grapple against a target larger than herself, she moves into a square adjacent to the target and falls prone.

If the grapplasso's hook is set into a target, the target cannot move more than 60 feet from the steamwright without cutting the rope, removing the hook, or making a drag combat maneuver against the steamwright. Such a target may perform a drag against the steamwright at any range. A target may remove a set grapple as a move action if it has at least one hand free. Level Requirement: 7th

Steel cable: The grappleshot's rope is extremely durable, granting it hardness 10.

Swift: The grappleshot can be winched as a swift action, rather than a move action.

Hazard Detector

This hand held sensory apparatus aids the steamwright in detecting dangerous traps and hazards.

Level Requirement: none

Type: 1-handed

Action: none

Uses Per Day: inapplicable

Duration: permanent

Weight: 2 lbs.

Description: When this invention is active, the steamwright adds her level to all Perception skill checks to find traps, and is entitled to a Perception check to detect any trap within 10 feet.

Mods:

Antimagic: The device projects a manite resonance field that interferes with many enchantments, allowing the steamwright to disarm magic traps.

Hands-Free: The hazard detector is incorporated into a monocle, allowing the steamwright to use it while leaving her hands free.



Inertial Interference Field

This manite-studded leather belt projects a flexible field of energy around the steamwright, randomly absorbing the inertia of incoming attacks.

Level Requirement: none

Action: none

Uses Per Day: inapplicable

Duration: permanent

Weight: 2 lbs.

Description: While this invention is active, any incoming ranged attacks targeting the steamwright have a 20% miss chance. This miss chance does not apply to large missiles, such as thrown boulders or missiles projected by siege engines.

Mods:

Hardened Energy (primary): The barrier now provides its miss chance to melee attacks as well.

Singularity Barrier: The barrier now affects all missiles, no matter their size. Level Requirement: 5th

Insulated Overcoat

This specially prepared garment can be energized to protect the steamwright from energy attacks.

Level Requirement: 4th

Action: free

Uses Per Day: 3 + Intelligence modifier

Duration: 1 hour

Weight: 2 lbs.

Description: When activated, this invention grants the steamwright energy resistance 10 vs. one energy type. This type must be selected when the invention is first assembled and must be chosen from among the following: fire, cold, acid, or electricity. Even when not active, this invention provides resistance 5 against the appropriate energy type as a permanent effect.

Mods:

Enhanced Protection: The invention grants an additional 10 points of energy resistance when activated.

Immunity (primary): The invention can be activated to provide immunity to one energy type (the energy type must be one against which the invention provides resistance). When used in this manner, the duration of the effect is 10 minutes instead of one hour. Level Requirement: 12th.

Mixed Resistance: The invention grants an equal amount of resistance against an additional type of energy.

Keensight Goggles

These advanced goggles provide the steamwright with greatly enhanced vision.

Level Requirement: 3rd

Action: swift

Uses Per Day: 3 + Intelligence modifier

Duration: 1 hour

Weight: 1 lb.

Description: These goggles provide the steamwright with low-light vision when activated.

Mods:

Darkvision: The goggles also provide darkvision with a range of 60 feet when activated. If the steamwright already possesses darkvision, its range is extended by 60 feet. Level Requirement: 6th *Gaze Protection*: The goggles shield the steamwright's eyes, providing immunity to gaze attacks when activated. Additionally, she gains a +2 circumstance bonus to any saving throws against effects that would blind or dazzle her

Omniview (primary): Carefully placed mirrors within the goggles allow the steamwright to see in all directions at once when activated. Enemies gain no attack bonus for flanking her, nor can she sneak attacked by enemies flanking her unless the attack has at least four more rogue levels than the steamwright's level. Level Requirement: 5th

Ultravision: The goggles allow the steamwright to see invisible beings and objects when activated. Level Requirement: 9th

Kinetic Shield

An array of shock-resistant pads protects the steamwright from harm.

Level Requirement: none

Action: none

Uses Per Day: inapplicable

Duration: permanent

Weight: 5 lbs.

Description: The kinetic shield grants the steamwright a +1 enhancement bonus to natural armor.

Mods:

Slow Fall: The invention is specially reinforced to protect the steamwright from fall damage. She takes damage from any fall as if it were 20 feet shorter than it actually is. This protection increases by 10 feet per five levels.

Toughened (primary): The natural armor bonus increases by +1 per three levels, to a maximum of +5.

Magnet Glove

This steel gauntlet projects a focused ray of powerful magnetism, drawing metal objects into the steamwright's grasp.

Level Requirement: none

Type: 1-handed (special)

Action: standard (to attract, counts as ranged attack) or free (to lock)

Uses Per Day: 3 + Intelligence modifier

Duration: instantaneous

Weight: 1 lb.

Description: The steamwright can use the magnet glove to draw any unattended object composed at least partially of metal to her grasp. This object can weigh no more than 50 lbs. and must be within 60 feet. If directed against a held weapon or item, the steamwright may make a ranged disarm maneuver, using her steamwright level + Intelligence modifier as her CMB. If successful, the item is immediately drawn into her grasp.

While the magnet glove counts as a 1-handed invention, it allows the steamwright to hold and use other inventions or items while it is worn. The magnet glove cannot be used in the normal manner while the steamwright holds an item in the same hand. However, if the steamwright is holding a metal item, she may use the glove to magnetize it to her grasp, granting a +10 bonus to her CMD against all disarm maneuvers. The magnet glove itself cannot be disarmed.

Mods:

Boomerang: If the steamwright throws a metal weapon or object, she can activate the magnet glove as a swift action to instantly return the item to her grasp.

Empowered: The steamwright gains a +4 circumstance bonus to her CMB when using the magnet glove for disarm maneuvers.

Extended Range (primary): The magnet glove can be used against targets up to 200 feet away.

Mass Reallocation Unit

This compact storage unit allows the steamwright to carry a large amount of heavy equipment.

Level Requirement: none

Action: move action to store/retrieve items

Uses Per Day: inapplicable

Duration: permanent

Weight: 5 lbs.

Description: The mass reallocation unit resembles a small metal barrel attached to a harness, and can be worn as a backpack. This item functions in a manner identical to a bag of holding, storing up to 250 lbs. of gear in an extradimensional space. If the steamwright does not maintain the invention (during daily maintenance) all objects within the mass reallocation unit are permanently lost.

Mods:

Convenient (primary): Any inventions stored within the unit can be drawn or stowed as a free action.

Expanded: The unit stores an additional 500 lbs. of material. This mod may be applied to the invention multiple times. Its effects stack.

Multitool

A steamwright needs many tools – or just one. This malleable device can be transformed to meet any of an adventuring engineer's many needs.

Level Requirement: none

Type: 1-handed

Action: move

Uses Per Day: 3 + Intelligence modifier

Duration: instantaneous

Weight: 1 lb.

Description: This invention functions as a masterwork tool for a specific Craft or Profession skill, though it grants a +4 circumstance bonus to checks rather than the usual +2. This function of the invention is a permanent effect.

As a move action, the steamwright can activate the invention to transform it into a masterwork tool applicable to any other Craft or Profession skill, so long as she has ranks in that skill (or has applied her handy class ability toward it). The resulting item must be relatively small and portable. The invention retains this form until activated again.

Mod:

Quick: The tool's function can be altered as a free action rather than a move action.

Obfuscator

The steamwright can use a hand-held projector to wreath the area in clinging mist.

Level Requirement: none

Type: 1-handed

Action: standard (draw)

Uses Per Day: 3 + Intelligence modifier

Duration: 10 minutes

Weight: 1 lb.

Description: The steamwright creates a stationary cloud of misty vapor around herself. This effect is identical to obscuring mist, and lasts for a number of minutes equal to the steamwright's level. The projector is usable a number of times per day equal to the steamwright's Intelligence modifier.

Mods:

Inflammable: Any fire within the cloud causes the entire area to immediately ignite, destroying the mist and inflicting 1d10 + the steamwright's Intelligence modifier in fire damage to any creatures within. All affected targets may make a Reflex save for half damage. (This damage counts as area invention damage, and thus firepower may be applied to it normally.) Level Requirement: 3rd

Ranged: The projector causes the cloud to appear up to 100 feet away, rather than centered on the steamwright. Level Requirement: 3rd

Roiling (primary): As long as the steamwright has the invention in hand, she can command any previously created clouds to move up to 30 feet as a move action. Each use of this function counts as an additional use of the invention. Level Requirement: 5th

Paralyzer

This small pistol releases a bolt of paralytic energy, designed to disable enemies with nonlethal force.

Level Requirement: 5th

Action: standard (ranged attack, draw)

Uses Per Day: 3 + Intelligence modifier

Duration: 3 rounds

Weight: 2 lbs.

Description: The steamwright can direct the paralyzer against an enemy as a melee touch attack. A surge of energy strikes the target on a successful hit, forcing them to make a Fortitude save or be paralyzed for a number of rounds equal to the steamwright's level. The target may make another Fortitude save at the end of each of its turns to end this effect.

Mods:

Chain Paralysis (primary): The paralysis effect can leap to additional targets at the steamwright's direction. Each additional target must be within 10 feet of a previous target, consumes an additional use of the invention, and the steamwright must succeed at a ranged touch attack. Once one of these attacks misses, the chain effect ceases. Level Requirement: 11th

Ranged: The paralyzer can also be used as a ranged touch attack against a target within 60 feet. Level Requirement: 7th

Patchgun

A small pistol packed with alchemical adhesives and advanced bonding agents allows the steamwright to repair damaged objects quickly.

Level Requirement: none

Type: 1-handed

Action: standard

Uses Per Day: 3 + Intelligence modifier

Duration: instantaneous

Weight: 2 lbs.

Description: The steamwright can use the patchgun to repair any adjacent object, construct, vehicle, or other machine. The patchgun immediately repairs damage equal to the steamwright's firepower + Intelligence modifier.

Mods:

Empowered (primary): The steamwright can consume an additional use of the invention when activating it to increase the amount repaired by half. Level Requirement: 6th

Ranged: The patchgun is effective up to 10 feet away, plus an additional 10 feet per three levels. Use of the invention provokes attacks of opportunity unless used against an adjacent target.



Personal Vehicle

The steamwright has assembled a customized vehicle to transport herself and her allies.

Level Requirement: 5th

Type: Special

Action: Special

Uses Per Day: inapplicable

Duration: permanent

Weight: Special

The steamwright has assembled a basic vehicle (see the thunder scout class for information regarding vehicle types).

Unlike other inventions, which can be assembled using only the steamwright's toolkit, assembling a personal vehicle requires a reasonable amount of metal scrap and other spare parts relative to the size of the vehicle. They don't have to be vehicle parts, a steamwright can improvise with surprisingly primitive resources, but they need to be of roughly appropriate mass. Assembling a personal vehicle takes a great deal longer than other inventions as well – a steamwright must spend at least a total of 40 hours assembling this invention.

Mods:

Feature: Any of the bonus features that can be added to a vehicle by a thunder scout can be applied to the steamwright's vehicle as a mod. Unlike the vehicle itself, these mods can be assembled and disassembled as easily as the other inventions a steamwright builds on a daily basis.

Improved Ride (primary): The steamwright can instead assemble an advanced vehicle. Level Requirement: 15th

Superior Ride (primary): The steamwright can instead assemble a superior vehicle. This mod may not be applied at the same time as improved ride. Level Requirement: 20th

Portable Bulwark

This sturdy shield can be deployed on any flat surface, immediately providing the steamwright or her allies a source of cover.

Level Requirement: none

Type: 1-handed

Action: move

Uses Per Day: 3 + Intelligence modifier

Duration: 10 minutes

Weight: 15 lbs.

Description: When not activated, this invention functions identically to a heavy steel shield. When activated, the steamwright deploys the bulwark in her square or in an adjacent square, facing a direction of her choice. The bulwark then unfolds into a 4 foot high wall with a firing slit, granting improved partial cover (+4 cover bonus to AC, +2 cover bonus on Reflex saving throws and improved evasion, where applicable) to a Small or Medium creature against all attacks coming from the direction of the cover.

Enemies can choose to attack the bulwark directly. The bulwark counts as a medium object with an AC equal to 10 + 6 (armor bonus) + the Steamwright's Intelligence modifier (deflection bonus). It has hit points equal to half the steamwright's maximum hit points, and hardness 10. An enemy can attempt to knock the bulwark over (deactivating it) with a DC 23 Strength check. If the bulwark is destroyed, it cannot be reactivated again that day, though it can be reactivated again if it is merely knocked over.

Mods:

Omnidirectional: Once per turn, the steamwright may change the bulwark's facing as a free action.

Mobile (primary): The steamwright may command the bulwark to move up to 10 feet as a swift action. If a turret with the mobile mod occupies the same square, the bulwark attaches to the turret and moves with it.

Thrown: The bulwark is designed to be aerodynamic, allowing the steamwright to hurl it up to 30 feet away to deploy in a square of her choosing.

Rocket Harness

The steamwright dons an elaborate harness of steam-powered thrusters, enabling her to achieve controlled flight for short periods of time.

Level Requirement: 7th

Action: standard (to activate)

Uses Per Day: 3 + Intelligence modifier

Duration: 10 minutes

Weight: 12 lbs.

Description: This steam-powered harness can be worn underneath a backpack. When activated, the rocket harness grants the steamwright the ability to fly at a speed of 80 feet (55 feet if encumbered by medium or heavy armor or carrying a medium or heavy load) with poor maneuverability. Once activated, the rocket harness remains operational for up to ten minutes.

Mods:

Enhanced (primary): The harness has good maneuverability. Level Requirement: 9th

Evasive: The harness grants the steamwright a +1 dodge bonus to AC while flying.

Springboots

Mechanized springs within the steamwright's boots allow her to leap long distances.

Level Requirement: 3rd

Action: free

Uses Per Day: 3 + Intelligence modifier

Duration: 1 round

Weight: 1 lb.

Description: The steamwright gains a +20 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps, and always makes these checks as if she has a running start.

Mods:

Accelerated: The steamwright's speed is increased by 10 for the round, so long as her movement consists solely of jumping in a straight line.

Enhanced (primary): The enhancement bonus increases to +40. Level Requirement: 6th

Vocalizer

This small earpiece allows the steamwright to communicate with allies over vast distances.

Level Requirement: none

Action: none

Uses Per Day: inapplicable

Duration: permanent

Weight: -

Description: This invention actually consists of several earpieces, a main unit which is intended for the steamwright and a number of satellite earpieces (a number up to her Intelligence modifier) intended for her allies. Unlike most inventions, these satellite earpieces function normally for other users as long as the steamwright's vocalizer is still active. The steamwright and any creature wearing an earpiece may communicate with one another vocally as if they were next to one another so long as each satellite earpiece remains within 100 feet of the steamwright's. Magical silence, 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt blocks any transmission. Vocalizers merely transmit sound; creatures using them must share a language to understand one another.

Mods:

Dimensional (primary): The vocalizers can now communicate with one another so long as they are on the same plane as the steamwright's earpiece. Level Requirement: 10th

Long Range: The vocalizers can now communicate with one another as long as they are within a range of one mile of the steamwright's earpiece. Level Requirement: 4th

Subsonic: The vocalizers amplify the user's faintest whispers. So long as a creature can speak, they can communicate using the vocalizer without anyone but the other users hearing their words.

General Mods

In addition to the normal mods applicable to specific inventions, the following mods can be applied to many different inventions. They are listed here together for ease of reference.

Brutal: If the steamwright applies all of his firepower dice toward a single attack with this invention, that attack roll gains a + 1 circumstance bonus to hit. This mod may only be applied to weaponized inventions that make attack rolls.

Coruscating: The steamwright can forego one dice of firepower damage this round to instead inflict +1 damage against all targets in the invention's area. This mod may only be applied to inventions that inflict area damage.

Durable: The invention has double the normal hit points for an invention of its type.

Efficient: This mod may be applied to any invention with a limited number of uses per day. The steamwright may use the invention an additional number of times per day equal to the normal uses per day. This mod may be applied to an invention multiple times, though no more often than once per three levels of the steamwright. Level Requirement: 3rd

Enhancer (primary): This mod may be applied to any invention that requires an attack action. All attack and damage rolls involving the invention receive a +1 enhancement bonus per three levels the steamwright has obtained (maximum +5). This mod does not apply magic weapon special abilities, only enhancement bonuses. Level Requirement: 3rd

Enduring: This mod increases the duration of an invention by an increment equal to its base duration per three levels of the steamwright. This mod may not be applied to permanent inventions.

Potent (primary): This mod may be applied to any invention that allows a saving throw (including inventions with the self-destruct mod). The Difficulty Class of all saving throws imposed by the invention is increased by 1. This mod may be applied to the same invention twice. Its effects stack.

Self-Destruct: The steamwright can command the invention to violently explode from up to one mile away as a standard action. The invention is immediately destroyed, inflicting the steamwright's firepower in fire damage in a 10 foot radius. Affected targets may make a Reflex save for half damage. The invention is completely disintegrated. Level Requirement: 6th *User-Friendly*: The invention may be used by one individual other than the steamwright. The individual must be present while this mod is being assembled. This mod may not be applied to weaponized inventions. Level Requirement: 5th, or the invention's level requirement + 5, whichever is higher.

Steamwrights in Aden

Deng – Deng always hated the cold. She had no idea why her tribe decided to make Ionara their home. A rapacian would be better off, she always felt, in a lush jungle or a nice, warm desert. When the time came for her to select a profession, she chose to become a scholar, not because of any real love for learning, but simply because it would allow her to remain in a cozy library near the warmth of a hearthstone. She was more surprised than anyone when she demonstrated a real talent for engineering. The devices she constructed astounded the other members of her tribe. A handful were so complex that they drew a personal commendation from the Ice Queen's servants - one of the proudest days of Deng's life. When she was granted the opportunity to study in Urbana, she leapt at it. The chance to become a great steamwright and adventure across Aden held a great deal of allure - but even those paled beside the opportunity to finally get out of the frozen lands of her home once and for all.

Sir Boris Bulletforge – Members of the Radiant Order have dedicated themselves to the cause of justice, order, and the extermination of the Darkfall's minions. For all their idealistic aspirations, paladins and knights can't do the job by themselves. In this modern world of Nocturnals and firearms and mechamagic, a warrior needs a little edge. That's where Boris comes in. As one of the Radiant Order's resident steamwrights, it is his duty to devise new weapons and technology. He is a master gunsmith, a skilled engineer, and a master of siege combat. No closeted technician, this free-spirited young dwarf feels his prototypes are best tested personally - in real combat conditions. He is thus rarely found in the forge or the workshop, but is more often seen adventuring at the side of his fellow knights, rifle and rocbar in hand.

Wilelmina Daxter - She was so close - so close. Wilhelmina was only 17 when she devised a revolutionary new cooling system for Yzeem's mining drills. If she could have sold the plans to the Veiled Council, she could have retired in luxury and never worked another day in her life. Then the plans vanished, and her life changed. Her reputation was ruined. All her work was lost. And of course, within weeks, similar innovations were "discovered" by an Urbanan mechamage and sold to Yzeem at considerable profit. Daxter hasn't let this break her. She's let it serve as a lesson. Now, she develops her weapons and technology for the only person she can trust - herself. She has become a prominent steamwright pirate-hunter, feared throughout Yzeem. That's just for now, of course. One day she plans to take a trip to Urbana and find the person who ruined her life. If they were jealous of a simple cooling device, just think how much they'll appreciate her engineering talent once they're on the receiving end of her acid belcher.



The Thaumaturge

Each mortal that is born and dies leaves an indelible imprint upon the world. Though some might cynically state that evil deeds outlive the good, all of a mortal's actions continue to have a rippling impact on future generations. In many cases this effect is indirect. A scholar's discoveries illuminate his students. An artist's work inspires others to reach greater heights of expression. A carpenter's structures shelter his grandchildren long after he is gone.

In other cases, the resonance of one's deeds is far more literal. Some small part of every great (or sinister) person remains behind among the living, a sentient memory that seeks to guide its descendants. Generally, such legendary spirits can only act indirectly, offering an occasional flash of inspiration or perhaps appearing in a dream to present cryptic advice.

Most cultures have long since recognized this sense of legendary guidance. While many react with a simple reverence for the dead, some have explored the nature of legend even further. In such places, those who are particularly sensitive to the vestigial echoes of heroes long dead are recognized. This sense of spirituality is widespread throughout Aden, but most prominent among the highly traditional Kurzak tribesmen of the High Steppes and the pious scholars of the Church of All Saints.

These spirit-channelers learn to train their talent, becoming mouthpieces for their legendary ancestors. The most powerful of these can do much more – they can invite these ancient shades to share their mortal form and become something far greater than the sum of their flesh and spirit components. With the help of legends, they become legend.

These mighty beings are known as thaumaturges.

Role: The thaumaturge is an extremely flexible party member. Depending on his current complement of attendant spirits, he might serve as a frontline fighter, a competent spellcaster, or a nimble jack-of-all-trades. So long as he maintains good relations with his spirit guides, the possibilities are limitless.

Alignment: Any

Hit Die: d6

Class Skills

The thaumaturge's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis).

Skill Ranks per level: 2 + Int modifier

Starting Wealth: 5d6X10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Features

The following are class features of the thaumaturge:

Weapon and Armor Proficiency: Thaumaturges are proficient with all simple weapons. They are proficient with light armor, but not with shields. A thaumaturge's available weapon and armor proficiencies can change radically, depending on which ancestor is currently possessing him, but he always possesses these minimum proficiencies. Legends: A thaumaturge possesses the unique ability to commune with legendary spirits, those strange entities that reflect the characteristic attributes of great heroes and villains. A legend is not a ghost or an undead of any sort. They have no true statistics (other than those which they grant the thaumaturge) and they cannot be killed in any conventional manner. They are beings of pure folklore and memory, idealized echoes of a significant mortal legend. In many cases, a legend might only bear a minor resemblance to the actual individual it represents.

For a legend, the manner in which a person is remembered is far more important than reality. A man who was a vicious killer in life, but who was later celebrated as a hero would be embodied by a heroic legend. An honorable general who lost a war and was branded a villain by history would likewise be embodied by a villainous legend. A legend might not even represent a specific person, but rather a mythological entity or even a simple heroic ideal. To corrupt, alter, or diminish the manner in which a legend is remembered is the only true way to change or kill one.

A thaumaturge must bond with a legend before he can draw upon its power. Every thaumaturge begins by being bonded with two legends, and can gain new bonded legends using his importune class ability (gained at 5th level). The maximum number of legends with which he can bond at a given time is limited by his class level.

Legends are known by many different names. Depending upon culture and historical background, legends may be better known as ancestors, kami, loa, totems, or any number of other terms. Regardless of what they are called, all legends can be channeled by any thaumaturge willing to bond with them.

Draw Upon Legend (Su): Drawing forth a bonded legend requires a special meditative ritual that requires three rounds of deep concentration. If the thaumaturge becomes distracted during this process, he may attempt to maintain concentration in the usual manner by making a concentration check (see Magic, Chapter 9, *Pathfinder Core Rulebook*). For the purposes of this concentration check, the spell level is equal to 1/2 the thaumaturge's class level. The thaumaturge rolls 1d20 + his class level + his Charisma modifier. A bonded spirit suffers any spirit damage currently incurred by the thaumaturge. If the thaumaturge's current spirit damage exceeds the legend's hit points, it may not be drawn forth.

Once a legend is drawn forth, the thaumaturge immediately gains all of its benefits. These benefits last until the legend withdraws or another legend is drawn forth. If a legend takes damage in excess of its spirit points or the thaumaturge has acted in a manner that is excessively incompatible with the legend, the legend will withdraw. In the case of damage, a withdrawn spirit cannot be drawn again until the thaumaturge has rested for eight hours. In the case of incompatibility, the thaumaturge can only gain the legend's help again by redeeming himself in its eyes.

Aspects (Su): An aspect represents a resonant theme shared by many legends. Courage, sacrifice, tenacity, grace, and honor are all examples of such themes.

Drawing upon aspects requires eight hours of rest and a special one-hour long meditation. At the end of this ritual, the thaumaturge may draw upon any of the aspects described later in this section, up to the maximum number of aspects allowed at his level. The thaumaturge gains all of the passive benefits of an aspect as long as it is active.

All aspects have a special consume ability which grants increased benefits at the cost of the aspect's passive ability. These effects generally have a limited duration of some sort, as noted in their descriptions. The passive benefits of an aspect continue until the aspect's consume effect ends. The thaumaturge must rest and meditate in the usual manner to draw upon the aspect once more.

	Table: The Maunaturge							
Level	Base Attack	<u>Fort</u> Save	Reflex Save	<u>Will</u> Save	Legends	Aspects	Special	
1st	+0	+0	+0	+0	2	1	Draw Upon Legend	
2nd	+1	+0	+0	+0	2	1	Speak With Dead	
3rd	+1	+1	+1	+1	3	2	Manifest Legend 1/day	
4th	+2	+1	+1	+1	3	2		
5th	+2	+1	+1	+1	3	3	Importune	
6th	+3	+2	+2	+2	3	3		
7th	+3	+2	+2	+2	4	4	Manifest Legend 2/day	
8th	+4	+2	+2	+2	4	4		
9th	+4	+3	+3	+3	4	5	Saving Grace	
10th	+5	+3	+3	+3	4	5	Greater Aspects	
11th	+5	+3	+3	+3	5	6	Manifest Legend 3/day	
12th	+6/+1	+4	+4	+4	5	6		
13th	+6/+1	+4	+4	+4	5	7	Twin Spirit	
14th	+7/+2	+4	+4	+4	5	7		
15th	+7/+2	+5	+5	+5	6	8	Manifest Legend 4/day	
16th	+8/+3	+5	+5	+5	6	8		
17th	+8/+3	+5	+5	+5	6	9	Greater Saving Grace	
18th	+9/+4	+6	+6	+6	6	9		
19th	+9/+4	+6	+6	+6	7	10	Manifest Legend 5/day	
20th	+10/+5	+6	+6	+6	7	10	Living Legend	

Table: The Thaumaturge

Speak With Dead (Sp): Though the thaumaturge's specialty lies in communicating with legends, he is also quite adept at speaking to other forms of restless spirits. Starting at 2nd level, the thaumaturge can cast speak with dead once per day as a spelllike ability, with a caster level equal to his class level. The DC of this effect is determined by the thaumaturge's Charisma modifier. A thaumaturge may only ask a single question when using speak with dead, but can gains an additional use of the ability per day at every level after 2nd level. He may use the ability on the same corpse a number of times equal to his Charisma modifier before the target becomes immune to all such attempts for one week.

Manifest Legend (Su): Under ordinary circumstances (as much as things are ever ordinary for a thaumaturge), switching from one legend to another requires 3 rounds of concentration. At 3rd level, the thaumaturge gains the manifest legend ability, allowing him to call forth an ancestor much more quickly.

When using manifest legend, the thaumaturge draws forth any legend to which he is currently bonded as a standard action. The new legend is drawn forth with full spirit points (any spirit damage currently incurred by the thaumaturge is healed). As per the usual rules for drawing upon a legend, a thaumaturge may only draw upon one legend at a time. If the thaumaturge is already drawing upon a legend when he uses this ability, the old legend becomes inactive.

If all of the thaumaturge's remaining bonded legends have withdrawn (either due to excessive damage or incompatibility) manifest legend cannot be used.

Manifest legend is usable once per day at 3rd level, and one additional time per four class levels (7th, 11th, 15th, and 19th level).

Importune (Su): At 5th level, a thaumaturge gains the ability to importune legends to join his cause. To bond himself to a new legend, a thaumaturge must first visit a location appropriate to that legend. To emulate a great hero, for example, he might visit some site where that hero performed a great exploit. To seek the legend of a wise recluse, he might visit a secluded forest. If all else fails, a library or some other extensive source of knowledge is almost always an appropriate location for a thaumaturge seeking new legends. A thaumaturge may make a Perception check vs. the legend's DC to immediately determine whether or not his current location is an appropriate place to importune. (If a thaumaturge believes he failed this Perception check, he may attempt to importune anyway. If the location is inappropriate his attempt simply fails.)

Once an appropriate location is determined, the thaumaturge spends one minute in meditation and makes a Diplomacy check vs. DC 20. If the thaumaturge succeeds at this Diplomacy check, the legend immediately bonds with the thaumaturge (unless the GM has other requirements, see the "Legendary Help" sidebar). If the thaumaturge succeeds at the Diplomacy check by 10 or more, he may immediately draw upon the newly bonded legend. If the attempt fails, the thaumaturge may not attempt to bond with the legend again for twenty-four hours. A thaumaturge may not bond with the same legend more than once in a given twenty-four hour period.

A thaumaturge may not bond more legends than currently allowed by his level. If he discovers a new legend and wishes to bond with it, he can release a previously bonded legend at will.



Legendary Help

Occasionally, a thaumaturge may gain the temporary aid of a particularly powerful legend. These special legends may offer abilities and knowledge extremely useful to the current situation (perhaps a special attack bonus against the legend's nemesis), but they require additional adventure hooks before they will bond to the thaumaturge.

For example, if the party is currently on a quest to slay an ancient monster now resurrected as a Nocturnal, the party's thaumaturge might seek help from a legend representing the only other hero known to have faced the beast and survived. That legend, in turn, might refuse to help the thaumaturge until he can retrieve the hero's sword from an ancient tomb, leading to another adventure.

THE REAL PROPERTY OF A DESCRIPTION OF A

Saving Grace (Su): At 9th level, the thaumaturge develops an even deeper bond with his legendary patrons, allowing them to step forward and aid him autonomously in times of great need. If the thaumaturge fails a saving throw or takes damage that would reduce him below 0 hit points, he can immediately use his manifest legend ability as a free action. If this ability was triggered by a failed save, he is immediately entitled to a new saving throw with a special +2 luck bonus. If this ability was triggered by damage, the newly drawn forth legend takes the damage (after it manifests with full hit points). Saving grace may only be used once a day,

and also consumes a use of manifest legend. The thaumaturge gains an additional use of saving grace at 13th level. **Greater Aspects** (Su): At 10th level, the thaumaturge gains the ability to draw upon more powerful aspects. When selecting aspects for the day, he may select any combination of basic and greater aspects.

Greater Saving Grace (Su): At 17th level, the thaumaturge's bonded legends gain even greater ability to aid him. He may now use saving grace as a free action at any time. This ability may now be used three times a day, and still consumes a use of manifest legend whenever it is used.

Living Legend (Su): At 20th level, the thaumaturge can draw upon two legends simultaneously. When he does so, he uses the best base attack and saves of his currently active legends and gains all of the other abilities granted by his active legends. Legends do not withdraw due to damage unless the thaumaturge takes spirit damage greater than the highest of his active legends' spirit point totals.

Legendary Spirits

These entities, also simply called legends, are the strange spirits that give thaumaturges their power. While many of a legend's powers resemble magic (and are even canceled in antimagical environments), these beings otherwise defy definition. They are composed purely of lore and memory – they exist as long as the tale they represent is remembered. Legends exist both in areas directly related to their history (such as where the relevant events took place) and in areas where they are recorded and celebrated (such as a library or monument to their memory).

While they sometimes appear to be intelligent beings with their own values and personalities, legends defy definition in a number of ways. A legend can serve multiple thaumaturges in different places for years, and each manifestation of the

same legend would have no memories of any of the other thaumaturge's actions.

Legends are definitely not the spirits of the dead, but the two types of spirits are closely related. In some cases, a legend might be found only in the grave of its representative hero – sharing territory with the hero's own ghost. The legend might even refuse to allow itself to be bonded unless the ghost gives its approval. After all, who better to deem a thaumaturge's worthiness to embody the ideals of a particular legend than the hero who created that legend? In some extremely rare cases, legends have even formed from the tales of heroes who are still alive. This is an extremely rare exception, however. These spirits seem to choose, on some level, the heroes whom they represent. It has been posited that the legends seem to recognize that living heroes often go on to prove unworthy of their own legends.

Some scholars suggest that once a legend is bonded, it is simply duplicated and recorded onto the thaumaturge's own soul and ceases to be a part of the whole. Others maintain that a legend does not remember any of its actions while bonded to other thaumaturges because these events are simply not relevant. Whichever of these theories is the case, it is true that each bonded legend develops a special relationship with a thaumaturge. They will remember him even if he releases their bond and then renews it at a later date. All legends are eager to help - but each legend has its own objectives in mind and will quickly withdraw its power if the thaumaturge appears unwilling to meet its lofty standards. Experienced thaumaturges often find it amusing when a paladin complains about the difficulty of his vows. A paladin, after all, must only remember his honor and live up to a particular ideal. A thaumaturge, meanwhile, might have to juggle the often unpredictable requirements of a half dozen legendary spirits in the course of fulfilling his oaths.

All legends have the following statistics:

Name: The legend's name. These names are intentionally generic, but each legend should have his own specific name and history. Players are encouraged to invent specific names and histories for their patron legends, and GMs are encouraged to create similar histories for later bonded legends.

Requirements: Each legend demands that the thaumaturge live up to its standards. These requirements can range from general behavior requirements to specific instructions that must be followed. A legend whose requirements are violated will withdraw and prevent the thaumaturge from drawing upon its power until he rests for eight hours (or possibly longer, if the requirement says so).

While no legends have alignment requirements, some of them require the thaumaturge to observe a certain alignment while drawing upon them. Naturally, the GM may rule that an alignment change is in order if the thaumaturge frequently acts out of character to satisfy his legendary patrons.

Base Attack: While the legend is active, your normal base attack is replaced by the type of base attack indicated here, as listed on Table: Thaumaturge Improved Abilities. If "None" is listed, your base attack does not change.

Good Saves: While the legend is active, your base saving throws for any saves listed here are replaced with the value listed in the "Good Saves" column on Table: Thaumaturge Improved Abilities.

Weapon Proficiencies: If the legend grants access to weapon proficiencies while it is active, they are listed here. If the legend grants choice of a proficiency, that proficiency remains locked every time that particular legend is drawn upon once it is chosen.

Armor Proficiencies: If the legend grants access to armor proficiencies while it is active, they are listed here.

Feats: If the legend grants access to other feats while it is active, they are listed here.

Spirit Points (Ex): This pool is a special pool of temporary hit points granted while the thaumaturge draws upon the legend, and it increases with the thaumaturge's class level. Unlike normal temporary hit points, spirit points stack with other sources of temporary hit points. Any time a thaumaturge takes damage, he may choose whether he wishes to apply it against his hit points or his spirit points. If the damage is applied to his spirit points, but is greater than his current spirit points, the excess is applied against his hit points. If damage would kill the thaumaturge, it must be applied to his spirit points, his currently bonded legend withdraws.

Spirit damage remains even if the thaumaturge currently has no active legend, and it applies to any other legends the thaumaturge draws forth. If a thaumaturge's current spirit damage is greater than a bonded legend's spirit points, the thaumaturge cannot draw upon that legend. Healing effects can restore spirit damage normally. Eight hours of rest will restore all spirit damage and restore legends that have withdrawn due to damage.

Special: Any other abilities the legend grants will be listed here.

The Archer

Requirements: The archer will withdraw if you use a nonbow weapon while drawing upon its legend.

Base Attack: High

Good Saves: Reflex

Weapon Proficiencies: Longbow and shortbow.

Armor Proficiencies: None.

A Note on Feats and Skills

A number of legends provide bonus feats or other enhanced abilities while they are active. A thaumaturge may use the feats and abilities granted by any currently bonded legend as prerequisites toward feats granted normally through character advancement. These feats apply no benefit unless the thaumaturge is currently drawing upon a legend that provides their prerequisites. If the thaumaturge later releases a legend that currently provides prerequisites, he retains the feat but gains no benefit from it.

For example, a level 1 thaumaturge bonded to the Warrior can take Power Attack as his starting feat, despite lacking the prerequisite +1 base attack because the Warrior grants him +1 base attack. Until the thaumaturge gained +1 base attack normally, he would only be able to gain the benefits of Power Attack while the Warrior (or another applicable legend) was active. Likewise, a thaumaturge bonded to the Archer could use its bonus feats as prerequisites for Manyshot, but he would only benefit from this feat while the Archer was active.

If a legend provides a standard bonus feat (such as the Improved Initiative feat offered by the Assassin) and the thaumaturge later gains that feat normally, he can replace the legend's bonus feat with any other feat for which he qualifies while using that legend. Like any bonus feats granted by a legend, these feats can only be used while the legend is active. Once chosen, this new feat becomes a permanent feature of that legend for that thaumaturge – unless the thaumaturge gains that feat later, of course, in which case it is replaced again normally.

Whena a thaumaturge gains skill ranks while drawing on a legend, total skill ranks cannot exceed the normal limits (equal to character level). If a thaumaturge naturally possesses any ranks in a skill granted by a legend, he gains a +1 circumstance bonus to that skill while drawing on that legend. While drawing upon a legend that grants skill ranks, all such skills are considered class skills.

AND REAL PROPERTY AND ADDRESS OF THE ADDRESS AND ADDRESS AND ADDRESS ADDRE

Feats: Point Blank Shot, Rapid Shot.

Spirit Points: 4 + 2 per level after 1st.

Special: You gain a +1 bonus to all attack rolls against any creature you have successfully hit with a ranged attack this turn. This bonus stacks with itself.

The Assassin

Requirements: You must conceal your face to call upon the assassin. It will withdraw if your mask is removed.

Base Attack: Medium

Good Saves: Reflex

Weapon Proficiencies: One martial or exotic weapon of choice.

Armor Proficiencies: None.

Feats: Improved Initiative.

Spirit Points: 2 + 1 per level after 1st.

Special: You gain ranks in the Stealth skill equal to your class level. You gain +1d6 sneak attack damage (as per the rogue ability) and an additional +1d6 per three levels (at 4th, 7th, 10th, 13th, 16th, and 19th level).



Living Legends

All legends have an extremely potent effect upon a thaumaturge's abilities. At the GM's option, legends might have a potent effect upon the thaumaturge's physical appearance as well. When drawing upon a legend, the thaumaturge might grow larger, change skin color, or even appear to be of a different race. The thaumaturges of the Church of All Saints, for example, seem to radiate ghostly afterimages of their ancient patrons. For Kurzak shamans, their eyes glow a pale white, with no sign of pupils or irises. Among the beast-channeling thaumaturges of the fierce and primal nature spirits they represent such as fangs, feathers, and hollow, spectral voices.

1993年後期1007年2月1日日本1993年1月1日日本10月1日日本10月1日日本10月1日日 1993年後期1007年2月1日日本1993年1月1日日本10月1日日本10月1日日本10月1日日本10月1日日

The Berserker

Requirements: The berserker will withdraw if you sheathe your weapon before it has tasted blood (or, at the very least, destroyed an enemy if your enemies are without blood).

Base Attack: High

Good Saves: Fortitude

Weapon Proficiencies: All martial weapons.

Armor Proficiencies: Medium armor.

Feats: None

Spirit Points: 4 + 2 per level after 1st.

Special: You can enter a berserker rage for a number of rounds per day equal your level + your Constitution modifier. This ability is identical to the barbarian's rage ability, except that you gain a +2 morale bonus to Strength and Constitution (rather than +4). These bonuses increase to +4 at 10th level.

The Destroyer

Requirements: The destroyer will withdraw if you take a truly selfless action (helping allies is allowed since maintaining their favor ultimately benefits your own interests). Consciously good actions will cause the destroyer to withdraw until you redeem yourself in its eyes.

Base Attack: High

Good Saves: Fortitude, Will

Weapon Proficiencies: One martial or exotic weapon of choice.

Armor Proficiencies: Medium and heavy armor.

Feats: None

Spirit Points: 4 + 2 per level after 1st.

Special: You gain a +2 profane bonus to all attack and damage rolls against enemies with less than half their maximum health.

The Diplomat

Requirements: The Diplomat will withdraw if you attack a creature that has performed no aggressive action toward you.

Base Attack: None

Good Saves: Will

Weapon Proficiencies: None.

Armor Proficiencies: None.

Feats: Persuasive.

Spirit Points: 2 + 1 per level after 1st.

Special: You gain ranks in the Diplomacy and Intimidate skills equal to your class level, and a +4 bonus to all Diplomacy and Intimidate skill checks. Once per round, you may reroll a Diplomacy skill check (but you must take the new result).

The Gunman

Requirements: The gunman will withdraw if you use a non-firearm weapon while drawing upon its legend.

Base Attack: High

Good Saves: Reflex

Weapon Proficiencies: All firearms (including sniper rifle)

Armor Proficiencies: Medium armor

Feats: Point Blank Shot, Rapid Reload (all firearms)

Spirit Points: 2 + 1 per level after 1st.

Special: At 4th level, you ignore concealment (but not total concealment) with all ranged attacks when using a firearm. At 10th level, you ignore the AC bonus granted by any cover less than total cover.

The Immortal

Requirements: None

Base Attack: Medium

Good Saves: Fortitude, Reflex, Will

Weapon Proficiencies: None

Armor Proficiencies: None

Feats: None

Spirit Points: 2 + 1 per level after 1st.

Special: At 3rd level, you gain evasion (as the rogue ability). At 12th level, you gain improved evasion. The immortal can always be drawn upon, even if it has withdrawn due to damage, so long as your current spirit damage does not exceed its total spirit points.

The Magekiller

Requirements: The magekiller will withdraw if you willingly attack an enemy other than a spellcaster when an active enemy spellcaster is in sight.

Base Attack: High

Good Saves: Fortitude, Will

Weapon Proficiencies: One martial or firearm weapon of choice.

Armor Proficiencies: Medium armor.

Feats: Step Up

Spirit Points: 4 + 2 per level after 1st.

Special: Enemies within your reach suffer a -4 penalty to all concentration checks, including checks to cast on the defensive. This penalty increases to -8 at 6th level and -12 at 15th level.

The Poet

Requirements: The Poet will withdraw if you do not use inspire courage or the Perform skill at least once an hour.

Base Attack: Medium

Good Saves: Reflex, Will

Weapon Proficiencies: None.

Armor Proficiencies: None.

Feats: None.

Spirit Points: 2 + 1 per level after 1st.

Special: You gain ranks in the Perform (oratory) and Bluff skills equal to your class level. You can inspire courage as a bard of equal level to your class level, for a number of rounds per day equal to twice your class level.

The Protector

Requirements: The protector will withdraw if you allow harm to befall an innocent without taking action to aid him, or fail to aid a friend in danger. The protector is reasonable and does not expect you to be everywhere at once; if you must choose between protecting two friends, for example, it will not withdraw. However, if you witness an ally under attack and do nothing, the protector will withdraw. Consciously evil actions will cause the protector to withdraw until you redeem yourself in its eyes.

Base Attack: Medium

Good Saves: Fortitude, Will

Weapon Proficiencies: None

Armor Proficiencies: Medium armor, heavy armor, all shields (including kite and tower shield)

Feats: Diehard, Toughness

Spirit Points: 6 + 3 per level after 1st.

Special: You gain a +2 natural armor bonus. This bonus increases by +1 at 7th, 13th, and 19th level.

The Seeker

Requirements: The seeker will withdraw if you are successfully attacked by a hidden (but not an invisible) enemy more than three times in one day.

Base Attack: Medium

Good Saves: Will

Weapon Proficiencies: One firearm weapon of choice.

Armor Proficiencies: None.

Feats: Alertness

Spirit Points: 2 + 1 per level after 1st.

Special: You gain ranks in the Perception and Sense Motive skills equal to your class level, and a +4 bonus to all Perception and Sense Motive skill checks. Once per round, you may reroll a Perception skill check (but you must take the new result).

The Warrior

Requirements: The warrior relishes combat. He will withdraw if you flee or back down from a fair challenge.

Base Attack: High

Good Saves: Fortitude

Weapon Proficiencies: All martial weapons.

Armor Proficiencies: Medium armor, heavy armor

Feats: You may select one bonus combat feat at 1st level, and another bonus feat every four levels thereafter (5th, 9th, 13th, 17th). These bonus feats remain active only while drawing upon the Warrior, and are the same each time this legend is drawn upon.

Spirit Points: 4 + 2 per level after 1st.

Table	: Thaumaturge	Improved	Abilities

	A PL DO A PAR	and the second second
Medium Base Attack Bonus	High Base Attack Bonus	Good Save
+0	+1	+2
+1	+2	+3
+2	+3	+3
+3	+4	+4
+3	+5	+4
+4	+6/+1	+5
+5	+7/+2	+5
+6/+1	+8/+3	+6
+6/+1	+9/+4	+6
+7/+2	+10/+5	+7
+8/+3	+11/+6/+1	+7
+9/+4	+12/+7/+2	+8
+9/+4	+13/+8/+3	+8
+10/+5	+14/+9/+4	+9
+11/+6/+1	+15/+10/+5	+9
+12/+7/+2	+16/+11/+6/+1	+10
+12/+7/+2	+17/+12/+7/+2	+10
+13/+8/+3	+18/+13/+8/+3	+11
+14/+9/+4	+19/+14/+9/+4	+11
+15/+10/+5	+20/+15/+10/+5	+12

Aspects

All aspects have a passive effect and a consume effect. The passive effect applies to the thaumaturge as soon as he begins to draw upon the aspect. The consume effect requires the thaumaturge to consciously activate it. Once the consume effect is used, the aspect becomes inactive. The thaumaturge no longer gains any benefit from the aspect until he can rest and draw upon it again. Aspects that produce spell-like abilities have a save DC equal to 10 + 1/2 the thaumaturge's level + his Charisma modifier. The caster level of these effects is equal to the thaumaturge's class level.

A thaumaturge can draw upon the same aspect multiple times in a single day, so long as he has adequate aspect slots to do so. While the bonuses of an aspect do not stack with themselves, drawing upon an aspect multiple times allows the thaumaturge to retain the aspect's passive effect even after he has activated the consume effect, and increases the DC of any spell-like abilities by 1 for each additional time it is drawn upon after the first. Only when all consume effects of a particular aspect are expended does the aspect become entirely inactive.

Basic Legendary Aspects

Aspect of Brawn

Passive Effect: Your carrying capacity doubles, and you ignore all encumbrance due to armor.

Consume Effect: You may consume this aspect as a swift action to gain a +4 morale bonus on a single Strength check or Strength-based skill check. This bonus becomes +8 at 8th level and +12 at 14th level. This aspect may be consumed three times before it becomes inactive.



Aspect of Competence

Passive Effect: Select one skill. You gain ranks in this skill equal to your class level, and this skill is considered a class skill. You also gain a +2 insight bonus to this skill. This bonus increases to +4 at 8th level and +6 at 14th level. If you select this aspect multiple times, you may apply it to a different skill each time.

Consume Effect: You may consume this aspect as an immediate action when making a skill check associated with the skill gained from this aspect. You may roll two dice and select the preferred result.

Aspect of Cooperation

Passive Effect: You gain an additional +1 bonus to attack rolls when flanking.

Consume Effect: You may consume this aspect as a swift action when flanking an enemy. You and all flanking allies consider the enemy flat-footed until the beginning of your next turn.

Aspect of Courage

Passive Effect: You are immune to all fear effects.

Consume Effect: You may consume this aspect as a free action when you fail a saving throw against a mind-affecting effect. You may immediately reroll the failed save with a +2 morale bonus.

Aspect of Defense

Passive Effect: Any time you draw upon a legend, you are automatically outfitted in a shimmering suit of spectral armor. This armor is considered masterwork, of a type of your choice, and composed of normal materials. You must be proficient with this armor (though your Legend's armor proficiencies contribute in this regard). This armor has a +1 enhancement bonus per three class levels (maximum +5). This armor overlaps but does not stack with any worn light armor. This armor is composed of pure force, and thus applies its armor bonus vs. incorporeal creatures.

Consume Effect: You may consume this aspect to cast magic vestment as a spell-like ability.

Aspect of Ferocity

Passive Effect: You gain a powerful bite attack. This is a primary natural attack that deals 1d4 points of damage. If you already possess a bite attack, this aspect increases its damage by one die type.

Consume Effect: You may consume this aspect as a swift action when using your bite attack to deliver a savage, bleeding wound upon your enemy. The target takes 1d6 bleed damage at the start of each of its turns. (This bleed damage persists until the target receives magical healing or a DC 15 Heal check.) This aspect may be consumed three times before it becomes inactive.

Aspect of Grace

Passive Effect: Any time you suffer fall damage, you treat the fall as if it were 20 feet shorter than it actually is. This effect increases to 40 feet at 8th level and 60 feet at 14th level.

Consume Effect: You may consume this aspect as an immediate action to cast feather fall as a spell-like ability.

Aspect of Health

Passive Effect: You gain a +2 morale bonus on all saving throws against poison and disease. This bonus increases to +4 at 8th level and +6 at 14th level.

Consume Effect: You may consume this aspect as a standard action to cleanse yourself of all poisons and diseases currently afflicting you. At 8th level, this even includes afflictions that are also curses, such as mummy rot.

Aspect of Honor

Passive Effect: You gain a +1 bonus to attack rolls. This bonus increases to +2 at 8th level, and +3 at 14th level.

Consume Effect: You may consume this aspect as a swift action to cast true strike as a spell-like ability.

Aspect of Quickness

Passive Effect: You gain a +4 bonus to initiative checks. This bonus increases to +6 at 8th level and +8 at 14th level.

Consume Effect: If you are unaware during the surprise round of combat, you may consume this aspect as a free action. You may act normally in the surprise round.

Aspect of Tenacity

Passive Effect: You gain a +2 morale bonus on all saving throws against spells and spell-like abilities. This bonus increases to +4 at 8th level and +6 at 14th level.

Consume Effect: You may ready a standard action against an enemy. If the enemy casts a spell, you may make a dispel check (1d20 + your class level vs. DC 11 + the spell's caster level). If this check is successful, the target's spell is counterspelled and this aspect is consumed.

Aspect of Warfare

Passive Effect: Any time you draw upon a legend, you are automatically equipped with a shimmering weapon forged of spectral energy. This weapon is always of a type with which the legend is proficient, and has a +1 enhancement bonus per three class levels (maximum +5). If this weapon is a ranged weapon, you are also supplied with a quiver or ammo pouch with unlimited spectral ammunition (heavy shot in the case of a firearm). This weapon is composed of pure force, and thus applies its damage normally against incorporeal creatures. If you drop or throw this weapon, you can summon it to your hand as a move action. You must have a free hand and the ability to perform simple gestures with that hand to resummon a spectral weapon.

Consume Effect: You may consume this aspect to cast greater magic weapon as a spell-like ability.

Greater Legendary Aspects

Aspect of Agility

Passive Effect: You gain a +4 enhancement bonus to Dexterity. This bonus increases to +6 at 14th level.

Consume Effect: You may consume this aspect as a swift action to double your Dexterity modifier to a single ranged attack (or melee attack, if you possess the Weapon Finesse feat and are wielding an appropriate weapon). This aspect may be consumed three times before it becomes inactive.

Aspect of Freedom

Passive Effect: You gain a +10 morale bonus to your CMD.

Consume Effect: You may consume this aspect as a free action to cast freedom of movement as a spell-like ability. You may use this ability even when helpless.

Aspect of Insight

Passive Effect: You gain a +4 enhancement bonus to Wisdom. This bonus increases to +6 at 14th level.

Consume Effect: You can cast augury as a spell-like ability. This aspect may be consumed three times before it becomes inactive.

Aspect of Intellect

Passive Effect: You gain a +4 enhancement bonus to Intelligence. This bonus increases to +6 at 14th level.

Consume Effect: You may consume this aspect as a swift action to double your Intelligence modifier to a single Knowledge skill check. You may make a Knowledge skill check unskilled when consuming this aspect. This aspect may be consumed three times before it becomes inactive.

Aspect of Leadership

Passive Effect: You gain a +4 enhancement bonus to Charisma. This bonus increases to +6 at 14th level.

Consume Effect: You can cast command as a spell-like ability. This aspect may be consumed three times before it becomes inactive.

Aspect of Might

Passive Effect: You gain a +4 enhancement bonus to Strength. This bonus increases to +6 at 14th level.

Consume Effect: You may consume this aspect as a swift action to double your Strength modifier to a single damage roll. This aspect may be consumed three times before it becomes inactive.

Aspect of Mobility

Passive Effect: You can ignore up to 10 feet of difficult terrain per round.

Consume Effect: You may consume this aspect as a swift action to gain an additional move action this round. This aspect may be consumed three times before it becomes inactive.

Aspect of Murder

Passive Effect: Your critical threat range is increased by 1 (from X2 to 19-20, X2, for example).

Consume Effect: You may consume this aspect as a free action when rolling to confirm a critical threat. You gain a +6 bonus to this confirmation roll and your critical multiplier increases by 1.

Aspect of Recovery

Passive Effect: You heal additional hit points equal to your level any time you are subject to a magical healing effect.

Consume Effect: You gain fast healing 5 for a number of rounds equal to your level.

Aspect of Sacrifice

Passive Effect: You grant a +4 luck bonus to armor class and saving throws to all adjacent allies. Your own armor class and saving throws are reduced by the same amount.

Consume Effect: You may consume this aspect as a standard action to sacrifice any amount of your own hit points up to your current total. This effect immediately heals an equal amount of hit points to one creature you can touch.

Aspect of Velocity

Passive Effect: Your base speed is increased by 10 feet.

Consume Effect: You may consume this aspect as a swift action to gain an additional attack at your highest base attack bonus while making a full attack. This aspect may be consumed three times before it becomes inactive.

Aspect of Vitality

Passive Effect: You gain a +4 enhancement bonus to Constitution. This bonus increases to +6 at 14th level.

Consume Effect: You may consume this aspect to gain 1d10 temporary hit points, plus 1d10 per three additional class levels. These hit points last for one hour, or until lost.

Thaumaturges in Aden

Gudrun - Gudrun's parents were traditionalists and preferred to live an isolated lifestyle, living in the wilderness of Columbey and keeping to themselves. They took joy in the lore of their people, the juraks, and the oral traditions that were once known to all tribes. Gudrun shared their enthusiasm for learning but, to their dismay, did not limit himself to the lore of only the juraks. As soon as he was old enough, he would travel to Columbey's cities and avail himself of the academies there, learning all he could about the history of Aden and its people. He was on one such trip when the Darkfall occurred. It took Gudrun two weeks to make it home, only to find his childhood home destroyed and no trace of his parents. Since that time, he has never stopped learning, and never stopped trying to find any clue to their potential survival. He has allies, namely the young paladin Alastrina from the Radiant Order of Arasteen, whom he loves as a sister. She aids him in his quest, and he in hers.

Norio Mitsu – Orphaned at a young age, Mitsu has spent most of his life as a ward of the Temple of the Ten Beasts. This solemn young elf has taken the difficulties of his life into stride with surprising maturity. Perhaps this is because he has never truly been alone – for as soon as he arrived at the temple, the Ten Beasts accepted him as their own. The strength of Ursax, the wisdom of Fox, the ferocity of Shark, each flows through him in times of need. The elders of the temple say he is a "thaumaturge," a vessel for the power of legends. Mitsu does not understand – all he knows is that he has been chosen by these divine powers to serve a greater purpose. They whisper that this purpose lies beyond the familiar lands of Vanara, and that he must face great trials and challenges in the days to come. Mitsu accepts these revelations with his usual solemn calm. Wherever he goes, whatever he must do, he knows that he will never be alone.

Dane Hawthorne – Dane's ancestors were heroes, or so they keep telling him. The priests insist that he has been chosen by the Saints, and that he is special. His family couldn't be prouder – not that he cares. All he wanted was to live a normal life. Unfortunately, the Saints can be pretty damn persistent. The Saints whisper in his head, drive him to selfless acts, to heroism, and to do good deeds. At first, he obeyed, just so they would leave him alone. It didn't work. The voices have only become stronger. They demand that he fight evil, that he embrace his destiny and save the land of Carraway. Save it from what? The Saints don't even say. The Saints can be annoying like that. And so, with a heavy sigh and a reluctant heart, this petulant young hero steps forward to obey his ancestors and become a legend.



The Thunder Scout

If one were to name Aden's greatest technological achievements in the last century, the Thunder Trains would almost certainly be at the top of the list. These colossal moving fortresses boldly steam across the lands of Aden, undaunted by monsters, bandits, and wilderness. Yet it was not always so. The Thunder Trains may be powerful vehicles, but they require solid and stable terrain. Thus, each follows a carefully charted trail, carefully avoiding lands that are too marshy or mountainous for travel. These Thunder Trails were no accident – each was carefully and painstakingly scouted and, when there were no trails, forged through the wilderness by teams of steadfast engineers.

During this great endeavor, the Thunder Scouts first rose to fame. They started as mere mercenaries, granted simple steam-powered vehicles by the Urbanan mechamages to help protect them in their duties. These brave men and women were the first into the wilderness, blazing hidden trails for the coming Thunder Trains. They were the first to brave lands now plagued by Nocturnals and other dangers, seeking the hidden paths. They protected the laborers; they served as messengers, hunters, mechanics, and soldiers in a battle to unite the terrified lands of Aden once more. The Thunder Scout name has become synonymous with tough, hardy individualism and a refusal to surrender no matter the odds.

Though the Thunder Trails are now largely complete, Thunder Scouts can still be found throughout Aden and are no longer associated solely with the nation of Urbana. Many a simple farmer's son or daughter has spent his savings on a cheap steampowered cycle and ventured forth into the wild, following the siren song of these romanticized heroes. They are wanderers. They are explorers. They are adventurers and heroes.

They are the Thunder Scouts.

Role: The thunder scout is an extremely versatile member of any adventuring party. Her customized vehicle allows her to serve as a forward lookout, party transportation, or a mobile battle artillery platform. Her mix of skills and combat savvy make her a valuable asset, both in the wilderness and in urban settings and, while not quite in the league of a mechamage or steamwright, her mechanical skills can be quite useful in emergency situations.

Alignment: Any

Hit Die: d8

Class Skills

The thunder scout's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Int), Fly (Dex), Knowledge (dungeoneering), Knowledge (engineering), Knowledge (geography), Knowledge (local), Knowledge (nature), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier

Starting Wealth: 4d6X10 gp (average 140 gp) in addition, each character begins play with an outfit worth 10 gp or less.

Class Features

All of the following are class features of the thunder scout:

Weapon and Armor Proficiency: A thunder scout is proficient with all simple weapons, all martial weapons, and all firearms. She is proficient with all siege weapons that can also be used as vehicle weapons. She is also proficient with light and medium armor, but not shields. A thunder scout can cast thunder scout spells while wearing light armor without incurring the normal arcane spell failure chance. Like other arcane spellcasters, a thunder scout wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass thunder scout still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: All thunder scouts have a moderate awareness of magical theory, at least enough to start and repair their vehicles and survive in the wilderness. A thunder scout's spells are drawn from the thunder scout spell list given later in this section. A thunder scout must choose and prepare her spells in advance.

To prepare or cast a spell, a thunder scout must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against one of the thunder scout's spells is equal to 10 + the spell level + the thunder scout's Intelligence modifier.

The thunder scout is limited in the number of spells she can cast per day (see Table: The Thunder Scout). The thunder scout receives bonus spells for having a sufficiently high Intelligence. (See *Pathfinder Core Rulebook* – Table, Ability Modifiers and Bonus Spells.) When the table above indicates that the thunder scout would receive 0 spells of a given level, she receives only her bonus spells for high Intelligence.

A thunder scout may know any number of spells. She must spend an hour each day studying her spellbook to gain her allotment of spells. This may be done at the same time the thunder scout performs maintenance on her vehicle.

A thunder scout's caster level is equal to her thunder scout level -3, minimum 1.

Spellbook: A thunder scout must study her spellbook each day to prepare her spells. She cannot prepare any spells not recorded in her spellbook, except read magic, which all thunder scouts can prepare from memory.

A thunder scout begins play with a spellbook containing all 0-level thunder scout spells. The thunder scout also selects a number of additional 1st level spells equal to her Intelligence modifier to add to the spellbook. At each new thunder scout level, she gains one new spell of any level that she can cast (based upon her new thunder scout level) for her spellbook. At any time, a thunder scout can also add spells found in other wizards' spellbooks. Thunder scout spellbooks are functionally identical to wizard spellbooks for the purposes of other classes learning spells from them.

Each time a character gains a new thunder scout level, she gains two spells of her choice to add to her spellbook. The two free spells must be of spell levels she can cast.

Pilot Training (Ex): The thunder scout is skilled in piloting all types of manite-powered vehicles. She gains a bonus equal to half her class level on all Knowledge (engineering) checks to perform all maintenance upon a vehicle. When performing repairs (or aiding another with the repairs) on her signature vehicle, those repairs take her half the usual time. Additionally, once per round as an immediate action when piloting her vehicle, the thunder scout can redirect a single attack directed at herself or her vehicle, allowing her vehicle to take damage intended for her or vice versa. A redirected attack always hits its target, even if the new target has a higher Armor Class. This ability is used after the result of the attack roll is revealed, but before the thunder scout or her vehicle take damage. **Signature Vehicle** (Ex): At 1st level, the thunder scout forms a bond with a signature mechamagical vehicle. Though this vehicle is not a living being like a cavalier's mount or a druid's animal companion, there is nonetheless an undeniable rapport between pilot and machine. When acting as one, both the vehicle and the pilot are capable of extraordinary feats neither could accomplish with another pilot or vehicle. At first level, only basic vehicles are available. These include the sea star, steamwagon, and thunder cycle.

If the thunder scout's signature vehicle is lost, destroyed, or she merely decides she wants a different one, she must acquire a new vehicle and perform rigorous maintenance upon it. The total maintenance time must be twenty-four hours, though this time need not be consecutive. She requires access to an engineer's toolkit and a safe, quiet place where she can perform this maintenance in solitude. This process also requires custom parts worth 200 gp per class level, though the thunder scout can save some of this cost by creating the parts in advance using the Craft (machinery) skill.

At the end of this preparation process, all additional features, attributes, weapons, and other benefits that were granted to the thunder scout's previous signature vehicle by her class abilities (all benefits granted by the Signature Vehicles table) permanently cease to function and the vehicle no longer counts as her signature vehicle. The new vehicle gains all abilities appropriate to the thunder scout's class level and is now the scout's signature vehicle.

A thunder scout must spend at least one hour per day performing maintenance upon her signature vehicle. If she fails to do so, any benefits conferred by the Signature Vehicles table do not function until she performs this maintenance. Daily maintenance can be performed simultaneously with any other maintenance or repairs the vehicle requires.

If anyone other than the thunder scout pilots the scout's signature vehicle for more than one minute or performs repairs taking at least that amount of time without the thunder scout's aid, the vehicle loses all abilities just as if the thunder scout had failed to perform its daily maintenance.

At 7th, 13th, and 19th level, the thunder scout gains an additional signature vehicle. Due to the logistics of piloting multiple vehicles, it is recommended to either leave one in storage until required or obtain a small, portable vehicle that can be transported within the other signature vehicle until needed. A thunder scout can perform her daily maintenance on her signature vehicles simultaneously if they are in the same general location.

Scout Technique (Ex): At 2nd level, and every even level thereafter, the thunder scout learns a specialized technique that aids her survival, piloting expertise, or combat prowess. A scout cannot select an individual technique more than once unless otherwise stated.

Arcane Knight (Ex): The thunder scout suffers no arcane spell failure chance when casting thunder scout spells while wearing medium armor.

Expert Gunner (Ex): The thunder scout gains a +1 bonus to hit with all vehicular weapons.

Favored Terrain (Ex): The thunder scout gains the ranger's favored terrain class ability with one specific terrain. This bonus does not increase with level. However, this talent may be selected multiple times, and each time a new terrain is selected the previous terrain bonuses increase by +2.

Level	Base Attack Bonus	<u>Fort</u> Save	<u>Reflex</u> Save	<u>Will</u> Save	0	1st	2nd	3rd	4th	Special
1st	+1	+2	+2	+0	0	-	-	-	-	Pilot Training, Signature Vehicle
2nd	+2	+3	+3	+0	1	- 1		-	125	Scout Technique
3rd	+3	+3	+3	+1	1	-	-	-	-	Scout's Mobility
4th	+4	+4	+4	+1	1	0	-	-	-	Scout Technique
5th	+5	+4	+4	+1	1	1	-	-	-	Bonus Feat
6th	+6/+1	+5	+5	+2	2	1	-	-	- 1	Scout Technique
7th	+7/+2	+5	+5	+2	2	1	0	-	-	Expert Handling, Signature Vehicle
8th	+8/+3	+6	+6	+2	2	1	1	-	-	Scout Technique
9th	+9/+4	+6	+6	+3	2	2	1	-	-	Gearhead
10th	+10/+5	+7	+7	+3	3	2	1	0	-	Bonus Feat, Scout Technique
11th	+11/+6/+1	+7	+7	+3	3	2	1	1	-	Advanced Vehicles, Secondary Vehicle
12th	+12/+7/+2	+8	+8	+4	3	2	2	1	-	Scout Technique
13th	+13/+8/+3	+8	+8	+4	3	3	2	1	0	Greater Scout's Mobility, Signature Vehicle
14th	+14/+9/+4	+9	+9	+4	4	3	2	1	1	Scout Technique
15th	+15/+10/+5	+9	+9	+5	4	3	2	2	1	Bonus Feat
16th	+16/+11/+6/+1	+10	+10	+5	4	3	3	2	1	Scout Technique
17th	+17/+12/+7/+2	+10	+10	+5	4	4	3	2	1	Superior Vehicles
18th	+18/+13/+8/+3	+11	+11	+6	4	4	3	2	2	Scout Technique
19th	+19/+14/+9/+4	+11	+11	+6	4	4	3	3	2	Signature Vehicle
20th	+20/+15/+10/+5	+12	+12	+6	4	4	4	3	2	Scout Technique, Master Pilot

Table: The Thunder Scout



Gear Sense (Su): The thunder scout has a supernatural link with his signature vehicle. He always knows its location and direction from himself and can track it across any distance. If the vehicle is on another plane, he will sense this as well, though he will not know which plane.

Hardheaded (Ex): The thunder scout and her signature vehicle both ignore the first 10 points of any collision damage they suffer. This effect stacks with the benefit granted by the Greater Ram feat.

High Speed Attack (Ex): As a full round action when piloting her signature vehicle, the thunder scout can move up to her speed and make a single ranged or melee attack at any point during the move.

Hold it Together (Ex): The first time the thunder scout's signature vehicle suffers an effect which requires immediate maintenance, she has one minute before that maintenance must be applied rather than one full round. This effect is restored each time the thunder scout performs maintenance on her vehicle.

Hot Seat (Ex): The thunder scout may switch crew stations in her vehicle as a swift action. Any crew member with which she switches stations moves to her previous station as a free action.

Improved Security (Ex): The thunder scout's signature vehicle cannot be started by any individual other than the thunder scout. Even magical effects are incapable of igniting the vehicle's engine without her aid.

Jury-Rigger (Ex): The thunder scout is adept at improvised solutions. She may hotwire vehicles and perform emergency maintenance as a move action. She adds her class level as a bonus to these rolls.

Lucky Break (Ex): Any time the thunder scout's signature vehicle suffers a mechanical failure, the scout may roll twice on the mechanical failure table and take the preferred result.

Magical Training (Ex): The thunder scout can prepare an additional thunder scout spell per day. This spell must be 0-level, or at least one level lower than the highest level thunder scout spell she can cast.

Quick Start (Ex): The thunder scout can activate the ignition in her signature vehicle as a swift action, or as part of a move action when using that move action to board her vehicle.

Ramming Speed (Ex): Whenever the thunder scout rams a vehicle, that vehicle's occupants must make a Reflex save against 10 + the thunder scout's Dexterity modifier + her vehicle's Strength modifier + 1/2 her class level, rather than DC 15, in order to take half damage from the collision.

Scout's Training (Ex): The thunder scout gains Skill Focus as a bonus feat. This Skill Focus must be applied to Craft (machinery), Knowledge (engineering), Stealth, or Survival. This technique may be taken multiple times, but applies to a different skill each time.

Share Spells (Ex): The thunder scout may cast any spell with a target of "You" on her vehicle (as a spell with a range of touch) instead of on herself. A thunder scout may also cast spells that do not normally affect objects on her vehicle (though the effects of some such spells may be irrelevant). This ability only functions for spells on the thunder scout spell list.

Spin Out (Ex): When taking a 5 foot step in her signature vehicle, the thunder scout may instead move 10 feet.

Steady Hand (Ex): The thunder scout receives the Expert Gunner feat as a bonus feat, ignoring the normal prerequisites.

Steamjouster (Ex): The thunder scout suffers no penalties for making a melee attack from a speeding vehicle, so long as it is her signature vehicle.

Swerve Into It (Ex): All passengers in the thunder scout's vehicle may use the Thunder Scout's Reflex save bonus in place of their own when making saving throws against collision damage.

Swift as Lightning (Ex): The thunder scout's base speed is increased by 10. This technique may be taken multiple times, but no more than once per every four class levels.

Tinkerer (Ex): All of the thunder scout's signature vehicles receive an additional free bonus feature.

Vehicular Agility (Ex): The thunder scout gains a +4 bonus to all vehicular maneuvers.

Scout's Mobility (Ex): Thunder scouts are expert skirmishers, adept at moving in quickly and taking advantage of an opponent's weaknesses. At 3rd level, she gains a +2 circumstance bonus to attack and damage rolls on any turn in which she has moved 30 feet or more (whether on foot or in a vehicle). This bonus only applies on her turn. She also gains Mobility as a bonus feat, ignoring the normal prerequisites.

Bonus Feat (Ex): At 5th, 10th, 15th, and 20th level, the thunder scout receives a bonus feat. This feat must be selected from those listed as combat feats.

Expert Handling (Ex): At 7th level, the thunder scout's signature vehicle suffers no penalties for having the broken condition at half hit points, so long as she pilots it. If such a vehicle gains the broken condition by other means, it suffers penalties normally.

Gearhead (Ex): At 9th level, the thunder scout receives the Gearhead feat as a bonus feat. If she already possesses this feat, she receives Skill Focus with the Craft (machinery) skill as a bonus feat. In addition, she may now repair her signature vehicle even if it has been reduced to zero hit points or less, so long as most of the vehicle is still intact.

Advanced Vehicles (Ex): At 11th level, the thunder scout may now select an advanced vehicle as her signature vehicle. These include the dragon glider, scuttler, and squall.

Greater Scout's Mobility (Ex): At 13th level, the scout's skirmishing ability improves. Her scout's mobility bonus is now granted on any turn in which she has moved 20 feet or more (whether on foot or in a vehicle), and she now gains a +2 dodge bonus to AC as well. This dodge bonus lasts until the beginning of her next turn.

Superior Vehicles (Ex): At 17th level, the thunder scout may now select a superior vehicle as her signature vehicle. Superior vehicles include the Dawnbringer and Wind Reaver.

Master Pilot (Ex): At 20th level, any vehicle the thunder scout pilots is considered to be her signature vehicle. This does not grant bonus features or hit dice to the vehicle, but grants the vehicle bonus speed and AC as if it were her signature vehicle, and allows the thunder scout to use any abilities usually dependent upon piloting her signature vehicle (including those listed under the "Special" section of Table: Signature Vehicles). Additionally, she no longer needs to perform daily maintenance on her signature vehicle to maintain its abilities unless it is piloted or repaired by someone else for longer than one hour.

Signature Vehicles

A thunder scout knows the intricacies of her signature vehicle like none other. Though these machines are not always built by the thunder scouts, they are, without exception, heavily modified. Even master steamwrights sometimes marvel at the strange customizations thunder scouts enact upon their vehicles. They are rife with mechanical innovations that boggle the mind, and in many cases simply should not work at all. Except that they do – but only when piloted by their master's hand. See the Vehicles section elsewhere in this book for more information on vehicles.

Bonus HD: All signature vehicles receive bonus hit dice as their thunder scout gains levels. These bonus hit dice do not stack with the vehicle's default hit dice. So, for example, a signature sea star (which begins with 4 HD) would gain no bonus hit dice until the thunder scout was 6th level.

AC Bonus: All signature vehicles gain a dodge bonus to AC when piloted by their thunder scout. This bonus is not applicable if the thunder scout is flatfooted (unless he has Uncanny Dodge due to multiclassing).

Bonus Speed: This speed bonus is applicable any time the thunder scout is piloting the signature vehicle, and counts as an increase to the vehicle's base speed. Like most speed bonuses, this increase does not change the vehicle's speeding threshold.

Bonus Features: Signature vehicles gain a number of free vehicle features in addition to their standard features. These are customizable add-ons that can increase the defense, offense, or utility of a vehicle. The thunder scout must meet any level prerequisites of a given feature. These bonus features are added when the thunder scout first performs daily maintenance upon the vehicle, and can be switched out for new features any time she performs future daily maintenance. Keep track of which features have been added by this ability, as only these features can be switched out for free. These features rely entirely on the thunder scout's personal modifications, and thus completely cease to function if the vehicle ceases to be the thunder scout's signature vehicle.

Personal Touch: All signature vehicles are visibly personalized to their owner's tastes, and all thunder scouts take some precautionary measures to protect their investment. The DC to hotwire a signature vehicle (with Disable Device or Use Magic Device) is increased by 5.

Evasion: At 6th level, the thunder scout's vehicle gains evasion when piloted by its thunder scout. This is identical to the rogue ability. The vehicle gains improved evasion when piloted by its thunder scout at 18th level.

Vehicle Features

The following features can be added to a signature vehicle. All vehicles already include some of these as standard features. Vehicles have already had the benefits and penalties of standard features calculated into their base statistics. Standard features ignore all prerequisites.

Advanced Pumps: If the vehicle is taking on water, these pumps allow a crew member to remove 2d4 squares of water per round when pumping out water. This feature is available only for water-based vehicles.

All-Terrain: All-terrain vehicles can ignore up to 2 squares of difficult terrain per turn, moving over them as if they were normal terrain.

Amphibious: The vehicle can travel on both land and water. If it is normally a land vehicle, its speed on water is halved, and vice versa. If two feature slots are spent on this feature, the vehicle's speed is the same on both land and water. Prerequisite: 7th level.

Armor (light): The vehicle gains a +4 armor bonus to AC.

Vehicles vs. Animal Companions

The comparison between signature vehicles and animal companions seems pretty natural. However, you may notice, especially early on, that vehicles are significantly tougher than their equivalent animal companions. This is intentional. Keep in mind that, unlike animal companions, signature vehicles do not grant their owners' additional actions but, rather, rely on the thunder scout's actions to make any practical use out of them. And while a 1st level vehicle might take a little more punishment than a 1st level animal companion, that vehicle isn't of much use once its attendant thunder scout is out of commission.

Armor (medium): The vehicle gains a +8 armor bonus to AC. A vehicle must purchase the light armor feature before purchasing the medium armor feature. Medium armor reduces the vehicle's overall speed by 10. A vehicle with medium armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen). Prerequisite: 6th level

Armor (heavy): The vehicle gains a +12 armor bonus to AC. A vehicle must purchase the medium armor feature before purchasing the heavy armor feature. Heavy armor further reduces the vehicle's overall speed by 10. A vehicle with heavy armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen). Prerequisite: 11th level

Table: Signature Vehicles

	Table	c. Jigi	lature	venicie	
Level	Bonus HD d10	Ac Bonus	Bonus Speed	Bonus Features	Special
1st	2	+0	10 ft	1	Personal Touch
2nd	2	+0	10 ft	1	
3rd	3	+2	20 ft	2	
4th	3	+2	20 ft	2	
5th	4	+2	20 ft	3	
6th	5	+4	20 ft	3	Evasion
7th	6	+4	30 ft	4	
8th	6	+4	30 ft	4	
9th	7	+6	30 ft	5	
10th	8	+6	30 ft	5	
11th	9	+6	40 ft	6	
12th	9	+8	40 ft	6	
13th	10	+8	40 ft	7	
14th	11	+8	40 ft	7	
15th	12	+10	50 ft	8	
16th	12	+10	50 ft	8	
17th	13	+10	50 ft	9	
18th	14	+12	50 ft	9	Improved Evasion
19th	15	+12	60 ft	10	
20th	15	+12	60 ft	10	

Emergency Booster: The vehicle's engine is equipped with an emergency speed booster. This booster must be pre-loaded with a bottle of alchemist's fire to function, a process which requires a full round action. The pilot may then activate the emergency booster as a swift action. The vehicle's speed is doubled for 3 rounds, but the vehicle must move at least its full normal movement and is considered to be speeding for this entire time. Using the emergency booster consumes the alchemist's fire. The booster can only hold one vial of alchemist's fire at a time. Using an emergency booster more than once an hour results in an immediate mechanical failure.

Finely-Tuned Engine: The vehicle's speeding threshold is altered – the new threshold can be anywhere from 10 feet. to the vehicle's maximum speed. Once chosen, this threshold is permanent (though this feature can be removed and replaced, allowing a different threshold to be set, during the vehicle's daily maintenance).

Fortified (heavy): A heavily fortified vehicle has a hardness of 10 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 10 and its hit points are increased by 30. A vehicle requires the fortified (light) feature to gain this feature. This feature costs two feature slots. Prerequisite: 15th level

Fortified (light): A lightly fortified vehicle has a hardness of 5 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 5 and its hit points are increased by 10. This feature costs two feature slots. Prerequisite: 9th level

Gravity Pistons: Powerful pistons are mounted within the roof and sides of the vehicle. If the vehicle is upended, the pilot can activate these pistons as a standard action, causing the vehicle to immediately flip over back onto its wheels. (This feature is also available for water-based vehicles, but acts as high-powered jets rather than pistons.)

Hardened Chassis: The vehicle is designed to execute ram attacks, and halves all collision damage when performing a ram attack. This stacks with the effects of the impact resistant feature; a vehicle with both features allows its occupants to take only one quarter the normal collision damage when performing a ram attack. A hardened chassis does not affect other forms of collision damage (including damage taken when rammed by another vehicle). Prerequisite: 5th level

High Speed: The vehicle moves 8 times its normal speed when performing the rush action.

Illuminators: A pair of bright magical lights are mounted on the vehicle. These give off normal light in a 60 foot cone in front of the vehicle and increase the light level by one step out to a 120 foot cone beyond that. These draw upon the same mechamagical power source that fuels the vehicle, allowing them to give off light as long as the vehicle's engine is powered. The pilot can light or douse these illuminators as a swift action. For an additional feature slot, the illuminators cast light in all directions.

Impact Resistant: The interior cabin of the vehicle is braced against collision. All occupants take half damage from collisions.

Increased Hauling: This vehicle is designed to be a cargo vehicle, and can carry twice the normal weight for a vehicle of its size and Strength before becoming encumbered.

Maneuverable: Vehicles with the maneuverable feature may change direction any number of times per turn, by any amount. Prerequisite: 5th level

Quiet: The vehicle's engine noise has been muffled. When in use, the engine imposes half the normal Stealth penalties due to sound.

Reloader: This feature must be applied to a specific vehicle weapon. Once per turn, the reloader provides a free full-round action that may only be dedicated toward reloading its associated weapon. This may not be applied to gunner tripods. Prerequisite: 7th level

Reversible: A vehicle with this trait can move backwards and forwards at no speed penalty. Its directional facing is determined merely by where the pilot happens to be sitting.

Secured Harness: This vehicle features secured harnesses that protect its crew from impact and prevent them from falling out of the vehicle. Removing or securing the harness requires a full round action (though the harness can be cut with a slashing weapon as a move action).

Sidecar: This special feature is unique to thunder cycles. The vehicle has been outfitted with a wheeled pod on one side, allowing the thunder cycle to carry one additional passenger and one additional weapon. The sidecar passenger serves as the gunner for this weapon.

Smooth Ride: This vehicle is designed to absorb shock and discomfort that might otherwise disturb its passengers. All concentration checks to cast spells despite vigorous or violent motion gain a +4 bonus when a scout is riding inside the vehicle, and any penalties due to movement for all ranged attacks made from the vehicle are reduced by 2. Prerequisite: 9th level

Stability: The vehicle has a low center of gravity, making it difficult to upend. It gains a +8 CMD bonus against trip attacks.

Tempered Hull: A vehicle with this trait has been treated to instill resistance against the elements. It takes half damage from all energy attacks. Prerequisite: 11th level

Thunder Scout Spell List

* indicates a new spell introduced in this book

0-level: arcane mark, dancing lights, detect magic, detect mechamagic, everheat rune*, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, read magic, resistance. Other sources: sift (APG), spark (APG).

1st level: alarm, animate rope, charm person, comprehend languages, disguise self, endure elements, expeditious retreat, feather fall, hide from undead, identify, jump, longstrider, magic mouth, repair vehicle*, pilot's guile*, resist energy, steambreaker*, unseen servant. Other sources: innocence (APG), share language (APG), vanish (APG).

2nd level: alter self, bear's endurance, blur, cat's grace, fox's cunning, invisibility, locate object, make whole, misdirection, protection from energy, snare, tongues, wind wall. Other sources: communal share language (UC).

3rd level: blink, charm monster, darkvision, dispel magic, remove curse, scrying, see invisibility.

4th level: *detect scrying, invisibility, greater, locate creature, nondetection, secure shelter, zone of silence.*

Thunder Scouts in Aden

Isolde Waldorf – Isolde built her first thunder cycle out of a pile of scrap and a few pieces she bought working on a fishing boat out of the Rook's Roost docks. She can still remember the sense of freedom she felt the first time she revved up the engine and tore out onto the Thunder Trail, leaving the life of a fishmonger behind her forever. Isolde doesn't adventure for the money. She doesn't take jobs out of some moral duty to do what's right. She's not looking for revenge or trying to leave some dark secret behind. She adventures for the mere thrill of it, and because nothing else is quite as much fun as charging a nocturnal on the back of a thunder cycle, battle axe in hand.

Carlos Hazard - The son of an elven Arbiter and a human dancer, Carlos never felt he quite fit in with either world. While he admired his father's sense of duty and heroic exploits, he couldn't abide his rigid adherence to authority. And while he envied his mother's passion and carefree embrace of the arts, he wanted to do something more important with his life. In an act of pure adolescent rebellion, he fell in with a group of wandering mercenaries. A few months later, he discovered that they were criminals on the run from the Arbiters, wanted for murder and banditry. Carlos sabotaged their vehicles, stealing one for himself and placing an anonymous tip with the local constables regarding where the bandits could be found. Anonymous - not due to any sense of humility - but because the loot that he reclaimed from them was worth a lot more than the reward for their capture. As it turned out, Carlos found he could get the hang of this hero thing - as long as he did it on his own terms.

Vorden Vosh – In Urbana, there are two sorts of people: those who understand the machines and those who serve the machines. Vorden Vosh decided early on that he would be one of the first category. He served in Lord Urbane's armies following the Darkfall, and helped retake what would become the kingdom of Urbana. Though Vosh enjoyed his time in Urbana's military and learned a great deal, he left as soon as he was able. He used the money he had saved to purchase a customized steamwagon and formed his own mercenary band. Inspired by Lord Urbane's example, he has set out into the world to find adventure. Vosh feels that he is destined for greatness. If Urbane could begin as a simple mercenary and become a king, then why not him? There is, after all, an entire world out there for the taking.

A New Car?

Unlike a new animal companion, the arrival of a new signature vehicle can be somewhat difficult to explain. One does not simply venture out into the woods and discover a brand new unclaimed Dawnbringer tank just waiting for a new owner. Some Game Masters (especially those who keep rigorous track of Wealth by Level) may chafe at the idea of dropping an expensive vehicle among the party's loot simply because the thunder scout is entitled to one. Some party members may harbor some resentment over the thunder scout receiving such an expensive reward when, in reality, it isn't a reward at all but the manifestation of a new class ability.

The Gearhead feat (which the thunder scout receives for free) is intended to give another option in campaigns where the logistics of a free vehicle falling out of the sky present a problem. So long as the thunder scout has access to tools and materials, she can build her own signature vehicles.

Of course, this presents problems of its own. Pathfinder's Craft skills are, on some levels, not really intended for a character to use to make his living. This is fine. The need for wealth encourages players to get out and adventure. However, the Gearhead feat can be used to make quite a respectable living by working as a mechanic (assuming there are buyers for the items the thunder scout produces, of course). If you find that this feat disrupts the economy of your game, feel free to replace it with Skill Focus in Craft (machinery). (Or you could always try to incentivize adventuring in a manner other than preying on the player characters' greed, but that's a separate discussion.)

Just keep in mind, for the thunder scout, a vehicle is not loot – it's part of her class. She deserves her new vehicles just as the paladin deserves a mount and the sorcerer deserves new spells. It's okay to make the attainment of such a powerful item an interesting challenge, or a part of the developing story of your campaign, so long as it ultimately happens.

EXISTING CORE AND BASE CLASSES

Alchemist

Alchemists are fairly uncommon in Aden. The practice of alchemy was only widely utilized in Aramyst, having been largely replaced in many arcane circles by the study of mechamagic, and even was then centered primarily in large cities, none of which survived the Darkfall. More so than any other academic branch of arcane studies, alchemy has suffered in the new era, and those who are masters of the craft are uncommon and often mistaken by the layman for mechamages.

Scientist (Alchemist Archetype)

In the advancing technological landscape of Aden, the alchemist is a character who feels right at home. But while the standard alchemist is a natural part of this world of steamwrights and mechamages, some go even further and become versatile connoisseurs of technology. At 4th, 8th, 12th, 16th, and 20th level the alchemist may exchange the discovery he normally receives for one of the following options.

Self-Modification: The first time you select this discovery you are considered a true golemoid, and gain a steam reserve equal to your Intelligence modifier + 1/2 your level. Each time you select this discovery you gain a minor manite implant. If you are at least 5th level, you may instead select a basic manite implant. If you are at least 10th level, you may instead select an advanced manite implant. If you are at least 15th level, you may instead select a superior manite implant.

Tinkering: You have mastered a simple steamwright invention. This functions as per the steamwright's invention ability. You gain one primary invention slot and one mod slot. Your firepower is equal to a steamwright of the same level.

Alchemists in Aden

Langston – Embracing the Urbanan tradition of going by a single name, Langston was once a dutiful scholar. He was born in Columbey but traveled extensively as a child, so much so that he and his family never truly considered one place home. In time, Langston emulated his father and became a scholar who traveled to different lands to study and teach in their academies. While his father was a historian and a fledgling arcanist, Langston embraced the less-popular path of alchemy, and excelled as few others of his race ever had. The destruction of Aramyst during the Darkfall weighs heavily upon the small alchemist, and he has traveled to Refuge in order to try and find a way to recover some of the ancient knowledge that was lost when the Burning Coast came to life.

Old Chiang – One of the greatest tragedies in the long and storied history of the Sons of the Dragon involves a young man named Chiang. A prodigious talent with a blade, Chiang was on the fast track to becoming an officer, but while still undergoing training, he suffered a calamitous head wound that left his body addled. When traditional healing techniques failed, Chiang turned his will to alchemy. He studied for years and believed that he found a solution, but tragedy struck again when the elixir he⁻ developed only warped his mind as his body had previously been warped. Now Old Chiang is a hermit who lives near Tara. On occasion, he is attacked by nocturnals, but Chiang's one great secret is a potent elixir that temporarily reverses his mental and physical disabilities, but also makes him a bloodthirsty lunatic.



Barbarians, in the sense of primitive warriors, were once very common throughout Aden, but since the advent of the Golden Age, their numbers have steadily decreased. At present, there are only significant numbers of such individuals within the High Steppes. If the term barbarian is taken to represent warriors with a more savage, brutal combat style, then small numbers exist elsewhere, most notably among the raiders in the Rhanate, some of the most devoted beast warriors in Vanora, and a few small pockets of jurak traditionalists high in the Wall Mountains.

Raider (Barbarian Archetype)

Barbarians are a common sight throughout Aden. From the snowmads of Ionara to the tribesmen of the High Steppes to raiders of the Rhanate to the savage pirates of Yzeem, the use of rage as a weapon is a common theme. While many of these barbarians fit the usual theme of the standard barbarian - a strong, tough warrior who becomes stronger and tougher when he's angry - a few of these warriors are of a different stripe.

While the normal barbarian fights with a burning rage, the raider strikes down his foes with a cold, calculating fury. These barbarians are not nearly as tough as their brethren, but are a great deal more calculating and versatile.

Raider's Cunning: The raider is a great deal more tactical and learned than his more instinctive brethren. His skill ranks per level are equal to 6 + Int modifier and he adds Knowledge (dungeoneering) and Knowledge (local) to his skill list. This ability replaces fast movement and medium armor proficiency.

Raider's Training: At 4th, 8th, 12th, 16th, and 20th level, the raider gains a bonus combat feat. Starting at 5th level, the raider counts as a fighter four levels below his barbarian level for the purposes of feat prerequisites. If he also has levels of fighter, these levels stack. This ability replaces the rage powers normally granted on the same levels.

Cold Rage: This ability is identical to the standard barbarian rage, except that it grants no morale bonus to Constitution, and does not prevent the raider from utilizing skills normally. Higher level versions of rage also do not grant a Constitution bonus. This ability replaces rage.

Barbarians in Aden

Goremax Bloodhorn – There are few more dreaded adversaries in the vast emptiness of the Rhanate than the rhino-ferran who calls himself Goremax Bloodhorn. He and his twin sister Goremina have plagued and attacked emissaries of virtually every nation in Aden, up to and including Urbanan vehicles, although they have not yet attacked a true Thunder Train. Goremax is known to be reasonable when his victims capitulate, but when they offer resistance, he decimates everything before him in a ruthless display of violence that has made him a living legend.

Bayarmaa – A female half-elf whose enormous physique calls into question the many stereotypes of her race, Bayarmaa is descended from ten generations of barbarians of the Kurzak people in the High Steppes. She is well known and rightfully feared among the people of Sentinel, against whom she has led many raids and claimed much plunder in the name of her Grand Kazaan, Tovar.



Bards do not exist in significant numbers, but they are greatly valued and appreciated by all members of society. The common folk appreciate them for the distraction they bring from the daily toil and horror, and governments generally welcome them for much the same reason. Some particularly stodgy settlements still look on them as charlatans, but this attitude is far less common than it once was.

Bards in Aden

Toril "Bart" Bartlesby – Bart never seems to be in the right place at the right time, much to his chagrin. If not for a simple misunderstanding, his previous lover would not have mistakenly (or not so mistakenly) thought he was with another woman. If not for a little confusion about his choices, he wouldn't have lost all that money gambling and there wouldn't be loan sharks searching for him to break his legs. And if he didn't owe all that money, he would never have had to sign on with an adventuring company to provide support while they plumb the mysteries of the various islands in Brisson's Bay. They seem like good enough sorts, and they enjoy his music, but Bart is quite sure they are going to get him killed before it's all over. In the meantime, though, maybe he'll get some new songs out of it.

Garella – Rapacians are not particularly common in Carraway, which makes Garella stand out from her kinsmen. She finds this to be an advantage, however; Garella is a bard who specializes in mournful dirges that call to memory those long since departed. She is quite popular among the wealthier citizens who hire her to venerate their dead family members in hopes of perhaps seeing them one day elevated to the position of Saints. Garella is quite content to embellish the deeds of their lives; she cares only for the coin she is paid and for the songs she produces.

Cavalier

Cavaliers are found among the cavalry traditions of many nations, including the Swarm Riders of Kyan, the Serpent Riders of Ionara, the Sons of the Dragon in Vanora, and the outriders of the Sundered Desert. Other smaller, more elite groups exist, like the Salamanders of Smult in Urbana, but there are few other major cavalry traditions remaining after the Darkfall.

Cavaliers in Aden

Reagan Bladehand – There are not a large number of faerkin in Arasteen's militia, but of the few, Reagan Bladehand is by far the most well known. Unfortunately, it's not for good reasons. On three separate occasions, Bladehand has survived the death of her unit; in one of these instances, she was literally the only survivor. Although fellow survivors from the other two instances have assured their superiors that Bladehand is a loyal and trusted warrior, many unit commanders have declined having her and her wolf mount, Blacktooth, added to their unit. It is generally agreed that Reagan Bladehand is bad luck.

Omar Aballah – As a youth growing up in Yzeem, Omar was devastated when the woman he loved married another. He wandered the world a bit then, seeking solace in experience before returning home. No one knows that he was once a member of a bandit gang in the Sundered Desert, and he hopes no one ever finds out. Even though he has left banditry behind and seeks to forget his past, he could not discard Morninglight, his lightning lizard steed. He patrols the settlements along the river valley, occasionally on contract with the militia and occasionally doing private work for wealthy landowners. He has no real ambition other than to live comfortably, but if his past ever comes back, that life will be threatened.



Aden's clerics do not worship gods directly. Instead, they practice magic in the name of a specific faith or personal philosophy. While wizards practice magic through trained manipulation of arcane power and sorcerers draw upon force of will, clerics use raw faith as a means of focusing and directing magic power. Their belief in a better world (whatever shape that belief may take) is so strong that they can draw upon mystical energies to make that belief a reality – at least in small ways.

Aden clerics are not restricted to specific domains by their religion. Instead, their domains reflect the manner in which the clerics choose to practice their faith. Thus a cleric of the Ten Beasts who spreads his faith through charity and healing the sick might choose Good and Healing. Another Ten Beasts cleric may decide to express his faith as a violent manifestation of natural selection, and choose Destruction and Madness.

Aden religions likewise do not restrict alignment – even a religion that preaches compassion, justice, and righteousness like the Church of All Saints attracts its share of evil clerics (though, like many evil individuals, they do not perceive themselves as such). A cleric's aura and which alignment-based spells he is allowed to cast are purely determined by his own alignment. Thus, a cleric with a good alignment cannot summon evil creatures. If that cleric should later become evil, he can now summon evil creatures but cannot summon good creatures. A cleric with an alignment-based domain may select a new alignment-based domain if his alignment becomes diametrically opposed to his domain.

The freedom to allow a cleric to choose his domains removes the potential cherry-picking that often results when certain deities or religions have "better" domains than others. Those who prefer to make their domain selections purely based upon their character concept are still free to do so. Those who prefer to select domains that are of the greatest benefit to their party can also play as they choose. And, naturally, the player who wishes to create a character that fits a thematic concept as well as helps the party in an efficient manner should flourish with this system.

Likewise, the freedom to pick one's alignment makes the cleric's alignment more meaningful. His good or evil actions are the result of his personal choice and expression of his faith, not simply a rote requirement to retain his spells and special abilities. This freedom also makes religions a great deal deeper and more complex, as one cannot blindly (and correctly) assume that a cleric is good or evil merely from the holy symbol that he wears.

While alignment and domains are extremely fluid, some players who are new to the setting might wish for suggestions to help them get started with their cleric characters. Some suggestions, which are in no way mandatory, include the following:

Organization	Alignments	Suggested Domains
Church of all Saints	Any Lawful	Community, Law, Protection, Repose, Travel, Weather
Inquisitors of the Eye	Any Evil or Neutral	Artifice, Darkness, Death, Destruction, Evil, Knowledge
Order of Columbey	Any Lawful or Neutral	Glory, Knowledge, Nobility, Protection, Rune, Strength
Radiant Order	Any Good or Lawful	Community, Good, Healing, Liberation, Nobility, Protection
Way of the Beasts	Any	Animal, Charm, Glory, Nobility, Plant, Scalykind

Table: Sample Domains



Mechamagic Domain

Granted Powers: You are considered pilot-trained for the purposes of piloting vehicles.

Machine Mend (Su): Your cure spells, inflict spells, and channel energy ability affect constructs and vehicles as if they were living beings, but have half the normal effect upon such targets.

Signature Vehicle (Ex): At 4th level, you gain the ability to select a signature vehicle, as per the thunder scout special ability. Your effective thunder scout level for this ability is equal to your cleric level -3. You may only choose basic vehicles with this ability.

Craft Magic Arms and Armor (Ex): At 8th level, you receive this feat as a bonus feat.

Domain Spells: 1st – repair vehicle, 2nd – make whole, 3rd – dispel magic, 4th – helldriver, 5th – minor creation, 6th – animate objects, 7th – construct servant VI, 8th – iron body, 9th – golemwright

Clerics in Aden

Gurnir Roath – A thoroughly unpleasant dwarf, Gunir is a member in good standing of the Order of Columbey, or what remains of it. The order once served the royal family of Columbey, but obviously, few of them survived their vigorous protests of Lord Urbane taking up the crown after the previous king's death. Roath longs to see Urbane overthrown but realizes that it will be a long time in coming, if ever. As a priest of the Order of Columbey, Roath believes that the strong must protect the weak, but that the strong are entitled to rule. He uses powerful healing magic and his ability to augment his own powers in battle to great effect against the forces of Urbana.

Areta – Areta can trace her lineage back for hundreds of years, a practice she maintains carefully as part of her Masari heritage. She has never left the primary island of the Misland Republics, and has no intention of doing so. She believes strongly in the power of her ancestors and the power of the land itself. Although she would never admit it, she regards those who are of mixed ancestry as less worthy than a true Masari, and those who are of pure outsider blood, she dismisses almost out of hand.

Druid

Druids are less common than they once were, due largely to the fact that the nocturnals have not spared the natural world any more than they have the world of man. They are most often found in the Crawling Jungle of Kyan, although there are many fully integrated with society in Vanora, where their link to nature and animals grants them great prestige among the people.

Catalyst (Druid Archetype)

In the view of most druids, mechamagic and nature are two forces greatly at odds with one another. One need only look to the skies and seas of Urbana to see the terrible pollution and corruption that industry has brought to the world. The catalyst has a somewhat different view.

By a catalyst's perspective, technology can be a powerful force for good. The Darkfall had nearly brought the world to its knees before weapons made possible by mechamagic began to turn the tide. Without mechamagic, nature would be despoiled and corrupted by the inescapable hunger of the Nocturnals. Nature adapts to protect itself. If the rise of golemoids and firearms to destroy these invading monsters is not an adaptive defense mechanism, what is?

As a servant of the natural balance, the catalyst feels it is his place not to shun and decry technology, but to embrace it and help it find its place in the world. The catalysts are not naïve. A wildfire can cause great destruction - but it is a natural force and can cleanse a forest for new growth if kept in check. The check for technology does not exist – not yet. The catalysts believe they can bring about this balance and keep technology in check, but only if they master the potential of both mechamagic and natural magic.

Machine Empathy: The catalyst gains Knowledge (engineering) as a class skill and gains a +2 bonus on Knowledge (engineering) and Craft (machinery) checks. This ability replaces wild empathy.

Nature Bond: A catalyst who selects a cleric domain as his nature bond must select one of the following: Artifice, Knowledge, or Mechamagic (a new cleric domain introduced in this book). A Druid who selects an animal companion may augment his companion with manite implants (see below).

Mechanatural: At 4th level, the druid is considered a true golemoid. He begins to gain manite implants as a golemoid of his level -3. (He does not require surgery to undergo golemization; these implants manifest spontaneously through his mechanatural magic.) He gains a steam reserve equal to his Wisdom modifier + 1/2 his class level. If the druid has an animal companion, it gains the golemoid creature template and one minor manite implant. Any time the catalyst gains new manite implants, he may instead choose for his animal companion to receive them. This ability replaces wild shape.

Unspoiled: At 15th level, the catalyst becomes immune to all effects of the Wasting (his maximum lifespan is restored to normal) so long as he limits his manite implants to those granted by his class. This immunity is extended to the catalyst's animal companion. This ability replaces timeless body.

Druids in Aden

Sidesh Padurra – Many citizens of Aden who have never met them believe that rapacians are bloodthirsty and primitive. Any who have ever met Sidesh are immediately dissuaded of that notion. Sidesh is a simple, peaceful man who finds joy in communing with nature. He bears no ill will to the myriad of insect life in the Crawling Jungle that he calls home, but he prefers the company of "more intelligent" beasts with whom he can have a more meaningful relationship. Travelers who lose their way in the jungle can count upon his assistance, should they be fortunate enough to cross his path while wandering the vast wilderness.

Tavara – Most believe Tavara to be an immigrant from Arasteen who was granted citizenship in Ionara because of her affinity with animals. She easily secured a position assisting in the training of the snow serpents, the mounts used by the Ionaran Frost Guard elite unit. On one hand, Tavara is exactly what she seems, as she does have a bond with the animals and is one of the guard's most effective trainers. On another, the real Tavara is long gone. She died during the Darkfall, and the Echo that currently wears her face took her name as well. It is dangerous, living so close to the real Tavara's homeland, but she is unwilling to abandon the life that she loves.

Fighter

Fighters are common in the populace of every nation. Only the sturdiest of souls have survived the Darkfall and the ensuing hardships, and virtually every living soul within Aden is adept at combating the influence of the nocturnals.

Fighters in Aden

Husam Idara – A man of nobility in an environment of chaos, Husam is a sell-sword of modest means who makes his living in Trubbs, a city overrun with criminals and hedonists. Honorable to a fault, the jurak warrior once attempted to make his living

V

in Rook's Roost in Yzeem, but his honorable nature would not permit him to perform many of the jobs offered him, and the corsairs of that region attempted to kill him when he refused them once too often. Now he tries to find meaning in his life through work, even though he has only traded one den of iniquity for a slightly less murderous one.

"Toofy" Grimnorth – Toofy is a ratman, a member of a stable offshoot of the ferran race that is concentrated largely in the sewers and catacombs beneath Tarello, now called Mekanus. As a pup, however, he was found outside the sewers and raised by a caring family of goreaux who worked in Columbey. He was educated properly and given the best his parents could afford. After the Darkfall, when Lord Urbane took power and began committing atrocities against the ratmen, Toofy's parents sent him north, where he eventually joined the Arastinian militia. He often wonders about his parents, both real and adopted, but he fears the former are dead and the latter are beyond his reach – for now, at least.

Gunslinger

Gunslingers are a fairly recent addition to Aden, and as of yet, appear primarily in the more industrialized west. The prevalent use of firearms in Urbana's military, as well as the recent development of advanced firearms by independent gunsmiths, has increased the number of gunslingers, but they are still relatively few in number compared to most other classes. The prevalence of firearms and their design in Aden minimizes the need for this class, but a handful of dedicated marksmen still exist who benefit from this class's mechanical niche.

Gunslingers in Aden

Jacinda MacIntyre – A free-spirited child who grew into a truly rebellious woman, Jacinda loved the sea from an early age. Her father was a fisherman, and would often take her out into Brisson's Bay to spend the day on the water as he earned their meager living. Jacinda spent several years serving in Arasteen's militia, even serving a stint in the honor guard in Sea Reach, before she finally had enough money to purchase her own boat. Since then, she has rarely been on land. Jacinda serves as a merchant and occasional smuggler who plies the seas around Arasteen, Ionara, and the northern Rhanate. Unlike most, she has actually enjoyed life more since the Darkfall, as she loves little more than placing a bullet between the eyes of the sea-borne nocturnals who attempt to climb aboard her ship.

Inkeri Kanerva – There are few members of Ionara's Frost Guard with such a sinister reputation among their colleagues as Inkeri Kanerva. An ice-elf, Inkeri does not fraternize with her brothers-in-arms; indeed, she does not seem to fraternize with anyone at all. She is brooding and unpleasant, and speaks only when spoken to by a superior, or when moved to swear at someone beneath her station (a category into which she seems to lump a large number of people). Her eccentricities are permitted, however, because of her specialized skill set: Inkeri is the greatest sniper in the history of the Frost Guard, and in her decades of service she has accumulated more than two hundred confirmed kills.

Inquisitor

Inquisitors are most commonly found in Carraway, where they serve as the champions of the Church of All Saints, and in Urbana, where they are the dreaded and terrible Watchers of the Eye. Like clerics, domain choices are largely a matter of personal philosophy and organizational preference rather than allegiance to a deity. Inquisitors do exist outside these two nations, but are less common.

Inquisitors in Aden

Sephe – Enigmatic even to those who have worked with him, Sephe is a grim shadow that haunts the darkest corners of Carraway and other parts of eastern Aden. His mother was attacked by undead while carrying him, and Sephe has never been fully human as a result. Under different circumstances, the Church of All Saints might have been forced to kill him, but Sephe's unbreakable will and burning hatred of all undead have honed him into a deadly blade that the Church uses to purge its most dangerous enemies from the mortal world.

Dieter Stavrich – A terror to all who know him, Deiter Stavrich is an Inquisitor of the Eye who calls Tellai home. There are some among his organization who defy the cruel, corrupt stereotype that the Urbanan inquisitors have, but it would take ten such men to make up for the horrific actions of Dieter Stavrich. Yes, he enjoys torturing and killing nocturnals, but when he cannot find any, he's perfectly happy to substitute civilians that are "suspected of treason" in their place.

Magus

Magi were virtually unheard of prior to the Darkfall, simply because there was very little reason for an arcane adept to take up the way of the sword. In the aftermath of that cataclysm, however, one can find a magus in most countries. Most often, magi are survivors of some terrible tragedy associated with the Darkfall, and have abandoned the majority of their arcane pursuits for the more practical application of the sword. Most often, a magus is a former citizen of Aramyst.

Magii in Aden

Lannis Batius – Before the Darkfall, Lannis was a lackluster student of the arcane arts in one of the many academies of Aramyst. The academy closed soon after the Darkfall, and Lannis found himself on his own. He took up with a caravan traveling west and befriended the guards. He was surprised to discover that he had skill in the art of the blade, and that it only augmented and complemented his arcane abilities. By the time the caravan reached its destination a month later, Lannis no longer had interest in finding sanctuary. Since that day, he has sold his sword and his spells for profit as one of the finest mercenaries in the city of Refuge.

Dargus Anatole – A true man of contradictions, Dargus is a swordsman and spellcaster in the service of Burcham, the man who owns and oversees Burcham's Pass, the only significant passage through the Wall Mountains that separate the eastern and western portions of the Known Lands. Dargus is a quiet man, known to have the ear of Burcham himself, but who assumes no privileges that this would normally afford him. He can typically be found standing sentry duty along with his peers or in the Pass's meager library, researching all manner of lost lore to increase his effectiveness to his employer.

Monk

Monks have always been rare in Aden, but are slightly less so since the Darkfall. Previously, they could only be found in monasteries within Vanora, where they remained separate from the citizenry in their search for enlightenment. Since then, however, the Vanoran monks have taken a more active role in the world, and the Order of the Sanguine Monks has been created within the High Steppes, and has become something of a sensation in other countries.



Sanguine Monk (Monk Archetype)

In the desolate lands of the High Steppes dwells the strange and reclusive order of mystic warriors known as the Sanguine Monks. Like many monastic orders, the Sanguine pursue understanding and enlightenment, but they meditate in a most unique manner. The Sanguine believe that truth lies only in anger. They concentrate on focusing their rage, honing it to a razor's edge, and channeling it against all impurities - both physical and spiritual.

While they have gained a reputation as mindless berserkers (a reputation those of the Brotherhood care little to disprove), this is not entirely deserved. While berserker rage is indeed one of their most valued weapons, the monks do not encourage mindless rage. By their philosophy, anger is a natural energy that the spirit produces to diminish obstacles and purify thought. Through proper control and mastery of anger, one can cleanse the mind of obstructions and find truth - as well as cleanse the physical world of one's enemies.

While often violent, Sanguine monks are no savages. They maintain a rigid regimen of both mental and physical enrichment, constantly challenging one another to improve. Their poor reputation as violent madmen is a side effect of their philosophy toward the outside world. The Sanguine believe that aggression is the single most important motivating factor of the spirit. Thus, unless one actively seeks out a Sanguine and shows he is willing to learn (usually via a challenge to physical combat), the monks feel no need to explain their philosophy or motivations to anyone.

Fortunately, in these troubled times many desperate souls have sought out the Sanguine merely in hopes of learning their unique fighting style to combat the Nocturnals. As a result, the ranks of this strange and misanthropic order have swelled greatly in recent years.

The Sanguine monks are sworn enemies of the Darkfall, destroying Nocturnals and Corrupted wherever they find them. Unfortunately, their taciturn demeanor and strange philosophy often put them at odds with many potential allies.

The Red Haze: This is the defining technique of the Sanguine Brotherhood, first created by their founder, Ivar. A Sanguine Monk can allow himself to be overtaken by a murderous frenzy in time of need. This is, for the most part, identical to the barbarian's rage ability, except as follows:

A Sanguine Monk's number of rounds of rage per day are determined by his Wisdom (Wisdom modifier + 4 + 1 per each level after first) rather than his Constitution. Temporary increases to Wisdom do not increase the total number of rounds that a Sanguine Monk can rage.

A Sanguine Monk gains the following bonuses while in a rage, instead of the standard barbarian bonuses: a +4 morale bonus to Strength and Wisdom, as well as a +2 morale bonus on Fortitude saves. Unlike a barbarian, he suffers no penalty to Armor Class. Because the monk gains no bonus to Constitution, ending his rage does not place him at the same peril of death if he should fall unconscious (though he has less hit points than a raging barbarian, making him somewhat more vulnerable).

This ability replaces stunning fist.

Clarity: While not privy to the barbarian's greater assortment of rage powers, a Sanguine Monk has a greater control over his emotions and their effect on the body. By focusing his will as move action and spending 1 ki point, he can cure himself of the fatigued condition.

At 8th level, he can spend a ki point to cure himself of the exhausted condition.

At 12th level, he can spend a ki point to grant himself a +2 morale bonus against mind affecting effects for a number of rounds equal to his level (this replaces the 8th level ability).

At 16th level, he becomes immune to all emotion effects.

At 20th level, he becomes immune to all charm effects.

This ability replaces all iterations of slow fall.

Greater Haze: At 11th level, when a Sanguine Monk enters rage, his morale bonuses to Strength and Wisdom increase to +6 and his morale bonus to Fortitude saves increases to +3.

This ability replaces diamond body.

Mighty Haze: At 20th level, when a Sanguine Monk enters rage, his morale bonuses to Strength and Wisdom increase to +8 and his morale bonus to Fortitude saves increases to +4.

This ability replaces perfect self.

Monks in Aden

Fye – The man called Fye has little memory of his life before the Darkfall. The battered human was found near death in the aftermath of a nocturnal assault on a group of travelers. Even his name is a mystery, as the word "fye" was the only thing he muttered while unconscious. After he awoke, he had no memory of what had gone before and, lacking any direction, remained to train with the Sanguine Monk who found him. Now he seeks to lose himself in battle, for when the red haze takes him, he no longer wonders who he really is.

Kiara – Kiara has spent much of her life in a Vanoran monastery, and given that she is a dwarf, that means she's been there for more than two centuries. She is greatly respected by her peers and has taken on many leadership roles over the years, none of which have ever fazed her. Recently, however, she discovered something terrible. In the monastery, in the portions where only the monks are permitted, she discovered a coin of unknown origin. On the coin was the emblem worn by the assassins who attempted to kill the Dragon Emperor only a few months ago. Kiara has been paralyzed by horror over this discovery, and as of yet is uncertain how to proceed.

Ninja exist primarily in Vanora, where they are infiltrators, saboteurs, and assassins whose talents are most often employed against the nocturnals and the corrupted. Although looked upon with disdain, since the Darkfall they have been deemed a necessary evil. Most ninja are followers of Fox or Serpent in the philosophy of the Way of the Ten Beasts. There are many assassins and infiltrators elsewhere in Aden, but while they often use this class, they rarely refer to themselves by the term ninja.

Ninja in Aden

Ninja

Michiko the Fox – Although she would never presume such blasphemy as to call herself "the Fox," the elf maiden Michiko delights in the name given her by others, for she is in fact a devoted follower of Fox in the Way of the Ten Beasts. She steals from anyone who has enough wealth to spare, thereby assuaging what remains of her conscience. She gives away a portion of her ill-gotten gains, but she keeps the lion's share. She cannot spend a great deal of it, for doing so would give away her secret nature, so she hoards it in a hidden chamber of her home.

Xander Brighteyes – The simply named Xander is the son of Vanorans who moved to the frontier of the Misland Republics long before he was born. In the Misland, he was raised in the surf and the dense forest of the islands' interiors. In time, he came to learn the secrets of his parents, who had once been infiltrators in service to one of the Emperor's trusted lieutenants, but who wished to leave such a life behind. Both of Xander's parents perished in the Darkfall, and much of his carefree demeanor did as well. Today, he earns his living by taking messages between the settlements of the Mislands, using his stealth and lethal skills to survive the wilderness in between, and to gain vengeance upon the nocturnals in the process.

Oracle

Oracles are an oddity in Aden due to the cosmology's lack of deities. When Oracles do appear, they are inevitably being influenced by some unknown outsider entity, whether a spirit, a denizen from another realm, or any of a number of other possibilities. Because of the ambiguity of it all, and because of their apparent madness, they are often mistrusted.

Oracles in Aden

Delacroix – Born to slave parents in the nation of Le'Ciel, even as a child Delacroix knew things that he simply should not, things that he could not have learned or would have never been allowed to know. His fearful parents concealed him from other slaves, saying he was sick, but they knew that eventually he would be discovered and the Creators or their Exarches would take him away – or worse. By the time he was a teenager, they had concealed him in the wilderness. Survival was difficult, but with the upheaval that the Darkfall brought to Le'Ciel, Delacroix was finally able to rejoin his family. No one knows what to make of the strange man, and there are those who would like to see him dead or gone, but so far his family has managed to protect him.

Ludmilla Drava – When she was still a teenager, Ludmilla began hearing the voices of her ancestors. At first this was considered a childish flight of fancy, but in time her family came to believe that she was genuine. They took her before the officials of the Church of All Saints. After some study, they declared that she was uniquely blessed, and she was granted entry at an unprecedented young age to the ranks of the Church's clergy. Many years later, she is a venerated member of the clergy who spends as much time as she can offering the advice of the ancestors to the common folk.

Y Paladin

Paladins are common in Aden, and the largest concentration of their number is found within Arasteen, filling the ranks of the Radiant Order. Paladins can be found in virtually every other nation as well, either as independent adventurers or as members of other, less well-known orders.

Much like clerics, paladins do not face a number of their usual restrictions in a Thunderscape campaign. Paladins do not obey a specific god, but rather worship a religion or philosophy.

Paladins in Thunderscape are not required to be lawful good, but can be of any good alignment. (After 1st level, their alignment can drift about normally according to their behavior.) This does not mean that paladins do not continue to be held to a higher standard than others. All paladins are expected to obey a personal code. This personal code must be clearly stated when the paladin is created, and must contain three or more of the following:

• Vow of Celibacy: The paladin vows to abstain from sexual relations.

• Vow of Charity: The paladin vows to regularly donate his wealth to the needy, and will never refuse those in need.

• Vow of Chivalry: The paladin must protect all those who cannot protect themselves.

• Vow of Compassion: The paladin will be kind and courteous, and will not tolerate cruelty or impoliteness in others.

• Vow of Courage: The paladin will not flee the field of battle or turn his back upon a foe.

• Vow of Courtesy: The paladin vows to avoid giving offense to others and will forgive all slights when asked for forgiveness. He will endure and forgive insults and offenses directed toward him, but will leap to the defense of others who are shown discourtesy.

• Vow of Faith: The paladin vows to defend the tenets of his faith or philosophy and spread its teachings.

• Vow of Honesty: The paladin vows to uphold the truth and to eschew dishonesty, both by lie and omission. Further, he will not tolerate such dishonesty in others.

• Vow of Honor: The paladin vows to deal fairly with others, and see that others uphold such behavior. He will never refuse mercy to an enemy, but will also never refuse a challenge from an equal.

• Vow of Loyalty: The paladin swears fealty and unswerving loyalty to the ruling power of a specific nation or other large political or religious body.

• Vow of Perseverance: The paladin vows to complete any enterprise he begins.

The GM (or player, with the GM's approval) should feel free to add to this list so long as the vows are similarly restrictive of a paladin's behavior.

A paladin who violates his personal code does not lose his paladin abilities. This may sound strange. Consider: to balance a paladin by demanding he maintain a lawful good alignment or curb his behavior in certain ways suggests that these things are limitations on the paladin, and that he would be stronger if he were to behave more wickedly. This is antithetical to the very idea of a paladin. A paladin should be good and just and honorable because he wishes to be. He should be virtuous because virtue grants him strength and makes him a shining example to others, not because he must. This element of choice is extremely important.

Paladins in Thunderscape are expected to be good, heroic, and noble but can easily fall from grace and still remain paladins. Yes, this means that an evil paladin can continue to use smite evil. Of course, it's likely that a self-righteous paladin who has spiraled into corruption would not perceive himself as evil. He would continue to eliminate villains, while taking no note of his own sins.

Is this to say there is no punishment for a paladin who falls from grace? Not at all. A paladin who repeatedly and visibly breaks his code of honor will bring shame and disgrace upon all paladins. When that sort of thing happens, word inevitably gets around, and other paladins are certain to show up eventually either to help their wayward brother find redemption or to cleanse the stain upon their honor with blood. Evil paladins be warned when your brethren catch up with you, their smite evil will work on you now.

Shining Knight (Paladin Archetype)

To be a paladin, one must be greater than the common rabble. Their code is part of what sets them apart, but it isn't everything. Any fighter or barbarian can be good and noble and honest and kind. To put it bluntly - paladins are special.

Most paladins stand apart because their faith grants them special power, the ability to use divine magic. But magic isn't the only force in Aden. Some paladins find their edge through technology.

True Golemoid: The shining knight gains a minor manite implant at 1st level. His steam reserve is equal to his Charisma modifier + 1/2 his class level. He develops more implants just as a golemoid does, as per Table: Shining Knight and Mechanized Ranger Implants. This ability replaces the paladin's spells and detect evil ability.

Mechamagical Bond: This ability alters the paladin's divine bond. If the paladin chooses a weapon as his divine weapon, he gains a free steamreaver weapon as well as Exotic Weapon Proficiency with that weapon. He is implanted with a steamreaver energy cell. This replaces the usual functionality of a divine weapon bond.



Table: Shining Knight and Mechanized Ranger Implants

	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	a the second of	O's P	
Level	Minor Implant	Basic Implant	Advanced Implant	Superior Implant
1st	1	-	-	-
2nd	1	- 4	-	-
3rd	1	-	-	-
4th	1	-	-	-
5th	2	-	-	-
6th	2	-		-
7th	2	1	-	-
8th	2	1		
9th	3	1	-	-
10th	3	1		-
11th	3	2	-	-
12th	3	2		
13th	4	2	1	-
14th	4	2	1	-
15th	4	3	1	-
16th	4	3	1	-
17th	4	3	2	-
18th	4	3	2	
19th	4	4	2	1
20th	4	4	2	2

If the paladin selects a steed, that steed gains the golemoid creature template and one minor implant. Any time the paladin receives a new manite implant, he may instead choose to give that implant to his steed. This replaces the steed's share spells ability.

Paladins in Aden

Aiden Kellar – Aiden was a young man, little more than a child, when the Darkfall occurred. Even before that, he wanted nothing more than to join the Radiant Order, and when the order's age requirement was lowered to fifteen, he joined immediately. The training regime was grueling, but Aiden's conviction allowed him to persevere, and he graduated to the rank of hospitaler, then knight, at a very young age. Since that time, he has found himself attached to different templars and hopes only to bring honor and glory to the order that he loves so much. His superiors believe that Aiden will accomplish great things if he can overcome his naïve idealism, which in the modern era is unfortunately a disadvantage for any knight to possess.

Draco Morov – Bearing a stern and unmistakable countenance, Draco is a knight in service of the Church of All Saints. His jurakian physique marks him as unusual in a nation where few of his people choose to dwell, making him all the more memorable. Taciturn and devout nearly to the point of zealotry, Draco nevertheless manages to avoid the negative stereotypes of his order by displaying mercy whenever possible. He regards those who violate the church's ordinances as people who simply need to be taught the correct way rather than viewing them as criminals in need of punishment. For this reason, the parishes under his watch are among the most prosperous in all of Carraway.



Rangers are extremely common, found nearly as frequently as fighters. Because of their survival skills, rangers are in high demand, both as escorts outside of settlements and for hunting something in the wilderness that was lost during the Darkfall.

Mechanized Ranger (Ranger Archetype)

Rangers are the consummate survivalists. In the harsh lands of Aden, survival sometimes requires extreme measures. A handful of Aden's rangers have chosen to make their way by embracing mechamagic into their being, using implants and technology to give them the advantage against the many dangers that haunt the wilderness.

True Golemoid: The mechanized ranger gains a minor manite implant at 1st level. His steam reserve is equal to his Wisdom modifier + 1/2 his class level. He develops more implants just as a golemoid does, as per Table: Shining Knight and Mechanized Ranger Implants. This ability replaces the ranger's spells and wild empathy ability.

Hunter's Bond: If the mechanized ranger selects an animal companion as his hunter's bond at 4th level, that companion gains the golemoid creature template and one minor implant. Any time the ranger receives a new manite implant, he may instead choose to give that implant to his steed. This replaces the steed's share spells ability.

Gunman (New Ranger Combat Style)

At 2nd level, the ranger may specialize in firearms as his combat style. If the ranger selects gunman, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Point Blank Shot, Rapid Reload, and Raid Shot. At 6th level he adds Gutshot and Improved Precise Shot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

Rangers in Aden

Alastair von Berrick – Alastair was born to a life of decadent nobility in Columbey, but it never interested him. From his youth, he enjoyed working with the groundskeeper more than he did the idle pursuits of his siblings. By adulthood, his disagreements with his father had become so vehement that he left and took a post in the border town of Columbey, leading adventurous sorts into the Crawling Jungle for pay. Since the Darkfall and the advent of conflict between Urbana and Kyan, Alastair's jovial demeanor has become much grimmer, and he wonders how long it will be before his new life is ground to ash by war.

Axat Chopra – Once a member of the queen's elite Swarmers, Axat abandoned his duties to that order years ago when he felt too separated from nature. He did not wish to ride above the jungle atop a mighty hornet, he wished to move through it on his own. When his tour of duty was finished, Axat took his earnings and relocated to Darkwood, where he makes his living acquiring rare plants from the deepest part of the jungle and selling them in the market. The only reminder of his former life is a dwarf giant spider, a creature roughly the size of a pony, that is his constant companion.

Rogue

Rogues survived the Darkfall in large numbers, due in no small part to their cunning and tenacity. Because of the dire straits in which the world presently finds itself, rogues are flourishing as never before.

New Rogue Talents

Expert Sniper (Advanced Talent): You may aim a sniper rifle as a swift action. Your penalty to remain hidden after sniping is reduced to -10. *Holdout*: You can draw a concealed holdout pistol as a swift action, and reload it as a free action. Your damage with a holdout pistol is increased to 1d8.

Rogues in Aden

Violet – The woman named Violet is a fixture in the criminal underworld of Arasteen. She surfaced shortly after the Darkfall, although there are rumors that she operated before then under a different name. Smuggling is her primary pursuit, and although many high ranking members of the Radiant Order know about her, they rarely take an interest in her activities. This is because, on more than one occasion, she has smuggled Arastinian assets into or out of Urbana. Violet may have no real use for the law, but she has nothing but hatred for Lord Urbane and his minions.

Akaris – Akaris's birth was heralded as a great omen for the ferran race. Born to mammalian parents, Akaris is a raven-ferran. Only a handful of avian ferrans are born in any generation, and most perish at an early age from the still-present magical disease that wiped out most of their kind shortly after their race gained independence from the Aramyst government. Akaris is a great disappointment for those who remember him, however, as he is little more than an exquisitely skilled thief, an infiltrator who is more interested in wealth than in his people. Akaris specializes in the use of a simple knife, and can defeat even extremely powerful foes with little more than a common blade.

Samurai

Samurai are found most frequently in Vanora, where they make up the rank and file of the Sons of the Dragon, the military arm of the Emperor. As with ninja, they exist in other nations as well, but rarely make use of the name samurai to describe themselves; rather, they simply make use of the class's mechanical niche.

Any of the existing samurai or cavalier orders are appropriate for a Vanoran samurai character. These orders are referred to by different names in Thunderscape; each order is named after one of the Ten Beasts. (Ronin remain unchanged.)

Table: Samurai Order Equivalents

Original Name	Vanoran Name
Order of the Cocatrice	Order of the Serpent
Order of the Dragon	Order of the Dragon
Order of the Lion	Order of the Wolf
Order of the Shield	Order of the Eagle
Order of the Star	Order of the Basilisk
Order of the Sword	Order of the Drake
Order of the Warrior	Order of the Ursax

Order of the Fox (Samurai Order)

Samurai of the Fox emphasize cunning, subtlety, and tactics over brute force. While they are as honorable as any samurai, they are willing to utilize indirect methods and diplomacy to achieve their objectives, avoiding direct confrontation whenever possible. This is not to say that they are cowards - a cornered Fox fights as fiercely as any samurai. They merely prefer to reserve combat as a last resort, so as to insure that their lives are not thrown away recklessly and that they might continue to serve their lord and the people.

Edicts: The samurai must conduct himself with tact and caution. He must not engage in pointless combat. A Fox samurai should endeavor to improve his mind whenever possible.

Challenge: Whenever a Fox samurai declares a challenge, he inflicts an additional +2 damage against the target of his challenge whenever he flanks the target, or if they are flat-footed. This additional damage counts as precision damage. This bonus increases by +1 for every four levels the samurai possesses.

Skills: An Order of the Fox samurai adds Perception and two Knowledge skills of his choice to his list of class skills.

Order Abilities: A samurai belonging to the Order of the Fox gains the following abilities as he increases in level.

Fox's Scheme (Ex): At 2nd level, the samurai can analyze a situation as a standard action. At any point during the next minute, he can call upon his allies to take advantage of his analysis as a swift action. The samurai and any ally who hears him can add the samurai's Intelligence modifier as a competence bonus to one attack roll, damage roll, saving throw, or skill check that occurs before the beginning of the samurai's next turn.

Fox's Fangs (Ex): At 8th level, any enemy who attacks the Fox samurai and misses is considered flat-footed against the samurai's first attack, so long as that attack occurs before the beginning of the enemy's next turn.

Cornered Fox (Ex): At 15th level, the Fox samurai's uncanny awareness of his surroundings extends to those around him. If an ally adjacent to the samurai is not surprised during a surprise round, the samurai is not surprised. If the samurai is not surprised during a surprise round, all adjacent allies are not surprised.

Order of the Leviathan

In Vanoran folklore, the leviathan represents the perfect union of physical strength and mystical awareness. Like his totem spirit, the Leviathan Samurai moves in harmony with mystic energies. While a Leviathan may not innately possess any magical power, his techniques have a way of amplifying and facilitating the magical energies of others. Leviathan samurai are typically appointed as yojimbo (bodyguards) to powerful Vanoran spellcasters.

Edicts: A samurai of the Order of the Leviathan must protect his charge and obey him without question. He must remain ever vigilant for magical threats against himself, his charge, his lord, and his nation.

Challenges: Any time a Leviathan samurai successfully strikes the target of his challenge with a melee attack, his target suffers a -1 penalty to all saving throws against spells until the beginning of the samurai's next turn. This penalty stacks with itself each time the samurai successfully strikes his target.

Skills: An Order of the Leviathan samurai adds Knowledge (arcana) and Spellcraft to his list of class skills. He gains a bonus on Spellcraft checks equal to 1/2 his level.

Order Abilities: A samural belonging to the Order of the Leviathan gains the following abilities as he increases in level:

Arcane Synergy: At 2nd level, once per day a Leviathan samurai may declare one creature to be his charge. Whenever the samurai's charge casts a spell that targets the samurai, all level based effects are increased by 2.

Empowered Magic: At 8th level, any time the samurai's charge casts a spell that targets the samurai, the spell's effects are determined as if it were affected by the Empower Spell feat.

Mystic Catalyst: At 15th level, any time the samurai's charge casts a spell that targets the samurai, the samurai can choose to be immune to the effects of that spell. All other targets are affected normally.

Order of the Shark

Traditionally, samurai of the Order of the Shark have dedicated themselves to defending the nation of Vanora with ruthless efficiency. A Shark does not hesitate to sacrifice his honor, or even his life, if his sacrifice results in victory. In recent years, this order has specifically dedicated itself toward exterminating Nocturnals throughout Vanora. The samurai of the Shark pursue Nocturnals and Corrupted with their trademark merciless determination.



Edicts: A samurai of the Order of the Shark must always take advantage of an enemy when the opportunity presents itself. A Shark samurai must not show mercy, unless to do so would offer a greater benefit to himself, his lord, or his kingdom.

Challenge: Whenever a Shark samurai declares a challenge, he gains a +2 bonus to all combat maneuvers against his target. This bonus increases by +1 for every four levels the samurai possesses.

Skills: An Order of the Shark samurai adds Stealth and Survival to his list of class skills. His armor check penalties when using the Stealth skill are reduced by 1/2 his level.

Order Abilities: A samurai belonging to the Order of the Shark gains the following abilities as he increases in level.

Merciless: At 2nd level, a Shark samurai gains a +2 bonus to melee damage rolls against a blind, helpless, pinned, prone, or stunned target.

No Escape: At 8th level, any time a samurai of the Order of the Shark provokes an attack of opportunity with a combat maneuver, and the target misses with the attack of opportunity, the samurai gains a +4 bonus to the combat maneuver. A Shark samurai with feats or abilities that cause him not to provoke attacks of opportunity with maneuvers that usually provoke such an attack can choose whether or not he wishes to provoke an attack of opportunity whenever he makes such a maneuver.

Feeding Frenzy: At 15th level, if the Shark samurai reduces his target to 0 hit points or less with a melee attack, once per turn he may immediately move his speed and make a melee attack against another target at his full base attack as a free action. If the original target was also the target of the samurai's challenge, the new target becomes affected by the samurai's challenge if he takes damage from this attack.

Samurai in Aden

Hikaru Shoden – A venerable officer in the Sons of the Dragon, Shoden is a fifth cousin once removed from the great Dragon Emperor himself, a fact that Shoden takes great pride in. Hikaru has held his position for over a century and a half, and during that time has become one of the great swordmasters of his organization. His comrades regard him as something of an artist, capable of doing things with a katana that seem impossible even when he is watched directly with great scrutiny. The recent attempt on the life of the Emperor is something that Hikaru has 'taken as a personal insult, and has privately sworn that he will stop at nothing to see the mysterious Shogun found and executed for his crimes.

Badura al-Nahayan – Raised in Vanora after her father was exiled for crimes he did not commit, young Badura managed to find a place for herself in one of the many dojo in Tanto. There, she taught herself not only the arts of war, but also of honor, and in the fullness of time she returned home to Yzeem and cleared her family's name, allowing her parents and siblings to return to the land of their birth. Sadly, Badura finds herself now out of place in Yzeem, with her decidedly Vanoran sensibilities ill at odds with many of her kinsmen. Every day is a struggle to find her place, but Badura has never been defeated and she does not intend to start now.



Sorcerers occupy a unique position. Arcane magic is quite common in Aden, but derives almost exclusively from study. Although historically they have not endured a great deal of scrutiny, since the Darkfall, many sorcerers have been accused of corruption due to the sudden manifestation of arcane abilities.

There are numerous sorcerer bloodlines that may be more inclined to cause suspicion in others due to the strange nature of the abilities they confer. Indeed, it may be the decision of your GM that some of these bloodlines actually represent corruption by the Darkfall, either as a result of a willing pact on the part of the sorcerer or an inadvertent exposure to the Darkfall's power, similar to that of the fallen class. Some of the bloodlines best suited to this include: aberrant, abyssal, accursed, daemon, infernal, oni, and shadow.

Sorcerers in Aden

Simone Boudelai – Simone is that rarest of things in Le'Ciel – a slave who managed to conceal her arcane powers from the Exarches and thus avoid being turned into one of their Magisters. She concealed herself from them for years, and after the Darkfall, she was a great aid I the revolt that overthrew the remaining Magisters and allowed the former slaves to take control of their nation for the first time. There has been a great deal of chaos and confusion since that time, and Simone has found herself in the unenviable position of being looked up to as a leader by many of her fellow former slaves.

Noctus – The man called Noctus is hopelessly insane, and he knows it. More than that, he revels in it. When the Darkfall came, he was traveling the wilderness in the High Steppes and was waylaid by a massive group of nocturnals. With death staring him in the face, he made the only choice he felt was appropriate; he offered himself, body and soul, to the Darkfall. The truth behind the Darkfall was so great that it utterly shattered his mind, and it was beautiful. Since that time, he has ensured that no less than three settlements have been plunged into chaos and destruction, and none of them remain. At present, he is hidden within the intrigue and corruption at Synthica, the Wicked City, and he hopes to one day bring about its destruction as well.

Summoner

Summoners are not common. The largest numbers of them are found in Vanora, where their abilities grant them considerable prestige when they align with the Way of the Ten Beasts, and in the High Steppes, where they tend to have a more animistic point of view.

Summoners in Aden

Mohajit Jitesh – In recent years, Mohajit's greatest desire was to become an entomancer in service to the Queen Mother. Sadly, that was not to be, for the young man's arcane capabilities were limited to certain kinds of spells that the teachers at the academy had little use for. In his despair, however, Mohajit discovered that he was able to speak to certain spirits, or rather one particular spirit, in a manner unlike anything his teachers had ever mentioned. With practice, Mohajit was able to aid the spirit in manifesting itself in the form of a large beetle, although not exactly like any other beetle found in Kyan. Overjoyed to be of service in some form or another, Mohajit was able to be hired on as an arcane adjunct to the Swarmers, where he serves with great enthusiasm. **Zardis** – One of the most fearsome pirates to plague the southern coastline of Yzeem, Zardis has a reputation for exalting in bloodshed for its own sake. Possessed of a powerful connection to the spirit realms, Zardis has a deadly companion in the form of a massive shark that accompanies his ship at all times, and which is capable of capsizing and destroying smaller vessels completely on its own. The Veiled Council in Balaquim has placed a sizeable bounty on Zardis's head, but as of yet no one has survived long enough to even contemplate claiming it.

Witches, like oracles and sorcerers, tend to be viewed with suspicion since their abilities and their origin could easily indicate corruption. This is rarely the case, of course, but many witches live a life of solitude to escape suspicion.

Witches in Aden

Witch

Miriana Kopriva – Miriana was just a child when she started hearing the whispers from grandmother winter. At least, that's who the whispers said they were from. As she blossomed into a beautiful teenager, Miriana began to gain control over more magic than anyone in her family had ever mastered. She had particular skill with anything involving ice or cold. Unfortunately, after the Darkfall, her fellow citizens of Carraway were less willing to overlook oddities like her, and she was in dire threat of being burned at the stake until a paladin of the Radiant Order smuggled her and her family out of the country. Since that time, she has called Arasteen home. She misses her homeland very much, but she knows it will never be safe to go back there, at least until the Darkfall is ended.

The Old Lady of the Skar – If she has another name, no one knows exactly what it is, but the old woman known by this name is alleged to have lived within the Skar for more than a hundred years. Given that she appears to be human, this is most strange. Regardless, the Old Lady is capable of considerable magic feats, including casting spells, brewing potions, crafting items, and levying powerful curses. She is perfectly willing to do any and

all of these things with and for others, and trades with the various tribes in the Skar who are lacking sufficient magical power of their own.

Wizard

Wizards are extremely common, and the most prevalent arcane spellcasters in the land. It is rare to find a settlement of any significant size that does not have some sort of support in place for local and traveling wizards, so beneficial are their abilities to the people who dwell there.

Wizards in Aden

Egric Aaroth – The assumption that all goreaux pursue the art of mechamagic is more prevalent in Urbana than anywhere else, but Aaroth never placed much stock in such foolishness. Mechamages were interesting, certainly, but pure wizardry offered much more sheer power, and that was what interested Aaroth the most. He studied all colleges of magic equally, but after the Darkfall he became increasingly convinced that embracing darker paths of magic would grant greater insight into, and therefore power over, the forces of the Darkfall. Necromancy became his obsession, and he gained great power. Reviled by many, Aaroth is still welcome in some settlements who are willing to accept the protection of his undead minions over the horrors of the nocturnal hordes.

Mercato Souris – There is no greater tragedy in the history of the world than the death of glorious, beautiful Aramyst. Not a day goes by that Mercato does not spend time in quiet contemplation of all that he lost when the Burning Coast was born. He was a person of power and influence there. Some said he would one day sit on the Celestial College. It was only a quirk of fate that he was in Columbey when the Darkfall occurred. He dwells in the filthy nightmare of Mekanus, making a comfortable living selling his services to the nobles of that nation. It is unfortunate that Columbey had to die as well, but its people made their choice; they could have chosen another fate. Mercato feels no remorse if any of his work is used to further subjugate the people of Urbana. Why should he?





Aden Traits

The <u>Advanced Player's Guide for</u> <u>Pathfinder</u> introduces rules for using Traits to add a bit of uniqueness and flavor to one's character. These can be useful tools for both optimization and role-playing, allowing you to round out your character with options that both fit his character history and round out his abilities simultaneously. Each character is entitled to two Traits at level one, though you may not select more than one Trait from the same category.

Thunderscape introduces a new category: Folk Magic Traits. Adenspecific campaign traits also follow later in this section.

) SKILLS



Folk Magic Traits

Aden is a land rife with powerful magic. Most citizens of Aden know at least one spell. These simple spells are known collectively as folk magic. Folk Magic Traits allow you to make this aspect of the setting a reality in your game. If you are incorporating Thunderscape game options with another setting, definitely check with your Game Master before using any Folk Magic Traits. These traits are intended only for settings where magic is extremely common.

A Folk Magic Trait allows you to select a single 0-level or 1st level spell from either the sorcerer/wizard or cleric/oracle spell list. If this spell is a 0-level spell, you may cast it three times per day. If this spell is a 1st level spell, you may cast it as a spell-like ability once a day, but any effects dependent on caster level are permanently locked at first level. These simple spells require no spellbooks, but you must still rest and prepare your mind for one hour each day to regain expended spells. These spells utilize verbal, somatic, and material components normally, as well as foci.

Determine a folk magic spell's DC normally, using the character's Wisdom, Intelligence, or Charisma. The character must choose which of these ability scores to use at 1st level, and the choice is permanent. Your chosen ability score must be at least 10 (if the spell chosen is a 0-level spell) or 11 (if the spell chosen is a 1st level spell). If your Wisdom, Intelligence, and Charisma are all too low to meet these minimums, you may not choose a Folk Magic Trait (some people just aren't cut out for magic).

To avoid being redundant, these traits have no individual descriptions. Each Folk Magic Trait simply reflects the style of simple magical training your character has undergone prior to his adventuring career, and could follow from a variety of reasons. Perhaps your character learned mending to help his father with his work as a smith. Perhaps he learned that same spell to make an independent living as a tinker. The reasons why your character learned a particular folk magic spell can vary wildly, but are ultimately up to you.

If you gain a level in a spellcasting class that offers the spell you were granted by your Trait's spell-like ability, you may add that spell to your list of spells known in addition to your normal spells known. The spell then ceases to behave according to the usual rules for folk magic and functions like a normal spell granted by that class.

A folk magic spell allows you to use any spell trigger and spell completion items normally. Folk magic spells allow you to use both arcane and divine spell completion items. If a spell has versions on both lists, you may use either completion item (sometimes the wild and unschooled nature of folk magic has its advantages). Wearing armor does not incur arcane spell failure for folk magic spells.

Campaign Traits

Campaign Traits are not intended for any single campaign in particular, but are appropriate for any Thunderscape campaign.

Cosmopolitan Education: The people of Aden come from all walks of life, and possess a wide variety of skills. As a result, you have a unique area of expertise. Select one skill. This skill is always a class skill for you and you receive +1 trait bonus on skill checks when using it.

Ghost: You grew up in dangerous territory. Whether that territory was Darkfall-infested jungle or the wrong part of the big city, you learned to move quietly in a hurry. Stealth is a class skill for you, and all Stealth penalties when moving are reduced by three.

Implanted: You performed a great favor for one of Aden's noble lords. In return, his mechamages rewarded you with a manite implant. Select one minor implant. You receive this implant free of cost, as per the usual rules for gaining manite implants.

Mechanized: You were grievously injured in battle, but were granted a manite prosthetic by a quick-thinking mechamage. Select one limb or an eye – that body part has been replaced by a manite prosthetic. The grueling procedure has toughened you against the Wasting, granting you +2 bonus to your Manite Threshold.

Natural Pilot: You have a natural knack for driving a variety of vehicles. You are considered pilot-trained. You receive a +2 trait bonus to initiative checks any time you begin combat while piloting a vehicle.

Ruffian: You have a history of getting into scraps and picking fights. While this has earned you something of a reputation as a troublemaker, you are also tougher. You gain a +2 trait bonus to your total hit points.

Siege Crewman: You have spent some time as a member of a siege crew in defense of one of Aden's great cities. You gain proficiency with one siege weapon and gain a +1 trait bonus to your Intelligence checks when aiming a catapult, cannon, or similar siege weapon.

Surgeon: You are a skilled and highly accomplished medical practitioner. The Heal skill is always a class skill for you, and you gain a +4 trait bonus to all Heal skill checks to perform long-term care or perform surgery to install manite implants.



Ace Pilot

You are skilled at piloting a variety of manite-powered vehicles.

Benefit: You are considered pilot-trained. Any manite-powered vehicle that you pilot gains a +1 dodge bonus to its AC (as long as you retain your dodge bonus to AC) and a +5 bonus to its speed.

Arcane Contemplation

You have mastered the art of combining sorcerous power with personal spirituality.

Prerequisites: Wis 15, caster level 1st, flurry of blows class feature, the ability to spontaneously cast arcane spells

Benefits: You use your Wisdom, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as spells per day, maximum spell level you can cast, and the save DCs of your spells. You may add your monk level to your sorcerer level for the purposes of determining bloodline abilities. You may add your sorcerer level to your monk level for the purposes of determining the damage inflicted by your unarmed attacks. Your effective sorcerer or monk level cannot exceed your character level.

Arcane Enlightenment

Your pursuit of arcane power has also granted you a curious form of enlightenment.

Prerequisites: Wis 15, Arcane Contemplation, caster level 3rd, flurry of blows class feature, ki pool class feature, the ability to spontaneously cast arcane spells

Benefits: You may spend points from your ki pool as part of a spellcasting action. When doing so, you expend ki points equal to the spell's level rather than one of your daily spell slots. You may expend one of your daily spell slots as part of an unarmed attack. When doing so, you gain an insight bonus on your attack roll equal to the level of the expended spell slot.

Breakneck Speed

Your incredible speed defies all comprehension.

Prerequisite: Mobility, Too Quick To Catch, base attack +7, base speed of 50 or higher

Benefit: Any time you intentionally move 30 feet or more in a single turn (by your own power or in a vehicle or mount under your control) you do not provoke attacks of opportunity for movement or combat maneuvers until the beginning of your next turn. If you are piloting a signature vehicle or mounted on an animal companion, it shares this bonus.

Brutal Sting

Your stinger is longer and sharper than normal.

Prerequisite: Base attack +5, Ilithix race

Benefit: Your stinger damage is increased to 1d8. When making a stinger attack in addition to weapon attacks, you suffer only a -2 penalty to your attack roll.

Normal: When combining weapon attacks and natural attacks, your natural attacks are considered secondary attacks and suffer a -5 penalty to hit.

Cannoneer

You are a master of cannon warfare.

Prerequisite: Exotic Weapon Proficiency with at least one type of cannon

Benefit: When aiming a cannon, the Intelligence check to aim the cannon is a move action, rather than a standard action. You gain a +2 bonus to this check.

Normal: Aiming a cannon is a standard action.

Expedient Inspiration

The legends that empower you do not hesitate to come to your aid.

Prerequisite Importune class feature, manifest legend class feature

Benefits: You may use your manifest legend ability as a move action, rather than as a standard action. You gain an additional use of manifest legend per day.

Special: You can gain expedient inspiration multiple times. Each time after the first, it merely provides an additional use of manifest legend per day.

Expert Gunner

You are a skilled at making ranged attacks from a speeding vehicle.

Prerequisites: Pilot-trained, Point Blank Shot

Benefits: The penalty you take when using a ranged weapon from a speeding vehicle is reduced to -4.

Expert Prowess

You can maintain a defensive posture with minimal effort.

Prerequisites: Int 13, Combat Expertise

Benefit: When you are wielding a shield and a one-handed melee weapon, and using the Combat Expertise feat, you do not suffer Combat Expertise's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Extra Maneuvers

You are adept in a greater number of strategic maneuvers than the average arbiter.

Prerequisites: Strategic maneuvers class feature

Benefit: You gain one additional strategic maneuver. You must meet all prerequisites for this strategic maneuver.

Special: You can gain Extra Maneuvers multiple times.

Extra Prophecy

You are gifted with a greater degree of prophetic abilities. **Prerequisites**: Prophecy class feature

Benefit: You gain an additional prophecy. You must meet all prerequisites for this prophecy.

Special: You can gain Extra Prophecy multiple times.

Extra Steam (Steam)

You have a larger steam reserve than normal.

Prerequisites: Steam reserve class feature

Benefit: Your maximum steam reserve is increased by two.

Special: You can gain Extra Steam multiple times. Its effects stack.

Extra Suffering (Fallen)

You can use your suffering ability more than normal.

Prerequisite: Suffering class feature

Benefit: You gain three additional uses of your suffering ability per day. When taking this feat, you may instead choose to gain one additional use of suffering per day as well as learning one additional condition that you can afflict with it. This condition must be a legal choice for your current level.

Special: You can gain Extra Suffering multiple times. Its effects stack.

Extra Technique

You have mastered an additional scout technique.

Prerequisite: Scout technique class feature

Benefit: You gain one additional scout technique. You must meet all prerequisites for this scout technique.

Special: You can gain Extra Technique multiple times.

Firearms Proficiency (Combat)

You are trained in the use of firearms.

Benefit: You make attack rolls with firearms without penalty. Proficiency with Exotic firearms is not granted by this feat.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Alchemists, cavaliers, barbarians, fighters, golemoid warriors, gunslingers, magi, mechamages, paladins, and rangers are all proficient with firearms. They need not select this feat.

Gearhead

You are an exceptionally skilled vehicle mechanic.

Prerequisite: Craft (machinery) 5 ranks

Benefit: When using Craft (machinery) to build a vehicle or vehicle parts, you create the final product in half the normal time. Additionally, you need only pay 1/5 of the item's price for the raw material cost rather than 1/3.

Great Expertise

You gain heightened benefit from a defensive posture.

Prerequisites: Int 13, Combat Expertise

Benefit: When you are wielding a shield and a one-handed melee weapon, and using the Combat Expertise feat, you gain a bonus to Reflex saves equal to the dodge bonus to Armor Class granted by that feat.



Greater Ram (Combat)

Enemies are well advised to not stand in the way when you're behind the wheel.

Prerequisites: Improved Ram, Dex 13+, Mobility, pilot trained, base attack bonus +3

Benefit: You receive an additional +2 bonus on checks made to ram a target and to your Combat Maneuver Defense against ram attacks. Your vehicle ignores the first 20 points of collision damage during any ram you initiated.

Gutshot (Combat)

You can use a firearm to inflict a vicious wound.

Prerequisites: Dex 17, Point Blank Shot, Deadly Aim, base attack bonus +6

Benefit: When using a firearm, your first attack each round automatically inflicts maximum damage (as if you had rolled the highest possible result on each die) and the damage bonus from Deadly Aim is increased by 1-1/2 times normal. Only the weapon's base damage dice are affected; additional damage dice due to effects such as sneak attack, weapon abilities, Vital Strike, or additional damage rolls from critical hits are not maximized in this manner.

If your first attack in the round misses, this effect is wasted for the round.

Hive Prodigy

You possess an enhanced mastery of your entomantic abilities. **Prerequisite**: Insect mastery class ability

Benefit: You gain an additional insect mastery. You must meet all prerequisites for this mastery.

Special: You can gain Hive Prodigy multiple times.

Horrific Display (Fallen)

You can project your suffering against multiple enemies in a revolting display.

Prerequisite: Suffering class feature

Benefit: When using your suffering class feature, you can expend two uses of the ability to affect a number of enemies up to your Charisma modifier rather than just one. When used in this way, your suffering ability has a range of thirty feet. All affected enemies must be in range.

Improved Folk Magic

Your folk magic is more refined than most.

Prerequisite: Any Folk Magic Trait

Benefit: If the spell granted by your Folk Magic Trait is a 0-level spell, you may now cast it an unlimited number of times per day. If the spell granted by your Folk Magic Trait is a 1st level spell, you may now cast it three times per day and its caster level is now equal to your character level.

Improved Ram (Combat)

You are adept at driving your vehicle headlong into your hapless enemies.

Prerequisites: Dex 13+, Mobility, pilot trained, base attack bonus +1

Benefit: You do not provoke any attack of opportunity when performing a ram combat maneuver. In addition, you gain a +2 bonus on checks made to ram a target and +2 to your Combat Maneuver Defense against ram attacks. Targets of your ram maneuvers may not move to avoid you.

Inspiring Mechamagic

You have exceptional control over your golem minion.

Prerequisite: Golem minion class feature

Benefit: Your golem minion's Loyalty is increased by 1.

Special: You can gain Inspiring Mechamagic multiple times. Its effects stack.

Intense Sight

You can draw upon your second sight more frequently.

Prerequisite: Second sight class feature

Benefit: You gain three additional uses of your second sight per day.

Special: You can gain Intense Sight multiple times. Its effects stack.

Juggernaut Punch (Steam)

You can use your juggernaut implants to perform a devastating charge attack.

Prerequisites: Base attack bonus +7, juggernaut combat specialization

Benefit: You may spend a steam point when performing the charge action with your slam attack. The resulting charge inflicts double normal damage. If you successfully damage your opponent, you may make a bull rush combat maneuver as a free action. If this maneuver is successful, your opponent is pushed back the same distance that you charged.

Lightning Cascade (Steam)

You can release bolts of contagious electricity from your lightning sword.

Prerequisites: Base attack bonus +7, steamreaver combat specialization, Exotic Weapon Proficiency (lightning sword)

Benefit: You may spend one steam point as a free action before any attack roll with a powered lightning sword. If you successfully hit your target, a bolt of electricity leaps from the target and strikes another enemy within fifteen feet. This does electricity damage equal to the total damage inflicted to the primary target. The secondary target may make a Reflex save (DC equal to 10 + your Strength modifier + $\frac{1}{2}$ your level + the lightning sword's enhancement bonus) for half damage.

Magma Eruption (Steam)

You can swing your magmaxe in a mighty arc, incinerating your foes.

Prerequisites: Base attack bonus +7, steamreaver combat specialization, Exotic Weapon Proficiency (magmaxe)

Benefit: When wielding a powered magmaxe, you may spend one steam point as a standard action to release a burst of flame. All creatures within a 10 foot burst centered on you take fire damage equal to your normal melee attack damage. You may apply the bonus damage from Power Attack to this effect, if you possess that feat. All affected creatures may make a Reflex save (DC equal to 10 + your Strength modifier + ½ your level + the magmaxe's enhancement bonus) for half damage.

Manite Blood (Steam)

You are unusually resistant to the Wasting, allowing you to receive more manite implants without negative effect.

Benefit: Your Manite Threshold is increased by 2, increasing the number of implants you may acquire without accruing advanced symptoms of the Wasting. If you possess levels in a true golemoid class, your maximum number of implants (of the most powerful type of implant available to you when you take this feat) is increased by one instead.

Special: You may gain this feat multiple times, though no more than once per every five levels you have obtained.

Poison Spit

You have developed the rare ability to gather forth a mouthful of blinding bile and project it upon your enemies.

Prerequisite: Base attack bonus +3, rapacian

Benefit: As a standard action, you may project a wad of vile spittle up to 30 feet. This is a ranged touch attack poison effect. The target must make a Fortitude save vs. a Difficulty Class equal to $10 + \frac{1}{2}$ your level + your Constitution modifier or be blinded for three rounds. A blinded enemy may attempt to end the effect by cleaning his eyes as a move action. If he has access to at least a gallon of liquid, this is automatically successful. If not, he merely gains an additional Fortitude save against the original DC.

You may use your poison spit a number of times per day equal to 3 + your Constitution modifier.

Optional Rule: Racial Feats as Bonus Feats

A number of feats represent advanced abilities common among a given race. Some examples are True Form, Poison Spit, and Brutal Sting – though any feat from any source that lists a specific race among its prerequisites should be considered a racial feat.

To make these feats more attractive options, the GM may wish to consider them more accessible. Any time a character class gains bonus feats selected from a limited list (such as those gained by a fighter, monk, sorcerer, or wizard) consider adding a player character's racial feats to the list of options. If you choose to use this optional rule, be sure that character still meets all prerequisites of the feat.



Powerful Aspect

The legends empower you, granting additional aspects of their strength.

Prerequisite: Aspects class feature

Benefit: You can draw on an additional aspect per day. **Special:** You can gain Powerful Aspect multiple times.

Rain of Steel (Steam)

You can unleash a devastating rain of bullets from your integrated cannons.

Prerequisites: Base attack bonus +7, gunner combat specialization, Point Blank Shot, Rapid Shot

Benefit: As a full round action, you may spend a steam point and indicate a 30 foot cone emanating from your position. You may make a single attack using your integrated firearm at your highest attack bonus against each enemy in this cone. Until the beginning of your next turn, any enemy who moves within the cone provokes an attack of opportunity from you. You must make this attack with your integrated firearm. All of your attack rolls suffer a -4 penalty when using Rain of Steel.

Scatter Master (Combat)

You are skilled at using a scattergun to cover a wide area.

Prerequisites: Scattergun proficiency, base attack bonus +6

Benefit: When firing both barrels of a scattergun, you can choose to spread your damage over a 20 foot cone rather than one of the standard effects. All targets within the area suffer damage as if you fired both barrels at a single target (typically 4d4 damage, plus any other applicable modifiers for ammunition, magical item special abilities, and the like). Affected targets may make a Reflex save (DC 10 + your base attack bonus + your Dexterity modifier + the scattergun's enhancement bonus) for half damage.

Studied

You have put extra effort into broadening your mind.

Benefit: You gain +1 skill point per Hit Die you possess, and an additional skill point each time you gain a Hit Die.

Special: You can gain Studied multiple times. Its effects stack.

Technical Mind

You have a natural talent for improving vehicles.

Prerequisites: Signature vehicle class feature

Benefit: All of your signature vehicles gain an additional bonus feature. If you gain a new signature vehicle, it likewise gains a bonus feature.

Special: You can gain Technical Mind multiple times.

Thunder Reckoning (Steam)

You can drive your thunderhammer into the earth, creating a powerful shockwave.

Prerequisites: Base attack bonus +7, steamreaver combat specialization, Exotic Weapon Proficiency (thunderhammer)

Benefit: When wielding a powered thunderhammer, you may spend one steam point as a standard action to unleash a sonic shockwave in a 30 foot line. Make a trip combat maneuver against the nearest enemy in the line. Your CMB is calculated as if you were one size larger for this maneuver. You provoke no attack of opportunity with this maneuver and cannot be tripped in return if you fail. You inflict sonic damage equal to your weapon damage to any enemy who is successfully tripped. If this trip attack fails, the effect ends. If this trip is successful, you make another trip attack against the next closest enemy in the line. Repeat until the effect ends or there are no more enemies in the line.

If any unattended objects are in the line, you must make an attack roll to break the object, ignoring the object's hardness and inflicting normal weapon damage.

Tinkerer

You are extremely skilled at creating inventions.

Prerequisites: Invention class ability

Benefit: You can create an additional primary invention, an additional secondary invention and one additional mod, or two additional mods. Once chosen, the additional invention slot is permanent.

Special: You can gain Tinkerer multiple times.

Too Quick To Catch

Your speed confounds and defies your foes.

Prerequisite: Mobility, base speed of 40 or higher

Benefit: Any time you intentionally move 30 feet or more in a single turn (by your own power or in a vehicle or mount under your control) you gain a +2 dodge bonus to AC until the beginning of your next turn. If you are piloting a signature vehicle or mounted on an animal companion, it shares this bonus.

Tormentor (Fallen)

The misery you inflict upon others is unusually potent.

Prerequisite: Torment class feature

Benefit: The save DC of your torment and suffering abilities is increased by 1.

Tranquil Spell (Metamagic)

Your spells do not require a high degree of intense concentration.

Benefit: A tranquil spell only requires a move action, rather than a standard action, in order to maintain concentration. You receive a +4 bonus to all concentration checks to maintain concentration on a tranquil spell.

A tranquil spell uses up a spell slot one level higher than the spell's actual level.

True Form

You have used a particular form so much that you no longer require a fetish.

Prerequisite: Echo, Disguise 5 ranks

Benefit: When using your transient form racial ability, you may mimic a specific individual even without a fetish in your possession or when you are unconscious. This must be an individual whose form you have previously mimicked for over twenty-four hours, total. You must have possessed an appropriate fetish at one point, and consumed it. Your ability is considered an extraordinary ability when mimicking this subject, allowing you to maintain the power even in areas where magic does not function.

Vermin Caller

You have a greater ability to summon and control verminous servants.

Prerequisite: Verminous call class ability

Benefit: You gain an additional use of your verminous call class ability per day.

Special: You can gain Vermin Caller multiple times. Its effects stack.
New Uses for Skills

As skills are one area of Pathfinder that tends to remain more or less unchanged from sourcebook to sourcebook, we've avoided introducing any new skills (though one new variation of the Craft skill, machinery, is present). A few old skills have a bit more importance and a few new applications in Thunderscape campaigns. Many of these new applications are also discussed elsewhere in this book, but they have been collected here for ease of reference.

Craft (Machinery)

This variation of the Craft skill deals with the creation and repair of high tech (and often mass-produced) machinery. This skill is of particular use when dealing with vehicles, but can be applied to any advanced piece of machinery. Craft (machinery) can also be used for any of the following applications.

Build Vehicles: While the standard Craft rules work well enough for objects of relatively low value, their dependence entirely upon the gp worth of an item can cause some strange things to happen (requiring several months to create a single dose of poison or several weeks to fashion a dagger out of silver when a steel one would have required only a few hours). Vehicles, unfortunately, fall into this category.

Rather than utilizing the normal equation for determining progress through the item's base cost, vehicles take a set amount of time to create. At the end of this time, make a Craft (machinery) roll against the vehicle's Craft DC. If this succeeds, the vehicle is complete. If this fails, you may continue your work and make another check at the end of the vehicle's Craft interval. This process continues until the check is successful.

Building a manite-powered vehicle from scratch is impossible without access to machining tools and a large garage workspace. The GM may waive this in extremely rare situations, such as if one is constructing a vehicle from the remains of dozens of ruined vehicles in a scrapyard, but this is an exception to the rule. If building a vehicle without at least six capable assistants with the Craft (machinery) skill, triple the times listed. This process creates only the vehicle itself. The vehicle's engine and weapons must be created separately. Like in standard crafting, you must pay 1/3 of the item's standard cost in raw materials.

The times listed on the following table are intended to strike a compromise between reality and practicality. While one should probably not expect to cobble together a functioning vehicle in a matter of weeks, neither should the GM and party be expected to put the entire campaign on hold while a teammate crafts a vehicle.

Vehicle	Craft DC	Time Required	Craft Interval
Thunder Cycle	15	1 week	1 day
Steamwagon	15	2 weeks	1 day
Sea Star	15	2 weeks	1 day
Squall	25	2 months	1 week
Scuttler	25	2 months	1 week
Dragon Glider	25	1 month	1 week
Wind Reaver*	35	3 months	2 weeks
Dawnbringer*	35	4 months	2 weeks

Table: Building Vehicles

*Building this vehicle is impossible without a crew of at least 6 mechanics.

Piloting

Pilot Training: Piloting itself is not a skill, but the ability can be gained through learning skills (as well as by other means; see the Vehicles section for more details). Pilot training can be gained by accumulating a total of ten skill ranks in the following skills: Craft (machinery), Disable Device, Knowledge (engineering), Spellcraft, and Use Magic Device.

Craft replacement parts: Craft (machinery) can be used to create spare parts in advance, as per the usual rules for the Craft skill. You can create any value worth of parts in advance, which can later be used to repair vehicles or other machinery. See vehicle repair, under Knowledge (engineering) for further details regarding how to use these parts once crafted.

Vehicle weapons: Adding or removing a vehicle weapon to a vehicle requires one hour of maintenance and a Craft (machinery) check vs. DC 15.

Heal

The heal skill is already used to perform complex surgery. The surgery required to install manite implants falls under the purview of this skill. See the section on Manite implants for rules regarding implant surgery.

Knowledge (Engineering)

This skill serves as the partner skill to Craft (machinery) in vehicle repair and maintenance. While Craft (machinery) grants the ability to build the vehicle and its parts, Knowledge (engineering) allows a mechanic to make repairs and perform maintenance.

Maintenance: When a vehicle is subject to a critical hit or various other effects, it may require maintenance or risk a mechanical failure. The DC for this maintenance varies depending on the effect and the amount of maintenance required. See the vehicles section for more details.

Vehicle Repair: Knowledge (engineering) can be used to repair hit point damage to vehicles. With four hours of work and a Knowledge (engineering) check vs. DC 15, you can repair an amount of hit point damage equal to your skill rank. For every ten points by which you exceed this DC, you repair an additional amount equal to your skill rank. This process requires spare parts of a value proportionate to the damage done. For basic vehicles, this amounts to 5 gp worth of parts per hit point of damage. For advanced vehicles, this amounts to 10 gp worth of parts per hit point of damage. For superior vehicles, this amounts to 15 gp worth of parts per hit point of damage.

Mechanical failures can also be repaired using the Knowledge (engineering) skill. This process is described in the Vehicles section.

Spellcraft

Just as with other magic items, the Spellcraft skill is used to create manite implants. The Craft Magic Arms and Armor feat is also required to make these items.

Use Magic Device

This skill can be used to hotwire manite-powered vehicles, as described in the vehicles section.



THE HISTORY OF ADEN

Aden is a world with a long and storied history, marked by both terrible conflicts and prodigious advances in learning and science. Generally speaking, Aden's scholars agree upon broadly divinding history into specific ages that make up the vast majority of recorded history as well as the enigmatic periods of the Known Lands' prehistory.

Pre-History

The ancient roots of Aden's people remain something of a mystery due to the extensive loss of knowledge that was suffered during the Great War (see below). In modern Aden, there are occasional ruins that hint at what might have existed prior to the beginning of the Golden Age, but attempts to learn more from these remnants have typically yielded more questions than answers. Temples found in Carraway and the High Steppes hint at the existence of ancient lost religions, and strongholds such as the one in which Burcham's Pass was created may suggest advanced peoples that no longer walk on the face of Aden. Unfortunately, there seems to be no method by which these mysteries can be unraveled, especially in the chaos following the Darkfall.

The little that can be gleaned from this era is taken from the records of the elves and dwarves, who have marginally more complete records than the other races. It is known that during this time, the elves maintained a serene civilization centered around the beautiful Sylfanus Forest in what is modern day Arasteen. The elves were once xenophobic in the extreme; however, partial records indicate that a powerful divination ritual on the part of one of the elves' most powerful and influential spellcasters ended this custom. The ritual revealed that the elves would eventually come to absolute ruin and perish from the world if they did not unite with what they, at that time, regarded as the lesser races. Records suggest that a debate that lasted for centuries was held before the elves finally chose life and ended their self-imposed quarantine from the other races, joining fully in the growing civilization of Aden.

At some point during Aden's prehistory, the dwarven people emerged from their subterranean empire and encountered the surface world for the first time. In the beginning, they believed that they had intruded upon heaven, and that the sun was a wrathful god. One especially bold soul realized that this was not the case, and chose to explore. She recognized that it was simply another part of the world, and many joined her in venturing forth to create a great fortress-city, a settlement that persists to this day, more than one thousand years later, as Top of the World in the northern Wall Mountains. Unfortunately, this bravery caused a terrible schism within the dwarven people, and fully three guarters of their race withdrew completely in the earth, swearing vengeance upon the quarter that chose to embrace life on the surface world. To this day, despite the travails of the Darkfall, the conflict between the divided peoples of the dwarven race persists.

The Era of War

Slightly more than four centuries prior to the historic Peace of the Rose, an event that marks the beginning of Aden's successfully recorded and documented history, historians agree that the first skirmishes of a great war that would eventually envelope the entirety of Aden began. Like so much else prior to the dawn of the Golden Age, the particulars concerning the beginning of what would come to be called the Great War are unknown. The precise factions who initiated the conflict remain a mystery, but the conflict gradually spread all across the continent, with virtually every known tribe or nascent kingdom participating at some point. Matters of territory, religion, philosophy, and virtually every other possible cause of conflict were involved at one point or another, so much so that the war ceased to have any unifying theme or purpose, and was perpetuated for its own sake over and over again, with entire generations being raised in the throes of a war that they did not fully understand, but to which they committed everything.

The Great War is the cause of the dearth of knowledge possessed by modern citizens of Aden concerning their past. Conflicts of religion and ideology, as well as sheer pettiness and vengeance, saw the libraries and oral traditions of entire cultures and races wiped from the face of the world, with no one remaining to remember them. Only the wisest and most organized races, primarily the elves and dwarves, managed to retain any trace of their historical records, and even then only in very limited amounts. The elves managed to preserve a reasonable amount of arcane lore, while the dwarves protected their treatises on mining, metallurgy, and related fields; both also have surprisingly intact records of lineage, but little else.

A relatively recent historical theory holds that the incredible loss of knowledge during the Great War could not possibly have been an accidental occurrence. The sheer volume of information lost, and the uniformity with which such loss occurred within every known cultural and racial group, can only have been conducted through a deliberate effort, or at least so the theory holds. Prior to the Darkfall, this theory was regarded as the domain of the hopelessly paranoid, but in its aftermath there are those who have begun to suspect not only that this may be the case, but that it may have been related to the Darkfall in some way.

The Golden Age

The lion's share of Aden's modern history falls within a period somewhat ambitiously entitled the Golden Age. Notable for the extreme scarcity of major conflicts during this period, the peace afforded by the Golden Age allowed for significant development to be made in all areas of learning, although the most significant advances by far were made with regards to the advancement of technology. Initially, technology was developed as an alternative to magic because of the inability of magic to create lasting enchantment effects; due to Aden's particular metaphysics, metals cannot retain magical enchantments long-term, limiting the creation of magical items to stone and organic materials. Because of this limitation, many in Aden considered alternate avenues of development, and the most significant advance made during this period of history is the harnessing of steam as a power source.

The modern nations of Aden all have their roots in the Golden Age in one form or another. Most were created during the accords at the Peace of the Rose, which established the boundaries and governments of Arasteen, Columbey, Kyan, Yzeem, Vanora, Aramyst, and Carraway. In later years, the nations of Le'Ciel and Ionara would be added to their ranks and given the opportunity to sign the Rose Accords.

The Golden Age is regarded by many as the pinnacle of Aden's achievements and civilization, and its loss is mourned regularly in the dark days of the present era. Ironically, it was neither war nor cataclysm that brought about the end of the Golden Age, but the continuing advancement of magic and technology. More than eight centuries after the Peace of the Rose, scholars and scientists in Aramyst (although this nationality is debated somewhat among certain scholarly circles) discovered the existence of a previously overlooked mineral that could retain magical enchantments indefinitely. This mineral, soon christened manite, quickly became one of the most valued commodities in the Known Lands.

The Age of Thunder

The discovery of manite and its essential, magic-retaining properties transformed Aden in a very short period of time. Throughout the Golden Age, magic and steam technology were avidly pursued by virtually all nations to varying degrees. Metal weaponry was already in production despite the inability to merge it with magic, simply because enchanted weapons of other materials were difficult to produce in any significant quantity. The ability to fuse the pursuits of magic and technology rapidly advanced the cause of both, dramatically escalating mining operations throughout the continent. Most nations were fortunate enough to find at least trace amounts of the metal, which had either gone undiscovered due to its small quantities, or which had been mistaken for another metal. The richest deposits were discovered in Columbey, enough to ensure that they were able to trade additional amounts to the other nations at a tremendous benefit.

Although the shortest of Aden's great ages, the Age of Thunder heralded advances unlike anything in recorded history, and remains perhaps the most significant period in the world's development to its present state.

The Dark Era

The decade since the occurrence of the Darkfall, an incident that effectively cut the Age of Thunder short, has seen dramatic, malevolent change throughout the whole of Aden. The world's population is a fraction of what it once was, and many great cities and scholars perished terribly during that dark day or in the weeks and months that followed. In modern Aden, survival is the most pressing concern for most citizens, and living from one day to the next is something that many cannot afford to take for granted.

Timeline

Year 420BP

Simmering hostilities between the many tribes and kingdoms that dominate the continent of Aden break out into numerous small conflicts. These quickly escalate into a much larger battle that involves dozens of different groups and more than ten different kingdoms. Although participants come and go as different tribes dissolve, are created, and alliances are made and broken, the war does not completely stop for more than four centuries.

Year 259 BP

A spiritual elven woman named Chandrey writes her personal feelings on theology and philosophy, creating what will become the holy scripts of the Church of All Saints. During her long life, she brings the Church into reality and constructs the Cathedral of All Saints over ancient ruins in what will become modern Carraway. Known for her kindness and firm character, Chandrey is given the title of Theocrat of the Church, a title she holds until her death centuries later.

Year 222 BP

Denizens of the Misland island chain off the southeastern coast of Aden grow weary of the pirate attacks that have been plaguing them for years. Relations between different settlements in the islands grow increasingly fractious until it seems as though the denizens there might fall to all-out war. One man, a determined warrior named Kavi Davimposa, takes a crew and captures a pirate vessel. Using it, Davimposa and his men proceed to capture more and more ships, creating a fleet cannibalized from pirate forces. This fleet is then used to wage terrible war upon the plague of piracy destabilizing the region, and in turn gives the people of the Mislands a symbol to unite behind.

Year 109 BP

An elven warlord named Dyus unites numerous tribes in the southeastern portion of Aden through the creation of a new philosophy that unites their cultural beliefs. After a successful campaign to bring the warriors of the tribes together as his army, Dyus declares himself the first Emperor of Vanora, and plunges his dagger into the earth at the southernmost tip of the territory he has claimed, declaring that he will build his capital city on that spot.

Year 27 BP

A druid of unprecedented power rallies others to her cause and proclaims the vast Crawling Jungle to be her domain, free from the conflicts that continue to break out all across the continent. Within a matter of months, numerous warbands attempt to test her dominion over the jungle, but none survive. The druid rapidly becomes known for her affinity with the giant insects of the jungle, and many of her followers come to share her abilities. By the time the Peace of the Rose accords are established, the druid is recognized as the first Queen Mother of the kingdom of Kyan.

Year 1

Utterly exhausted by generations of near-constant warfare, the people of Aden are desperate for relief. The most powerful leaders of the nascent nations of the continent come together in a small town called Rose and, over the course of a week, come to an agreement to ensure that war the size of the so-called Great War is not repeated. Under the accord of the Peace of the Rose, modern national boundaries are established, a universal calendar is adopted, and a treaty ensures that if any single nation instigates hostilities against another, all remaining nations will unite against it to end the conflict quickly. History does not recall the individual responsible for initiating this most sacred event, but one of the most prevalent theories among scholars is that it was the first Emperor of Vanora who did so, hence the continentwide adoption of the Vanoran calendar. This ushers in the period known as the Golden Age.

Year 10

Only a few short years after the creation of Aramyst, the ruler of that nation, a faerkin sorcerer, abdicates his throne and dissolves its power. He instead cedes power to a hand-selected group of peers, the most powerful and influential spellcasters of the nation. This group forms the Celestial College, the new ruling body of the nation. A small group of spellcasters offended at their exclusion from membership within the Celestial College, abandons Aramyst and travels north to a large island off the continent's northern coast, where they found the fledgling nation of Le'Ciel.

Year 117

The monarchy of Arasteen, currently occupied by a bold and noble man named Tirrian, is permanently changed by the creation of the Radiant Order, a militant paladin organization created by Tirrian and founded on the twin precepts of judgment and compassion. The order's creation is spurred on by an attack on the city of Sea Reach by a force of mercenaries under the command of a sorcerer from the Grey Islands. The loss of life in the battle to reclaim Sea Reach is staggering, and Tirrian ultimately realizes that if his knights are to truly serve the people, they must extol



compassion and healing as well as force of arms and justice. To signify his devotion to the new order, Tirrian declares that the throne of Arasteen will no longer be a traditional monarchy, but rather each king shall be selected only from the ranks of the Radiant Order.

Year 126

Near the village of Hammlish in the nation of Arasteen, King Tirrian battles and ultimately defeats a massively powerful supernatural entity known as the Lord of the Pale. This entity, whose origin remains a mystery almost a thousand years later, was said to be the embodiment of plague, pestilence, and virulence. The particulars remain unknown to all but the king and his knights, but the Pale One is defeated and mystically bound so that it can never again trouble the people of Arasteen.

Year 189

An elven refugee, having spent centuries developing alchemical practices that ultimately result in the creation of a magical item called a hearthstone, takes his family and travels north of Arasteen to the frozen north. There, he establishes a settlement to carve out a life from the ice and snow. Hearthstones allow his followers to thrive, and the diamonds they harvest from the glaciers there rapidly ensure they are quite wealthy. The citystate of Ionara is soon recognized by the other nations.

Year 223

After her death at an extremely advanced age, the first Theocrat of the Church of All Saints in Carraway is honored by her successor when the nation's capital is renamed St. Carraway in memory of her. The line of mourners at the grand cathedral she built is said to be more than three miles in length.

Year 332

After a lifetime of experimentation and failed attempts, a powerful wizard in Aramyst succeeds in his attempt to create a hybrid of men and animals. These creatures, which the wizard names Ferrans, are intended to be like men in form, but shorter lived and far less intelligent, making them a perfect race of servants for the sophisticated people of Aramyst. The experiment is vastly more successful than anticipated, however, dramatically increasing both the animals' lifespan and intelligence as they are transformed.

Year 416

After nearly a century of oppression and subjugation by their creators in Aramyst, the Ferran people rise up and turn against their masters, uniting in a massive revolt that catches the Celestial College and its government completely off guard. The revolt spreads like wildfire, and soon embroils much of the nation in a guerilla war known as the War of Beasts.

Year 424

After nearly a decade of war, emissaries from the Celestial College offer peace to the Ferran rebels that have spent years disrupting every aspect of life within the nation. The only condition is that the leader of the revolution, a raven Ferran named Sonerus, remands himself into the College's custody for trial as a war criminal. Sonerus agrees, but his people do not. It appears that the war will resume until delegations from other nations, including both Arasteen and Yzeem, make it clear that if the conflict progresses further, their support will be for the oppressed Ferrans. The Celestial College grants amnesty to Sonerus and his people, and the War of Beasts comes to an end.

Year 559

A necromancer of astonishing power reveals his decades-long plan to conquer the whole of eastern Aden. Known as the Silent One, the necromancer, his cult of spellcasters, and their legions of undead warriors quickly seize control of the region that will one day become the High Steppes, and they soon move into portions of Carraway, the Sundered Desert, and even western Aramyst. The armies of Aden are mobilized en masse for the first time since the Peace of the Rose, and a desperate war is waged that lasts the better part of a year. The final defeat of the Silent One results in a wave of negative energy that cascades across most of the High Steppes and Carraway, resulting in a permanent tendency for the land to spontaneously produce higher levels of undead than found anywhere else in the world. Several of the personal journals of the Silent One disappear after his death, and it is assumed that some of these give rise to the necromancer Scratch, who plagues western Aden centuries later.

Year 667

Dwarven alchemists in Top of the World discover, largely by accident, the practices necessary to produce gunpowder. Although initially employed as an explosive to assist in mining, the ever practical dwarves quickly develop the notion of explosively propelled projectiles into a reality, resulting in primitive muskets and wheel-locks within a matter of a few years.

Year 671

An enclave of goreaux arcanists, spurred on by the discovery of gunpowder a short time previously, discover the basic elements of steam power at their laboratory in the central Wall Mountains. Savvy in the ways of the world, the goreaux make their discoveries available to all the nations of Aden for a price, and soon become some of the wealthiest individuals in the world.

Year 817

Weary of the rampant corruption in the Council of Seven that rules the nation of Yzeem, a young, newly appointed member of the Council disguises his identity to ensure that he cannot be bribed or intimidated outside of the chamber. Known simply as the Green Counselor, he spearheads a reformation movement that eventually restores the sanctity of the Council, despite numerous attempts to assassinate him by the corsair captains who previously enjoyed control of the organization.

Year 845

A wizard and technologist in the nation of Aramyst discovers a new, rare mineral in the mountains of his homeland. Experimentation quickly reveals that once refined, this new substance, which is christened manite, retains enchantments placed upon it indefinitely, something that has never been accomplished with any other metal or alloy. Attempts to keep the discovery of this mineral are futile, and soon all nations are scouring their mountains and mines for any sign of it. While far rarer than other metals, manite is still discovered in at least one location in every nation, ensuring that trade for it remains relatively brisk and even. Although it is not recognized at the time, the radical improvements the discovery of manite has on the advancement of steam technology and the creation of mechamancy result in scholars later decreeing that the discovery of manite begins the Age of Thunder.

Year 919

The king of Ionara, a descendant of the founder Ionarus, suffers an incredible tragedy when one of his twin infant daughters is lost to the terrible currents of the glacial river that serves a vital trade role within Ionara. The river is renamed the Tongue of the Child after the terrible cries that are released in the child's last moments, and which are said to echo occasionally throughout the subterranean caverns ever after.

Year 1061

The Emperor and Empress of Vanora, seemingly long plagued with the common elven malady of infertility, give birth to a son whom they name Dyok, after his father. The birth of an heir is cause for the entire nation to celebrate, and festivals are held for weeks on end. The celebrations have a tragic end, however, as someone in attendance at the Emperor's court suggests that the sudden birth might be due to infidelity on the part of the Empress. Emperor Dyok has the man executed on the spot, a rare showing of wrath for a monarch known for his just rule.

Year 1090

One of the youngest members of the Radiant Order, a knight named Corben, is kidnapped by a bandit king after his patrol is all slain. Hoping to claim a ransom from the order, the bandit is unprepared for his hostage's courage and ingenuity. Corben escapes his cell, climbs the exterior of the bandit's fortress, steals a sword, captures the bandit king and escapes without being detected. Understandably, Corben becomes the subject of much attention as a result, and five years later, he is elevated to the rank of Paladin upon the death of his predecessor.

Year 1101

One of the greatest arcanists in the nation of Arasteen as well as a close personal friend of the Paladin, the wizard Territus founds the elite Academy Lora Aracana in the heart of Sea Reach.

Year 1105

A former student cast out from the Academy Lora Arcana for dabbling in forbidden magic, Terramys Scratch returns to threaten Sea Reach with an army of undead raised from the failed colony Grissom in the Grey Isles. Scratch's former teacher, Territus, is forced to face the necromancer himself, ultimately destroying the ship Scratch was on as it attempted to flee the harbor of Sea Reach. Unfortunately, the undead under Scratch's command do not dissipate afterwards, indicating that the necromancer either survived, or perhaps more disconcerting, continues to exist as a lich or other undead entity himself.

Year 1110

Month of the Dragon: In the final days of the year, the Red Prophet, Karasynn, comes before the Elders of the Celestial College in Aramyst and warns of a coming disaster. Convinced of his words and gravely concerned with the similarity between Karasynn's foresight and those offered a short time earlier by the Blind Seer of Arasteen, the Elders sent to the various nations of Aden in search of champions, and some of the world's greatest warriors respond. Among them is Kallon, the Paladin of Arasteen, who sets aside his ongoing tour of eastern Aden, dispatching his men home to serve as his nation's champion.

Year 1111

Month of the Serpent: Champions from eight nations of Aden, trained by the Celestial College Elders, set out on a quest through the legendary nether portal, a gateway to worlds beyond Aden. They are gone for several weeks, and not all return. Those who do return are in possession of an ancient and terrible skull, the origins of which are known only to the heroes themselves and the Celestial College. They promptly destroy the skull along with a number of other mysterious artifacts.

Month of the Eagle: In the height of winter, the paladin Kallon and his entourage resume their tour of the continent, lending succor to those who need it. In the village of Rose, they encounter the Blind Seer of Arasteen, who gives Kallon warning only moments before the Darkfall envelops Aden. The coastline of Aramyst, including the capital city Regorra and the Celestial College within it, erupt into flame, killing everyone within the city.

Month of the Wolf: After a bloody, two-month journey, the mercenary known as Marlek returns to his homeland in Columbey and quickly finds a place among the king's personal forces. King Warrus of Columbey falls in battle shortly thereafter, however, slain by the nocturnals. His bloodied crown is taken up by Marlek, who rallies the king's remaining troops, returns to the capital city of Tarello, and breaks the nocturnal siege that has held the city captive for days. In the aftermath of the victory, Marlek takes the skull of the nocturnal leader and creates with it a scepter, declaring himself the new king, Lord Urbane. Although many among the nobility vigorously oppose him, the commoners are so grateful for his ending the siege that they offer no resistance. In a matter of weeks, Urbane renames the nation Urbana and its capitol Mekanus, making clear his intent to aggressively pursue mechamagic as a means of combating the Darkfall.

In Vanora, Emperor Dyok succumbs to the attack of a lifedraining nocturnal and lapses into a coma. He is avenged within moments by his son, Dyok the Younger, but the younger elf is unable to resuscitate his father, and is shortly thereafter proclaimed the new Emperor until such time as his father recovers from his injuries.



Month of the Shark: After fighting for survival in the weeks following the Darkfall, the massive nomad band under the control of a bandit calling himself the Dust King seeks refuge from the harsh conditions of the Sundered Desert and the predation of the nocturnals by traveling to the massive mesa known as Terrotaxus's Tower. The Dust King flies to the mesa alone atop a drake, and returns with one of the eyes of the great dragon Terrotaxus. His band of nomads quickly uses the drakes to reach the top of the mesa, where they begin constructing a permanent home from the dead dragon's indestructible bones.

Month of the Drake: In the crisp fall weather, the lone warrior Ivar faces a pack of vicious nocturnals. Resigned to death, Ivar swears that the beast he faces shall not slay him. He lapses into a fugue state and awakes shortly afterwards to face an entire pack of slaughtered beasts. In the weeks and months following, Ivar develops this skill into the philosophy of the red haze.

Year 1112

Month of the Fox: The only three surviving warlords of the High Steppes, each holding the position of Kazan, come together to determine the future of their nation. The three decide that they shall rule the High Steppes, but disagree as to who shall lead. The sorceress Lilith has no desire to lead, but the warriors Tovar, a human, and Mikal, a jurak, each refuse to relinquish power to the other. Lilith suggests a traditional joust, which Tovar wins, to the surprise of all. Tovar is decreed the ruling Kazan of the High Steppes for a period of ten years.

Month of the Basilisk: After a year of frantic construction, the Dust King's nomads complete the construction of the Black Citadel, a massive tower atop the mesa formerly known as Terrotaxus's Tower. The bandit lord known as the Dust King declares himself the Rhanate, ruler of a vast nation of the same name that stretches from the Wall Mountains east to the Veldt and encompasses the entirety of the Sundered Desert. Although his claim is never formally recognized, in short order he becomes equal to many monarchs in his degree of influence.

Month of the Leviathan: In a confrontation between forces from Urbana and raiders from the Rhanate, a warrior from Urbana's forces loses an arm in the battle. It is several days before the survivors are able to seek the aid of a healer, and by then it is impossible to reattach the lost limb even with the most powerful healing magic. Unwilling to end his career as a soldier, the Urbanan warrior seeks out a mechamage of questionable repute and volunteers to test a new mechamagical device. The soldier becomes the first successful bearer of a golemoid implant, which gives him a new, powerful arm to replace his lost limb. Word of this accomplishment spreads rapidly, and soon other mechamage are experimenting with similar devices throughout western Aden.

Year 1113

Over the course of several months, a group of adventurers from Carraway and Aramyst inadvertently stumble across a plot by a cabal of necromancers to reawaken the enigmatic entity called the Lord of the Pale. Presumably imprisoned within Arasteen, at least according to legend, the Lord of the Pale does not manifest when the final ritual of the cabal is disrupted by the adventurers, and it is assumed that the entity remains dormant.

Month of the Eagle: In the city of Smult, an expedition of adventurers ventures into the depths of the volcano Infernus, at the base of which the city is located. The intention of the expedition is to discover and raid the home of the deadly salamanders that periodically issue forth and raid Smult. Only one survivor returns from this ill-fated group, and before dying, he tells any who will listen that the cavernous depths of Infernus are populated with the tormented souls of those who have given themselves to the Darkfall. Despite being completely unverified, this tale becomes very popular throughout Urbana and beyond.

Month of the Wolf: A philosopher and mage from Columbey founds a community of so-called "free thinkers" high in the mountains of the Wall. Called New Columbey, the enclave becomes home to radical men of science and sorcery from all over the continent, although the vast majority of them hail from the lost kingdom of Columbey. Over time the community comes to be defended by the Wind Riders, a group utilizing magically augmented gliders to sail the skies around the mountains.

Month of the Basilisk: More than two years after the Darkfall, the continent suffers tremendously from an inability to conduct trade. This changes when Urbane reveals the first of his thunder trains. A mechamagical construct of unprecedented scale, the thunder train immediately begins a trade route that takes it through all of western Aden, including numerous cities in Urbana, Arasteen, and Kyan. With the train heralded as an unprecedented success, Urbane immediately diverts significant resources to accelerate the completion of two more trains, already in the process of being built.

Month of the Dragon: Disaster is narrowly averted when Gerrick Malanch, a personal advisor to Lord Urbane, discovers a clutch of dopplegangers in the village of Rose, near the border between Urbana and Arasteen. Although the powerful mage is able to drive the creatures from the village, he expresses to his liege his concern that they may be part of a larger nocturnal infestation in the cities of Urbana. Lord Urbane immediately appoints Malanch as the High Inquisitor of the Eye and tasks him with creating the Watchers of the Eye, a group responsible for policing potential corruption within the borders of Urbana.

Year 1114

Month of the Fox: An Urbanan dwarf named Gentor develops the mechamagical tools necessary to harvest the dangerous living seaweed which grows in Aramyst's Great Moss Lake. This unconventional method, which relies upon metal-hulled ships with electro-pods that shock and kill the grasping weeds, does a great deal to alleviate the near-famine state of many settlements in devastated Aramyst.

Month of the Shark: Swollen by the rainy season, the Thunder River in eastern Carraway spawns massive waves of muckmen that march on the city of Stone, commanded and perhaps summoned by a corrupted sorcerer calling himself the Swamp Lord. Master Arbiter Lee organizes the city's legion, but they are overwhelmed. Reluctantly, Lee orders the entire city evacuated, beginning a torturous overland trip to the city of Karstan.

Month of the Drake: Two months after being forced from Stone, the city's survivors are welcomed into Karstan. Half of the city's civilians survive the trek, but only a fraction of the Arbiters and soldiers who defended them live. Master Arbiter Lee collapses after entering the city's gates and dies shortly thereafter, later to be canonized as the Saint of Fortitude. The forces of the Swamp Lord attack Karstan, but are rebuffed. The sorcerer curses the city, however, and in a matter of months a portion of the city sinks as the ground beneath it becomes a thick marsh. The sorcerer promptly disappears and is not seen again.

Year 1115

Annoyed by the ratlings dwelling in the sewers beneath his capitol city of Mekanus, Lord Urbane declares that the creatures are in league with the nocturnals and has his mages concoct a particularly virulent magic poison called arkana, which is dumped into the sewers with the goal of complete genocide of the ratling population. The poison does kill the majority of the population, but a number survive and are hideously mutated by its effects, gaining horrific physical and mystical powers in the process. The ratlings surge to the surface to take vengeance, resulting in a months-long struggle with the people of Mekanus that will later be known as the Rat War.

Year 1116

Weary of committing resources to combat the heavily nocturnal-infested northeastern portion of Mekanus, Lord Urbane abruptly decrees that the entire region is to be walled off from the remainder of the city. The denizens of this area are given virtually no notice and have little chance to evacuate before this order is carried out, resulting in an entire region of the city that is completely self-contained, and from which none are permitted to leave. This region becomes known as the Lost Ghetto.

Six months after the creation of the Lost Ghetto, a mechamage employed at one of Mekanus's factories uses manite smuggled out from his workplace to create a massive golem, intent on using it to seek vengeance upon his hated supervisors. Somehow, the ritual to animate the golem results in it gaining awareness, and the creature almost immediately succumbs to the temptations of the Darkfall. Murdering its creator and rampaging through the city, Terrablix the Autonomous travels directly to the Lost Ghetto and enters, where it quickly becomes undisputed ruler of the tiny realm.

Year 1117

The warrior Ivar, renowned as one of the deadliest men in the High Steppes, abandons his life as an adventuring warrior and founds a monastery atop a cliff. There, he adopts a monastic lifestyle and begins teaching his philosophy of the red haze to others, creating an order known as the Sanguine Monks.

Year 1118

The wizard Nelesh, the brother of Kyan's Queen Mother, establishes a new school of wizardry to better understand and utilize the unique insects of the Crawling Jungle. His new Academia Entomologia quickly develops two different schools: the insectors, who seek to create new species of insects for use by Kyan, and the entomancers, who prefer instead to augment individual creatures to achieve greater results. Early experiments by Nelesh to grant greater intelligence to lesser insects is deemed too dangerous to continue and ordered halted by his sister, the Queen.

Year 1119

One of Urbana's thunder trains is caught in a cunning ambush by a massive force of nocturnals and mountain trolls. With their escape blocked by a carefully planned avalanche, the Iron Guard and the train's crew fight a desperate hand-to-hand battle with their enemies, one that lasts for more than four hours. The Urbanan soldiers emerge victorious, but at the cost of eighty percent casualties. In a rare display of consideration, Lord Urbane recognizes the valor of the survivors and the woman who took command after her superiors' deaths, Julith Carron. They are the first members of the Order of Steel, an elite and prestigious military unit created to recognize any soldiers of Urbana who commit particularly glorious deeds in battle.

Year 1120

Month of the Basilisk: On a hot summer night, a coup is attempted within the Palace of the Dragon in Vanora. Assassins wearing all-concealing armor make an attempt on the life of the Emperor at the command of a similarly masked individual called the Shogun. The Emperor defeats a half dozen of his would-be assassins before his guards are finally able to overcome the remaining assassins and rush to his side. The majority of the assassins are killed and revealed to be members of the Sons of the Dragon, but four, including the Shogun, escape. Their armor is found later, and their identities are never deduced. This changes the mood within Vanora significantly, given that the previously incorruptible Sons of the Dragon have been compromised.

Year 1121 The present

IFE IN ADEN

Languages

Although there are a large number of languages in Aden, communication has not been a problem for its people for several centuries. During the accords that produced the Peace of the Rose more than one thousand years ago, the leaders who participated were keenly aware that an inability to communicate was one of the most significant and long-standing causes of conflict, and one that had contributed significantly to the length of the Great War. For that purpose, these individuals sought to establish a unified language that would aid in preventing such a conflict from arising again.

Among the races, the elves, dwarves, juraks, and rapacians each had their own unique tongue. The goreaux and faerkin did not, although for former spoke a sort of pidgin language cobbled together from other tongues and the latter spoke the language of the fey realm. Ferrans and half-elves invariably spoke one of the many human languages that had arisen in Aden at that time. The most commonly used language was that native to the region later controlled by the nation of Yzeem, probably due to the extensive trading that took place in that region. "The trade tongue," as it was commonly known, was familiar in virtually every region of Aden due to necessity during bartering with the various caravans and merchant ships that roamed the continent before returning to the southern port of Balaquim. The decision was made at Rose that the individual nations could speak whatever language suited their culture, but that each nation would also ensure the trade tongue was spoken extensively as well, ensuring that all nations would have no difficulty speaking with one another.

More than a thousand years later, most old languages have lapsed into obscurity, spoken in ritual, tradition, and in extremely secular communities, and the trade tongue has become known as the common tongue. For the most part, individuals from as far away as Urbana and the High Steppes can communicate effectively as a result of this prevalence of language. However, it is not a perfect system. Although travel is widespread, the presence of the Sundered Desert in the center of Aden ensures that the vast majority of the populace has never left the east or the west, whatever region they call home. As a result, a thousand years of development has caused two distinct variants of the common tongue to develop, known as Western Common and Eastern Common. While a speaker of one can understand and be understood by a speaker of the other, there are a large number of subtleties that are lost in the process, and the finer points of conversation can be difficult even under ideal circumstances.

Racial languages continue to play a prominent role in Aden, although largely for more academic purposes. What few historical records that precede the Peace of the Rose are written in one of the racial languages or a handful of other, now largely discarded tongues. The native jurak language, for example, is often spoken by mercenary companies because of its short, clipped nature and its fierce sounds. The elven language is used extensively in the courts of Ionara, where the so-called ice elves dominate the nobility of the nation. The dwarven tongue is spoken a great deal in the Wall Mountain regions of Arasteen, where the largest concentration of dwarves in Aden is located. The rapacian tongue is completely unpronounceable by most other races. Other than racial and trade languages, there are very few tongues that are currently in widespread use anywhere in Aden. A handful of planar tongues were used for academic purposes in the use of high-powered arcane magic prior to the fall of Aramyst, and there appears to be a shared tongue that is known only by intelligent nocturnals and powerful corrupted, but the latter is unknown to those of pure flesh and spirit, and the former have fallen into disuse since the immolation of Regora and the Burning Coast.

Cosmology

Aden is a land of both magic and technology, and both of those fundamental forces are well known to even the most common of citizens. The concept of different planes is something that most citizens have at least heard of before, although the degree to which they understand such things varies wildly. The discussion of the planes connected to Aden can be found later in Chapter 8: <u>Magic in Aden</u>.

A discipline that draws upon both magic and technology but which is not well known to most citizens of Aden is astronomy. The extent to which most common folk understand the idea is that there is a sun in the sky during the day, and two moons and many stars in the sky at night. Most have never had reason to contemplate the matter much beyond that. Prior to the Darkfall, however, astronomy was a matter of some great study in several nations, specifically Aramyst and Columbey, and from the efforts of those scholars, more has been learned about the tapestry of the universe that surrounds Aden.

There was a theory presented during the Age of Thunder that the sun was not in fact a star like the others seen in the sky, but rather a region wherein the mortal world and the plane of fire merged into one. Some particularly powerful wizards believed that it might be possible to reach the sun by traveling through that plane, but as far as anyone knows, no one ever succeeded in such a bizarre endeavor. On the other hand, many wizards claimed to have been able to reach the larger of Aden's two moons, most commonly referred to as Older Brother, via powerful teleportation magic. Those who did claimed that it was barren and lifeless, but that there were occasional artifacts found there to suggest that there may have been life.

Aden's second moon, Little Brother, is a great mystery. Its position in the sky is generally indicated by a luminescent outline and an inner field of black, casting no light whatsoever. Although it is clearly closer to Aden than Older Brother, as evidenced by its crossing in front of the other moon on occasion, it appears to be completely inaccessible by magic. Additionally, many powerful spellcasters of various traditions have speculated over the years that the curse of lycanthropy is linked to Little Brother specifically, and remains largely unaffected by Older Brother.

Other than the sun, moons, and stars, there are other objects visible in Aden's night sky that astronomers have tentatively identified as other worlds that are, perhaps, similar to Aden in some ways. Entire tomes have been filled speculation as to what kinds of life, if any, might exist on such worlds, or what manner of magic might be found there, but so far as anyone is aware, no one has ever visited these worlds. The most well known worlds are The Smith, a reddish-hued world closer to the sun than Aden; The Regent, a world vastly larger than Aden and much farther away; and The Lovers, two planets that appear to be in orbit with



The Rose Accords established the formal calendar recognized by the whole of Aden, and did so by using the calendar of Vanora as a template. It is believed by many historians that this is partially in recognition of the role played by the Emperor Dyok, first Emperor of Vanora, in organizing the Rose Accords, but historical accounts in this regard are somewhat vague and occasionally contradictory.

In accordance with the Vanoran calendar, the calendar of Aden has ten months, each named after one of the animals that make up the pantheon of Vanora's Way of the Ten Beasts philosophy. Each month is comprised of five seven-day weeks, for a total of thirty-five days in each month. With a ten month calendar, Aden therefore has a year that is three hundred and fifty days long. Four additional days are inserted into the calendar, one at the beginning of each season, always between two months, for a final number of three hundred and fifty four days in any given year.

Each new year begins on the first day of the Month of the Serpent, which is the second month of the winter season. Serpent gives way to Eagle, the third and final month of winter, which then gives way to the Month of the Fox. The first day of spring is celebrated with a day of festival between the last day of Eagle and the first day of Fox. This is a very popular day for weddings, and is considered an especially fortunate day to be born, for those Spring is a relatively short season in Aden, as the chill of winter gives way quickly to the heat of summer. The Months of Fox and Wolf are mild, and generally very busy times for most of Aden's farmers and common folk, as they spend it preparing for the coming summer by planting crops, managing livestock, beginning their fishing seasons, and other such time-honored traditions. When the Month of the Wolf ends and the first day of summer is celebrated before the Month of the Ursax begins, most celebrate with particular fervor, for they know that summer is a long season filled with hard labor.

Save for Ionara and the northern regions of Arasteen and the High Steppes, the summers in Aden are hot and often humid, although this latter condition varies significantly by location. Summer consists of three months, Ursax, Shark, and Basilisk, and is generally the busiest time of the year for the average citizen of Aden. Crops must be tended to constantly to ensure a good harvest later in the fall, and this is the period during which the nocturnals seem most active across the majority of the continent. Because the weather conditions are so favorable, this is also the period of the most brisk trading for non-essential items takes place. Thunder Trains run more frequently during this period, and many lesser merchant caravans are highly active in more rural regions as well. Fishing is extensive all along Aden's sizeable coastline during these months. The celebration of the end of summer is a welcome reprieve at the end of the Month of the Basilisk, a moment's distraction before the hard work of the harvest season begins in the fall.



Fall is comprised of two months, the Month of Drake and the Month of the Leviathan. Every nation in Aden experiences a harvest season of one form or another during the fall, from the harvesting of pumpkins and gourds in the High Steppes to the final harvesting of rice from the paddies in Vanora far to the south. The temperature drops off from the scorching heat of summer, allowing the farmers and peasants of Aden to work the fields without fear for their lives, although exhaustion and dehydration are still threats that must be kept in mind in order to prevent significant loss of life. Fishing continues throughout this season in order to ensure that the end of the season and the advent of winter are met with adequate stockpiles to avoid famine in the cold winter months.

The year ends with the Month of Dragon, the first of the winter months. This month is often filled with large meals and feasts as the citizens of Aden consume all those stockpiled foods that will not endure throughout the whole of the winter, leaving the latter months of the season to be filled with much blander, less varied diets.

The Wildlife of Aden

A comprehensive detailing of the incredibly diverse wildlife found in Aden would be an impossibly vast undertaking. The range of Aden's climates and terrains are such that the variety of plant and animal life found in the various nations is simply astonishing.

Aramyst once boasted the most significant population of supernatural creatures in the known world, partially due to its natural inhabitants and partially due to the number of such creatures imported into the region for arcane study and experimentation. In the aftermath of the immolation of Regorra and the creation of the Burning Coast, a great deal of the natural wildlife has instinctively fled the area, leaving a marked absence of life that only enhances the nation's reputation as a desolate ruin. The Burning Coast itself is host to a number of creatures that favor the element of fire, include mephits, efreeti, salamanders, and elementals of different sorts. The plains beyond the Knuckle Mountains include animals such as various large species of cat, a handful of surviving large animals such as elephants and rhinoceroses, and various game animals such as deer, antelope, and other hoofed mammals. Aramyst is also notable in that it is the only nation that has a confirmed population of wild pegasii.

Arasteen has the most varied terrain of any modern nation, with frigid hills and forest in the north giving way to temperate plains in the south. Accordingly, it has some of the most diverse wildlife, including small numbers of fantastic creatures that originate from the homelands of the elves. The hills and forests of the north are home to hoofed mammals such as deer and small herds of moose and caribou. Wolves, bears, and small numbers of boar provide rich hunting opportunities, and small game abounds in large numbers. The forests of the Sylfanus are home to a clutch of griffons that are tamed by the elven defenders of the city within its borders. Other exceptional creatures of a bygone age, such as unicorns and blink dogs, can also be found within the forest if one knows where to look.

More so than any other nation, Carraway suffers from the curse of an ancient necromancer, the Silent One, whose death caused a terrible tendency to spawn undead at a much higher rate than elsewhere in the world. While not natural creatures, these undead have limited the game and animal life found in Carraway. Bats, rodents of all size, wolves, and some boar are common in the area, but larger game is scarce and the variety that is present in so many other nations is not found within the theocracy's borders.

The High Steppes are regarded as one of the most dangerous regions of Aden, not only due to the presence of nocturnals and bandits, but also because the native wildlife tends to be somewhat bolder and more predatory than in other nations. Many species of wolves are found here, and in large enough packs are willing to attack even armed travelers. Wolverines are also common but less inclined to attack without provocation. The large mammoths and wooly rhinoceroses that once were found in Arasteen are still present in the High Steppes as well. Intelligent natives such as ogres and trolls have higher numbers here than any other nation, and enjoy a violent rivalry with the jurak forces of Kazan Mikal.

Ionara has the least in the way of wildlife, both in terms of animals and plants. Very little can survive in the Ice Wastes save for a few species of lichens, some scrub, and a handful of the hardiest aniols. The dominant predatory species of the region are the snow serpents, a distant offshoot of linnorms. The carnivorous serpents prey upon the herds of caribou and reindeer that dwell in the plains just north of the coastline. The coastline itself is home to not only an enormous variety of fish, but also large numbers of seals that prey upon them, and which in turn are preyed upon by the species of large, white bears that call Ionara home. Ursax are present in limited quantities as well, but only in the southernmost regions, where the temperature is at its warmest. It is rumored that there are nearly feral giants in the northernmost reaches of the mapped Ice Wastes, but the Ionarans insist that this is merely superstitious nonsense.

Kyan is a realm dominated almost exclusively by dense jungle, terminated only by the southern coastline and the Wall Mountains to the east. The overwhelming majority of wildlife species in this region are insectile in nature, which gives the Crawling Jungle its name, but other species do find their place amid the seething mass of towering trees and crawling undergrowth. Serpents and monkeys are among the most common non-insect animals encountered in the confines of the Crawling Jungle, and among the largest normal animals intelligent enough to avoid the region's various insect predators. Dire animals can be found in the area, but only the most cunning and powerful specimens survive long enough to reproduce, ensuring that the ones found within Kyan are indeed dangerous creatures. A handful of rocs are known to nest within the mountains in the regions of Kyan, and are among the fiercest foes of the giant hornets that the Queen's Swarmers use as mounts.

The island nation of Le'Ciel has a very temperate environment despite its northern location. The reasons for this are unclear, but most assume that the powerful mages who gave birth to the nation used some unknown form of magic to permanently alter the climate in some way. Given their history of altering the terrain to suit their needs, this seems a reasonable possibility. The sheer volume of high-level magics that have been worked upon the island throughout the Golden Age and beyond have ensured that a wide variety of unusual and magical creatures call the island their home. Many species that once populated Aramyst but that have disappeared since the Darkfall can still be found in Le'Ciel, which is a matter of some pride for the citizens of that nation given their antagonistic relationship with their ancestral homeland.

Other than the Crawling Jungle in Kyan, there is no denser region of jungle anywhere in the Known Lands that the islands of the Misland Republics. The chain's primary island is dominated by a mountain chain that cleaves it into different portions, all but one of which, the coastline, is covered in dense jungle. The native population of the islands, the Misari tribesmen, believes in existing in harmony with nature, and so the island's interior remains largely untouched by the industry and pacification that marks so many other nations in the Known Lands. Of particular note, the Misland Republic is one of the only known places where a population of giants remains, reclusive though they may be. The massive creatures once dominated Aden in a time before recorded history, but are largely absent from it today.

The Rhanate's predominant terrain is that of the desert in its various forms, and as might be expected there is an extreme



dearth of vegetation other than the various species of cacti that dominate the ecosystem. Animal life is quite a bit more varied, however, as there are numerous species that have adapted themselves to both the heat and the wide variation in temperature. Various species of reptiles in a wide range of sizes are among the most common, as well as insects of varying sizes. In the regions near mountains, vast swarms of bats can dominate the night skies, and on rare occasions one might find the lair of an intelligent creature such as a sphinx, or a next of drakes. The far western portion of the Rhanate is the vast swamp known as the Spike Fens, where aggressive plant life is common and the variation of dangerous animal life, much of it venomous, is almost limitless. Leeches, snakes, crocodiles, frogs, and dire counterparts of each of these species abound, and even some intelligent creatures such as manticores can be found in the area as well.

Urbana's wildlife has suffered terribly at the hands of the Iron Tyrant's ruthless expansion toward development of every possible resource against the nocturnals. While animal life and most plant life holds no interest to Lord Urbane, those species that were able to survive the rampant destruction of their habitats were quickly utilized as food sources by the hungry populace, resulting in a region with very little in the way of natural wildlife remaining. Formerly, the plains were homes to herds of bison and horses, while the forests held significant populations of deer and wolves as well as some smaller species of predatory cats. including cougars and lynx. The only species that have survived, are among the hardiest of them, including a small population of dire animals, and those that could retreat to the mountains and survive there while avoiding the extensive mining operations Urbana maintains. The only plants that have endured are those that offer neither resources like lumber or food in the way of fruits or edible roots, predominantly a large variety of scrub brush and other hardy lowland vegetation.

Vanora's wildlife continues to thrive, due in no small part to the reverence for natural creatures that many of its citizens hold. The animals who hold a position in the pantheon of the Way of the Ten Beasts can all be found within the boundaries of Vanora, as well as a multitude of other game animals and lesser predators. Drakes and basilisks are more common here than anywhere else in the world, although they are still uncommon. Although the curse of the undead does not extend as far south as Vanora, there are nevertheless strains of intelligent undead that plague the area as well as mindless beasts such as the will o' the wisp. Tigers were once common enough to present a danger to travelers, but those days have long since passed, and the large cats are no longer encountered with any real frequency.

Much like the Rhanate to the north, Yzeem is a largely inhospitable region that has little in the way of wildlife. The Mud Plains region in the west has virtually identical wildlife as the Rhanate itself, but the Valley of Life that comprises the most fertile region of Yzeem has a much more robust and varied selection of native creatures. Prior to the Darkfall, the most significant threat to farmers in the valley was the prevalence of venomous asps and voracious crocodiles, but sadly those things have become a much lesser danger in the modern era. Despite the situation, cats, dogs, and jackals are all still common sights in the valley and around its outskirts, as well as a large variety of birds, not the least of which are hawks and falcons of various species. There is a small population of monkeys as well, although these are not indigenous to the area and were brought in from Kyan many centuries ago as pets.

Agriculture

Agriculture and farming have always played a tremendous role in Aden's prosperity. In the centuries of the Great War, the constant fighting and marching of armies across the continent laid waste to vast portions of the landscape, rendering it unable to bear crops for several years. Famine was a very real threat in those days, and entire tribes or even kingdoms sometimes dissolved for no reason other than that there was no food to be had for their people. This very real threat to ongoing stability was a chief concern at the Rose Accords, and in order to alleviate the problem, the leaders of Aden turned to the druids among their people in order to find solutions.



The guidance of druids proved to be an extremely significant development in Aden's agricultural history. Keenly aware of the methods necessary to ensure the soil remained fertile and replenished, the druids gladly passed on their knowledge to the people of Aden, hoping that in doing so they might preserve the balance between nature and man in a nation that had so desperately been damaged by the latter. Using farming techniques that arose from this wisdom, the farmers of Aden have managed to keep their land arable and fertile for more than a thousand years.

Wheat and rice are by far the most common crops raised throughout the continent. Wheat is more prevalent in the west, while rice is more so in the east, but both are present in both regions to such an extent that they are recognized and commonplace to virtually every living being in Aden. Arasteen is by far the largest producer of wheat in the world, although Columbey once rivaled that claim centuries in the past. Carraway in the east also raises a significant amount of wheat, but divides its farmlands between wheat and rice. Rice is produced extensively in Vanora and Yzeem, with much of the latter's Valley of Life devoted to rice paddies.

In the northernmost regions of the mainland, as well as in what passes for the warmer regions of Ionara, a plant known as the aniol can prosper despite the climate. The aniol is a relative of cabbage, similar in appearance, but with a somewhat more fibrous nature. Aniols comprise the majority of the Ionaran diet, and are a chief supplement to the people of the High Steppes and Arasteen as well. Eastern Aden is also home to a great variety of squash, including the massive pumpkins of the High Steppes and the death-gourds that grow in the same region, so called because of their resemblance to a skull. A number of citrus fruits are found in the jungles of Kyan, and the sweet, water-bearing berries of the rasan tree is a vital part of survival in the Sundered Desert of the Rhanate and Yzeem.

Government

On the whole, the nations of Aden are rather progressive, which is perhaps a natural outcome of a lengthy period of peace without large-scale conflict. The forms of government of the standing nations are somewhat traditional, however, owing a great deal to the fact that they were created more than one thousand years ago and have never seen extensive change in that period of time.

The most common and long-standing form of government currently practiced in Aden is a monarchy, which at the time of the Peace of the Rose was the only significant form of government in existence. Despite the massive social and cultural upheavals experienced in the wake of the Darkfall, Ionara, Kyan and Vanora remain hereditary monarchies, as they have since their foundation. In all three cases, the families of the nations' founders retain control of their respective nations. In addition to these three nations, Arasteen is a monarchy, but not hereditary; it is the only known instance of a meritocratic monarchy in Aden's history. Each individual monarch of Arasteen selects his own replacement by appointing a Paladin of the Radiant Order, who ascends to the throne upon the previous King's death or retirement. Since the Radiant Order is open to any citizen of Arasteen, it is therefore theoretically possible for any citizen to become the King, although in theory it is much more likely that those of noble or wealthy birth will accomplish such a task.

It is a sign of how significant the changes to Aden are that the next most common form of government is that of dictatorship. To be fair, two of the three standing dictatorships in Aden have arisen since the Darkfall, and the third did not exist until centuries after the Peace of the Rose. The chaos that ensued after the appearance of the nocturnals gave rise to the so-called Dust King of the Rhanate, who fancies himself a king but in reality is a dictator. Likewise the Darkfall sounded the death knell of the great nation of Columbey, which gave rise to Urbana when the mercenary lord Urbane seized control of the throne. The High Steppes did not exist following the Peace of the Rose, at least not as a unified land, but to face the horrors of the nocturnals, the warlords of that region united under the rule of a Grand Kazan, essentially a dictator selected by strength of arms and with a limited ten-year rule.

Although rarely implemented with success prior to the Peace of the Rose, since that historic meeting, three successful oligarchies have been created in Aden. Yzeem was the first, and despite its multiple flirtations with significant corruption, has endured for more than a thousand years without removal of any significant power or authority. The nation of Aramyst has arguably had the most successful oligarchy in the form of its Celestial College, which replaced a more traditional monarchy within the first generation of the nation's foundation. Likewise the nation of Le'Ciel, formed on the large island off of Aden's northern coast, was formed in response to the creation of the Celestial College, and ironically mirrored that same magocracy-style government with a cabal of mages who came to be known as the Creators. In each case, the key to success appears to have been the compartmentalization of authority to different figures within the oligarchy to ensure minimizing any conflicts over areas of authority. In the instance of Yzeem, this was done by separating different civic responsibilities into individual members of the ruling Council of Seven. In Aramyst and Le'Ciel, members of the ruling bodies were selected depending upon their areas of arcane expertise, with no two members sharing the same discipline of magic.

Unique in Aden, Carraway is a theocracy. The government of the entire nation is synonymous with the Church of All Saints, and the ruler of one is automatically the ruler of the other. The supreme authority is referred to as the Theocrat, and each individual Theocrat chooses his or her replacement from the upper echelons of the Church's clergy upon retirement. There are historical precedents for a Theocrat to choose a replacement from lower ranking members of the Church as well, but this is exceptionally rare and has only happened three times in the nation's history.

Religion & Philosophy

Religion is a strangely subdued force in the world of Aden. It is generally accepted that there were once gods that were worshipped by the various races of the Known Lands, but that they were abandoned long ago, even before the Great War consumed the world. Like so much of the world's history, very little information concerning these ancient religions survived that conflict. Occasional ruins found in the most uncivilized regions of the continent, as well as vague references in the occasional elven texts, are all that have survived the ages of time, although there are other faiths that have arisen since the Peace of the Rose was signed. Some historians and scholars delved into the mystery of why the old gods had been so thoroughly and completely forgotten, but the Darkfall ended interest in such questions in favor of much more pressing matters.

Vestiges of forgotten religions still exist in Aden, the most prevalent of which is the nigh-universal belief that the different races and cultures of the world have in an idyllic afterlife. This afterlife is rather ill-defined in most cases, but is generally considered a paradise where the virtuous dwell after their lives end. This realm is most often simply called Paradise, although there are many names varying by ancestry and region; the ancient elven term for it is Le'Ciel, for example, a term used by the creators of the island nation for their own land, much to the offense of some elves. By contrast, it is generally accepted that the wicked are denied entry, and are condemned to oblivion upon death. Since the Darkfall, a new aspect to this has been added after a survivor emerged from an ill-fated expedition into the volcano at Smult in Urbana. The man survived only a short time, but during those few days he ranted about a terrible realm beneath the earth where those who had fallen to the Darkfall were condemned to suffer

eternal torment. This realm has become known as Infernus, and many now believe that not only the wicked but those who are claimed by the Darkfall suffer this fate upon their death.

In the past, differences of religion have been a great source of conflict and division. Many scholars believe Aden's last great war had its origins in a (now long forgotten) religious dispute. Fortunately, since the Peace of the Rose such conflicts have been relatively minor. While some optimistically believe this was due to the people learning from past mistakes, it was due in large part to the benevolent machinations of the Seers, a prophetic order obsessed with guiding history. Having learned from the Great War, the Seers paid special attention to Aden's various religious orders throughout the Golden Age and the Age of Thunder, secretly using their foresight to iron out potential problems and misunderstandings before they occurred.

As part of their efforts, the Seers also took great pains to homogenize many of Aden's major religions, seeding similar ideas throughout their belief systems in an attempt to foster brotherhood. As a result, many of Aden's major religions bear similar cosmologies, including a belief in the afterlife and various different interpretations of both Paradise and the oblivion now commonly called Infernus. With the Darkfall and the downfall of the Seers, this quiet manipulation of Aden's religious landscape has ceased. Several new religions have sprung into being in reaction to the Darkfall, some of them quite contentious and controversial. Other long-standing religions have begun to slowly rekindle ancient rivalries with one another, most notably the Radiant Order and the Church of All Saints.

Major Faiths of Aden

The Church of All Saints

"Seek all truth in the whispers of those who have gone before." - Chandrey

The Church of All Saints is simultaneously Aden's largest religion and one of its most powerful governments. The Church serves not only as a prominent guiding faith, but also as ruling body for the nation of Carraway. Though most widely worshipped in the nation of Carraway, worship of the Church is by no means limited to that land, and devotees can be found throughout Aden.

The Church of All Saints teaches that the spirits of great men and women continue to watch over the faithful. These blessed spirits serve as shining examples; it is believed that there is no truth that cannot be uncovered through proper communion with the Saints. In this way, the Saints serve not only as guardians of the mortal world, but as advisors. Thaumaturges - those who can commune directly with the Saints - often hold special favored status in the Church.

The Church of All Saints is known for its many strict rules and regulations, all transcribed in their most sacred volume, the Pax Sanctus. This sacred text serves two purposes. First, it is a collection of the names of all officially canonized Saints, as well as brief descriptions of their miraculous accomplishments. Second, it is a collection of rules and regulations necessary for one to lead a virtuous life. These rules run a vast gamut, from prohibitions regarding the consummation of certain meats at certain times of the year, to absolute condemnation of the practice of necromancy. Though the Pax Sanctus itself is a religious volume, many of its passages are considered law within the nation of Carraway (particularly those regarding harsh punishments for violent crimes).

While the Pax Sanctus has a reputation for being rigid and unyielding, it is a document constantly in flux. However, only the Theocrat and her Chancellors can approve official revisions or additions to the Sanctus. A new official edition of the book is published each year, and is quickly distributed throughout Carraway and beyond. As the complete text is extremely large and unwieldy, abridged versions are quite common. The Church is not openly hostile toward other faiths, but they tend to look upon "lesser" religions as relatively crude and uncivilized. They bear particular animosity toward the Radiant Order, whom they see as too undisciplined and forgiving despite the many similarities in their core philosophies.

The Church of All Saints has a number of official titles for its officials (from Arbiters to Vicars to the Theocrat, as detailed in the Carraway section). Lay members of the church refer to themselves as descendants.

The Radiant Path

"Show compassion for all. Justice is inevitable."

- King Tirrian of Arasteen

King Tirrian of Arasteen was founder of that renowned brotherhood of knights, the Radiant Order. Though his teachings were not originally intended as gospel, they have become embraced not only by devotees of his order, but by the common folk of Arasteen - and beyond - as well. Like the Church of All Saints, the Radiant Path is not merely a major religion, but also deeply influences Arasteen's government. Yet unlike their Carrite brethren, the Knights of the Radiant Order are not a true theocracy. The knights do not rule the government; they merely serve as its soldiers and enforcers.

While the Radiant Order has strict rules and requirements regarding its members, Tirrian's actual philosophy is simple. It can be summarized by a pair of virtues: Compassion (sometimes also referred to as Love) and Justice (sometimes also referred to as Judgment). Likewise, the core of the Radiant Path boils down to two simple edicts, quoted at the beginning of this section.

The former of these two edicts is simple enough - Radiants believe that all creatures are worthy of compassion and that people should generally be good and fair to one another. The latter edict is often misquoted or misunderstood, with many falsely believing it represents the Radiant Order's confidence in their own righteousness. Radiants believe that justice - the idea that those who commit evil acts will meet with fair punishment - is a literal and inevitable force in the universe. Those who transgress against others will face punishment, either in this life or in the afterlife. The knights of the Radiant Order are sometimes the manifestation of justice, but even if they fail, justice will always find its way.

It is the combination of these edicts that makes Radiant Order knights as relentless as they are. Those who believe that the Order merely hates evildoers misunderstand them. Radiant knights are not intended to hate evil - they are intended to redeem evil. A true knight believes that a criminal cannot escape punishment, and that the afterlife's punishments are exponentially worse than those of the mortal world. For this reason, a paladin must seek out hose who commit evil and insure that justice finds them in this life - either via punishment or, preferably, redemption - to save them from eternal damnation. They do this because of their sense of compassion, because they do not wish eternal punishment upon anyone - not even their worst enemies. At the same time, it is also a knight's duty to protect the weak and defend the helpless. Though justice may be inevitable, compassion drives them to do good.

This being said, there are adherents of the Radiant Path who twist these simple beliefs, either intentionally or due to prejudice and ignorance. Some view the virtue of Judgment as carte blanche to punish their enemies mercilessly. There are even those who twist the virtue of Love, interpreting it as national pride and unflinching loyalty to fellow brothers and sisters of the faith. The Radiant Path well known for dispatching missionaries throughout Aden to carry their message, usually accompanied by knights of the Radiant Order seeking to do good deeds. These pilgrims are met with varying levels of welcome. Sometimes view them as selfless heroes; others view them as self-righteous meddlers.



Way of the Ten Beasts

"Dragon was strong, but fell for Fox's tricks.

Fox thought himself clever, but Eagle was wiser. Eagle hesitated. Ursax did not.

Ursax reminded only to find that Snake had outmaneuvered him. But Dragon was stronger than Snake.

So did the contest carry on, until none of the Beasts remembered what they originally sought"

- From the Book of the Ten Beasts

This curious and ancient belief system is believed to have been created by the first Emperor of Vanora. It was very likely intended merely as a system of metaphors and fables, meant to describe Vanora's many warring tribes and instruct them in the proper way to coexist with one another.

The Way of Ten Beasts describes Vanora's ten totem animals - the Serpent, Dragon, Wolf, Eagle, Basilisk, Drake, Ursax, Leviathan, Fox, and Shark. Each of these creatures represents a different life philosophy, each with positive and negative traits. While all of these Beasts are colorful characters in Vanoran legend, the ultimate lesson of the Way of the Ten Beasts is that none of these creatures is truly in harmony with the world. Each requires balance that can only be offered by the others. Only through unity can there be true peace and prosperity. (Each of the beasts and what they represent is described in detail in the Vanora section of this book.)

Each Beast is associated with a constellation, as well as a month of the year during which that constellation is prominent in Vanora's night sky. It is said that those who are born within the appropriate months assume the positive and negative qualities relative to the appropriate Beast, though most scholars discount this as mere superstition.

In its native Vanora, the Way of Ten Beasts is officially considered a philosophy rather than a true religion. Regardless of this, many have embraced these teachings wholly and cleave faithfully to the belief that the Ten Beasts guide all aspects of their daily life, and even look upon the Beasts as literal entities that watch over the faithful. In the remote villages of Vanora, temples to the Ten Beasts are quite common. The Emperor's official stance is that the Way of Ten Beasts is intended only as metaphor, and any sightings of creatures resembling the actual Ten Beasts are apocryphal. All the same, the Emperor takes no action against those who choose to worship the Ten Beasts, so long as they do no harm.

True devotees of the Way of the Ten Beasts generally refer to themselves as children of one of the beasts. A devotee of Drake, for example, would be a Son or Daughter of Drake.

Minor Faiths of Aden

The War of the Sky

"Brother Sun, light our path to victory. Sister Moon, grant us rest when we fall."

- From the Verses of the Most Holy Yerza

This religion originated in the Rhanate as a splinter faith of the Radiant Path. It began when a rapacian merchant named Yerza hosted a group of Radiant missionaries in his home during an unusually hot Rhanate summer. Yerza learned much of the Radiant Path, and while he found some wisdom in their teachings, he felt that the faith was far too naïve and idealistic, especially after the missionaries failed to heed his warnings and were slaughtered in a bandit ambush the following autumn. He went on to write a long poem, in which he ironically referred to himself as the Most Holy Yerza. Within the poem, he detailed his reflections on Radiant philosophy. The poem is rife with thick symbolism. In particular, he anthropomorphized Love as "Sister Moon" and Justice as "Brother Sun." Rather than limiting these ideals to what he felt were Arasteen's simplistic interpretations, he viewed these two things as forces of energy, in constant contention, yet ultimately perfectly matched. While one could find great prosperity in the balance between them, such balance was ultimately impossible to maintain. A good man would ultimately be betrayed by evil. A brave man would ultimately be destroyed by cowardice. A wise man would delve too deeply into the secrets of life and find his existence hollow and without purpose. An artist could create great beauty, but in comprehending the nature of beauty, find beauty in nothing.

The poem also features a detailed creation myth, in which the world itself was created due to the constant conflict between Sun and Moon. In the poem, the Rhanate was originally a bountiful wasteland, but was scorched irrevocably by the siblings' constant bickering. Yerza did not mean these verses to be taken literally, but rather as metaphors decrying the various accomplishments and failures of mankind.

This beautiful (and deeply cynical) poem resonated deeply with the desert's nomadic tribes. The Verses of the Holy Yerza were embraced as a guide to life throughout the Rhanate, with its followers referring to themselves as Skybrothers or Yerzans. Yerza himself lived long enough to witness this ascension of his writings, a development he found both humbling and depressing.

Followers of the War of the Sky embrace the tenets of equilibrium. They believe that an excess of vice or virtue ultimately burdens one's soul, and that one must seek ultimately seek balance and moderation. While some implement these teachings by treating others as they would be treated, others embrace them more literally, believing that any indulgence or misdeed is forgivable so long as it is balanced by an equal measure of virtue or charity.

The War of the Sky has found a great deal of popularity in Yzeem, as well as the Rhanate. The Council of Seven during Yerza's lifetime found their lands overwhelmed by an influx of Radiant Path missionaries. They embraced and distributed Yerza's teachings (the cynical tone of which they found much more to their liking) in hopes that the Radiants would leave them alone.

The Benevolent Miasma

"Life is short. Life is joy." - Orcidus

This new faith was born in the nation of Urbana, shortly after the city of Mekanus was reclaimed. The Benevolent Miasma was founded by a ferran prophet named Orcidus, who was blessed with a holy vision while staring into the omnipresent clouds of smog that shroud Urbana's capital.

Within the smog, Orcidus saw many possible future fates for the city of Mekanus. He saw the city struggle against the Darkfall as well as its own crime, political infighting, and overpopulation. In all of these futures, the city was ultimately destroyed either by the nocturnals or by itself - all of them except for one.

While he could never fully recollect the details of this future, Orcidus returned with an infectiously positive attitude and a certainty that the people of Urbana would ultimately triumph against the Darkfall. He began to spread his teachings throughout the city, teaching others to embrace life with joy and live to the fullest, discarding all worries and finding happiness wherever they could.

Miasmism has quickly gained traction with Urbana's poor and disgruntled lower classes, though this may not entirely be due to its message. The cult is notorious for its deeply hedonistic celebrations, as well as copious use of hallucinogenic substances at official gatherings. The authorities of Urbana have turned a blind eye to the cult's questionable activities. Some have even theorized that the entire religion was secretly coordinated by Lord Urbane's agents, intended to act as both a spiritual and literal opiate to his downtrodden people.

Ancestor Worship

"In the name of my forefathers..."

This worship of one's ancestors is quite widespread in many areas of Aden, especially Le'Ciel and the High Steppes. While some would call such faith primitive, others would be quick to point out there is very little real difference between the basic concepts behind primitive ancestor worship and the Church of All Saints.

A common thread among ancestor worshipping faiths is the idea that the ancestors constantly watch over their successors - guiding and protecting, but also judging. Those who shame or disappoint the ancestors will find themselves unwelcome among their number upon their death. As a result, strict adherence to the family's concepts of honor and morality are an important tenet of such faiths.

Rapacian tribal loyalty is comparable in many ways to ancestor worship. Though not all rapacians literally revere their ancestors, the idea that the tribe is an entity greater than the sum of its parts and worthy of one's devotion and respect is idea common to both rapacians and ancestor worshipping faiths.

Nature Worshippers

"All that you see derives from the seven."

Aden's oldest known religions trace their lineage to Sylfanus. These ancient elves worshipped the Seven Forces of nature -Sea, Storm, Glade, Hunger, Sun, Mountain, and Night. Though widespread worship of nature has dwindled in the modern era, the concept of these forces is a consistent theme within druidic sects or other nature worshippers.

Each of these forces represents a necessary aspect of the natural world. Though the ancient elves are said to have worshipped anthropomorphized versions of these forces, ascribing them personalities and myths, most nature worshippers in this day and age merely view them as abstract forces.

The rise of mechamagic has caused something of a schism between nature worshippers. Many see manite refinement as a bane upon the land, and decry its use. Others embrace a more moderate stance, viewing manite as a necessary evil that must be embraced cautiously to rid the natural balance of a much greater threat - the Darkfall.

The Divine Machination

"Never stop moving. Never stop improving."

This curious faith is named after an anonymously written goreaux treatise of the same name, and is popular among both surface dwarves and Aden's many goreaux communities. This faith has its origins in ancient dwarven lore (still held by the deep dwarves) which holds that the universe was originally created by an abstract entity known as the Maker, and dwarves (and other lesser creatures) were created to carry on and finish his work.

The Divine Machination presents this original thesis, but makes the additional assertion that this maker was not a literal force, but merely a manifestation of various scientific forces and natural laws. The idea, essentially, is that the universe is a beautiful and ordered system created for some mysterious purpose. The existence of life is the miraculous outgrowth of that creation. Living creatures are a part of the machinery of the universe. Their purpose is not merely to complete the universe, as dwarves believed, but to comprehend it. Followers of the Divine Machination believe there are no accidents. Everything works as intended. Everything has a purpose. Machinists value learning and creation above all else. It does not matter what learns or what one creates, so long as one constantly learns and creates. All knowledge is inherently good. All creation, from art to literature to architecture to advanced technology is inherently good and advances one's purpose in creation. Ignorance and sloth are the only true evils - all other sins, crimes, and hardships are born directly from these great perversions.

A true machinist believes a life is well-lived so long as one never ceases to learn and create. Upon death, one's life energy returns to the universe, serving to advance and empower the divine machinery of existence.

Some members of this faith believe that even the Darkfall, as terrible as it is, is merely a result of some disorder within the divine machination. Some scholars even believe that this is the true purpose of life - that the universe created scholars and craftsmen such as themselves to repair whatever sin or imbalance created the Darkfall and restore the universe to its natural state.

Darkfall Cults

"Darkness. Now and forever."

Confronted by the ultimate evil that is the Darkfall, there are many who have chosen not to fight its power. Instead, some choose to curry its favor, hoping that the nocturnals will spare them when they consume civilization. Most of these cults are nothing more than madmen, unconnected to the Darkfall and as likely to be destroyed by its agents as any mortal. A rare few, however, are led by powerful corrupted, demons, or intelligent nocturnals.

Brainwashing and indoctrination of low-ranking members is the norm. Most of these cultists believe that the Darkfall is a pure and noble force, intended to wash the world clean of various injustices (both real and perceived). Darkfall cultists believe that, for their loyalty and faith, they will be spared when the apocalypse ultimately consumes Aden. Darkfall cults are extremely dangerous and known for their absolute, zealous loyalty. Their rituals are violent and unspeakable, often giving rise to nocturnals, fallen, and other blasphemies.

These cults invariably meet in secluded locations or wellhidden headquarters, as willing communion with the Darkfall is a heinous crime in all of Aden's civilized lands.

Industry

The concept of industry is a fairly new one in Aden. Up until the advent of mechamagic, items that required skilled construction were created on an individual basis by artisans or craftsmen of a particular discipline. At the most, a family tradition of crafting would be practiced by a small number of artisans sharing a similar technique or method. The creation of mechamagic, however, established the possibility of individuals using enchanted machines or materials in order to dramatically increase his or her output. Although most skilled craftsmen rejected the idea, practitioners of the arcane arts were quick to seize upon the notion and begin establishing rudimentary industrial equipment with a higher productivity rate, even though the quality of individual items produced was significantly lower.

Since the Darkfall, the relentless desires of Lord Urbane have transformed the idea of mechanized labor into a reality, creating the first true factories ever to exist in Aden. Each of Urbana's major cities contains a district known as Smoketown, where massive factories churn out manufactured goods. Within, meagerly





Taken less literally, Aden's industry has always been both robust and varied, depending a great deal on the particular location in question. Certain regions of the continent have always tended to be much more productive than others. The nations of Arasteen, Yzeem, and Carraway have always had especially fertile farmlands and fishing, and these three nations have often traded excess food to several other countries. This has always been an equitable arrangement, given that other nations tend to have resources that these productive regions lack. Aramyst, for instance, has always produced large amounts of magically active materials and items, which are highly valued in virtually every quarter of Aden. Columbey once held a reputation for producing high quality crafted goods as well as articles of academic and philosophical value; since the demise of Columbey, Urbana has replaced it and become much more prominent in trading as the source of the Thunder Trains as well as the leading producer of all mechamagical components in Aden.

Trade & Commerce

The most significant aspect of all trade taking place within Aden is that of currency. As is so often the case with modern traditions, the root of current monetary values was established in the lengthy discussions surrounding the Peace of the Rose. Unfortunately, this is one of the few areas in which the attempts at the Rose Accords were less effective than anticipated. While the basic value and exchange for national currencies was established at the time of the Accords, more than one thousand years has seen extensive fluctuations in the exchange rates between nations depending upon the fortunes and misfortunes of different eras. The core value of coinage remains essentially the same, however.

The basic element of currency in Aden is the crest. Every nation except the High Steppes mints their own coin, each stamped with the official crest of the nation, hence the name of the coinage. The gold crest is the standard unit in which the vast majority of prices are measured. For smaller amounts, silver crests comprise one tenth the value of a gold crest, and copper crests, the smallest denomination of coins, are worth approximately one fifth of a silver crest. Denominations larger than gold are available in limited quantities, and typically have only ever been minted during times of exceptional prosperity. Typically these larger denominations are made in platinum or other extremely valuable minerals, even manite, although the latter are virtually unheard of in post-Darkfall Aden, given how valuable manite is. Although the gold crest is virtually universal, the lesser denominations of crests can be of varying materials depending upon the circumstances and location. In some regions, less valuable materials such as iron or even bone can replace copper and silver coinage, particularly because the lesser values of coins are rarely used in international trade, but instead limited to trades conducted within the lesser castes of a given nation.

In the years immediately before and after the Rose Accords, and again after the Darkfall, barter is very frequently employed in lieu of simple monetary exchanges. Larger cities and settlements still have functioning economies wherein crests are very valuable, but smaller settlements also allow for simple trade for necessary



items and commodities. In the Rhanate, for example, water is considered a very valuable commodity and can often be used to exchange for almost anything as long as the volume is considered an equivalent value. Manite is a commodity considered more valuable than gold in virtually every trade center in Aden, given its unique arcane properties and its importance to the practice of mechamagic.

The most central aspects of trade in post-Darkfall Aden are the Thunder Trains. Massive creations spawned by the twisted brilliance of Lord Urbane, the Trains traverse the continent multiple times per year, bringing trade to a limited number of cities that lie along its route. Their sheer size and the amount of arms and armor they bear has finally provided a means for trade goods to be transported from one city to another throughout the different nations, something that has at long has brought some semblance of true trade back to the world after it perished under the claws of the nocturnal horde. The creation of a Thunder Station, the docking stations built specifically to accommodate the massive Thunder Trains, have transformed more than one city into a thriving hub of commerce, and many other cities lying along the Thunder Trail have petitioned Urbana to have new stations constructed within them. Thus far the Iron Tyrant has sharply limited the number of Thunder Stations constructed along the trail, but given how profitable the trading that the Trains spawn has proven for Urbana, it seems likely that he will eventually increase the number of stations along the route, if for no other reason than to gather more wealth for himself and for his nation.



Prominent Organizations

Although the history of Aden has been shaped primarily by its nations, there have been a handful of organizations without ties to one specific nation or another that have aided in the development of civilization as a whole. Without the resources and the protection of a nation at their command, many of these groups have suffered tremendously since the Darkfall; their influence, however, can still be seen in the modern age.

The Cartographers' Society

Formally known by the more elaborate and somewhat arrogant name of the Ancient and Intrepid Cartographers' Society, this is one of the oldest organizations in Aden, and one that was in decline long before the Darkfall came about. They heyday of the Cartographers' Society was during the first few decades following the Peace of the Rose, when the boundaries of modern nations were still being formalized in the minds of the common people. Likewise, with peace finally established, certain regions of the world that had seen intermittent fighting but limited settlement, such as the Sundered Desert and the High Steppes, were virtually unknown to most. The various islands along the coastline of Aden were also mapped, as were surviving colonies, towns, cities, and any other settlements that were inducted into the newly peaceful continental society.

The length of the Golden Age allowed the entirety of the known world to be completely and thoroughly mapped. This dramatically reduced the importance of the society, so much so that at one point they existed merely to produce maps for others, becoming essentially a printing service rather than a true society of cartographers and explorers. Since that time, the society has attempted to revitalize itself with expeditions beyond the Known Lands in an effort to locate other island chains, archipelagos, or even continents, but thus far without success. Since the Darkfall, these efforts have been much less of a priority for the society, but they have not been completely abandoned.

The Crimson Sisterhood

The existence of this organization is highly speculative, and may be more myth than reality. Stories of this cult of assassins have existed for centuries, and are circulated among the populaces of every nation on Aden. According to legend, the members of the Crimson Sisterhood are peerless warriors and assassins, accepting contracts only for exorbitant sums of money, and only then if the targets present a suitable challenge. Membership is allegedly limited to women only, and they predominantly display mastery of various martial arts and weapons. It is possible that male members or exclusively magic-using members exist, but if so, they defy all known rumors and thus operate in perfect secrecy, which may well be the entire point.

A human woman named Jyra Trestan, the Rhan of Trubbs, is rumored to be not only a member of the Crimson Sisterhood, but its leader as well. Other whispers in a different part of the world claim that the black sorceress Lilith, Kazan of the High Steppes and unquestioned mistress of Synthica, the Wicked City, is also a member. Although best known for her arcane abilities, Lilith is also known to be a highly skilled duelist, and the Rhan Trestan is one of the deadliest women in the world, wielding a cursed blade of black volcanic glass that she claimed from a corrupted she killed in personal combat.



The Heralds' Guild

A combination of factors in Aden's history led to the development of the Heralds' Guide, chief among them being the length of the Golden Age and the scarcity of conflict during that period, as well as the pervasive nature of arcane magic in the world in the modern era. During the Golden Age, the inconvenience of long-distance communication was one that could afford to be addressed, given the lack of war. The problem came about long before the development of technology began its rapid ascent, and as such magic was the only means of overcoming the obstacle. A group of like-minded arcanists from different nations determined that they would develop magic that would allow them to communicate with one another over vast distances almost instantaneously. Although that lofty goal was never truly realized, they did achieve success that permitted them to create an unprecedented communication network.

Calling themselves the heralds, these mages and priests gathered others to their banner and began training a sufficient number in their methods to enact their plan. When they had the numbers they required, they offered their services to the various nations. A nation that wished to employ the heralds would provide a number of tower keeps for them throughout the nation, typically built along common roads and trade routes. The spells that these men and women developed allowed them to send and receive messages to one another over tens or even hundreds of miles. When an important message was issued from or to an important individual, the towers could send the message along in a chain until it reached its destination in a matter of hours instead of weeks or months that overland travel would require.

The Heralds' Guild was never a perfect organization. The guild was not able to cross the Sundered Desert, and thus its network was cut into two pieces: the larger portion in Western Aden and a smaller one in Eastern Aden. Since the Darkfall, these networks have fallen into disrepair, with many towers either abandoned or destroyed outright. The decline in the ability to communicate with other nations has only further contributed to the breakdown of relations between several of them since the Darkfall, and many find that the Heralds' Guild, once a mere luxury, is now sorely missed.

The Seers

The origin of the Seers are lost to history, primarily because the organization was exceptionally secretive for much of its existence, and then all but wiped out under mysterious circumstances during the Darkfall. Long before the Golden Age began, individuals with a rare and varied ability to perceive and manipulate fate began to seek one another out in order to better understand their own natures. At first their collaboration was simply an attempt to comprehend the greater tapestry of fate, but soon it was obvious that in working together they were able to achieve greater clarity and have a greater impact on the world around them. Soon the Seers, while still few in number, were able to offer their counsel to kings and heads of state throughout Aden. It took generations for their offers to be given true consideration, but the proof of their abilities was such that they were eventually afforded sufficient respect that their place in the highest courts of the land became commonplace over the course of the Golden Age.

The seers did not survive the Darkfall, at least not in a way that most would recognize. The vast majority of the order, never a large one, disappeared with the Darkfall, and their fates remain unknown. Only a handful, those who had been cast out, or in the most secluded of locations, remained, and for the past ten years those individuals have largely remained in hiding, fearing whatever force that caused the Darkfall would come for them as well. Only now, a decade after the event, have they begun to take a greater role in Aden once more.

The Steamwright Guild

A relatively recent development in Aden's history, the Steamwright Guild is often confused by laymen for an organization devoted to mechamagic. This is far from the truth; the guild predates the development of mechamagic by a noticeable margin. Indeed, for much of its pre-Darkfall history, many prominent members of the guild displayed open disdain for the practice of mechamagic. The Steamwright Guild is devoted to the development and utilization of non-magical technology. This purist view has limited their membership since mechamagic became so prevalent, but after the Darkfall most surviving members have abandoned their haughty attitudes to embrace a more practical attitude that favors survival over principles.

The Darkfall did not devastate the Steamwright Guild in the same way that it laid waste to many other prominent organizations, due in large part to the guild's focus on larger urban centers. Most major cities survived the calamity, ensuring that most steamwrights were able to ride out the cataclysm. In modern Aden, the guild is extremely influential due to its limited numbers and the increased importance of both mundane and magical technology.

The Thunder Scouts

Everyone in Aden is familiar with the Thunder Trains, conceptually even if they have never seen one of the massive transports themselves. Comparatively, few are aware that the great vehicles were inspired by much more mundane transports that existed prior to the Darkfall. Present largely in Columbey and the Concordance, these vehicles were simply called trains, and operated on a much smaller scale. They were steam powered, but with a very limited amount of magic involved. These trains could only follow specified routes, as they ran on pre-established rails that were known as railroad tracks. The creation of these tracks was a difficult and time-consuming process, one made much easier by having the route requiring the least work carefully mapped out. It was the duty of a small cadre of elite scouts to accomplish this. These scouts were equipped with single-man vehicles and were expected to be able to handle both the cartographical needs of their position as well as defend themselves properly. In the early days of mechamagic, their transports were extremely loud, causing them to be known as Thunder Scouts due to the clamor of their vehicles.

After the Darkfall, normal railroads became virtually unusable due to the vulnerability of the tracks to nocturnal attacks, and they fell into complete disuse outside of the Concordance, where they still see limited use. In the former Columbey, the Thunder Scouts were put to use by Lord Urbane to secure the routes of his Thunder Trains, a much more ambitious and vastly deadlier undertaking than they had enjoyed previously. Many were lost, but those who survived emerged hardened and more dangerous than ever before. The largest group of Thunder Scouts continues to serve Urbana and the Iron Guard, but many who abandoned their previous duties out of loyalty to the former Columbey have taken up positions as mercenaries and adventurers throughout Aden.



VATIONS OF EASTERN ADEN

Aramyst: The Ruined Kingdom

"We have lost everything except our lives. That is enough for Aramyst to rise again."

Jerek of Refuge

Government: No centralized government remains. The only government that presently exists within Aramyst is limited to single-settlement governments, each typically overseen by a mayor or governor.

Predominant Races: No race is particularly over- or underrepresented in Aramyst.

Exports: Magical items, spellcaster services Imports: Foodstuffs

History

Prior to the advent of the Darkfall, the nation of Aramyst enjoyed more than a thousand years of peace and prosperity. Broadly speaking, this could be said of all modern Aden nations since the Peace of the Rose was established. Unlike the majority of other nations, however, the people of Aramyst took this peace almost as a divine mandate to achieve the pinnacle of culture and sophistication. The pervasive use of magic throughout the country ensured that the people were able to enjoy a pleasant lifestyle without the necessary difficult work that the people of Arasteen indulged in, and without the discrepancy between the nobility and the peasantry that existed within Columbey. Only in Vanora was there a relative similarity in terms of how efficient society functioned, and even then the common folk of Vanora did not have the access to high end cultural activities in the same manner as the people of Aramyst.

It should come as no surprise that a nation with as pervasive an embrace of the arcane as Aramyst was in fact founded by arcane spellcasters. The region that comprises the modern nation was once home to numerous warring factions of nomadic tribe, as much of the continent was in the days leading up to the outbreak of the Great War. Unlike many other regions, however, the bloodlines of these tribes enjoyed powerful magic-using capabilities. Although originally naturally gifted sorcerers and shamans, these individuals sought out others with the same latent gifts and began to teach them, giving rise to a system of instruction in the arcane arts that eventually, in turn, gave way to magic colleges. These institutions have given rise to more advancements in the understanding and practice of magic than any other in Aden over the course of the past one thousand years.

Immediately prior to the meeting at Rose, Aramyst was a region united under the rule of a single, exceptionally powerful wizard. This position, known as High Arcanist, existed only for two generations prior to the Peace of the Rose, meaning that Aramyst was one of the most stable pre-Rose nations in existence. The third High Arcanist was a faerkin named Quintus, a wizard of tremendous power who ignored all stereotypes painting his race as talented but undisciplined in the magical arts. It was Quintus who participated in the unprecedented meeting that resulted in the Peace of the Rose, and only a short time later, Quintus abolished the position of High Arcanist in favor of a ruling body he created called the Celestial College. A secondary position, Minister of State, was simultaneously created to take care of the day-to-day affairs that did not warrant the Celestial College's attention, but all true authority over the guidance of Aramyst fell to the latter. Quintus remained a member of the Celestial College for some years, perhaps ensuring that it met with his vision for the nation's future, then quietly retired and disappeared from public view. Although his ultimate fate is unknown to history, the name Quintus was celebrated in the halls of the Celestial College right up until the time that the coast of Aramyst was consumed and all members of that august body disappeared, presumably killed in the conflagration.

Throughout its history, Aramyst has largely been a peaceful nation. There have been the inevitable border skirmishes with other regions, primarily with the bandits of the Sundered Desert and occasionally there have been long-distance raids from the High Steppes, but very rarely there have been minor conflicts with neighbors Carraway and Vanora. For the most part, however, Aramyst has avoided large-scale military conflict over the years. What little conflict the nation has endured during its history has typically been internal and small in scale with individual wizards or factions of wizards battling with one another over matters both material and philosophical. Unfortunately, the power commanded by these combatants has ensured that, while the battles were small in scale, the devastation unleashed has occasionally been enormous. Perhaps for this reason, the people of Aramyst have always preferred to resolve their problems through debate and discussion rather than through force of arms or arcane might.

At some point prior to the Darkfall, some particularly brilliant wizard within Aramyst attempted to create a servant race of evolved animals. The process succeeded beyond the wizard's wildest dreams, but unfortunately for the wizard, it also resulted in these animals gaining a much higher degree of intelligence and sentience than anticipated. These animal-men, later to be known as ferrans, rejected servitude and threw off the bonds of slavery less than a century following their creation, resulting in one of the only large-scale conflicts that Aramyst has ever known within its borders. This conflict, the War of the Beasts, which lasted for almost a decade and caused tremendous loss of life within the nation's boundaries, ended with a continent-wide condemnation of Aramyst that included a stigma that took generations to shed.

Lands

The most significant geographical feature of Aramyst is without question the Burning Coast. Once the greatest center of learning and civilization in all of Aden, the entire coastline of Aramyst was consumed in a supernatural conflagration at the moment of the Darkfall, and the unholy flames that consumed it have never abated, rendering a sizeable portion of the country completely uninhabitable by the civilized races. The nature of this conflagration is not understood by the people of modern Aden; in a twist of irony that was perhaps intended by the Darkfall, those best suited to divine its nature and purpose were among those consumed by the fires when they first manifested. The loss of life was great indeed, but it seems that life may literally have been all that was lost. Those who are able to receive enchantments that render them able to endure the heat and flames have reported that the cities of eastern Aramyst appear to remain completely intact, and only living matter has been consumed by the fire. In the wake of the conflagration, creatures indigenous to or at least well-suited to such fiery environments have taken up residence in the region. Both nocturnals and normal creatures infest the area, and those who have ventured into the region often find that their extensive preparations to endure the heat and fire have failed to prepare them for the threat of the new wildlife occupying the area.

Beyond the easternmost Burning Coast, much of Aramyst is comprised of plains and rolling hills, often dotted by small woodlands here and there. Once, these lands were incredibly fertile and productive, naturally so at first and then later increasingly enhanced by powerful nature magic as dictated by the Celestial College. Unfortunately, most of those capable of maintaining such powerful enhancements were lost during the Darkfall, and those few who remain find their time consumed with protecting the survivors of their ravaged land which has caused the productivity of Aramyst's farmlands to plummet. They remain arable, presumably, but precious little farming takes place due to the lack of natural or man-made defenses against nocturnal attacks in the vast, open plains that make up the majority of the country's center regions. Terrible, sinister predators hunt these lands, almost as if they were guided by some all-seeing malevolence to ensure that the survivors of Aramyst are denied the desperately needed products of the land.

The southern regions of the nation are dominated by the ancient, gentle slopes of the mountains called the Knuckles. These old peaks have stood since the dawn of time, as near as anyone can tell, and unlike the other mountains of Aden, they have been worn down gently, exposing the veins of precious minerals that might once have remained hidden deep within the earth. Mining operations have been conducted within the Knuckles for more than a thousand years, predating even the Peace of the Rose and remaining in place literally up until the day of the Darkfall, although there has been some degree of interruption since that time, obviously. The Knuckles appear to have some of the richest manite deposits outside the borders of Urbana, which is how the nation of Aramyst has maintained a reputation for the creation of enchanted items for so many centuries. It is often speculated by outsiders that the Celestial College divined some means of magically locating manite, a feat that has escaped other nations, and that is how they have maintained such a constant rate of production over the centuries.

The northern border of Aramyst is home to Great Moss Lake, the largest freshwater lake in all of Aden. Despite the lake's enormous size and the incredible variety of wildlife living within it, for much of its history it has been almost completely inaccessible to those who would make a living off of it. The lake takes its name from the thick moss that floats upon much of its surface, a species of plant unique to the lake. This plant, a strange hybrid of moss and weed, seems to flourish in the upper levels of the lake and is capable of movement. The strands seek out anything that moves upon the surface and hopelessly ensnare it, constricting to a degree that individuals or even wooden ships are crushed by it, and then the plant slowly feeds as the dead prey wrapped within it decomposes in the water. This unfortunate situation which had rendered a vast natural resource virtually unusable for centuries was resolved seven years ago when an innovative dwarf named Gentor determined that he would not be defeated by some mindless plant. Gentor's first plan was to utilize a metal-hulled ship, reasoning that the moss-weed would be unable to crush its hull. This proved correct, but the ship was still ensnared for so long that Gentor and his men nearly starved to death aboard their ship before they were finally able to hack their way clear and escape back to port. After this, Gentor was stymied for a time until he noticed that a lightning strike during a storm appeared to stun the weeds into a stupor for a time. Calling on an old acquaintance who was also a mechamage, Gentor purchased the design for prods that could be attached to a ship's hull and that could generate an electrical discharge. After finally securing a crew willing to test his theory, Gentor set out on the lake once more, and this time he had much better results. The prods from his ship stunned the predatory weed, allowing his men to gather it in the nets and then administer a sufficient shock to kill it permanently. Hoping at first to clear the lake, Gentor gathered an entire haul of the dead weed and he returned to shore. It was quickly discovered that the weed was edible, although not particularly flavorful, and Gentor realized he had just discovered the only way a new and inexpensive crop could be gathered. This had a dramatic impact on the surviving settlements of Aramyst, and many survivors now subsist on a diet that includes a tremendous amount of dried moss-weed prepared in a number of different ways.

Culture

Aramyst has always been known for its rich cultural traditions, many of which revolve around scholarly and philosophical pursuits. It

is certainly the case that Aramyst's past has often been associated with the greatest endeavors of its citizens. It would be disingenuous to claim that the nation is not without its blemishes, however, for the nation is one with a shadowy undercurrent of blood and oppression.

As mentioned earlier, one of the most significant developments in Aramyst's history was the creation of the ferran race. The ferrans were intended as a step between man and beast, cunning enough and possessed of enough manipulative abilities to undertake physical labor at the direction of a master, but dull enough of wit to be content with servitude. The situation did not develop as anticipated, however, and either as an unforeseen result of their creation of as a result of evolution that occurred within the first few generations, the average ferran was as intelligent as the average member of any other race. The Aramystians did not accept this simple fact, however, and maintained the ferrans as a slave race for almost a century before the inevitable rebellion took place. Up until that time, however, the ferrans were employed in all manner of ways, not the least of which was in public exhibitions. For the entertainment of the masses, they were pitted against one another in mortal combat or against deadly creatures captured or summoned by magic. The conflict between the people of Aramyst and their ferran slaves was short but bloody, and it shamed the nation before the entirety of Aden, resulting in diplomatic and trade sanctions that lasted for the better part of a decade. Up until the Darkfall, ferrans were still treated as something like second class citizens in many of the more developed regions of the country, but the devastation of the past ten years has rendered all men equal in the wake of the greatest disaster the world has ever known.

Major Settlements

All settlements within Aramyst fall into one of two broad categories: relatively minor or completely ruined. Everything that could be called a city stands lost to the forces of the Darkfall, and those which remain were once small villages or other settlements that are now choked and overflowing with refugees from the Burning Coast.



Refuge is the only remaining settlement within Aramyst that could be called a city, and even then only by the most generous standards. Much of the city appears to be very hastily constructed, and for good reason. Ten years ago, in the days leading up to the Darkfall, Refuge was little more than a mining encampment nestled against the base of the mountains known as the Knuckles. When the surviving masses from the coast flooded the area, construction began almost immediately. At first the outskirts of the city became little more than a flimsy shantytown, but as attacks from nocturnals became more frequent, walls were erected and people began to build sturdier dwellings. Within a few months, when even those most fully in the grip of denial began to accept that the situation was not going to change, everyone began to fully contribute to the construction effort. The mining efforts that were once the entire point of Refuge's existence have become a secondary concern, eclipsed by the need for simple survival. However, mining has not disappeared; indeed, with the dramatically larger population the city now possesses, more souls are busily plumbing the depths of the Knuckles than ever before. Every possible scrap of manite is being dredged from the mountains in hopes that enough can be gathered to gain the attention of Lord Urbane and ensure that a Thunder Station is constructed within the city. Thus far, their efforts have not yielded success, but this has only encouraged the Refugees to redouble their efforts.

After Refuge, Mossburg is the next largest settlement in Aramyst, but it is not large enough to be considered a proper city. The town's only real claim to fame is that, since the Darkfall, the activities of the ironclad sailing vessels created by the dwarven entrepreneur Gentor are the largest single source of food being produced within the ruined kingdom. Plying a trade on the lake is the primary industry of the town, and there are many who follow the ironclads in much smaller, wooden ships, making use of the temporary window of opportunity to catch other forms of fish from the lake before the moss-weed grows back (which it does very, very quickly). Built on the shore of the lake as it is, Mossburg is more easily defended against nocturnal attacks, or so many believe. This is perhaps partially true, but throughout its history the Great Moss Lake has had many strange creatures dwelling within its unfathomable depths, and they occasionally crawl free of the lake to visit their wrath upon those who dwell within the town. Whether they are nocturnals or mundane creatures, no one is certain, for many of them defy categorization according to modern understanding of zoology.

The village of Merea is the nearest settlement to the southern boundary of the Burning Coast, and as such was one of the natural places to which the first survivors flocked when the conflagration took place. Although many later moved on to larger settlements like Refuge and Mossburg, Merea remains several times larger than it was shortly before the cataclysm, and its leaders struggle every day to meet the needs of its denizens. Its distance from Mossburg ensures that precious little of the vital food from that settlement ever reaches them, and for that reason the people of Merea are constantly negotiating with the trading houses of Vanora to the southwest in a desperate attempt to keep everyone fed. The less altruistic trading houses will no longer heed Merea's pleas, having long since grown disgruntled with Merea's constant haggling upon delivery of goods in an attempt to secure lower prices than previously agreed upon. There are similar difficulties in trading for weapons, which Merea always seems to need, but fewer among the Vanorans are inclined to be as generous in that regard.

As Merea marks the southern boundary of the Burning Coast, so does Lora mark the northern border. The similarities do not end there, for while Lora remains a great deal larger than it was originally, many of those who gathered there during the first days after the Darkfall moved west to Mossburg or southwest toward Refuge, while still others fled north across the border into Carraway. The village's much closer proximity to Mossburg ensures that they have a steady supply of dried moss-weed, so much so that there have been attempts to trade the excess with the people of Carraway. Unfortunately, the plant decays rapidly and the lands between Lora and their neighbors to the north are extremely dangerous; these two conditions have kept the burgeoning industry very meager thus far.

The village of Syldan marks the western edge of the Burning Coast. It is far smaller than Merea and Lora, although it does have a larger populace than it can easily accommodate. Many of those who arrived after the immolation of the Burning Coast were wounded, some gravely, and the villagers of Syldan have united in their attempts to aid their kinsmen. Syldan was a peaceful and scholarly village, however, and efforts to provide for so many refugees have been extremely difficult.

Military

There is no military to speak of remaining in Aramyst. Each individual settlement has its own guards and defenders, but there is nothing that approaches the level of organization and training necessary to be defined as an army, even within Refuge. Service in to the nation is a mandatory thing in Aramyst, with all ablebodied adults being expected to assist in the defense of their home when an attack takes place. Typically, all but the most essential individuals are required to participate daily in training, patrol, or some other form of defense. Only those whose time is better spent in some other area, such as particularly skilled healers, blacksmiths, or wizards, are exempt from this expectation.

While many other nations have their own champions in the form of different organizations such as the Radiant Order of Arasteen or the Inquisitors of Carraway, Aramyst has nothing of the sort. For this reason, the people of Aramyst depend heavily upon freelancers and adventurers, and individuals of that type tend to congregate within the nation's borders in significant numbers. The promise of treasure taken from the many ruins across the land attracts some, while others operate on a more altruistic standard and seek only to aid those who have lost everything.

Relations

The people of Aramyst depend heavily upon the good will of Carraway and Vanora, the governments of which are willing to offer trade to the various settlements there at a rate lower than they could likely achieve elsewhere. It is this charitable treatment that has allowed the people of Aramyst to survive the past decade, and while they are tremendously grateful to their neighbors, they also fear the day when such charity is forced by pragmatism to take a back seat to more realistic concerns. Arasteen has lent what aid it is able, which has been limited to the assistance of far-roaming members of the Radiant Order simply by dint of the great distance between the two nations.

Conversely, the generally lawless nature of the Rhanate and the High Steppes has ensured that some of the more ambitious among those nations' denizens have taken it upon themselves to prey upon Aramyst. Raids from the Rhanate are much more common, given that the barbarians from the High Steppes have much farther to travel if they wish to plunder in such a manner, but the latter is not unheard of.

The people of Refuge have been attempting for some time to convince Lord Urbane to add their city to the Thunder Trail so recently blazed in eastern Aden, but as of yet they have had little success. The most common theory behind this is that the notoriously cruel and callous Lord Urbane considers there to be nothing of importance worth trading for in Refuge and therefore does not consider the trip a cost-effective endeavor for his precious Thunder Trains.



"The Saints watch over us and guide us. If we are but true, we will be led to inevitable victory over the scourge of unclean beasts that plague our lands."

Theocrat Telos

Government: Theocracy

Predominant Races: All races represented, no particular concentrations

Major Exports: Stone, lumber, foodstuffs

Major Imports: Ore and refined metals

History

Carraway is the oldest of the nations currently existing in Aden, pre-dating the Peace of the Rose by more than two centuries. The eastern region that makes up the country's lands was spared the worst fighting in the Great War that ravaged other parts of the continent for four centuries. The story of the nation begins with the story of a young elven woman who was known for her spirituality and her love of learning. Named Chandrey, this woman wrote extensively on her thoughts about the existence of spirits who had passed on, a divergent path of the ancient beliefs of the elven people. Constantly refining her theories and beliefs, Chandrey wrote extensively and these writings became very popular with those who read them or heard of them, for the people of ancient Carraway had always believed strongly in the spirits of their ancestors. Almost without intending to do so, Chandrey gave rise to the religion that would come to be called the Church of All Saints, and she was named the Theocrat, highest ruler of the church, by her followers. Humbled by the honor and willing to accept the burden of responsibility, Chandrey began construction of a grand cathedral on the site of an ancient ruin, and both the Church of All Saints and the nation of Carraway were born.

In the sixth century after the Peace of the Rose was established, a dire threat to all of Aden arose in the eastern portion of the continent. A wizard, presumably a native of Aramyst, secluded himself and a handful of assistants in the remote wilderness of the High Steppes where he worked to perfect his dark arts. Even in the enlightened society of Aramyst, certain necromantic pursuits were condemned and forbidden, but this particular individual was certain that he had discovered a path leading to power the like of which none had ever known, and it seemed he was right. The wizard fully embraced necromancy and raised a large number of undead to follow his commands. These forces he used to attack small settlements in the steppes, which only increased the size of his army, and he continued this process in the hidden wilderness of the north until he commanded entire legions. By the time the desperate pleas of the few scant survivors were believed, the necromancer, simply known to most as the Silent One, had begun to invade the northern portions of Carraway as well as portions of the Sundered Desert and even a few remote settlements in Aramyst

The response from the nations of Aden was swift and unanimous. Even as Aramyst and Vanora were massing their troops, rapid response units arrived from Arasteen and Columbey, and ships bearing Yzeem troops arrived on Carraway's coast. If such a force had been ready when the Silent One began his campaign, his attacks would have ended almost immediately. Unfortunately, the sheer number of undead in his army ensured that the struggle would go on for some time. For the better part of a year, the massed forces of Aden fought against a seemingly endless legion of undead monstrosities. Ultimately, the power of the Aramystian wizards broke the earth itself, shearing it into the now well known Alabaster Cliffs as they created a natural barrier between the High Steppes and Carraway. Simultaneously, the blessings of the Radiant Order and their allies among the Arbiters of Carraway breached the enemy's defenses and allowed a small, elite unit led by the Theocrat himself to engage the Silent One. The duel between the two men was one that would be told in song for centuries, and in the end, Theocrat Illovich sacrificed himself to destroy the necromancer.

The victory was not without cost. In addition to the loss of the Theocrat, the death spasms of the necromancer and the mysterious ritual he had been conducting created a shockwave of negative energy that washed over large

portions of Carraway and the

High Steppes. The effect was not immediately obvious, but in the years to follow it became quite obvious: the entire region was cursed with a much greater frequency of undead manifestation than anywhere else in the known world. Even with his dying action, however, Theocrat Illovich did not abandon his people. The forest where the final duel with the necromancer took place is an enchanted woodland. The trees that grow there possess unique qualities, and when weapons utilizing this wood are used against undead, the effect is dramatic. This wood, known as heartwood, is among the most valued commodities in all of Carraway.

Three years after the Darkfall, there was a season of extremely heavy rain that caused the banks of the Thunder River in eastern Carraway to swell significantly. This in itself was cause for concern, but the true effect had yet to be seen; secretly manipulated by a powerful corrupted sorcerer called the Swamp Lord, the bloated river suddenly produced legions of muck-men, violent creatures composed of the mud itself. This army hurled itself against the city of Stone in such numbers and with such violence that the High Arbiter of the city, Hugh Lee, had no choice but to order an evacuation. This process lasted for two months and was joined by the people of the various surviving villages around Stone. When the caravan of survivors finally reached Karstan, many had perished, and the land east of the Thunder River had all but been abandoned to the nocturnals. That region has remained lost for the better part of a decade despite all efforts to reclaim it, and it is known as the Forsaken Lands. For reasons as yet unknown, it remains one of the most heavily nocturnal-infested regions of Aden, and the situation is further complicated by large numbers of undead which have been a curse on Carraway for centuries before the Darkfall.

Lands

By the standards of most outsiders, Carraway is a bleak and unpleasant place. The general climate ranges from bitter, agonizing cold during the depths of winter to mild during the summer with the majority of spring and summer being significantly cooler than in most other lands in Aden. The lands





are hilly and often rocky with sparse vegetation broken by occasional patches of dense forest. The nation is surrounded by natural boundaries; the Thunder Peaks and the coastline beyond form the eastern border, the Alabaster Cliffs separate it from the High Steppes to the North, the Great Moss Lake largely cuts it off from Aramyst to the south, and the Sundered Desert to the west provides the only large point of egress available to those who live within Carraway. It is no surprise that so few denizens of his harsh land choose to leave for other countries; it seems virtually impossible to do so for the common man.

Despite the harshness of the land, Carraway was an incredibly productive farmland prior to the Darkfall. This speaks more to the quality of the men and women working the land than the land itself, but the end result is the same: there was always a surplus that allowed Carraway to trade advantageously with other nations. Since the cataclysm, however, much of the most arable land has been lost to the nocturnals. Still, the people of Carraway are nothing if not determined, and the fact that they have had to adapt new lands to farming has not changed their dedication and effectiveness; Carraway is still able to trade food to the desperate refugees of Aramyst to the south.

Sadly, the most notable feature of Carraway's geography is also the most tragic. The Forsaken Lands have been lost to the forces of the Darkfall for less than a decade, and yet those who have ventured into that region report that the lost settlements show growth more in keeping with twenty years of abandonment. The rapid growth has no known cause, but it is assumed to be linked with the extremely large numbers of nocturnals in that area. Large areas of what was once farmland has been reclaimed by dense, dark forest, much of which suffers from an infestation by the undead. Some scholars believe that something important or linked to the Darkfall may be hidden in this region, and that is why there is such rampant corruption.

Culture

The culture of Carraway is inextricably bound to the beliefs and rituals of the Church of All Saints, the religion to which virtually every citizen of the country belongs. Easily the largest religion in Aden, the Church of All Saints had its origin many centuries before the Darkfall, and it is based upon the writings of one of history's greatest scholars and philosophers, Chandrey. She believed that the spirits of those who lived great lives lingered in the mortal realm and offered their blessing and protection to those who properly venerated them. This philosophy was based upon one of the ancient faiths of the elven people, one abandoned thousands of years ago but still studied among the race's scholars. The central belief of the church, refined from Chandrey's writings after more than one thousand years, is that the spirits of the dead remain near to the mortal world, and when afforded reverence and worship, they gain power and can offer their guidance to the living. The process of canonization, which is what formally elevates a departed soul to the position of Saint, is conducted by the ranks of the clergy, who are both the leaders of the Church of All Saints and the leaders of the nation of Carraway.

The pantheon of Saints is a large one, with dozens of individual Saints having been recognized over the course of Carraway's history. Individual members of the Church each choose a single Saint whose life and deeds they respect above others, and take that Saint on as their patron. Citizens often sew the symbol of their patron Saints into their clothing and display it in their homes, which serves both as a reminder of the heights to which they aspire as well as a means of protecting themselves against the darkness and evils of the world. The day of a Saint's canonization is a day of celebration for those who regard him or her as a patron. Some of the most common patron Saints include: Albrecht, the Saint of Justice – While Chandrey was the founder of the Church and was its first Theocrat, it was the fourth Theocrat, a dwarf named Albrecht, who truly brought civilization to Carraway. When he came to power, much of modern Carraway was rife with bandits and lawlessness. It was Albrecht who created the holy knights of the Church and established the organization they still use today. The national boundaries of Carraway were formalized by his efforts, and upon his death, his successor's first act was to canonize him as the Saint of Justice. Albrecht is celebrated as a patron by more citizens than any other Saint.

Deighan, the Saint of Wits – A popular Saint among the common folk of Carraway, Jon Deighan was a dwarven farmer who lived in the northern reaches, near the High Steppes. The region where Deighan lived was plagued by raids from Rhalak, a notorious warlord of that barbarous land. Each winter, Rhalak descended into Carraway's farmlands to prey upon the people there and escape the more severe winters in the north. The people despised Rhalak, but only Deighan constantly outwitted the warlord. His deceptions and trickery constantly robbed the bandit king of his intended targets, and tales of his exploits have become something like fables to many. It is said that Deighan was one of the only living beings that the bloodthirsty Rhalak truly respected.

Illovich, the Saint of Sacrifice – Another of Carraway's Theocrats, several of whom have become Saints, Illovich was a rapacian who led the Church centuries ago during the rise of the undead plague that threatened all of eastern Aden. It was his courage and sacrifice that saw the Silent One defeated, and that created the sacred forest where heartwood grows. Unlike that of most Saints, the day of Illovich's canonization is regarded as a day of mourning.

Leera, the Saint of Music – Leera Melodan was an elf from St. Lucca who was regarded as the greatest musician of Aden's Golden Age. Legends hold that her ballads could quiet a riotous crowd, and her dirges could bring the strongest of men to tears. Her canonization is something of a controversy, as she was finally made a Saint only a few years prior to the Darkfall, but her death is undocumented. Her bloodied harp was discovered in the wilderness, but her body was never found, and as she is an elf, it is possible that she is still alive even a century later.

In addition to the Church having an impact on the culture of Carraway, it is also its governing body. The Theocrat is head of both the Church and the government, and he is supported by an organization of clergy that serve both as religious leaders and organizers of the nation's bureaucracy. The Theocrat, currently a Ferran named Lara Telos, rules from the capital of St. Chandrey, and has Chancellors who advise her in all matters. Presently, the Church has a Chancellor in each of the areas of Faith, Security, and War. The Theocrat and Chancellor rule the capital, but each of Carraway's other cities, Sentinel, Karstan, and St. Lucca, are overseen by a High Vicar. Within a given city, an individual district may be appointed its own Vicar at the High Vicar's discretion if he deems it necessary for the benefit of the people.

Realistically, Vicars are the highest ranking members of the clergy that an individual citizen can easily access. They act much as city councilmen or village elders might be expected to act in a non-religious government. In settlements smaller than cities, Magistrates fill these roles. A Magistrate is the authority in a smaller settlement, much as a mayor might be elsewhere, and is also given authority over any and all military assets stationed in an individual settlement. Some Magistrates who recognize they lack military experience appoint others to oversee such affairs. These individuals are generally referred to as Marshals, although the name can sometimes vary depending upon the traditions of an individual settlement.

W

Major Settlements

Carraway was never a particularly urbanized area of Aden. The cities within its borders are very old, most predating the Peace of the Rose by a significant period of time. The industrialization that is so common in the west is almost completely absent from Carraway. There are no factories, and very little metal is used in the creation of most buildings. Stone and wood are the materials of choice, and individual craftsmen are still the most common source of goods.

The capital city of St. Chandrey is named for the founder of the Church and of Carraway as a whole. She essentially founded the city when she ordered the creation of the massive Cathedral of All Saints, which makes up the center of the city. The ruins over which the Cathedral were built are one of Aden's most enduring mysteries, and prior to the Darkfall there was a perpetual rotation of scholars from Aramyst investigating for any hint of the ruins' original purpose, although nothing conclusive was ever discovered. The Cathedral is not only a place of reverence, but is also a fortress as well as the center of government. The Theocrat and her Chancellors are headquartered within the Cathedral, and it is the central base for the nation's military as well. During the Darkfall, the Cathedral was besieged by a massive force of nocturnals, but it endured and the horde was repelled. The damage done to the church took years to repair, however. In addition to its religious, bureaucratic, and military importance, St. Chandrey is also home to a large number of Carraway's greatest artisans. The stone masons and bowyers in particular are well organized and hold a reasonable amount of political power. Both guild members and independent artisans ply their wares in the city's Grand Bazaar, and it is not uncommon to find a large number of foreigners circulating there, looking for the best prices on the famous Carraway crossbows and other such items.

Karstan is a city on the brink of disaster. When the survivors from the lost city of Stone, those who participated in the so-called "Karstan Death March," reached civilization, it was within Karstan's walls that they took shelter. Unfortunately, the enemies pursuing them did not abandon their pursuit, and although the Swamp Lord and his forces were repelled, the sorcerer's curse had a seemingly permanent effect upon Karstan. Fully half the city has been reclaimed by nature and is partially submerged within a nocturnal-infested swamp. This portion of the city has been walled off, but it is difficult to maintain the barrier. The city is also well known because its High Vicar, a radiant elven woman named Estable Rewn, is generally believed to be the next Theocrat, due both to her centuries of experience and her close friendship with the present Theocrat. Despite Karstan's hardships, it has a relatively booming economy due to the efforts of the Perth Trading House, a dwarven-owned enterprise which operates numerous caravans throughout Carraway and south into Aramyst.

The city of St. Lucca has a rather storied past. In Carraway's history, the campaign of the fourth Theocrat, Albrecht, is what unified it into a true nation. During this campaign, Albrecht came up against many bandit lords and defeated them all. One among them, however, formed a close friendship with the knight and instead joined his ranks. Dell Lucca, a jurak, aided Albrecht in gaining the allegiance of other bandits and in defeating those who would not join. Upon his death many years later, he was canonized as Lucca, the Patron of Allegiance, and a city that was in the planning stages was named in his honor. Modern St. Lucca has developed into a vital source of food production for post-Darkfall Carraway, both in terms of raising crops as well as large herds of livestock. The majority of the city is devoted to this industry, and protecting both crops and livestock from nocturnals is an extremely difficult task that consumes the attention of virtually the entire city. Although he has never confirmed his true feelings, many can easily tell that High Vicar Rak Lucca, a descendant of the city's founder, is greatly frustrated with the constant attrition among his city's defenders.

The city of Sentinel was founded as a means of stopping the attacks from raiders from the High Steppes to the north. Due to that, it was constructed with military purposes in mind, and it fared better than any other city in Carraway when the Darkfall occurred. The city's High Vicar, a goreaux named Verabus, is a wise and just ruler who has a more militaristic mind than most other clergy. For many years he has advocated the construction of a wall that would completely separate the two nations by cutting off the fifty-mile wide natural ramp that is the only passage between them. The response to this notion from the High Steppes has been decidedly hostile, and so far the High Theocrat has politely declined each time Verabus has brought the matter up.

Military

Two separate military bodies protect Carraway. The first is the militia, which is structured much the same as it is in most other modern countries. Carraway's population has not suffered as much as some other nations, and as a result not every citizen is expected to train with the militia. Those whose duties aid their kinsmen, whether as farmers or essential craftsmen, are excused from such duties. Still, most citizens recognize the necessity of strong self-defense skills, and in smaller settlements virtually everyone is proficient with at least one kind of weapon.

The fourth Theocrat organized a military arm of the Church, members of which are commonly referred to as knights or, for those with potent spellcasting abilities, clerics, to assist in the defense of its people against bandits and barbarians. Citizens who are so inclined may petition a Magistrate or Vicar for entrance into the knighthood. Those who succeed at tests of virtue, wisdom, and strength of arms are admitted to the ranks of the military as Watchmen, who assist in the defense of their home region. Watchmen who serve for a period of at least a year may advance to the rank of Arbiter of they are deemed worthy by their superiors. Arbiters are granted an allowance to purchase weapons and armor of superior quality and which are customized to suit the individual. Arbiters are given assignments that take them all over the nation and frequently beyond its borders.

After serving as Arbiters, knights may advance into higher ranks where their duties take on more tactical and administrative aspects. The first of these is the Justice. A Justice oversees units of Arbiters and Watchmen. Justices are often the highest ranking knights found outside of Carraway's cities. After Justice comes the rank of Judge. Judges track down the corrupted and dangerous criminals. Denizens of western Aden often associate their duties and their severe demeanor with the Inquisitors of the Eye in Urbana, which is one of the reasons that they are sometimes called inquisitors by outsiders. Although many knights of Arbiter rank and above are known for their proficiency with the exquisite crossbows common to Carraway, Judges are more often associated with the Justice Sword, a terrifying, serrated blade meant to cripple opponents so that they can stand trial, although Judges are empowered to conduct executions in the field as necessary.

The only rank above that of Judge is Master Arbiter, of which there are only three. A Master Arbiter oversees all military and judicial matters within each of Carraway's three major cities outside of St. Chandrey, working hand in hand with the High Vicars of those cities. Technically the High Vicars outrank the Master Arbiters, but Master Arbiters are often shown a great deal of deference by those individuals in recognition of the incredible experience and skill they must have displayed in order to reach such a rank.



Relations with Other Nations

Carraway is a very insular nation, shaped very much by the history of raids from the Sundered Desert to the west and the High Steppes to the north, not to mention the national boundaries created by geography. The Church has always had polite relations with Aramyst and Vanora to the south, although socially they have vastly different beliefs and are disdained for their decadent or misguided philosophies. Arasteen

is the one country that the people of Carraway

truly respect, and members of the Radiant Order often visit to collaborate with the Arbiters and Inquisitors of the Church. Carraway does not hold the nation of Urbana in the same disdain that many others do because they understand the harsh necessities of life in the era after the Darkfall. The presence of a Thunder Station within their borders has only increased their acceptance of Lord Urbane's harsher policies.

The High Steppes: Realm of the Lawless

"The High Steppes are not so much a nation, but rather a land no other nation wishes to claim."

Emperor Dyok of Vanora

Government: Feudal Warlord

Predominant Races: Higher than average population of jurak, low numbers of elves and faerkin

Major Exports: Mercenary forces

Major Imports: Manufactured goods, raw materials

History

The High Steppes is the youngest nation in Aden, and some vigorously argue that it is not a nation at all; rather, it is a land where the law of other nations has failed to be implemented properly. Regardless of whether or not this is true has become largely academic in the years since the Darkfall, when points of political clarification have become increasingly unimportant in the face of mere survival.

The people of the southern High Steppes, known as the Kurzaks, are among the oldest cultural groups still existing in modern Aden. As a group, they do not have a great deal of written history, but instead they depend upon a storytelling style of oral history intended to preserve the great deeds of their people. Hyperbole is the rule with these oral histories, of course, but if there is a kernel of truth to be believed in their tales, then at one point the vast forests that dominate the eastern and western

portions of the Kurzak lands contained gateways to other worlds. The trickster beings that emerged were the foils for many great Kurzak heroes, or so the stories tell. The stories also mention that the tricksters, whose descriptions bear great resemblance to many types of fey creatures known to citizens of modern Aden, took wives and brides from enchanted Kurzaks, creating a mischievous race of "forever children" that were despised among Kurzak society. This is the only real inkling as to the origins of the faerkin race, and the veracity of it is highly questionable, but it does at least explain the cultural bias against that race within the boundaries of the High Steppes.

Throughout history, the people of the High Steppes have never willingly submitted to the rule of a single individual. The region did not become a nation, or an approximation that was accepted as a nation, until several centuries after the Peace of the Rose. Even then, the region was not governed in anything resembling a traditionally accepted manner. The most powerful warlords of the entire region, individuals bearing the title of Kazan, came together to stop the constant fighting among themselves so that they could stop merely surviving and begin to genuinely profit from their enterprises. This took place roughly a decade following the defeat of a necromancer who laid much of the High Steppes and portions of Carraway to waste in his bid for power, and perhaps the Kazans realized what could be accomplished by working together when they saw the armies of the other nations fighting against the endless waves of undead. One among the Kazans was deemed to be the Grand Kazan, and he was tasked with maintaining relations with other nations. The other nations of Aden, eager to be rid of the threat of steppe raiders, acknowledged the existence of the High Steppes as a sovereign country, then promptly were disappointed when the Grand Kazan proved unwilling or unable to regulate the activities of his people. In less than a generation, the position of Grand Kazan ceased to have any meaning and was often unfilled, leaving the High Steppes without any sort of recognized ruler. This state persisted until the Darkfall occurred.

In the wake of the Darkfall, chaos reigned in the High Steppes. The nation's general lack of organization was such that it was unable to defend itself in many instances, and entire settlements were washed away in a tide of darkness and violence. The many Kazans of the region suffered as their people did. In some instances, they died not at the hands of nocturnals, but at the hands of their own subordinates; Kazan Lilith rose to power in this manner. When the attacks finally lessened in their intensity, Lilith sent word to the only two other Kazan to survive the attacks, a vicious human bandit named Tovar and a brutal jurak warrior called Mikal, requesting a meeting. The three came together in a historic meeting and agreed that unity was the only hope of survival. They also agreed that one among them must hold the highest authority. Lilith herself, with a well-deserved reputation as a manipulator, preferred to remain behind the scenes and out of the public eye. Neither Tovar nor Mikal was willing to submit to the other, however. It seemed that a civil war was in the offing until Lilith suggested a traditional Kurazak joust. Mikal, vastly larger and more powerful than his rival, readily agreed. Tovar was far more cunning than the others recognized, however, and utilized a thunder-lance in the duel. The weapon had not been seen in the High Steppes at that point, and Mikal had no inkling as to its abilities. He was easily unseated by the powerful weapon, and Tovar became the first Grand Kazan of the High Steppes, a position he would hold for ten years, at which point the three would meet again and determine who would rule for the next ten years.

Lands

The High Steppes is generally an inhospitable environment, which may explain why the region was never claimed by other nations early on during Aden's history. The climate varies from unpleasant to downright dangerous, the wildlife can be exceptionally deadly, and the flora is either unremarkable or at best bland and unexciting. In ages past, the entire region was subdivided into countless small fieldoms according to the strength of arms of the warlords controlling it. Since the post-Darkfall truce among the Kazans, however, the entire nation has been divided into three provinces based largely upon geographical features.

The southernmost province is Kurzak, so named for the culture of people who have historically called the region home. The Kurzak province is home to the capital city of Bulgrak and is the domain of Grand Kazan Tovar. The region contains large forests in the east and west, split in the center by a wide plain and the Meander River. The river is an important source of food, and much of its length has fertile rice paddies dotting the landscape. As the plain sweeps south, it descends in a fifty-mile wide natural ramp that is the only easy source of egress from the High Steppes into Carraway and the Rhanate to the south. Historically the Kurzak region has been home to the most notorious and bloodthirsty of the Steppes' raiders. The western forest of the province is heavily populated with game, including the legendary steppe boars, but the nocturnal population is likewise heavy, and as a result hunting is a dangerous proposition. In the east, the forest that Kurzak shares with Yprom to the north is notorious throughout eastern Aden for its population of lycanthropes and fey creatures, both of which predate the Darkfall by many generations. While this has helped keep the number of nocturnals in the forest under control, it has not made the forest any more hospitable for outsiders.

The northwestern province is Trace, home of Kazan Mikal. It is the coldest of the regions by far and rivals northern Arasteen or even Ionara in terms of climate. Frost remains on most of the evergreen trees much of the year, and the White Forest of this region takes its name from it. Much of Trace is separated from the rest of the Steppes by mountains, and Kazan Mikal has taken advantage of this to ensure that his province is the only one with consistent mining taking place. Because of the climate, farming is difficult, but fortunately Trace is the only portion of eastern Aden where aniols, a leafy vegetable normally only found in Ionara, grows in abundance, and it is the staple of most denizens' diets. Trace also boasts the only significant population of ice-elves in Aden outside of Ionara, although they are relatively few in number.

The northeastern province of Yprom is considerably different from its neighbors. It is cold there, although not as severely so as in Trace, but due more to the constant gloom than anything else. For reasons most can only ascribe to supernatural causes, there is often dense fog and cloud cover in Yprom, making even the brightest day relatively dim. This renders farming a difficult proposition, but there are hardy species of pumpkin and certain kinds of squash that flourish despite the circumstances, and so many of the dependable common folk of the region maintain farms as they did before the Darkfall, albeit with significantly greater risk. Despite Yprom's significant coastline, fishing is not extensive in the region, owing largely to the deadly aquatic predators native to the region as well as the tendency for the fish caught to have certain deformities that render them unpalatable to most.

Culture

The people of the High Steppes are a hardy, traditional sort; that their traditions are misunderstood or unappreciated by virtually everyone else in Aden is not something that concerns them in the least. There are two separate cultural groups within the region, generally separated into the colder northern regions and the more arid southern provinces. Both have strong warrior traditions, but they vary somewhat in many other areas.

The southern part of the nation, currently known as the Kurzak province, has historically been home to a cultural group also known as the Kurzak. Skilled horsemen who are notoriously inclined toward banditry, the Kurzaks are the primary reason that the High Steppes have such a questionable reputation among other nations. Originally a nomadic culture, the Kurzaks eventually settled into small settlements all across the region. Individuals of Kurzak descent are notoriously proud and stubborn, and they are not particularly inclined to change their ways unless no other course is available... and sometimes not even then.

The people who have historically lived in the northern regions of the Steppes have no identifying name as do their neighbors in the south. They have some distinct physical differences, notably a paler hue to their skin and eyes that are slightly more slanted than others. These differences have caused some scholars to speculate that this group began as exiles from the lands currently making up Vanora; this theory is supported by records indicating that the first Emperor drove out those who would not join his banner, and that the outcasts traveled north in search of a new home. The northerners also have a longstanding tradition of bandit activity, but historically they have not delighted in violence, mayhem, and mischief in the same way as the Kurzaks. Instead, the northerners seemed to regard their violence as a matter of honor and pursued anyone who had proven himself an enemy to the ends of the earth to exact brutal vengeance. As might be expected, the bandits in the north eventually died out as they either perished at the hands of a superior enemy or gradually retired to lives of luxury with their ill-gotten gains.

The modern High Steppes, such as it is, has not changed as much as might be expected. The Kazans rule the country with an iron fist, and delegate authority only to others who exemplify the philosophy that "might makes right." Typically, this takes the form of a caste called the Bagyars. The Bagyars are essentially families that possess both the wealth to purchase a Kazan's favor and the strength of arms to maintain dominion over that which the Kazans grant them. Every Bagyar controls a specific region, either a section of the countryside or, for the wealthier and more influential families, an entire village or city district. The region controlled by a Bagyar is known as a voyetra, another word from the ancient dialects of the Steppes. Each Bagyar typically also employs a number of mercenaries as enforcers known as Wachovs, and these individuals replace the need for a common militia as described elsewhere in the description of the Steppes' military traditions.

The common folk of the Steppes are known as thralls, and they long ago accepted oppression as their lot in life. Indeed, many of them have never known any other kind of life, and the only difference in the post-Darkfall world is that they now are more grateful to have an oppressive warlord rule them because he or she is more likely to protect them from nocturnals than to ignore them. Thralls are typically fiercely loyal to their friends and family regardless of circumstances. They band together instantly to face threats of nocturnal attack, and although they do not openly defy their lords in civil matters, as soon as an oppressor has departed, the community will come together to aid any who suffered under their boot heels. For their part, the Kazans and the Bagyars understand that the people of the Steppes are proud, strong, and not above revolt, and they temper their excesses accordingly.

Celebrations in the Steppes are rare but lavish affairs, for the rulers understand that a little merriment goes a long way toward mitigating regular oppression. Harvest time and the coming of spring are each celebrated with a week-long festival, and a Bagyar typically allows births or weddings to be celebrated with at least a day of merriment in the voyetra it controls.

Major Settlements

The capital of the High Steppes, Bulgrak is also its southernmost and most notorious city. In ages past it was a mere hideout for bandit raiders who plagued the nations to the south, but over the





centuries it has grown into a true city, particularly in the years since the Darkfall and Kazan Tovar's selection of it as the seat of his power. Very recently, it has also become a major center of commerce for the entire region due to Urbana's establishment of a Thunder Station within the city. It has not been lost upon the other Kazans that Tovar now has a distinct advantage when it comes to trading within the country as well as without, but there is little that can be done with it; the situation has not lessened Mikal's resolve to supplant Tovar in the next meeting.

Although it is not as influential as Bulgrak, Synthacia, also called the Wicked City, is its equal in size. It also is home to a sizeable amount of trading and commerce, given that it is a port city, and virtually all trade with Mikal's city of Vochny takes place here in an attempt to avoid the prying of Tovar's spies. Kazan Lilith, also known as the Black Sorceress, rules from her sinister palace, the Groaning Keep, overlooking the Bay of Blood; surely there are few places in Aden with such sinister appellations! Rumors that Lilith is corrupted abound, but it is not clear whether there is truth to these rumors, or if they stem from the simple fact that she permits all manner of dark sorceries that were once banned to be practiced within her domain. There is no greater concentration of necromancers or occultists anywhere in Aden, and there are surely many corrupted who conceal themselves among the ranks. On one rare instance when Lilith deigned to speak concerning these policies to outsiders, she commented that it did not matter to her if nocturnals were slain with steel or with summoned undead, as long as they were eradicated from her domain. This seems to have quieted all but her most ardent critics. What few outsiders recognize is the extent to which Lilith has extended this policy. There is a large population of intelligent undead, vampires the most numerous among them, living within Synthacia. As long as they assist in the defense of the city and do not act against Lilith's subjects in a harmful manner, she permits them to remain, going so far as to sentence criminals who violate her laws to contribute to her vampire citizens an amount of blood commensurate with the offense. As one might imagine, the level of crime in Synthacia is extremely low. Among her other highly questionable talents, Lilith is an accomplished mechamancer, and her city is home to the most advanced steam technology in the High Steppes.

Vochny is the smallest of the three provincial capitals in the High Steppes, and perhaps the most inaccessible. The city sits atop a high cliff overlooking the sea, and the docks constructed to conduct trade with outsiders are upon the seashore far below. Travel between the docks and the city takes a number of hours of arduous hiking on steep cliff-side trails, and most choose to remain in the small cluster of buildings around the docks, unimaginatively named Docktown. Despite its smaller size and lack of undead defenders, Vochny remains exceptionally well defended, owing to Kazan Mikal's militant nature and complete refusal to tolerate weaklings among his ranks. Only children and the elderly are not expected to be able to defend themselves in the event of an attack, although honestly the strength of arms of the Iron Order renders such a possibility extremely unlikely. Perhaps as an outgrowth of this philosophy, faerkin and goreaux are not as welcome within the city as in other places, although the latter are tolerated if they have skills in mechamagic or gunsmithing. In addition to its other interests, Vochny is home to the only mines in the High Steppes. The dwarves and jurak of the region have had their natural talents for stone well exploited by their Kazan, and Mikal has invested in the development of mechamagical technologies as well. While the resources of ore and metals are freely traded with Synthacia, very little of it makes its way south toward Bulgrak. Mikal anticipates becoming Grand Kazan in the next duel and does not wish to supply his rival with anything that might give him an advantage.

Military

There is no national military force within the High Steppes. Each individual settlement is expected to defend itself, in keeping with the general attitude of the people in the Steppes. Each individual settlement maintains its own force, both to defend its cities and to ensure that it cannot be attacked by outsiders (or by the other Kazans). Depending upon the preferences of the individual warlords, they may be willing to lend their personal forces to protect the settlements within their domain; Kazan Mikhal in particular is prone to doing this, while Kazans Tovar and Lilith prefer to conserve their forces until opportunities to strike back at the nocturnals present themselves. Regardless, according to the traditions of the Steppes, each of the Kazans maintains his own order of warriors.

Kazan Tovar's military arm, the Order of the Lance, is the largest. The majority of Tovar's champions are former bandits, many of whom served him in the years before his ascension. As can be gathered from the name, the Order of the Lance is predominantly a cavalry force, which Tovar prefers both for its speed and the potency of its attacks. Other components of the order exist, of course, but the majority of its ranks are comprised of heavy cavalry.

If Tovar's force is the largest, Kazan Lilith's is certainly the smallest. The ominously named Dark Order contains a disproportionately large number of spellcasters, including wizards, sorcerers, priests, and virtually any other sort of individual capable of utilizing magic in the name of his dark lady. The Dark Order favors tactics that employ deception, subterfuge, and sabotage, among many other unsavory means of achieving victory. When not employed in military roles, many members of the Dark Order serve Lilith as a sort of secret police, ensuring that her other vassals are not plotting treachery against her.

The Iron Order of Kazan Mikal is the best organized and most effective of all the High Steppes military groups. The order is largely heavy infantry, and Mikal prefers to employ only the most ruthless of troops; feral jurak, bestial ferrans, and scarred raiders are among his favorite troops, but anyone with sufficient bloodlust will be accepted. Mikal mitigates their violent tendencies by permitting them to patrol his province at the discretion of their officers, so long as a certain minimum number of defenders are present in his home city of Vochny. The Iron Order is the only military group in the High Steppes to make significant use of firearms, as they favor arquebuses and the like.

Relations with Other Nations

Like Kyan in the west, the High Steppes engages in very minimal trade with other nations. Individual settlements have traders and merchants who may travel south to Carraway, the Rhanate, or even the ruins of Aramyst to conduct trade for things that are required, but for the most part, commerce in the High Steppes is an internal matter. Trade with other nations is limited largely to the nation's cities which are, of course, overseen by the three Kazans. Kazan Tovar in particular is a tremendous supporter of Lord Urbane of Urbana, and this likely has a great deal to do with the placement of a Thunder Station in the city of Bulgrak. Other than this notable relationship and a handful of alliances with specific bandit groups operating out of the northern Rhanate, the High Steppes have no particular diplomatic ties to other nations. Relations between the Dust King of the Rhanate and Kazan Tovar are cool because of their disagreement with regard to Lord Urbane (the Dust King is an enormous detractor of the Iron Tyrant), but other than that, trade between the Rhanate and the Steppes is regular and profitable. The raiders who descend from the Steppes have preyed upon the nations of Carraway and Aramyst for generations, and as might be expected, natives of the Steppes are not received warmly in those regions.

The Island Republics of Misland

"A curious land, filled with curious people. They say the natives have giant blood in their veins. Having seen them fight, I think giants are a bit too docile for that comparison."

The Green Councilor of Yzeem

Government: Various

Predominant Races: All races represented

Major Exports: Exotic foodstuffs

Major Imports: Worked metal goods

History

Few modern nations have experienced as great a level of tumult throughout history as have the Island Republics of Misland, known to most simply as the Mislands. The Mislands are not a single nation, but rather a loose alliance of minor city-states and other small fieldoms that have persisted over centuries of frequent internal and external strife and which are lumped together under a single name for the sake of convenience. Like the Rhanate and the High Steppes, the islands of Misland were never recognized as a formal nation prior to the Darkfall, although not for lack of trying. Instead, the majority of Aden has looked upon them as a sort of last frontier, where settlers constantly squabbled with one another over land and other resources but without any significant intervention from external nations.

Even during the earliest days of the Great War, there were those who sought escape from the conflict, and among those, some fled to the Misland region off of Aden's southwest coast. Unfortunately, the Misland region was already occupied by an indigenous people in the form of several tribes of people who called themselves the Misari. These tribesmen were of human stock but possessed slightly greater size and physical might than the newcomers, and they were rumored to have giant blood flowing in their veins. Despite their fearsome appearance and warrior culture, the Misari were accepting of the newcomers, and a tentative alliance of mutual benefit was formed. Together, the Misari and the settlers presented a stronger united front against the fearsome beasts of the islands' inland territories, and over the course of a few decades, several prosperous fishing villages sprang up on the coasts around the perimeter of the largest island, which the natives called the Dragon-Ma, or "mother dragon." Collectively, the natives referred to all of the islands as the Mislands, which was a Misari term that meant "lands of the Misari," although it was comically assumed to be a portmanteau of "my islands" by most newcomers to the region.

Roughly two centuries after the Great War began, the first true symptoms of that conflict other than the periodic influx of settlers began to affect the people of the Mislands. The piracy that had become a significant problem all along the coastline of what would become Yzeem began to encroach upon the islands as well. The conflict had driven many men to cruelty and selfishness, or even merely desperation, and had given rise to innumerable pirates and corsairs that plagued the region. The smaller towns and villages of the Mislands were considered easy pickings despite the warrior traditions of the Misari who had helped found them, and attacks from the sea became a significant problem in very short order. Individual towns attempted to mount defenses with varying degrees of success, but all in all, the situation was dire. Relations between different settlements began to sour as men and women took their frustrations out on their neighbors, and squabbles between the different towns were not uncommon. It seemed as though the entirety of the region would fall into absolute chaos before one man determined that he would not suffer the loss of all he held dear simply because of some insolent pirates. This man, Kavi Davimposa, a descendant of Vanoran and Misari grandparents, vowed to end the reign of terror.

Davimposa gathered to him a number of small men and women who had embraced their Misari warrior heritage, and they preparations made against another When the attack. pirates came, they were shocked to be ambushed by a small number of incredibly deadly and devoted warriors. Almost at once, the pirates fell back to their ship, but they could not escape. Davimposa and his men killed every member of the crew and seized their ship. Using this ship, the legends say, Davimposa and his men set the seas aflame with their campaign against the pirates. In each engagement,

they made a concentrated effort to capture more ships. Whenever this proved impossible, they sent everything in their path to the bottom of the seas, never to plague the Mislands again. By the time the stronger pirate forces in the region made an attempt to unite against Davmiposa, they were far too late. The Misland fleet decimated all that attempted to stop them, and in a shockingly short period of time, pirates of all sorts avoided the seas around Misland for hundreds of miles in all directions.

The end of the pirate crisis brought forth further changes in the Mislands. Before that time, the different settlements had primarily kept to themselves other than for necessary trade and certain festivals that owed to ancient Misari customs. Davimposa used his newfound fame to encourage the different settlements to forge more stable alliances. He eschewed any attempts to place him in a position of leadership, however; he firmly stated time and time again that he wished only to continue his defense of his ancestors' homeland, and that he was a poor choice for a leader of men in conditions other than warfare. While many were disappointed at his refusal to accept the burden of leadership, his words did begin to convert others to his way of thinking, and over the course of a decade, the governance of the Mislands changed significantly.

Regional customs in the Mislands varied significantly from place to place, and for this reason, it was decided that a single nation could not be hewn from its component parts. Instead, the people of the Mislands chose to create four separate, autonomous governances, each with its own customs and traditions, and a council comprised of representatives of each component to make decisions needed for the Mislands as a whole. The first decision of this council, and one made unanimously, was to appoint Kavi Davimposa to the position of Lord Protector of Mislands and to commission funds for the upkeep and improvement of his forces. Davimposa grudgingly accepted the position and immediately began implementing his plan for the defense of the islands.

The four self-governing regions of the Mislands were determined largely by geography. The northern coast, which was home to the most significant ports of the entire island chain, became called the Free Cities of Coolwave Coast. The southern part of the primary island was divided into two large regions,





one named the Dragon-Ma-Umbra and the other the rather unimaginatively named Western Misland. Finally, the second largest island in the region, off of the primary island's northwest coast, was called Misgard after the large port town already named such that was situated on the island. Relations between these four regions waxed and waned over the centuries, with frequent bouts of barely restrained hostility and long periods of tentative alliance between them in seemingly random ways.

The Darkfall did not affect the Mislands region in the same way as it did many other modern nations. In fact, it had almost the opposite effect. For several years immediately prior to the Darkfall, the four provinces were in a state of cold war with one another, with conflict between two or more of them seemingly always on the horizon. The Darkfall forced them to overlook their minor differences, however, and unite against a common foe for several years. Sadly, the sorry state of affairs in mainland Aden has caused trade to the Mislands to slow to a trickle, and as a result, shortages of common goods has become a way of life there. Over the past few years, the old hostilities have begun to resurface and, in recent months, intensify significantly.

The most significant event in recent history is the sundering of the Lord Protector's fleet. During an engagement with a large force of aquatic nocturnals, the Lord Protector was betrayed by corrupted elements within his own forces and his flagship was lost to the sea. Confusion followed, but in the aftermath, it was determined that a cabal of sorcerers from the Free Cities were the agents responsible for the Lord Protector's death. Much outrage ensued, and the fleet experienced a schism as a result. On the one hand, the sorceress Keara of the Free Cities led the counterattack and personally slew two of the corrupted traitors before driving the others away. On the other, the ship's captain, Campos, a descendant of the first Lord Protector, rallied the rest of the fleet to escape to safety, sparing countless lives and saving much-needed supplies in the process. The two together could perhaps have presented an undefeatable united front in the wake of disaster, but this was not to be. Keara decried Campos as a coward while Campos, already predisposed against spellcasters due to tragedy in his past, denounced the entirety of the arcane element within the fleet and called for them to be expelled.

In the wake of this explosive disagreement, the Lord Protector's fleet has split into two parts, with loyalty divided between the two apparent successors to the Lord Protector. The more zealous of the two, Campos, has gone so far as to rally enough Mislanders to his banner to create a fifth province, born of lands rebelling against the Free Cities and Western Misland, and has created the anti-magic fiefdom called the Sanctified Independence of Strangemount, or simply Strangemount for short. Ironically, the people of Strangemount accept mechamagic as an outgrowth of technology but denounce all other forms of magic as potentially corrupting. They have even suggested that magic may be inherently tied to the Darkfall, which is an opinion that has earned them very few allies elsewhere in Aden.

Lands

The islands of this region are notoriously temperate with a tendency for temperatures to creep upward into tropical heats in the summer and to decrease in the surprisingly cool winters. The island chain is dominated by one central island, the largest island in the Known Lands. There is a secondary island of significantly smaller size and a host of much smaller islands that are scattered around the coast. The primary island is characterized by the twin mountain ranges whose intersections form the natural boundaries of the self-sufficient provinces making up the region. The northern coastline is separated from the rest of the island by the smaller of the two mountains ranges. The larger range extends from the main island into three portions.

With the exception of the coastline, the majority of the primary island is covered in hills and forestland, the latter of which grows denser and hotter the closer that one gets to the central mountains. These mountains are volcanic; they increase the ambient heat in the area, causing the surrounding terrain to become dense jungles. The mountains and jungles have historically been home to some of the deadliest wildlife found in all of Aden, and these have only become more deadly since the Darkfall took place over a decade ago. Very few make their homes in these regions, save for the descendants of a few hardy Misari tribesmen who chose to live in the mountaintops rather than integrate with the newcomers more than one thousand years ago. These same mountains are one of the only places in the Known Lands where giants can be found with any regularity; they are extremely rare in other regions and are virtually unknown in most modern nations.

The coastlines of the island chain are largely unremarkable save for the northeastern coast of the primary island, which comprises the province known as the Free Cities of Coolwave Coast. This region was one of the only portions of the island chain that was not home to any Misari tribes when settlement of the region first began. Instead, the region was dotted with massive, hundred foot tall statues of humanoid creatures that might be either primitive humans or perhaps giants; centuries of erosion have made it impossible to discern enough detail to be certain. Even more common than these mysterious statues, however, are large stone domes that dot the entire landscape. They are not natural rock formations, but their purpose and the means of their construction remains unknown. The earliest contact with the Misari tribes identified them as sacred relics of "those who came before," but who that might be, not even the eldest Misari know for certain.

The secondary island, the one that is home to Misgard, lacks the mountains and volcanic activity that has transformed the forests of the primary island into jungle. Instead, it is found to be largely hills and forestland, and it is spared the majority of the deadly fauna that exists on the main island. This has offered little reprieve from nocturnals, however, and in fact the secondary island has, if anything, a larger number of nocturnal attacks than its larger counterpart.

Apart from the two larger islands, the remainder of the Misland island chain is largely unremarkable. The islands were frequently home to small settlements or merely a number of individuals who preferred to make their home in relative seclusion. Since the Darkfall, however, most of these individuals have migrated to the larger settlements of the two main islands. For the most part, the smaller islands are home only to nocturnal-infested abandoned homes and fishing villages.

Culture

The culture of the Misland Republics is varied to such an extent that it is almost impossible to describe it as a single national entity, an appropriate situation since they do not comprise an individual nation. Regardless, there are some broad categorizations that can be made concerning the general state of affairs on the primary islands.

All four provinces of the Misland Republics borrow cultural items from the Misari tribesmen that are native to the region. As a cultural group, the Misari have forsaken many of the technological advances that have been embraced by other nations and tend to prefer traditional melee weaponry or unarmed combat. Combat is considered a sacred art, one almost ritualistic in its execution; unsurprisingly, Misari traditionalists consider the appearance of the nocturnals a stain upon the sanctity of combat between two warriors, and the destruction of the Darkfall and its minions an act necessary to restore the proper balance of the world. The Misari also favor tattoos to signify personally important milestones in life such as marriage, parenthood, or the defeat of a particularly powerful enemy. In the post Darkfall era, any surviving individual who embraces his Masari heritage is inevitably festooned with tattoos of various sorts. Masari culture also has a strong reverence for nature and the sea. Like many other cultures in Aden, they embrace the worship of their ancestors and frequently importune their aid for all manner of endeavors. Masari shamans, analogous to thaumaturges or sorcerers in other cultures, are inevitably among the most respected members of any particular group with strong Misari ties. Of the five (originally four), provinces in the Misland Republics, Dragon-Ma-Umbra, West Misland, and Misgard are all heavily Misari-influenced cultures.

The Free Cities of Coolwave Coast are an impossibly varied group that borrows cultural traditions from literally every nation of modern Aden. Due to sheer proximity, Yzeem and Vanora have the most significant impact, but even there the abandonment of traditionally xenophobic practices by transplanted Vanorans has made them quite distinct from their kinsmen on the mainland. The Free Cities fully embrace their cosmopolitan nature and cite it as one of their great strengths. Because the region in which the cities are built is one of ancient significance to the Misari, there are very few tribesmen among their ranks and no small amount of resentment among traditionalists toward denizens of the coast. More so than the other provinces of the Misland Republics, the Free Cities embrace the arcane arts and they have a disproportionately large number of spellcasters at all times, primarily arcane, but divine as well.

The people of the region that have recently split from the other republics to form the Sanctified Independence of Strangemount have reacted to the stresses of the post-Darkfall world by becoming increasingly zealous and xenophobic. The recent schism within the Lord Protector's Fleet exacerbated the situation and made it a simple matter for the naval officer Campos to capitalize upon the existing feelings and spur the secession of the entire region. In contrast to the inhabitants of the Free Cities, the people of Strangemount are highly suspicious and distrustful of magic. They are the most technologically advanced of the five provinces and have a larger Misari population than the Free Cities, but significantly less than Misgard, Dragon-Ma-Umbra, and West Misland.

Major Settlements

There are a large number of settlements all throughout the Misland island chain, the majority of which are located on the coast of the primary or secondary island. Smaller settlements are occasionally found in the primary island's interior, but the environment there is far more hostile, and as a result settlements are fewer and much farther between.

The Dragon-Ma-Umbra is the largest of the five Mislands provinces, but its capital, Fallwaters-Ma, is perhaps the smallest of the island's major cities. Given that Dragon-Ma-Umbra has the greatest population of Misari, this is understandable; the Misari have no interest in living an urban lifestyle. While they prefer a more primitive lifestyle, however, the Misari are not unintelligent, and they understand the need for trade. Fallwaters-Ma, therefore, is their most significant center of commerce and a natural harbor. The province's contributions to the Lord Protector's fleet are constructed at a large but simple shipyard found on the coast as well.

Deepfind is the largest of the Free Cities of Coolwave Coast as well as its capital. Ironically, it is also the only major settlement that is not on the coast. During the province's formation, it was determined that the largely economic focus of the various ports in the region was a barrier to government and, as such, a location off of the coastline would be ideal for governmental use. The city is positioned on the shore of a particularly deep lake that is connected to the sea by river, allowing for shipments to travel to and from the other cities on the coast without difficulty. The city of Sageos was once the center of arcane learning for the entirety of the Free Cities, so much so that the other provinces often sent students with an aptitude for magic to study there. The elitist attitude of those who oversaw the academies in question may have been partially to blame for the backlash against magic that eventually led to the formation of Strangemount. In the aftermath of this secession, the resources devoted to arcane pursuits were cannibalized to enhance the city's shipyards and factories, and the city was renamed Mechallo. As the only settlement of any significant size within Strangemount, Mechallo serves almost as a city-state that conducts virtually all business on behalf of the new province.

The people of Misenview, capital of the West Mislands, view their neighbors in Strangemount with a combination of fear and resentment. Many denizens of the city had family members in Sageos before the secession and now find themselves sharply divided by ideological and political lines. What's worse, the open hostility between Strangemount and the Free Cities has sharply limited the amount of trade Misenview is able to conduct with the Coolwave Coast region. Geography also limits their contact with their neighbors in Dragon-Ma-Umbra, which means that circumstance has forced a close alliance with the West Mislands and their other neighbors to the northwest in Misgard.

Misgard is the name of the province that includes the entire secondary island of the Misland chain, as well as the city that serves as its capital. Despite the close proximity of the two islands, Misgard has remained largely apart from the other provinces for most of the republics' mutual history. In the aftermath of the Darkfall, this has proven a liability and the Misgardians have taken steps to correct their more isolationist ways. In the chaos of the past two years, the assistance of Misgard has allowed the West Mislands capital of Misenview to survive despite the sudden presence of a semi-hostile state, Strangemount, to the northeast. However, Misgard's new commitment to interaction with its neighbors does not permit it to choose sides, and it has continued to trade with both Strangemount and Misenview, much to the irritation of both parties. However, Misgard's resources are such that neither trading partner can afford to cut ties with them over a matter of principle.

Military

The various factions within Misland have never maintained a significant military, preferring instead to employ the smaller fighting units found in virtually every settlement. This is a throwback to the traditions of the Misari, who believed that each village was a force unto itself and took pride in maintaining its own sentries and warriors. In the conflicts that plagued the provinces since their creation, this is perhaps the only fact that has prevented skirmishes from growing into larger struggles. The larger of the two provinces, the Western Mislands and the Dragon-Ma-Umbra, have enough settlements within their boundaries for each to be able to field a sizeable militia comprised only of individual settlement forces. The smaller two, the Free Cities and Misgard, are unable to field such sizeable forces but have much larger naval forces, and the majority of history has seen the Misland region's Lord Protector hailing from one of these two provinces.

The Lord Protector's fleet is the only real military force possessed by the Mislands, and it has proven more than sufficient to protect the islands from all external threats for almost a thousand years. The precise structure of the fleet varies from one Lord Protector to another, but generally speaking, it favors smaller, faster vessels that use ranged attacks to cripple enemy ships before delivering boarding parties trained in the tradition of Misari warriors. In past centuries the fleet made extensive use of archers and magic-users, and while the latter remain in place, the former has been fazed out in favor of light cannons and riflemen over the



past few generations. Recently, of course, the fleet has been split in two, with half the fleet emphasizing arcane methodologies and based in the Free Cities, and the other half, from Strangemount, enhancing the fleet's traditional firepower with cannons, firearms, and even siege weaponry mounted on the decks.

Relations with Other Nations

The individual regions of the Mislands have never had a tremendous amount of contact with the nations of greater Aden, instead remaining embroiled within their own fluctuating states of alliance and hostility over the centuries. The Mislands' closest neighbor on the mainland is Vanora, but given the rather xenophobic nature of Vanoran society, interaction between the two has been relatively limited over the centuries. The primary trading partner of the Misland provinces is, of course, Yzeem. The islands' proximity to the port city of Balaquim has made most of their mercantile trading efforts simple, as the merchant houses there are able to find a market for virtually anything that the islanders wish to trade.

Prior to the Darkfall, the arcanists of the Free Cities had ongoing diplomatic and scholarly contacts within Aramyst, but obviously that has ended in the aftermath of that nation's virtual destruction following the Darkfall. Curiously, a small number of the Free Cities' most powerful spellcasters disappeared at the same time, some of them from their own homes and family members. This is considered one of the greatest mysteries of the Darkfall by the islanders, and discovering the fate of these individuals is one of the most pressing goals of the remaining rulers of that region.

Vanora: Empire of the Beasts

"The Darkfall has brought other nations to ruin, but Vanora remains strong. The Ten Beasts guide our path, and with their guidance we will defeat this plague of darkness."

Emperor Dyok the Younger

Government: Benevolent Monarchy (Emperor)

Predominant Races: All races represented; higher than average population of elves and Ferrans

Major Exports: Foodstuffs, metal melee weaponry and armor

Major Imports: Manufactured goods, mechamagical supplies

History

The foundation of Vanora predates the Peace of the Rose, although not by a tremendous length of time. Although the Vanorans hold tradition and history in very high regard, the tremendous loss of life and lore following the Darkfall has left even them in some degree of disarray when it comes to a complete comprehension of the past; sadly, scholars and their like are not ideally suited to survival in a post-Darkfall world, and as a result, a great deal of ignorance and misunderstanding has grown in the wake of that cataclysm. Regardless, it is generally understood that Vanora first came to exist roughly a century before the Peace of the Rose when an elven warlord of particular wisdom and foresight managed to unite the warring tribes of the region by creating a philosophy known as the Way of the Ten Beasts, a philosophy that is still the center of culture in Vanora more than one thousand years later. It is believed by some that it was this elf, who became the first Emperor of Vanora, who organized and was the driving force behind the Peace of the Rose as well, but there is some debate on this issue.

Early on in its history, the people of Vanora chose to live lives largely cut off from outside influences. Many have attributed this to arrogance or xenophobia over the years, but the Vanorans simply prefer to commit to a life lived well, rather than lives lived pursuing the interests of the external world. Most of Vanora's history has been taken up with endeavors and interests within its own borders, with only limited contact with other nations. This has limited the nation's cultural development in some regards; for example, neither firearms nor mechamagic had any significant presence within Vanora until after the Darkfall when the progressive Emperor Dyok the Younger took the throne. Indeed, some could say that Vanora as a whole has been transformed by the leadership of its present Emperor and his interest in the trappings of modern Aden.

The first Emperor Dyok held power for more than a century before the Darkfall took place. He was widely regarded as a just but distant ruler, and interacted with the common people only through his principal subordinates. One of his primary vassals in this regard was his son, generally known as Dyok the Younger, who was extremely active in the military as a leader of the Sons of the Dragon. Within days of the Darkfall, a particularly tenacious nocturnal assault upon Tanto breached the Palace of the Dragon, and the Emperor fell victim to a life-draining nocturnal. His son fought his way to the palace and then to his father, but he was moments too late to stop the attack. He plunged his blade into the nocturnal's heart and avenged his father, though. Since then, his father remains in a comatose state somewhere within the palace. Some have hinted that Emperor Dyok the Younger may be keeping his father incapacitated to maintain his own rule, but those who have witnessed the Emperor's ferocious vengeance in fighting the nocturnals do not subscribe to this theory, and those who know him well know that he would vastly prefer his former life as a military officer rather than having to deal with the minutiae of administering an entire kingdom.

One year ago, the sense of security and insulation that Vanora has traditionally enjoyed was shattered in a failed coup of sorts against the Emperor. The exact circumstances remain something of a mystery, but a small number of men in all-obscuring armor and masks attempted to attack the Emperor in his quarters, but the martial prowess of Dyok was sufficient to protect him until his men could defeat the rest of the assailants and join their lord. All the would-be assassins except for four were killed. Among those who escaped was the leader of the group, a man (or perhaps a woman - the armor made it impossible to tell) called Shogun. All the slain assassins were discovered to be members of the Sons of the Dragon, a group that had until that point never known a traitor or turncoat among its ranks. The discarded armor of those that escaped left no clues whatsoever, but the natural assumption is that they, too, were members of the Sons. This has caused considerable outrage and consternation among many of the Emperor's higher-ranking vassals, and only the stern command of Dyok has prevented a witch-hunt from ravaging the ranks of his military. For his part, Dyok believes that the men who attempted to kill him were acting under duress, either a powerful enchantment or perhaps even some sort of supernatural ability possessed by a member of the corrupted. He has thus far refused to believe that a conspiracy exists within his Sons without further evidence being provided, evidence that thus far has not been found.

Lands

The lands of Vanora are among the most beautiful in all of Aden, which is doubtless why the first Emperor chose it as the location to begin building his dynasty. The majority of land occupying Vanora is made up of temperate woodland. The climate is quite warm with mild winters that usually see only a handful of snows each season. These woodlands occasionally give way to dense forest, such as the notorious Dead Forest in Vanora's westernmost reaches. The dense forests are the only known location in Aden that the goysan tree grows. These dark wooded trees are well known throughout the continent for their exquisite beauty, but they are so delicate to work with that magic is required to ensure they do not crack, and thus their lumber is unsuitable for large-scale work and building projects; Vanora imports the majority of its utility-grade lumber from Carraway.



Although all land in Vanora is arable, by far the most fertile and productive are the lands found in the valley around the Sleeping River where it winds south from Great Moss Lake in Aramyst to the Ocean of Serenity in the south at the capital city of Tanto. The great majority of settlements in Vanora are found along this valley, and most lack any significant noteworthy qualities, devoted entirely as they are to farming the land and protecting those who dwell within them. An assignment to protect one of these settlements is considered an honorable post by the Sons of the Dragon, but also an ultimately unexciting one.

There are numerous mountains found in Vanora, although none are part of a range. The mountains are snow-capped throughout most of the year, and create a beautiful backdrop that, before the Darkfall, was a tremendous attraction for artists of all sorts. Nestled among these mountains are the largest number of active volcanoes found anywhere in Aden. One of the ancient dragons, Shosa, is rumored to dwell within one of these volcanoes, and that is reason enough for most Vanorans to avoid them – out of some combination of respect and fear.

Culture

Without question, the most significant aspect of Vanoran culture is the pervasive philosophy known as the Way of the Ten Beasts. This philosophy was established by the first Emperor and is adhered to by virtually every native of the country, extending even to a large number of Vanorans who make their home outside the nation's borders. The precise origins of the philosophy are somewhat unclear, as it predates the Peace of the Rose by some time. It is believed that the philosophy was created by the first Emperor as a way of unifying the various tribes in the region that now comprises Vanora. These tribes had an animistic view of the world, with each tribe identifying with a totemic animal of some sort. By establishing that all the totem beasts existed together equally, the first Emperor was able to dispel their hostilities toward one another and unite the tribes under a single banner, the banner of the dragon, the perfect combination of the beasts.

Although the first few generations of Vanorans followed the Way of Ten Beasts based upon heredity, the Emperor's subtle encouragement quickly ensured that each individual member of the populace selected the totem he venerated the most, based upon personal preference and tendencies. The extension of the Vanoran calendar, with months named for the beasts, to the whole of Aden did a great deal to diversify the philosophy among most Vanorans, which in turn eliminated any lingering tribal loyalties that might have posed a long term threat to the reign of the first Dragon Emperor. Each of the Ten Beasts signifies a different aspect of personality and culture:

The Serpent and its venomous bite represent those who achieve victory not through force of arms but rather through deadly tactics. Even the weak can be deadly when pressed, and the use of wits and even treachery can even the field against martial shortcomings. Commoners without significant martial prowess often emulate the Serpent.

The Eagle is another totem popular with the common folk, for it represents both ferocity and wisdom. If Eagle is presented a foe, it fights fiercely, but if it cannot achieve victory, it takes flight to live to fight again another day. This sensibility appeals to the practical common people of Vanora.

The Fox is cunning and clever when lacking strength and ferocity. Fox defeats his foes through trickery and deceit, knowing that he is not strong enough to overcome them with sheer force. Indeed, Fox only resorts to violence when all other courses have failed, and for this reason he is popular both with the common folk as well as with rogues of all stripes.

The Wolf is both a warrior and a pack animal, and represents those who work with others. It is a common emblem to find on officers of the militia, those who fight together to defend Vanora but who have not yet earned the right to bear the emblem of the Dragon. Young adventurers also often choose Wolf to represent their endeavors and attempts to gain glory and wealth.

The Ursax is a creature unique to Aden, most similar to a bear but reptilian rather than mammalian. The sheer power of Ursax appeals most strongly to warriors, although those who aspire to greatness, particularly young children, often choose it as a symbol as well. Those warriors who adopt the Ursax as their totem keep their blades as sharp as their namesake's claws, and armor themselves to resist the most grievous of injuries, just as Ursax's scales protect it.

The Shark is a totem of warriors, like Wolf and Ursax. Unlike the others, Shark represents absolute ferocity and unbridled aggression in the face of an enemy. The savage, unrelenting fighting style of warriors who embrace the path of Shark is often ill-suited to fighting alongside others but is perfect for hunting nocturnals.

The Basilisk is a rare creature most often found in the foothills of the Vanoran mountains. Its poorly understood supernatural power, the ability to turn others to stone, ensured that the ancient Vanorans adopted it as a totem of power. Spellcasters often revere Basilisk if they believe that they command unique and powerful abilities that will bring them glory.

The Drake is a distant cousin of the great Dragon and is possessed of tremendous power, both physical and arcane. The Drake is most often venerated by wizards, sorcerers, and others who seek to command the power of the universe itself. Ironically, few warriors embrace the Drake's path, for to do so seems to accept mediocrity compared to the power of the Dragon.

The Leviathan is another creature native to Aden, and one that haunts the Serene Ocean in the south. Massive creatures, leviathans are generally peaceful, but their mournful songs put all who hear them to sleep, something that can spell doom for sailors who succumb to their terrible melodies. Few can claim any understanding of this magic or its function, but wizards respect the inescapable power of its abilities, and many adopt Leviathan as their totem in hopes of gaining similar power.

The Dragon is the flawless combination of all beasts, and the personal symbol of the Emperor. Only the Emperor and those who serve him directly, the militant order of the Sons of the Dragon, may bear this symbol. This does not mean that others do not empathize with the Dragon,

of course, as all citizens of Vanora aspire to its perfection and martial superiority.

Major Settlements

As with much else in Aden, only a handful of proper settlements have survived in the decade since the Darkfall. Once there were countless small villages and lone farms that dotted the wilderness, but the majority of those have fallen and virtually all trace of them has been erased by the violent assaults of the nocturnals. Those that remain have grown larger and stronger, however, and as a result Vanora seems to outsiders to have remained largely unscathed despite the reality of the situation.

According to legend, the site of the capital city Tanto derives its name from when the first Emperor of Vanora plunged the blade of his dagger into the earth to mark the site where his city would be built. (Tanto is the old Vanoran term for knife.) Tanto has a reputation as the tallest city in Aden, and it is a well-deserved reputation. The strange architecture of Vanora has buildings built atop one another, with a strange series of concave ledges and catwalks connecting towers and spires throughout the city. Tanto is both the seat of the Emperor's power and the base for the Sons of the Dragon, so it is perhaps one of the most well-defended cities in the entirety of Aden. The Emperor and his military both make their home within the Palace of the Dragon, the largest structure within Tanto. In addition to its administrative and military purposes, Tanto is also home to the near legendary blacksmiths who forge the finest non-magical blades in Aden. The Vanoran method of folding steel has been a closely guarded secret for almost a thousand years, and the only place that one can be trained in the art is within Tanto. Every citizen of Tanto takes great pride in the reputation that Vanoran steel has, and blacksmiths are treated somewhat like celebrities within the city. Since the Darkfall, Tanto has also become a center for Vanoran mechamagic, something that is totally at odds with the nation's sensibilities before the cataclysm. The elder Emperor Dyok was disdainful toward mechamagic, but his son has always been fascinated by it, and within a few years of assuming the throne, he converted the Fox temple within his palace to a school for mechamagic. The product of this investment on the Emperor's part has been the production of mechamagical dragon-like fighting machines called the iron drakes. These semi-intelligent automatons are nearly unique in Aden due to the secret method by which the Vanorans instill them with limited intelligence. The iron drakes have been so successful that iron versions of many other totem animals have been designed as well, but as of yet there has been no iron dragon, much though the Emperor desires otherwise.

After Tanto, the most influential settlement within Vanora is unquestionably the city of Shan'Ti, which is the center of most of the nation's trade with other nations. Because of its nature as a port city, however, the majority of Shan'Ti trading houses conduct their business in the city of Balaquim in neighboring Yzeem, which is perhaps the single largest trading hub in Aden. A small number of trading houses do trade to the north with the ruins of Aramyst and even distant Carraway and the High Steppes, but while these houses are based in Shan'Ti, they maintain holdings in Vanora's northern reaches where most of their caravans are maintained. Shan'Ti is governed by one of the Emperor's two hand-chosen governors. These individuals bear the title Dairini, which in the old Vanoran language means "eyes of the Dragon," signifying that they are of great importance to the Emperor, also known as the Silver Dragon. The Dairini of Shan'Ti is a tigress ferran called Miwauk. Rumors abound that she and the Emperor are lovers, rumors that neither have ever bothered to address. In addition to its shipping interests, Shan'Ti is the center of Vanora's massive fishing industry, and as a result, hosts a sizeable shipwright industry as well. Finally, the Ancient and Intrepid Cartographer's Society is based within the city. The society is truly ancient, predating the Golden Age, although it has fallen largely into obscurity since the mapping of Aden was completed centuries ago. In the wake of the Darkfall and the loss of knowledge that accompanied it, however, the society is enjoying a significant revival.

The third largest and most important city in Vanora is Yalek, which is the northernmost settlement of significance in the nation. The city suffered vastly more than Tanto or Shan'Ti when the Darkfall took place, and both damage and loss of life were significant. Fortunately for the people of the city, Yalek has always been home to a large populace of juraks, who fought with their people's legendary ferocity for the safety of their homes and neighbors. The Dairini of Yalek is a jurak named Rage, a hero of the Darkfall who lost her twin sister in the fight to keep the nocturnals out of the city during those first dark days. Yalek borders on one of Vanora's great forests, and is home to the magically-skilled artisans who are able to successfully craft the delicate, beautiful wood of the goysan trees. The city is also noteworthy because of one of its denizens, an elf follower of Fox named Wy, who created the first true rifles in Aden. Wy's shop, Flame & Thunder, is the only place that private individuals can purchase his muskets, which are often called rifles or long-guns by firearm aficionados throughout the land.

Beyond the three major cities, there are dozens of smaller villages throughout Vanora, but only one other true city. Shang boasts the thickest and sturdiest walls of any settlement in Vanora, and perhaps in Aden as a whole. This is because the city is located within a large forest known as the Dead Forest, an area that suffers an undead blight much like the northeastern portions of Aden. Nothing stays dead within the Dead Forest, and attacks from undead forces are a near constant situation in Shang. The people of the city are notoriously resilient, however, and fight against the undead with a fervor rarely seen outside of Carraway. Many wonder why the people of Shang remain when there is no particular resource within the forest to warrant the constant risk of undead assault. Many within the city believe that if they can demonstrate that their home is secure enough, its location can become home to a Thunder Station, one of the sanctioned stops for Urbana's Thunder Trains. If this becomes a reality, it would dramatically alter the dynamics of trade, both within Vanora and between Vanora and other nations. And of course, it would tremendously benefit the people of Shang in the process.

Military

The military organization of Vanora falls into two broad categories: the militia and the Sons of the Dragon. The former is much in keeping with those found in virtually every other nation since the advent of the Darkfall, and includes virtually every able-bodied adult capable of wielding a weapon. Every standing settlement within the boundaries of Vanora requires its capable citizens to serve regular shifts with the city guard, ensuring the safety of the city as well as keeping skills sharp in the event of an attack, which naturally is a very real and regularly occurring threat. The philosophy of Vanora holds the martial tradition in very high regard, so most are quite eager to participate in their regular training, and there is never any shortage of volunteers to join the ranks of the city guard during the event of an actual attack. Of all who serve within the militia, the finest are chosen to serve as officers, positions of full-time duty. Officers in the militia answer directly to the Sons of the Dragon who are charged with the defense of a particular settlement.

The Sons of the Dragon is the elite fighting force of Vanora, serving as the front line defenders in any conflict. Members of the Sons of the Dragon are the only citizens of Vanora permitted to call themselves samurai, and while membership in the order is passed down through heredity, those who find themselves unwilling or unable to serve are discharged from service, and it is not uncommon for others to be recruited from outside the ranks of the samurai in order to ensure that the order is not wanting for members. Sons of the Dragon are dispatched to individual settlements based upon the size of the settlement in question.

The Sons are ranked according to a scheme of colors that is, according to legend, the same sequence of colors that are found upon the tail of the great dragon Shosa, rumored to dwell within one of Vanora's great volcanoes. Comprising the first rank are the Yellow Dragons, who are essentially squires and who are promoted to the second rank of Green Dragon after a single year of service. Green Dragons can, over time, be promoted to the ranks of a White or Blue Dragons, the first line officers. White Dragons command squadrons of ten Sons while Blue Dragons command units known as Teeth, each of which includes ten squads, or a total of one hundred Sons. Red Dragons control a Claw, or ten Teeth. Black Dragons, who are called into the field only rarely, command two Claws, large units known as Battles. Gold Dragons, of which there are never more than a half dozen at most and usually less than that, are the generals who directly serve the Emperor and who oversee the military deployment of the entire Sons order. The Silver Dragon is the Emperor himself

Relations with other Nations

Historically speaking, Vanora has been very reserved in its dealings with outsiders, preferring to keep to its own affairs as much as possible. It is a popular misconception among outsiders that the Vanorans are an arrogant or xenophobic people, and that their relative isolation is a result of their disdain for others. While there are certainly some groups within the country for whom this is true, the majority of Vanorans bear no ill will toward any outsiders, but instead simply prefer to keep to their own affairs because that is all they truly know.

Prior to the Darkfall, the Vanorans had a long-standing treaty with the nation of Arasteen, owing to that country's repeated attempts to intervene in Vanora's repeated diplomatic difficulties with Kyan. That relationship continues, as Emperor Dyok the Younger is a friend of King Corben of Arasteen, but the Emperor's fascination with mechamagic has caused him to establish correspondence with Lord Urbane as well, something that troubles the king of Arasteen to no end. Other than this, however, there are no particular alliances with Vanora. The bandits from the Rhanate are an ongoing concern, and one that has caused at least one threat to be issued from the Emperor to the Dust King of the Sundered Desert. It is also the charity of the Emperor that has allowed the refugees of Aramyst to survive as long as they have, with the trading houses of Vanora earning the Emperor's favor by trading with the people of Refuge and other cities at extremely reasonable rates.

Yzeem: The Promise of Hospitality

"In Balaquim, one can almost forget the Darkfall. Almost." Unnamed visitor to Balaquim Government: Anonymous Council

Predominant Races: All races represented

Major Exports: Foodstuffs, ships and ship components

Major Imports: Manufactured goods, metal, ore

History

During the era of the Great War, the region that presently comprises Yzeem was made up of a number of smaller principalities, occasionally allied, but just as often at war with one another. An ancient historical account discovered in one of Midvale's numerous libraries, the veracity of which cannot be confirmed, claims that the first Emperor of Vanora came to the region and spoke to the seven rulers of the various principalities in the area, urging them to join him at the peace accord he was attempting to organize at the town of Rose in western Aden. According to the account, the Emperor spent more than a year in the region, convincing the others to join him, an he was ultimately successful. The seven rulers joined the conference that produced the legendary Peace of the Rose, but among themselves were unable to determine how authority should be adjudicated, given that none were willing to abdicate authority to the others. Again, it was the Emperor Dyok of Vanora who suggested the creation of a Council of Seven, so that none of the men would be forced to surrender his position. The different principalities were unified in an agreement reached concurrently with the Peace of the Rose, and the nation of Yzeem, governed by the Council of Seven, was created.

Since its inception, the Council of Seven has worked for mutual benefit in a manner that surprises many historians, given that the potential for internal conflict between its members was significant. Truthfully, there was a period of about a decade immediately following the formation of the country when conflicts did occur, but they were always mitigated by other members of the Council, and after twenty years or so, fully half the Council had been replaced by younger members, creating a precedent for peaceful resolution that persists into the modern era. One of the chief means by which this peaceful arrangement was reached was through the division of labor. The areas of administration, army, navy, diplomacy, trade, law enforcement, and taxation were all assigned to individual Councilors, although the duties change periodically from one position to another to suit the strengths of each new Council of Seven as members constantly change.

Although internal strife among the Councilors has not been a problem for Yzeem, that is not to say the nation's history has been without conflict. Even during the first days of the nation's existence, pirates were a problem along the southern coast. These groups were disorganized and often competed against one another. The Council of Seven sought to capitalize upon this and ordered the construction of a new city, Rook's Roost, far to the west of the capital, Balaquim. With these two ports, the Council believed that they could better police the coast and end the threat of piracy once and for all. Unfortunately, the plan backfired rather spectacularly, and Rook's Roost not only gave the pirates reason to band together, but also gave them a headquarters when they seized control of it from its rightful government. The shaky alliance of pirates then turned their attention to the greater threat, the Council of Seven. Through assassination, bribery, intimidation and even the kidnapping of family members, the pirates slowly subverted the authority of the Councilors until they were little more than puppets.

The stranglehold of the pirate kings was only recently broken, and all due to an incident approximately two centuries prior to the Darkfall. A new member of the Council, appointed shortly before the death of his predecessor, appeared in the council chambers wearing an all-concealing green robe and veil. Refusing to identify himself other than as the Green Councilor, this individual claimed that he would avoid the intimidation and extortion of the past by concealing his identity, ensuring that he could not be approached by criminals outside the chamber. The Green Councilor urged his comrades to abdicate their positions and select new members in confidence or even at random, ensuring that a new Council could take command without the influence of the pirates. Several did so immediately, grateful for an end to their lives of servitude. Others were unable to do so due to threats to their families from their overseers, and it took some years for the last of the pirates' proxies to be ousted from the Council of Seven. In time, it was accomplished, however, and for the first time in centuries, Yzeem was once more governed by those who held its citizens rather than its criminals as their responsibility.

Ironically, it is likely that the years of harassment by pirate forces saved the lives of countless Yzeem denizens during the Darkfall. The settlements along the coast and within the Valley of Life were already painfully familiar with the process of being assaulted by a hostile force of marauders; consequently, loss of life in these regions was much lower than average. Numerous smaller settlements on the outskirts of the fertile valley region were lost, of course, as well as a significant number of vessels at sea, both pirate and legitimate, and an unknown number of nomad groups in the eastern plains. In the grand scheme of things, however, the most essential portions of Yzeem were mercifully spared the worst excesses of the Darkfall, and as a result Yzeem has emerged from that cataclysm in a much stronger position than most other nations.



Lands

Yzeem is a largely barren region with a number of different land types, most of which are generally considered inhospitable or at least extremely inconvenient for a civilized life. The result is a populace that is concentrated in a few specific areas, with very little in the way of civilization in the outlands that separate these regions.

The most notable region of Yzeem, and the one with the largest concentration of its populace, is the area known as the Valley of Life. This area is so named for two reasons. First, it is the

valley naturally formed by the Life River, one of the widest rivers in all of Aden. Second, and more importantly, the waters from the river render the lands within a few miles of it in either direction the most fertile and abundant farmlands in Yzeem. Despite the small area of this farmland, it produces a variety of different crops that are more than adequate to provide for the entire nation and even to produce a significant surplus that has aided the nation in its trade endeavors with other countries. Although there are numerous holdings found in this area, including significant military outposts and a number of prominent learning academies devoted to various disciplines, the obvious emphasis is on agriculture in all its forms; other holdings tend to exist on the outskirts of the fertile area.

The area of Yzeem west of the Valley of Life does not suffer from the temperature excesses of the Sundered Desert to the north, but the arid winds blow south between the Wall Mountains and the Mother Mountains, keeping the entire area extremely dry and largely barren. Even the nomads of the east do not frequent this region, and it is largely empty except for a few small settlements where the locals keep to themselves and fight tooth and nail every day to survive. There is very little in the way of natural local wildlife in this region, so most of the creatures encountered here are nocturnals, and are a particularly dangerous sort, even for their kind. The edge of Yzeem is marked with the Spike Fens, a massive swampland that forms a natural boundary between the nation and Kyan, and which is a capstone of sorts to the Wall Mountains. Moisture there is as plentiful as it is scarce in the rest of the region, but the majority of it is unsuitable for consumption. The settlement Sludj is found within the Fens, but it is not considered part of Yzeem.

The easternmost region of Yzeem is directly south of the Skar, and is similar in many respects to the Mud Plains farther north in the Rhanate. This region is spared the annual rainy season, however, leaving a mostly dry and cracked plain of hard, tightly packed soil in which virtually nothing will grow. A small handful of oases are the only respite from the conditions between the Skar and the coastline to the south.

Culture

The nation of Yzeem is comprised of three distinct cultural groups, all with different lifestyles and customs. The rogues and scoundrels that comprise the pirates and corsairs of Rook's Roost and the length of Yzeem's coastline are vastly different from the hardy farmers who live along the Valley of Life, and who in turn are completely different from the reclusive nomads that populate the desolate plains of the country's eastern reaches. The one common cultural bond that can be said to be a constant throughout Yzeem, however, is the Promise of Hospitality. This simple and unwritten philosophy, which heralds from the earliest days of Yzeem's civilization, states that no citizen of Yzeem may harm someone in his or her care. Guests or even those who happen across the path of a citizen of Yzeem should be cared for unless they demonstrate that they do not desire or do not appreciate the first party's assistance, at which point they are on their own. There are no laws enforcing this philosophy, but the majority of Yzeem's denizens will shun even a close family member if they discover that he has broken the Promise. In a world after the Darkfall, when people depend so much upon one another for survival, the threat of this fate is enough to ensure that the Promise of Hospitality lives on.

The largest cultural group in Yzeem is comprised of the farmers that dwell within the Valley of Life as well as those who exist alongside them, from the northernmost point of Midvale all the way south to Balaquim. These individuals are a hardy people, and comprise more than three quarters of the entirety of Yzeem's population. Their lives are difficult and filled with hard labor, but prior to the Darkfall, the culture of Yzeem was one that rejected the notion of a monotonous existence. For this reason, the people in the region have long held learning and the arts in high regard, and after a long day of work in the fields, they enjoy reading and discussing various topics with family and friends in the evening. The result is a population that is among the best educated in all of Aden, which has only contributed to the vastly successful agricultural pursuits undertaken by this group.

The second cultural group of Yzeem is comprised of the various outcasts, exiles, criminals, and other ne'er do wells that make up the pirate nations of Rook's Roost in the western portion of the country's lands. These individuals are roundly despised by other citizens of Yzeem, and many have bounties on their heads for crimes committed not only against Yzeem itself, but against its trading partners as well. The rooks, as these individuals are known, are generally ruthless, greedy, merciless individuals who look out only for themselves and perhaps a few close friends or crewmates, considering everyone else utterly expendable. Ironically, the Promise of Hospitality is still present within this group, although it is interpreted in incredibly twisted, convoluted ways to ensure that it does not impede the base desires of those who profess to observe it.

The final and smallest cultural group in Yzeem is the nomads who dwell within the borderline-inhospitable plains in the eastern reaches of the nation, directly south of the Skar. Most of these individuals choose this lifestyle because they are fleeing from something else, or because they simply have never known any other kind of existence. They are a xenophobic, secular people who distrust outsiders and even their own countrymen immensely, but for whom the Promise of Hospitality is almost a holy scripture; many of them are only alive because someone at some point offered them the succor that the Promise demands.

Major Settlements

Yzeem is home to relatively few settlements. There were a smaller than average number prior to the Darkfall, owing to the difficulties inherent in the land itself, and the number grew even smaller once the hordes of ravenous nocturnals emerged from every conceivable shadow cast by the obstructed sun on that terrible day more than a decade ago. Those that remain, however, have
remained among the most secure and profitable in central Aden, eclipsing even the brutal security of the Rhanate's large cities.

The capital of Yzeem is Balaquim, the largest and busiest port in all of Aden and by some accounts the only real rival to Mekanus in terms of sheer size. Ships depart daily, even hourly during the harvest season, for the ports of Mekanus, Sea Reach, Ionara, Tanto, Shang Ti, Synthica, and a vast number of smaller ports all along the entirety of Aden's coastline. Known as the Gem of the South, Balaquim is home to numerous private trading houses as well as nationalized trading groups that work directly for the Council of Seven. With the exception of the Rhanate and the High Steppes, all other nations of Aden maintain embassies within the city, which serve as both their center of diplomacy and, much more importantly, trade. The city itself is something of a dichotomy; the streets and residential areas are clean and orderly, while the sections set aside for public trade are a chaotic maze of street vendors and storefronts. Trades for cargoes of a size commensurate with a city or nation tend to be conducted behind closed doors in various places throughout the city, their only indication to the common man is the endless procession of heavily laden carts traveling to and from the port, which in and of itself is a level of chaos the likes of which few civilized souls ever experience. The need for berths for ships is so great that centuries ago the port expanded to the Tears, the islands at the southern tip of the city, and has grown to cover the majority of those as well. Although it is a significantly smaller aspect of Balaquim's function, land trade is likewise coordinated from the city. After the Darkfall, this was a deadly proposition, and caravans traveling north toward Midvale or even the occasional rare foray toward Rook's Roost were often lost. Since that time, a pair of entrepreneurs, a fox ferran named Adal and a Goreaux named Antone, has created a series of lightly armored sand racers powered by mechamagic and wind. These racers see extensive use and are quite popular among the various trading houses of Balaquim, ensuring that the two business partners have become both exceedingly wealthy and something like celebrities in the massive city.

The only other settlement in Yzeem that rightfully deserves the title of city is perhaps the most infamous criminal haven in the world, Rook's Roost. The city was originally conceived and constructed to serve as a secondary port to alleviate some of the burden on Balaquim. Unfortunately, that never materialized, and within a decade of the port opening, it was compromised by criminal elements that bribed or otherwise corrupted many elements of the city government. Within a generation, all pretense of legitimacy had been abandoned, and the pirate crews who called Rook's Roost their haven had literally assumed control over every aspect of its daily activities. Even this could not endure forever, however, and in time the city came to be something of a battleground, both literally and figuratively, as a number of different pirate lords who called themselves "pirate kings" struggled to gain more control over the city. A decade after the Darkfall, the most powerful of these pirate lords is a monstrous individual called Firebeard, a jurak of striking red coloration who enjoys sticking lit matches in his beard during his raids upon other ships. The city has no industry to speak of, other than the number of unscrupulous shipwrights who ply their trade to the pirate crews, and a large number of distilleries that produce vast quantities of dangerously unregulated alcohol that is sold in the taverns there.

Other than Balaquim and Rook's Roost, only a handful of settlements survived the Darkfall. The most significant of these is Midvale, the village that marks the northernmost boundary of Yzeem and the start of the fertile region known as the Valley of Life. Although farming settlements exist all along the valley, the largest concentration is centered at Midvale, and is home to hundreds of farming families as well as those who provide the services the farmers need to survive. In the eastern plains, There is also a noteworthy settlement, if for no other reason than because it is the only significant settlement in the entire eastern plains region. It is the largest oasis in the region and was generally the site where many caravans crossing the plains chose to make their stops. The name was just a colloquialism used to describe the area, and eventually it became its formal name on maps and records of caravan travels. It remains the most significantly fortified area in the entire geographic region, and is frequently host to several tribes of the nomads that roam the region.

Military

Yzeem is a nation that faces multiple threats, both mundane and supernatural in nature, and as a result, is protected by two distinct organizations: the People's Army and the People's Navy. Both are structured similarly, using identical ranks, and, in the eyes of the average Yzeem citizens, are given equal prestige associated with members of the military. It is regarded as something of a civic duty to serve a term in the military in Yzeem, and for that reason, the entry rank of a soldier is simply called Citizen. Citizens are organized into squads of five and led by a junior officer called a Defender. Two such squads can be grouped together and instead commanded by a Patriot. A company of five squads answers to a Champion, while a neighborhood of ten squads answers to a Hero. Finally, a General commands between two to five neighborhoods. The People's Army is ultimately overseen by the Black Councilor.

The People's Navy is constructed similarly to the army, with the same titles. Squads are replaced by light ships, however, with increasing rank conferring command of larger vessels or a greater number of smaller ships. The term Neighborhood is replaced by Fleet, and General by Admiral. The People's Navy is overseen by the Blue Councilor, and it is a daunting task indeed. The pirate activity along the coastline demands much of the navy's attention, although a significant number of smaller ships also patrol along the Life River to assist in protecting the farmers of the Valley of Life from bandits and nocturnals. In the past decade, the navy has also begun to experiment with airships, mostly small blimps and dirigibles, but also with the notion of steam-powered ships like the Dauntless in Arasteen. In fact, smaller, less armed and armored versions of the Dauntless have recently been seen flying around Balaquim, as if the navy were experimenting. Although it is not known how these airships were designed, whether they developed parallel to the Dauntless or if a copy of the plans somehow wound up in Yzeem, it seems that the next stage of Aden's military development may well include domination of the sky as well as the land and sea.

Relations with Other Nations

Other than the Rhanate, which does not engage in largescale trade, Yzeem is the most centrally located nation in Aden. Accordingly, trade is a major component of its national identity, and the capital of Balaquim is the largest and busiest port in Aden. Due to the nature of their ongoing trade agreements, Yzeem maintains diplomatic relationships with all other nations except for the High Steppes, which they do not regard as a nation, but merely a region without a centralized government. This position has increased the importance of Balaquim as a trade hub since the Darkfall; with the increasing tensions between nations as a result of the dire situation in which Aden finds itself, neutral ground to conduct trade and other important interactions has become increasingly valuable.

The only significant source of tension between the nation of Yzeem and its neighbors is a direct result of the heavy pirate activity along the coast. Most diplomats are capable of distinguishing between the corsairs and the legitimate government of Yzeem, but many individual captains and merchants allow heated emotions to confuse the two. To mitigate the problem somewhat, the Blue Councilor has deployed the People's Navy to serve as protection and escort for all vessels conducting legitimate business within Yzeem. Unfortunately this has stretched the navy extremely thin, and the pirates have simply moved to waters just outside those belonging to Yzeem.



VATIONS OF WESTERN ADEN

Arasteen: The Radiant North

"Before the Darkfall, our land was the most beautiful in Aden. Since that terrible event, Arasteen has only grown more resplendent through the courage and the nobility of its people in the face of hardship."

Corben, King of Arasteen

Government: Benevolent monarchy (meritocratic succession)

Predominant Races: All races represented, higher number of elves and dwarves

Major Exports: Foodstuffs, timber, precious minerals

Major Imports: Manufactured goods

History

Arasteen has a long and noble history, one remarkable for its general lack of internal conflict; rare is the nation that can claim so little strife among its own people. Although records from before the Peace of the Rose are never particularly detailed, most scholars agree that Arasteen was formed approximately a century before that historical accord was reached. It began as a traditional monarchy, with a royal line chosen from the leaders of the various tribes of nomads who had settled in that region. As a nation, its early history was unremarkable up until the ascension of a man named Tirrian to the throne. Tirrian was an incredibly gifted warrior, and an even more skilled leader, with much of his fiftyyear rule seeing incredible advances in Arasteen's culture and society. His greatest achievement, however, is unquestionably the creation of the Radiant Order, an organization that would come to exemplify all Arasteen stands for in the generations to come.

In Tirrian's time, the coast of Arasteen was terrorized by a powerful sorcerer and his minions, raiders who dwelled just off the coast in the island chain known as the Grey Isles. In a surprise attack, the raiders seized control of the coastal city of Sea Reach and put it to the torch. Tirrian, who was in the area on a hunting expedition, heard of the attack from refugees and quickly gathered warriors to his side. The majority came from his hunting entourage, but he did not turn away any who was bold enough to stand with him, and many poor refugees and fishermen joined him as well. With a considerable force amassed, Tirrian declared the men his knights and issued a royal decree creating the Radiant Order.

The nascent Order's battle with the forces of the sorcerer was extremely bloody, and while Tirrian's knights were successful, the loss of life was staggering. It was at this point that Tirrian recognized that if his knights and the Order were truly to protect the people of Arasteen, they needed not only force of arms, but compassion and healing as well. It was from this realization that the Radiant Order's twin tenets of justice and compassion were eventually crystallized. Tirrian proclaimed that Sea Reach would ever after be his capital, but he refused to construct a palace for himself until all the damage from the battle had been repaired. For more than a year, the king lived among the people in simple fare, and they loved him for it. When Sea Reach was whole again, he constructed a great castle, and adjacent to it, a lighthouse that would serve as a symbol and a headquarters for the Radiant Order.

In the centuries since Tirrian's rule, Arasteen has flourished. Tirrian ended the heredity of the nation's monarchy, instituting a meritocratic means of succession wherein each new king would select his successor by appointing that person to the position of Paladin within the Radiant Order. This ensured that all monarchs would come from the order and thus, in theory, ensure that they would be of a just and virtuous nature. Since the Darkfall, the Radiant Order has assumed more and more responsibility for the everyday lives of Arasteen's people, and the people beyond its borders as well. The tireless efforts of their protectors has ensured that the people of Arasteen have never been more closely knit and supportive of the order's works, but while there are many in other nations who share that same sentiment, there are an equal if not greater number who resent the order's interference even as they benefit from their endless war against the Darkfall and its hellish creations.

Lands

The people of Arasteen hold natural beauty in very high regard and consequently have avoided the sort of industrialization that has so blighted Urbana, their neighbor to the south. Indeed, it could be argued that the first hint of conflict with Lord Urbane began, if not with his usurpation of the throne of Columbey, then with his egregious disregard for the land under his rule. Even in the wake of the Darkfall, much of Arasteen remains remarkably beautiful despite the constant danger of Nocturnal attacks.

One of the most noteworthy physical features of Arasteen is the Crystal Forest, an enormous woodland in the nation's northern reaches. The Crystal Forest is so named for the crystalwood trees that grow there and nowhere else in Aden. The name is somewhat misleading, for the trees are not of crystal. The wood of these trees is almost supernaturally dense, however, and when harvested (which is an incredibly difficult and painstaking process) it can be crafted into a variety of forms, none so famous as the crystalwood bow. This bow is well known all across Aden as one of the most powerful non-magical weapons an individual can possess. Its range is superior to all but the most advanced and specialized firearms, and the sheer tensile strength of the bow increases its penetration far beyond what one would expect for such a relatively primitive weapon. The value of crystalwood bows and their combat effectiveness is such that Arasteen has long restricted their sale outside the boundaries of the country. The years following the Darkfall have seen their already significant value increase tenfold.

Another of Arasteen's most prominent geographical features is the massive lake called Tirrian's Eye. It is obviously named for the famous monarch who gave rise to the Radiant Order and is the same brilliant blue color as the eyes of those who undergo the ritual to become Templars. Although there are fish aplenty in the crystal clear waters of this lake, it is not fished, even in the days since the Darkfall. The reason for this is the presence of the slurgithains, a freshwater race of aquatic humanoids whose entire civilization exists on the floor of the lake and within the tunnels that permeate the ground upon which it rests. Relations between the slurgithians and the people of Arasteen can best be described as delicate, and there are constant fears that some small, seemingly innocent action on the part of the people of Sutter's Reach, the largest settlement bordering on the lake, might set the strange beings onto the path of war. Certainly the predations of the Darkfall have nearly brought about that exact fate on numerous occasions, and members of the Radiant Order are often kept on post near the lake to ensure the peace is maintained.

Arasteen's eastern border is defined by the North Wall mountains where they touch the shore of Brissom's Bay. The people of Arasteen care little for working stone, preferring instead to work the soil. Fortunately, the North Wall mountains are home to a large population of dwarves, and indeed the city Top of the World is the very location where the first dwarves to emerge upon the surface world established their beachhead. The region yet holds a significant population of dwarves. Although dwarves are a small portion of the nation's total population, Top of the World is overwhelming dwarven in its make-up, and a vast majority of them are miners, smiths, and metal-workers of all sorts. The mountains hold a variety of metals, primarily precious in nature, but also iron and the rare vein of manite, jealously horded for the nation's own use while much of the rest is traded with other countries to secure much needed resources.

Culture

It is impossible to have a discussion concerning the culture of Arasteen without discussing the Radiant Order, the noble order of warriors who have shaped the culture of an entire nation. For almost the entire length of its history, Arasteen has been governed and policed by the warriors and priests of the Radiant Order. In addition to their duties as commanders of armed forces, elite soldiers, and defenders of the realm, the paladins of the order also serve as its primary form of law enforcement and its most prevalent healers. Individual members of the order can be expected to spend their training not only pursuing the arts of war, but also learning the arts of healing and of mediation.

The governance of the Radiant Order, while certainly benevolent, has not always been regarded as ideal by those who find themselves governed. Like all paladins, the members of the order are relatively inflexible in their moral code, and they tend toward pressing that code upon others. During the centuries of the Peace of the Rose, for instance, there was an undercurrent of resentment among a minority of subjects in Arasteen toward the methods of the order, which could be charitably described as interventionist, and less charitably as meddlesome. As with so much else in Aden, however, the years since the calamity of the Darkfall have seen the people of Arasteen fall utterly in step with the leadership of the Radiant Order, and the individual members of the order are perhaps now more adored by their subjects than they ever have been, historically speaking.

Although the Radiant Order represents the most elite of Arasteen's military and nobility, its membership is not restricted. Indeed, any citizen of Arasteen can join the Order. Most who join, however, discover that the rigors of the work expected of applicants as well as the strict code of behavior that governs all members are such that they are unwilling or unable to continue. Those applicants who are equal to the task comprise the Order's rank and file, each holding the rank of Hospitaler. Hospitalers are essentially squires who assist the higher ranking members of the Order, and who spend a great deal of time learning the healing arts. In what little spare time remains after the completion of their duties, Hospitalers are expected to study the ways of warfare. Those who excel in their studies in both healing and battle are eventually recruited to become Knights.

The Knights of the Radiant Order are the individuals that most imagine when they think of the organization. Prior to the Darkfall, Hospitalers had to be at least twenty years of age before they could be considered to join the Knights, for no other reason but to ensure that they had received adequate training and practice in the arts of healing and battle. Since the Darkfall, necessity has forced the age limit to be reduced to fifteen, although it is rare for anyone so young to become a Knight. Most Knights have duties that keep them within Arasteen the majority of the time, but there is always a small number of them working beyond its borders to ensure the nation's interests.

Above the rank of Knight, there are the Order's leaders, the Templars. There are precisely one hundred Templars at any given time, and a new Templar can only be appointed upon the death or retirement of one of his predecessors. Unfortunately for the Order, since the Darkfall came to Aden, there have been several instances where Templars have gone missing, and the Order's code prohibits the appointment of a new Templar until the fate of the first can be ascertained. This has resulted in a reduction in the number of Templars available during a time when



Arasteen needs them desperately, but King Corben is reluctant to alter the Order's code even given the circumstances. The Templars are the Order's leaders, frequently taking command of Arasteen's militia or navy to ensure success in any battle deemed necessary. They possess the authority to marshal Knights, Hospitalers, and significant national resources as necessary to oppose any threat that endangers Arasteen or its people. A potential entrant into this rank must be nominated by a standing Templar and confirmed by a vote of the existing members of that rank.

The only ranks above the Templars are those of the King, the Queen, and the Paladin. The King and Queen are the absolute rulers of the realm, as discussed previously. The Paladin is the highest ranking member of the Radiant Order, hand-selected by the King to serve as his replacement upon his death or abdication. In this regard, the Paladin is similar to the position of prince. Given that the Paladin is chosen by the King, he enjoys the absolute trust and confidence of his monarch and may act with almost complete autonomy, as his actions are inevitably in the best interests of the nation as a whole.

In terms of culture, the people of Arasteen are generally a very hardy, hard-working sort, spending much of their days in pursuit of their trades, primarily that of farming. There is little time for distractions, but the nature of the government is such that the average citizen has a greater interest in civic matters than those of many other nations. Every settlement larger than a village has an amphitheater, and while they are most frequently used for town discussions of important matters, they are also utilized for orations and performances by a number of traveling actor troupes that frequent the land. These troupes have endured the years following the Darkfall due in large part to King Corben's love of theater.

Major Settlements

Sea Reach is the shining capital of Arasteen and one of the wealthiest cities in western Aden, rivaled only by the city-state of Ionara to the north. As the headquarters of both the Radiant Order and the fledgling navy of Arasteen, the city is exceptionally well protected, ensuring that its citizens have little to fear from the Nocturnal attacks that plague so many other settlements in





Other than Sea Reach, the largest settlement in Arasteen is Sylfanus, a city that sits astride the Bright River, which connects the Blue Floes to the north to Tirrian's Eye in the south. Sylfanus is built within the boundaries of the Crystalwood Forest, and it is home to the largest population of elves in western Aden. Before their integration into the greater population of Aden prior to the Peace of the Rose, the elves called the Crystalwood their home. More than a thousand years later, however, their way of life has been almost completely integrated into that of the people of Arasteen. Sylfanus is home to one of the two governors who aid their king in administration of Arasteen. Veronus and his wife Syrian are close personal friends of Corben and the queen Moriana. Both the governor and his wife are of ancient elven lineage, and Syrian commands significant arcane might as a result. The entire city they oversee is surrounded by a wall of semi-sentient tree spirits that bar entry to all save those who are granted permission to enter. These enchantments, and many others that protect the city, are maintained by a cabal of wizards operating under Syrian's direction within the Jade Tower that serves as the center of governance within the city as well as the headquarters of the Doom Flyers, an order of griffon-riding soldiers in service to the city and its king.

Although not as large as Sea Reach or Sylfanus, Top of the World is by far Arasteen's most profitable city. All mining that occurs in the name of the nation is coordinated from the mountain fortress, overseen by its dwarven masters and their expertise. Governor Drummel, one of the king's most trusted men, is a notoriously surly individual, albeit a gifted administrator. Unlike his king and his fellow governor, he lacks the counsel of a strong wife, for his betrothed was rendered undead by a nocturnal shortly after the Darkfall, and Drummel was forced to end her existence himself. In the decade since, he has not fully recovered, and it seems unlikely that he shall ever again be the jovial, cheerful dwarf he once was. Despite this, he has established his city as a nigh-impregnable fortress that is more successfully defended against the predations of the nocturnals than perhaps any other within Arasteen's borders. Unfortunately, this is not a guarantee of safety for the city's denizens, for the tunnels they carve within the earth are filled with all manner of threats, those spawned by the Darkfall and many natural subterranean ones as well.

The ruins of Longou are a stark reminder of one of the innumerable tragedies that took place in the years immediately following the Darkfall, and they are a particularly unpleasant reminder to the citizens of Arasteen as to exactly what fate awaits them if their vigilance wavers. Longou was a large and thriving village that survived the Darkfall largely unscathed due to the industrious nature and sheer determination of its denizens. The acumen of the village's leader allowed them to quickly fortify and defend their home after the initial shock of the catastrophe, and Longou soon became a center for many refugees fleeing smaller settlements that did not survive the Darkfall. Tragically, it was this same absolute faith in their leader that undid the people of Longou. For unknown reasons, the serpent-Ferran leader of Longou became corrupted and formed a sinister alliance with the hostile Naga people in the area. His treachery allowed for a devastating attack by the Naga that, in a fit of disastrous consequence, occurred almost simultaneously with an attack by a large force of Nocturnals. Virtually everyone within the town was killed in the attack, with perhaps a few dozen out of more than a thousand residents escaping. The king was said to be enraged by the incident and his Templars soon hunted the traitor to ground and presented his head to their monarch, who decreed that his name would never be spoken again by any loyal citizen of Arasteen.

Military

The heart of Arasteen's military is the Radiant Order, as discussed above. The numbers of the order cannot possibly compete with the armies of other nations, however, and therefore it is expected that all able-bodied citizens be prepared to do what is necessary when the occasion arises. The militia of each settlement is unique in organization and training, but it always befits the needs of the city. The men of Sea Reach are trained in the use of cannons to defend the city, while those of Sylfanus prefer stealth and the silent strike of the crystalwood bow. Smaller settlements have more traditional soldiers who train with simple swords and shields. Individual soldiers who demonstrate skill at command and arms may find themselves promoted and may hold the rank of corporal, sergeant, lieutenant, or captain. A captain is usually the highest ranking member of the militia in an individual settlement, although particularly large cities may have more than one. A captain is considered roughly the equivalent of a knight in the Radiant Order, and while most militiamen defer to the paladins, many of the knights find it wise to heed the counsel of talented and experienced subordinates.

Because of their extensive fishing industry, the people of Arasteen have a navy of sorts, although it lacks the structure of the militia. The ships of Arasteen are small and favor speed and maneuverability. No permanent, large-scale organization exists. Instead, whenever the need arises and ships gather, the captain with the most experience is afforded the right of command. Unique among the nations of Aden, Arasteen's navy also includes a small number of airships, the Dauntless being the first and most famous of them. The resources necessary to keep these vessels in the sky are significant, however, and so they see limited use. Still, the strategic advantage offered by them is such that the king is considering how to add more to the ranks while at the same time fending off numerous attempts by agents of other nations to acquire the plans for their construction.

Relations with Other Nations

The people and rulers of Arasteen are not overly militaristic, and they do not seek conflicts with others. Indeed, it could be said that Arasteen instead actively seeks peace and prosperity for all. However, injustice and tyranny are anathema to the Radiant Order, and as a result, Arasteen presently enjoys tense relations at best with its immediate neighbors to the north and south, Ionara and Urbana respectively. Recent rumors that these two nations have united in a covert alliance greatly trouble those who stand in defense of Arasteen, for they fear that the two will attempt to seize the rich farmlands of the hills for themselves.

Among the common folk of Aden, the people of Arasteen are often seen as saviors, for even before the Darkfall the Radiant Order often sent caravans across the land to lend aid to any who needed it. Among the nation's greatest allies were the rulers of Aramyst, now tragically lost, and the Emperor of Vanora, who remains a friend of King Corben. The nations of Yzeem, Carraway, and the High Steppes are neutral, with the former two more inclined toward Arasteen than the latter. The Rhanate, which did not truly exist as a nation prior to the Darkfall, is something of a wild card, but the Dust King who claims to rule it is a great admirer of King Corben and an ardent detractor of Lord Urbane, which is a comfort to the members of the Radiant Order who must often travel across the sands of the Sundered Desert.



"The only things colder than the Ice Wastes are the hearts of those who live upon them."

Common saying among the fishermen of Arasteen

Government: Monarchy

Predominant Races: High population of elves and humans, notably few rapacians

Major Exports: Diamonds

Major Imports: Foodstuffs, metal

History

As is so often the case with the history of nations, the story of Ionara's founding begins with the story of a single man, an elven expatriate named Ionarus. Ionarus had been cast out from the elven kingdoms in the waning days of those empires some time before the Peace of the Rose was established. He spent two hundred years after the accords were established developing the alchemical secrets that would permit him to survive in the harsh northern ice plains that were as of yet completely undeveloped. Gathering his extended family to him, Ionarus set sail for the frozen north, convinced that there was vast wealth to be had there if one could but master the secrets of survival.

In the ice plains of the north, Ionarus discovered that his suspicions were not only correct, but that he had drastically underestimated the bounty of the land. Although the lands were frozen, it seemed that in the ancient past they had been subjected to tremendous heat and pressure, for the ground beneath the ice was rife with diamonds. Using the warmth-radiating hearthstones he had created, Ionarus quickly established a small settlement for his family and, using his powerful magic, began extracting the diamonds from the soil beneath the ice using his powerful magic. The first few months were difficult, and some among his family perished, but the hearthstones kept the rest safe, and when they took their first shipment of diamonds back to the mainland, they all quickly became wealthy beyond their wildest dreams. They hired servants and recruited vassals, and their small settlement quickly began to grow. Within a year of their first successful shipment, those who had proven themselves to Ionarus had swollen his family's settlement to a village with their own hearthstone-warmed dwellings. Within a decade, it had become a city.

The line of Ionarus has ruled the nation he founded without interruption in the time since its inception. The family's rule has been marked not only by tremendous prosperity, but also by the severity of their condemnations: all who have presented themselves as potential enemies to the throne have been dealt with in an exceptionally harsh and brutal manner, ensuring that there has never been any significant threat to the ruling family's reign. Ironically, this tendency has created one of the kingdom's most enduring threats. The monarch of Ionara has, over the course of centuries, exiled hundreds of individuals from the sanctuary of its cities. In many cases, these individuals perish quickly when robbed of the life-saving power of the hearthstone. In others, the exiles are able to secure transport south to the mainland where they are able to make their way in a more hospitable world. In some cases, however, the exiles survived and managed to eke out an existence in the frozen wilds of the ice plains. These individuals have in many cases banded together with others, usually criminals and various other ne'er do wells, to create groups of nomadic raiders known as snowmads. For much of Ionara's history, the snowmads have been as much a threat to one another as to the well-defended settlements, but that too has changed.

Approximately twenty years ago, a dwarf named Berig served in the Ice Fleet. For reasons that remain undisclosed, he was stripped of his rank and exiled. Unfortunately for Ionara, Berig was among the most resourceful of his kingdom's officers, and he commanded great loyalty among his men. Many followed him and, with their help, the dwarf managed to smuggle several hearthstones from the city as well. He and his group, known throughout Ionara as Berig's Marauders, have sworn to put all of Ionara to the torch, and they have spent more than two decades in earnest effort toward achieving that goal. In addition to the sleighs and sleds that the Marauders use to traverse the ice between their hidden stronghold of caves and tunnels and the cities they prey upon, they also control a number of small ships, mostly constructed by Berig himself. It is commonly believed in Ionara that Berig is corrupted, but it is not known whether or not this is merely a way of further painting the exile as a villain by the royal family.

Since the Darkfall, Berig's Marauders are no longer the only significant threat to Ionara's wellbeing. Another group of snowmads called the Leopard Clan has begun attacking any caravan or group small enough to be vulnerable. Inevitably, these attacks result in great loss of life and considerable collateral damage for the Ionarans. It seems that the Leopard Clan revels in destruction for its own sake, taking whatever it can and gleefully destroying the rest. The clan is led by a Ferran who calls himself Gnasher, an individual who, by the few surviving accounts, is quite obviously corrupted.

Other than the increased threat of snowmads as a result of corruption, the Darkfall did not impact the people of Ionara as severely as it did others. The natural boundaries of the region, combined with the defenses the cities have always had against both natural predators and snowmads, ensured that the only nocturnal threat that presented itself was in the form of those predators who manifested inside the city walls. Many lives were lost, but the damage to the city and its defenses was fortunately kept to a minimum.

The present ruler of Ionara is Kryanix, also known as the Ice Queen. A direct descendant of Ionarus, Kryanix has ruled for nearly three centuries, and in that time has developed a welldeserved reputation for being as cold and as unfeeling as the ice that makes up her realm. During her childhood, Kryanix's younger sister was lost in a terrible accident that swept the toddler away in the river beneath the city. The queen's detractors enjoy speculating that, even as a child, she killed her sister, but the truth is that she was nowhere near the incident when it occurred. Instead, her parents' grief over their loss caused them to isolate Kyranix more and more, ostensibly for her protection. Her parents' overreaction only caused their daughter to develop emotional distance from others which has characterized her rule. The Ice Queen was married once, and bore her husband two sons, but her consort was killed more than a century ago in a snowmad attack, and she has never felt the need to remarry.

Lands

Although afforded status as a nation, Ionara is truthfully more of a network of city-states than anything else. Outside of the cities, there is very little in the way of civilization, even when compared to the largely abandoned rural regions of mainland Aden. In terms of sheer land size, the kingdom of Ionara are one of the largest of all modern nations. In terms of population, however, it is the smallest. The truth is that the majority of the vast ice plains that make up the bulk of Ionara's lands are almost completely uninhabitable, with the harsh elements claiming the lives of the weak and the unprepared.

The city of Ionara sits atop a massive plateau that marks the southern edge of the vast plain known as the Ice Wastes. The only ways to reach it are either over the plains, which is virtually impossible for any significant force, or via an underground river known as the Tongue of the Child. The river once had a different name, but three centuries ago the preceding monarch lost one of his infant daughters in the river, and its name was changed due to the claims by many that the lost child's mournful cries can still



be heard on occasion. The Tongue flows through a maze of ice caverns called the Teeth (so named for their habit of destroying the hulls of any ship that attempts to sail them). Ionaran vessels have hulls reinforced with bone or steel, and even then they can only navigate the Teeth with carefully protected maps. Those who can navigate the region find themselves in the city of Ionara.

The Ice Wastes beyond the cities are perhaps the single most deadly environment in all of Aden, with the possible exception of the most scorching regions of the Sundered Desert. The settlements of Ionara are based largely in the southernmost regions, and only work crews and caravans venture too far north. The plains that extend north beyond what maps the Ionaran cartographers have been able to create are virtually impassable, having a glasslike surface that can give way into deep crevasses with no warning. The glare of the sun on the ice plains can blind a man in a matter of hours, and the frigid wind can flay the flesh from a man's bones without warning. All those who have attempted to venture farther north have either returned in failure or never been heard from again.

Culture

Despite the reputation of Ionarans as being as cold and unfeeling as the lands they call home, the truth is that these demeanors are reserved primarily for their interactions with outsiders; among one another they are much more warm and pleasant. The family is the center of the average Ionaran's life. This is both a product of their being unable to venture forth from their homes during the evening hours due to environment, and of the vital importance of the hearthstone to the survival of every living being who calls Ionara his home.

The hearthstone is the creation of Ionarus, founder of the kingdom, and the only way that civilization has been able to survive there. The secret of its creation is limited to the royal family and their immediate attendants, ensuring that no one can live within Ionara without the blessing of its monarch or of those whom she designates with such authority. A hearthstone emanates a gentle, pervasive warmth that somehow does not melt the ice from which many homes and buildings are constructed. Impossibly,



the result is the ability to live within a home of ice without suffering from the cold. Many have attempted to discover the secrets of hearthstone creation over the years, but without success; whatever his failings may have been, Ionarus was a brilliant alchemist.

> Survival has always been the principle pursuit of Ionara's citizens, and consequently, they have experienced a somewhat stunted cultural development over the course of their history. Those who have art in their souls cannot be suppressed indefinitely, however, and certain activities have endured despite the

circumstances. The importance of family and evenings spent in the home have engendered a strong tradition of storytelling and song, as well as music of all sorts; some of the most sought after musical instruments in all of Aden are those crafted of Ionaran ice, which of course cannot be removed from the kingdom without dissolving. The true artistic spirit of Ionara is evident each spring during a festival known as the Week of Waters. This period, which is marginally warmer than usual, renders much of the ice soft and workable, and many Ionarans spend their time carving exquisite works of art from their surroundings. Visitors to the kingdom during this wondrous event report that it is the only time that Queen Kryanix appears truly happy. She moves among her people and seems to genuinely appreciate their work during this time. In addition to its cultural value, the Week of Waters is a vital source of income in terms of tourism, for the population of Ionara swells significantly with visitors during the festival.

Arcane magic is common throughout Aden and is slightly more prevalent in Ionara. This is due in part to the necessity of such things in surviving the harsh lands, but it is also due to the abundance of diamonds upon which the nation's economy is dependent. Diamonds are often in demand throughout the world because of their natural ability to conduct arcane energies; they are commonly used not only in magical rituals but also as components in many magical items.

The cultural differences that have arisen in the people of Ionara over the centuries are paired with an interesting physical difference: the long-term exposure to the harsh cold climate of the Ice Wastes has resulted in the elven population of Ionara having a deep blue hue to their flesh. The so-called ice elves are the only true sub-race of Aden's elves, although some believe that the elves of the Rhanate constitute another. Ice elves have longer, sharper features than other elves and invariably have black hair, although other colors are common among mainland elves.

Major Settlements

In addition to the name of the kingdom itself, Ionara is also the name of its capital city, the center of its military and government, and the concentration of its vast resources and wealth. Very few foreigners ever see any portion of the kingdom outside the capital itself, and, indeed, most people do not realize that there is anything of Ionara outside the city itself. Perhaps it was named for this reason, but certainly the nobility of the nation do little to correct this misperception. In size, Ionara is nearly as large as Sea Reach, and as such, is among the largest cities in Aden. This is something of a deception, however, for while the city itself rivals Sea Reach in size, it only has a fraction of the population that larger settlement hosts. Ionara is the center of the kingdom in the sense that it is the center of trade with other nations, and on the whole Ionara imports a tremendous amount of food, primarily from Arasteen but from other sources as well. The two primary industries of Ionara are fishing and mining, but not mining in any form that is recognizable in mainland Aden. For reasons that are not fully understood, the substrata of the ice plains are rife with diamonds. Getting to them is a difficult process, which is why they remained undiscovered until the first permanent settlements were created in the region. How Ionarus deduced their existence is another mystery, but not one that has occupied any significant attention; the result has proven far more important than the impetus behind it.

Far to the east of Ionara is the next largest settlement, Floe. Like its larger counterpart, Floe's primary industry is fishing, and large numbers of ships sail forth daily to gather the vast quantities of seafood that is a staple of the Ionaran diet. Additionally, the region around Floe is the most fertile in terms of aniol production. Aniols are hardy, leafy plants that are more or less the only plant life that can survive in Ionara other than simple lichens that grow upon stone outcroppings. Together with seafood, aniols are the primary ingredient in all Ionaran diets, although most are supplemented with the vast quantities of grains imported from Arasteen. Aniols do not grow in such abundance anywhere else in Aden, and they can be prepared in a wide variety of ways, ensuring at least some degree of variation in an otherwise relatively bland cuisine. While the capital is virtually inaccessible unless one gains permission to enter via the Tongue of the Child, Floe is much more welcoming to outsiders. The docks there contain a massive open air market where fishermen and traders from the south can dock and trade their wares. The freezing weather tends to encourage rapid deals which the citizens of Floe exploit to their advantage when bartering with others.

Farther north, the city of Permis sits at the base of one of the few mountain peaks to break through the thick, frozen sheets covering the Ice Wastes. While most of the diamond harvesting coordinated from Ionara is nomadic in nature, moving from place to place as the precious stones are extracted from deep beneath the ice, Permis is the largest permanent mining settlement in the kingdom and one of the few that utilizes more traditional mining techniques. The mountains that break through the ice here are even more heavily embedded with diamonds than the rest of the kingdom, and they account for fully half of all the gems harvested in Ionara. Needless to say, the standard of living of those who live within Permis vastly outstrips the meager lifestyles most miners elsewhere in Aden enjoy. Because of the value of the city's industry, a large contingent of Serpent Riders are found here, as well as a vast legion of the Frost Guard. The arrangement is mutually beneficial, however, as the area around Permis is home to one of the largest populations of wild snow serpents, and as a result, there is a large facility within the city's protective walls dedicated to prospective riders training their mounts.

Military

Ionara has a markedly reduced need for a large military when compared to other nations in Aden. The general attitude and paranoia of the Ice Queen, however, ensures that her kingdom does not lack for strength of arms. There is no militia to speak of, although on those rare occasions when a concerted attack against one of the nation's cities takes place, average citizens are expected to report for duty and be given any necessary equipment to assist in defending their homes. Beyond that, however, the nation depends predominantly upon the Frost Guard for its defense. The Frost Guard follows a standard military hierarchy, with squads of ten to twenty men making up companies which contain five to ten squads. The normal order of rank includes traditional corporals, sergeants, lieutenants, and captains. The overall commander is Prince Frizier, the eldest son of the Ice Queen, Frizier himself is also the field commander of the Serpent Riders, the most elite rank of the Frost Guard. The Serpent Riders are so named because members use snow serpents, some of the deadliest and most prevalent predators in the northern wastes, as mounts. Becoming a Serpent Rider is a significant undertaking and requires a prospective Serpent Rider to spend a minimum of twelve hours a day for two years training his mount. If successful, the rider is granted full membership and takes his place among his brothers. The Serpent Riders are greatly feared by the snowmads, who are their most common enemies, for the snow serpents are extremely fast, difficult to detect, and incredibly ferocious. A single snow serpent is a match for half a dozen combatants at least, and this does not take into account their riders, who are themselves fearsome warriors.

In addition to its normal military, Ionara is protected by perhaps the largest naval force in Aden, generally referred to as the Ice Fleet. This force is comprised primarily of berg-cutters, a type of fast attack vessel that makes use of an edged ram on the ship's prow to cut through ice and make a path for the merchant vessels that Ionara depends upon to ensure it imports the proper supplies to sustain its populace. The fleet also makes use of a smaller number of other ships of a unique vessel type known as berg-lobbers. These ships contain large catapults, often augmented via mechamagical devices, that can hurl huge blocks of ice at enemy ships. Berg-lobbers are typically secreted in the ranks of the merchant convoys the fleet protects, given that they are generally quite a bit slower than the berg-cutters. Prince Coldaron, the younger brother of Prince Frizier, commands the Ice Fleet. One of his most brilliant innovations, and one that has gained him much favor in his mother's court, is to train members of Ionara's Ferran population, many of whom have seal ancestry, to serve as saboteurs who can board or even scuttle enemy ships without detection.

Relations with Other Nations

It would be a painful play on words to say that Ionara's relations with other nations are cold, but that is an accurate description. The Ice Queen has few allies anywhere in Aden, her long life of seclusion and relative hardship having established personal boundaries that even the most charismatic and diplomatic envoys cannot seem to overcome. Ionara maintains polite relations with its closest neighbor, Arasteen, due primarily to its dependence upon the large quantities of food imported from King Corben's kingdom. It is something of an open secret that Ionara and Urbana have an alliance of mutual benefit, and although this has strained relations with Arasteen, as of yet it has not changed the balance of power, no matter how concerning the leadership of the Radiant Order finds this alliance. There is some evidence to suggest that personal correspondence between the Ice Queen and the Hive Mother of Kyan has been ongoing for some time, but what this correspondence may entail, no one knows for certain.

Kyan: Heart of the Jungle

"Insects predate our modern nations, and they shall survive long after we are gone. Kyan alone understands this."

Nelesh, Headmaster of the Academia Entomolgia

Government: Matriarchy

Predominant Races: All races represented, no noteworthy population variances

Major Exports: None; Kyan does not conduct formal trade with other nations

Major Imports: None; see above

History

The beginnings of Kyan are tied to the events in the final days of the Great War. Enraged by the toll the wide-ranging conflict was taking on the natural world, a druid from a small tribe in the lands that currently make up Urbana attempted to rally her people to end the cycle of violence and destruction. Only a few joined her cause, but her power was such that she needed precious few others to aid her in her plan. The group retreated from the conflict to the vast Crawling Jungle, which even in those days was avoided by the majority of people due to the dangers contained within. There, the druid's magic allowed her to tame the enormous insects within the jungle, and the group carved out a meager existence beneath the canopy of the jungle. Over the course of two decades, their numbers swelled, and when rulers gathered at Rose came in an attempt to end the war, the first Queen Mother of Kyan was among them.

After the Peace of the Rose was established, Kyan largely withdrew to its own borders and has rarely interacted with the world at large since that time. Only in circumstances of extreme crisis has the line of Queen Mothers ever chosen to participate in events of worldwide concern. The geography of the nation has lent itself toward this isolationism, with few outsiders willing to enter the Crawling Jungle regardless of the circumstances. It requires a particular mindset to adapt to a life that is so completely dependent upon the involvement of giant insects in every aspect



of day to day existence. As a result, Kyan has typically had one of the smallest populations of the modern nations of Aden. While this would be a tremendous disadvantage in the face of any significant conflict, it has served Kyan well in terms of providing resources for its people.

Throughout Kyan's history, the most significant threat to its existence is one that was almost certainly born of its own people. Over the centuries since the Peace of the Rose, individuals of rare power have occasionally risen to prominence, often within the royal family. These individuals have possessed incredible sorcerous abilities that have allowed them to advance the nature of Kyan's relationship with the insects that are so pivotal to their lives. When such individuals, often called entomancers, appear, they herald in dramatic changes that often better the lives of their countrymen. Many of the unique species that exist only in the service of Kyan were created by the powerful sorcery of these individuals. One such species, unfortunately, is the ilithix.

The ilithix are a hostile race of bipedal insects that have been problematic for the people of Kyan almost since the nation's creation. Throughout most of Kyan's history, the ilithix have been little more than a nuisance, primarily as rivals for various resources. The Kyanites have a very unclear picture on the nature of the ilithix, however, and have traditionally ascribed very little intelligence to them as a race. They know that the race is ruled by a single individual, an impossibly powerful insect-like entity called the Brood Mother, and that the Brood Mother rules over all ilithix hives with absolute authority. Lesser queens exist, one per hive, but for the most part the Kyanites believe that the ilithix are a race ruled by a single potentially malevolent intelligence. Unfortunately, there is much to suggest that, in the wake of the Darkfall, the Brood Mother has become corrupted, leading the whole of the ilithix into corruption as well. This has made them significantly more hostile toward the people of Kyan and drastically more dangerous.

The period immediately following the Darkfall was a bleak one for the nation of Kyan, and one that resulted in a terrible stain upon the nation's pride and honor. Off the nation's southern coast, a small chain of islands comprised the self-governing province of Phoros. Although part of Kyan, the islands rarely required any protection from the throne and were, for the most part, independent. The culture there was dependent upon insects just as greater Kyan was, but they were of a more specialized form: Phoros possessed a high population of unique insects known as jagtera, which resembled giant preying mantises. The jagtera were beasts of burden as well as hunters, mounts, and even a source of food for the people of Phoros. Nocturnals appeared in Phoros only in very limited numbers after the Darkfall, and they were easily dealt with by the warriors who defended the islands. Shortly thereafter, however, the jagtera began to die off for unknown reasons. Nothing that was attempted by the people of Phoros had any impact on the unknown blight, and with the essential insects quickly becoming extinct, the way of life the islanders had known for generations was in danger of being completely eradicated.

Although the exact events leading up to the demise of the Phoros islands is unknown, what is known is that the rulers of the islands were desperate to find a way to mitigate the damage done to their society by the death of the jagtera. While their interventions may have been fruitless, it is also possible that they were the source of the greater disaster that followed: a rampant plague which spread throughout the islands, causing those afflicted to slowly lose their minds and mutate into monstrous creations similar in many respects to the jagtera themselves. The end result was spectacularly disastrous, resulting in the island chain being overrun by false jagtera and with very few denizens escaping with their lives. Fortunately, the plague that caused the mutations was in some way dependent upon the environment of the islands, and the few survivors did not carry the illness back to Kyan. Today, the people of Kyan do not speak of the Phoros disaster, and those who question whether the plague could have been caused by attempts to save the jagtera are met with stony silence and social exclusion.

Lands

Most consider the boundaries of the vast Crawling Jungle to be the national border of Kyan. While that assessment is not exactly true, it is quite close. Only a small portion of the jungle, that which stands on the west side of the Red River, is outside Kyan, in the lands claimed by Urbana. Kyan is not exclusively jungle, however; the nation also controls a sizeable section of the southern Wall Mountains as well as a lengthy belt of coastline and a chain of islands known as the Phoros, just off the southern coast of Aden.

The Crawling Jungle is the most well-known feature of western Aden's geography and one of the most dangerous places in the known world. While the cold of Ionara or the heat of the Sundered Desert can kill quickly through sheer exposure, in the Crawling Jungle there are a hundred different predators and even more forms of poison and venom, any of which can kill a healthy warrior in moments. Although many mistakenly believe that the jungle takes its name from the thick vegetation that blankets the floor throughout the hundreds of thousands of square miles it covers, the truth is that it is called such because of the almost infinite variety of insects that make their home within its borders. There are other forms of wildlife found there as well, of course, but they are drastically outnumbered by the multitude of insects, many of which grow to staggering sizes found nowhere else in the world.

The southern Wall Mountains are rife with tunnels and chambers, most of which have been bored over the years by the region's enormous insects. The only two settlements Kyan possesses that could rightfully be called cities are located within the mountains and are largely subterranean. The region is also home to the ilithix, a species of extremely hostile, humanoid insects that have preyed upon the Kyanites since long before the Darkfall. Unfortunately, there is evidence to suggest that the ilithix Brood Mother, a massive, ancient creature that no mortal has ever seen, may have become corrupted by the Darkfall, for since that event, the ilithix have become far more cunning, cruel, and dangerous.

Phoros is an island chain that is more or less cut off from the world at large. There has always been some contact with the mainland in the form of their taxes and supply exchanges with Kyan, but for the most part they historically have kept to themselves and the Kyanite government was content to allow them to do so. For unknown reasons, the islands experienced much less turmoil than did their neighbors immediately following the Darkfall, and they quickly moved to separate themselves from the remainder of Aden. After the Darkfall, however, the native population of jagtera, the predominant insect species there, died off. This was followed by a mutagenic plague that decimated nine-tenths of the island's native population as well. Now, Phoros is virtually uninhabited and overrun by aggressive, mutated insects that were once the islands' citizens. Because of the idyllic climate, fertile soil, and rich fishing, the people of Kyan are interested in reclaiming the islands, but as of yet no concentrated effort has been made to do so, as the conflict with Urbana has been escalating for a number of years.

Culture

The way of life for citizens of Kyan revolves utterly around insects in every way. Every aspect of their life is dominated in some way by insects. The nation's military uses them for mounts and takes their weapons from the carapaces of giant beetles. The wizards and other spellcasters study every aspect of insects in order to increase the potency of their own magic as well as the combat effectiveness of the insects they command. Architects, tailors, blacksmiths and even artisans depend utterly on insects to provide them with the materials they require in order to ply their craft.

The people of Kyan are predominantly gatherers. They utilize a specially designed species of insect called basket bugs to gather edible vegetation from the jungle. These massive insects instinctively select certain plants and place them in their large thoracic cavities. Upon returning to the settlement, a gatherer withdraws half of the gathered plants for use by the denizens of the region; the remaining half is left for the basket bug to feed upon. This symbiotic relationship is the means by which the vast majority of all Kyan citizens acquire their food, although meat is provided from various other beasts in the jungle that are hunted with the assistance of the more predatory breeds of insects. Only in the nation's cities are more specialized food production means available, and the growing of crops is extremely limited anywhere in the entire nation.

While the people of Kyan have little in the way of artistic pursuits, this is not to say that they are not a creative people. Truthfully, only the most brilliantly creative nations could find a way to utilize the carapace and corpses of giant insects in so many different ways. Although it is not an art form per se, one of the most highly respected professions in Kyan is that of a caratect, an individual who crafts practical objects from the remains of dead insects. Given that the exoskeletons of these insects are incredibly resilient and can last for decades, utilizing them as material for crafting is both very difficult and extremely useful. Armor and weapons are the most common, of course, given the enormous size of Kyan's military compared to its population, but even everyday objects like furniture and clothing are likewise derived from such things.

Insect wrangling is another major and respected profession in Kyan society. These are the civilians who handle and train the insects that do the lion's share of the work in the nation's cities. Rock eaters are among the most common, particularly in the cities. These massive termite-like creatures consume virtually any material and are used to carve caves into rock to expand the size of the largely subterranean cities. Other species, such as tower beetles, are allowed to consume the remains of other insects and break down their carapace into a thick, paste-like substance that they then use to construct tower-like homes, hence the species' name. Wranglers extract these creatures from the towers and then have the structures modified by caratects in order to sell them as homes to wealthier citizens.

Arcane magic obviously has a great deal of involvement with the insect-centric way of life that Kyanites enjoy. The ability to tame the creatures was initially gained through use of powerful druidic magic, although the countless generations of insects since that time have caused the behaviors to become natural instinct rather than magically induced. Still, the study of how magic can increase the abilities of insects has been something that the people of Kyan have studied as long as the nation has existed. Seven years after the Darkfall, the Queen Mother's brother created a new institution, the Academia Entomolgia, to focus on such studies. Many consider this a poor decision, as they regard such experimentation as is conducted at this academy as extremely dangerous and the sort of thing that gave rise to the accursed ilithix. The research continues, however, and has diverged into two branches. The so called insectors seek to create new species that can be of use to Kyan, while the entomancers instead seek to modify the abilities and attributes of individual creatures or swarms of creatures.

The royal line of Kyan is matriarchal in nature, which is likely based upon the nation's founder and her fascination with insects. The monarch is known as the Queen Mother, or less frequently, the Insect Queen. The current queen is a woman named Selanna, generally heralded as one of the greatest warriors in all of Aden, as well as one of the most beautiful. Selanna chooses to lead from the front of her armies, atop either a massive black widow spider named Sister or a huge hornet called Rocbane.

Major Settlements

There are very few settlements that are part of the nation of Kyan, although there are a handful of additional within the ones nation's borders that do not owe allegiance to its queen or flag. The Queen Mother permits any settlement within Kyan's boundaries to choose whether or not they owe allegiance to the nation. Those who choose to do so are expected to pay taxes but are also afforded protection by the Swarmers. Those who choose not to offer allegiance to Kyan are permitted to continue as they

have and are not expected to pay taxes. They are not considered part of Kyan, however, and are afforded no protection whatsoever; on numerous occasions, villages have been wiped out by various threats ,and the Queen Mother has taken no action to assist them despite their pleas for aid.

The capitol of Kyan is Crichton, its largest and oldest city. Located in the Wall Mountains, Crichton is largely subterranean, with its only above-ground sections being contained within a hive-like structure that extends above the surface of the mountain. One of the most noteworthy features of the city is the extensive set of chambers set aside for Queen Selanna. Set high in the hive so that the queen can oversee the city, these chambers are rarely occupied. Selanna is well known for her fondness for battle, and she rarely remains within the city for long periods of time. Rumors persist that she is present so infrequently, that when she is present, she often loses her way in her own chambers. The queen's level of involvement with the nation's military is quite high, so it comes as no surprise that the nesting caves of the Swarmers' insects are located within Crichton as well. These caves are home to the spiders and hornets, while the caves below the city's lowest levels, where branches of the Cold River disappear into the earth, are home to the pens where the gigantic water striders are kept. The city is also home to the Academia Entomologia, a magical college founded by Queen Selanna's brother, Nelesh. The queen granted her leave to found the college with the only stipulation being that it be kept separate from the region of the city where the living quarters are kept - to ensure that any mishaps do not endanger her people.

High Hive is the only other settlement in Kyan large enough to warrant being called a city. Like Crichton, it is primarily a subterranean city with a limited amount of aboveground presence, contained within a hive. The region of the mountains where High Hive, known by its tallest peak Mount Winter, is located is extremely dangerous, not only due to nocturnals but also due to natural predators that are a threat without any supernatural power motivating them. In addition to being lairs for the minions of the Darkfall, the caves are home to trolls, rocs, rock worms, and a number of other subterranean threats. Lacking the close oversight that Crichton has as a result of the queen's residence there, High Hive has a much more relaxed atmosphere, so much so that many





Darkwood is one of the countless small villages that owe their allegiance to Kyan. Found beneath the canopy of the Crawling Jungle, Darkwood was founded beneath a clutch of trees with wide, arcing roots that grow with spaces beneath them the size of houses. Most Darkwood citizens live within these alcoves. Darkwood is notable for its marketplace, which is utterly unique in all of Aden. Darkwood is a center for hunting the various beasts that dwell within the jungle, and a great deal of meat is sold in its marketplace. However, its real claim to fame is the insect market. The hunters of Darkwood excel at capturing individual insects, of both normal size and the larger species. Entomancers from all over Kyan come to Darkwood to seek out specialized species for their experiments, and they can often contract hunters to capture certain species to suit their needs.

Military

Kyan has one of the most varied military structures in Aden, rivaling its hostile neighbors in Urbana in that regard. As with most other modern nations, the first tier of military defense for Kyan is the militia, in which the vast majority of able-bodied citizens are trained. Those who show particular aptitude are retained as permanent members, while others are released after their training is complete. However, during instances of attack by an enemy, whether Urbanan troops, nocturnal, or ilithix raiders, citizens are expected to take up arms and take their place at the side of the permanent militia members, who are known as the Home Guard. Members of the Home Guard are equipped with armor that is taken from the thickest carapaces of Kyan's insects, and their weapons are taken from their legs.

Members of the Home Guard are free to apply to join the greater Kyanite military, a vast and varied organization known collectively as the Swarmers. Those who can prove suitable strength of arms and, more importantly, the ability to make effective, tactical use of the different insect mounts Swarmers use in battle, are accepted into the organization at the rank of Petitioner. If a Petitioner serves with distinction for a period of six months, he is accepted into the organization at the rank of a full Swarmer. Perhaps unique among Aden's military organizations, the Swarmers have no rank differentiation among them other than the Petitioners, who are viewed as squires or at least membersin-training. Rank within the Swarmers is determined by personal initiative or occasionally seniority, depending upon the situation.

There are three divisions within the Swarmers, each devoted to warfare in a different arena. The most numerous are those who engage their enemies on land. These individuals have the most variation among their mounts, although the most common are the giant spiders that are favored by the Queen herself. Following the spider riders are the forces that engage in aerial combat atop giant hornets. These troops, occasionally referred to as "stingers," are the nation's rapid response force and are deployed to some degree in virtually any conflict. The third and smallest group within the Swarmers is comprised of those who ride giant water striders. Historically, this group has been used to patrol the southern coast, but in recent years they have also been deployed along the Cold River to ensure the trade barges from Blackport do not overstep their boundaries. If the current hostilities between the two nations are not curtailed, it is only a matter of time before the Swarmers begin attacking the barges without provocation, which will likely result in significant loss of life on both sides.

Relations with other Nations

Kyan's relationship with other nations can best be described as tempestuous. As the nation that comes the closest to selfsufficiency in all of Aden, Kyan has little need to interact with other countries on a diplomatic or economic basis, and both of these are kept to a relative minimum. The majority of trading that takes place with those outside Kyan's borders is conducted by private individuals and businesses, without any endorsement or condemnation from the throne.

Beyond economic considerations, the most significant relationship Kyan maintains with any other nation is with Urbana, and the relationship is one of barely contained hostility. The two nations have not declared outright war on one another, but Urbana's constant sorties into the perimeter of the Crawling Jungle in search of resources are answered by Kyan's constant attacks against border settlements such as Contrino, and both are escalating in frequency and severity. Most third parties keeping track of the conflict regard it as an inevitability that the two nations will go to war, and many wonder if Arasteen and Ionara will be drawn in as well, plunging all of western Aden into a new and deadly conflict.

The Concordance of Le'Ciel

"Memories within, harmony without."

Lynn Eru Velianna, Le'Ciel Songstress

"Forged in fire, Birthed in song. By my deeds, their will shines on."

Dannas Oostmeer, Great-Grandson of Elessa, Last Child of the Exarches

Government: Caste-based aristocracy (with meritocratic elements)

Predominant Races: Human, limited number of elves, dwarves, goreaux, and faerkin, virtually no known ferrans, jurak, or rapacians.

Major Exports: Mechamagical components, rare metals Major Imports: Non-magical manufactured goods

History

The history of the nation commonly called Le'Ciel is intrinsically tied to the history of Aramyst, which is in many ways its parent nation. Shortly after the Peace of the Rose was established and the Great War was at last ended, the ostensible ruler of Aramyst voluntarily vacated his position in order to establish a ruling body known as the Celestial College. The members of this council were selected by the High Arcanist prior to his abdication and included among its ranks the most powerful and wisest of the many great spellcasters in Aramyst. There were a handful, however, who were excluded from membership in the Celestial College. These individuals, contemporaries who previously had little to do with one another for the most part, suddenly found themselves united by their mutual discontent over their exclusion, and over the course of a decade, their continued inability to gain access to the Celestial College filled them with a collective drive to prove their worth and gain the acknowledgement of their peers.

The spellcasters who were excluded from the Celestial College were men and women of exceptional power. Indeed, in some cases it could be easily argued that there were members of the council that were less powerful than the self-styled outcasts, although they did possess virtues that the outcasts lacked. Members of the Celestial College communicated to the outcasts, primarily through private correspondence, that the former High Arcanist had deliberately excluded them because of his concerns over their atypical beliefs and practices, and in some cases, their overly autocratic natures. This information was not well received by the outcasts and, in their response to it, they vowed to demonstrate both their abilities and their fitness for rule. Taking their considerable personal wealth and estates with them, the outcasts departed from Aramyst and traveled northwest to the vast Brisson's Bay where they claimed residence on the large unclaimed island previously known as Brisson's Bounty. Here they established their own personal fieldom in an attempt to gain the attention of their peers among the Celestial College.

The seven outcasts named their new home Le'Ciel, an ancient elven name for mythical paradise, and resolved to use their power to create exactly that for themselves. Without the hindrance of governance by another, they reasoned, they would be capable of creating absolute order and perfection in the mortal realm. They each pooled their considerable personal wealth, their servants, and the slaves that several of them owned (this was still practiced in some portions of Aramyst at this time, although it was a rapidly disappearing practice) to create a caste to perform the necessary labors to ensure that their endeavors would be conducted in peace. While these non-magical workers built the infrastructure of their new land, the outcasts themselves, who had taken the name Exarches, worked on their first great project: the creation of the Veil.

The Exarches possessed many positive qualities, but openness with their collective secrets was not among them. Convinced that others would attempt to replicate the fruits of their efforts, the first joint ritual the Exarches attempted was to create an enchantment that would protect all of Le'Ciel from scrying and divination from outside sources. It took almost a decade of extremely trying work, but finally the Veil was completed, and the Exarches took this as a sign that their efforts were just. There was some interest in the nature of this enchantment from other quarters, most specifically from Aramyst and Vanora, but Le'Ciel chose to remain apart from these nations despite that it had been invited, had accepted, and had signed the Rose Accords. Generally speaking, it was accepted that Le'Ciel was a nation that stood apart, and that had no desire for closer relations with its neighbors. Ironically, if the Veil had not required such diligent effort or had taken less time to create, the overtures from Aramyst would doubtless have been well received; the decade the Exarches spent modifying their new home had seen them grow distant from Aramyst, and they no longer wished to return. Le'Ciel had become their true home by this point.

Over the first few centuries of its existence, Le'Ciel experienced rapid and significant change. The Exarches remained the ultimate power in the nation, allegedly extending their lives to an astonishing degree through secret alchemical means. The remainder of the nation's population soon split into two groups. Those who demonstrated any level of arcane proficiency were elevated to positions as the Exarches servants, known as the Magisters, who were responsible for overseeing the others. The rest essentially became slaves. One of the many projects undertaken by the Exarches, who pursued incredibly fanciful arcane experiments both jointly and individually, was an attempt to increase the health and vitality of their slave caste, ensuring that these slaves could live long lives in service to the Exarches. Others included seeding the seas around the island nation with incredibly dangerous creatures that actively discouraged outsiders from approaching by sea, while the Veil protected the land from attempts to teleport or use other magic to gain entry.

The Darkfall did not affect Le'Ciel as significantly as it did some other nations, perhaps due to the influence of the Veil. While the hordes of nocturnals that plagued the other nations were present in significantly reduced numbers in Le'Ciel, mysterious circumstances surrounding the Darkfall led to the disappearance of the Exarches, who are assumed to be dead. The parallels between the Exarches and the Celestial College are a topic of frequent discussion among those who consider themselves Darkfall scholars, and many wonder if the two are not in some way related. Regardless, the disappearance of the Exarches led to a significant shift in power as the Magisters suddenly had to move into positions of true leadership. The most powerful among them became the Voices, who claim to speak for the absent Exarches, who will one day return. Fortunately, the Voices and remaining Magisters have proven to be lenient and generous masters, perhaps recognizing that their very limited numbers would place them in a terrible position if the lower caste were to revolt. A portion of the Magisters, those with the most significant arcane talent but otherwise ill-suited to leadership, have become known as the Savants, and their only task is to oversee the various arcane machinations left behind by the Exarches.

Unfortunately, whatever protective influence existed in Le'Ciel seems to have waned significantly with the disappearance of the Exarches, and in the years since the Darkfall, nocturnal attacks have gradually increased in frequency. This, combined with the fact that the former slaves of Le'Ciel have a limited understanding of how to operate and maintain the various mechamagical devices that have traditionally been used to defend their country, has made the situation there increasingly difficult, and tensions continue to rise with each passing year.

Lands

The lands of Le'Ciel are strangely idyllic, having been subjected to extensive arcane and divine manipulation over the course of more than one thousand years. The Exarches took the name of their nation very seriously and strove to create a perfect paradise that would be the envy of all nations in Aden. The motivation for this course of action varied among the Exarches; some wished to create the perfect home for themselves and their followers, while others sought only to prove to the people of Aramyst that the selection of the Celestial College had been a ridiculous farce. Regardless, the end result has been a strange, wondrous, magical nation.

There are no major mountain ranges in Le'Ciel, although there are minor peaks that separate the western coastline from the interior and there is another large cluster in the island's southeastern expanse. Most of the rest of the island is made of up forests, hills, and plains, all of which are carefully maintained by magic to ensure that the resources they provide are renewed and constantly available. There is one major river, commonly called the Passage, which connects a large lake in the island's center to the northern coastline. This lake, called the Azure Shard, is believed to have been formed in Aden's youth by a glacier that has long since melted. Whether this is true or not, the lake is home to fresh water and is well known for its abundant fishing and its crystal clear quality.



In addition to the primary island that comprises the bulk of Le'Ciel's lands, there are four smaller islands off the northern coast, surrounded by a handful of tiny islands. These islands are all considered part of Le'Ciel but are not essential holdings and have never served any significant purpose other than fishing the seas to supplement the nation's food production. With the Darkfall and the resultant drop in population these smaller islands have been more or less abandoned, and now they are often home to intermittent sailors, pirates, and other seagoing men and women of all sorts who need to make land and resupply.

A distinct feature of Le'Ciel's

landscape is the prevalence of rail lines. After the Exarches became enamored of mechamagic, they delved into the practice of mundane railroads to more efficiently and quickly transport goods throughout their nation. Because the occurrence of nocturnal attacks within Le'Ciel was initially lower than in other countries, these railways continued to operate for some time after the Darkfall. It is only in the past few years that the attacks have increased to the extent that several major rail lines have been damaged beyond easy repair, and it has become an expensive and time-consuming process for the Magisters to attempt to maintain the rail lines in working order.

One completely unique feature to Le'Ciel, and one unknown to those outside the nation's borders, is a massive subterranean chamber beneath the capital city. This artifact, a forge of sorts, was the grand workshop of the Exarches, where they worked their most powerful and significant magic. It is known as the Birthforge, and since the disappearance of the Exarches, has been dormant. Many Le'Ciens have undertaken a pilgrimage to see the Birthforge since the Darkfall, and they regard it as a sort of holy site that is sacred to them.

Culture

The culture of Le'Ciel did not develop in a vacuum exactly, but it did develop with an almost complete absence of external influences save for those customs and traditions that were brought with the settlers when the nation was first founded. The Exarches and their servants the Magisters both felt strongly that maintaining a content and peaceful populace was of paramount importance, and insulating them from the ideas and philosophies of other nations was one of the primary ways that this could be ensured. As a result, the ways of the average citizen of Le'Ciel may appear strange, perhaps even alien, to another citizen of modern Aden.

Aptitude is the most important cultural characteristic for a denizens of Le'Ciel becuse it determines a great deal about the rest of their lives. The vast slave population of Le'Ciel is divided into seven castes that mirror the interests and inclinations of the Exarches, and fulfill duties based upon them. Farmers and crafters of all sorts are grouped into the two largest divisions, known as the Verdant and Forge castes respectively, and the others tend to rank far beneath them in terms of size. Children who demonstrate a particular skill in one are can sometimes be changed from their division of birth, but for the most part inclusion in these groups is largely hereditary; those whose parents were farmers become farmers, and those whose parents were blacksmiths become blacksmiths.

Because the slave castes of Le'Ciel receive only meager education, their literacy rates have traditionally been lower than those of many other modern nations. Due to this, the slave castes have developed an incredibly rich and diverse oral tradition in the form of music and song; this was encouraged first by the Exarches and later, the Voices. Song pervades virtually every aspect of the daily life of a slave family, and walking through the streets of any settlement in the nation, one will find the air filled with songs that harmonize and shift with one another constantly, creating a nonstop, ever-changing chorus that a local could use to determine exactly what was going on all around him.

In recent centuries, the Exarches and Magisters of Le'Ciel developed a keen interest in the developing art of mechamagic. Although mechamagic was predated by entomancy and thaumaturgy, the Exarches had apparently considered those disciplines of magic to be lesser branches unworthy of study. Mechamagic, however, was of much greater interest, and they soon devoted significant resources into exploring its potential. Mechamagical apparatus quickly became a common sight in most Le'Ciel settlements. Unfortunately, very few among even the Magisters are fully aware of the advanced principles of mechamagic, and following the presumed death of the Exarches, there are very few individuals left within Le'Ciel with the knowledge necessary to operate, much less repair and maintain these devices.

Major Settlements

Le'Ciel has always had a relatively small number of major settlements, since the Exarches preferred to concentrate their power into clear centers with smaller supporting villages and towns scattered in a loose network around the others. By far, the largest and most significant city is the capital, Telis Ceron, which is situated near the geographical center of the island, near the southeastern coast of its interior lake. Telis Ceron was where the Exarches first established themselves when they arrived on the island after departing from Aramyst, and was built upon the only hint of civilization found on the island, a nascent village created by a small population of native humans who had previously dwelt in subterranean caverns. The city grew steadily throughout the entirety of the Golden Age, becoming one of the largest urban areas in all of Western Aden. The center of the city was the vast Exarches Tower, a truly massive construct with a level devoted to the personal library and laboratory of each of the Exarches. The largest percentage of Le'Ciel's Magister caste is found within the city as well, and all prospective members are brought to the city for training and education before assuming positions within the nation's hierarchy. During the Darkfall, the Exarches Tower collapsed into itself, imploding as if it were drawn into itself, much like a whirlpool in the ocean. No trace of anyone who was within it at the time, including the Exarches, was found, and the volume of rubble that should have been created by the collapse of such a massive structure was far less than it should have been. Thus far, even the most powerful members of the Savant caste have been unable to explain what happened, but it has been likened to the immolation of the coast at Aramyst and the destruction of its capital, Regora. What they do know is that a large, pulsating corona of energy sometimes appears above the tower's ruins, illuminating even a moonless night like mid-day. This terrifies most Le'Ciens, and drives them into hiding until the phenomenon subsides.

Across the vast lake in the nation's interior, almost directly opposite the capital, the northeastern shore is home to Traft, the primary hub of commerce for all of Le'Ciel. Traft utilizes the river connecting the lake to the island's northern shore, allowing ships to come and go from the safety of the island's interior to move out to open sea and deliver goods all along the island's coast. On the rare occasions when the nation would require trade with other kingdoms, this was also coordinated through Traft. Since the Darkfall, the increase in trade with outsiders has gradually increased the importance of Traft until it rivals that of the capital itself. In fact, many citizens of Telis Ceron have left their homes to make new ones in Traft. The former slave caste of Le'Ciel has a large number of superstitious beliefs, and many fear that the capital is cursed following the destruction of the Exarches Tower. The Magisters, still dealing with the newfound burden of leadership, have temporarily forbidden relocation to Traft until they can determine how to deal with the situation on a more permanent basis.

There are a large number of smaller towns and villages throughout the remainder of the island, the majority of which are near to the coast. Many of the smallest villages have been abandoned in the face of the increasing incidents of nocturnal attacks within Le'Ciel's borders, thus concentrating larger populations in rapidly growing towns. One of the most noteworthy is Beauvoir, which was one of the few locations that did experience nocturnal activity during the Darkfall. The attack was repelled, but the town's Magisters either died in the battle or shortly thereafter, and in the chaos that has followed, they have never been replaced. As a result, Beauvoir is the only settlement in Le'Ciel that has no Magister presence and is governed entirely by members of the former slave caste. Over the course of a decade, the people there have become increasingly self-sufficient and independent, and many have abandoned their caste of birth to embrace different pursuits. It has been a very chaotic and precarious process, but the denizens have been very careful not to give the Magisters any reason to pay attention to them. They have maintained their tithes and met all requirements placed upon them. For now, it seems that the Magisters have enough on their plate to overlook any oddities from Beauvoir, just as the people of the town prefer it.

Military

Traditionally, Le'Ciel has had virtually no military to speak of. On rare occasions when conflict reared its head, it was quickly squashed by the Magisters or, when times were truly desperate, the Exarches themselves. Occasionally the Magisters would take small groups of slaves and train them in basic protection duties to serve as guards for important members of the Magister caste, but all in all there were very few reasons for such things ever to be enacted. The exception to this was with the small but dedicated Vanguard caste, a group of warriors trained and conditioned by the Transmuter Exarch to protect and defend the island from any threat, external or internal, that might present itself.

Since the disappearance of the Exarches, the security of Le'Ciel has become significantly less certain. Pirate incursions along the coast, occurrences that were utterly unthinkable before the Darkfall, have become increasingly common, and the eastern coastline has been attacked by raiders from the High Steppes on two occasions. The Magisters and former slaves have been pressed into service as defenders of Le'Ciel quickly and without a great deal of room for error. Every settlement near the coastline trains its own militia force for defense, and several larger groups from the settlements near the interior move around the island's perimeter regularly, reinforcing any towns that are under attack, generally seeking to discourage any potential enemy from testing the nation's resolve or its borders. The Vanguard are reserved for the defense of the capital, but they are not trusted by many Le'Ciens; shortly after the Darkfall, an ambitious Magister attempted to rally the Vanguard against the others of his caste to assume absolute control over the island nation. This conflict.

called the Betrayer War, was brief but intense, and ended only when the traitor Magister attempted to use an artifact of the Exarches' called the Forge Shard, which exploded and killed him and over half the forces loyal to him. The remainder of the Vanguard caste surrendered and has since been stripped of much of their influence and prestige.

The largest and most significant standing force maintained in any settlement outside the capital is the city militia of Beauvoir where the former slaves who have taken control of the town's government since the Darkfall require all adult citizens to train for membership in the militia. Although the Magisters and Voices are absent from Beauvoir, there are many members of the Savant caste there, and they often taken on leadership roles despite their lack of formal training. Not all are active at one time, of course, but should a threat present itself to the town, all save for the youngest children have at least been exposed to basic weapons training in order to defend their homes. Whether the intent is to protect the town from the nocturnals or from the Magisters is somewhat unclear and is not discussed openly, even among the city's leaders.

Relations with other Nations

For the majority of its history, Le'Ciel has been a largely self-sufficient nation that has had extremely limited contact with other nations. There are a handful of settlements on the coastline where diplomatic envoys from other nations are permitted, but they are all watched very carefully to ensure that there are no unwanted incursions into the island's interior. The closest thing to an ally that Le'Ciel has claimed over the centuries has been Ionara, another nation that appreciates privacy and that trades in diamonds, gems highly useful in many arcane rituals. Conversely, Le'Ciel's least pleasant neighbor has always been Arasteen, the Radiant Order of which has campaigned vigorously for an end to slavery within Le'Ciel's borders.

Since the Darkfall and the essential liberation of the slave caste, things have changed somewhat in Le'Ciel. The longstanding powerful enchantments enacted by the Exarches have begun to wane, dangerously imperiling the self-sufficiency of the nation. Trade has become increasingly important over the past decade, and many settlements have begun trading the alwaysvaluable mechamagical components left behind by the Exarches in exchange for essential goods such as food and the weaponry necessary to defend themselves.

The Rhanate:

* "Call it a wasteland if it makes you feel better, foreigner. It is far greater than your meager homeland, and it is all mine."

The Dust King

Government: Dictatorship

Predominant Races: All races represented, higher than average number of rapacians

Major Exports: Semi-precious stones and gems, various raw materials

Major Imports: Foodstuffs, water, manufactured goods

History

Throughout the Golden Age and the Age of Thunder, the Rhanate simply did not exist. The Sundered Desert, which comprises the bulk of its lands, was not considered valuable enough for any nation to engage in the tremendous expense necessary to colonize and claim it. Prior to the Peace of the Rose, those who called the desert home were those who had either fled their homelands in the face of an enemy, or those who had been exiled from their tribes for some crime, real or imagined. Within





a few years of the peace accord being established, it became clear to most denizens of the desert that the war was truly over, and the majority returned home. Only the most despicable, the most isolationist, and the most paranoid remained, preferring the brutal extremes of the desert to whatever they had left behind in their former lives. Understandably, the desert quickly developed a well-deserved reputation as a dangerous wasteland that should be avoided by the world's more civilized folk.

The Darkfall was a difficult time for the denizens of the Sundered Desert. For all that survival was a constant struggle, the dangers of the environment were at least well understood and identified; there were very few mysteries left that could survive in the harsh desert. The varieties of nocturnal that appeared in the desert were fewer in number than elsewhere in Aden, but their forms and their capabilities were a complete surprise to the nomads of the desert, and that simple fact cost a tremendous number of lives before the people were able to band together for mutual survival. In very short order, a large group of nomads joined together into one huge group. Pooling their resources and defensive abilities, the group continued to attract larger and larger foes with each group that joined their ranks, ensuring that their struggle to survive was never resolved. For months, this massive group, numbering first in the hundreds, then the thousands, crossed the entire desert multiple times, desperately searching for sanctuary against the attacks of their mysterious enemies. During this time, known as the Time of Wandering, a leader emerged from among the nomads. Charismatic and cunning, this individual's identity remains somewhat obscured, although many scholars believe that he was originally a minor bandit from the Mud Plains named Al-Akan Whatever his past, Al-Akan soon recognized that his group had grown too large for his original warband, the largest and best organized among the nomads, to adequately protect and provide for. If his people were to survive, he realized, he would need to find a sanctuary for them. Since that proved impossible, the only option would be to create one.

The path to achieve Al-Akan's dream began in earnest when, during the wandering of his expanded tribe, his men came across a dead sand drake still crawling with the immature young that had been with it at the time of its death. The young drakes crawled over their dead mother, clearly confused as to why she would not wake. One of Al-Akan's closest allies, Kalib Ona, was familiar with such creatures and had used one as a mount in his youth. Ona managed to coax the young drakes away from their mother's corpse and into the group where they were fed and cared for with precious resources that the group could scarcely afford to spare. The gambit was successful, however, and in a matter of months, the quick-growing creatures were serving as flying mounts for a small number of Al-Akan's troops.

Determined to see his dream realized, Al-Akan led his enormous group to the base of the isolated mesa known as Terrotaxus's Tower, home of the ancient dragon Terrotaxus. Al-Akan alone rode one of the flying drakes to the top of the vast mesa. He was gone for nearly two days, and only Kalib Ona's insistence kept other members of his entourage from seeking him out. Finally, on the third day, Al-Akan returned, bearing the severed eye of the great dragon Terrotaxus whom he claimed to have slain in combat. Many were incredulous at such a claim, but Al-Akan's grisly trophy could not be denied. When he informed them that the dragon's lair atop the mesa included a vast oasis with a massive fountain of fresh water, all thought of disbelief was banished. The drakes carried much water back to those in desperate need, and the first steps were taken toward the construction of a fortress to stand against the nocturnals.

Construction of the fortress took more than a year, owing primarily to the scarcity of materials in the region around the mesa. Bandits claimed much of the material ultimately used to create the Black Citadel, and at the same time, the indestructible

bones of Terrotaxus were used to create a protective barrier around the citadel itself as well as around the tent city that arose at the mesa's base, where many of the members of the nomad band had settled. The water ferried down from the top kept them in good spirits, and the mesa itself shielded them on one side from attackers, drastically improving their overall quality of life. When one year had passed and the Black Citadel was completed, Al-Akan the Dust King proclaimed himself to be the Rhanate, ruler of the Rhanate, a vast realm that extended from the Wall Mountains in the west to the Veldt region in the east, from the shores of Brisson's Bay in the north to the border of Yzeem in the south. In terms of sheer size, the Rhanate instantly became the largest nation in Aden. The validity of the Dust King's reign has never been formally recognized by other monarchs, but in practice, he is frequently afforded much the same level of deference one would expect for a monarch simply because it is more convenient to do so, and the other rulers of Aden can ill afford to spend time arguing over formalities.

Some would argue that in the years since the Darkfall, precious little has changed regarding the chaotic and lawless state of affairs in the Rhanate. Some particularly vigorous detractors even claim that the situation there has degraded since the ascension of the Dust King. Most agree, however grudgingly, that the situation in the Rhanate is improved, if for no one else than those who call that seared realm their home. The Outriders that the Dust King employs are extremely skilled in the defense of their people, despite the fact that they only do so when paid, and most citizens and groups have proven more than happy to pay their fees in order to ensure safety from the nocturnals. The resumption of trade throughout Aden, although desperately needed by all parties, has been hindered by the actions of the Dust King and his people. It is impossible to cross from the western reaches of Aden to the eastern portion without crossing at least part of the Sundered Desert, barring an extremely expensive and equally dangerous sea journey of equal length.

Lands

The Rhanate is best known for its most dominating geographical feature, the Sundered Desert. This vast desert, the largest of its kind in the known world, is broken into three broad areas. The northernmost band of the desert is the Badlands, the central region is the Sand Wastes, and finally the southern portion is known as the Mud Plains. None of these regions are particularly hospitable, but they do vary significantly from one another and from the rest of the continent in significant ways.

The Badlands occupy the northwestern corner of the Sundered Desert and this region is the smallest of the three that make up the entire area. The Badlands fit the clinical definition of desert in that there is a severe lack of moisture, but the climate there is shockingly cold in the extreme north much of the year rather than displaying the searing heat most expect, although the climate does become much milder the farther south in the Badlands one travels. Although the smallest region of the desert, the Badlands is also perhaps the most densely populated, due primarily to the fact that many who wish to cross the Rhanate prefer to cling to the northern border with Brisson's Bay to ensure that water, even salt water, is in ample supply. Adding to this is the fact that the stones native to this region tend toward an incredible palette of colors, including brilliant purples and oranges that are popular in jewelry and architecture throughout Aden. The significant presence of Outriders in this region ensures that no one removes the stones without paying proper due to the Dust King. Food and water are scarce within the Badlands, but one source of both is the rasan tree. This unique flora is capable of firing spines at anything that moves nearby, presumably so its roots can drink the blood of animals that it kills. Those who are canny enough to avoid the spines and draw close, however, find the small berries that grow upon the tree a rich source of both nutrients and life-saving moisture.

The Sand Wastes area is what most citizens of Aden think of when they imagine the Sundered Desert, and it is the largest section of that region. The entire area is covered with vast, rolling dunes of fine sand that shift constantly in the wind. During the day the heat is almost unbearable, but at night the heat dissipates quickly, leaving a bitter chill that can devastate the unprepared. Moisture is virtually nonexistent in this region save for a handful of carefully guarded oases, all of which host settlements of one sort or another and which invariably host protective details of Outriders acting on behalf of the Dust King. There is precious little in the way of resources in this area. Other than the previously mentioned oases, which are highly fortified and referred to, somewhat tongue-in-cheek, as "oastresses," the only items of value are the occasional rock outcroppings that can be found in the area. These sometimes have minerals of value in them, in which case the Dust King's subjects quickly descend upon them and stake their claims. Survival in this region is difficult at best and can be impossible depending upon the circumstances. Most natives know how to survive using the local species of cacti to gain desperately needed moisture, but even then it is merely a stopgap measure. The only way to survive the Sand Wastes region indefinitely is to avoid it.

The Mud Plains region is the final section of the Sundered Desert. Water is less of an issue here, as it can be found in numerous places where it is stored by the environment during the yearly rainy season. During this period, which lasts for a few weeks in the spring, the vast cracked plains are flooded and become shallow lakes which very shortly become impassable, thick mud plains that eventually dry out when the rains end. During that period, the land here is incredibly dangerous, and many creatures find themselves doomed as they sink into the mud, never to be seen again until the flats dry out in the heat and their bones are exposed to the world once more. There is little of value in the Mud Plains, although there are a handful of rugged entrepreneurs who make a living harvesting salt from the various salt flats in the area and selling it in bazaars for its preservative qualities.

If there is one thing that is unique about the lands of the Rhanate, one feature that steals the thunder of the vast wasteland that comprises the Sundered Desert, then it is the Skar. The Skar is an almost impossibly vast chasm in the southeastern region of the Rhanate, the largest and deepest wound the surface of the world has ever known. Its origins are completely unknown, as it has existed for as far back as any race aware of it has recorded histories. Unlike other known canyons and chasms, there is no immediately clear cause for the Skar's existence; no river appears to have carved it over the course of millennia, nor are there other telltale signs of an earthquake or anything else known to create such phenomenon. The Skar is hundreds of miles long and, at its widest point, one cannot see the opposite edge without some sort of visual augmentation. Its full depths have never been accurately mapped, but most agree that it averages roughly a mile deep in most places, extending to two or three times that depth in the most dangerous sections. There are numerous small communities that live within the Skar, typically no more than a few dozen individuals in each one. These residents, who call themselves Skarrians and who reject the rulership of the Dust King, keep to themselves and have very strange customs. Outsiders are virtually unknown to most and are never trusted. The degree of hostility with which they respond to such unwelcome visitors tends to vary wildly. One particular denizen that the entire world knows of is the dragon Vesuvix who allegedly dwells in the Skar's deepest recesses. As he is easily the most reclusive of Aden's few dragons, there have been no reported sightings of Vesuvix in several centuries, and some have begun to wonder if, like Terrotaxus, the creature has come to an unknown end.

Culture

Life in the Rhanate is incredibly difficult under the best circumstances, and the customs of those who live there reflect this. The people of the Rhanate believe that only the fittest survive, both in the case of the environment and the chaos that has ensued in the wake of the Darkfall. and their pessimistic attitude has given rise to the prevailing philosophy referred to as the Right of the Strong. This belief states that those who are strong enough to succeed are inherently correct as proven by virtue of their strength. There are a great many people within the Rhanate that despise the Dust King but who grudgingly recognize his rule because he is strong enough to have maintained it

for more than a decade. A more common example would be the notion of theft; if someone is strong enough to take something from another and is strong enough to keep it, then no one but the offended party regards it as theft in the first place. The only real exception to this is death: the people of the Rhanate hold murderers in extremely low regard, perhaps because surviving is such a difficult task to begin with. The truly strong can take the life of another but choose not to do so, demonstrating their superiority in every regard. This has given rise to the tradition of counting coup, when one has the opportunity to kill another but chooses not to. The party who is defeated in a counting coup situation is honor-bound never to again trouble the one who counted coup against them. Even among the most despicable of the Rhanate's bandits, this policy is strangely effective, and anyone who is able to defeat the leader of a particular band of outlaws can at least depend upon that particular band not troubling them ever again. Unfortunately, there is an ample supply of bandits to ensure that others are perfectly willing to do so.

Outsiders are often shocked to discover just how intelligent most denizens of the Rhanate are, perhaps expecting their lives to be so filled with the struggle to survive that learning has no place within it. Much to the contrary, however, the people of the Rhanate devour news and information from the rest of the world. Although they may choose to remain within the Sundered Desert, the people of the region treat the study of other nations and cultures is something of a national pastime. It is believed that this began as a means for bandits to be educated as to the nature of their prey from other nations, but whether or not that is true is impossible to say for certain. What is certain is that were it not for the difficulties inherent in their day to day survival as well as those imposed by the Darkfall, the Rhanate might well be a center of learning and culture much like their neighbors in Yzeem to the south.

Major Settlements

There are a surprising number of settlements located within the Rhanate. When confronted with a list of them, many outsiders are astonished that so many could thrive in such an inhospitable environment. What escapes them, however, is the fact that the Rhanate is so vast in terms of sheer size that there are bound to be numerous suitable locations for settlements, and each one that is discovered quickly becomes the site of such a place. However, the number of settlements per area in the Sundered Desert remains a fraction of what can be found elsewhere in Aden.



Nowhere else except in the Rhanate would the Black Citadel and Rhanland be considered two separate settlements, for in truth they are a single city, the largest within the nation's borders. The Black Citadel and its attendant barracks, training grounds, guest quarters, and various other outlying buildings sit atop the mesa known as Terrotaxus's Tower where the great dragon Terrotaxus was allegedly defeated by the Dust King. The term Rhanland, on the other hand, is applied to the vast sprawl of buildings that have been constructed at the base of the mesa over the past decade. Many suspect that the two are only referred to as separate settlements to make it a simpler matter for the Outriders to charge for their services. As the ostensible capital of the Rhanate, Rhanland is a vast hub of commerce, albeit not in a form many other nations would recognize. On a daily basis, an unpredictable maze of stalls sells everything from bauble jewelry to salvaged mechamagical devices. The range of items available for sale in the Rhanland Bazaar is nearly infinite, and there are many who travel vast distances simply to spend time searching for items in the bazaar that they have been unable to locate anywhere else in Aden. Despite Rhanland's proximity to the Black Citadel, as the largest city in the Rhanate it warrants its own governor. The man picked for that job is one of the Dust King's oldest allies, who now bears the title of Rhan. Rhan Stetch is an elf with prodigious talent in earth magic and who is rumored to be engaged in a years-long project to discover what mysteries may be hidden within the mesa, concealed there by the dragon Terrotaxus before its enigmatic death.

Although not the largest city, Trubbs is perhaps the busiest. Its location within the Badlands ensures that it sees a great deal of traffic as those from western Aden attempt to skirt along the edge of Brisson's Bay to reach the countries in the east. The city has a terrible reputation as a home to bandits and criminals of all sorts, and while the city's governor assures others that this is an unfounded claim, she is only practicing her exceptional talent for deception. Rhan Jyra Trestan, a human woman of great beauty, is an incredibly skilled manipulator and liar and puts her talents to great use for her Dust King. Rumors abound that she is a member of a mysterious cult of assassins known as the Crimson Sisterhood, a group whose name appears in legends dating back centuries, but many suspect this is just another deception she has perpetuated in order to ensure her reign is undisturbed. Despite the unofficial industry of Trubbs, which is mayhem, there is a great deal of mining that takes place in the region. The precious and semi-precious stones that are valued by the wealthy in courts all across Aden are gathered here, and the people of Trubbs are hard-working, weary men and women whose eyes speak of a lifetime fighting for every penny they earn. Most are perfectly content with Trestan's rule, perhaps because of her initiative in mimicking the nation of Kyan by magically taming some of the deadly cliff spiders that prey upon the region and using them as mounts for her Outriders to protect the miners as they work.

The last true city of the Rhanate is Surrey, which is ruled over by the Dust King's oldest and most trusted friend, Rhan Khalib Ona. It was Ona whose mastery of the flying sand drakes allowed his friend Al-Akan to access the top of Terrotaxus's Tower and become the Dust King in deed as well as in name. For that deed, it seems, Ona has been rewarded with a city to call his own and, unlike the other Rhans, he has virtually no oversight from the Dust King. Ona is a mysterious, sometimes cruel man, a half-elf with severe features and no close advisors of his own. His city is nestled amid the Mother Mountains which offer some degree of protection from the elements, and a significant number of his Outriders are equipped with flying mounts, which is a tremendously effective deterrent against nocturnal attack. The result of this is that the city, which lacks any significant industry of its own, is also host to a massive tent city just outside its borders as people flock to the area in hopes of benefiting from the protection it offers. Although Surrey itself is not the largest of the Rhanate's cities in terms of size, it does boast the largest population.

Military

The Rhanate's military is completely unique in that it is a service offered to its citizens for a price. The Dust King's soldiers are known as Outriders and are an entirely mounted armed force. Most favor the shaggy ponies native to the Badlands, but many also choose the hardy and fast-moving lightning lizards from the Sand Wastes; both of these creatures are extremely adaptable and can be found in service throughout the Rhanate. Outriders follow a basic rank system that is designated by the color of the veils they all wear as protection from the elements. Basic soldiers are Nomads, who wear turquoise and are led by Wanderers, who wear green. Wanderers lead bands of ten to twenty Nomads and are usually in charge of the defense of a settlement or oasis. Multiple bands can be commanded by a captain known as an Amar and bearing a yellow veil. Amars collect tithes and fees which they submit to Rowans, or Tithe-Masters, who bear orange veils. Rowans report directly to the Rhans or to the Dust King himself.

The aspect of the military that is different in the Rhanate is the fee that they charge for their services. They are awarded fees based upon the nature of the services. The capture of a thief, for instance, warrants a fee based upon the value of the items stolen. The capture of a murderer incurs a fee based upon the value of the estate of the deceased. Escorting a caravan warrants a percentage of the sales, and so on. This ensures that Outriders are among the wealthiest of the Rhanate's subjects, but of course a portion of every fee is returned to the Rhans and the Dust King himself, all of whom enjoy lifestyles for which the term opulent is simply inadequate.

Relations with Other Nations

The people of the Rhanate are ruthlessly opportunistic, and none more so than their Dust King. As a result, formal relations with other nations are somewhat strained even during the best of times. Vanora and Yzeem to the south are cool toward the people of the Rhanate, owing to the occasional forays of bandits across their borders, but they are willing to trade with them as necessary. Carraway is almost entirely hostile, given the twin threats it faces from the Rhanate and their allies in the High Steppes, one of the few nations to have formal agreements with the Dust King's minions in the northern reaches of the Sand Wastes. The refugees of Aramyst have nothing but fear and hatred for the bandits who cross their borders and pillage the ruins of their wasted homeland.

Western Aden is somewhat more amenable to the Rhanate, at least partially. Kyan and Ionara have very little to do with the Dust King, and at least bear him no ill will. The Iron Tyrant of Urbana has an ongoing feud with the Dust King over the exorbitant taxes the latter places upon the Thunder Trains as they pass through the Rhanland. This has caused great tension between the two nations. In spite of his many questionable practices, however, the Dust King holds the benevolent King Corben of Arasteen in very high regard, and has been known to reduce or even waive fees for those traveling through the desert on official business for that nation.

Urbana: Realm of the Iron Tyrant

"If the only way to escape the Darkfall is to transform the world into a nightmare like Urbana, then perhaps it isn't worth saving."

Spyre, Elven Thief

Government: Military Dictatorship

Predominant Races: Higher than average population of dwarves and goreaux

Major Imports: Foodstuffs, timber

Major Exports: Low-grade ore, manufactured goods

History

Urbana has very little history to speak of, having been born in the terror-filled days immediately following the Darkfall. It was born of blood and desperation, of ambition and determination, and in the throes of its birth, it consumed a once noble land called Columbey.

Columbey was not the first modern nation born in Aden, but it was the first to truly establish security within its borders. It was perhaps for this reason that Columbey was chosen as the site for the historic accords at Rose, the small town where the Peace of the Rose was born and the Golden Age was ushered in. The prestige associated with this was something that the nobility of Columbey used to gain much standing with other nations, and they very discreetly exploited the desire for many scholars and historians to study at Rose to ensure their nation was regarded as something of a utopia for those interested in scholarly pursuits. While Aramyst was developing a reputation in the east for magical study, Columbey was instead a haven for those interested in pursuing the arts. The nobles of the land established schools, academies, and museums, which only further enhanced their wealth. It was in this that the long-term seeds of Columbey's decay were sewn.

Throughout the entirety of its history, the divide between the common folk of Columbey and the noble class grew increasingly wider. The commoners were never poorly treated, nor did they lack for basic comforts, but the excesses of the nobility, and in particular the royal line, were viewed as wasteful and hedonistic. Resentment grew over the course of centuries until, in the years immediately prior to the Darkfall, the distance between peasant and noble was such that governments of other nations privately worried that a revolution might be in the works. Truthfully, there were groups considering that course of action, but they were never afforded the chance; the Darkfall drastically reordered the priorities of every living being in Aden who was fortunate enough to survive it.

The royal family of Columbey survived the Darkfall, due in no small part to the extensive protection the noble class enjoyed in the face of potential assassination. It seemed as though the cataclysm awoke some small degree of greatness in them as well, for King Warrus immediately set to defending his surviving settlements from the worst ravages of the nocturnals. He recalled all those who had ever served him, bringing in many mercenaries from throughout the continent, to serve at his side. It was one of these mercenary captains, a man called Marlek, that fought alongside the king and took up his crown when a nocturnal attack felled the monarch with a fatal blow. Calling himself Lord Urbane, the mercenary quickly took control of the capital city of Tarello, renaming it and the nation as a whole to suit his needs. Urbana was born.

In the ten years since the Darkfall, Lord Urbane has guided his new nation on a sinister path that has proven terribly effective. The Iron Tyrant, as Urbane is often called, believes with incredible conviction that mechamagic is the tool that will allow the nocturnals to be defeated once and for all and for the force behind the Darkfall, whatever that may be, to be ultimately defeated. With this singular purpose in mind, he has ordered his land stripped of every imaginable resource of any value whatsoever and has funneled every possible commodity into the development of new weapons for the purpose of destroying his enemies. The people of Urbana exist on the brink of starvation in many cases, but they are generally safe from nocturnals. Whether they are safe from their own government is another matter entirely.

In his mad quest for absolute dominance, the Iron Tyrant has embraced ideas that many have long thought impossible. The notion of large scale mechamagical ground transport, for instance, had been abandoned by all but the most non-traditional mechamages. Two years after the Darkfall, however, just when many villages and even entire nations were on the brink of absolute disaster due to their inability to conduct trade and secure those commodities they required, Lord Urbane unveiled his first Thunder Train. These massive armored transports, vast on a scale never before seen in Aden, allowed trade to be conducted between designated outposts that the Iron Tyrant demanded be constructed in those locations he deemed worthy of the Train's presence. The Train proved enormously successful, primarily for Urbana but also for those who needed a means to trade with others as well. Despite the distaste the governments of other nations had for lining the pockets of a man who was clearly a threat to them, no one could afford to turn a Thunder Train away. Four of the Trains were ultimately created, although rumors abound in recent years, since the Thunder Trail has been expanded to include Carraway and the High Steppes, that Lord Urbane is constructing additional Trains.

All of Urbane's excesses have not proven so beneficial. Some years after the Darkfall, one of the poorer regions of Mekanus was heavily infested by nocturnals. Annoyed by the constant drain on his military's resources in trying to keep order in the region, Lord Urbane capriciously ordered that portion of the city be walled off and abandoned. Those who dwelled within were given little notice, and roughly half of them were unable to evacuate in time. They found themselves walled up inside with no protection and little in the way of supplies. The military makes regular supply drops inside the wall but will not allow anyone to leave. The situation has become significantly worse since a sorcerous mishap created a massive steam golem with self-awareness. The golem, calling itself Terrablix the Autonomous, gave itself to the Darkfall and entered the so-called Lost Ghetto, rapidly becoming the ruler of that tiny realm.

Another example of the Iron Tyrant's brutality bringing suffering to his people indirectly would be the incident called the Rat War. Since the time before the Darkfall, the sewers beneath Mekanus were home to a large number of ratlings, sentient scavengers that lived off of those who dwelled above them. The population of ratlings swelled in the wake of the cataclysm, and their thievery became a significant annoyance. Never

one to suffer such things, Urbane ordered a solution prepared, and it was provided in the form of a foul alchemical mixture called arkana. Arkana was administered to the sewers in large doses but it had not been thoroughly tested, and so its side effects were not anticipated. Many ratlings were killed, but those who survived were changed by the poison, mutated, and gained numerous physical or even arcane abilities as a result. Not only that, but the ratlings also gained a seething hatred of all beings from the surface, ensuring that what was once an annoyance would become something vastly more dangerous due to Lord Urbane's intolerance.



Lands

In the past ten years, Lord Urbane has visited a century's worth of pillaging upon his new kingdom, reducing what was once a beautiful, productive land into a polluted, grey wasteland. Once, Columbey was much like Arasteen to the north, only milder in climate; plains, rolling hills, and woodlands covered much of its area. Now, what has not been lost to the teeming hordes of nocturnals has instead been stripped bare of anything resembling value, leaving desolate, arid lands in the wake. Every scrap of timber or mineral resource has been taken, and the lands that remain have been overfarmed for more than a decade, leaving the soil barren and lifeless.

One of the most distinguishing features of the Urbanan lands is the ranged called the Charred Peaks, which are situated directly in the nation's center. The Charred Peaks are among the tallest mountains in Aden, taller even than the Wall Mountains and rivaled only by the Fangs in Arasteen. The mountains are of tremendous value to Urbana because of the multiple veins of highgrade manite that are found within them. The mines within the mountains are heavily guarded by the Shadow Army as well as the Watchers of the Eye, two of the branches of Urbana's military.

Excluding the mostly non-functional port at Mekanus, there are two principle waterways in Urbana: the Cold River and the Red River. The former extends from northern Arasteen through Urbana, into Kyan and ultimately all the way to the Green Sea near the settlement of Sludj. Because the Cold River comprises the eastern border of Kyan, its use by Blackport-based ships is somewhat controversial but as of yet has not resulted in any significant skirmishes between the two countries despite their ongoing hostilities on other fronts. The Red River, on the other hand, carries material from the Charred Peaks south to the Green Sea. From there it can either be transported by water to other portions of Urbana (which is marginally less dangerous than overland routes) or to distant ports of call for the purposes of trade.

Culture

The people of Columbey, or at least the nobility, once enjoyed a rich and engaging culture that placed great emphasis on scholarly pursuits and the arts. All of that is now gone, swept away in the face of Lord Urbane's single-minded determination – some might say paranoia. All that remains is a people divided into two broad categories: those who delight in power and those who are oppressed by it.

Lord Urbane earnestly believes that the answer to defeating the Darkfall is to be as ruthless and as brutal as the agents of that calamitous power. This philosophy, which has been roundly denounced in every other civilized nation, has been embraced by the downtrodden people of Urbana. The result is that the various military branches of the nation are filled with violent, perhaps even sociopathic, individuals who are just as likely to visit suffering upon their fellow citizens as upon their enemies if deprived of another foe for long enough. Those who attain power, whether military or political in nature (although the distinction between the two in Urbana is tenuous at best), lord it over others in a morbid celebration of their own survival and success.

The common people of Urbana have accepted that they must suffer in order to be safe from the horrors that have been unleashed on the world. Over the course of a decade, they have been utterly broken, so much so that there is nothing resembling a resistance to Lord Urbane's rule, which one might normally expect to find. The people have accepted their lot in life and eke out a meager existence. Anything that breaks the monotony is welcome, which is the unfortunate reason that bloodsports have become so popular in Urbana.

Bloodsports are by far the most popular diversion available to the people of Urbana. They are both an opportunity for a small number of athletes to improve their lot in life and a chance to break the tedium of daily existence for those who watch them. New ones are created regularly as old ones lose their appeal. Some of the most popular ones include: splat, in which teams play capture the flag from high catwalks, with participants frequently falling to their deaths; death maze, which pits participants against a deadly, trap-filled labyrinth containing, among other things, captured nocturnals; and rayana, a sort of jousting competition with giant stingrays captured from the polluted Mekanus harbor.

Fortunately, despite all appearances to the contrary, hope has not been completely extinguished within Urbana. One need look only to the Day of Invention for proof of that. At the beginning of each summer, there is a day devoted to individual citizens showcasing their own mechamagical inventions to their neighbors. This is celebrated in every settlement in the nation, and agents of the throne are often on hand to observe and take note of anything that could be employed as a weapon in the armies of Lord Urbane. Despite that the government has an ulterior motive for the celebration, the people seem to take great joy in creating works of art and labor-saving devices to share with their neighbors, indicating perhaps that the people of Urbana might one day live normal lives once again.

Major Settlements

The capital city of Urbana, and of Columbey before it, is now called Mekanus. Unquestionably the largest city in all of Aden, Mekanus is home to the majority of Urbana's refineries and factories, and for that reason the sky above it is thick with smoke and pollution, casting it in a permanent twilight pall. Once a bustling port city, the harbor at Mekanus is used only lightly compared to the pre-Darkfall years. The city is bisected by the Toxious River, a waterway whose previous name is no longer recalled by the beaten-down denizens of the city. The city of Mekanus is heavily industrialized, populated with dozens of manite refineries and countless factories, smithies, and alchemical laboratories. The sea has become poisonous from excessive waste dumping (though some enterprising wizards have recently cleansed select areas of the ocean and revived some of old Columbey's fishing trade). The surrounding lands are bleak and infertile. The sky carries a sickly grey hue at all times from industrial pollution. All of this, Mekanus' engineers would be quick to point out, is a necessary evil. With the everpresent danger of the nocturnals threatening to wipe out Urbana, Mekanus has become a necessary production center for much needed mechamagical weaponry. Because the surrounding lands are either incapable of being farmed or have been abandoned due to nocturnal predation, Mekanus has been forced to trade its technology with other nations in return for necessary food and supplies, increasing its reliance on manufacturing and thus exacerbating the problem.

The entire city is extremely fortified - as much a massive fortress as it is a metropolis. Due to the general exodus of the populace from the surrounding lands, it is also intensely overpopulated. In an effort to impose order in the chaotic capital, the city has imposed a draconic social order, rigidly dividing the city into twelve districts of wildly different social standing and importance. The most important of these districts is Honor's Foundry, home to Urbana's nobility and much of its military. This section of the city is the safest of the districts, regularly patrolled by well-armed members of Urbana's military. As one moves further from the center of the city, these patrols become rarer, with the outlying districts receiving little more than a token level of protection from volunteer militia. Due to Urbane's past history as a mercenary, the city of Mekanus holds an irresistible allure for adventurers of every stripe, all seeking their fortunes in the city where one of their own became a king. Many residents of Mekanus have sought to deal with the twin problems of rampant crime and armed drifters by turning the two against one another. Posting bounties for local crimes is a common practice in the

poorer districts and can be quite a lucrative source of income for enterprising adventurers.

After Mekanus, the next largest settlement in Urbana is Blackport, ruled over by one of Lord Urbane's most trusted subordinates, Baroness Lucretia. Although Blackport is a river port (as compared to Mekanus's sea port), it sees vastly more trade and traffic than the capital, due primarily to the wretched state of the harbor at Mekanus. Blackport's call to fame is the number of large barges that are used to ship materials all along the coast and to other countries. The shipyards in the city produce steam-powered tugs that are protected by the same sort of siege weaponry one might find on a Thunder Train, and the creation of those behemoths has inspired an entirely new class of vessel called the Annihilators. These massive, metal-hulled ships bristle with weapons and are primarily wind-powered, rendering them quite slow. When the occasion demands, however, the same enchantments that power the steam engines of the city's smaller craft can be activated, giving an Annihilator a sudden surge of speed that has spelled the doom of many Yzeem corsairs.

If Mekanus and Blackport are two points of a triangle, then the third point is one of the most unpleasant places in Aden, the city of Smult. Nestled high among the Charred Peaks in central Urbana, Smult serves as the center of Urbana's mining operations, and it is the site of the richest and most productive veins of manite known to exist anywhere in the world. Unlike those who must endure the intensity of Lord Urbane or the cruelty of Baroness Lucretia, the citizens of Smult are largely spared the excesses of Baron Volkanis, for he spends little time there. Smult lacks any significant waterway other than the Red River, which can be found on the southern plains far below the peaks. While both Blackport and Mekanus use waterways to carry away their foul pollution, the people of Smult lack this convenience and instead simply dump waste and pollutants down the mountain, ensuring that the lowlands surrounding the Charred Peaks are among the most filthy and disgusting places found within the nation's borders. The Baron of Smult fancies himself something of a sporting gentleman, although most would disagree with that assessment, and as such has created his own elite guard to ride alongside him in battle. The Salamanders, as this unit is called, are equipped much like the heavy infantry of the Shadow Army, save that their armor bears a brilliant crimson hue and that they are a cavalry detachment. The Salamanders, most of whom share the fiery temper of their leader, are known for their signature maneuvers, all of which involve the immolation of their enemies or, failing that, anything that has drawn their ire.

Military

The military of Urbana is much more developed than in most other nations, and consists of four separate groups, each of which can either operate completely independently of the others or can cooperate as necessary. The first group, which is also the least equipped and the most expendable, is the militia. It is much like the militias maintained in other nations in that all ablebodied citizens are expected to participate. However, there are many exempted from the rule, such as those who are involved in the mining or refinement of manite. Since this includes approximately half the people of Urbana, the militia is much smaller than one might expect. Militia members are typically equipped with whatever they can provide, or with the castoffs of the other military branches. The other branches also consider the militia little more than cannon fodder.

By far, the largest branch of Urbana's military is the one known as the Shadow Army. This force is highly trained, well equipped, and utterly loyal to Lord Urbane. Members of the Shadow Army are afforded significant authority and prestige compared to the common folk, and they have been responsible for some of the most terrible offenses committed against them. Accusations of theft, arson, and pillaging are not uncommon, but the officers of the Shadow Army feel it is best to permit their men to vent their frustrations when battle is not readily available. For their part, the people of Urbana have long been accustomed to the excesses of those higher in station since the days of Columbey, and seem to accept this tyranny as the price of their safety.

Smaller by far than the Shadow Army, but even more trained and better equipped, is the Iron Guard. These soldiers are the ones tasked with the operation and defense of the Thunder Trains. Arrogant and often brutish, the Iron Guards are nevertheless widely respected for their skills; given the frequency with which the Thunder Trains are attacked by nocturnals, mere survival alone is something of an achievement by a member of the Iron Guard. In addition to their normal military training, many Iron Guards receive rudimentary instruction in the maintenance of various parts of the Thunder Trains and extensive training in the use of the ballista and storm cannons that serve as the Trains' primary defenses.

The final branch of the Urbanan military is part of the military only in that its authority is commensurate with that of the other branches. The Watchers of the Eye are an order of priests and wizards tasked with rooting out corruption wherever it might hide among the people of Urbana. The order was created when a personal advisor of Lord Urbane and a powerful spellcaster, Gerrick Malanch, discovered a group of shape-shifters in the village of Rose working to undermine Urbana. After dispatching the enemies, Malanch expressed his concern to Lord Urbane who commissioned him to ensure that the incident would not be repeated. It is possible that the Eye began with good or at least neutral intentions, but it has quickly become the most corrupt organization known to exist in western Aden. The power possessed by the members of the Eye appears almost inherently corrupting, and they often turn against anyone they perceive as a threat to their own personal agenda or the agenda of their superiors. The members of the Eye appear to have a particular animosity toward the Radiant Order of Arasteen, and conflicts between members of the two groups are an almost foregone conclusion whenever they meet.

Relations with Other Nations

It is the tendency of Lord Urbane to group others into one of two broad categories: those who may prove useful and those who stand in his way. This philosophy writ large is the essence of Urbana's attitude toward other nations as well. It would be disingenuous to claim any nation is truly an ally of Urbana's; a more accurate statement might be that there are nations whose cooperation benefits Urbana, and so Lord Urbane ensures that their cooperation is acquired through whatever price he is willing to pay, be it trade concessions or some other valued commodity. Ionara is chief among those nations that Urbana considers useful, and it is said that the Ice Oueen of that realm is among the only beings in Aden that Lord Urbane truly respects. Other than that, however, the only notable association with an outside nation is with the High Steppes, the leader of which, Kazan Tovar, is a great admirer of Lord Urbane and tends to support his endeavors whenever it matters that he do so. Of the other eastern nations, Lord Urbane is neutral toward Carraway and Vanora, the latter only because of the potential alliance with the Dragon Emperor of that realm. He considers the ruins of Aramyst beneath his notice, and the hatred that the Dust King of the Rhanate has for the Iron Tyrant is heartily reciprocated.

In western Aden, Urbana has no true friends. Relations with Kyan to the south are always strained at best, and violence is not uncommon along the border. If it were not a detriment to Kyan and an annoyance to Urbana, a full-fledged war could conceivably have already broken out. It is no secret that Urbane and King Corben of Arasteen to the north despise one another utterly but, for now, the two nations remain formally neutral, dependent as they are on one another; Urbana desperately needs the food that Arasteen gladly trades for manufactured goods.





Magic is an incredibly pervasive force in Aden and is present in the everyday lives of virtually all citizens. Instinctive command of arcane forces is a gift that has existed within most races since long before recorded history began and over the eons has been developed by careful study and dedication into the incredibly powerful and diverse arts that are seen in Aden today. Despite the overwhelmingly superior power that study brings, however, the instinctive mastery that started it all remains, and even the most uneducated of the common folk are able to make a few simple incantations and rituals to ease their lives via simple feats of magic.



While nearly everyone in Aden knows at least one spell (see Folk Magic, described in the New Traits section), there is a definite difference between an average citizen and a true spellcaster. Consider it as almost akin to art. While an average person might enjoy doodling and even be fairly adept at it, his talent pales beside a true genius of the medium, someone with natural talent who has spent years honing his abilities. To most, the differences between one spellcaster and another are far too arcane (no pun intended) and technical to comprehend. As a result, many Adenites simply lump such individuals together and commonly refer to any talented spellcaster as a "wizard." (Though those who practice divine magic and have proven to be able to cure wounds and relieve maladies are just as commonly referred to simply as "healers.")

Arcane Casters

Arcane magic is the most prevalent form of magic in Aden, and some believe that this is due to the fact that it is better understood than divine magic. This is inaccurate, however; the truth is that very little separates arcane and divine magic save the means by which it is accessed. Both are present and can be harnessed with equivalent levels of potency, but arcane magic is best harnessed through understanding and rote recital of specific formulas and rituals. Academic study has always been the surest means of unlocking true potential with arcane magic, and this custom exists within every nation in the whole of Aden. The most significant academies, and indeed the most significant advancements of magic in general, have historically been located within the nation of Aramyst. Led by the Celestial College, the ruling body of Aramyst, development of the many different magical disciplines in Aden has been continued over the course of one thousand years and, in the fullness of time, shared with the other nations as part of the remarkable spirit of cooperation and mutual benefit that existed during the Golden Age and which is now sadly lacking in the post-Darkfall world.

For the most part, arcane casters are unchanged. Prepared arcane casters such as witches, wizards, mechamages, and thunder scouts learn their spells through rigorous study of arcane theory. Spontaneous arcane casters such as bards and sorcerers are naturals, born with a gift for magic. This is not to say that bards and sorcerers do not join wizard academies or study arcane theory to better hone their talents – many do. However, the bulk of their power stems from the natural ability to interact with arcane forces.

Many spontaneous casters have no formal training whatsoever, a phenomenon that confounds traditional wizards and often creates a bitter rivalry between the two types of caster. Some wizards would say that sorcerers are mere hacks who stumbled upon their ability and have no true understanding of the science of magic. Some sorcerers would reply that wizards are mere poseurs, forced to manipulate the natural order to steal magical talent that they do not truly deserve.

Arcane casters of both sorts are equally confounded by divine casters, who draw upon the same powers using principles alien to both – and are capable of feats neither wizards nor sorcerers can achieve.

Divine Casters

Divine magic is less commonly practiced among most of Aden's citizens but, in truth, is different from arcane magic in very minor and incidental ways. The two are extremely similar in most respects, and indeed many of Aden's most brilliant magical scholars believe that they are actually the same force that is simply harnessed in different ways. While there is a great deal of data to support this claim, the beliefs of the laymen are much more difficult to change, and most continue to look upon them as separate when they spend any time thinking about them at all, which is uncommon. While arcane magic is best focused via study, divine magic appears to respond more significantly to personal conviction, philosophy, and the sheer force of belief that certain individuals have in a particular ideal or concept. While the clerics of Aden focus their power through belief and philosophy compared to the study and ritual of a wizard, in the end the effect is virtually identical and makes very little difference to onlookers who cannot appreciate the subtle differences.

Divine casters are a great deal different in Aden than those presented in the basic Pathfinder rules. Because Aden has no gods, there are no divine benefactors to grant a cleric, druid, or oracle her powers. Divine casters in Aden need not choose a patron god. Divine casters with access to domains are not limited in the domains they choose (though they should choose domains that are thematically appropriate to their personal beliefs). Divine casters do not lose their powers for violating their faith or their alignment.

In a very real way they are their faith; their power reflects how they view the world and their conscious efforts to change it. For this reason, even a cleric or paladin of a "good" faith is not inherently trustworthy – he is as fallible and prone to wickedness as any mortal. On the same note, with the exception of Darkfall cults, there are no "evil" religions in Aden. A representative of an enemy faith is just as likely to be compassionate, noble, and heroic as anyone else, despite personal differences of opinion.

Aden's people are no less spiritual merely for not having accessible deities to grant favors. Aden's divine casters draw upon the ambient divine magical energy of creation itself, focusing this power through sheer force of will. This power can only be drawn upon by those with strong and unswerving faith. Interestingly, it doesn't really matter how that faith manifests – it only matters that the caster's will is strong and that he wishes to use magic to influence the world around him.

For most, will alone is insufficient and some true magical training is necessary. Prepared divine casters such as clerics and paladins generally receive their training from a religious order that holds similar beliefs. Divine casters who draw upon the power of nature, such as druids, rangers, and some clerics, often have less formal training, but still they usually have mentors to teach them how to properly draw upon their spells.

Spontaneous divine casters, such as inquisitors and oracles, are closer kin to spontaneous arcane casters than to their divine brethren. These are individuals born with natural magical talent, as well as personal zeal to see their beliefs made reality.

Though there is very little animosity between spontaneous and prepared divine casters, there is a great deal of infighting and rivalry between divine spellcasters as a whole. As their magic stems directly from a desire to impose those personal beliefs upon the material world, such powerful personalities often get along quite poorly with those who do not share their beliefs. Disputes between spellcasters of various religions are not only common, they can also be extraordinarily petty, with long feuds erupting over even simplest disagreements.

Cosmology of Aden

The concept of planes beyond the mortal realm is one that is familiar to most citizens of Aden. The peaceful centuries of the Golden Age allowed many prestigious magical institutions in the world, the Celestial College of Aramyst chief among them, to experiment with many different theories concerning the existence of other worlds. Reliable means of planar travel have been known to the arcane traditions of Aden for more than five centuries, and while relatively few have the sheer mystical power to affect such things, it is a level of proficiency that even the simplest apprentice can aspire to later in his career. The concept of planes in the mind of the common citizen is, as might be expected, a matter of great oversimplification. Nations that placed emphasis on education, such as Aramyst and the former Columbey, once taught youngsters that the world of Aden was but a single room in a large house, and that each room had different people living in it, just as Aden had humans, elves, dwarves, and many others. The doors between the rooms were closed and locked, but powerful wizards were able to unlock them and walk through or bring through the beings living in other rooms. Not everyone accepts this concept; some without knowledge or experience with magic believe it to be academic nonsense, but those who have witnessed the abilities of powerful spellcasters generally accept that there are many things beyond the ken of the average man, and that wizards know more about such things than they do.

The exact nature of the known planes was something of a topic of debate prior to the Darkfall and since then has become largely academic and unimportant in the grand scheme of things. Generally, there was agreement that the most accessible of the planes were those that were aligned with particular aspects of the mortal world. Order, chaos, good, and evil in varying combinations are the concepts most readily associated with these planes. Fey creatures and animal spirits, the latter of which are the most frequently summoned of all extraplanar creatures, tend to be found in the more chaotic realms, while the more orderly realms tend to have denizens largely unfamiliar to the people of Aden. The realms of good, where they overlap with the realms of order and chaos, are the home of glorious beings that the people of Aden know as archons or angels, while the planes of evil are home to various devils and demons. For reasons unknown, connections to the planes of good have been more difficult to open since the Darkfall, and doorways to the realms of evil have been far, far easier.

Elemental planes are also known to exist and are thought to reflect the mortal world in a more direct manner than the aligned planes do. Dwarves of a sort, for example, are believed to be present in different elemental planes. The most telling evidence of how closely the elemental planes touch upon the mortal world can be seen in the presence of the Burning Coast of Aramyst, where it is believed that the coming of the Darkfall somehow created a region where the elemental plane of fire overlaps with the physical world. No one who has both the ability and knowledge to confirm this theory is believed to have survived the Darkfall, however, and so it remains merely a theory, one perhaps wildly inaccurate in its assumptions.

As discussed in a previous chapter, most of Aden's cultures believe in an idyllic afterlife, generally known as Paradise, and a punishing oblivion now commonly referred to as Infernus. These two concepts have become enmeshed with the theories of planar structure over the centuries. Paradise is believed to be the most distant realm, accessible only via death of the flesh and the ascension of the soul. Scholars and theologians believe that the planes of order and good, the realms where angels and their like dwell, border upon Paradise. Likewise, Infernus cannot be reached by magic despite the incident that gave rise to the belief in this realm, but it is bordered upon by realms of chaos and evil and can only be truly entered by a wicked soul upon the death of its body.

Unique Magical Disciplines

The prevalence of magic in Aden, combined with the great length of the Golden Age allowing individuals and organizations to pursue the development of their own preferences, has given rise to numerous magical disciplines that are unique to the nations of Aden. While there are many, the most significant of these are entomancy, mechamagic, and thaumaturgy.

Entomancy is perhaps the least practiced of Aden's unique magical disciplines and exists in small numbers only in the nation of Kyan. Given that the nation's culture and lifestyle is so intrinsically interwoven with the existence of insects both mundane and gigantic in size, it is no surprise that its magic has historically involved insects in many ways. It was not until relatively recently, however, that the Academia Entomologia was created, specializing in the enhancement of insect-based sorcery. Two individual disciplines within the academy have developed. The first and by far the most common is known simply as entomancy, from which the entire practice takes its name. By definition, entomancy concerns the enhancement of existing insects, either individually or in swarms. One of the most common forms of enhancement entomancers grant to the objects of their study is increasing their combat effectiveness, and these individuals are known for their prowess in arcane circles. The second and vastly less common discipline within entomancy is practiced only by a handful of individuals as of yet. These arcanists call themselves insectors, primarily as a means of differentiating themselves and their methods from their entomancer colleagues.

Mechamagic is unquestionably the most pervasive of Aden's unique magical traditions, as well as the youngest. It has existed for a relatively short time, having been created, or discovered as some claim, a few short centuries before the occurrence of the Darkfall. The fusion of arcane magic and the power of steam technology has resulted in an explosion of development of new technologies which have, in some cases quite literally, changed the face of the world. Certainly, if one were to take a citizen of Columbey from so short a time ago as a few months prior to the Darkfall, he would doubtless fail to recognize the current polluted wasteland that is now Urbana. Few would look upon the horrible visage of the Sentinels, mechamagical automatons that serve as the last, deadliest line of defense for the Thunder Trains, and feel that mechamagic is an inherently benign and beneficial force in the world. However, by that same token, life as it is currently known in Aden could not continue to exist without the vital trade routes reestablished by the Thunder Trains themselves, the largest and most significant mechamagical creations in the world. While the discipline has both ardent proponents and vehement detractors, the simple fact is that mechamagic is a power in its own right and will continue to shape the world as the era of the Darkfall continues.

Thaumaturgy is more common than entomancy, but it is far less practiced than mechamagic. It is one of the oldest magical disciplines in Aden and is known in virtually every culture in one form or another, although it is much more prevalent in some than others. The practice of thaumaturgy is tied closely to the common belief among Aden's people in a paradise-like afterlife where the spirits of the virtuous reside after death. Those particularly devout in their remembrance of such spirits long ago discovered that they were able to channel the power of said spirits, gaining blessings related to the prowess such spirits possessed in life. A thaumaturge might, therefore, gain great battle prowess by channeling the spirit of a long-dead warlord, or he might perhaps gain arcane insight by aligning himself with the spirit of a dead magister, and so on. While thaumaturgy is practiced in literally every nation in Aden, it is most prevalent in two very different lands: Carraway and the High Steppes. In Carraway, the reverence of ancestor spirits is an essential part of everyday life within the Church of All Saints, the religion of which virtually every citizen is a member. In the High Steppes, the more primitive tribes of raiders maintain a strong oral tradition of their past, including the deeds of their ancestors. The sacred heroes of the Church and the vilified bandits of the Steppes are both equally effective in lending their guidance to their adherents, much to the chagrin of their enemies on the other side.



New Spells by Class

- Cleric/Oracle Spells 0-Level Cleric/Oracle Spells
- Everheat Rune

1st Level Cleric/Oracle Spells Divine Warning Lesser Ambrosia

Druid/Entomancer Spells

0-Level Cleric/Oracle Spells Everheat Rune

1st Level Druid/Entomancer Spells Lesser Ambrosia Infest

2nd Level Druid/Entomancer Spells Verminous Emissary (entomancer only) Viscous Carpet

3rd Level Druid/Entomancer Spells Furious Swarm

4th Level Druid/Entomancer Spells Ambrosia Healing Swarm (entomancer only) Swarm Form (entomancer only)

5th Level Druid/Entomancer Spells Swarmor (entomancer only) Verminous Possession (entomancer only)

6th Level Druid/Entomancer Spells Hive Walk (entomancer only)

7th Level Druid/Entomancer Spells Verminous Possession (entomancer only)

8th Level Druid/Entomancer Spells Greater Ambrosia

9th Level Druid/Entomancer Spells Storm of Vermin

Inquisitor Spells

1st Level Inquisitor Spells Divine Warning

Mechamage/Sorcerer/Wizard Spells

0-Level Mechamage/Sorcerer/Wizard Spells

Detect Mechamagic Everheat Rune

1st Level Mechamage/Sorcerer/Wizard Spells

Enrage Constructs (mechamage only) Golemguard (mechamage only) Golemspeak (mechamage only) Mend Construct (mechamage only) Repair Vehicle

2nd Level Mechamage/Sorcerer/Wizard Spells

Construct Servant Detonate Golem (mechamage only) Golemrunes (mechamage only) Pilot's Guile Steambreaker Stoke the Flame (mechamage only)

3rd Level Mechamage Sorcerer/Wizard Spells

Construct Servant II Golemsight (mechamage only) Golemwrack Repair Construct (mechamage only)

4th Level Mechamage Sorcerer/Wizard Spells

Construct Servant III Direct Golem (mechamage only) Empower Golem (mechamage only) Golembane (mechamage only) Helldriver

5th Level Mechamage Sorcerer/Wizard Spells

Construct Servant IV Golembreath (mechamage only)

6h Level Mechamage/Sorcerer/Wizard spells Bestow Brilliance (mechamage only)

Construct Servant V Rebuild Minion

7th Level Mechamage Sorcerer/Wizard Spells

Construct Servant VI

8th Level Mechamage Sorcerer/Wizard Spells It's Alive

9th Level Mechamage Sorcerer/Wizard Spells Golemwright

Paladin Spells

1st Level Paladin Spells Divine Warning

Seer (See the full Seer spell list in the Seer class description)

1st Level Seer Spells Bend Fate Divine Warning Timely Maneuver

2nd Level Seer Spells Fate Retroactive Psychometry

Alignment Spells

Alignment spells work a little differently in Aden. Detect evil and similar spells only apply to "supernatural evil." For the purposes of game mechanics, this includes aberrations, fey, magical beasts, monstrous humanoids, outsiders, and undead with evil alignments, as well as intelligent evil magic items and artifacts. These spells never apply to player characters, unless they are currently being controlled by one of the aforementioned forces of supernatural evil.

Spells that directly and explicitly reveal a creature's alignment, such as know alignment, do not exist in Thunderscape. Characters who gain such spells should replace them with a divination spell of equal level.

Spells that have subtle or indirect effects against creatures of certain alignments, such as protection from evil, function normally.

an ing tanàn amin'ny faritr'i amin'ny faritr'oran'i amin'ny faritr'oran'i amin'ny faritr'oran'i amin'ny faritr'

3rd Level Seer spells

Retribution Weapon of Destiny

4th Level Seer Spells

Time Loop Timely Attack

Thunder Scout

(See the full Thunder Scout spell list in the Thunder Scout class description)

0-level Thunder Scout Spells

Everheat Rune Thunder Flare

1st level Thunder Scout Spells

Repair Vehicle Pilot's Guile Silent Running Steambreaker Velocity

2nd Level Thunder Scout Spells Improved Velocity

3rd Level Thunder Scout Spells Summon Ride

4th Level Thunder Scout Spells Animate Vehicle

Witch Spells 0-Level Witch Spells





New Spells

Ambrosia

School conjuration (creation); Level druid/entomancer 4

Casting Time 1 standard action **Components** V, S

Range touch

Effect 1 pint of enchanted honey per 4 levels

Duration 1 day/level

Saving Throw none; Spell Resistance No

This spell functions as lesser ambrosia, except that the ambrosia can have one of the following effects:

• The ambrosia immediately cures the target of the exhausted or frightened condition, and cures the target of one non-magical disease.

• The ambrosia heals 2d6 points of damage.

• The ambrosia grants a +2 bonus to skill checks with one skill (selected when the ambrosia is created) for 10 minutes.

• The ambrosia grants a +1 insight bonus on attack and damage rolls against creatures of a specific type (chosen when the ambrosia is created) for 10 minutes.

• The ambrosia increases the drinker's caster level by 1, with one specific school of magic, for 10 minutes. (This effect does not stack with similar ambrosia effects.)

• The ambrosia grants 10 temporary hit points for 10 minutes.

Animate Vehicle

School transmutation; Level thunder scout 4

Casting Time 1 round

Components V, S, F (a tiny model of the vehicle in question)

Range medium (100 ft. + 10 ft./level)

Target one signature vehicle, up to Gargantuan size

Duration 1 round/level

You bestow a rudimentary sentience upon your signature vehicle. For the duration of this spell, the vehicle functions as if it were a construct. You can command the animated vehicle in the same manner that a mechamage commands a golem minion. The vehicle benefits from your class abilities and feats as if you were piloting it.

An animated vehicle is capable of piloting itself and operating all of its vehicle weapons. It is proficient with any vehicle weapons built into the vehicle. The vehicle uses your base attack, as well as its own Strength and Dexterity scores, to determine its attack roll bonus. The vehicle acts on your turn and, if issued no other instructions, simply acts to protect you in the same manner as a golem minion.

Bend Fate

School Divination; Level seer 1 Casting Time 1 standard action Components V, S, DF Range Short (25 ft. + 5 ft./2 levels) Target one willing creature Duration 10 minutes/level (D) Saving Throw None; Spell Resistance No For the duration of the spell, your fatebending aura radiates from the selected creature instead of you. While you still control any effects that modify the aura (including deactivating and changing it), the target continues to radiate the aura. Aura effects that end when you are attacked (such as aura of weakness) they are instead ended when the target is attacked.

Bestow Brilliance

School transmutation; Level mechamage 6

Casting Time 10 minutes

Components V, S, F (manite-laced wand worth 1,650 gp)

Range touch

Target your golem minion

Duration 1 hour/level

Saving Throw none; Spell Resistance no

This spell confers a rudimentary shadow of your own intellect upon your golem minion. For the duration of the spell, your golem gains an Intelligence score of 10 and your alignment. All reasonable commands are considered free actions while the golem's Intelligence is so enhanced. If separated from the mechamage, it will react to situations logically – defending itself if attacked, avoiding enemies when reasonable to do so, and not destroying buildings in its attempts to rejoin you.

When in doubt, the golem will react to unfamiliar situations in the same way that you would.

Construct Servant

School transmutation; Level mechamage/sorcerer/wizard 2 Casting Time 1 round

casting time i toulid

Components V, S, F (manite-laced wand worth at least 150 gp) **Range** Close (25 ft. + 5 ft./2 levels)

Target one Tiny object

Duration 1 minute/level

Saving Throw none; Spell Resistance no

You temporarily animate a Tiny object (see the Pathfinder Bestiary for the statistics of animated objects). This object must be nonmagical and unattended or in your possession.

You control this animated object as if it were a golem minion. You may issue it a free action command in the same turn in which you issue your golem a free action command.

A construct servant may be made permanent with a permanency spell.

See the end of this section for quick statistics for animated objects.

Construct Servant II

School transmutation; Level mechamage/sorcerer/wizard 3

Components V, S, F (manite-laced wand worth at least 375 gp)

This spell functions as construct servant, except that it affects a Small object. Alternately, it can affect two Tiny objects.

Construct Servant III

School transmutation; Level mechamage/sorcerer/wizard 4

Components V, S, F (manite-laced wand worth at least 700 gp)

This spell functions as construct servant, except that it affects a medium object. Alternately, it can affect two Small or Tiny objects.

Construct Servant IV

School transmutation; Level mechamage/sorcerer/wizard 5

Components V, S, F (manite-laced wand worth at least 1,125 gp)

This spell functions as construct servant, except that it affects a large object. Alternately, it can affect two Medium, four Small or Tiny objects.

Construct Servant V

School transmutation; Level mechamage/sorcerer/wizard 6

Components V, S, F (manite-laced wand worth at least 1,650 gp)

This spell functions as construct servant, except that it affects a huge object. Alternately, it can affect two large, four medium, or eight Small or Tiny objects.

Construct Servant VI

School transmutation; Level mechamage/sorcerer/wizard 7

Components V, S, F (manite-laced wand worth at least 2,275

gp)

This spell functions as construct servant, except that it affects a gargantuan object. Alternately, it can affect two huge, four large, eight medium, or sixteen Small or Tiny objects.

Detect Mechamagic

School Divination; Level mechamage/sorcerer/wizard 0

Casting Time 1 standard action

Components V

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; Spell Resistance no

You can detect the presence of manite in the area, allowing you to sense constructs, manite-powered vehicles, golemoids, and magic items even if they are not currently powered and radiate no magical aura. The amount of information revealed depends upon how long you study a particular area or subject.

1st Round: Absence or presence of manite.

2nd Round: Number of different manite sources and approximate hit dice or level of the most potent subject in the case of constructs, golemoids, and the like.

3rd Round: The strength and location of all manite. If golems are present, you can tell the specific type of golem and whether or not it is a mechamage's golem minion. You can tell which individuals present have manite implants, and the extent of their augmentation. You can sense the approximate location of a manite-powered vehicle's engine (even if not currently powered).

Detonate Golem

School Transmutation; Level mechamage 2

Casting Time 1 immediate action

Components V, S, F (manite-laced wand worth at least 150 gp)

Range Long (400 ft. + 40 ft./level)

Area 20 ft.-radius spread centered on your golem minion

Duration instantaneous

Saving Throw Reflex half; Spell Resistance Yes

This spell can only be cast when your golem minion is destroyed. You force your dying minion to explode violently, inflicting 1d8 fire damage per caster level (maximum 10d8) in the spell's area. This spell completely destroys your golem minion, disintegrating any writs it carries and leaving no remains which can be used to build future constructs.

Direct Golem

School Transmutation; Level mechamage 5

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 1,125 gp)

Range Long (400 ft. + 40 ft./level)

Target one construct you control

Duration 10 minutes/level

Saving Throw Special; Spell Resistance No

This spell confers a form of rudimentary telepathic communication between you and the targeted construct. You become aware of the construct's general location and condition. The construct can inform you of events it has witnessed (though depending on the intelligence level of the construct, this information may be vague at best). You may use this connection to issue commands to your construct as if you were present.

When cast upon your golem minion, the range of this spell is unlimited so long as the minion is on the same plane.

Divine Warning

School Evocation; Level cleric 1, inquisitor 1, paladin 1, seer 1 Casting Time 1 standard action

Components V

Range Long (400 ft. + 40 ft./2 levels)

Area 20 ft. radius burst

Duration instantaneous

Saving Throw None; Spell Resistance No

This spell causes a sudden explosion of divine radiance in the target area. This light is completely invisible except to certain groups that you select. Possible choices include: members of your character class, race, or religion; individuals of a certain alignment; or other divine casters. To those who can see it, the area is filled with bright light and, if you desire, a symbol of your faith, deity, or philosophy.

Those who see the light automatically recognize it for what it is, but they are not compelled to act in any way. The spell simply functions as a signal, warning, or beacon for those intended to see it.

Empower Golem

School Transmutation; Level mechamage 4

Casting Time 1 standard action

Components V, S, M (a pouch of powdered golem dust worth 200 gp)

Range Touch

Target your golem minion or an inert golem minion you created

Duration instantaneous

Saving Throw None; Spell Resistance No

This spell immediately energizes your golem minion, allowing you to instantly remove any writs currently empowering it and insert any new writs you possess, up to the minion's normal limit.

This spell may also be cast upon an inert golem minion that you created. Your current golem minion (if any) immediately becomes inert and the new one awakens, ready to serve you. Any writs you possess that you wish to insert into the new minion are immediately inserted. Any golem minion targeted with this spell gains a +2 morale bonus to attack and damage rolls for one hour.

Enrage Constructs

School Transmutation; Level mechamage 1

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 25 gp) **Range** 20 ft.

Effect 20 ft. burst, centered on you

Duration 1 round/level

Saving Throw None; Spell Resistance No

This spell enhances all constructs under your control in the area, throwing them into a rage. The constructs gain +2 morale bonus to Strength, +1 temporary hit point per hit die, and +1 morale bonus to Will saves but suffer a -2 penalty to Armor Class. If your golem minion is affected by this spell, the bonuses are doubled and the penalty is canceled.



Everheat Rune

School transmutation; Level cleric/oracle 0, druid/entomancer 0, mechamage/sorcerer/wizard 0, thunder scout 0, witch 0

Casting Time 1 minute

Components V, S, M (chalk or charcoal)

Range touch

Target one touched surface

Duration 1 hour

Saving Throw none; Spell Resistance no

You inscribe a simple rune in chalk or charcoal upon a chosen surface. At the end of the spell's casting, the rune begins to generate a warm, steady heat roughly equal to a small campfire. This heat will ignite combustibles if they are left pressed against it for several rounds, but is otherwise relatively harmless. It can be used to provide warmth for a small camp and can boil water or even cook food.

In and of itself, this spell is merely a moderately useful survival tool. However, when combined with boilers and manite, it has revolutionized Aden's technology. A boiler can harness the spell's heat efficiently, allowing it to be used to power vehicles or other mechanical devices. Meanwhile, manite empowers the spell, allowing it to radiate its heat for a much longer duration.

Fate Overwhelming

School Divination; Level seer 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

Saving Throw none; Spell Resistance no

For the duration of this spell, your second sight grants double the normal bonus to skill checks, saving throws, or attack rolls.

Furious Swarm

School transmutation; Level entomancer 3

Casting Time 1 standard action

Components V, S

Range Short (25 ft. + 5 ft./2 levels)

Target one creature/level no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will negates (harmless); Spell Resistance Yes (harmless)

You suffuse all affected creatures with powerful pheromones, inspiring them to swarm and overwhelm their opponents. Any time an affected creature attacks an enemy, all other affected creatures gain a +2 morale bonus to attack and damage rolls against that same enemy. This bonus stacks up to five times, but may not be applied more than once per round by a single ally.

Golembane

School Transmutation; Level mechamage 4

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 700 gp) **Range** Touch

Target one weapon or 50 projectiles (all of which must be together at time of casting)

Duration 1 hour per level

Saving Throw Special; Spell Resistance No

This spell imbues the chosen weapon with an aura of shimmering manite energy, allowing it to unmake the very ambulatory energies that empower all constructs. The affected weapon ignores the damage resistance and hardness of all constructs for the duration. Additionally, it inflicts 1d6 additional damage against such foes. If a golembane weapon scores a critical hit against a construct, the construct must make a Fortitude save or be unable to move or act for one round.

Golembreath

School transmutation; Level mechamage 5

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 1,125 gp)

Range Touch

Target your golem minion

Duration 1 hour per level or until expended

Saving Throw special; Spell Resistance no

This spell empowers your golem minion with arcane energy, allowing it to use a powerful breath weapon supernatural ability as a standard action. You grant the golem the ability to use this ability once per six caster levels. The nature of the golem breath depends upon the type of golem minion it is cast upon. The saving throw DC and caster level dependent effects are determined as if it were a spell that you cast.

Corpse golem: The golem vomits a 60 foot cone of corrosive breath. This inflicts 1d6 acid damage/caster level (maximum 15d6), allowing a Reflex save for half damage.

Doll golem: The golem exhales a cloud of swirling nightmare breath in a 30 foot burst centered on the golem. This is a darkness effect that lowers the light level by three steps (bright light becomes darkness, lesser light levels become supernaturally dark, preventing even darkvision from functioning). The doll golem can see normally in this cloud. It persists for 1 round/level.

Metal golem: The golem spits a cloud of swirling poison breath in a 20 foot cube. This poison has the following statistics: type: inhaled; save DC: as per caster:, frequency: 1/round for 4 rounds, effect: 1d4 Constitution damage; cure: 2 saves. Cloud persists for 1 round.

Rock golem: The golem breathes a cloud of paralytic magic in a 20 foot burst centered on the golem. Enemies within the cloud are slowed for 1 round/level, A Will save negates this effect. The golem and its allies are unaffected.

Golemguard

School transmutation; Level mechamage 1

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 25 gp) **Range** touch

Target your golem minion

Duration 1 hour/level (up to 5 rounds) (D)

Saving Throw none; Spell Resistance no

The golem serves as the protector of a specified location (an area no larger than 100×100 feet) and defends against intruders. You specify what qualifies as an intruder. Intruders can be individuals who do not meet a certain physical description (race, gender, specific uniform), those who do not present a specified opponent, or those who cannot supply an appropriate password.

You can also specify specific individuals to be permitted as guests (if they are either present when the golem is appointed or you can describe them accurately). You can also specify whether the golem is to attack intruders immediately or offer a warning first. The golem minion gains a +6 competence bonus to its Perception skill, for the duration of this spell.

The golem remains in the indicated area for the spell's duration. If you command the golem to leave the area, the spell immediately ends.

Golemrunes

School Transmutation; Level mechamage 2

Casting Time 10 minutes

Components V, S, F (manite-laced wand worth at least 150 gp) **Range** Touch

Target one construct you control

Duration 1 hour/level

Saving Throw None; Spell Resistance No

This spell can affect a golem that is normally immune to magic (such as an iron golem) so long as the golem is under your control. The spell causes the golem's flesh to glow with shimmering blue arcane runes.

While this spell is in effect, the target golem's immunity to magic and spell resistance are negated for your spells. These abilities otherwise function normally. The golemrunes, however, can potentially be dispelled by other casters as if the golem were not immune to magic and possessed no spell resistance.

Golemsight

School Transmutation; Level mechamage 3

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 375 gp)

Range Medium (100 ft + 10 ft./level)

Target one construct you control

Duration 1 minute/level

Saving Throw None; Spell Resistance No

This spell allows you to see and hear through the eyes of a construct that you control, though your own body is rendered deaf and blind for the duration. You retain the use of your own hearing and vision, as well as any magical effects which enhance your vision. (Divination spells such as detect evil or detect magic, however, do not function through the construct's eyes.) You also gain the construct's low-light vision and darkvision.

Note that although you can use your construct's senses, this spell grants no ability to command your construct at range. When cast upon your golem minion, the range of this spell is unlimited so long as the minion is on the same plane.

Golemspeak

School Transmutation; Level mechamage 1

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 25 gp)

Range Medium (100 ft + 10 ft./level)

Target one construct you control

Duration Concentration + 1 round

Saving Throw None; Spell Resistance No

This spell allows you to project your voice through a construct that you control. The construct may make any noise that you can normally make, but you cannot cast spells though the construct. You can, however, potentially speak a command word to activate a magic item in the construct's possession (though you would be forced to break concentration and the spell would end afterward).

Note that this spell does not give you any ability to see or hear what the construct is experiencing, so carrying on a conversation may be difficult without other magics. When cast upon your golem minion, the range of this spell is unlimited so long as the minion is on the same plane.

Golemwrack

School transmutation; Level mechamage, sorcerer, wizard 3 Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 375 gp) **Range** long (400 ft. + 40 ft./level)

Target 20 ft. radius spread

Duration instantaneous

Saving Throw Fortitude half; Spell Resistance no

You create a chaotic wave of mechamagical energy, disrupting all constructs and manite implants in the area. All constructs and creatures with manite implants in the area suffer 1d6 damage per caster level (maximum 10d6). This effect is completely invisible and harmless to living creatures with no manite implants.

Golemwright

School Transmutation; Level mechamage 9

Casting Time 1 minute

Components V, S, M (manite-infused diamond worth 6,000 gp) Range touch

Target remains of one destroyed construct

Duration instantaneous

Saving Throw Special; Spell Resistance No

You restore the remains of a previously destroyed construct. So long as a single scrap of its body or pinch of dust remains, the construct's body is entirely reassembled and restored to artificial life.

A restored construct returns to existence with full hit points. If the construct was under your control prior to its destruction, it returns to your control. If the construct was not under your control, it must make a Will save or permanently fall under your control. If it succeeds on this save, it continues to behave as it did before its death (quite possibly attacking you immediately if you were the one to destroy it).

If you restore your golem minion with this spell and do not currently have an active golem minion, the construct immediately returns to your service. If you have already activated a new golem minion, the one affected by this spell is completely restored (and thus potentially usable as a minion once more) but inert. In either case, all writs that were inserted in the golem when it was destroyed are also restored.

Greater Ambrosia

School conjuration (creation); Level druid/entomancer 8

Casting Time 1 standard action

Components V, S

Range touch

Effect 1 pint of enchanted honey per 5 levels

Duration 1 day/level

Saving Throw none; Spell Resistance No

This spell functions as lesser ambrosia, except that the ambrosia can have one of the following effects:

• The ambrosia immediately cures the target of the paralyzed or stunned condition.

• The ambrosia heals 10d6 points of damage.

• The ambrosia grants a +4 insight bonus to skill checks with one skill (selected when the ambrosia is created) for 10 minutes.

• The ambrosia grants a +1 insight bonus on attack and damage rolls for 10 minutes.

• The ambrosia increases the drinker's caster level by 1 for 10 minutes. (This effect does not stack with similar ambrosia effects.)

• The ambrosia grants 25 temporary hit points for 10 minutes.



Healing Swarm

School conjuration (healing); Level entomancer 3

Casting Time 1 standard action

Components V, S

Range Short (25 ft. + 5 ft./2 levels)

Target your verminous swarm

Duration 1 round/level (D)

Saving Throw None; Spell Resistance No

For the duration of this spell, your verminous swarm is suffused with healing energy. The swarm no longer inflicts swarm damage or additional effects such as bleed or poison, but instead it heals all creatures within its area for an amount equal to its normal swarm damage. This positive energy will inflict damage normally to undead creatures.

If you have no active verminous swarm, this spell immediately ends.

Helldriver

School conjuration; level mechamage/sorcerer/wizard 4

Casting Time 10 minutes

Components V, S, F (manite laced wand worth at least 1,125 gp)

Range 0 ft.

Effect 1 spectral steamwagon

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

This spell summons a shimmering spectral steamwagon, piloted by a faceless, shadowy pilot. This vehicle has the same statistics as a normal steamwagon, but with half the normal hit points and a perpetual engine. No one other than the ghostly pilot can pilot the vehicle, though he does so as you command. The pilot is inseparable from the vehicle and shares the same Armor Class and pool of hit points.

As the vehicle is not slightly out of phase with this reality, the steamwagon and its passengers gain concealment (20% miss chance).

Hive Walk

School conjuration (teleportation), Level entomancer 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw none; Spell Resistance No

Through use of this spell, you are immediately teleported into the vicinity of your verminous servant. The range of this spell is effectively unlimited, so long as you and your servant are on the same plane.

If your servant is a scout, you may appear in its space with the scout on your person. If the servant is a swarm, you may appear in its space if you wish. If the servant is a steed, you may appear mounted upon it. You may instead appear adjacent to your servant if you wish.

Improved Velocity

School transmutation; Level thunder scout 2

Duration 1 round/level

This spell functions as velocity, except for its improved duration. Once per turn, you can add or remove the speeding condition to the effected vehicle as a free action. If you lose contact with the vehicle at any time, the spell immediately ends.

Infest

School conjuration (summoning), Level druid/entomancer 1 Casting Time 1 standard action

Components V, S

Range Short (25 ft. + 5 ft./2 levels)

Target one creature or unattended object (up to 50 lbs. per level)

Duration 1 round/level (D)

Saving Throw Fortitude negates; see text; Spell Resistance yes

You summon a colony of stinging, crawling insects to infest the target.

The target must make an immediate Fortitude save or take 1d6 points of damage, be sickened, and suffer a -1 penalty to Armor Class. The spell continues to inflict 1 point of damage per round for its duration, as well as the sickened condition and Armor Class penalty. The target may make an additional Fortitude save at the end of their turn each round to end these effects. The damage and Armor Class penalty components of this spell affect objects as well as living creatures.

Whether or not the spell's effects are resisted, each additional casting of this spell against the same target increases the Difficulty Class of the saving throws to resist the spell by 1, so long as the duration of the previous castings have not expired. This increase in Difficulty Class stacks with itself, as does the spell's Armor Class penalty. A character affected by repeated castings of this spell need only make one save to rem

This spell inflicts double damage against plants and creatures composed of vegetable matter.

It's Alive

School transmutation; Level mechamage 8

Casting Time 24 hours

Components V, S, M (manite-infused crystals worth 5,000 gp) **Range** touch

Target one construct

Duration instantaneous

Saving Throw Will negates; Spell Resistance no

You grant true sentience to a construct. To succeed, you must make a Will save (DC 10 + the construct's HD). If the construct is under your control, you need not make this save. You no longer have any control over the construct, though it becomes friendly to you and is likely to assist you if it is well treated. Constructs animated by a spell (such as a permanent animate object or construct servant) become permanently alive – the magic that animates them can no longer be dispelled.

A golem minion affected by this spell ceases to be your minion, allowing you to create a new minion without rendering the former minion inert. Any writs inserted into a golem when this spell is used become permanent effects that cannot be removed.

The construct's Intelligence and Charisma becomes 3d6. An animated object affected by this spell similarly increases its Wisdom to 3d6.

A newly living construct retains all languages that it knew. If it knew no languages, it learns one language that you know, plus one language per point of Intelligence bonus (if any).

This spell does not affect constructs that are already sentient.

Lesser Ambrosia

School conjuration (creation), Level druid/entomancer 1

Casting Time 1 standard action

Components V, S

Range touch

Effect 1 pint of enchanted honey per 3 levels

Duration 1 day

Saving Throw none; Spell Resistance no

You create a small amount of enchanted honey-like liquid, which must be summoned into a container or it is immediately ruined. Once created, one pint of this lesser ambrosia may be drunk as a standard action in the same manner as a potion. Drinking lesser ambrosia quenches a Medium or smaller creature's thirst for one day, as well as one of the following effects, determined when the ambrosia is created.

• The ambrosia immediately cures the target of the fatigued, shaken, or sickened condition.

• The ambrosia heals 1d6 points of damage.

• The ambrosia grants a +2 bonus to Perception checks for 10 minutes.

• The ambrosia grants a + 1 insight bonus on attack rolls against creatures of a specific type (chosen when the ambrosia is created) for 10 minutes.

• The ambrosia increases the drinker's caster level by 1, with one specific spell, for 10 minutes. (This need not be a spell known by the entomancer. This effect does not stack with similar ambrosia effects.)

• The ambrosia grants 3 temporary hit points for 10 minutes.

Mend Construct

School Transmutation; Level mechamage 1

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 25 gp) **Range** close (25 ft. + 5 ft./2 levels)

Target one construct under the caster's control

Duration 1 round/level (up to 5 rounds) (D)

Saving Throw None; Spell Resistance No

This spell infuses one construct under your control with restorative energy. The construct gains fast healing 1 for the duration. If the construct is your golem minion, it instead gains fast healing 2.

Pilot's Guile

School transmutation; **Level** mechamage/sorcerer/wizard 2, thunder scout 1

Casting Time 1 standard action

Components V, S,

Range personal

Target you

Duration 10 minutes/level (D)

Saving Throw none; Spell Resistance no

For the duration of this spell, you are considered pilot trained. If you are already pilot trained, the base speed of any vehicle you pilot is increased by 5 for the duration of this spell. This is an enhancement bonus.

Psychometry

School Divination; Level seer 2

Casting Time 1 standard action

Components V, S

Range touch

Target one object

Duration 1 round/level

Saving Throw None; Spell Resistance No

By handling an object, you may catch some glimpses of its history as well as those who owned it. You may ask one question per caster level. Some examples are: "What are you?" "Who created you?" "Who owned you?" (It will answer in order from its most recent owner backwards, one owner per question.) "What is your purpose?" "What are you made out of?" and other simple queries. The object answers in glimpses of the past, not words, so the resulting answers may only lead to more questions.

Rebuild Minion

School Transmutation; Level mechamage 6

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 1,650 gp)

Range Medium (100 ft. plus 10 ft./level)

Target your golem minion

Duration instantaneous (heal effect), 1 hour (temporary hit points)

Saving Throw Special; Spell Resistance No

This spell restores and energizes your golem minion, healing 10 hit points of damage per caster level and granting it 4d10 temporary hit points.



Repair Construct

School Transmutation; Level mechamage 3

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 375 gp) **Range** Touch

Target one construct you control

Duration instantaneous

Saving Throw Reflex half; Spell Resistance Yes

This spell instantly heals 5d6 damage to the construct touched. This must be a construct that you control. If this construct is your golem minion, it heals 2 additional hit points per die.

Repair Vehicle

School transmutation; Level mechamage/sorcerer/wizard 1, thunder scout 1

Casting Time 1 standard action

Components V, S,

Range touch

Target one vehicle

Duration instantaneous

Saving Throw none; Spell Resistance no

You release a burst of restorative energy into the target vehicle, repairing 1d6 damage per 2 levels (max 5d6). If the vehicle is in need of maintenance, use of this spell counts as a successful emergency maintenance check and delays the need for maintenance for one hour.

Retribution

School Divination; Level seer 3

Casting Time 1 immediate action

Components V

Range Medium (100 ft. + 10 ft./level)

Target One creature

Duration Instantaneous

Saving Throw None; Spell Resistance No

This spell may only be cast when a creature within range confirms a critical hit against one of your allies. Your ally's next attack against that enemy is automatically a critical threat. This attack must be made before the end of your ally's next turn or the effect ends.

Silent Running

School illusion; Level thunder scout 1

Casting Time 1 standard action

Components V, S

Range touch

Effect one vehicle, up to Huge size

Duration 10 minutes/level

Saving throw Will negates (harmless); Spell Resistance yes

This spell completely conceals all noise generated by the target manite-powered engine, allowing a vehicle to operate without engine noise. For vehicles, this removes all penalties to Stealth imposed by the vehicle's engine.

Steambreaker

School abjuration; level mechamage/sorcerer/wizard 2, thunder scout 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target 1 manite powered vehicle

Duration instantaneous

Saving Throw none; Spell Resistance no

This spell is similar to dispel magic, except that it only disrupts the magic that empowers manite engines, particularly those used to propel most vehicles. You make a dispel check (1d20 + yourcaster level) against the engine's caster level (DC 11 + caster level). If successful, the spell currently powering the vehicle's engine is dispelled. If the engine is a perpetual engine, it is shut down for 1d4 rounds.

This spell is automatically successful if you touch the vehicle's engine while casting this spell.

Stoke the Flame

School transmutation; Level mechamage 2

Casting Time 1 standard action

Components V, S, F (manite-laced wand worth at least 150 gp)

Range close (25 ft. + 5 ft./2 levels) **Target** one creature

fui get one creature

Duration instantaneous

Saving Throw Fortitude negates; Spell Resistance yes

This spell causes the targeted creature to immediately lose 1d6 steam points. If the target has zero steam points remaining, or is reduced to zero steam points by this spell, they also take 3d8 fire damage.

This spell can also be cast upon an ally (who can choose to fail his saving throw normally). When cast upon an ally, this spell causes the target to immediately regain 1d4 steam points. If this would cause the target creature to gain steam points beyond his normal maximum amount, the extra steam points are lost and the target suffers 3d8 fire damage.

If the target creature has no manite implants, they are merely sickened for one round if they fail their Fortitude save.

Storm of Vermin

School conjuration (summoning); Level entomancer 9

Casting Time 1 standard action

Components V, S

Range Medium (100 ft. plus 10 ft./level)

Target your verminous swarm

Duration 3 rounds

Saving Throw none; Spell Resistance No

When cast, this spell causes your verminous swarm to immediately replicate itself. You immediately summon ten verminous swarms identical to the first (but with full hit points) anywhere within range of the spell.

If you have no verminous swarm when this spell is cast, it automatically fails. If you summon another verminous servant while this spell is in effect, it remains for the duration of the spell. When the spell ends, you must select one of your verminous servants to remain. All others immediately vanish from whence they came.

Summon Ride

School conjuration (teleportation); Level thunder scout 3 Casting Time 1 standard action

Components V, S

Range short (25 ft. + 5 ft./2 levels)

Target one signature vehicle, up to Gargantuan size

Duration instantaneous

You immediately summon your signature vehicle, causing it to appear in an unoccupied space within range. This vehicle must be a signature vehicle upon which you have performed signature vehicle maintenance (as described in the thunder scout character class) within the last 24 hours, and it must currently be powered. The vehicle cannot be more than one mile away per caster level. You may summon this vehicle in your own space, rather than an unoccupied space, so long as the space the signature vehicle will occupy is occupied only by yourself, your allies, and unattended objects. You immediately appear in the vehicle's pilot station, and your allies are moved into other stations within the vehicle. The unattended objects become the vehicle's cargo.

If you have multiple signature vehicles, you may summon any one of them.

Swarmor

School transmutation, Level entomancer 5

Casting Time 1 standard action

Components V, S

Range touch

Target your verminous swarm

Duration 10 minutes/level

Saving Throw none; Spell Resistance No

When this spell is cast, you immediately wrap your verminous swarm about yourself as a cloak of living armor. The swarm ceases to exist as a separate entity and instead becomes a thick armor of swarming insects crawling over your body. These insects do not harm you in this form.

You immediately gain 1d10 temporary hit points, plus 1d10 per four levels (2d10 at 5th, 3d10 at 9th, and so on). While affected by this spell, any enemies adjacent to you at the end of your turn are immediately subjected to swarm damage as if inflicted by the verminous swarm you absorbed (including any additional effects such as bleeding or poison). When the temporary hit points granted by this spell are depleted, the swarm is destroyed and this spell immediately ends. If you have no verminous swarm when this spell is cast, it automatically fails. If you summon another verminous servant while this spell is in effect, the spell immediately ends.

Swarm Form

School transmutation (polymorph); Level entomancer 4 Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Saving Throw none; Spell Resistance No

You transform into a swarm of vicious insects. You may select any of the verminous swarm types normally allowed by the entomancer's verminous servant ability. While in this form, you gain the abilities of the chosen verminous servant (including any abilities you normally grant to your verminous servants) with the following exceptions – you retain your own hit points, Intelligence, Wisdom, Charisma, base attack bonus, base save bonuses, alignment, and mental abilities. You are unable to cast spells in your new form, but may summon and command your verminous servant. Your Strength, Dexterity, and Constitution, as well as all other abilities, become that of your new form. You do not gain full immunity to mind-affecting effects, but you do gain a +2 bonus against all such effects.

Thunder Flare

School evocation; Level thunder scout 0 Casting Time 1 move action Components V Range Medium (110 ft.+ 10 ft./level) Effect one flare, roughly 1 sq. ft. Duration 1 round

Saving Throw none; Spell Resistance yes

This signature thunder scout spell was first devised by scouts who used it to signal thunder train work crews and mark targets for Iron Guard soldiers.

When this spell is cast, you summon a flare of brilliant energy which streaks from your position toward the target square. If the square is unoccupied, the flare explodes in a brilliant burst, illuminating a 10-foot radius in bright light, and increasing the light level by one step for an additional 10-foot radius beyond that. This flare is visible from up to a mile away, and twice as far at night.

If the flare targets a square occupied by a creature, you must make a ranged touch attack. If this attack misses, the flare simply acts as described above. If this attack is successful, the flare adheres itself to the target and illuminates them for 1 round. The target suffers a -10 penalty to Stealth checks for the duration and does not benefit from non-magical concealment. Creatures who attack the target gain a +1 competence bonus to their first attack roll.

Timely Attack

School Divination, Level seer 4

Casting Time 1 standard action

Components V, S, DF

Range Short (25 ft. + 5 ft./2 levels)

Target one willing creature

Duration instantaneous

Saving Throw None; Spell Resistance No

The seer may transfer her ability to act to another. The affected creature immediately gains a standard action.

Timely Maneuver

School Transmutation; Level seer 1

Casting Time 1 move action

Components V, S, DF

Range Short (25 ft. + 5 ft./2 levels)

Target one willing creature

Duration instantaneous

Saving Throw None; Spell Resistance No

The seer may transfer her ability to act to another. The affected creature immediately gains a move action.

Time Loop

School Alteration; Level seer 4

Casting Time 1 immediate action

Components V, S,

Range Short (25 ft. + 5 ft. / 2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude negates (see below); Spell Resistance No

Through use of this spell, you can grant a second chance to a single ally within range. This spell may only be cast at the end of an ally's turn. The spell causes a minor ripple in time, resetting the combat to the beginning of the ally's turn. Any damage, movement, or other effects that were inflicted during the character's turn are reset. The ally and anyone who moved as reactions to his turn are returned to where they were. Any spells, abilities, and opportunity attacks that were made during the turn are restored. Everything is as it was before the character ever took his turn (allowing him to either take the same action, hoping for better die rolls or to change his strategy altogether). All affected characters retain memory of their actions before the spell took effect, though they may not necessarily understand what just happened. On your next turn, you take no actions whatsoever.



Velocity

School transmutation; Level thunder scout 1 Casting Time 1 swift action

Components V

Range touch

Effect one vehicle, up to Gargantuan size

Duration instantaneous

Saving Throw none; Spell Resistance none

You gain complete control of the vehicle's speed and acceleration. You can immediately add or remove the speeding condition to your vehicle.

If you grant your vehicle the speeding condition, the vehicle is affected as if it moved anywhere from its speeding threshold up to six times its speed in a straight line that round (your choice). This largely affects how far the vehicle must move the following round. However, also keep in mind that melee and collision damage gains a +1 bonus for each 60 feet moved in a straight line that round.

Verminous Emissary

School transmutation, Level entomancer 2

Casting Time 1 standard action

Components V, S

Range touch

Target your verminous scout

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

For the duration of this spell, you can see and hear through your verminous scout, as well as speak through it, at a range up to one mile. You gain the benefits of your scout's darkvision while using it as your emissary. Your voice seems to emanate from the scout's position, despite your scout's inability to speak. You cannot deliver command words or cast spells through your scout due to this effect. You may transfer your senses between your scout and yourself as a standard action. While sensing the world through your scout, your own body is effectively deaf, blind, and mute.

If you have no active verminous scout, this spell immediately ends.

Verminous Possession

School transmutation, Level entomancer 7

Casting Time 1 standard action

Components V, S

Range touch

Target your verminous servant

Duration 1 minute/level

Saving Throw none; Spell Resistance No

By casting this spell, you merge with your verminous servant both mentally and physically. Your normal body ceases to exist and your consciousness merges with that of your servant. You keep your Intelligence, Wisdom, Charisma, base attack bonus, base save bonuses, alignment, mental abilities, and spellcasting ability. Your servant retains its Strength, Dexterity, Constitution, hit points, and all other abilities. You do not gain full immunity to mind-affecting effects, but you do gain a +4 bonus against all such effects. Your servant gains the ability to speak and produce the equivalent of somatic components required for spellcasting. It is always considered to have a divine focus. The lack of other foci and material components may restrict spellcasting normally.

If the spell ends or your verminous servant is slain or dismissed while you are merged with its body, you immediately return to your normal body and appear in its space. If you have no active verminous servant, this spell immediately ends.

Viscous Carpet

School conjuration (summoning), Level druid/entomancer 2

Casting Time 1 standard action

Components V, S

Range Medium (100 ft. + 10 ft/level)

Target one 10-ft. square

Duration 1 minute/level (D)

Saving Throw Reflex negates; Spell Resistance No

This spell fills the area with writhing, squirming slugs. All creatures within the area when the spell is cast, who enter the area, or who end their turn in the area must make a Reflex save or be covered in squirming slugs which immediately coat the target in viscous slime as long as it remains in the area and for 3 rounds afterward.

Those who fail the initial save immediately fall prone and must make an additional Reflex save any time they move or fall prone again. Targets may end the effect early if they spend a full round immersing themselves in water or coating themselves with salt.

The patch of slugs can be destroyed with 10 points of area of effect damage or by spending a full round action spreading at least five pounds of salt over the area.

Weapon of Destiny

School Divination; Level seer 3

Casting Time 1 minute

Components V, S, F

Range touch

Target one weapon or 50 projectiles (all of which must be together at time of casting)

Duration 1 hour/level

Saving Throw Fortitude negates (see below); Spell Resistance No

This spell empowers the chosen weapon to inflict incredible damage against a specific individual. You must have some item that either belonged to the enemy or a representative of him (a lock of hair, a portrait, a coin recently handled by him, etc.) to be used as the focus for this spell.

For the duration of the spell, the weapon functions as a bane weapon (see Magic Weapon descriptions, *Core Rulebook*) against the chosen target. Any time the weapon successfully delivers a critical hit to the chosen enemy, it must make a Fortitude save or be staggered for 1 round.

If the weapon is used against any other enemy but the chosen target, the spell's effect immediately ends.

Animated Object Statistics

The statistics for animated objects, such as those created by the mechamage's construct servant, are given in the Pathfinder Bestiary. However, as these statistics can vary wildly depending on the size of the construct, we have provided some basic statistics for such constructs so that a mechamage can quickly and easily animate his surroundings.

Note that each animated object also has a certain number of "construction points," allowing the object to adapt unique abilities dependent on the nature of the object. See the Pathfinder Bestiary for details regarding the use of construction points.

Tiny Animated Object (construct servant I)

N Tiny construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception

Defense

-5

AC 18, touch 14, flat-footed 16 (+2 Dex, +2 size, +4 natural) hp 5 (1d10) Fort +0, Ref +2, Will -5 Defensive abilities hardness 5; Immune construct traits Offense Speed 30 ft. Melee slam +1 (1d3-2) Statistics Str 6, Dex 14, Con -, Int -, Wis 1, Cha 1 Base Atk +1; CMB +1; CMD 9 SQ 1 construction point

Small Animated Object

(construct servant II)

N Small construct **Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

Defense

AC 16, touch 12, flat-footed 15 (+1 Dex, +1 size, +4 natural) hp 21 (2d10+10) Fort +0, Ref +1, Will -5 Defensive abilities hardness 5; Immune construct traits Offense Speed 30 ft. Melee slam +3 (1d4) Statistics Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1 Base Atk +2; CMB +1; CMD 12 SQ 1 construction point

Medium Animated Object (construct servant III)

N Medium construct **Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

Defense

AC 14, touch 10, flat-footed 12 (+4 natural) hp 36 (3d10+20) Fort +1, Ref +1, Will -4 Defensive abilities hardness 5; Immune construct traits Offense Speed 30 ft. Melee slam +5 (1d6+3) Statistics Str 14, Dex 10, Con -, Int -, Wis 1, Cha 1 Base Atk +3; CMB +5; CMD 15

SQ 2 construction points

Large Animated Object (construct servant IV)

N Large construct Init -1; Senses darkvision 60 ft., low-light vision; Perception Defense AC 14, touch 8, flat-footed 14 (-1 Dex, -1 size, +6 natural) hp 52 (4d10+30) Fort +1, Ref +0, Will -4 Defensive abilities hardness 5; Immune construct traits Offense Speed 30 ft. Melee slam +9 (2d6+9) Statistics Str 22, Dex 8, Con -, Int -, Wis 1, Cha 1 Base Atk +4; CMB +11; CMD 20 SQ 3 construction points Huge Animated Object (construct servant V) N Huge construct

N Huge construct Init -2; Senses darkvision 60 ft., low-light vision; Perception

Defense

-5

-5

AC 15, touch 8, flat-footed 14 (-1 Dex, -1 size, +6 natural) hp 78 (7d10+40) Fort +2, Ref +0, Will -3 Defensive abilities hardness 5; Immune construct traits Offense Speed 30 ft. Melee slam +15 (2d8+15) Statistics Str 30, Dex 6, Con -, Int -, Wis 1, Cha 1

Base Atk +7; CMB +19; CMD 27 SQ 4 construction points

Gargantuan Animated Object (construct servant VI)

N Gargantuan construct **Init** -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

Defense

AC 17, touch 4, flat-footed 17 (-2 Dex, -4 size, +13 natural) hp 115 (10d10+60) Fort +3, Ref +1, Will -2 Defensive abilities hardness 5; Immune construct traits Offense Speed 30 ft. Melee slam +20 (2d10+21) Statistics Str 38, Dex 6, Con -, Int -, Wis 1, Cha 1 Base Atk +10; CMB +28; CMD 36 SQ 5 construction points




Although much less pervasive a force than magic, technology has had no less of a shaping hand on the past few centuries of history than its arcane counterpart. Despite the commonality of magic, there have always been those who were unable to master it, even in the simplest form, and envy is a powerful motivation. Many of history's technological advancements have been made by those who were incapable of mastering magic and who sought some form of alternative to its power. The development of steam power, however, was developed by goreaux wizards who found the notion of combining magic and technology extremely enticing. The limits of their ability to permanently enchant metal, an impossibility at that time in history, prevented the successful merger of the two, but they did discover the essential precepts of steam power, something that would prove essential to the development of mechamagic in later centuries.

TO INCOMENDED STOLED AND INCOMENDATION AND ADDRESS AND ADDR



Manite

Nothing exemplifies the merger of magic and technology in Aden as perfectly as manite, the miracle mineral that allows metal weapons to hold an enchantment indefinitely. The mineral is a pale blue color and is quite malleable, so much so that making items exclusively from it renders them soft and impractical. Instead, it is often blended with other metals to create an alloy; the metal most often called "manite" by laymen is actually a particular form of steel that incorporates a healthy portion of true manite. Other types of metal are blended with manite as well, albeit in much more expensive combinations. The elves possess the secrets of the manite alloy called mithral, just as the dwarves carefully guard the make-up of their own alloy, adamantine.

AND THE TAXABLE PROPERTY AND A DESCRIPTION OF A DESCRIPTION

Without the added element of magic, technology is still a common tool in Aden. Those skilled in the combined art are relatively rare, but those who know the basic precepts of steam power are much more common. Simple steam boilers are found in use in virtually every city in Aden, and even small villages often have simple boilers to fuel important devices or furnaces to provide essential heat during the cold of the winter months. Such things are sometimes enchanted with simple cantrips to provide heat or an ongoing source of water, but this is not true mechamagic and is rarely regarded as such. Stationary steam engines such as those found in settlements are typically used to power mills, to pump water from wells or reservoirs, or for other mundane tasks. Sometimes communities possess non-magical steam engines to assist in agricultural activities.

Although they are now more commonly enhanced with magic, thus the very definition of mechamagic, the first steampowered vehicles were exclusively technological in nature. The most significant of these were the first trains, locomotives that ran on fixed tracks. These were most common in wealthy Columbey and the progressive Concordance, although they did have a very limited presence in several other nations as well. The trains necessitated other support vehicles, which varied in size but tended to be smaller than the trains themselves. These smaller vehicles took a variety of forms and were used by scouts who cleared the way for the locomotive tracks and were often called Thunder Scouts due to the cacophonous noise produced by their smaller crafts. Since the discovery of manite, development of non-mechamagical vehicles has come to a virtual halt, and few are still in service. In particular, the tracks on which locomotives ran in particular have suffered at the hands of the nocturnals, ensuring few still run.

Other than simple steam power, the most significant technological advancement in the lives of modern Aden citizens is undoubtedly the creation of gunpowder. Firearms are a common sight in the world after the Darkfall, and they have proven to be some of the most frequently employed weapons against the infinitely varied forms of the nocturnals that plague the world. Although there are a handful of known nocturnals that are immune to gunfire, the vast majority are not, and the average citizen feels safer with a wheel-lock pistol tucked into his belt on the off-chance that a cackler or a shanker might make an unexpected appearance. While it would be accurate to say that most people are familiar with the use of firearms, that is not to say that they are particularly skilled with them, a fact compounded significantly by the general inaccuracy of firearms in general.

Generally speaking, Aden's firearms fall into three broad categories: pistols, muskets, and scatterguns. Pistols are by far the most common, due in large part to the fact that they are more affordable, in terms of the guns themselves as well as the quantities of gunpowder necessary to fire them regularly. Pistols with multiple barrels or, much less common, multiple chambers rotating to fire through the same barrel, are a very recent development and only exist in extremely rare quantities; most people have never seen such oddities.

Muskets are much less often seen and are much more difficult to use. Although they are ostensibly designed for longer ranges, they are not much more accurate than pistols, and a significant amount of training and practice is necessary to compensate for their inherent inaccuracies. Master craftsmen in Vanora have managed to produce the first true rifles in Aden, creating new barrels with rifling in them that dramatically increases the range and stability of ammunition fired from them, but these are not often found outside Vanora. Although the native Vanorans would find the term offensive, most firearm aficionados from other nations refer to Vanoran muskets as sniper rifles.

One of the most misunderstood firearm forms is that of the scattergun. The scattergun operates on the principle of firing many smaller projectiles at the same time in a larger area, ostensibly inflicting a larger amount of damage. Scatterguns were created after the Darkfall for use against weaker nocturnals that operate in groups, typically cacklers and other similar creatures. Laymen commonly greatly misunderstand the area of effect that a scattergun has, however; while it can and does do devastating damage to single targets, it is often believed that it will be able to strike and kill multiple targets with a single shot, which is very rarely the case.



Weapons

For much of Aden's recent history, ordinary citizens carried no weapons. The Treaty of the Rose (and the valiant, if undocumented, efforts of the Seer Order) maintained peace and stability throughout all the nations for centuries. Only members of local law enforcement and professional soldiers commonly possessed such equipment, except in a few of the wilder areas of the continent.

Then the Darkfall came. With the rise of the Corrupted and Nocturnals, Aden has become an immeasurably more dangerous place. The rise of new nations unbound by the Treaty has further complicated matters, causing even ordinary citizens to regard one another with suspicion and distrust. These dark times for Aden have proven to be a boon for weaponsmiths throughout the continent. Rare is the household without at least one sword or pistol somewhere at hand. It is uncertain whether they are intended to protect their owners from the monsters that dwell in the shadows – or from their own neighbors.

Steamreaver Weapons

Steamreaver weapons are the signature weapons of golemoids and, much like golemoids themselves, are mechamagical fusions of arcane power and high technology. These weapons are always masterwork and stand apart from their mundane counterparts at a glance. Steamreaver weapons are slightly larger than their standard counterparts, and they are inlaid with a variety of mechanical apparatus. Due to the unwieldy design and increased weight of steamreaver weapons, individuals attempting to wield them without the appropriate proficiencies suffer a -2 penalty to hit (in addition to the normal -4 penalty for wielding a weapon without proficiency).

A steamreaver weapon is not innately magical; rather, it is designed to channel a golemoid's innate magical energies. A golemoid who possesses a steamreaver energy cell implant perpetually radiates an invisible aura that allows him to power the weapon (or depower it) as a free action. If the golemoid drops or throws a powered weapon, it maintains its charge until the end of the golemoid's turn.

A steamreaver weapon possesses two basic abilities: a passive ability (which is in effect so long as the weapon is powered) and a steam ability (which requires the wielder to expend a Steam). A depowered steamreaver weapon possesses neither of these abilities, though it will still possess any abilities added via Craft Magic Arms and Armor.

These weapons may be enchanted as magical weapons as per the usual magic item creation rules. The effective caster level of a steamreaver weapon is equal to the class level of the golemoid currently powering it, or the caster level of its magical abilities, whichever is higher.

Steamreaver Weapon Descriptions

Lightning Sword: This enormous greatsword is covered with metal wires and exposed coils, designed to carry a powerful electrical charge.

Passive: A powered lightning sword sheds light as a torch. Half of the weapon's damage counts as electrical damage. You gain a +1 circumstance bonus on attack rolls against opponents with metal weapons or armor, or those composed at least partially of metal.

Manite Refinement

COLUMN STREET

Though manite engines burn clean without need for fuel (other than the occasional renewal of the spells that power them), mechamagic is not without its dangers. Manite ore is intensely poisonous. Refining manite ore releases potent toxins into the environment. Furthermore, enchanting manite also has a minor impact on surrounding soil by leeching it of fertility and thus stunting the growth of plant life. Many point to the Wasting - that strange, incurable malady that overcomes those who indulge in manite implants - as another symptom of manite's inherently toxic nature.

In moderate use (such as a single adventuring mechamage or wizard creating magic items for his party), these effects are unnoticeable and the natural environment recovers quickly. Over prolonged periods, however, excessive reliance on mechamagic can have a profound impact on the environment. One need only look upon the industrial city of Mekanus and the surrounding blackened skies, poisoned seas, and withered lands to realize the danger of excessive reliance on manite.

Steam Ability: You may spend a Steam Point as a swift action on your turn to inflict 1d6 additional electrical damage with all attacks using the lightning sword until the beginning of your next turn.

Magmaxe: This enormous greataxe features a miniature forge fastened to its broad stone blade. When powered, the forge ignites, causing the blade to glow with molten heat.

Passive Ability: A powered magmaxe sheds light as a torch and can ignite flammable objects with a touch. Half the axe's damage counts as fire damage. You deal one additional point of fire damage on all attacks with a powered magmaxe.

Steam Ability: You may spend a Steam Point as a swift action on your turn to ignite your magmaxe. Until the beginning of your next turn, all enemies successfully struck by the magmaxe catch on fire. Flaming enemies take 1d6 fire damage on each of their turns until they make a Reflex save or extinguish the fire (see Catching on Fire, Chapter Thirteen, *Pathfinder Core Rulebook*). The Difficulty Class of this Reflex save is equal to 10 + 1/2 your golemoid class level + your Strength modifier. Each time you successfully strike a flaming enemy while the axe is ignited, the DC of its Reflex save to extinguish itself increases by 1.

Thunderhammer: The thunderhammer features a long steel haft capped with an enormous stone head attached to several small maneuvering steam jets. These jets not only allow the wielder to balance its incredible weight, but they also create thrust, causing the hammer to strike with enormous force.

Passive Ability: You gain a +2 circumstance bonus to attack rolls during a charge when wielding a powered thunderhammer.

Steam Ability: You may spend a Steam Point as a swift action on your turn to inflict 1d4 additional sonic damage with all attacks using the thunderhammer until the beginning of your next turn. You gain a +2 circumstance bonus to all trip and bull rush maneuvers while this effect is active.





Lightning Sword

Magmaxe

Thunderhammer

Firearms

The advent of the Age of Thunder brought with it many extraordinary inventions. Some of the most noteworthy of these were black powder firearms. While these weapons operate using purely technological principles, the use of mechamagic has greatly accelerated their development.

All firearms (except for exotic firearms, such as the sniper rifle) are part of the Firearm Weapons Group. Using a firearm without proficiency imposes the normal -4 penalty to attack rolls. The new classes introduced in this book list their respective firearm proficiencies in their descriptions. Character classes introduced in other Pathfinder products are retroactively granted firearm proficiencies in Thunderscape campaigns, as follows:

Free Firearms Proficiency Feat: Alchemist, Cavalier, Barbarian, Fighter, Gunslinger, Magus, Paladin, Ranger.

Holdout and Pistol Proficiency: Bard, Inquisitor, Rogue, Sorcerer, Summoner.

Sniper Rifle Proficiency: Inquisitor, Ranger, Rogue.

No Firearms Proficiency: Cleric, Druid, Monk, Oracle, Witch, Wizard.

If using character classes from other products in your Thunderscape campaign, simply compare them to another class with similar weapon proficiencies to determine their firearms proficiencies.

Firearm Use

Aden's firearms are very powerful and easy to learn but are unwieldy to reload for someone without proper training. Many warriors carry a pistol or scattergun with the intent of firing it at the beginning of combat, then discarding the firearm in favor of melee weapons. Those select few who decide to master these high-tech weapons can put them to even greater effect.

While firearms do impressive damage compared to conventional weapons, they also require longer to reload. The Rapid Reload feat may be applied to a firearm just as it may be applied to a crossbow. If a firearm requires a move action to reload, Rapid Reload allows you to reload it as a free action. Weapons that require a standard action instead require a move action. Weapons that require a full round action instead require a standard action. Firearms made for Small creatures do not do innately less damage, as Aden's gunsmiths are fairly competent at constructing such technological wonders for the use of its smaller citizens. Creatures smaller than Small or larger than Medium wielding firearms suited to their size alter their damage dice accordingly.

Due to the explosive force that powers them, all firearm weapons are extremely noisy and do not function in environments where normal flames are extinguished, such as underwater.

Firearm Weapon Descriptions

Holdout: This is an extremely small and easily concealed firearm, designed to be used as a last resort. The holdout grants a +4 bonus to Sleight of Hand checks to conceal it. The range penalties for a holdout firearm are double that of a normal ranged weapon (-4 per range increment). Reloading a holdout is a move action.

Pistol: This basic weapon is the most common firearm weapon. It consists of a short handle and trigger and a short barrel. Reloading a pistol is a move action.

Rifle: You need at least two hands to use a rifle, regardless of its size. This firearm features a long barrel and a sturdy stock, granting the weapon an excellent mix of range and firepower. Reloading a rifle is a move action.

Scattergun: This weapon has two parallel barrels and allows two shots (one from each) before it requires reloading. The scattergun requires a full round action to reload (both barrels are reloaded at the same time).

Alternately, you can fire both barrels in a single attack. When doing so, you can either choose to inflict 4d4 damage against a single target or attack two adjacent targets, applying a -4 penalty to your attack roll against each and inflicting 2d4 damage per target.

Sniper Rifle: Though this weapon counts as a firearm, it requires an exotic weapon proficiency to use. Precision damage (such as sneak attack) may be applied to an attack with a sniper rifle as long as a move action is used to aim the weapon in the same round in which it is fired. The Sniper rifle requires a standard action to reload.

Firearm Ammunition

Each type of firearm requires specific ammunition. Thankfully, Aden's gunsmiths have standardized ammunition types enough that most ammunition is readily transferable between weapons of the same type. These clever craftsmen have also created a variety of ammunition capable of granting great versatility to one's firearms.

Once fired, ammunition becomes entirely worthless. Ammunition designed for a specific weapon type (such as pistols) can only be used in weapons of that type. If a weapon can be loaded with multiple shots (such as a scattergun), all of its ammunition must be of the same type.

Firearm ammunition can be made of special materials (see Chapter 6, *Pathfinder Core Rulebook*) as per the normal rules, so long as those materials can be used to craft metal ammunition.

Armor Piercing: This type of ammunition ignores up to 2 total points of armor or natural armor bonus to AC. The firearm inflicts damage as if it were one size smaller, skipping Small size if the firearm is designed for a Medium creature. (See Tiny and Large Weapon Damage, Chapter 6, *Pathfinder Core Rulebook*.)

Bull Shot: This special scattergun ammunition is designed to deliver extreme amounts of kinetic energy to its targets over a wide area, knocking them off their feet. A scattergun loaded with bull shot always delivers a bull rush or trip attack (their choice) after inflicting damage on a target within the weapon's first range increment. This maneuver is made with a -4 penalty to the shooter's CMB. If both barrels are fired at once, the scattergun gains no bonus damage but also receives no penalty to CMB. Scatterguns using this ammunition inflict one less die of damage than normal.

Heavy Shot: This ammunition type is expensive but is made of purer metals and hits especially hard. It grants a +2 damage bonus. (This bonus is doubled if you are firing both barrels from a double barreled scattergun.) Attack rolls while using heavy shot suffer a -1 penalty to hit.

Rubberized Shot: This advanced form of ammunition uses a magically treated form of Kyanite tree sap. These bullets are designed to remain as hard and inflexible as metal until exposed to high velocities, whereupon they soften and flatten. The resulting mass strikes its target with great force, but does relatively little lasting harm. Half of the damage inflicted by these bullets is nonlethal damage. The range increment of a weapon using this type of ammunition is halved. This ammunition cannot be used in rifles or sniper rifles.

Firearms and **Ultimate Combat**

The firearms rules presented in this book are not intended to be compatible with those presented in *Ultimate Combat*. The firearms rules presented here are greatly simplified to encourage their use, as these weapons are fairly common in Aden and exist side by side with characters who utilize heavy armor (which the *Ultimate Combat* firearm rules render somewhat obsolete).

That being said, if you prefer the Ultimate Combat firearms rules, by all means feel free to use them. Thunderscape campaigns would fall under the "Guns Everywhere" category of firearm rarity.

A REAL PROPERTY OF THE REAL PROPERTY OF

Sniper Shot: This type of ammunition is designed for maximum aerodynamics and range. The weapon gains a +1 bonus to hit, rather than a -2 penalty, for each range increment of distance between the attacker and his target. This applies only for the first five range increments; you begin accruing penalties normally beyond this point. Attacks against enemies within the weapon's first range increment suffer a -2 penalty to hit. This ammunition can only be used with rifles and sniper rifles.

Standard Ammunition: This ammunition type is inexpensive and offers a +1 damage bonus. (This bonus is doubled if you are firing both barrels from a double barreled scattergun.)

Wounding Shot: This type of ammunition is designed to fragment upon striking, and it causes grisly wounds. The target suffers 1 point of bleed damage every round until it receives magic healing or a DC 15 Heal check.

Steamwright Weapons

These exotic weapons are the signature sidearms of Aden's fighting engineers – the steamwrights. Steamwright weapons resemble oversized, weaponized versions of normal engineering tools. Each of these weapons has a small toolkit built into its internal mechanisms, allowing it to serve the steamwright as an instrument of creation as well as destruction. The built-in toolkit of a steamwright's weapon is usable with one Craft skill, one Profession skill, or Disable Device. The toolkit of a masterwork steamwright's weapon is a masterwork tool (and increases the cost of a masterwork steamwright weapon by 50 gp).

Auger: This slender, sinister hand drill has been sharpened to a fine point. While serviceable as a dagger, the weapon becomes



even more fiendish when you operate the drill crank with your off hand. When the auger is wielded with two hands, you gain 1-1/2 times your Strength bonus to damage rolls (despite the fact that it is a light weapon) and its Critical becomes X4.

Gearspanner: This weapon is an oversized wrench, roughly the size of a large mace, with a sharpened blade inlaid along its crescent. Originally designed to adjust the bolts on large constructs and thunder trains, the steamwrights quickly adopted the gearspanner as their trademark weapon.

Rocbar: This enormous tool is mightier than a mere crowbar, and thus it takes the name of Aden's most legendary bird. Like a crowbar, the rocbar grants a +2 circumstance bonus to Strength checks made to force open doors or chests. The rocbar may be extended into a reach weapon as a standard action, though all attack rolls with the weapon receive a -2 penalty while in this ungainly state. It may be collapsed into a regular two-handed weapon once more as a standard action.

Other Unique Weapons

Aden is home to a vast array of cultures, each with its own military traditions. The following are a small handful of unique weapons devised by its people.

Carraway Crossbow: First devised by the magistrates of Carraway, this powerful crossbow utilizes a winch mechanism far more advanced than those found in standard crossbows. Like a light crossbow, a Carraway crossbow is reloaded as a move action that provokes attacks of opportunity. A Carraway crossbow can be fired, but not loaded, with one hand but suffers a -2 penalty to attack rolls.

Shooting a Carraway crossbow with each hand imposes the normal penalties for two weapon fighting with two one-handed weapons, as well as the penalty for firing one handed. You can increase the tension on a loaded Carraway crossbow by tightening the winch as a move action, imposing a +1 damage bonus to your next attack roll with the weapon. This damage bonus stacks up to four times, at a cost of one move action per +1 of damage bonus. The weapon can be loaded and winched in advance with no harm to the weapon or danger of misfire.

Like with other crossbows, the Rapid Reload feat can be used to reduce the Carraway crossbow's reload to a free action. The Rapid Reload feat can also be used to tighten the Carraway crossbow's winch as a swift action.

Crystal Bow: These extremely rare bows are highly prized treasures produced in the nation of Arasteen. They are always masterwork (this is already included in their costs). They are crafted of rare wood of exceptional flexibility and strength. Due to their unusual design and composition, special training is required to utilize these bows properly. Races that receive weapon proficiency with longbows (such as elves) treat the crystal bow as a martial weapon. Like all composite bows, crystal bows are crafted with a particular Strength rating. If the user's Strength modifier is not equal to or higher than this rating, he suffers a -2 penalty to attack rolls when using the weapon. You apply your Strength modifier to all damage rolls with a crystal bow, though you can apply no more than the bow's Strength rating. Each point of Strength rating adds 100 gp cost to the bow. As with other bows, you need two hands to use a crystal bow, regardless of its size.

Injector: This surgeon's tool is a simple glass or metal vial equipped with a hollow needle and plunger. Generally used to administer sedatives directly into a patient's bloodstream, it can also be used to deliver injury poisons. You may draw a dose of poison into an injector as a standard action at no risk of poisoning yourself. As an injector is not designed to serve as an offensive weapon, you suffer a -2 penalty to all attack rolls with it.

Ripfangs: Named for the rapacian tribe that first devised it, this weapon consists of a set of sinister curved blades mounted in the user's teeth. A set of ripfangs is usable only by a creature with a natural bite attack. A pair of ripfangs inflicts either the damage indicated in the weapons table or the creature's original bite damage, whichever is greater. Proper use of this weapon requires surgical implantation as if it were a minor manite implant (however the ripfangs are not an implant and do not increase the user's Impact). Ripfangs cannot be disarmed.

Sanguine Wraps: Devised by the Sanguine Monks, these are silk wraps inlaid with metal and treated with salt, gravel, or other rough materials. When wrapped around one's hands, wrists, feet, and shins, these allow you to inflict lethal damage with unarmed attacks. (You will still provoke attacks of opportunity without Improved Unarmed Strike or similar abilities.) Like all weapons, masterwork or magical versions of sanguine wraps can be created, and they bestow their benefits to the user's unarmed attacks.

Scaralla: This weapon is a simple hand-axe with twin, parallel blades and a sharp spike at the end of the haft. This strange weapon was first devised by the Sanguine Monks of the High



Steppes, and it is often jokingly referred to as a "twomahawk" – though never within earshot of the monks.

Shredders: Often utilized by ferrans, these weapons are clawed gloves designed to brace and support the wearer's natural claws. A pair of shredders is usable only by a creature with a natural claw attack. Shredders inflict either the damage indicated in the weapons table or the creature's original claw damage, whichever is greater. Shredders come in pairs - masterwork or magical shredders confer their bonuses on up to two claw attacks. Magical shredders do not confer their enchantment unless both are worn by the same creature. Shredders cannot be disarmed.

Spring Blade Weapons: Another mechanized invention devised by Urbanan steamwrights, the spring blade dagger and spear resemble ordinary weapons of their type, albeit with a thicker hilt and two smaller, spring-loaded blades recessed alongside the main blade. A character wielding a spring blade weapon can launch the extra blades one at a time, as ranged attacks. The blades are highly inaccurate beyond the first range increment, suffering a -4 penalty to hit all such targets in addition to normal range penalties. The blades may be retrieved and reused after being launched. Reloading a spring blade weapon is a full round action.

A character may wield a spring blade dagger or spear without penalty if he possesses proficiency with daggers or spears, but he suffers the usual non-proficient penalties for all ranged attacks with the spring blades.

You do not apply your Strength modifier to ranged attacks with a spring blade weapon. However, the powerful winch mechanism housed in the hilt grants ranged attacks with the weapon a +2 damage bonus.

When you confirm a critical threat with a melee attack using a spring blade weapon, you may immediately launch both blades into your target as a free action. This does no additional damage, but it increases the critical multiplier by 1 for that attack (x3) for the dagger, x4 for the spear). These weapons may be also be thrown, though considering their cost it is rare that anyone chooses to do so. Their range increment for thrown attacks is equal to that of their standard counterparts.

Replacement spring blades may be used as crude knives but suffer a -2 penalty to all attack rolls when not mounted appropriately in a spring blade weapon.

Stouthorn: This ferran weapon consists of a stout club, blade, or vicious spike mounted on a creature's natural horn or antlers. A stouthorn is usable only by creatures with a natural gore attack. Stouthorns inflict either the damage indicated in the weapons table or the creature's original gore damage, whichever is greater. A stouthorn can inflict bludgeoning, piercing, or slashing damage, determined when the stouthorn is created. A stouthorn can be removable, or it can be permanently mounted as if it were a minor manite implant (however the stouthorn is not an implant and does not increase the user's Impact). A stouthorn cannot be disarmed.

Thunder Bow: This powerful mechanized bow was first devised by Urbanan engineers, but it has quickly found popularity throughout Aden. A thunder bow packs the punch of a composite bow but requires a fraction of the strength due to a built in system of pulleys and levers. A thunder bow functions as a composite bow of the appropriate type, except that the effective Strength modifier of the bow can be up to 3 higher than your Strength modifier. (For example, an archer with a +0 Strength modifier can use a thunder bow with a +3 damage bonus.) A default thunder bow has a +0 Strength modifier, and the price of the bow increases by 200 gp for each additional point of Strength bonus. Like composite bows, a thunder bow is treated as either a longbow or a shortbow (appropriate to the type of thunder bow) for the purposes of proficiency and applicable feats. As with all bows, you need two hands to use a thunder bow, regardless of its size.

		1.15%	Table: W	eapons	e			
Firearm Weapons	Cost	Damage (S)	Damage (M)	Crit	Range	Weight	Туре	Special
One-Handed Weapons								
Holdout	10 gp	1d6	1d6	Х3	30	1lb	B/P	
Pistol	25 gp	1d8	1d8	19-20/X2	30	2lbs	B/P	
Two-Handed Firearms								
Scattergun	75 gp	3d4	3d4	Х3	20	5lbs	B/P	
Rifle	50 gp	1d10	1d10	Х3	60	7 lbs	B/P	
Ammunition								
Armor Piercing (10)	5 gp	-	-	-	-	1 lb	-	
Bull (10)	10 gp	-	-	-	-	2 lbs	-	
Heavy (10)	2 gp	- 1	-	-	-	1 lb	-	
Rubberized (10)	1 gp	-	-	-	-	1 lb	-	
Sniper (10)	3 gp			- 2.1	-	1 lb		
Standard (10)	2 sp	-	-	-	-	1 lb	-	
Wounding	20 gp	-	-		-	1 lb	T.Z.	



		·	Table: We	apons	1.			
Simple Weapons	Cost	Damage (S)	Damage (M)	Crit	Range	Weight	Туре	Special
Light Weapons								
Injector	75 gp	1	1	X2	-	-	Р	
Special								
Sanguine Wraps	10 gp	special	special	special	-	-	В	monk
Ranged Weapons			S. 4					
Crossbow, Carraway	75gp	1d6	1d8	19-20/X2	80 ft	5 lb	Р	
Martial Weapons	Cost	Damage (S)	Damage (M)	Crit	Range	Weight	Туре	Special
Light Weapons								
Scaralla	10 gp	1d4	1d6	X2	10 ft	2 lbs	P or S	monk
Ranged Weapons								
Thunder Bow (longbow)	150 gp	1d4	1d6	X2	100 ft	5 lbs	Р	
Thunder Bow (shortbow)	100 gp	1d3	1d4	X2	70 ft	4 lbs	Р	
Special								
Ripfangs	50 gp	1d4	1d6	19-20/X2	-	2 lbs	B/P/S	
Shredders	35 gp	1d3	1d4	19-20/X2	-	2 lbs	S	
Stouthorn	75 gp	1d4	1d6	Х3	-	5 lbs	B/P/S	
					191			
Exotic Weapons	Cost	Damage (S)	Damage (M)	Crit	Range	Weight	Туре	Special
Light Weapons								
Auger	10 gp	1d4	1d6	X3	-	3 lbs	P	steamwright
Spring Blade Dagger	100 gp	1d3	1d4	19-20/ X2	30 ft	3 lbs	P/S	
Spring Blade (replacement)	2 gp	1d2	1d3	X2	10 ft	1 lb	Р	
One-Handed Melee Weapons								
Gearspanner	15 gp	1d8	1d10	Х3	-	5 lbs	В	steamwright, trip
Two-Handed Melee Weapons								
Lightning Sword	450 gp	1d10	2d6	19-20/ X2	-	16 lbs	S	masterwork, steamreaver
Magmaxe	450 gp	1d10	1d12	Х3	-	24 lbs	S	masterwork, steamreaver
Rocbar	20 gp	1d10	1d12	ХЗ	-	12 lbs	В	steamwright, trip
Springblade Spear	100 gp	1d6	1d8	Х3	30 ft	8 lbs	Р	brace
Thunder-hammer	450 gp	1d10	1d12	Х3	-	30 lbs	В	masterwork, steamreaver
Ranged Weapons								
Sniper Rifle	100 gp	2d6	2d6	18-20/ X3	110 ft	10 lbs	B/P	
Crystal Bow	500 gp	1d6	1d8	19-20/ X3	120 ft	2lbs	Ρ	masterwork



While weapons are relatively common among Aden's citizenry since the Darkfall, armor is still relatively rare. The expense, weight, and general discomfort of armor make it unattainable, inconvenient, or both for normal folk. To wear armor openly is to proclaim one's status as a professional fighter. Only soldiers, mercenaries, and law enforcement commonly wear such attire.

Carapace Armor: This sturdy armor is the standard issue armor of the Swarmers, the stalwart insect-riding cavalry of Kyan. Forged from the sturdy shells of giant beetles, this armor grants its wearer relatively good protection while being light enough not to unduly encumber its mount. You may ignore carapace armor's armor check penalty on all Ride skill checks while mounted on a giant insect. Carapace armor is smooth and usually shiny black or glossy brown in color. At a casual glance, most mistake it for enameled metal.

Dragon Armor: This armor is the signature armor of the Sons of the Dragon, the staunch samurai warriors of Vanora. This heavy armor is lighter than full plate, but it allows for a greater range of mobility. True Vanoran armor is always masterwork and custom-made for a specific samurai, though armorsmiths throughout Aden have long since copied the style and produced lower-quality copies of the Vanoran style.

lithix Resin Armor: This medium armor is sculpted from pliable resin excreted by an ilithix hive queen. As all ilithix queens are either corrupted or refuse to communicate with other creatures, the only way to acquire the armor is to take it from an ilithix (the high gold cost assumes it was resold by a previous owner). The flexible material makes resin armor extremely customizable, allowing it to be worn by any humanoid of Small or Medium size. When donned by a new wearer for the first time, resin armor's armor bonus is reduced by 2 and its armor check penalty is increased by 3. After a suit is worn for a total of eight hours, the armor slowly warms and reshapes to the wearer's body. The resin then not only loses its penalties but is considered to be masterwork armor. A starting ilithix character can begin with one suit of resin armor for a cost of 25 gp.

Kite Shield: This large shield is popular among Aden's warriors and has become synonymous with Carraway's arbiters. This shield grants greater protection than the heavy shield, but is not quite as cumbersome as a tower shield. A kite shield cannot be used to make shield bash attacks. Tower Shield Proficiency grants proficiency with kite shields.

	10. 1.	1 71	
Armor Type	Don	Don Hastily	Remove
Kite Shield	1 move action	n/a	1 move action
Sanguine Robes	1 standard action	n/a	1 standard action
Shadow Armor, Webweave Armor	1 minute	5 rounds	1 minute*
llithix Resin Armor	4 minutes*	1 minute	1 minute*
Carapace Armor, Dragon Armor	4 minutes**	4 minutes*	1d4+1 minutes*

Donning Armor

*This time is halved if the character donning the armor has help. A character doing nothing else can help one or two adjacent characters don armor.

**The wearer must have help to don this armor. Without help, it can only be donned hastily.

Sanguine Robes: These thin linen robes are inlaid with thin metal plates, granting a modicum of protection while not encumbering the wearer. While these robes can bear armor enchantments, they do not interfere with class abilities as armor does, allowing monks to wear them without penalty.

Shadow Armor: Common among Aden's higher class of assassins and thieves, shadow armor is reputed to be the work of a secret cadre of Urbanan mechamages. The armor is fashioned from fine leather which has been magically transmuted to be nearly weightless and is seemingly composed of shadow (though as these transmutations are instantaneous effects, the armor is not inherently magical). The armor grants a +2 equipment bonus to all Stealth checks and to Sleight of Hand checks to conceal small items on one's person. The armor is almost completely undetectable when worn under regular clothing, so long as the wearer has long sleeves. Shadow armor is always masterwork (this is already calculated into its statistics and price).

Webweave Armor: This light armor is crafted by the entomancers of Kyan, woven from the thick webbing of giant arachnids. It is thin and light enough to be worn beneath normal clothing while granting its wearer an excellent mix of protection and flexibility.

	ladie: Armor						
Armor	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed	Weight
Light Armor							
Sanguine Robes	25 gp	+1	+8	-	0%	30 ft / 20 ft	1 lb
Shadow Armor	1150 gp	+2	+7	0	10%	30 ft / 20 ft	2 lbs
Webweave Armor	300 gp	+4	+5	-2	20%	30 ft / 20 ft	2 lbs
Medium Armor							
Ilithix Resin Armor	600 gp	+4	+5	-3	20%	20 ft / 15 ft	20 lbs
Heavy Armor							
Carapace Armor	750 gp	+7	+3	-6	35%	20 ft / 15 ft	25 lbs
Dragon Armor	1200 gp	+8	+2	-6	35%	20 ft / 15 ft	40 lbs
Shields							
Kite Shield	25 gp	+3	-	-4	25%	-	20 lbs

Table: Armor

Special Materials

Aden features a variety of unique special materials in addition to those introduced in the *Pathfinder Core Rulebook*. Additionally, certain existing special materials have unique origins in Thunderscape campaigns.

Adamantine: In Aden, adamantine is an alloy of iron and manite first devised by the deep dwarves of Kar Unter. The dwarves jealously guarded their discovery for generations until, in recent years, the secret formula was stolen by spies from Urbana. Though Urbanan smiths now know how to synthesize their own adamantine, the process is extraordinarily expensive and thus the metal remains relatively rare. The costs and statistics of items crafted from adamantine are identical to those presented in the *Pathfinder Core Rulebook*.

Heartwood: The haunted lands of Carraway still echo with the power of necromancy. But not all of the lingering effects of these dark magics have been evil. Certain plants and animals have developed natural defenses to protect themselves from the undead - and perhaps the most valued of these is heartwood. Harvested from rare trees known as Spirit Oaks, this sturdy wood is anathema to undead creatures. Weapons made of heartwood gain a +1 sacred damage bonus against undead, and they inflict normal damage on incorporeal undead. Armor and shields crafted of heartwood grant an additional +1 sacred bonus to AC against all attacks from undead creatures or necromancy effects. A holy symbol crafted of heartwood increases the Difficulty Class of the user's channel energy effects by 1 against undead. Undead can innately sense heartwood and will avoid it, for its very touch causes pain (burning them for 1 point of holy damage each turn they are in contact with it.)

Only armor and weapons that are made mostly of wood can gain any benefit from being made of heartwood (a weapon with a wooden haft or shaft, such as an axe or arrow, gains full benefit). Items made of heartwood cost twice as much as their normal counterparts. Enchanting heartwood is difficult due to its innate antimagical properties. Adding any magical properties to heartwood items costs an additional +1000 gp. This increase is added only the first time the item is enhanced.

Heartwood has 10 hit points per inch of thickness and hardness 5.

Ionaran Ice: This special material is created via a secret process known only to the elemental mages of Ionara. They have created a special form of ice that does not melt when exposed to heat but merely becomes workable like metal. Ionaran ice never truly loses its chill, and for this reason many natives of the northern wastes find its presence a comforting reminder of home.

Though Ionaran ice wraps its wearer in perpetual chill, it also maintains a constant temperature at all times. Armor made of Ionaran ice bestows a perpetual endure elements effect upon its wearer, allowing him to tolerate both hot and cold temperature extremes with no discomfort. The armor also grants limited cold resistance, depending on its type. Light armor grants cold resist 2. Medium armor grants cold resist 5. Heavy armor grants cold resist 10. Weapons crafted of Ionaran ice strike with bone-chilling cold. Half of all damage inflicted by such a weapon is considered cold damage.

Only items normally crafted mostly of metal can be made out of Ionaran ice. Items crafted of Ionaran ice cost three times the normal amount. The material is extremely rare outside Ionara and may simply be unavailable in areas that do not trade with the frozen north. Conversely, those who have ties with Ionaran nobility can obtain it with greater ease, for as little as double the normal cost. Adding any magical properties to Ionaran ice items costs an additional +1000 gp. This increase is added only the first time the item is enhanced.

Ionaran ice has 30 hit points per inch of thickness and hardness 10. Fire inflicts double damage on Ionaran ice and ignores its hardness. (Fortunately, Ionaran ice armor imposes no such vulnerabilities on its wearer.)

Manite: Visually, manite is not particularly impressive, but this simple silver-blue alloy changed an entire world. Even in extremely small quantities, manite is adept at retaining enchantments. Even a few particles of manite dust mixed with the proper spell can cause the resulting magic to last for centuries, assuming the practicing mage possesses adequate skill.

Manite is a crucial element not only in Aden's magical items, but in mechamagic as well. A small boiler lined with manite and enchanted with a heat spell becomes a permanent steam boiler. Manite power sources have been instrumental in Aden's recent technological leaps, and they are a necessary part of both a golemoid's implants and a steamwright's inventions.

-



Carapace Armor

Manite Ore

In game terms, manite is a required element of all permanent magic. Without access to at least a pinch of manite dust, magic item creation and use of long-duration spells are impossible. All spells with a duration longer than twenty-four hours requiremanite. If the spell already has a material component worth 1 gp or more, that component now incorporates at least some small amount of manite dust. If the spell did not previously require such a material component, the caster must now consume 1 gp worth of manite dust as a material component in the spell's casting. Dragons, angels, demons, and other innately supernatural beings are not bound by these rules and do not require manite to create lasting magical effects.

Due to manite's extreme usefulness, most magical craftsmen make sure that they keep at least a small vial of powdered manite on their person in case of emergencies. Unenchanted manite is worth 1,000 gp per lb. Any amount of manite can be contributed toward magic item creation or the material components of longduration spells, substituting its own gold value for gp cost in materials. A character who knows he intends to craft items in the future could spend the requisite amount in advance on pure manite, using the metal as he requires.

If the amount of manite dedicated toward creating a magic item is equal to or greater than the weight of the resulting item and the creator uses an additional 1000 gp worth of pure manite, the item is transformed by the process, gaining a noticeable silver-blue manite sheen. Such items are considered to be crafted of "pure manite" even if they are not metallic in composition. Pure manite items are slightly more powerful and difficult to dispel. The effective caster level of such items for the purposes of resisting dispel effects is increased by 2. Items made of pure manite many not be broken down and used to fuel spells or create other items; the inherent properties of the manite have been permanently linked to their current enchantment.

In certain locations, such as Urbana, items of pure manite are signs of great wealth and social status. The GM may assign bonuses to Diplomacy and Intimidate rolls in such circumstances if a character chooses to flaunt his magical items in such company.

In its pure form, manite has 30 hit points per inch of thickness and hardness 10. Items transmuted into pure manite during item creation retain their original hit points and hardness.

Mithral: In Aden, mithral is an alloy of silver and manite first discovered by the elves of Sylfanus. The elves did not jealously guard their discovery (as the deep dwarves did with adamantine) but shared it with the world. Unfortunately, the oddly poetic artistry required to properly synthesize mithral proved all but impossible for most non-elven smiths, so the metal remains exceedingly rare. The costs and statistics of items crafted from mithral are identical to those presented in the *Pathfinder Core Rulebook*.

Shadowhide: First discovered by the mechamages of Urbana, shadowhide is high quality leather that has been permanently transformed into a semi-solid, shadowy substance. This material is tougher than normal leather, yet somehow more pliable.

Armor made of shadowhide has 1/10 the normal weight. Its Maximum Dexterity Bonus is increased by 1. Armor check penalties are decreased by 2 (to a minimum of 0). Shadowhide armor grants a +2 equipment bonus to all Stealth checks and to Sleight of Hand checks to conceal small items on one's person while wearing the armor.

Only armor normally made of leather or hide can be crafted out of shadowhide. (The shadow armor described elsewhere in this book is one example of such armor.) Shadowhide has 10 hit points per inch of thickness and hardness 4.



In the distant past, Aden was a land rife with internal warfare and strife. The Peace of the Rose did away with large national conflicts, causing siege warfare to become largely a lost art. With the rise of the Nocturnals, the people of Aden have been forced to rediscover these ancient secrets. As many Nocturnals are massive beasts easily capable of taking on walled cities, weapons once used in the assault or defense of those cities have proven to be quite useful.

These large, ungainly weapons have proven particularly useful when combined with Aden's swift mechamagical vehicles. Modern innovations such as black powder weapons have also provided other powerful new innovations – such as cannons.

The siege weapons listed here can also be utilized as vehicle weapons. Siege weapons presented in the Core Rulebook are generally incompatible with vehicles.

Each of the following weapons presents not only its standard siege weapon statistics, but also the required minimum vehicle size and the number of squares the vehicle occupies if the weapon is being used in a vehicle.

Vehicle weapons can be installed onto any vehicle, so long as it is large enough to support them and has sufficient space. Weapons do not count against a vehicle's feature slots. They may be installed as soon as they are acquired. Likewise, a vehicle's standard weapons may be removed and replaced with new weapons. Removing or adding vehicle weapons requires one hour of maintenance and a Craft (machinery) check vs. DC 15.

Like all siege weapons, most vehicle weapons count as exotic weapons (though some, like the alchemy drop, do not make attack rolls, so this distinction is irrelevant).

Alchemy Drop: As a standard action (which can be performed at any point during a move action), this weapon drops an alchemical item on the ground immediately behind the vehicle. The vehicle's internal reservoir holds up to six canisters of alchemical items, each of which can be reloaded as a full round action while the vehicle is immobile. Alchemical oil and smokesticks are the most popular items used with this weapon. This weapon can be assigned to the same gunner station as one other weapon. This weapon is usually operated by the pilot or copilot. An alchemy drop does not occupy any meaningful space in a vehicle. The first alchemy drop included in a vehicle does not count against that vehicle's maximum weapons.

Caraway Ballista: Despite its name, the Carraway ballista can be found throughout the lands of Aden, though naturally it is most popular in the land of its namesake. The Carraway ballista is similar to other ballistae in that it is merely a Huge Carraway crossbow. Like its crossbow counterpart, it has been outfitted with winches and levering mechanisms to make it easier to use. The Carraway ballista imposes no penalties when used by Medium or Small creatures so long as it is still mounted on its turret. As with the standard Carraway crossbow, you can increase the tension on a loaded Carraway ballista by tightening the winch as a move action, imposing a +1 damage bonus to the next attack roll with the weapon. This damage bonus stacks up to four times, at a cost of one move action per +1 of damage bonus. These move actions can be divided among the ballista's crew in the same round. A Carraway ballista takes a creature smaller than Large a full round action to reload. The weapon can be loaded and winched in advance with no harm to the weapon or danger of misfire. A Carraway ballista and its turret take up a space 5 feet across.

Gunner Tripod: A gunner tripod allows any crossbow or firearm to be secured to it as a standard action. Once secured, the weapon is fixed to the immobile tripod and cannot be disarmed as long as the wielder is in the same square as the tripod. The tripod



Firing Cannons

The rules for firing cannons are similar to those used to fire catapults. The crew chief or main gunner makes an Intelligence check as a standard action against DC 15, applying his base attack bonus, range increment penalty, and other appropriate modifiers as well as his Intelligence bonus. If the check succeeds, the cannon successfully strikes the square it was aimed at, dealing normal damage. Characters who succeed at a DC 18 Reflex save take half damage. A cannon with an enhancement bonus adds that bonus to the DC of all such Reflex saves. If the cannon is not re-aimed or disturbed, subsequent shots automatically strike the same square. If the cannon misses, roll 1d8 to determine where the attack hits, with 1 being back toward the cannon and 2-8 being each subsequent square, clockwise, around the target. Additionally, count 1d4 squares away for each range increment of the attack.

As with other siege weapons, a siege crew suffers a -6 penalty to hit if their target square is not visible. A crew also gains a +2 circumstance bonus to hit against the same target in subsequent rounds if they can see the target square, or +1if they are relying on an observer's reports.

AN ANY TANÀNA MANAGAMPANA AMIN'NY FARAN-PAOLANAN-PAOLAN-PAOLANAN-PAOLAN-P

reduces all penalties for firing from a moving vehicle by 2. As the weapon is not truly part of the vehicle, it incurs no penalties if the vehicle suffers the broken condition. A gunner tripod occupies no space in a vehicle; it overlaps its gunner's square.

Light Cannon: The light cannon refers to a variety of types of black powder field weaponry. These devices are relatively mobile, often found mounted on vehicles. While these weapons do not pack the same punch as Urbanan storm cannons, they are nonetheless weapons to be reckoned with and can be found throughout Aden. Loading a light cannon requires two full round actions (multiple crew members can perform these actions in the same round). A typical light cannon takes up a space 5 feet across.

Storm cannon: The storm cannon is the ultimate embodiment of black powder technology. This massive firearm can deliver a deadly payload even from miles away. The cities of Urbana are all well-fortified and defended with outward-facing storm cannons. Cities in other nations have been slow to adopt this technology – and Urbana has not been particularly forthcoming about sharing its secrets.

Optionally, the crew chief can extend the storm cannon's range. To do so, he must spend an additional 1d4 full round actions (these may not be divided among the crew members, though they may reload the weapon during this time) calculating a longer trajectory. This likewise increases the Intelligence DC check by 10. When the storm cannon is fired, its range increment is multiplied by a factor of 10 and its maximum range is extended to 20 range increments rather than 10. If the storm cannon misses, the number of squares by which it misses are likewise multiplied by a factor of 10. Though requiring a skilled gunner, the cannon can potentially hit a target over five miles away. Barring magical assistance, this option is best used against enemy fortifications, large vehicles, or stationary targets.

Table: Cannon Ammunition

Ammunition	Cost	Weight
Canister Shot	8 gp	12 lbs
Explosive Shot	20 gp	10 lbs
Incendiary Shot	30 gp	6 lbs
Round Shot	5 gp	8 lbs

Loading a storm cannon requires five full-round actions (multiple crew members can perform these actions in the same round). A typical storm cannon takes up a space 15 feet across. Cannon ammunition is ten times heavier and more expensive for storm cannons.

Special Ammunition

The following types of specialized ammunition are available for cannons.

Canister Shot – This form of ammunition consists of a leather or canvas bag containing several smaller projectiles designed to explode on impact and cause maximum damage to enemy infantry. A cannon utilizing grapeshot inflicts damage in a 5 foot radius surrounding its target square, and inflicts +1 damage per damage die to all creatures. Grape shot inflicts only half its normal damage to objects and structures.

Explosive Shot – Explosive shot is designed to detonate on impact and cause the maximum possible destruction over a wide area. A cannon utilizing explosive shot inflicts damage in a 10 foot radius surrounding its target square and does double damage to objects and structures. However, due to its somewhat diffused impact, explosive shot inflicts two fewer dice of damage.

Incendiary Shot – Incendiary shot consists of a hollow shell containing extremely potent alchemist's fire, designed to explode on impact and scatter its contents over a large area. A cannon firing incendiary shot inflicts two fewer dice of damage. However, all squares in a 10 foot radius are immediately ignited by the alchemist's fire (for storm cannons, this area is a 20 foot radius). Even without any combustible materials, the flames will burn for 6 rounds, inflicting 3d4 damage per round. Creatures within this area during the impact may make a Reflex save vs. DC 18 for half damage. Those who fail this save also catch on fire and take the above damage every round that the fire continues to burn. (See Catching on Fire, Chapter Thirteen, *Pathfinder Core Rulebook*).

Round Shot – Also known simply as cannonballs, this spherical ammunition is made of iron or, more rarely, stone. This versatile ammunition is powerful and cheap to produce and is the default ammunition of most storm cannons.

Vehicle Rams

These weapons are typically reinforced metal projections, sometimes covered with spikes or sharp edges, mounted on a vehicle to increase damage during a ram attack. Rams do not count against a vehicle's maximum weapons, but a vehicle may only have one type of ram on each side of the vehicle at a time.

			10 m 1 m		1 UN 124	10.082			
Siege Engines	Cost	Damage	Crit	Туре	Range	Crew	Min Vehicle Size	Squares	Weight
Alchemy Drop	150 gp	varies	-	-	-	1	Any	0	25 lbs
Carraway Ballista	600 gp	3d6	19-20/X2	Р	80 ft	1	Large	1	500 lbs
Gunner Tripod	50 gp	-	-	-	-	1	Any	0	15 lbs
Light Cannon	750 gp	4d10	X4	B/P	120 ft	2	Huge	2	200 lbs
Storm Cannon	2000 gp	8d10	X4	B/P	150 ft	4	Gargantuan	4	1000 lbs

Table: Siege Engines

17

(Obviously, rams are most effective on the front of a vehicle.) Only lateral rams may be installed on the side of a vehicle.

If a vehicle is outfitted with a vehicle ram, it gains a damage bonus when making a ram attack. The attacking vehicle takes normal collision damage (unless the target also has a ram and the two are ramming one another simultaneously). Unlike most other weapons, a ram does not occupy squares in a vehicle.

Note: Only damages for Large, Huge, and Gargantuan rams are listed in the following table since the vehicles presented in this book fall solely into these size categories. That being said, vehicles of other sizes can and do exist. To determine ram damage for other vehicle sizes, merely convert the damage dice as per the usual rules for altering weapon sizes presented in Chapter 6 of the *Pathfinder Core Rulebook*. Weights given are for large rams. Double this weight for Huge rams and quadruple it for Gargantuan rams.

Extended Ram: An extended ram can be combined with any other sort of ram, extending that ram's reach by 5 feet. This is particularly useful against large monsters who also have long reach, potentially preventing them from making attacks of opportunity during ram attacks. An extended ram doubles the base cost of the type of ram being extended.

Lateral Ram: This ram consists of reinforced metal braces attached to the side of the vehicle rather than to the front. To use a lateral ram, the vehicle performs a ram action normally, but it ends its move adjacent to the target (with the target on the same side as the lateral ram) rather than colliding with it directly. If the attack is successful, the target takes ram damage as normally determined by the vehicle's power, speed, and ram, but neither the target nor the ramming vehicle takes collision damage.

Pilot Ram: This thick, angled ram comes to a sharp point directly in front of the vehicle. It is designed not for maximum damage, but to clear a path. Any target struck with a ram or overrun maneuver is also subject to a bull rush combat maneuver if the initial maneuver is successful. This bull rush does not provoke an attack of opportunity. If the bull rush is successful, the target is moved to one side of the vehicle (instead of directly away). If the original maneuver was an overrun, the vehicle continues moving normally. If it was a ram, the vehicle does not stop but can continue moving so long as its total movement (including the distance moved during the ram action) is not greater than twice the vehicle's speed. As with most bull rushes, the pilot's ram bull rush is only effective against enemies up to one size larger than the vehicle.

Siege Ram: The vehicle is outfitted with a thick, extended wooden ram braced with metal. While this is very effective in taking down barricades, it is not precise enough for smaller targets. A vehicle with a siege ram gains a +2 bonus on all ram maneuvers against targets larger than itself. Its critical threat range against such targets is 19-20.

Standard Feature

All vehicles in this book have the following standard feature:

Illuminators: A pair of bright magical lights are mounted on the vehicle. These give off normal light in a 60 foot cone in front of the vehicle and increase the light level by one step out to a 120 foot cone beyond that. These draw upon the same mechamagical power source that fuels the vehicle, allowing them to give off light as long as the vehicle's engine is powered. The pilot can light or douse these lights as a swift action.

Standard Ram: This basic ram is designed to inflict heavy damage on anything that gets in the vehicle's way. The design of such rams can vary, from a heavily fortified bumper to a large, blunt shovel.

Spiked Ram: This vicious ram is layered in metal spikes or serrated wire and is intended primarily for damaging living creatures. On a critical hit, any target smaller than the vehicle is impaled on the spikes. It is considered to be entangled in the ram. Entangled targets take collision damage whenever the vehicle rams other targets. Creatures entangled in the ram remain entangled until they make a DC 15 Strength check to free themselves.

Vehicles

Purchased vehicles come with standard features only. While their weapons and engines can be replaced, or various parts of the vehicle enchanted, adding or removing features cannot be done without the aid of one of the classes designed to specialize in doing so (thunder scout, steamwright, or mechamage).

Many of these vehicles are prohibitively expensive, and purposefully so, as they are quite rare outside of the possession of a thunder scout, steamwright, or mechamage. Dawnbringers and Wind Reavers are particularly rare, as their prices suggest. Even if one has the money available, they can be extremely difficult to obtain.

Basic Vehicles

Thunder Cycle

The thunder cycle is a simple vehicle comprised of little more than a sturdy metal frame, an engine, a seat/small cargo container, and three wheels. Despite its simple design, a thunder cycle is remarkably sturdy and well suited to the rigors of Aden's vast wilderness. The cycle's size, durability, versatility, and relatively modest price have combined to make this vehicle the trademark transportation of the Thunder Scouts.

		1. 5	Table:	Rams			
Ram Type	Cost*	Damage (Large)	Damage (Huge)	Damage (Gargantuan)	Critical	Туре	Weight
Extended	special	special	special	special	special	special	special
Lateral	125 gp	1d6	1d8	2d6	X2	B/S	125 lbs
Pilot	125 gp	1d4	1d6	1d8	X2	B/S	150 lbs
Seige	250 gp	1d6	1d8	2d6	Х3	S	200 lbs
Spiked	200 gp	1d6	1d8	2d6	19-20/X2	B/P/S	75 lbs
Standard	150 gp	1d8	2d6	3d6	Х3	В	100 lbs

*Double the cost of all rams for Gargantuan vehicles.

Large Manite-Powered Vehicle Caster Level: 5th AC: 16 (+4 armor, +3 Dexterity, -1 size) Hit Points: 20 (1d10+15) Speed: 60 ft.; Speeding: 30 ft. Space: 10 ft. X 10 ft. Strength: 12 Dexterity: 16 CMB: +2 CMD: 15 (+4 vs. trip) Crew Stations: pilot Maximum Weapons: 1 Cover: zero Engine Type: basic Standard Features:

All-Terrain: All-terrain vehicles can ignore up to 2 squares of difficult terrain per turn, moving over them as if they were normal terrain.

Armor (light): The vehicle gains a +4 armor bonus to AC.

Maneuverable: Vehicles with the maneuverable feature may change direction any number of times per turn, by any amount. Prerequisite: 5th level

Standard Weapons: alchemy drop, pilot ram

Special:

The thunder cycle is relatively small and can carry only a single passenger, just behind the pilot. Due to its size, the vehicle is only considered a Medium object when not in use. If tripped, a thunder cycle can be righted by its pilot as a move action that provokes an attack of opportunity.

Steamwagon

Steamwagons are much as their name suggests – sturdy wagons designed to use manite-powered steam engines for propulsion in place of horses or other draft animals. These simple vehicles are quite popular among merchants and transportation services. They are less popular among mercenaries and adventurers due to their notorious tendency to become mired in rough terrain. Such individuals typically use them to haul cargo and supplies, or merely to get from place to place. That being said, judicious customization can transform even a simple steamwagon into a formidable combat vehicle.

Huge Manite-Powered Vehicle Caster Level: 5th AC: 16 (+8 armor, -2 size) Hit Points: 36 (3d10+20) Speed: 40 ft.; Speeding: 20 ft. Space: 15 ft. X 20 ft. Strength: 16 Dexterity: 10 CMB: +5 CMD: 15 (+8 vs. trip) Crew Stations: pilot, 2 gunners Maximum Weapons: 4 Cover: partial Engine Type: basic Standard Features:

Armor (medium): The vehicle gains a +8 armor bonus to AC. Medium armor reduces the vehicle's overall speed by 10. A vehicle with medium armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen). *Increased hauling:* This vehicle is designed to be a cargo vehicle and can carry twice the normal weight for a vehicle of its size and Strength before becoming encumbered.

Standard Weapons: 2 gunner tripods

Special:

Ponderous: Every turn a steamwagon navigates difficult terrain, the pilot must make a Reflex save vs. DC 15 or the vehicle becomes immobilized. This DC increases by 4 for every turn that the vehicle continues to navigate difficult terrain, but it resets to 15 if it spends at least one turn moving across normal terrain once more. Once the vehicle is immobilized, it must be physically moved to normal terrain before it functions again. A steamwagon can spend one feature slot to overcome this disadvantage.

Sea Star

Invented in Aramyst, this aquatic vehicle basically amounts to a small, manite-powered gunboat. The Sea Star was originally designed for the evacuation and protection of Aramystian refugees. As a result, they are small, quick, and maneuverable. These vessels have also become quite popular with both pirates and adventurers. Despite the name, a Sea Star is not particularly seaworthy and is most effective when it remains within sight of the coastline.

Large Manite-Powered Vehicle

Caster Level: 5th

AC: 16 (+4 armor, +3 Dexterity, -1 size)

Hit Points: 37 (4d10+15)

Speed: 40 ft. (water movement only); Speeding: 20 ft.

Space: 10 ft. x 15 ft.

Strength: 12

Dexterity: 16

CMB: +2

CMD: 15 (23 vs. trip)

Crew Stations: pilot, 3 gunners

Maximum Weapons: 3

Cover: partial

Engine Type: basic

Standard Features:

Armor (light): The vehicle gains a +4 armor bonus to AC.

Stability: The vehicle has a low center of gravity, making it difficult to upend. It gains a +8 CMD bonus against trip attacks.

Standard Weapons: Carraway ballista, 2 gunner tripods, standard ram.

Advanced Vehicles

Dragon Glider

This steam-powered, self-propelled glider was devised by a band of Arastinian mechamages. It consists of a large, kiteshaped web of silk over a thin metal frame, which is attached to a single pilot's harness and a small mechamagical engine. When operative, this engine enchants the entire vehicle with a lowpowered levitation spell, reducing its weight so that it can glide on air currents indefinitely. The engine also provides thrust and direction, causing the glider to constantly emit the thick plume of smoke and flame from which it gets its name. While the machines are extremely fast and adept at long-range scouting and aerial skirmishes, many consider dragon gliders to be little more than flying coffins and avoid them like the plague.

Large, Manite-Powered Vehicle

Caster level: 10th

AC: 17 (+4 armor, +4 Dexterity, -1 size) Hit Points: 31 (3d10+15) Speed: fly 100 ft. (average); Speeding: 50 ft. Space: 10 ft. X 10 ft. Strength: 12 Dexterity: 18 CMB: +2 CMD: 16 Crew Stations: pilot Maximum Weapons: 1 Cover: zero Engine Type: advanced

Standard Features:

Armor (light): The vehicle gains a +4 armor bonus to AC.

Secured Harness: This vehicle features secured harnesses that protect its crew from impact and prevent them from falling out of the vehicle. Removing or securing the harness requires a full round action (though the harness can be cut with a slashing weapon as a move action).

Standard Weapons: 1 gunner tripod

Special:

The dragon glider cannot carry any crew or passengers other than its pilot. When not in use, the glider folds up into a Medium sized object.

The dragon glider is capable of a crude, limited form of flight. In order to gain flight, it must rush in a straight line for a total of at least 100 feet, at which time it becomes airborne. The pilot must make Fly skill checks to perform maneuvers and otherwise must abide by the rules for flying (see Chapter 4, *Pathfinder Core Rulebook*). Flying the dragon glider counts as winged flight. The dragon glider cannot hover or move backwards while flying.

When on land, a dragon glider suffers a -10 penalty to its Dexterity. Attempting to pilot a dragon glider with an unsecured harness requires a flight check equal to half the distance moved by the vehicle each turn to keep from falling out of the vehicle.

Scuttler

A bizarre vehicle originally of Kyanite design, the scuttler resembles an enormous steel beetle on six segmented mechanical legs. The scuttler has become widely accepted as a scouting vehicle. Though it is not fast, it is not intimidated by even the harshest terrains and offers a great deal of protection to its crew.

Large Manite-Powered Vehicle

Caster Level: 10th

AC: 19 (+8 armor, +2 Dexterity, -1 size)

Hit Points: 48 (6d10+15)

Speed: 20 ft., climb 20 ft.; Speeding: N/A

Space: 10 ft. X 10 ft.

Strength: 14

Dexterity: 14

CMB: +3

CMD: 15

Crew Stations: pilot, 2 gunners

Maximum Weapons: 3

Cover: improved standard

Engine Type: advanced

Standard Features:

Armor (medium): The vehicle gains a +8 armor bonus to AC. A vehicle with medium armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen). *Impact Resistant:* The interior cabin of the vehicle is braced against collision. All occupants take half damage from collisions.

Reversible: A vehicle with this trait can move backwards and forwards at no speed penalty. Its facing is determined merely by where the pilot happens to be sitting.

Standard Weapons: 1 alchemy drop, 3 gunner tripods Special:

special.

The scuttler is affected by a permanent spider climb spell, allowing it to navigate even sheer cliff faces and the like. This spell remains in effect as long as the engine is powered.

A scuttler cannot rush and is never considered to be speeding.

A scuttler has four entry hatches, each of which features an average quality lock (DC 25 to pick).

A scuttler cannot be tripped.

Squall

This heavily armed, amphibious Ionaran vessel was originally designed to defend the shores of that coastal nation. It has gained something of a reputation as a vessel for pirates and raiders, as many such individuals have copied the design and put it to good use in such ventures – a fact that fills the Ionarans with a great deal of resentment. It is equally as fast on water as on land, driven alternately by a powerful propeller or six massive wheels.

Huge Manite-Powered Vehicle

Caster Level: 10th

AC: 15 (+4 armor, +3 Dexterity, -2 size)

Hit Points: 64 (8d10+20)

Speed: 40 ft. (land and water movement) ; Speeding: 20 ft.

Space: 15 ft. X 20 ft.

Strength: 16

Dexterity: 16

CMB: +6

CMD: 19 (+12 vs. trip)

Crew Stations: pilot, 6 gunners

Maximum Weapons: 5

Cover: improved standard

Engine Type: advanced

Standard Features:

Amphibious: The vehicle can travel on both land and water. If it is normally a land vehicle, its speed on water is halved, and vice versa. If two feature slots are spent on this feature, the vehicle's speed is the same on both land and water.

Armor (light): The vehicle gains a +4 armor bonus to AC.

Fortified (light): A lightly fortified vehicle has a hardness of 5 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 5 and its hit points are increased by 10. This feature costs two feature slots.

Standard Weapons: 2 light cannons, 3 gunner tripods

Special:

A squall has three entry hatches, each of which features an average quality lock (DC 25 to pick).



Superior Vehicles

Dawnbringer

Developed by Urbanan mechamages, the Dawnbringer is a special heavy-duty combat vehicle – Aden's first steam-powered battle tank. Its name hints at its purpose – to destroy all Nocturnals. Only a handful or so of these vehicles exist, all of them piloted by skilled steamwrights, thunder scouts, and mechamages. The Urbanans have never used a Dawnbringer in combat against their fellow nations. The idea that they might, however, encourages their neighbors to treat them with cautious respect.

Dawnbringer crews have affectionately nicknamed these vehicles "Turtles," though the name is intended to describe the tank's design more than its speed. The main body consists of a massive black steel dome propelled by a quartet of durable treads and surrounded by a trio of high-powered cannons. The crew and passengers are completely enclosed, though the same magic that powers the vehicle's manite steam engine also powers a simple divination spell that allows the pilot and gunners to see normally through the vehicle's hull.

Gargantuan Manite-Powered Vehicle

Caster Level: 15th

AC: 21 (+2 Dexterity, +12 armor, -3 size)

Hit Points: 135 (20d10+25)

Speed: 30 ft. ; Speeding: 15 ft.

Space: 20 ft. X 25 ft.

Strength: 30

Dexterity: 14

CMB: +14

CMD: 26 (+24 vs. trip)

Crew Stations: pilot, co-pilot, 10 gunners

Maximum Weapons: 7

Cover: total

Engine Type: perpetual

Standard Features:

Armor (heavy): The vehicle gains a +12 armor bonus to AC. A vehicle with heavy armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen).

Fortified (heavy): A heavily fortified vehicle has a hardness of 10 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 10 and its hit points are increased by 30.

Hardened Chassis: The vehicle is designed to execute ram attacks and halves all collision damage when performing a ram attack. This stacks with the effects of the impact resistant feature; the Dawnbringer's occupants take only one quarter the normal collision damage when performing a ram attack. A hardened chassis does not affect other forms of collision damage (including damage taken when rammed by another vehicle).

Impact Resistant: The interior cabin of the vehicle is braced against collision. All occupants take half damage from collisions.

Reloader: Once per turn, the reloader provides a free fullround action that may only be dedicated toward reloading the

Dawnbringer's storm cannon. *Reversible*: A vehicle with this trait can move backwards and forwards at no speed penalty. Its facing is determined merely by where the pilot happens to be sitting.

Stability: The vehicle has a low center of gravity, making it difficult to upend. It gains a +8 CMD bonus against trip attacks.

Standard Weapons: alchemy drop, extended siege ram, storm cannon, 2 light cannons, 4 gunner tripods

Special:

The Dawnbringer is completely enclosed, blocking all line of sight or effect inside the vehicle. The vehicle has been equipped with potent divination magic, allowing its occupants to see normally through its hull. This grants line of sight, but not line of effect, to the outside world for those inside – the next best thing to improved cover. This is particularly useful in vehicles that provide standard or total cover. If this divination is disabled, the pilot and co-pilot can open hatches allowing them to see outside of the vehicle.

The vehicle's gunner tripods each have similar hatches. To use the gunner tripods, the gunners must emerge from these hatches.

When a gunner's hatch is open, that crew member's cover is reduced to standard.

A Dawnbringer has four entry hatches (in the gunner tripods), each featuring a good quality lock (DC 30 to pick).

Wind Reaver

An extremely recent invention, the Wind Reaver is Aden's first mechamagic airship. These vehicles are exceedingly rare and jealously guarded by their owners. The Wind Reaver resembles an enclosed sailing ship when at rest. When its engine is powered, the vessel rises into the air and extends sails from all sides of its hull to aid it in navigating Aden's atmosphere. While a Wind Reaver may not match a Dawnbringer for sheer firepower, its speed, grace and maneuverability are unmatched.

Gargantuan Manite-Powered Vehicle

Caster Level: 15th

AC: 22 (+7 Dexterity, +8 armor, -3 size)

Hit Points: 113 (16d10+25)

Speed: 45 ft. (water movement only), fly 90 ft. (good)

Space: 20 ft. X 25 ft.

Strength: 20

Dexterity: 24

CMB: +9

CMD: 26 (+8 vs. trip)

Crew Stations: pilot, co-pilot, 9 gunners

Maximum Weapons: 7

Cover: improved standard

Engine Type: perpetual

Standard Features:

Armor (medium): The vehicle gains a +8 armor bonus to AC. Medium armor reduces the vehicle's overall speed by 10. A vehicle with medium armor can only rush at 4 times its normal speed (6 times if the high speed feature is chosen).

Fortified (light): A lightly fortified vehicle has a hardness of 5 against all physical attacks. Against sunder maneuvers, the vehicle's hardness is increased by 5 and its hit points are increased by 10.

Impact Resistant: The interior cabin of the vehicle is braced against collision. All occupants take half damage from collisions.

Maneuverable: Vehicles with the maneuverable feature may change direction any number of times per turn and by any amount.

Stability: The vehicle has a low center of gravity, making it difficult to upend. It gains a +8 CMD bonus against trip attacks.

Standard Weapons: 3 Carraway ballistae, 2 light cannons, 2 gunner tripods

Special:

A Wind Reaver has six entry hatches, all featuring a good quality lock (DC 30)

V

Equipment

Aden is a land of both magical and technological wonder. Though the lion's share of such advanced wonders are the exclusive domains of spellcasters and steamwrights, a few items have become so commonplace that even ordinary men and women might have them in their possession.

Driving Goggles: These special tinted lenses protect the wearer's eyes from the sun's glare as well as from dust and other small pieces of debris, a common hazard for pilots who drive fast-moving vehicles. The goggles grant a +2 bonus to all saving throws against natural hazards, such as sandstorms, that would hamper eyesight or damage the eyes.

Engineer's Tookit: The engineer's toolkit is a small satchel containing gears, tools, and manite samples. These materials are necessary for creating steamwright inventions, much as a spell component pouch is essential for most spellcasters. They are also used to perform maintenance and repairs on mechamagical vehicles, making them a necessary accessory for thunder scouts as well. A masterwork version of this kit grants a +2 bonus to Knowledge (engineer) and Craft (machinery) checks.

Pocket watch: This tiny technological marvel uses a system of clockwork machinery to keep accurate time in a device small enough to fit in the palm of one's hand. The clock requires winding every twelve hours or so, but it is otherwise relatively accurate. The standard pocket watch is equipped with a hinged cover to protect its face when not in use, as well as a chain which one can attach to one's clothing to protect the device from theft or accidental breakage from dropping. The listed price is the minimum price for a pocket watch. More elaborate versions exist (those which incorporate decorative precious gems or metals, lockets, compasses and other small items, or those merely crafted with extraordinary artistry) and each enhancement increases the item's price appropriately.

Ready Harness: Another common piece of steamwright equipment, a ready harness consists of a set of steel-reinforced leather harnesses that crisscross the user's torso. The harness has a number of pouches (capable of holding 10 lbs. of items or small weapons) but its true value lies in its efficient design, granting greater support and distribution of weight to the wearer's carried gear. When wearing a ready harness, the wearer's Strength score is considered to be 2 points higher for the purposes of determining whether he is encumbered by carried equipment. (Medium or heavy armor still encumbers the wearer strength by 4 for the purposes of determining equipment encumbrance.

Scope: The discovery of the refractive lens was a boon not only to Aden's astronomers and cartographers, but also to snipers throughout the land. This small metal tube is essentially a specialized telescope designed to be fastened to the back of a rifle or sniper rifle. If the user spends a move action to aim a scoped weapon, the range increment of that weapon is increased by 50% and he gains a +1 circumstance bonus to his attack roll for his next attack in the next round. This move action may be combined with the move action normally used to aim a sniper rifle. These bonuses do not apply if the user's target moves before he makes his attack roll.

Silencer: If one wishes to use firearms without drawing unnecessary attention, nothing beats a silence spell. When such magic is not an option, a silencer often serves nearly as well. This short, flared tube slides easily into the end of a firearm barrel and reduces the weapon's explosive retort. The Perception DC to notice any firearm muffled with a silencer is increased by 10. A masterwork silencer increases the DC by 20. Silencers are custom crafted for specific firearm types – a silencer designed for a rifle, for example, will not function if used with a pistol. Adding a

Vehicle Enchantments

Normally, enchanting siege engines (such as those used as vehicle weapons) costs double the normal amount. Fortunately, the magic inherent in a manite-powered engine ameliorates this cost somewhat. A vehicle weapon can be enchanted in the same manner and for the same cost as a normal weapon, though the initial enchantment costs an additional 1,000 gp. However, if enchanted in this manner, the weapon's enchantment becomes inert if it is removed from the vehicle. A vehicle weapon enchanted at normal siege weapon costs does not face this drawback.

Likewise, vehicles can have their Armor Class enhanced in the same manner as magic armor. Like magic weapons, the initial enchantment costs an additional 1,000 gp. The weapon can then receive armor enchantments normally. Any abilities bestowed by the armor affect the vehicle as if it were its wearer (not its occupants).

silencer to a holdout decreases the holdout's bonus to Sleight of Hand checks to conceal it to +2, due to the increased bulk of the weapon. Silencers cannot be applied to scatterguns.

Urbanan Spyglass: This item is more powerful than the standard spyglass and, thanks to the cheap mass production provided by Urbanan factories, it is cheaper. The Difficulty Class of the user's Perception checks to notice distant objects is increased by +1 per 50 feet, rather than the normal +1 per 10 feet when using the spyglass. Because of its intense magnification, the spyglass is ineffective against targets within 100 feet.

Utility Belt: A common element of any self-respecting steamwright's apparel, this belt has also found a home in many an adventurer's inventory. The utility belt consists of a sturdy leather belt situated around the waist and fitted with six waterproof pouches. These pouches fasten with an advanced form of cloth that adheres only to itself, allowing the pouches to open quickly and snap closed again instantly. Each pouch can hold a small item weighing no more than 2 lbs. If a pouch contains only a single item, the wearer can draw or stow its contents as a swift action on his turn.

Velvetweave Padding: Another Urbanan innovation, velvetweave is a thin, flexible mesh that contours itself to its wearer's body. The material reacts to extreme stress by gradually thickening itself – and while it is still far too soft to provide effective armor, the Urbanan engineers quickly realized that it could serve quite well as armor padding. An individual wearing velvetweave padding beneath his armor can sleep comfortably wearing medium or heavy armor. Unfortunately, the padding is also quite absorbent and will quickly begin to reek of sweat and other bodily excretions if not regularly cleaned.

Velocipede: Though not manite-powered, this simple vehicle was only made possible via Aden's modern technological innovations. The velocipede consists of a pair of large wheels connected by a sturdy frame, upon which its pilot sits and propels the vehicle using a system of chain-driven pedals. A velocipede carries a single pilot of Small or Medium size. A velocipede has a speed of 40 and cannot navigate difficult terrain.



Table: Equipment

Item	Cost	Weight
Driving Goggles	25 gp	1 lb
Engineer's Toolkit	30 gp	5 lbs
Engineer's Toolkit (masterwork)	150 gp	5 lbs
Pocket Watch	50 gp	
Ready Harness	5 gp	3 lbs
Ready Harness (masterwork)	200 gp	2 lbs
Scope	200 gp	1 lb
Silencer	50 gp	
Silencer (masterwork)	200 gp	-
Urbanan Spyglass	300 gp	1 lb
Utility Belt	10 gp	2 lbs
Velvetweave Padding	200 gp	3 lbs
Velocipede	200 gp	30 lbs

Alchemical Items and Poisons

Though frequently overshadowed by their steamwright and mechamage brethren, Aden's alchemists are also responsible for a variety of extraordinary achievements. The following are a few examples.

Alchemical Oil: This powerful lubricant creates the equivalent of a grease spell (save DC 15) when spilled, except that the effect is nonmagical and persists for an hour, or until the oil is burned or washed away. If ignited, alchemical oil will burn fiercely for three rounds, igniting other combustibles and inflicting 2d6 damage on any creatures who end their turns in or pass through the area. A barrel (one application) of alchemical oil contains three gallons, making it unwieldy and impractical to use as a personal weapon. However, the substance is popular for use in siege weapons and vehicles.

Fire Salve: First formulated by Aramystian alchemists, this protective salve has become a necessity for explorers venturing into the fallen kingdom. When applied, fire salve allows the user to endure extreme heat (such as that found in the burning lands of Aramyst) without harm. Fire salve does not protect its user from fire damage or suffocation.

Gill Jelly: This thick, fatty unguent is liberally applied to the insides of the user's nose and grants a limited ability to draw oxygen from water. While it does not grant true water breathing, it does allow a creature to survive underwater for five times as long without drowning. A single application of gill jelly will last for one hour after it is applied before it dries out and becomes useless.

Liquid Night: This strange concoction was devised by a family of enterprising goreaux thieves and quickly spread across the lands of Aden. When its container is broken on the ground, this liquid produces dark smoke in a 5 foot area, granting total concealment and obscuring vision. This smoke is indistinguishable from normal shadows and is sufficient to obscure normal vision. However, the unusual chemical makeup of the smoke does nothing to hamper darkvision. Liquid night requires some amount of shadow to function, and it is ineffective in anything brighter than dim light. Despite its limitations, it has found popularity among thieves (especially those possessing darkvision) looking for a moment of cover in which to pick a lock, sneak past a guarded doorway, or pilfer a few items undetected. **Pepper Bomb:** These simple alchemical tools are popular among thieves, who use them to foul the senses of pursuing hounds. This satchel of herbs and alchemical reagents bursts when struck or thrown against a solid object, scattering its contents in a 10 foot area. Those within the area must make a Fortitude save vs. DC 15 or be sickened for one round. Creatures with the scent special ability have a -4 penalty to this save and, if they fail, lose use of the scent ability for one hour. The cloud persists for one minute and then is instantly scattered in strong winds.

Poisons

Some drugs (both medicinal and recreational) are described using poison stat blocks. Individuals who partake in these drugs on purpose are assumed to fail their saving throws voluntarily.

Arkana: This strange poison was first devised by Urbanan mechamages in an attempt to exterminate the ratling populace dwelling beneath their capital city. This plan was ultimately a failure and only succeeded in granting the surviving ratlings the natural ability to produce arkana directly from their bodies. Despite this setback, arkana remains a virulent poison and sees frequent use vs. all manner of pests.

Type: poison, injury; **Save**: Fortitude DC 16; **Frequency**: 1/ round for 6 founds; **Effect**: 1d2 Strength damage; **Cure**: 1 save. **Special**: In 1% of ferran victims, exposure to arkana poison causes an instant and remarkable transformation. The victim gains immunity to arkana poison as well as the ability to deliver Arkana poison via a bite attack. He gains a 1d4 damage bite attack if he previously had none. The victim also permanently gains a chaotic evil alignment as well as a compulsion to poison and kill all non-ferrans. If the victim was a player character, he becomes an NPC under the GM's control. A successful remove curse within one week will remove all of these effects and restore the victim's sanity.

Green Jellyfish Venom: The venom of the flame jellyfish, native to the Green Sea just southwest of the Spike Fens, is said to be one of the most virulent poisons in the world. The native slurgithians have learned to harvest this poison and apply it to their weapons both for use in hunting and in warfare.

Type: poison, contact; **Save**: Fortitude DC 19; **Frequency**: 1/ round for 6 rounds; **Effect**: paralyzed 1 min.; **Secondary Effect**: 1d3 Constitution damage; **Cure**: 2 consecutive saves.

Liquid Haze: This rare herb is prized among the Sanguine Monks of the High Steppes, who encourage its use in their trainees as they attempt to capture the "red haze," the core of their aggressive philosophy. When consumed or smoked, a dose of liquid haze places its owner in a heightened state of consciousness. If the user possesses the rage class ability, he gains an additional three rounds of rage that day. (Characters without the rage class ability are merely filled with a slightly pleasurable nervous anxiety.) If an individual uses more than one dose of liquid haze in a twenty-four hour period, he suffers 1d6 Intelligence damage.

Powdered Nightmare: This terrifying drug is refined from the ground bones of certain Nocturnals. Whisper Fiends, in particular, are a rich source of powdered nightmare. The drug causes an intense feeling of dread and paranoia as well as minor hallucinations. Certain individuals find the experience strangely pleasurable and develop an addiction to powdered nightmare.

Type: poison, ingested; **Save:** Fortitude DC 18; **Onset:** 10 minutes; **Frequency:** 1/minute for 5 minutes; **Effect:** -2 to all Will saves for one hour; **Secondary Effect:** subject can take no action save to scream uncontrollably from existential dread for 1d4+1 rounds; **Cure:** 2 consecutive saves.

Royal Jelly: This substance is secreted by ilithix guardians and, under appropriate circumstances, can allow an ilithix to develop the capacity to bear offspring and mutate into a queen. When ingested by non-ilithix, royal jelly is an extremely powerful aphrodisiac and makes its subject extremely sensitive to suggestion. A small segment of the population is highly allergic to ilithix royal jelly and could experience a deadly allergic reaction upon ingesting it. While popular rumor suggests that excessive use of royal jelly can permanently alter one's gender, thus far there have been no documented cases of such a thing occurring (considering how difficult it is to acquire, this lack of evidence is not conclusive).

Due to their separation from the ilithix hive mind and appropriate transformation conditions, ilithix exiles who consume royal jelly are wracked with uncontrollable vomiting and become nauseated for one hour (no save). The ilithix hive mind racial ability allows them to detect any amount of royal jelly just as it detects other ilithix.

Type: poison, ingested; **Save:** Fortitude DC 17; **Onset:** 1 round; **Frequency:** 1/round for 10 rounds; **Effect:** subject suffers a -1 penalty to all Wisdom related skill checks and saving throws (this penalty stacks up to six times); **Secondary Effect:** 1d4 Constitution damage and subject is nauseated from constant choking (this effect only takes place in 10% of subjects – determine this only once for each subject the first time they ingest royal jelly); **Cure:** 2 consecutive saves.

Silveroot: A common tool for surgeons of every stripe, this powerful anesthetic is harvested from the outer regions of the Spike Fens. Once injected, it deadens the subject's senses and eventually causes a blissful, dreamless sleep. It is most effective on relaxed, receptive subjects and is thus frequently used to sedate patients about to undergo major surgery (particularly manite implantation).

Type: poison, injury; Save: Fortitude DC 14; Onset: 1 round; Frequency: 1/minute for 10 minutes; Effect: 1d3 Wisdom damage, subject is immune to all pain effects and gains 20 temporary hit points applicable only to nonlethal damage; Secondary Effect: unconsciousness for 3d4 hours; Cure: 1 save.

Tincture of Manite: In its concentrated form, manite has extremely harmful effects on living creatures. Given its great value, it is rare to see it used in such a manner. Certain professional assassins favor tincture of manite not merely due to its potency, but also for its rarity. Most criminal investigators are simply untrained to recognize the rare poison's handiwork.

Type: poison, ingested; Save: Fortitude DC 20; Onset: 1 hour; Frequency: 1/round for 10 rounds; Effect: 1d4 Constitution damage; Cure: 3 consecutive saves.

Industrial Aden

The advent of mechamagic has given Aden a certain technological edge compared to the standard for most fantasy settings. As a result of Thunderscape's advanced industry and refined manufacturing processes, certain items in the *Pathfinder Core Rulebook* are easier to come by. This not only makes them easier to purchase but - due to more widespread knowledge of advanced manufacturing techniques - easier to craft as well. The following are some examples.

Alchemical Items: The science of alchemy is more widespread and advanced than usual. All alchemical items cost 1/2 the normal amount.

Poisons: Though poisons are still generally illegal (except for their medical applications), advanced alchemical processes make them a great deal easier to produce and acquire in Aden. The base costs of all poisons in the *Pathfinder Core Rulebook* are 1/2 normal in Thunderscape campaigns.

Spyglass: The spyglass described in the *Pathfinder Core Rulebook* is a great deal easier to acquire and costs only 300 gp. A masterwork spyglass (which applies a -1 Perception penalty per 100 feet instead of 20 feet) is also available for 1000 gp.

Water Clock: While these items can be built more easily in Aden, the demand for them has been extremely low since the invention of the pocket watch. Thus, their cost is unchanged.

Feel free to apply these guidelines to equipment from other Pathfinder sourcebooks, altering prices proportionately to fit items into your campaign. Of course, if you wish to use advanced Thunderscape equipment in other campaign settings, you may want to increase its costs proportionately - doubling the cost of poisons and alchemical items and tripling the cost of other advanced equipment - if it is even available at all. Always check with your Game Master before using Thunderscape equipment in other settings.

AND DESCRIPTION OF THE OWNER AND ADDRESS OF THE OWNER ADDRESS OF THE OWN

Table: Alchemical Items

and the second se	and the second s		And Advantages of the other states of the othe	
Name	Craft DC	Weight	Cost	
Alchemical Oil	15	25 lbs	30 gp	
Fire Salve	20	1 lb	10 gp	
Gill Jelly	20	1 lb	75 gp	
Liquid Night	20	1 lb	50 gp	
Pepper Bomb	15	1 lb	15 gp	

Note: The DCs to craft the new poisons presented in this book are equal to their Fortitude save DC.

			Table	e: Poisons			
Name	Туре	Fort DC	Onset	Frequency	Effect	Cure	Cost
Arkana	injury	16	-	1/round for 6 rounds	1d2 Con	2 saves	100gp
Green Jellyfish Venom	contact	19	-	1/round for 6 rounds	paralyzed 1 min	2 saves	600 gp
Powdered Nightmare	ingested	18	10 min	1/min for 5 min	special	special	400 gp
Royal Jelly	ingested	17	1 round	1/round for 10 rounds	special	1d4 Con, nausea	60 gp
Silveroot	injury	14	1 round	1/min for 10 mins	special	unconscious 3d4 hours	50 gp
Tincture of Manite	ingested	20	1 hour	1/round for 10 rounds		1d4 Con	2500 gp



Manite-Powered Engines

Most modern vehicles use steam as a power source, with heat supplied by a simple everheat rune. This rune supplies heat to the steam boiler without need for fuel, allowing powerful engines to occupy relatively compact spaces. A few rarer varieties of engines may utilize other spells, such as telekinetic force, summoned creatures, or other magical forces. In general, however, steam engines are preferred as the engines are relatively powerful and are safer for the average pilots to control than bound elementals.

As a simple security measure, the enchantments that power a manite engine require specific input from their user as well as a spell to activate them. The most common form of input is a physical component – such as a key – that completes the magical circuit and ignites the boiler, or a command word that causes the spells that power the engine to activate directly. Without the proper key or command word, a manite-powered vehicle is inert and useless.

There are a handful of ways to circumvent this design. First, and most obviously, if someone can acquire a copy of the key or learn the command word, he may use it to ignite the vehicle's engine. Secondly, a Disable Device check vs. DC 25 allows one to hotwire the ignition, allowing it to operate until it is shut down again. Finally, a Use Magic Device check vs. DC 20 can temporarily ignite the engine, allowing it to operate for one minute. If a 1 is rolled on this attempt, the vehicle cannot be started with Use Magic Device for twenty-four hours. Using either of these skills in such a manner requires 2d4 rounds. The knock spell can also be used to bypass an engine's security as if it were opening a lock. If the engine is not currently powered, anyone bypassing the vehicle's security will still need the proper spells to ignite the engine (usually everheat rune).

Though magic supplies their energy, manite engines will not operate indefinitely. A permanently enchanted manite engine is expensive. Most require regular renewal of the magic that fuels them. The required magic may be supplied by a spell, spell-like ability, or even a magic item. If the required magic is not provided, the engine becomes inert and useless. Though a manite-powered engine counts as a wondrous item, it is particularly vulnerable to being dispelled. If successfully dispelled, the engine becomes inert and powerless until a new everheat rune is cast upon it. (The perpetual engine is an exception to this rule; it behaves more like a traditional wondrous item.)

Most manite engines are extremely noisy, generating a constant rumble and clatter as their steam boilers power the vehicles's mechanisms. Operating a manite-powered vehicle imposes a -20 penalty to Stealth checks if the noise of the vehicle is an issue.

The following are the most common manite-powered steam engines found in Aden's vehicles and heavy machinery.

Advanced Manite Steam Engine

Aura moderate transmutation; CL 10th

Slot none; Price 4000 gp; Weight 5 lbs.

Description

This mid-range engine is both easier to maintain and provides more consistent power than a basic engine. A single casting of everheat rune provides power to the engine for a full week. Any Knowledge (engineering) checks to maintain or repair a vehicle using this engine gain a +2 circumstance bonus. (This engine powers all advanced thunder scout vehicles by default.)

Requirements: Craft Wondrous Item, everheat rune, fireball; Cost 2,000 gp

Basic Manite Steam Engine

Aura faint transmutation; CL 5th

Slot none; Price 25 gp; Weight 5 lbs.

Description

This cheap manite engine is relatively reliable as long as one has regular access to the mechamagic required to empower it. Once a day, the engine requires an everheat rune to be cast upon its central boiler. These engines are common among cheap vehicles, as well as among vehicles owned by individuals who can provide their power personally and thus have no need for more expensive engines. (This engine powers all basic thunder scout vehicles by default.)

Requirements: Craft Wondrous Item, everheat rune; Cost 500 gp

Perpetual Manite Steam Engine

Aura strong transmutation; CL 15th

Slot none; Price 16,000 gp; Weight 5 lbs.

Description

This potent but expensive engine features a permanent magical power source and never requires its everheat rune to be renewed. Even dispel magic and similar effects will simply suppress the engine's power for 1d4 rounds. Knowledge (engineering) checks to maintain or repair a perpetual engine gain a +4 circumstance bonus. (This engine powers all superior thunder scout vehicles by default.)

Requirements: Craft Wondrous Item, everheat rune, delayed blast fireball; Cost 8,000 gp

New Wondrous Items

Myrmidon's Bracers

Aura strong transmutation; CL 10th

Slot wrists; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8), 81,000 gp (+9), 100,000 gp (+10); **Weight** 2 lbs.

Description

This enchanted pair of manite bracers bears an elaborate engraving on each forearm, depicting a specific type of weapon that can be wielded one-handed. If the wielder wears a pair of weapons of the same type as the engraving on the bracers, any enchantments on the weapon in the wearer's right hand also affect the weapon in his left. The bracers only function so long as the total bonus of the copied enchantment is not greater than the bracers' maximum bonus. Any enchantments on the left hand weapon are negated while the bracers are worn. The bracers have no effect whatsoever if an enchanted weapon is not wielded in the right hand. The bracers cannot copy the abilities of specific magic weapons, intelligent weapons, or artifacts.

Requirements: Craft Wondrous Item, greater magic weapon; Cost 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6), 24,500 gp (+7), 32,000 gp (+8), 40,500 gp (+9), 50,000 gp (+10)

Eternal Pocket watch

Aura faint transmutation; CL 3rd

Slot none; Price 500 gp; Weight 1 lb.

Description

This enchanted pocket watch gives perfect time without ever requiring winding. Its face glows faintly when opened, giving off light as a torch and allowing the time to be read.

Requirements: Craft Wondrous Item, know time; Cost 250 gp



Madman's Cowl

Aura moderate necromancy; CL 6th Slot head; Price 9,000 gp; Weight 1 lb.

Description

This horrifying mask depicts a disfigured face writhing in torment. When donned by the fallen, the visage of the mask permanently shifts to resemble the Fallen's particular stigma (until donned by a different fallen, at which time it changes again). The madman's cowl grants a fallen two additional uses of his suffering class ability per day. The wearer must possess the suffering class ability to gain this benefit.

Requirements: Craft Wondrous Item, fear; Cost 4,500 gp

Pilot's Goggles

Aura moderate transmutation; CL 3rd

Slot eyes; Price 1,000 gp; Weight 1 lb.

Description

These enchanted lenses resemble the sleek tinted lenses occasionally worn by engineers and thunder scouts. The wearer is considered pilot-trained while the goggles are worn.

Requirements: Craft Wondrous Item, pilot's guile; Cost: 500 gp

Spellbullets

These strange magic items were once the exclusive domain of Urbanan mechamages. The secret of their creation has recently spread to the world at large, to Lord Urbane's great chagrin. A spellbullet resembles a normal piece of firearm ammunition, albeit deeply carved with runes and magical symbols. When loaded into a firearm and shot, the bullet's magic is released.

A spellbullet can be prepared to hold a single spell of any level, but as with a scroll, the creator must know the spell to be used and cast it during the bullet's creation (consuming any material components normally). Any spell effects normally determined by the caster must be determined at the time of the bullet's creation. The spell must be one that can target a single creature or area. A spell that targets a creature will affect any creature shot by the bullet (but will not affect additional creatures, even if the original spell could). If a bullet carrying a target-based spell misses, its magic is wasted. A spell that targets an area will take effect as if the bullet's target was the area's center. If the bullet carrying an area-based spell misses its original target, determine where the area originates as if it were a splash weapon. The bullet does standard ammunition damage if it strikes its target. The spell's effects are otherwise determined as if it were a splel trigger item.

- T - I	Care a l		
	Sha	LOT.	COSTS
			costs

	and the second	A. C. Contraction of	74	
Spell Level	Wizard Progression	Sorcerer Progression	Bard Progression	Paladin Progression
0	25	25	25	-
1st	50	50	50	50
2nd	300	400	400	400
3rd	750	900	1050	1050
4th	1400	1600	2000	2600
5th	2250	2500	3500	-
6th	3300	3600	4800	-
7th	4550	4900	-	-
8th	6000	6400	-	-
9th	7650	8100	- 1-	- 9

Note: The above are market costs. Crafting the bullets requires raw materials and ingredients equal to half of the above costs.



Creating spellbullets requires the Craft Magic Arms and Armor feat. Creating a spellbullet requires raw materials and reagents worth 25 gp X the level of the spell X the level of the caster. A spellbullet is consumed after a single use. Creating a spellbullet requires one day.

Manite Implants And Golemization

Creating Manite Implants

To create a manite implant, a character must have the Craft Magic Arms and Armor feat, and he must be of at least the minimum caster level required to create the item (the minimum caster level is also considered the item's caster level for the purpose of using Spellcraft to identify an implant's function). As with any magical item, a manite implant requires a significant investment of time and gold cost in materials to create. At the end of a manite implant's creation, the creator must make a Spellcraft skill check to finish the implant. Failing this check means that the item does not function and the invested time and materials are wasted. Failing this check by 5 or more results in a cursed implant (described later in this section).

As cursed implants are exceptionally terrible things, most mechamages endeavor to keep their reach within their grasp and only make implants if they can automatically succeed on the skill check (by taking 10, for example). Creating a manite implant otherwise follows the usual rules for creating magic items. Purchasing a manite implant directly from the creator typically costs at least twice the item's material cost. (Naturally a player character may charge what he chooses, so long as the creation costs are covered.)

Manite implants are always crafted for creatures of a specific size. They can be magically resized for creatures of another size category for 10% of their material cost per size category difference.

The requirements to create an implant are as follows:

Table: Manite Implant Requirements

Implant Type	Caster Level	Creation Time	Material Cost (gp)	Spellcraft DC
Prosthetic	1st	1 day	250	10
Minor	1st	1 day	500	15
Basic	3rd	1 day	1000	20
Advanced	6th	6 days	4000	25
Superior	12th	12 days	16000	30
Golemization	5th	5 days	5000	25



· at a

Installing Manite Implants

Once created, a manite implant is ready to be installed into any eligible creature (see the section on Manite Threshold, immediately following, to determine eligibility). This surgery requires medical tools (at the very least a scalpel, bonesaw, and a supply of clean water), a surgeon, and a clean, quiet location. The subject must be anesthetized (or, at the very least, completely restrained) in order for the surgeon to perform the procedure safely. This surgery requires an uninterrupted eight hours per implant, or sixteen hours for golemization.

At the end of the procedure, the surgeon must make a Heal check equal to the original Spellcraft DC used to create the implant. The surgeon may take 10 on this check but may not take 20. If this check is successful, the subject awakens with no ill side effects and full use of his new implants. If this check fails, the subject takes 1d10 Constitution damage and his implants become inert (though they are successfully installed) for one week. If surgery is interrupted or the check fails by 10 or more, the implants are not successfully installed and the subject must make a Fortitude save vs. the Heal DC or die. Even if he fails this save, any body parts he intended to replace are removed in the surgery. If surgery involves the replacement of any vital organs, any failure indicates immediate death.

Most surgeons worth their salt charge premium fees for their services. A character can expect to pay an amount equal to the implant's material cost in order to have it implanted safely. (Once again, a party member with the Heal skill may choose to waive some or all of this fee if he wishes.)

After a new implant is installed, a character immediately incurs the appropriate effects and penalties for his current level of the Wasting (see The Wasting, later in this section).

The first time a character receives a manite implant, he gains a weaker version of the golemoid warrior's steam reserve class ability. The number of steam points in the character's steam reserve is equal to his Constitution modifier.

The Manite Threshold

A character's Manite Threshold defines the amount of implants a particular individual's body can endure before succumbing to serious and immediate symptoms of the Wasting. Reputable mechamages will require all prospective patients to undergo a physical examination before beginning any serious augmentation. The shadier surgeons don't bother with such trivialities - they just make sure to ask for money up front in case the patient wakes up as a drooling lunatic.

In game terms, a character's base Manite Threshold is equal to his Constitution modifier. This represents the amount of Wasting a subject can tolerate before he begins to show advanced symptoms. Each implant has a certain level of Impact, which is the amount of potential Wasting it introduces. A character's body and spirit must also be powerful enough to handle the implant's enchantment – and for this reason each type of implant also has a minimum associated character level. True golemoids ignore these level requirements for any implants granted by their class or archetype.

The Manite Blood feat can increase a character's Manite Threshold, as can any effects that increase its Constitution (such as a belt of mighty constitution). Likewise, ability score drain and damage inflicts penalties upon its Manite Threshold, causing the golemoid to suffer symptoms of the Wasting until it is repaired.

If a character suffers symptoms and then later increases his Manite Threshold enough to decrease his Wasting level (either by repairing ability damage, acquiring magic items that boost his Constitution, or raising his ability scores permanently), those symptoms are suppressed so long as his Manite Threshold is high enough to support his current implants. Should his Manite Threshold ever dip below the amount needed to support his implants, even temporarily, all advanced symptoms immediately return.

So long as the total Impact of all implants is lower than the character's Manite Threshold, he suffers no advanced symptoms. See the following table.

Ta	ble:	Mani	te Tl	rest	nold	8	mp	lants

Type of Implant	Impact	Minimum Level
Prosthetic	0.5*	1
Minor	1	1
Basic	2	3
Advanced	4	8
Superior	8	14

*Only prosthetics that are not required by another implant count. For example, even though a body compartment would require a manite prosthetic to contain it, the prosthetic does not count toward the total Impact.

For example, a level 7 Barbarian with 18 Constitution has a base Manite Threshold of 4. He can safely handle four minor implants, two basic implants, or one basic and two minor. While his threshold is high enough to handle one advanced implant instead, he is not yet of high enough level to receive one.

Golemoids and Regeneration

Thunderscape is a world filled with magic, and as such, it is not beyond the realm of possibility that a victim of the Wasting might look to magic as a cure. For those seeking to escape the advanced symptoms of the Wasting, regeneration offers a dim ray of hope. For each regeneration spell cast upon a willing subject, that target can permanently and irrevocably expel one implant of his choice from his body. Prosthetics are replaced with functioning organic equivalents. While no magic can undo the ravages inflicted upon a creature's lifespan, regeneration can potentially prevent the Wasting from doing any more harm.

Particularly cruel and creative divine casters should know that the above only works on willing targets. If a creature does not wish to have his original organic body parts restored, regeneration automatically fails to expel any implants.

Likewise, regeneration does little to help true golemoids. Any member of a true golemoid class is so in tune with his manite implants that they are his true body. While this is good news in that it means regeneration can repair a lost artificial limb or damaged implant, it also means that a true golemoid has forsaken his mortal flesh forever.

Types of Implants

Prosthetic Implants

The first manite implant was not a chest cannon or a personal defense aura. It was a simple prosthetic arm, designed to replace the limb an Urbanan mercenary had lost in combat. Such medical necessities may not be as extravagant or as noticeable as other golemoid implants, but they are much more common. Aden's mechamages have become extremely talented at replacing living flesh with manite-enhanced steel and stone. The only body part that cannot be completely replaced with a manite prosthetic is the brain (though rest assured the diligent mechamages of Urbana are diligently working on this "problem.")

The cost of creating and installing a prosthetic implant covers the cost of replacing an entire single limb, the torso, or the head (excluding the brain). Other implants that include or imply prosthetic body parts in their descriptions (such as the first cannon) include the cost of the prosthetic in their own cost.

GM's Note: Prosthetic implants are described here for the sake of completeness even though most player characters are unlikely to actively seek them. Most campaigns simply do not deal with bleak subjects like organ failure or dismemberment, and you should not feel forced to engage in such themes merely because the rules for magical prosthetics exist. All the same, these items are a part of Aden and thus could become a part of the party's adventures.

Golemization

Golemization entails replacing large portions of one's living body with manite prosthetics and implants. Such radical augmentation is extremely dangerous but is required if one wishes to dedicate character levels to any true golemoid class.

The golemization process grants the subject an enhanced connection to the enchanted manite now coursing through his body, granting his implants the ability to adapt themselves to his needs and evolve over time. This is what grants true golemoids the ability to gain new implants as they gain levels without additional expense or dangerous surgery.

Not all individuals are mentally or physically suited for golemization. By default, the rules assume that any character wishing to multiclass into a class that offers golemization possesses the gifts to survive the process. Always be sure, however, to check with your GM as certain optional rules may limit your access to these classes (see The Wasting, later in this section).

The true golemoid classes pose a number of interesting questions when placed beside other options. These classes are not simply professions – they represent profound physical changes as well. How did your character become a golemoid? Where did he acquire his implants? What is the nature and appearance of his augmentations?

For true golemoids who start at 1st level, these questions are simple enough. The implants are part of the character's back story, no different than a wizard's studies or a rogue's training. Characters who become true golemoids after 1st level make things a bit more complicated. Where do their implants come from? For many players and Game Masters alike, the sudden development of such powerful implants can break verisimilitude. For this reason, any character wishing to multiclass into a true golemoid class should undergo the golemization process (as detailed above).

For some, the idea of paying money and undergoing risky surgery to join a new character class may seem unfair. After all, one need not necessarily risk his life to become a rogue, and golemoid classes are no more or less powerful than other classes. Striking a balance between out-of-game fairness to one's players and in-game logic can be difficult. The GM is well within his right to waive the monetary costs of golemization (perhaps presenting it as a reward for a heroic deed) if he feels the character deserves it. He is also well within his rights to veto or postpone a character's acquisition of implants until such a thing could reasonably occur in the story.

Cursed Implants

These devices appear to be normal until they are implanted in a living creature. These implants impose various negative effects on their user, as per the usual rules for cursed items (see Cursed Items, Chapter 15, *Pathfinder Core Rulebook*). These items are especially difficult to remove, as they are fused with their victim. Removing a cursed implant requires a successful remove curse and a regeneration spell cast within three rounds of each other. Cursed implants have a greater impact on a creature's manite threshold, typically double or triple that of a normal implant.

Used Golemoid Parts?

When a manite implant is fused to a living creature, it permanently attunes itself to its owner. If the owner dies, his implants become permanently inert and useless.

If the GM feels particularly forgiving, he may wish to be a bit more lenient and allow scavenged golemoid parts to be used in the creation of new implants. In this case, they may provide a value up to half their original creation cost which can only be put toward creating similar implants. To balance things out, you may require a mechamage (or other character with Craft Magic Arms and Armor) to make an appropriate Spellcraft check to successfully recover the implant.

If the GM feels particularly gruesome, he may wish to ignore this rule altogether and allow players to recover and use golemoid parts from their fallen enemies. Be careful if you embark upon this path. The value of scavenged implants may cause the party's wealth to quickly spiral out of control, especially if they commonly fight golemoid enemies. This is not even stopping to consider that your party might become gruesome amateur butchers, collecting discarded limbs and body parts from their foes to be resold at the nearest mechamage chop shop.

Unless that's what you want, of course.

If the regeneration spell is not cast, the implant remains part of the victim and simply reasserts its curse three rounds later. If the remove curse is not successful but the regeneration is cast, the implant is expelled from the body only to immediately vanish. Within one hour, the implant will grow back and emerge from its victim's body once more, ejecting any organic material that replaced it in an explosive and disgusting display. This horrifying phenomenon inflicts 3d10 damage and 2 points of Constitution drain on the victim.

Other Implants

Minor, basic, advanced, and superior implants are described in the golemoid warrior character class.

The Wasting

Manite implants provide incredible power to their wielders, but such power comes at a price. That price is known as the Wasting. No one quite understands what the Wasting is or why it happens. It is neither disease nor magical curse. It is a unique and inevitable fate. This strange malady strikes any living being who accepts manite implants, slowly whittling away his sanity and drastically shortening his lifespan.

Urbanan mechamages currently entertain a theory that the Wasting is unavoidable and incurable. They posit that, just as manite draws magical energy into itself, so does it draw life energy into itself via such intimate contact as implantation. If true, this explains why manite implants operate so efficiently and rarely need to be replaced or have their magical energies renewed. They draw upon their user's own life force as a form of magical power. Unfortunately, this theory does little to explain the Wasted – sad, undead creatures who have been overcome by the Wasting and are now slaves to the crude intelligence of their own implants.

Some individuals have discovered means of staving off the Wasting's effects. Powerful magic can keep it at bay for a time, so long as one indulges in light to moderate implantation. A select few individuals who undergo heavy golemization have demonstrated extraordinary immunity to the Wasting's advanced symptoms (see the golemoid warrior for details). Yet even these stout souls are not immune. The price of combining living flesh with enchanted steel and stone is ultimately death.



The Wasting in Your Campaign

Golemization is a powerful weapon, and those who choose to use it live under a death sentence. The price of exchanging one's humanity for power is an important theme in Thunderscape – but that doesn't mean it needs to be important in your campaign.

All classes that utilize manite implants have been designed to be balanced with or without the Wasting. The Wasting is not intended to be a shackle for an overpowered class, any more than the paladin's strict alignment restrictions in the *Pathfinder Core Rulebook* are. The Wasting exists for flavor and to make the golemoids stand apart, thematically.

Perhaps you are using Thunderscape classes in another campaign setting where the Wasting does not exist. Perhaps you feel that keeping track of a player character's ongoing death sentence detracts from everyone's fun. Perhaps the Wasting just isn't part of the story that you, as a Game Master, want to tell. That's fine.

If you find any of these to be the case - then don't use the Wasting. The golemoid warrior class and manite implant rules work just fine without it. Simply use a character's Manite Threshold as a hard cap on the amount of implants a character may have. No character can ever exceed this level of augmentation.

And for those of you who lean the other way, who want the Wasting to be less easily quantified, or more vicious, cruel, and unpredictable... well we have some suggestions for you later in this section.

IN THE PERSON NUMBER OF THE OWNER AND A DESCRIPTION OF THE PERSON OF

As soon as a living creature receives its first manite implant, the Wasting begins to take hold. The effects are not immediately obvious. As long as one indulges in golemization very lightly, he might never show obvious symptoms. Regardless, anyone who undergoes such augmentation suffers a drastically shortened life span. Even if they later remove their implants (through use of regeneration or other such magic) the Wasting will forever change them. While some of the symptoms are treatable (especially via powerful divine magic), the Wasting cannot truly be cured.

For the purposes of the Wasting's long term effects, the GM will want to secretly determine the character's maximum age (dependent on his race) and record it privately. Many symptoms of the Wasting can reduce this number. If a symptom directs you to roll 1d10 and subtract the amount from the subject's age, reroll the result on natural result of 10 and add it to the total. Continue rerolling until you do not roll a 10. (While extremely rare, a golemoid perishing even from minor Wasting is not unheard of.)

If the character's maximum age ever becomes less than or equal to the character's current age, the character immediately dies. Effects that reduce the character's life span do not cause him to age, so he accrues no aging penalties or bonuses along the way – he simply dies when the Wasting is through with him, leaving him a withered and exhausted husk. Like all creatures that die when reaching their full lifespans, someone that dies in this manner may not be brought back by raise dead, resurrection, and similar effects.

To determine a subject's symptoms, use the following simple formula.

Total Impact of all implants - Manite Threshold = Wasting Level

The effects of each level of Wasting are as follows:

True Golemoid: Golemoid warriors and characters with a class archetype that grants them true golemoid status stabilize at this level of the Wasting. Any implants they receive from true golemoid classes do not count toward their Wasting level. However, even such stout souls are not unaffected, and their maximum age is reduced to three quarters of the normal maximum age for their race.

Growing Into It: A character who suffers from a higher level of the Wasting and gains a level in a class with the true golemoid feature may elect to assign his free implant slots toward implants that currently increase his total Impact. His Wasting Level then decreases accordingly. In this manner, a character suffering from the Wasting might stave off some of the effects by becoming a golemoid. Likewise, a golemoid might risk temporary symptoms by obtaining an implant before he can handle it, in hopes of leveling up into the "safe zone" before the symptoms become an issue.

Stable Golemization (Wasting equal to or less than zero): The subject suffers no short-term symptoms. His maximum age is reduced to half of the normal maximum age for his race.

Minor Wasting (1 Wasting): The subject begins to show minor signs of paranoia, as well as physical deterioration. His maximum age is permanently reduced by 1d10 years the first time he reaches this level of Wasting. For every month that he endures this level of Wasting, he takes 1 point of Wisdom and Constitution drain.

Major Wasting (2-3 Wasting): The subject may develop a nervous twitch or begin to experience minor visual and auditory hallucinations as well as a constant sensation of being watched. His maximum age is permanently reduced by 2d10 years the first time he reaches this level of Wasting. He is permanently fatigued (effects that remove fatigue can negate this condition for twenty-four hours). For every month that he endures this level of Wasting, he suffers one permanent negative level as well as 1d2 points of Wisdom and Constitution drain.

Advanced Wasting (4-7 Wasting): The subject is prone to fits of nervous shaking and deep paranoia. He has trouble sleeping, and both his vision and hearing are plagued by strange, shadowy hallucinations. He begins to experience memory loss. His maximum age is permanently reduced by 3d10 years the first time he reaches this level of Wasting. He is permanently exhausted (effects that remove exhaustion can negate this condition for twentyfour hours). For every day that he endures this level of Wasting, he suffers one permanent negative level as well as 1d4 points of Wisdom, Constitution, and Intelligence drain.

Terminal Wasting (8 Wasting): The subject no longer remembers who he is and is consumed with rage and paranoia. His senses are entirely overcome by hallucination. He can only perceive a strange, distorted vision of reality. His maximum age is permanently reduced by 4d10 years the first time he reaches this level of Wasting. He is permanently exhausted, confused, and blinded (these effects cannot be negated so long as he suffers this level of Wasting). For every hour that he endures this level of Wasting, he suffers one permanent negative level as well as 1d6 points of Wisdom, Constitution, Intelligence, and Charisma drain. None of this damage may be repaired by any means so long as the subject has any manite implants.

If any of the subject's ability scores reach zero, he is immediately cured of all negative levels and ability score damage but he permanently receives the Wasted template and becomes an NPC under the GM's control (see the Aden Bestiary later in this book for details regarding the Wasted). There is no known means by which a Wasted may be restored to his original state. Upon contracting advanced Wasting, many golemoids immediately attempt to seek out a warrior's death rather than become one of these sad, freakish creatures.

The Bleak Wasting (Optional)

Some GM's and players may prefer a darker tone in their games. Some GM's like to be cruel to their players – and some players like that. If such is your preference, this section is for you. The following options make the Wasting a great deal less predictable. A character never knows when the next implant will be the one that puts him over the edge and causes the Wasting. GM's, make absolutely certain everyone is on the same page and all right with it before you start being this mean.

Random Threshold – For each character, secretly roll 1d6-4. Apply the resulting number to the character's Manite Threshold without telling the players the result. Some characters may have a higher manite threshold than normal – but half of the levels will be lower than they expect. Characters may end up with negative Manite Thresholds. This has no effect until they gain implants, but when they do gain the implants, they will immediately suffer far greater symptoms than expected.

A Select Few – Not every character has the potential to become a true golemoid. Only those with a higher than normal Manite Threshold (those who rolled a 5 or a 6 when you randomly modified it) may multiclass in a true golemoid class. There is no way to determine a character's suitability until he attempts to undergo golemization, in which case he is allowed a Fortitude save vs. DC 20 once surgery begins. If this save is successful, he survives long enough for the surgeon to realize his unsuitability and abort the procedure. If this save fails, he dies on the operating table. (Characters who wish to select a true golemoid at level 1 should generally be allowed to play what they want and not be subject to this rule. If you prefer to enforce it even for starting characters, be sure your players are comfortable with the fact that they may die during character creation, and that you're an extremely petty person.)

Flawed Materials – Taking 10 is not allowed on skill checks when creating manite implants. The DC for all such checks is increased by 5. The GM makes all skill checks in secret. If the Spellcraft check fails by 5 or less, it appears to have succeeded but the resulting implant is flawed. Flawed implants impose double the normal amount of Impact when implanted on its subject.

Rejection – Any time a character undergoes surgery to receive a new implant, there is a chance that his body will simply reject the implant. Once a week for the month following the surgery, the character must make a Fortitude save vs. DC 15 + his total Impact. If he fails this save, the implant becomes permanently inert and nonfunctional. (If it was an eye implant, he becomes blind. If it was a hand implant, that hand becomes paralyzed and unusable. If it was a leg implant, he may no longer walk, etc.)

Uncertain Future – True golemoids have a minimum Wasting Level of 1, requiring them to constantly seek expensive treatments to repair their ability score damage.

Keep in mind that these rules will make the Wasting a great deal more terrifying. As a result, your characters may react by simply avoiding manite implants like the plague that they are. If you wish to balance out the above cruelties by making implants more tempting, consider the following:

Dirty Candy – All manite implants on enemy creatures remain fully functional and reusable upon their deaths. The gold cost of all implants is reduced by half. The level requirement of all implants is reduced by 2.

Steam Driven – All characters with a Steam Reserve may spend a steam point as a free action to inflict an additional 1d4 damage with any melee or ranged attack.

Golemoid Power – True golemoids increase by one the number of minor, basic, advanced, and superior implants granted by their class. (A golemoid must gain at least one implant of the appropriate type before receiving this bonus implant.)

Wasted Frenzy – All characters receive a damage bonus equal to their current Wasting Level.



Mechamagic has brought extraordinary advancements to Aden. Perhaps none has had a greater impact on the world's culture, economy, and international relations than the Thunder Trains. These miraculous vehicles allow people and cargo to travel from one end of the continent to the other in relative speed and safety, despite the wild terrain, predatory Nocturnals, and dangerous brigands.

The Thunder Trains are crafted only by the royal mechamages of Urbana, their construction a well-guarded secret. This has not stopped other mechamages from mimicking these creations – and while none have yet produced anything quite as large or magnificent as the Thunder Trains, a variety of smaller mechamagical vehicles have begun to emerge throughout the lands of Aden.

Given their ever-increasing importance, it is likely that such vehicles will focus prominently in a Thunderscape campaign, especially if the party features a thunder scout or an enterprising steamwright.

The following section explains all of the rules you'll need to know to incorporate vehicles into your game, along with a few sample vehicles and rules for creating your own. Complex rules for acceleration and the like have been intentionally simplified in an attempt to keep things quick and easy. After all, the last thing either the GM or players need during a fast-paced vehicle chase scene is to whip out a bunch of charts and diagrams.

Pilot Training

The first thing one needs to determine when using a vehicle is whether or not he can pilot it. This depends upon the type of vehicle. Living mounts are governed by the Ride skill and are explained in detail in the *Pathfinder Core Rulebook*. Do not use the rules in this section for mounted combat. In the case of simple non-powered vehicles, such as horse-drawn wagons, canoes, and the like, no special training is necessary. This is not to say that controlling such vehicles requires no skill, but that the associated skills are common enough among adventurers that no special investment is required. By default, any player character is capable of controlling such vehicles.

That being said, if a player feels it would be inappropriate for his character to possess the ability to drive a certain vehicle (a character from a land-locked farming community would likely know nothing about boats, for example), he may declare that his character is unskilled. Gaining such skill at a later date merely requires time and effort, determined by the player and GM's discretion.

In the case of more complex, manite-powered vehicles, pilot training is mandatory. Pilot training may be acquired in a number of different ways, including the following:

1) Acquiring training directly from a class feature, such as the thunder scout's pilot training feature).

2) Acquiring training via the Ace pilot feat.

3) Acquiring training via the Natural Pilot trait.

4) Spending a total of ten skill points in any of the following skills: Craft (machinery), Disable Device, Knowledge (engineering), Spellcraft, and Use Magic Device.

5) Being affected by a spell or magic item that grants pilot training.

While many of these methods also offer other fringe benefits that are useful for a vehicle pilot, none of them are innately superior to the others, and a character does not gain any additional benefits for qualifying in more than one manner.



Vehicles and Overland Movement

Generally speaking, a vehicle's overland movement is 20% greater than the overland movement of a non-manite powered vehicle of equal speed. This is due to the manite-powered vehicle's increased rush speed and the reduced need for the vehicle to slow down to rest the creatures piloting it. (See Overland Movement, Chapter 7, *Pathfinder Core Rulebook.*)

和波利的時期的時間的時間的時間的時間的時期的時期的時期的時期,時期的時期時期的時期

Vehicle piloting does not function in the same way as other skills, as there are no ranks and a character need not spend skill points to improve his ability. A character is either skilled in piloting a vehicle, or he is not. Higher vehicular prowess is represented through class abilities or feats that grant additional options when piloting a vehicle rather than a binary skill roll that causes the pilot to succeed or fail.

A character without pilot training who attempts to pilot a vehicle must make a DC 20 Intelligence check every time he attempts to control the vehicle. If he fails, the vehicle either fails to respond to his commands or moves randomly out of control (GM's discretion).

Vehicle Layout

Each vehicle occupies the appropriate a certain number of squares, roughly appropriate for its size, as listed in its description. Within the vehicle, each member of the crew has a station, a designated square within the vehicle where he carries out his duties. To pilot the vehicle, the pilot must be within the pilot's station. To operate a weapon, the gunner must be in the appropriate gunner's station. Any squares not occupied by weapons or crew can be used for passengers or cargo.

For a weapon to be added to the vehicle, a vehicle must be of adequate size and have weapon slots remaining. In addition, a certain number of squares in the vehicle (listed in the weapon's description) must be unoccupied (not already dedicated to another gunner's station). Each weapon also lists a standard crew. For the purposes of use (as in a vehicle), this weapon cannot be effectively crewed by more than this number. Up to this number of squares in the vehicle must be dedicated to gunner stations for this weapon, though a vehicle weapon can be crewed by as little as one gunner. While only one gunner can actually fire a given weapon each turn, any or all of the gunners may dedicate their actions toward reloading the weapon. The pilot or co-pilot's station can simultaneously serve as a gunner's station, meaning that one weapon can also be under the pilot's control. Gunner squares must be adjacent to the weapon they are operating.

Example: Deng the steamwright is the proud owner of a new steamwagon; the bandit who formerly owned it succumbed to an unfortunate accident. She wants to outfit her new ride for combat. The steamwagon is a Huge vehicle that occupies twelve squares, giving her plenty of room to work with. This particular steamwagon currently has no weapons but can hold up to four. She decides to purchase two Carraway ballistae, a light cannon, and a gunner tripod. The ballistae each occupy a single 5 foot square while the cannon occupies two. The gunner tripod occupies no space. This leaves eight squares in the vehicle for the pilot, gunners, and other passengers or cargo.

Next, she assigns squares to the gunner stations. The ballistae and tripod each require one gunner, while the cannon can have up to two. She decides that the gunner tripod will occupy the pilot's station, allowing her the option to fire her weapon while driving. A square is dedicated to each ballistae and two are dedicated to the cannon. Deng's now quite heavily-armed steamwagon requires a crew of five – a pilot (who also serves as the tripod gunner), two ballistae gunners, and two cannon gunners. The remaining three unoccupied squares of the vehicle can be used to hold additional passengers or cargo. Naturally the vehicle can still operate with just a pilot, but he will have to switch stations if he wishes to use any weapons other than the tripod.

Vehicle Basics

Though vehicles share many basic properties with creatures for the sake of simplicity, vehicles do have a specific facing whereas creatures do not. For the most part, vehicle facing is only important in determining the location of the pilot and other crew. The pilot's square is located along the front facing of the vehicle unless noted otherwise. The pilot and other crew must occupy the appropriate squares to operate the vehicle.

If you are the sole occupant of a vehicle exactly one size greater than yourself, you are considered to occupy the entire vehicle's area just as you would if you were mounted on a steed. If there are multiple passengers, or if the vehicle is more than one size larger than you, you must select which square of the vehicle you occupy.

Table: P	loting
Vehicle Actions	Action Type
Attack	As per normal
Brake	Move Action
Charge	Full Round Action
Cast a Spell	As per normal
Change Stations	Move Action
Coasting	Swift / Free Action
Combat Maneuver	As per Maneuver
Enter Moving Vehicle	Move Action
Enter Immobile Vehicle	As Part of Movement
Exit Vehicle	Standard Action
Ignition	Standard Action
Lock/Unlock Hatch	Standard Action
Miscellaneous Other Actions	As per normal
Move Vehicle	Move Action
Rush	Full Round Action
Shut Down	Move Action
Take Cover	Swift Action

Attack: The occupant of a vehicle may make attacks normally against any enemy in range. Occupants require line of sight and effect to attack targets outside the vehicle. Melee attacks from a speeding vehicle suffer a -4 penalty to hit. Ranged attacks from a speeding vehicle suffer a -8 penalty to hit. Melee attacks made from a speeding vehicle gain the vehicle's Strength bonus to damage rolls.

Brake: A pilot can bring a speeding vehicle to a controlled stop with a move action. A vehicle that is speeding coasts half the speed it moved on the previous turn before stopping as part of the braking action. As usual, the pilot can control this coast as a swift action. *Cast a spell:* Spellcasters riding in a vehicle can cast spells normally. However, casting a spell in a moving vehicle can impose concentration checks. If the caster was in the vehicle on the last turn and the vehicle has moved at all, it counts as vigorous motion (concentration DC of 10 + spell level). If the vehicle is speeding, it counts as violent motion (concentration DC of 15 + spell level).

Change stations: Moving from one crew station to another requires a move action. If the station is occupied, the current occupant must also take a move action to vacate the station. If the station is occupied by a dead or helpless occupant, switching stations with him is a standard action.

Charge: A pilot wielding a melee weapon while driving a vehicle may charge and attack with the weapon as per the normal rules, assuming the target is within his reach and the vehicle's cover does not interfere with his attack. Weapons that inflict extra damage when mounted also do so while in a piloted vehicle. Remember that making melee attacks from a speeding vehicle incurs a -4 penalty to hit. Melee attacks made from a speeding vehicle gain the vehicle's Strength bonus to damage rolls.

Coast: A vehicle that is speeding must move at least half the distance that it did on the previous turn. If the pilot does not dedicate his actions toward purposefully directing the vehicle, it coasts the minimum amount due to momentum. If the pilot uses a swift action, he can steer the direction of this coast. If he takes no action to steer the vehicle, it will continue straight ahead on its previous heading.

A speeding vehicle heading down a slope will coast its full speed, rather than half its speed, if the pilot takes no action toward controlling it. A speeding vehicle heading up an incline does not coast.

A vehicle can only coast if the pilot has taken no other actions to control the vehicle's movement that turn.

Combat Maneuver: A pilot can attempt combat maneuvers with a vehicle, but the range of options is limited. See the section immediately following this one.

Enter moving vehicle: If a vehicle is speeding, you must first move adjacent to it and, as a move action, make either an Acrobatics check to board the vehicle or a successful grapple maneuver against the vehicle. The DC of this check is equal to half the distance the vehicle moved on the pilot's last turn. There must be room for you in the vehicle, and the interior must be accessible. Alternately, you can attempt to grab the vehicle and ride outside of it. This requires an additional Climb or Acrobatics skill check vs. the previous DC, plus 5. You must make another Climb or Acrobatics check at the start of each turn (DC equal to half the distance the vehicle moved on the pilot's last turn plus 5) that you remain clinging to a speeding vehicle. Unless you have a climb speed, you are considered flatfooted the entire time you cling to a speeding vehicle. You may drop off of a vehicle you are clinging to as a free action.

Enter immobile vehicle: You can enter an unmoving vehicle simply by entering its square as part of your regular movement, assuming no barriers prevent your entry.

Exit vehicle: You may exit a vehicle as a move action, emerging in any square adjacent to the vehicle. If the vehicle is speeding, you must make an Acrobatics check (DC equal to half the distance the vehicle moved on the pilot's last turn) to leap out of the vehicle unscathed. If you fail this check, you take 1d6 damage per every 30 feet the vehicle moved on the pilot's last turn (plus falling damage, if the vehicle is unusually large or flying) and fall prone.

Ignition: A manite-powered vehicle's engine must be started before it can be piloted. (Though not all vehicles use steam or heat-related magic to operate, this process is generally known as ignition.) This requires a standard action. A vehicle cannot be ignited if its engine is not currently charged.

Speeding

A vehicle that has moved its Speeding threshold (usually half the vehicle's base speed or more) in a turn gains the speeding condition. This condition is something of a mixed blessing, for while it imposes a number of penalties, it also grants your vehicle a great deal of momentum and power. The effects of this condition are noted throughout this section but are compiled here for your convenience:

A speeding vehicle gains a +2 bonus to overrun maneuvers. A speeding vehicle can perform ram attacks.

A speeding vehicle imposes a -4 penalty to melee attacks made from the vehicle but grants its Strength bonus as a modifier to all melee damage rolls.

Speeding vehicles are more difficult to avoid in a collision (+5 DC).

A speeding vehicle imposes a -8 penalty to ranged attacks made from the vehicle.

Performing maintenance on a speeding vehicle is more difficult (+10 DC).

A speeding vehicle counts as violent motion for the purposes of concentration checks.

A vehicle that begins its turn speeding must move at least half the distance that it moved on the previous turn. If the pilot does not move the vehicle on purpose, it will coast this minimum distance (it coasts the same distance as the previous turn moving down a slope and does not coast when moving up an incline).

Entering or leaving a moving vehicle requires Acrobatics checks or other maneuvers (see rules).

A speeding vehicle cannot move backwards (unless it was moving backwards when it gained the speeding condition).

Lock/Unlock Hatch: If a vehicle features a hatch with a lock, locking or unlocking the hatch from the outside is a standard action assuming you have the key in hand. Locking or unlocking the hatch from the inside is a swift action. If you do not possess the key, you must pick the lock or breach the hatch in the usual manner.

Move Vehicle: A vehicle can move up to its speed with a move action from the pilot. A vehicle that moves its Speeding threshold or more in a single turn gains the speeding condition. A vehicle that begins its turn speeding must move at least half the distance it moved on the previous turn. (For example a vehicle with 30 ft. speeding threshold that moves 30 feet in a turn must move at least 15 feet the following turn.) Thus, if the pilot moves the vehicle while speeding, he must move at least this distance. If the pilot does not dedicate any action toward moving the vehicle, it will coast (or potentially collide with an object).

A vehicle can only change directions once per move action, and it cannot change its direction by more than 90 degrees unless otherwise noted in its description. (These rules are default for all vehicles. Certain vehicles can slow down more quickly or have greater maneuverability.)

A vehicle that is not speeding can move backwards (unless it was already moving backwards when it gained the speeding condition). Vehicles moving backwards move at half speed and cannot rush.

Rush: A vehicle's rush is equivalent to a creature taking the run action. A vehicle that takes the rush action can move at up to six times its normal speed in a straight line as a full-round action from the pilot. Vehicles cannot rush over difficult terrain or if the pilot cannot see where he is going. A vehicle carrying a medium or heavy load is reduced to 2/3 of its normal rush speed (round down).



Vehicle Saving Throws

A manite-powered vehicle determines its saving throws as any magic item does - equal to 2 + 1/2 its caster level. When piloted, the vehicle uses its own saving throws or its pilot's, whichever is higher. An unpiloted, non-magical vehicle automatically fails all saving throws. A vehicle with a pilot and a co-pilot uses the better of its pilots' saving throws.

计算机操作 计网络起源的中华分词 机合理机合理 网络网络马尔特 化中心水管法的现在分词

Shut Down: Turning a manite-powered vehicle's engine off once more requires a move action. Shutting down a vehicle's engine conserves its current magical charge (effectively delaying the duration of the spell powering it) and helps protect against the vehicle being stolen.

Take Cover: If a vehicle has partial or standard cover available, you can take cover within it as a move action. While taking cover, any Armor Class or Reflex save bonus granted by cover is doubled, but you do not have line of sight or effect to anything outside the vehicle. (If this cover is only partial cover, those outside the vehicle continue to have line of sight and effect to you.) Emerging from cover enough to regain line of sight and effect (but losing the additional take cover bonus) is a move action.

Vehicle Maneuvers

Combat maneuvers follow somewhat different rules where vehicles are concerned. Only certain maneuvers can be performed by vehicles, and likewise only certain maneuvers may be performed against them. Maneuvers not listed in the following section cannot be performed by vehicles.

If a vehicle's pilot possesses any feats or special bonuses that apply to combat maneuvers, those also apply when he performs those maneuvers in a vehicle.

Grapple: While vehicles cannot make grapple checks, they can indeed be grappled. Given the great size and high CMD's of most vehicles, this is no easy task. If the attacker is smaller than the vehicle, this merely means that he has grabbed the vehicle and can proceed to climb onto it. If the attacker is the vehicle's size or larger, he can grapple with the vehicle normally, attempting to hold it in place, pin it, or move it as per the normal rules for a grapple. The pilot may use his actions to attempt to escape the grapple if he wishes (he may not attempt to gain control of it). While a grappled vehicle suffers the grappled condition, the vehicle's less as septent attempting to grapple with a vehicle may find itself in for a rude awakening once the vehicle's gunners turn their fire upon it.

Overrun: As a standard action or part of a ram action, a vehicle can perform an overrun action as per the standard rules. A creature overrun by a vehicle suffers collision damage. A speeding vehicle gains a +2 bonus to overrun maneuvers. Optionally, a pilot may choose to ram a target (see special vehicle actions) rather than overrun it.

Ram: This special combat maneuver is available only when a vehicle is piloted, and it requires a full round action from the pilot. A vehicle must already be speeding or move at least half its speed (though it can move up to twice its speed) as part of a ram action. If the target of a ram attempt is not flat-footed and is aware of the attempt, it may move up to 5 feet to get out of the way. If this moves the target out of the vehicle's path, the vehicle can continue moving up to twice its speed if the pilot wishes.

If the target chooses not to move, it may make an attack of opportunity against the vehicle (or its occupants, if it can reach them). The pilot then makes a combat maneuver check against the target. If this check is successful, both the vehicle and its target take collision damage. If this check fails, the vehicle takes collision damage. In either case, a ram attempt causes the vehicle to cease all movement for the turn. (A failed ram attempt indicates that the target forcibly halted the vehicle's movement, the target was struck but took no appreciable damage, or the vehicle struck some other obstacle.)

Rams differ from other maneuvers in that they are capable of critical hits. If the vehicle is not equipped with a ram, it crits only on a natural 20. Only the damage inflicted by the ram (including any enhancement bonus), the vehicle's strength, and the vehicle's speed is multiplied on a successful critical hit, not the entire collision damage.

Power Dive: A flying vehicle (and only a flying vehicle) can use gravity to perform an even more powerful ram maneuver against any target at a lower altitude. This works as a regular ram maneuver except that damage for falling the intervening distance is also applied to both participants as well as collision damage. As per the normal rules for flying, a flier that collides with an object its size or larger must make a DC 25 Fly check or plummet to the ground immediately.

Sunder: Against vehicles with standard or total cover, a sunder maneuver can be directed against the vehicle's hatches or hull in order to gain entry. By default, vehicle hatches have 5 hardness and 20 hit points (the same as a strong wooden door). Carving a hole in the hull adequate to gain entry is the same as destroying an iron door (10 hardness and 60 hit points). Half the damage done in a sunder attack is also applied to the vehicle's total hit points.

Trip: Vehicles cannot normally perform trip maneuvers, but they can be tripped. Due to their stability, vehicles gain a +2 bonus to their CMD vs. trip attacks for each wheel or leg, or +4 per tread. A tripped vehicle does not suffer the prone condition, but instead it is upended. An upended vehicle is flipped on its side or upside down and rendered immobile until righted once more. Upended vehicles are flatfooted, losing all Dexterity and dodge bonus to AC. All vehicle weapons suffer a -4 penalty to hit.

As a full round action that provokes attacks of opportunity, one or more creatures outside the vehicle may make a Strength check to right an upended vehicle. The DC of this check is 15 for a Large vehicle, plus 10 for each size category over this. Vehicles smaller than Large may be righted automatically by any Small or larger creature as a move action that provokes an attack of opportunity.

Tripping an aquatic vehicle causes it to immediately begin to sink. Each round, 1d10 squares of the vehicle will fill with water until the vehicle has been righted. If all squares of the vehicle are filled with water, the vehicle sinks. As a full round action that provokes an attack of opportunity, a character manning a pump or a bucket can clear one square of water. Even if righted, a ship bearing water in more than half of its squares will continue to take on 1d3 squares of water per round.

Collision Damage

If a moving vehicle intersects with a creature or object, there is a chance that the two will collide. If the collision is accidental (neither party wishes to collide), both are entitled to a Reflex save vs. DC 15 (in a vehicle's case, the pilot makes this save). If either party is successful, both parties avoid the collision and stop moving. The DC of this save is increased by 5 for every speeding vehicle in the potential collision. Speeding vehicles do not stop if a collision is avoided; they merely change their course enough to veer around the other party. If the save fails, both parties take collision damage.

If the collision is intentional by either party (a vehicle attempting to run down a target or an enemy attempting to block a vehicle's path), then use the rules for overrun or ram maneuvers, whichever are applicable. A successful overrun inflicts collision damage on the target as well as knocking it prone. A successful ram inflicts collision damage on both the target and the vehicle performing the ram. Whether intentional or not, if a vehicle collides with a target one size smaller than itself, the vehicle only takes half damage. If a vehicle accidentally collides with a target two sizes smaller than itself, the vehicle takes no damage. Any time a vehicle takes collision damage, all occupants of the vehicle take that damage as well.

If the pilot of a vehicle involved in the collision is aware of the collision (not flat-footed), he may attempt a Reflex save vs. DC 15 to reduce the collision damage by half for everyone in his vehicle (but not the vehicle itself). Each of the vehicle's occupants may attempt to make this same save for half damage if the pilot fails, but a successful save reduces damage only for that passenger. Only a pilot involved in a collision can successfully reduce the damage for all passengers simultaneously. If the pilot has evasion or improved evasion, that ability applies only to himself (or to other passengers with similar abilities). Creatures struck by vehicles are not entitled to a save.

The amount of collision damage taken depends upon the size of the vehicle, its Strength, and its speed. In determining vehicle damage, first consult the following table. The base damage dice of the collision depend on the vehicle's size. The vehicle's Strength modifier (representing the power of its propulsion) also adds to this damage roll. Additionally, the vehicle adds +1 damage for every 60 feet it moved in a straight line toward its target that round. For example, a thunder cycle with a speed of 60 that rushed 360 feet (roughly 40 miles per hour) and then accidentally collided with a target would gain a +6 damage bonus in addition to the normal collision damage.

If a vehicle has a ram, this increases the amount of damage inflicted and reduces the amount of damage the vehicle takes (see rules for rams in the New Equipment section).

At the GM's option, you may wish to use collision damage rules for mounted characters and other high speed characters, substituting other appropriate values (a flying wizard might apply his Intelligence modifier to his damage roll rather than his Strength, for example) where appropriate.

Vehicle Statistics

All vehicles have the following statistics:

Size: The vehicle's size. A creature can only occupy a vehicle at least one size larger than itself. As in the case with most creatures, a vehicle frequently does not occupy this entire area. Nonetheless, this is the space the vehicle effectively commands in combat.

Caster Level: If the vehicle is manite-powered, this is the caster level of its engine. Any attempt to disable the vehicle through use of dispelling magic opposes this statistic.

Armor Class: A vehicle's Armor class is equal to 10 + its size modifier + its armor modifier + its Dexterity modifier + other potential modifiers due to the vehicle's magical enhancements or the pilot's abilities.

Hit points: The amount of damage a vehicle can sustain before it is destroyed. Like constructs, vehicles roll 1d10 to determine their hit points and gain bonus hit points depending on their size, as follows. However, they gain only half the bonus hit points of a construct of equivalent size.

Unlike other items, vehicles do not have an effective hardness rating. Because vehicles are an integral part of combat, they – much like golems and most other constructs –use the normal rules for damage. As vehicles can and will frequently be attacked in combat, giving all vehicles hardness as an added layer of mitigation simply makes them unusually difficult to counter and complicates combat unnecessarily. Some extremely tough vehicles, such as Dawnbringers, do retain a hardness rating, but this is meant to be a relatively rare ability exclusive to powerful vehicles (or those driven by high level thunder scouts).

Table: Collis	ion Damage
Vehicle Size	Damage
Small	1d4
Medium	1d6
Large	2d4
Huge	3d4
Gargantuan	6d4
Colossal	12d6
Table: Vehicle B	onus Hit Points
Table: Vehicle B Vehicle Size	Bonus Hit Points Bonus Hit Points
	telle tar
Vehicle Size	Bonus Hit Points
Vehicle Size Small	Bonus Hit Points 5
Vehicle Size Small Medium	Bonus Hit Points 5 10
Vehicle Size Small Medium Large	Bonus Hit Points 5 10 15

A vehicle reduced to half its hit points or less gains the broken condition. A broken vehicle moves at half speed and loses half its armor bonus to AC. All vehicle weapons suffer a -2 penalty to hit and damage; their critical range is reduced to 20 and their multiplier is reduced to X2. A vehicle restored to more than half its hit points loses the broken condition.

Speed: The vehicle's standard rate of movement and types of movement. Each vehicle also lists a "Speeding" threshold. If a vehicle moves this distance or greater, it gains the speeding condition. This is generally half the base speed of the vehicle. This threshold does not change if the speed of the vehicle changes, unless specifically noted.

Space: The space the vehicle occupies in combat. Unlike creatures (who always occupy square areas), many vehicles occupy rectangular areas.

Strength: Strength influences a vehicle's carrying capacity as well as the power of its movements. A vehicle's carrying capacity is determined as for a quadruped of its Strength and size. A vehicle's Strength modifier applies as a damage bonus to collision damage and toward the vehicle's CMB for combat maneuvers. If the vehicle is speeding, the vehicle's Strength modifier also applies toward melee attacks made from the vehicle.

Dexterity: A vehicle adds its Dexterity modifier to its Armor Class when piloted and to its CMD. A vehicle can lose its Dexterity modifier to Armor Class any time its pilot does. An unpiloted vehicle has a Dexterity of zero.

CMB: A vehicle's Combat Maneuver Bonus is determined by its Strength plus its size modifier. Add the pilot's base attack bonus to the vehicle's CMB on vehicular maneuvers.

CMD: A vehicle's Combat Maneuver Bonus is equal to 10 + the pilot's base attack bonus + the vehicle's Strength Modifier + the vehicle's Dexterity modifier + the vehicle's size modifier.

Crew Stations: The default number and type of crew stations in the vehicle. Upon boarding the vehicle, a crew member may assume any unoccupied station. If all stations are occupied but there is still space remaining in the vehicle, the creature boarding is merely a passenger.

All vehicles have at least one pilot station, and most have gunner stations. Unless noted otherwise, vehicles in Aden are assumed to require only a single pilot to operate. If the vehicle allows co-pilots, either the pilot or co-pilot can dedicate actions



Ability Scores

A vehicle possesses only two ability scores, Strength and Dexterity. Vehicles are not subject to ability score damage; their abilities are described in terms of Strength and Dexterity merely for the sake of consistency with similar creature abilities.

toward controlling the vehicle in a round. However, no more than one swift action and either one full round action or one standard and one move action can be dedicated toward piloting the vehicle in a single round, total. Gunner's stations are assigned to specific weapons.

A vehicle weapon can only be operated by a gunner in an appropriate gunner station. If that gunner station is also the pilot station, the pilot may use his actions to attack with the weapon or drive the vehicle, whichever he chooses.

Maximum Weapons: This is the upper limit of the amount of weaponry the vehicle can practically support.

Cover: The amount of cover the vehicle provides its crew.

A vehicle with zero cover (such as a cycle) leaves its crew completely exposed and offers no bonuses or penalties.

A vehicle with partial cover (such as an open wagon) partially protects its crew, granting +2 to AC and +1 bonus to Reflex saving throws for all occupants against attacks originating from outside the vehicle.

A vehicle with standard cover (such as a coach) encloses the crew but does not prevent them from attacking through windows or other apertures. This provides +4 AC to all occupants and a +2 bonus to Reflex saving throws for all occupants against effects originating from outside the vehicle. Standard cover also blocks line of effect to all occupants from outside attacks. An occupant who attacks from within the vehicle or pilots the vehicle loses his immunity to line of effect attacks (but retains the AC and Reflex bonuses) until he takes cover once more (see vehicle actions).

A vehicle with total cover is completely enclosed and blocks all line of effect to its occupants. The crew of such a vehicle cannot be attacked from the outside except by area of effect attacks. Even in such a case, the occupants have a +8 bonus to AC and a +4 bonus to Reflex saving throws against all area attacks from outside the vehicle. Without either magical aid or improved cover, the occupants of a vehicle with total cover cannot see outside the vehicle or attack.

A vehicle with improved cover allows its crew to view the outside world through smoked glass, arrow slits, or by other methods that do not expose the crew to the outside world in turn. Improved cover allows the vehicle's occupants line of sight and effect outside of the vehicle without forsaking any of the advantages offered by the vehicle's cover. Improved cover grants a vehicle's crew a +10 circumstance bonus to all Stealth checks to conceal themselves within the vehicle. Improved cover can only be combined with standard or total cover.

Keep in mind that all cover bonuses only apply to attacks that originate from outside the vehicle. Cover provides no AC bonus against a boarder, nor does a vehicle's cover offer any Reflex bonus against a fireball whose origin point is inside of the vehicle itself (though enemies outside of the vehicle would gain the vehicle's cover bonus in such a case). Targeting the origin point of a spell inside of a vehicle requires a clear line of sight and effect, so this is impossible with total cover or more unless the caster is inside the vehicle.

Engine Type: Vehicle engines are described in detail in the New Magic Items section. The vehicle's engine determines its caster level.

Standard Features: These are common vehicle features that are included with the base vehicle by default. These features do not count against a thunder scout or steamwright's feature slots.

Standard Weapons: The default weapons normally found on the vehicle are listed here. Weapons can be removed and new weapons can be added to the vehicle merely by purchasing and installing them, assuming the vehicle has room for the weapon.

Special Abilities: Any other unique special abilities possessed by the vehicle that do not fall into the category of standard features.

Engine Maintenance

Manite steam boilers can be finicky and potentially dangerous devices. If not kept in good repair, they can fail catastrophically. Under certain conditions, a vehicle will require immediate maintenance or suffer mechanical failure. This maintenance can consist of refilling the boiler, replacing corroded parts, and attending to other mechanical issues that can arise with such delicate and complex machinery.

To perform maintenance, you need an engineer's toolkit and training in the Knowledge (engineering) skill. The DC and time required for the skill check depends upon the nature of the maintenance. If the check fails, roll immediately on the Mechanical Failure Table to determine the result. (When not in combat, you may take 10 or take 20 on these rolls.)

If a vehicle suffers an effect that causes it to require maintenance, the vehicle must be shut down within one round or mechanical failure will occur. If maintenance is required and there is no time to perform it, anyone on board the vehicle may attempt to perform emergency maintenance by making a Knowledge (engineering) check vs. DC 15 as a standard action (this DC is increased by 5 if the vehicle is in motion, and by 10 if it is speeding). If successful, you delay the need for repairs by ten minutes. You may continue delaying maintenance each time it comes up, but the DC increases by 2 for each ten minutes that pass, or for each additional condition that requires maintenance. This attempt may be made once per round.

Critical Damage: Any time the vehicle sustains a critical hit, it requires twenty minutes of routine maintenance (DC 15).

Structural Trauma: Any time the vehicle is reduced to half its hit points or less, it requires an hour of maintenance (DC 20).

Arcane Shock: Any time the vehicle's engine is shut down by dispel magic or similar hostile magical powers, it requires one minute of maintenance (DC 15).

First Contact: The first time a particular individual powers a specific engine, he must familiarize himself with its inner workings. This requires a Knowledge (engineering) check as a full round action. This process is not necessary if you have observed someone else power the engine previously or received instruction from him.

Mechanical Failure Table

Any time a vehicle suffers a mechanical failure, roll percentile dice and consult the following table. Any time a vehicle suffers a mechanical failure, the DC of all maintenance checks on the vehicle is permanently increased by 2 and all mechanical failure rolls add 10 to the result. These penalties can be removed by performing an extended maintenance session to repair the vehicle. This requires one hour per failure that the vehicle has suffered since its last such check, and costs 100 gp in parts per failure. An enterprising mechanic can save money by crafting his own replacement parts in advance using the Craft (machinery) skill.

At the end of this time, the mechanic must make a Knowledge (engineering) check vs. DC 10, with each failure raising the DC accordingly. If this roll is successful, the penalties and any lingering effects of the mechanical failures are removed. If this roll fails, half the cost in parts is wasted and maintenance must begin again.

01-10 – Nothing happens. The vehicle holds together, but barely. This still counts as a mechanical failure.

11-20 – Delayed failure. Roll again on this table. The GM records the result secretly. Nothing happens immediately, but effects of the failure set in suddenly at some point within the next six hours (usually at the worst possible time).

21-30 – Hampered Speed. The vehicle's speed is decreased by 10 until this failure is repaired.

31-40 – Damaged Brakes. The pilot of this vehicle may no longer take the brake action.

41-50 – **Miscellaneous Damage**. One randomly selected feature of the vehicle is damaged and no longer provides any benefit until this failure is repaired.

51-60 - Damaged Chassis. The vehicle takes 3d10 damage.

61-70 - Damaged Chassis. The maximum hit points of the vehicle are permanently reduced by 2d10 until this failure is repaired. If this failure reduces the maximum hit points of the vehicle below zero, it is totaled and destroyed.

71-80 – Loss of Power. The vehicle loses power to its manite engine as if it were dispelled. A new everheat rune spell must be cast to restore power to the vehicle.

81-90 – Catastrophe. The vehicle's boiler explodes. This inflicts 3d10 fire damage on all occupants of the vehicle (Reflex save vs. DC 20 for half damage) and the vehicle's engine is destroyed and must be replaced.

Vehicles and Ultimate Combat

Pathfinder's *Ultimate Combat* sourcebook provides a complete system of rules for the use of vehicles. While these rules are quite comprehensive and excellent for most campaigns where vehicles are used only in the occasional novelty encounter, you may find them unsuitable for Aden campaigns – especially with a Thunder Scout in the party. Constant (and frequently trivial) skill rolls to control one's vehicle can quickly serve to bog down a class that is meant to be simple, engaging, and above all – fast. With that in mind, the following section presents alternate vehicle rules for use in Aden (and especially with the Thunder Scout class).

All of this being said, if you prefer the *Ultimate Combat* vehicle rules, you should absolutely use those instead. We have already drawn upon many of the key concepts introduced in those rules, such as facing, so it should be a simple matter to convert the vehicles presented in this book to comply with *Ultimate Combat's* requirements.

91-95 - Roll twice on this table. All results of 91+ count as 90.
96-00 - Roll three times on this table. All results of 91+ count as 90.

PPENDIX: ADEN BESTIARY

Cackler

The glistening pink-skinned monsters laugh and caper as they approach, claws dripping with the gore of recent victims.

Cackler CR 2

XP 600

10

CE Medium Monstrous Humanoid Init +6; Senses darkvision 60 ft.; Perception +6

Aura Cackle (30 feet)

Defense AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 19 (3d10+3) Fort +2, Ref +5, Will +3 Offense Speed 40 ft. Melee Claw x2 +5 x2 (1d4+2) Statistics Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 15 Base Atk +3; CMB +5; CMD 17

Feats Ability Focus (Cackle), Improved Initiative Skills Acrobatics +8, Climb +8, Intimidate +8, Perception +6

Special Abilities

Cackle (Su): A cackler's constant cackling is laced with madness and terror. All enemies within 30 feet of the Cackler must make a DC 15 Will save, and those who fail are Shaken by the terrible laughter as long as they remain within the aura. Those who succeed are immune to this cackler's cackle for twenty-four hours.

Environment any

Organization pack (4-9), troupe (10-20), horde (21-100)

Treasure standard

Cacklers are humanoid nocturnals born of fear of humiliation. The pink-skinned goblin-men move in an almost prancing motion as they stalk their prey, while their terrible laughter eats away at their victims' confidence and sanity. Cackler hordes have been known to reduce an entire village's populace to gibbering madness, at which point being torn apart by the creatures is practically a mercy.

Golemoid Creature

This majestic stallion is as much machine now as beast, steam pouring from its snout, its coat largely replaced with metal plating.

Golemoid Horse CR2

XP 600

N Large animal

Init +2; Senses low-light vision, scent; Perception +6

Defense

AC 13, touch 11, flat-footed 11 (+2 Dex, +2 Natural, -1 size) hp 17 (2d8+8)

Fort +8, Ref +5, Will +1; +2 vs poison & disease

Offense

Speed 50 ft.

Melee 2 hooves +2 (1d4+3)

Space 10 ft.; Reach 5 ft.

Statistics

Str 18, Dex 14, Con 19, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 19 (23 vs. trip)

Feats Endurance, RunB

Skills Perception +6

SQ docile, steam reserve, true golemoid

Special Abilities

Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill), a horse's hooves are treated as secondary attacks.

Steam Reserve (Su): A golemoid horse has a steam reserve, which may be used to power manite implants. The golemoid horse's steam reserve is 6 points.

True Golemoid (Ex): A golemoid horse gains a +2 bonus on all saving throws against poison and disease. For the purposes of all rules regarding the Wasting, a golemoid horse counts as a "true golemoid."

Cackler

Mechamages have not been satisfied to only practice golemization on the men and women who become golemoid warriors. There was significant animal testing as the process was being perfected, and golemoid creatures continue to be created to this day. While success rates are no better with beasts than they are with people, the advantages of golemization remain the same. Golemoid creatures are especially popular in Urbana, where many of the wealthiest citizens own a golemoid pet or mount.

Creating a Golemoid Creature

"Golemoid Creature" is an acquired template that can be added to any living, corporeal creature. A golemoid creature retains the base creature's statistics and special abilities except as noted here.

CR: +1

Alignment: Any.

Type: The creature's type remains the same.

Senses: As the base creature.

Armor Class: Increase the creature's natural armor bonus by +2.

Defensive Abilities: A golemoid creature's artificial body grants it an innate +2 bonus on all saving throws against poison and disease.

Special Qualities:

Steam Reserve (Su): A golemoid creature gains a steam reserve, which may be used to power manite implants. A golemoid creature's steam reserve is equal to $\frac{1}{2}$ its hit dice + its Constitution modifier.

True Golemoid (Ex): A golemoid creature gains a +2 bonus on all saving throws against poison and disease. For the purposes of all rules regarding the Wasting, the golemoid creature counts as a "true golemoid."

Abilities: +2 Strength, +2 Constitution

Golemoid Horse

Language Options in Thunderscape

While languages in Thunderscape are generally chosen by nation rather than by race, we have chosen to give standard Pathfinder-style language options for the creatures in our bestiary. These language options can be used outside the Thunderscape setting, or if you feel choosing languages by nation for the creature is inappropriate.

Illithix Guardian CR 10

XP 9600

LE Large Monstrous Humanoid

Init +7; Senses darkvision 60 ft.; Perception +19

Aura Hive Commander (60 feet)

Defense

AC 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, -1 size, +8 natural)

hp 149 (13d10+78)

Fort +12, Ref +11, Will +13; +2 vs mind-affecting

Immune sleep, charm

Offense

Speed 30 ft.

Melee 4 claws +19 (1d8+6/19-20/x2) and Sting +18 (1d8+6/x2 plus poison)

Space 10 ft.; Reach 10 ft.

Statistics

Str 22, Dex 16, Con 22, Int 18, Wis 16, Cha 14

Base Atk +13; CMB +20; CMD 33

Feats Great Fortitude, Improved Critical (Claw), Improved Initiative, Improved Natural Attack (Claw), Iron Will, Power Attack -4/+8, Weapon Focus (Claw)

Skills Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (history) +20, Knowledge (local) +20, Knowledge (nobility) +20, Perception +19, Sense Motive +19

> Languages Common, Dwarven, Elven, Goblin, Local

Special Abilities

Hive Commander (Ex) An illithix guardian can emit an aura of specialized pheremones which inspire the illithix under its command to fight as highly coordinated units. Illithix within the aura gain a +2 morale bonus to attack rolls and weapon damage rolls, and +2 dodge bonus to AC. This does not affect illithix guardians or illithix queens.

Hive Sense (Ex) An ilithix guardian can automatically detect the presence and number of other ilithix within 120 feet, and can pinpoint their location with a Perception check (DC 25). Hive sense is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt. A large gathering of ilithix (a dozen or more) can be sensed up to 1 mile away regardless of obstructions.

Insect Mind (Ex) Ilithix guardians are immune to sleep and charm affects and gain a +2 racial saving throw bonus against mind-affecting affects.

Pheromonal Communication (Ex) Ilithix can wordlessly communicate with other creatures capable of communicating with pheromones.



Poison (Ex) Sting - injury; save Fort dc 22; Frequency 1/round for 3 rounds; effect 1d4 Dex damage; Cure: 1 save.

Environment any (but always near an illithix hive)

Organization solo, contingent (1 illithix guardian, 3-6 illithix soldiers), platoon (2 illithix guardians, 10-20 illithix soldiers)

Treasure standard, npc gear (illithix resin armor)

The queen may be the heart of an illithix hive, but guardians are its brain. Bigger, stronger, and smarter than normal illithix, illithix guardians are the protectors and advisors of the queen, the generals when the hive goes to war, and the ones who study outside societies, choosing how and if to interact with them. Guardians are also the source of royal jelly, which is a crucial component in illithix reproduction. Consumption of the jelly allows a guardian to metamorphose into a queen, and if a hive fails catastrophically, any surviving defenders scatter to the winds in the hopes of establishing a new hive. With the majority of illithix hives having fallen to the Darkfall, Illithix Guardians and their swarming armies have become commonplace in the nightmares of Aden's people.

Under ordinary circumstances, ilithix are extremely passive creatures that avoid interaction with other sentient beings and only show aggression when their hives are directly threatened. Some ilithix hives would, in fact, completely ignore intruders so long as they showed no violence toward the hive's inhabitants. They are strict herbivores; many ilithix do not even consume plant matter directly, preferring to wait until it has been digested and regurgitated by the hive's workers.



The reclusive nature of these beings has even led some observers to doubt their sentience. Of course, this perception is flawed, deeply rooted in the arrogant idea that any creature of intelligence would naturally desire to become a part of Aden's greater brotherhood of intelligent races. The truth is simpler the ilithix merely find the culture and behavior of Aden's other races terribly confusing. They prefer to remain in their hives and socialize only with one another.

Ilithix mature extremely quickly and learn how to communicate within the first year of their lives. Ilithix society is based on a complex caste system. In their natural state, ilithix have no sense of identity; they merely view themselves as part of the larger hive. Each member of the hive serves a distinct role and avoids behaving in any way that violates that role. All members of the hive are valued and will fight to protect one another. Self-sacrifice is also a common practice among ilithix, with members of the hive willingly laying down their lives without hesitation to delay a foe so that other ilithix can escape and survive. This is especially true of the queen - all members of an ilithix hive serve their queen with relentless, unquestioning loyalty. In turn, the queen relies heavily on her subjects for both their mobility and their protection. And of course, even an ilithix queen would gladly perish in the name of the Brood Mother, the patron of all ilithix.

llithix and the Darkfall

Illithix Guardian

Among ilithix, there is one even above the queens - the solitary creature known only as the Brood Mother. Traditionally, all hives have honored the Brood Mother and obeyed her commands as if she were a queen, but this has begun to change since the Darkfall. The Brood Mother was among the first creatures to bow to the Darkfall's dark presence, allowing it to corrupt her and her hive.

Many other hives have fallen suit, bowing to the Brood Mother's corruption. These corrupted hives have abandoned their peaceful and reclusive ways. These fallen ilithix have become vicious and deranged killers, feeding upon flesh rather than plant matter and incorporating the remains of their enemies into the construction of their hives and weapons. Corrupted queens prefer to inject their eggs directly into living beings rather than into the waxy hive cells favored by normal ilithix. Like many nocturnals, these creatures seemingly only exist to spread as much violence and misery as they can.

In the present day, only a handful of ilithix hives remain that have not fallen to the corruptive nature of the Brood Mother.

Naga of Aden

Covered in glistening scales and with a serpent's tail in the place of legs, this strange warrior immediately aims an arrow at you as you approach.

Naga (Thunderscape) CR 1/2

XP 200

Naga Ranger 1

Medium Humanoid (reptilian)

Init +2; Senses Darkvision 60 ft., Perception +7

Defense

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 13 (1d10+3)

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

Offense

Speed 30 ft., climbing (20 feet)

Melee Shortsword +3 (1d6+2/19-20/x2)

Ranged Shortbow +3 (1d6/x3)

Statistics

Str 14, Dex 15, Con 14, Int 12, Wis 13, Cha 6

Base Atk +1; CMB +3; CMD 15

Feats Point Blank Shot

Skills Climb +10, Handle Animal +2, Heal +5, Knowledge (nature) +5, Perception +7, Stealth +6, Survival +5 (+6 to track), Swim +6

Languages Common, Goblin, Naga

SQ track, wild empathy

Special Abilities

Hatred (Ex): Naga gain a +1 to attack and damage rolls vs. any creature they witness using mechamagic or technology.

Languages Common, Naga, Elven

Environment Mountains

Organization solitary, pair, or team (3-6)

Treasure NPC gear (Studded leather armor, shordsword, shortbow with 20 arrows, other treasure)

The naga are a proud and xenophobic warrior race that primarily lives in warrens deep in the Fangs. While highly intelligent and skilled in both arms and sorcery, they cannot abide technology or mechamagic, seeing it as anathema to their way of life. Naga appear essentially as a combination of snake and man, with powerful humanoid torsos and with snake tails in the place of legs, all covered in scales that range from greens to browns. Though most naga prefer to be left alone, a corrupted ferran known as "Mamba" has somehow assembled a sizable naga army which he led to raze the city of Longou before vanishing back into the Fangs. If more of the naga fall under Mamba's sway, they could become a serious threat to the safety of all Aden.

Naga Characters

Naga are defined by class levels - they do not possess racial hit dice. Naga have the following racial traits.

+2 Strength, +2 Intelligence, -2 Charisma: Naga are physically powerful and cunning, but often brusque and antisocial.

Speed: Naga have a land speed of 30 feet and a climb speed of 20 feet.

Darkvision: Naga can see in the dark up to 60 feet. **Skilled**: Naga have a +2 racial bonus to Perception and Knowledge: Arcana checks. Scales: A naga's scales give them a +1 natural armor bonus to armor class.

Legless: A naga has no legs and is immune to being tripped.

Hatred: Naga receive a +1 bonus to attack rolls and damage rolls against any creature they have witnessed making use of technology or mechamagic.

Languages: Naga begin play speaking Common and Naga. Naga with high intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Elven, Goreaux, and Sylvan.

Nocturnals

The earth cracks and from it bursts the largest bulette you have ever seen. This is clearly no normal land shark; it's something stronger, deadlier, and far more sinister.

Nocturnal Bulette CR 9

XP 6400

NE Gargantuan magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

Aura frightful presence (30 ft., DC 14)

Defense

AC 27, touch 9, flat-footed 24 (+3 Dex, +18 natural, -4 size) hp 116 (8d10+40)

Fort +15, Ref +9, Will +6; +4 vs poison, disease, mind-affecting.

Naga

SR 19

Offense

Speed 40 ft., burrow 20 ft.

Melee bite +17 (3d8+18/19–20) and 2 claws +16 (3d6+12)

Space 20 ft.; Reach 15 ft.

Special Attacks leap, savage bite

Statistics

Str 35, Dex 17, Con 28, Int 4, Wis 15, Cha 10

Base Atk +8; CMB +28; CMD 37 (39 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10 (+18 jumping), Perception +11; Racial Modifiers +4 on Acrobatics checks made to jump

SQ Titan, Frightful Presence, Spell Resistance

Special Abilities

Leap (Ex): A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but it cannot make a bite attack.

Savage Bite (Ex): A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack and threatens a critical hit on a 19–20.

Not all agents of the Darkfall are sprung wholly from the nightmares of the sentient races. Some creatures are terrifying or sinister enough that the Darkfall uses them as a template to build upon. These constructed nocturnal creatures are very much like the creatures they were based on, but they are generally stronger, more powerful, and more deadly. They often become pack leaders of some sort, rallying groups of their base creatures to spread terror and chaos.

Creating a Nocturnal Creature

"Nocturnal Creature" is an inherited or acquired template that can be added to any living, corporeal creature. A nocturnal creature retains the base creature's statistics and special abilities except as noted here.

CR: HD 4 or less, as base creature + 1; HD 5 to 10, as base creature + 2; HD 11 or more, as base creature + 3.

Alignment: Any evil.

Type: The creature's type does not change.

Senses: A nocturnal creature gains 60 foot darkvision.

Armor Class: Increase the creature's natural armor by 2.

Defensive Abilities: A nocturnal creature gains a +4 bonus on saves against mind-affecting effects, disease, and poison, and DR 5/magic (if 11 HD or less) or DR 10/magic (if 12 HD or more).

Special Abilities: A nocturnal creature gains one of the following abilities for every 3 HD or fraction thereof.

Hide in Plain Sight (Ex): A nocturnal creature can use Stealth to hide even if the terrain does not grant cover or concealment. It gains a +4 racial bonus on Stealth checks. This bonus does not stack with any racial Stealth bonus possessed by the base creature.

Change Shape (Su): A nocturnal creature can change shape into a single form. Possible forms include a normal specimen of its base creature, a humanoid creature within one size category, or an animal within one size category. In all cases, the nocturnal creature appears as the same individual of its alternate form each time it changes shape. The type of polymorph spell used should be chosen for appropriateness based on the alternate form, such as alter self for taking humanoid form. This ability can be selected more than once, granting an additional form each time.

Energy Resistance (Ex): A nocturnal creature gains resistance 10 to one energy type, or increases an existing resistance by 10. Resistance increased beyond 30 becomes immunity instead. This ability can be selected more than once.

Flight (Su): A nocturnal creature gains a flight speed of 60 feet, with perfect maneuverability.

Frightful Presence (Su): A nocturnal creature gains the frightful presence monster ability with an aura of 30 feet and a duration of 5d6 rounds.

Dark Jaunt (Su): A nocturnal creature can teleport up to 10 feet per Hit Die as a move action. It may use this ability once every 1d4 rounds.

Nocturnal Bulette

Incite Fury (Su): As a swift action, a nocturnal creature can send allies within its line of sight into a state similar to a barbarian's rage. Affected creatures gain a +2 morale bonus to strength and constitution, a +1 morale bonus to Will saves, and -1to AC. The fury lasts a number of rounds equal to the nocturnal creature's hit dice plus its constitution modifier. This ability may be used 3 times per day.

Spell Resistance (Ex): A nocturnal creature gains SR equal to 11 + its CR. This does not stack with any existing SR possessed by the base creature.

Trackless Step (Ex): A nocturnal creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail if it so desires.

Titan (Ex): A nocturnal creature permanently increases one size category, gaining all the appropriate modifiers.

Vanish (Su): As a swift action, a nocturnal creature can vanish for 1 round as if affected by invisibility. It can use this ability for 1 round per day per Hit Die.

Abilities: A nocturnal creature gains +4 to three ability scores of its choice, and it gains +2 to the remaining 3 ability scores.

Shanker

The empty-seeming alley suddenly bursts to life, an army of hungry metal vermin rising from the detritus and rushing towards prey.

Shanker Swarm CR 3

XP 800

NE Tiny construct (swarm)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +7

Defense

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

hp 25 (4d10+4)

Fort +2, **Ref** +5, **Will** +3

Defensive Abilities half damage from weapons, swarm traits, construct traits

Offense

Speed 30 ft., climb 20 ft.

Melee swarm (3d6 plus distraction)

Ranged shrapnel +9 (2d8)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 14)

Statistics

Str 7, Dex 16, Con -, Int 2, Wis 12, Cha 11

Base Atk +4; CMB -; CMD -

Feats Ability Focus (distraction), Toughness

Skills Stealth +12 (+16 in urban), Perception +7; Racial Modifiers +4 Stealth in Urban Environments, +4 Perception

SQ vicious swarm

Special Abilities

Vicious Swarm (Ex): A shanker swarm's attacks are guided by a malign intelligence and deal swarm damage two steps higher than a swarm of its HD would normally cause. This is already calculated into the shanker swarm's damage.

Shrapnel (Ex): As a standard action, a shanker swarm can spray a target with jagged bits of metal from its component bodies, dealing 2d8 piercing damage.

Environment urban

Organization solitary, pair, pack (3–6 swarms) **Treasure** none



Shankers are mechamagical nocturnals that infest the Urbanan capital of Mekanus. These insidious creatures blend into the industrial landscape, appearing as no more than common machinery or scrap metal until it is time to strike. In motion, they resemble small cats made of rusted metal, with vaguely humanoid faces and rows of jagged teeth. After slaying its prey, the swarm drains it of essential minerals, leaving behind a goopy mess that can barely be identified as a corpse.

Slurgithian

This strange creature -- half eel, half man -- rises from the water, eyeing you quizzically.

Slurgithian CR ½

XP 200

Slurgithian Druid 1 Medium Humanoid (aquatic) Init +2; Senses darkvision 60 ft.; Perception +7 Defense AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 9 (1d8+1) Fort +3, Ref +2, Will +5 Offense Speed 30 ft., swimming (30 feet) Meleo Bite +1 (1d6+1) and Clow x2 + (1d4)

Melee Bite +1 (1d6+1) and Claw x2 -1 (1d4) Ranged Shortspear +2 (1d6+1) Spell-Like Abilities Icicle (6/day)



Druid Spells Prepared (CL 1):

1st (2/day) Magic Stone, Entangle (DC 14), Obscuring MistD 0th (at will) Know Direction, Detect Poison, Guidance D domain spell; Domain Water

Statistics

Str 12, Dex 14, Con 13, Int 10, Wis 17, Cha 8

Base Atk +0; CMB +1; CMD 13

Feats Multiattack

Skills Handle Animal +5, Knowledge (nature) +8, Perception +7, Survival +9, Swim +11

Languages Slurgithian, Common, Druidic

SQ amphibious, nature bond abilities (water), spontaneous casting, wild empathy

Environment any water

Organization solitary, pair, or team (3-6)

Treasure NPC gear (Lamellar, shortspear, other treasure)

Slurgithian

Slurgithians are a primitive race of amphibious humanoids that live primarily in the great lake called Tirrian's Eye. Roughly mansized, slurgithians tend toward leaner physiques and have slick skin and eel-like heads, as well as rows of sharp teeth and digits that end in deadly claws. As vicious as they appear, slurgithians are a relatively peaceful race, having only come into conflict with other sentient races when defending their territory. They live a fairly primitive pre-industrial lifestyle and have been largely left alone by the rest of the world -- including, curiously, the Darkfall. It's unclear if slurgithians have something that keeps agents of the Darkfall at bay or if the malevolent force simply sees them as beneath its notice.

Slurgithian Characters

Slurgithians are defined by class levels; they do not possess racial hit dice. Slurgithians have the following racial traits.

+2 Strength, +2 Wisdom, -2 Intelligence: Deepwater life has made slurgithians strong and perceptive, but they are somewhat uncultured.

Speed: Naga have a land speed of 30 feet and a swim speed of 30 feet.

Darkvision: Slurgithians can see in the dark up to 60 feet.

Skilled: Slurgithians have a +2 racial bonus to Handle Animal and Knowledge: Nature checks.

Natural Weapons: A slurgithan has a primary bite attack dealing 1d6 damage and two secondary claw attacks dealing 1d4 damage.

Amphibious: Slurgithians can breathe both water and air.

Languages: Slurgithians begin play speaking Common and Slurgithian. Slurgithians with high intelligence scores can choose any of the following bonus languages: Aquan, Elven, Giant, and Sylvan.

Snow Serpent

At first you think an avalanche may be coming, the way the snow is rippling -- and then the great hairy thing bursts from the tundra, bearing down on you with rows of glistening shark-like teeth.

Snow Serpent CR 4

XP 1200

N Large Animal

Init +6; Senses low-light vision, scent, tremorsense; Perception +10

Defense

AC 16, touch 11, flat-footed 14 (+2 Dex, -1 size, +5 natural) hp 39 (6d8+12)

Fort +7, Ref +7, Will +3

Offense

Speed 40 ft., burrowing (20 feet)

Melee Bite +8 (2d6+7)

Space 10 ft.; Reach 10 ft.

Statistics

Str 20, Dex 15, Con 15, Int 2, Wis 12, Cha 5

Base Atk +4; CMB +10; CMD 22 (can't be Tripped)

Feats Improved Initiative, Improved Natural Attack (Bite), Power Attack -2/+4

Skills Acrobatics +2 (+6 jump), Perception +10,

Environment cold plains or mountains

Organization solitary

Treasure none

The Snow Serpent is a giant white-furred, millipede-like predator native to the Ice Wastes. Nobody's precisely sure how a warm-blooded insectoid creature came into being and the civilian population of Ionara is generally far too busy avoiding the creatures to care. In the wild, snow serpents spend much of their time underground, emerging onto the surface only to hunt prey. As vicious as the creatures are, the Ionaran Frost Guard has somehow managed to domesticate them, and the Frost Guard's famed Serpent Riders are known and feared far and wide.

Ursax

This brightly colored bear practically shimmers with raw elemental energies.

Ursax CR 6

XP 2400

N Large Magical Beast

Init +1; Senses low-light vision, scent; Perception +6

Defense

AC 17, touch 10, flat-footed 16 (+1 Dex, -1 size, +7 natural) hp 85 (6d10+24)

Fort +9 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +6, **Will** +3

Immune varies, see Elemental Adaptation

Offense

Speed 40 ft.

Melee Bite +11 (1d6+6) +1d6 energy and

Claw x2 +11 (1d6+6) + 1d6 energy

Space 10 ft.; Reach 5 ft.

Special Attacks elemental attacks +1d6, breath weapon (20-ft. cone, DC 16, 6d6 damage, usable every 1d4 rounds)

Statistics

Str 22, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +11; CMD 22 (26 vs.

Trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Acrobatics +1 (+5 to jump with a running start, +5 jump), Perception +6, Survival +6, Swim +15 (+19 to resist nonlethal damage from exhaustion)

Special Abilities

Elemental Adaptation (Su): Choose acid, cold, fire, or electric. The ursax's breath weapon and elemental attacks deal that type of damage, and it is immune to that type of damage. If an ursax moves to a new environment, it adapts to the new environment after twenty-four hours and may choose a new energy type.

Environment varies

Organization solitary or pair

Treasure none

Ursax, an enchanted species of bear mixed with an unknown reptile, were created by the experiments of some long-forgotten and likely insane mage. For whatever reason, this mage gave ursax a magical adaptive reflex that takes in the elemental nature of an area and changes the ursax to match it. Once adapted to an environment, the ursax is suffused with the local elemental energies and its fur turns a new, usually shockingly bright color. Though the best known ursax are the icy blue of the Ice Wastes (adapted to elemental cold) and the firey red of Vanora's volcanic mountains (adapted to elemental fire), their adaptive nature allows ursax to survive in almost any environment. Those in extremely humid environments such as jungles and swamps turn leafy green and adapt to elemental acid, while those in open-air or arid environments like plains and deserts turn a bright yellow-white and adapt to elemental electricity. Ursax kept in captivity in urban areas will turn a sad grey and become listless. This can be prevented with precise -- and expensive -- geomancy, making the caged ursax a pet only for the extremely wealthy. Like their bear ancestors, ursax prefer a steady diet of fish, but they are highly omnivorous and will eat just about anything if they get hungry enough.

Wasted

Exposed wires spark and gears grind against bone as this withered corpse looks your way and snarls.

Human Wasted (5th level Golemoid) CR 4

XP 1,200

CE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +0

Defense

AC 19, touch 11, flat-footed 18 (+1 dex, +2 natural, +6 armor) hp 44 (8d8+8) Fort +2, Ref +3, Will +6 DR 5/slashing; Immune undead traits

The Wasted

Offense

Spd 35 ft.

Melee Magmaxe +11 (1d12+7/x3 + catch fire) or slam +10 (1d6+6)

Ranged Finger Gun +7 (1d6)

Special Attacks Steam Breath (4d6 fire, DC 14 half), Magmaxe (1d6, DC 18)

Statistics

Str 19, Dex 12, Con -, Int -, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness (B)

Special Qualities Death Engine (Su), Steamreaver Energy Cell (Ex), Integrated Scabbard (Ex), Momentum Manipulator (Su), Chest Spikes (Ex), Finger Gun (Ex), Integrated Armor: Breastplate (Ex), Steam Breath (Su), Manite Speed Boost (Su)

Ecology

Environment any

Organization any

Treasure standard

There are few fates more horrible than death by the Wasting, but becoming one of the Wasted is one of them. Perhaps one in a hundred victims of the Wasting rises as these walking dead, its manite implants somehow seizing control of the corpse it is installed in and lashing out with blind fury. No one yet has been able to determine if wasted are a side-effect of golemization itself, or if they are caused by the Darkfall manipulating fears of golemoids. Either way, wasted are a dangerous, terrifying force.

Creating a Wasted

"Wasted" is an acquired template that can be added to any corporeal creature with one or more manite implants.

CR: This depends on the creature's new total number of Hit Dice, as follows:

CR	ХР
1/4	100
1/2	200
1	200
2	600
3	800
4	1200
5	1600
6	2400
7	3200
8	4800
9	6400
10	9600
	1/4 1/2 1 2 3 4 5 6 7 8 9

Alignment: Always Chaotic Evil.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: Natural armor is based on the wasted's size:

Wasted Size	Natural Armor Bonus
Tiny or Smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+8
Colossal	+12

Hit Dice: Drop HD gained from class levels (minimum of 1) and change racial HD to d8s. Wasted gain a number of additional HD as noted on the following table.

Wasted use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Wasted Size	Bonus Hit Dice
Tiny or Smaller	-
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD
Each Manite Implant	+1 HD

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: Wasted lose their defensive abilities and gain all of the qualities and immunities granted by the undead type. Wasted gain DR 5/slashing.

Speed: Winged wasted can still fly, but maneuverability drops to clumsy. If the base creature flew magically, so can the wasted. Retain all other movement types.

Attacks: A wasted retain all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the wasted's size, but as if it were one size category larger than its actual size (see Natural Attacks).

Special Attacks: A wasted retains none of the base creature's special attacks.

Abilities: Str +2, Dex +2. A wasted has no Con or Int score, and its Wis and Cha become 10.

BAB: A wasted's base attack is equal to 3/4 its Hit Dice.

Skills: A wasted has no skill ranks.

Feats: A wasted loses all feats possessed by the base creature and does not gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

Special Qualities: A wasted loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A wasted retains all manite implants, even those gained from lost special qualities or class features. Any implant or steamreaver weapon that would use the wasted's constitution modifier instead uses the wasted's charisma modifier, and any reference to class level uses the wasted's hit dice. A wasted gains the following special quality:

Death Engine (Su): Once per round a wasted may activate one of its manite implants or steamreaver weapons without paying its steam cost. If the steam cost of the implant or steamreaver weapon is variable, it functions as if the maximum steam were spent.



The terrible, irresistible whispers have lead you to a forgotten glade where this grotesque creature -- like a horrible marionette made from the living wood of the forest -- waits, its razor-like claws twitching in anticipation.

Whisper Fiend CR 12

XP 19200

NE Large Fey

Init +7; Senses low-light vision; Perception +17

Aura whispers (80 ft, DC 25)

Defense

AC 27, touch 17, flat-footed 24 (+3 Dex, -1 size, +10 natural, +5 deflection)

hp 170 (20d6+100)

Fort +12, Ref +15, Will +16

Defensive Abilities Dreadful Mein; DR 10/cold iron

Offense

Speed 30 ft.

Melee claw x2 +17 x2 (2d6+7/19-20/x2 plus grab) and rend +16 (1d8+10)

Space 10 ft.; Reach 10 ft.

Special Attacks sneak sttack +3d6

Statistics

Str 24, Dex 16, Con 18, Int 10, Wis 14, Cha 20

Base Atk +10; CMB +18 (+22 Grappling); CMD 36

Feats Combat Reflexes (4 AoO/round), Great Fortitude, Improved Critical (Claw), Improved Initiative, Improved Natural Attack (Claw x2), Iron Will, Power Attack -3/+6, Skill Focus (Stealth), Toughness +20, Weapon Focus (Claw)

Skills Acrobatics +18, Bluff +18, Climb +20, Disguise +18, Knowledge (geography) +15, Knowledge (local) +15, Knowledge (nature) +15, Perception +17, Sense Motive +17, Stealth +26

Languages Common, Sylvan

SQ dreadful mein, vicious grappler

Special Abilities

Dreadful Mein (Su): A whisper fiend adds its charisma bonus to its AC as a deflection bonus.

Vicious Grappler (Ex): A whisper fiend may apply its sneak attack damage on any attack against a creature it is grappling.

Whispers (Su): The area within 80 feet of a Whisper Fiend is filled with sinister whispers, beckoning creatures to their doom. Any non-fey creature in the area must make a will save every round it is in the area. A creature who fails this will save can take no actions except a single move action to approach the Whisper Fiend each round it remains within the area. A creature under the effect of whispers that is adjacent to the Whisper Fiend offers itself to the creature and is considered helpless. This is a mindaffecting ability.

Environment forest

Organization solitary or pair

Treasure standard

Nocturnals born from fear of the dark forest and nightmare fairy tales, whisper fiends lurk along wooded roads and the outskirts of settlements, luring those who stray too far from civilization's light to their gruesome ends. Looking like some sort of sinister marionettes made of living wood, whisper fiends spread terror and despair along the edges of civilization, sometimes luring entire villages into the woods, never to be seen again.



NATURE OF THE DARKFALL

The Darkfall is the single most important event in the recorded history of Aden, and yet it remains one of the least understood.⁴ The sheer power that would be required for such an occurrence to be orchestrated is beyond not only the greatest of mortal spellcasters, but even the most influential organizations in the known world; even the Celestial College of Aramyst has never demonstrated anything approaching the inconceivable level of arcane power required to cause such an event. Most citizens of Aden generally accept the idea that the Darkfall could not have been implemented by men, because men simply lack the power to accomplish such a feat. The idea that it may have been caused inadvertently, a consequence of mankind seeking to control forces it did not fully understand, is a more popular and generally acceptable theory among many. Still, numerous theories abound, and some of the most common are described below.

Despite the complete lack of evidence to suggest that they were capable of anything on such a scale, many in Aden believe that the members of the Celestial College of Aramyst, widely regarded as the most powerful spellcasters in the world, were somehow responsible for the events of the Darkfall. These people point to the immolation of Aramyst's coastline, now known as the Burning Coast, and speculate that some new ritual, some attempt of a grander scale than ever attempted previously, destroyed their home and cursed the rest of the world to darkness. The survivors of Aramyst resent this idea tremendously, and they typically respond very aggressively to those who discuss it in their presence. Nevertheless, the idea that the Celestial College may have been attempting to create a stable portal to other planes, such as the mythical nether portal alleged to exist hidden somewhere in the Wall Mountains, is the most popular theory concerning Aramyst's responsibility for the Darkfall.

Some of Aden's more traditional citizens believe that the Darkfall is somehow the result of the prevalent presence and practice of mechamagic, although they are rarely able to give voice to exactly how such a thing might have occurred. Humans and other shorter-lived races are rarely among the ranks of such claimants, but the longer-lived races, such as elves and dwarves, have outspoken individuals who claim that the Darkfall was the result of mechamagic's perversion of the natural world. Most of these individuals point to Urbana, a nation whose lands have been devastated by the unparalleled advent of mechamagic, and whose lands have among the densest population of nocturnals, as proof that their claims have merit.

There are other, less well-founded theories that have been circulated in some circles of what remains of Aden's society. Some scholars and theologians have long theorized that there were once gods that guided Aden's development but that, for whatever reason, are no longer present. Perhaps they perished as the mortal races gradually forgot them, or perhaps the mortal races forgot them because they perished, no two theories on the matter are exactly the same. Regardless, among those who subscribe to such strange theories, the idea that the Darkfall is in some way related to gods once forgotten is one that grows in popularity with each passing year. Prominent Corrupted

The plight of Aden in the aftermath of the Darkfall has been exacerbated by those who, for whatever reason, have accepted the blessings of the mysterious powers behind that most sinister of events. Some do so for the purposes of survival, while others burn with a lust of power and prestige that cannot be quenched any other way. Regardless of the reasons for their most terrible blasphemy, those who accept the Darkfall's blessings are forever changed by it and are known as the corrupted.

Ikarius Sylth

Lacking the raw physical power of many of his fellow corrupted, the sinister Ikarius Sylth more than makes up for his shortcomings with a deadly cunning and, seemingly, the favor of his patron, the Darkfall. According to boasts made to former captives who miraculously survived their captivity, Sylth claims to have been involved in bringing about the Darkfall, although this may very well have been little more than grandstanding. Regardless, Sylth has survived numerous confrontations that have ended much more powerful corrupted, lending credence to his claims of superiority. In addition to his vast intelligence and his sorcerous abilities, which are significant, Sylth is known in certain circles as the Verminude, a name allegedly belonging to a long-dead god of vermin from a previous age. Sylth is known by this appellation because of his unique ability to override and control the minds of vermin, including rats, insects, and various other unpleasant creatures. This ability extends even to humanoids such as the ilithix drones and to the ratlings, a particular breed of rat ferrans found in Mekanus.

Sylth is strangely pale and quite tall, although not supernaturally so like others of his ilk. He is strangely calm at all times, even in the midst of battle, and has never been known to lose his composure, even in the act of performing terrible cruelties or violence. He seems to prefer to avoid open conflict altogether and is much more of a schemer than other known corrupted. It is for this reason, and for his two failed attempts to seize control of the ilithix hives in Kyan (the second of which came dangerously close to succeeding), that the Radiant Order has placed a high priority on Sylth's capture or death.

The Lord of the Pale

It is unclear if the entity known as the Lord of the Pale is in fact affiliated with the Darkfall, for it is known that he predates that calamity by a matter of centuries. The historical reports of his infrequent appearances date back even farther than the advent of the Golden Age, and each time he has appeared, disaster has followed in his wake. Rumor and legend hold that the Lord of the Pale is the embodiment of all disease and pestilence, and his mere presence is enough to cause devastating outbreaks of plague that leave thousands dead. The legends also say that the Lord of the Pale was defeated and sealed away within a mystical prison by King Tirrian, the founder of the Radiant Order.

In the centuries since Tirrian's victory, a cult has arisen that reveres the Lord of the Pale. The precise beliefs of this cult are unclear, but its rituals are prohibited in all nations. The activities of the cult have been limited but have increased dramatically since the Darkfall, and there have been multiple reported sightings of the Lord of the Pale since that time. Each report accompanies the death of some settlement or large number of people from one foul plague or another, but it is unclear whether these outbreaks accompany the rumors, or if the rumors arise as a result of the Pale that has been seen is real, and if he is, if it is the true Lord of the Pale or some nocturnal wearing his form because of the fear that the entity commands over the common folk.

Mamba

There are many throughout Aden who are known to be corrupted, and all are reviled by their former kinsmen. Few, however, are loathed with such great intensity as the ferran called Mamba. One of those rare few throwbacks who displayed reptilian heritage, Mamba was a serpent-man with the head of a snake and a body covered in scales. Despite his intimidating appearance, Mamba was respected for his keen intellect and eventually rose to the position of Governor in the village of Longou in Arasteen. He was lord of the village when the Darkfall came and saw it safely through the worst of the fighting that immediately followed. Shortly thereafter, however, Mamba disappeared. At the time, it was assumed that he had fallen prey to some insidious infiltrating nocturnal. Unfortunately, that was not the case.

Some time after he disappeared, Mamba reappeared in the most unlikely of places: the warrens of the naga. The naga have no love for any other race, and the means by which Mamba gained leadership over them is unknown, but he did precisely that, presumably through some blessing of the Darkfall. Utterly corrupted, Mamba led the serpent-men against his own home of Longou and destroyed it completely, leaving it nothing more than a burned ruin. Following his crime, Mamba retreated to the Fangs mountains, taking his sizeable force of naga with him. From there, he has continued to launch periodic attacks against the forces of Arasteen, following some pattern that only he understands.

The Red Man

Simultaneously one of the most enigmatic and feared of all known corrupted, the Red Man is feared particularly throughout Urbana, where he tends to be seen far more often. His background is a mystery, but his inexplicable tendency to act in the national interests of Urbana, often at the expense of other nations or even the Urbanan people, have given rise to a popular rumor that he was once an Inquisitor of the Eye who sold his soul to the Darkfall in order to better aid his master, Lord Urbane. Whether this is true or not, no one can say. Certainly the Iron Tyrant himself seems unlikely to have accepted the service of the corrupted when he is known to loathe nocturnals above all things, but it is possible that he considers the Red Man a disposable asset, or even that the Red Man acts on the Iron Tyrant's behalf but without his knowledge. Regardless, his tendency for explosive violence is such that few have ever laid eyes upon him and survived.

The Red Man, standing nearly nine feet tall, is a twisted monstrosity with grossly emaciated limbs. Despite this appearance, however, the Red Man possesses incredible strength, and he is more powerful by far than the strongest human or even powerful jurak warriors. He is almost completely impervious to damage, ignoring virtually every form of physical damage and succumbing only to damage from magical sources, although even this heals incredibly quickly. The Red Man's skin is a ruddy color, and he has both black hair and a moustache that are strangely well trimmed at all times. His eyes are completely absent, as if they had never existed, with flesh having grown seamlessly over the sockets. Likewise, his mouth has grown shut and does not open, eliminating his ability to speak. The only known way to defeat the Red Man is to strike where his eyes should be, an extremely difficult task that can, if successful, temporarily destroy his body. Unfortunately, he has proven capable of resurrecting himself even from this damage, although it takes a significant amount of time and energy to accomplish this.

Terablix the Autonomous

The dangers of mechamagic are often forgotten in the face of the many advantages the new discipline offers to the people of Aden. Nothing more clearly illustrates the dangers than the tale of Terablix, the Lord of the Lost Ghetto. Originally conceived as little more than a machine of vengeance, the golem that would **Whisper Fiend**

become Terablix was assembled slowly over many months and years, as a disgruntled mechamage working in one of the many factories of Mekanus smuggled out various parts to assemble it. The mechamage was a low-ranking official, and as is so often the case in Urbana, was terribly abused by his superiors. The mage's simple plan for ven-

geance was to create a golem that would punish his abusers, but he reckoned without the many different enchantments the various components he stole bore – and the dangerous interactions between them. When the mage finally conducted the ritual that would activate the golem, he could not have anticipated the backlash that would not only kill him, but would inexplicably grant the golem self-awareness. Awakened in that instant, the golem almost immediately gave itself to the Darkfall in order to gain the power it required to ensure its survival.

Its already considerable size and power more than doubled by the blessings of the Darkfall, the golem calling itself Terablix shattered the ramshackle building where it had been created and went on a rampage throughout Mekanus, killing anything that stood in its path and destroying anything that presented an obstacle to its goal: the Lost Ghetto of Mekanus. Upon reaching the sealed city quarter, Terablix scaled the wall and disappeared within, which the city's defenders were pleased to allow it to do, given that they seemed completely incapable of stopping it. Within the Lost Ghetto, Terablix quickly established itself as the supreme ruler of that damned quarter, ruling over it like a king, and it continues to do so to this day. What its ultimate purpose is, no one knows for certain, but all citizens of Mekanus fear the day that Terablix the Autonomous chooses to remain within the Lost Ghetto no longer.



INDEX

1	١	
r	3	2

Agriculture.	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	<u>117</u>
Armor	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	<u>187</u>

B

bestiary	• •	• •	•	•	•	•	•	•	•	•	•	210
Bonus Languages	• •	• •	•	•		•		•	•		11	<u>, 20</u>
Pheromone	• •				•	•						<u>20</u>

С

Cackler	<u>210</u>
Calendar	<u>115</u>
Cartographers' Society	<u>123</u>
Class	<u>24</u>
Alchemist	<u>90</u>
Arbiter	<u>26</u>
Barbarian	<u>90</u>
Bard	. 90
Cavalier	<u>91</u>
Cleric	. <u>91</u>
Druid <u>29</u>	, <u>92</u>
Entomancer	<u>29</u>

Fighter <u>92</u> Gunslinger <u>93</u> Inquisitor <u>93</u> Mechamage <u>48</u> Paladin 95 Ranger <u>96</u> Samurai <u>97</u> Sorcerer <u>98</u> Summoner <u>98</u> Thaumaturge..... <u>76</u> Witch <u>99</u> Wizard <u>51</u>, <u>99</u> Commerce..... <u>122</u> Cosmology <u>114</u>, <u>164</u> Crimson Sisterhood..... <u>123</u>

Fallen <u>37</u>

D

Darkfall <u>220</u>

Snow Serpent

E Equipment <u>195</u>

F

Favored Class Bonuses	····· <u>9</u>
<i>Feats</i>	<u>102</u> , <u>105</u>
Ace Pilot	<u>102</u>
Arcane Contemplation	on <u>102</u>
Arcane Enlightenme	
Breakneck Speed	<u>103</u>
Brutal Sting	<u>103</u>
Cannoneer	<u>103</u>
Expedient Inspiration	n <u>103</u>
Expert Gunner	
Expert Prowess	<u>103</u>
Extra Maneuvers	
Extra Prophecy	
Extra Steam	
Extra Suffering	<u>103</u>
Extra Technique	<u>103</u>
Firearms Proficiency	<u>103</u>
Gearhead	<u>103</u>
Greater Ram	<u>104</u>
Great Expertise	<u>103</u>
Gutshot	
Hive Prodigy	<u>104</u>
Horrific Display	
Improved Folk Magi	
Improved Ram	<u>104</u>
Inspiring Mechamag	ic <u>104</u>
Intense Sight	<u>104</u>
Juggernaut Punch	
Lightning Cascade	<u>104</u>
Magma Eruption	
Manite Blood	<u>104</u>
Poison Spit	105
Powerful Aspect	<u>106</u>
Rain of Steel	<u>106</u>
Scatter Master	<u>106</u>
Studied	<u>106</u>
Technical Mind	106
Thunder Reckoning	
	106
Too Quick To Catch	
Tormentor	
Tranquil Spell	
True Form	
Vermin Caller	

G

Golem	. <u>52</u>
Golemization	201
Golemoid	210
Government	<u>118</u>

Η

Ι

Ikarius Sylth	<u>220</u>
Illithix	
Guardian	<u>211</u>
Industry <u>121</u> ,	<u>197</u>
Inventions	<u>65</u>
Iron Tyrant	<u>158</u>
Items	<u>196</u>
Wondrous	198

L

Languages	<u>114, 115, 211</u>
Lord of the Pale	····· <u>220</u>

Μ

Magic <u>162</u>
Arcane Casters <u>164</u>
Disciplines <u>165</u>
Divine Casters <u>164</u>
Spells <u>168</u>
Mamba <u>221</u>
Manite <u>180</u> , <u>188</u> , <u>198</u>
Implants <u>199</u>
Creating <u>199</u>
Installing <u>200</u>
Threshold <u>200</u>
Types <u>200</u>
Wasting <u>201</u>
Refinement <u>181</u>

Ν

Naga	212
Names	<u>22</u>
Nations	<u>126</u>
Aramyst	<u>126</u>
Arasteen	<u>144</u>
Carraway	<u>129</u>
Concordance of Le'Ciel	<u>152</u>
High Steppes	<u>132</u>
Ionara	<u>147</u>
Island Republics of Misland	<u>135</u>
Kyan	<u>149</u>
The Rhanate	<u>155</u>
Urbana	<u>158</u>
Vanora	<u>138</u>
Yzeem	141
Natural Attacks	12
Nocturnal	213

Р

 Piloting.....
 107

 Poisons
 196

R

Races <u>6</u>
Dwarves
Echoes <u>17</u>
Elves
Faerkin <u>10</u>
Ferrans <u>11</u>
Brute <u>12</u>
Predator
Sneak <u>12</u>
Goreaux <u>13</u>
Half-elves <u>14</u>
Humans <u>15</u>
Ilithix <u>18</u>
Jurak
Rapacians <u>16</u>
Religion <u>118</u>
Ancestor Worship 121
Benevolent Miasma 120
Church of All Saints 119
Cults <u>121</u>
Divine Machination 121
Nature Worship 121
Radiant Path <u>119</u>
War of the Sky \dots $1\overline{20}$
Way of the Ten Beasts \dots <u>120</u>

S

Sanguine Monks
<u>3, 93, 94, 113, 184, 196</u>
Shanker <u>215</u>
Skills <u>107</u>
Craft <u>107</u>
Heal <u>107</u>
Knowledge <u>107</u>
Spellcraft <u>107</u>
Use Magic Device <u>107</u>
Slurgithian 215
Snow Serpent
Special Materials 188
Steamwright Guild 124
Super Science 64

Т

Technology	<u>178</u>
Terablix the Autonomous	<u>221</u>
The Red Man	<u>221</u>
The Seers	<u>124</u>
Thunder Scouts	<u>124</u>
Timeline	<u>109</u>
Traits	<u>101</u>
Campaign	<u>102</u>
Folk Magic	102

U

Ursax <u>217</u>

v

Vehicles 86, 89, 107, 191
Ability Scores <u>208</u>
Actions <u>204</u>
Building <u>107</u>
Collision <u>206</u>
Enchantments 195
Maintenance <u>208</u>
Maneuvers <u>206</u>
Manite-Powered Engines 198
Movement <u>204</u>
Piloting <u>107</u> , <u>203</u>
Saving Throws <u>206</u>
Speeding <u>205</u>
Statistics <u>207</u>
Types
Basic <u>191</u>
Superior <u>194</u>
Weapons <u>189</u>
Verminous Servants 34

W

Wasted	<u>218</u>
Weapons	<u>181</u>
Auger	<u>183</u>
Cannons	<u>190</u>
Ammunition	<u>190</u>
Carraway Crossbow	<u>184</u>
Crystal Bow	<u>184</u>
Firearms	<u>182</u>
Ammunition	<u>183</u>
Gearspanner	<u>184</u>
Injector	<u>184</u>
Lightning Sword	<u>181</u>
Magmaxe	<u>181</u>
Ripfangs	<u>184</u>
Rocbar	<u>184</u>
Sanguine Wraps	<u>184</u>
Scaralla	<u>184</u>
Shredders	<u>185</u>
Spring Blade	185
Steamreaver	181
Steamwright	183
Stouthorn	185
Thunder Bow	185
Thunderhammer	181
Whisper Fiend	219
Wildlife	116
Writs	54



OPEN GAME LICENSE Version 1.0a

....

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Thunderscape: The World of Aden. © 2013 Kyoudai Games, LLC; Authors: Shawn Carman and Rich Wulf.



A World of Steam and Darkness

In Aden, a thousand-year Golden Age of prosperity gave rise to an unprecedented development: the fusion of magic and technology into a unique discipline called mechamagic. Arcane power, steam power, and gunpowder changed the world almost overnight. The Golden Age ended, and the Age of Thunder began. It seemed there would be no limit to the industry and ingenuity of man.

Until the Darkfall.

A supernatural cataclysm of unknown origin, the Darkfall plunged the world into darkness as the sun was blotted out for only a moment. In that moment, every nightmare and horror imagined by the people of Aden sprang into existence, and the world was thrown into chaos. Villages were wiped from the face of the world, entire cities burned, and tens of thousands perished in an instant. It seemed that the world would die in flames.

But Aden will not die so easily.

Now, ten years later, the people of Aden struggle to survive in the face of unrelenting assault by horrors beyond imagining. It is a world of magic, a world of industry, a world of horror.

It is the world of Aden.

Thunderscape: the World of Aden is a settings and mechanics sourcebook compatible with the Pathfinder Role-Playing Game. Within the pages of this book you will find the following:

 Details on twelve different races of Aden, eight of which are new to this work!

Nine base classes heavily integrated into the setting but portable to all manner of campaigns, from the golemcommanding mechamage to the legend-summoning thaumaturge!

- New traits and feats, and new uses for existing skills!
- New spells, new technology, and new magic items!
- A sample bestiary of eleven different creatures from Aden!
- And much, much more!

